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## CREDITS

**Design & Development:** Eric R. Harvey

**Managing Game Developer:** Doug Johnson

**Playtesting:** Chris Perello, Paul Reigel-Green,  
David Moseley, John Long, Terry Mays, Rob  
Boyens, Tom Prutch

**Rules Proofing:** Hans Korting

**Map Graphics:** Joe Youst

**Counter Graphics:** Eric R. Harvey

**Production:** Chris Cummins & Chris Dickson



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# RATS OF TOBRUK

**Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as exceptions and errata. **Blue** for examples of play and design notes. Check for E-rules updates to this game @ [www.worldatwarmagazine.com](http://www.worldatwarmagazine.com).

## 1.0 INTRODUCTION

*Rats of Tobruk* simulates Rommel's attack on Tobruk in April of 1941. This battle primarily involved the Australian 9th Infantry Division, as well as British artillery batteries that were tasked to prevent the capture of Tobruk's harbor by the German 5th Light Division. The harbor at Tobruk was crucially vital to Rommel to shorten his overextended supply lines currently emanating from Tripoli, a 900-mile broiling trek for the worn-out Axis trucks. Each game turn represents approximately six hours of actual time, and each hex represents approximately 500 meters from side to side.

Each game turn is not divided into separate friendly and enemy turns, but is rather comprised of numerous individual "HQ Activations". All the game's HQ activation chits are placed into an opaque cup, and each chit is drawn one at a time to initiate the activation (movement and combat) of a headquarters (HQ) unit, and all that headquarters' associated units (companies). When that HQ's activation is finished, a new HQ activation chit is then drawn from the cup, and its activation commences. All the HQ activation chits are drawn in this way until the draw cup is empty. When the last of the HQ activation chits has been drawn, that game turn is considered over.

**Important:** This rules system is nearly identical to the *Grossdeutschland* (World at War #20) and *Guards Armoured* (World at War #34) rules, except where relevant to *The Rats of Tobruk*.

### 1.1 Fog of War

A player may inspect the units and stacks of the other player if he demonstrates a line of contiguous and uninterrupted (by blocking terrain) hexes not more than 10 hexes in length from any of his own units present on the map to the enemy unit or stack he desires to inspect. The distance is reduced under the following cases.

- Five hexes during sandstorm weather turns.
- One hex (adjacent) during night turns.

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**Exception:** No enemy unit or stack in the same hex as a fortification is subject to inspection.

- An enemy unit that conducts any manner of combat must be revealed in all cases (even if occupying a fortification).

## 2.0 GAME COMPONENTS

This game includes one counter sheet (280 counters) and one map representing the western half of the Tobruk fortifications in 1941 (where the Axis conducted the two attacks against the Australian 9th Infantry Division). Players will need to provide three six-sided dice, and one small opaque cup for drawing the activation chits.

### 2.1 Maps

Each hex encompasses about 500 meters. The map portrays the region to the south and southwest of Tobruk and Tobruk's harbor. The hex grid printed on the maps is used to facilitate the movement of units and to delineate the various terrain features. The effects on play of the various terrain features can be found on the map.

**Important:** Clear terrain on this map is referred to as "Hamada."

**Map Errata:** The three hill hexes (1124, 1125 and 1224) should be marked with a black triangle.

### 2.2 Charts & Tables

The rules and the map include all the charts and tables necessary for play. The Terrain Key includes the combat modifiers as well as the movement costs per each type of unit and terrain.

### 2.3 Combat Units

The various game pieces (counters) represent all the historical combat units, as well as all necessary chits to facilitate game play. The combat units are primarily company-sized, and are color-coded by nationality:

**Tan:** Commonwealth

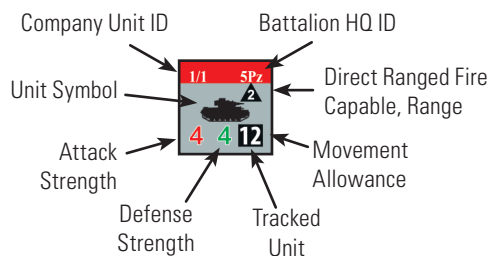
**Grey:** German

**Mustard and Green:** Italian

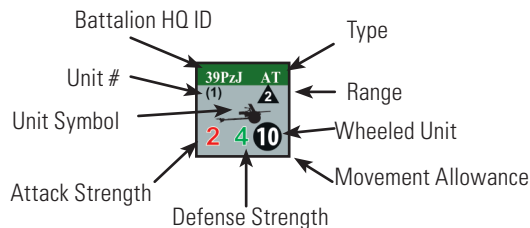
Individual combat units are color-coded in accordance with their respective battalion HQ unit, indicating the combat units that may move and/or attack when its battalion HQ unit is activated (2.5 & 6.0).

The numerical ratings and symbols printed on each combat unit counter are indicated as follows:

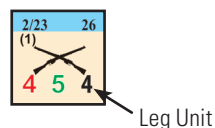
#### Company Combat Unit



#### Company AT Gun Unit



#### Leg Unit



#### Artillery Ranged Fire Unit



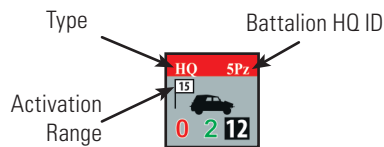
The front side of all combat units represents their full-strength side. The back side represents their depleted (reduced-strength) side. When a full-strength combat unit suffers casualties, it is flipped to its back side. When a depleted combat unit suffers casualties (being depleted again), it is eliminated and removed from play.

**Important:** Some of the units are not printed with depleted back sides. They are eliminated whenever they suffer casualties.

**Note:** Wheeled units include trucks or other types of wheeled vehicles. In the case of infantry or artillery, it is assumed that they are being transported (if classified as a wheeled unit type), and any unloading/unlimbering occurs automatically within the timeframe that is represented during each turn. In most cases such units are not loaded or limbered when engaged in combat.

### 2.4 Headquarters Units

Headquarters (HQ) units exist to activate combat units (6.0). They also function as a supply source during the Supply Phase, and provide a retreat direction for units that are forced to retreat after combat. Each battalion HQ unit is color-coded to match with a specific HQ activation chit, indicating which combat units are activated during a turn when the corresponding HQ activation chit is drawn from the draw cup.



If a battalion's HQ unit has been eliminated, the units of that battalion cannot be activated as one group. The HQ activation chit remains in the draw cup, and is drawn normally, but only one stack of units (any units of that same battalion in any one hex) may be activated per game turn.

**Important:** *Rats of Tobruk* does not have Division HQs. Ignore all references to them in the rules.





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## 5.1 Supply Determination

To be considered in supply, every unit must have an uninterrupted contiguous path of hexes (of any length and route) from the unit's hex to an HQ unit of the same battalion.

**Example:** The German 88 unit of the 33rd battalion must have a path of traversable hexes from the 88 unit to the 33 battalion HQ.

- Battalion HQs themselves must also have a supply path, although a battalion HQ must have a path of traversable hexes (of any length and route) from the HQ unit to any other HQ (other than itself).

**Note:** A division HQ may be nominated as a single source of supply in place of the battalion HQ for any single battalion.

**Designer's Note:** The game's scenario occurs over the course of about a week, at most, and so the supply rules are therefore intended to primarily only affect units that are completely cut off from other battalions (During this battle, the Australian units on the line had about seven days of supplies, and the German units had approximately two weeks' worth). Thus, so long as a battalion HQ remains in contact with any other battalion HQ, they are assumed to have enough on-hand supply to subsist throughout the duration of the scenario.

- If, during the Supply Phase, no battalion HQ is available as a source of supply, one stack of units from that battalion may be nominated as being automatically in supply for that turn. Any unit(s) of the unsupplied battalion, in that stack are always assumed to remain in supply throughout the current turn. The unit(s) may thus move, attack and defend normally during this turn. If there is more than one unit in the nominated stack, only one unit or stack may be designated as being automatically in supply if any of those units in the stack split off during movement or a retreat.
- Other units from the battalion, not being part of the nominated stack, will never be considered automatically supplied during any part of the turn. This applies even if they move into or through the hex of the nominated stack during that same turn.
- A supply path may be of any length and route, although no supply path may pass through the following hexes:
  - a) Any hex occupied by an enemy unit.
  - b) Any hex within an EZOC, unless that hex is also occupied by a friendly unit.
  - c) Into or across any terrain where a wheeled unit type is not allowed (NA), as indicated by the Terrain Chart (unless along a road or path).

## 5.2 Low Supply & Out of Supply Units

- Any unit that cannot trace a supply path to a battalion HQ during a Supply Phase is immediately considered to be in low supply.
- If a unit cannot trace a supply path during two consecutive Supply Phases, it is immediately considered to be out-of-supply.
- If any unit is unable to trace a supply path during three or more consecutive Supply Phases, it immediately suffers casualties (it is flipped to its depleted side or is eliminated if already depleted).

**Designer's Note:** Units that suffer casualties are not considered destroyed, per se, but simply low on ammo supplies to such an extent that they have no ability (or will) to fight.

- A unit that is currently in low supply or out-of-supply suffers the following penalties:

**Low Supply:** Attack strength is halved (rounded up).

**Out-of-Supply:** Attack strength and defense strength is halved (rounded down), and;

- Tracked and wheeled unit type movement is halved (rounded down). This also applies to HQ units.
- No direct fire is permitted.
- Artillery must be flipped to their Fired side and must remain so until supply is reestablished.

## 6.0 ACTIVATION

During each game turn, either player blindly draws one HQ activation chit from the draw cup. The HQ activation chit that is drawn determines which battalion may be activated. In this way, HQ activation chits are drawn one at a time throughout the game turn to regulate the order in which the battalions on the map may move and attack.

- No combat unit may move or conduct any attack unless it is activated by its battalion headquarters unit (an HQ unit that is printed with the same color-code).
- When a battalion HQ activation chit is drawn from the draw cup, the owning player may use that battalion HQ to move any or all the combat units of that same battalion designation (example, "KGK"). Each battalion has a unique color-code to differentiate it from all other battalions.
- No battalion HQ may be used to activate any units of other battalions.
- To activate a combat unit, that unit must be in the activation range of the drawn battalion HQ. The range is depicted inside the white flag symbol on the battalion HQ counter.
- A battalion HQ may activate none, some or all combat units within its activation range. If the player chooses not to activate any of the battalion's combat units, the player declares a pass and discards the HQ activation chit.

**Important:** An HQ activation range is defined as a direct line of contiguous hexes from (but not including) an HQ's present hex to any friendly combat units' hexes, disregarding any terrain, enemy units or EZOC.

- No combat unit may ever be activated more than once during the same turn, even by a division HQ.
- When a battalion's activation is complete, its HQ activation chit is placed into a discard pile until the next turn when all HQ activation chits are placed back into the draw cup.

**Note:** Units that start the scenario off-map, are always assumed to be within their battalion HQ's activation range during their turn of entry (only).

- If a player chooses not to activate any of a battalion's units, he may declare a pass, and place the HQ activation chit into the discard pile (not back into the draw cup). That battalion may not be activated during that game turn, except by a subsequent division HQ draw (and only if it had not been activated during its first HQ activation draw, or that division HQ had activated another battalion).
- No battalion may ever be activated more than once during the same turn.





- When the last HQ activation chit has been drawn from the draw cup, and has been played, the game turn ends. Follow the End of Turn Phase procedure.
- If a battalion HQ is not available to activate a battalion's units, the owning player may activate a maximum of one stack of units from that battalion per turn, whenever that battalion's HQ activation chit is drawn from that player's draw cup.
- Activation of a battalion allows the units of that battalion (only) to move and/or fight (in that order); an activated unit may either move, fight or move and then fight. No unit may ever fight and then move.

## 7.0 STACKING

Each hex on the map, regardless of terrain and type of unit, has a stacking limit. Friendly and enemy units may never be stacked together in the same hex at any time.

### 7.1 Stacking Limits

Each hex can accommodate a maximum of four full strength units of any type, or a maximum of two full strength units while utilizing road movement (9.2).

- A depleted unit is only counted as half when calculating the stacking limit in a hex. Thus, each hex can accommodate a maximum of eight depleted units, or three full strength units and two depleted units, and so forth.
- If utilizing road movement, a maximum of four depleted units may be stacked together, or one full strength unit and up to two depleted units.

**Note:** A unit that does not have a depleted side (including HQ) counts as a full-strength unit, not a depleted unit.

- The stacking limit is only enforced after moving all the units of the current activation. If it is determined that the stacking limit in a hex has been exceeded, eliminate (or deplete) enough units to comply with the stacking limit.
- Differently color-coded battalion units may stack together freely, but they can never be activated together.

**Designer's Note:** Single sided units are not always smaller than two sided units, however their staying power is significantly less than two sided units.

## 8.0 ZONES OF CONTROL (ZOC)

All combat units (except HQs) exert a ZOC into each of the six hexes that surround their present hex.

- A ZOC does not extend into any hex or across any hexside that a wheeled unit type is not allowed (Terrain Key) (except when using a path or road).

**Example:** A unit cannot exert a ZOC into a ditch/wire hex because movement into a ditch/wire hex is forbidden to wheeled unit types.

- An EZOC is not negated by the presence of a friendly unit except when tracing supply (5.0).
- Movement into an EZOC is restricted as follows:
  - a) A unit that enters an EZOC must stop its current movement immediately.

b) A unit that begins its movement in an EZOC, and then exits that EZOC must expend +1 MP (i.e., in addition to the cost of terrain in the hex to be entered).

c) No unit may utilize road movement when exiting an EZOC.

d) No unit may move across a ditch/wire hexside into an EZOC, except when using a path or road.

e) No retreating unit may move into an EZOC. If a retreating unit is unable to retreat because of EZOCs, it is eliminated and removed from the map instead.

## 9.0 MOVEMENT

During the movement portion of an activation, the activating player may move any units that have been activated by an eligible HQ, as well as the HQ unit itself. Each unit has a movement allowance (MA) that is printed on the counter (2.3). A unit's MA is the number of movement points (MP) that unit may expend each game turn.

- Each unit may be moved from its present hex through a succession of adjacent hexes, paying a specific MP cost as it enters each hex. The MP cost of each type of terrain, or hexside terrain is shown on the Terrain Key.
- Each type of terrain specifies three movement costs, which are specific to each type of unit and are presented in order (leg/tracked/wheeled). The number indicates the required MP cost for each type of unit when entering that terrain.

**Example:** A ravine terrain hex appears on the Terrain Key as; 2 / H / ALL 2: Two MP to enter the hex, if a leg unit.

**H:** Half the unit's movement allowance to enter the hex, if a tracked unit.

**ALL:** All the unit's movement allowance to enter the hex, if a wheeled unit.

- Each unit in the game is either a leg, a tracked or a wheeled type (2.3);
  - Leg Type Units:** Are denoted by having no symbol printed around their movement allowance.
  - Tracked Type Units:** Are denoted by a rectangle printed around their movement allowance.
  - Wheeled Type Units:** Are denoted by a circle printed around their movement allowance.
- An "ALL" movement cost indicates that the type of unit must expend all its printed MA to enter that one terrain hex and requires that type of unit to begin its movement adjacent to that type of terrain to be eligible to expend all its available MA to enter that hex.
- An "H" movement costs indicate that the type of unit must expend one-half of its printed MA to enter that hex, in which case a unit may have already moved up to one-half (round fractions down) of its printed MA before it enters such a hex.
- Road movement indicates "0.5" for wheeled units, which requires a wheeled unit to spend one-half (0.5) of a MP to enter that road hex (via a hexside connected to it by a road symbol). If moving along a road, any other terrain inside the hex can be ignored for movement (9.2).
- Entry hexes are listed as OTIH to indicate that all units entering an entry hex pay the movement cost of the other terrain in the hex.
- Any type of unit may expend some or all its movement allowance.
- No unit may move into any hex that requires more MPs than the moving unit has available or remaining.

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- Unused MPs may not be saved from one game turn to the next or be transferred amongst different units.

**Exception:** If a unit has not moved at all, it may always move at least one hex, even if the movement cost to enter that hex exceeds that unit's printed movement allowance. This exception is not allowed during night turns (13.2) and does not permit a unit to enter terrain that it is otherwise prohibited to enter.

- Each unit's movement must be completed before a subsequent unit may begin movement.
- The movement of all units of an activated battalion (that are intended to be moved) must be completed before any of those units may conduct any attacks during that activation.

## 9.1 Movement Restrictions

When moving a unit, the following restrictions apply:

- A unit cannot enter an all-sea hex or any coastal hex where at least three of the hex vertices are printed over the sea portion of a hex.
- A unit is always permitted to move at least one hex, even if it lacks sufficient MPs to enter that hex, unless it is a night turn or the hex contains prohibited terrain.
- The movement of all tracked and wheeled units, as well as HQ units, is always halved (rounded up) if out of supply (5.2).
- Units may move together as a stack, but a stack of units must complete its movement as one movement before another unit of that battalion begins to move (units in a stack may not start a move together and then be split off to move in multiple directions).

**Exception:** When conducting an overrun (9.4).

- A unit in a moving stack may be dropped off, as the other units in that stack continue to move. A unit that is dropped off cannot then continue to move from there. Once a unit is dropped off, its movement is ended for that activation (9.3).

## 9.2 Road Movement

A unit that moves from any road or path hex to an adjacent road or path hex (via a hexside connected by a road or path symbol) expends movement per the road or path movement rate, as specified for that type of unit.

- The other terrain in that hex or along that hexside is ignored when expending MPs, even if movement is normally not allowed into a hex or across a hexside.

**Example:** Wheeled units may not cross a ditch/wire hex (indicated as NA on the Terrain Key) except when a road or path symbol is printed across that hexside.

- A unit that is attacked while utilizing road or path movement always defends per the other terrain in that hex, as indicated by OTIH (if attacked, units on a road are assumed to be deploying off that road).
- Mark a unit with a road move marker at the end of its road movement. It will suffer from a +1 die roll modifier when targeted by direct ranged fire.

**Important:** This +1 die roll modifier is also applied to opportunity fire.

**Note:** Due to counter limitations there are no road move chits provided. Players should use any agreed upon method to mark units using road movement.

## 9.3 Stacking & Movement

A stack of units may move together (as a stack) if they began their movement stacked together.

- A stack can only move together as far as the unit with the smallest movement allowance.
- A unit in a stack may end its movement in a hex while the other units in the stack continue their movement. The dropped off unit however may not separately continue its movement.

## 9.4 Overrun

Overrun is a special form of combat, that allows a unit or single stack of tracked combat units (with a rectangle around their movement allowance) to continue its movement after combat if the overrun is successful. There is no additional MP cost for the overrun, however the advance after combat (in the case of a successful overrun) does expend MP (unlike a normal advance after combat). Even though the unit or stack of units is moving, it allows the unit to conduct combat and continue moving normally after the overrun.

**Important:** Overrun is an exception to the prohibition against attacking and then moving.

- Tracked units from multiple hexes may never collectively conduct an overrun together.
- To attempt an overrun, a tracked unit (or stack of tracked units in the same hex) must conduct a normal attack during its activation.
- Other friendly units may participate in an attack beforehand, but neither the attacker (the overrunning player) nor the defender may add artillery to the overrun attack.
- Tracked units cannot conduct an overrun if a leg type unit is riding along (9.5).
- If the overrun attack successfully eliminates or forcibly retreats all enemy units in the combat hex, the overrunning unit (or stack) is eligible to advance after combat (10.6), although it is not required to do so.
- Mark the overrunning unit or stack in a convenient way.

**Important:** Due to counter limitations there are no overrun markers provided. Players should use any agreed upon method to mark such units.

- If the overrun attack does not eliminate or forcibly retreat all enemy units in the combat hex, that tracked unit's (or stack's) activation is concluded normally. That unit's (or stack's) activation ends immediately, and is not marked for the overrun.

**Note:** It is permissible for only one or some units in a stack of tracked units to be designated as conducting an overrun while the other units in that stack are not.

- After a successful overrun the stack of tracked units (or any one tracked unit in a hex nominated to be conducting an overrun) has become eligible to continue movement (after that attack) as if it is continuing its movement normally (minus any MPs already expended, if any, before moving adjacent to that combat hex). Thus,





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- A debarked unit can ride tanks (9.5).

## 10.0 COMBAT

After movement, if any, all activated combat units are eligible to attack any enemy units, if adjacent to the targeted enemy unit's hex.

- Each combat unit is eligible to conduct or participate in one attack.
- Combat is never mandatory.
- Some combat units in a stack may attack while other units in that same stack might not attack.

**Note:** A player is not required to declare all his attacks after finishing his units' movement; he may decide and resolve each attack, one at a time, as he conducts them (in any order that the attacking player prefers).

- To be eligible to conduct an attack, a combat unit must be within the activation range (at the time of the attack) of its activating HQ unit (6.0) or, for Australian units, currently in any friendly bunker hex (which were connected by underground phone lines to division HQ).

**Note:** Since reinforcements are not on the map before their entry, they are not required to be within their HQ's activation range during their first entry turn only.

- If multiple units (either as a stack or from multiple adjacent hexes) are attacking the same enemy hex, their collective attack strength numbers are added together as a sum, and then compared to the collective defense strength numbers of the enemy unit(s) present in that enemy's hex. Multiple enemy units in the same combat hex must be attacked as a sum.

## 10.1 Combat Procedure

Each attack is resolved to completion per the following procedure (in the order as listed):

- 1) The attacker designates a hex to be the target of a combat attack by any of his eligible adjacent combat units.
- 2) The attacker calculates the total attack strength of all participating attacking combat units; adding any of his artillery units (if in range) to his attack (10.2 and 11.0). The defender calculates the total defense strength of all defending combat units in the target hex; adding any of his artillery units (if in range) to his defense (10.2 and 11.0). The attacker's and the defender's total combat strengths are then compared as a ratio (dividing the attacker's total attack strength by the defender's total defense strength, rounding any fractions down to the next whole number.

**Note:** Any unit that is currently pinned by direct ranged fire (11.3) is not eligible to participate in an attack during that game turn. A pinned unit that is attacked suffers no additional penalties.

**Important:** Calculated ratios greater than 5-1 are to be resolved per the 5-1 column. A calculated and adjusted ratio of less than 1-4 is always to be resolved as 1-4.

- 3) The attacker applies the terrain dice roll modifier of the defending unit's hex terrain (Terrain Key), as well as any bunker that is present in that same hex (15.0). Apply all the terrain (and fortification, if any) modifiers that are present and applicable in the defender's hex.

**Important:** Terrain dice roll modifiers are noted on the Terrain Key in red type inside a white box.

**Example:** Attacking across a ditch/wire into a bunker hex requires the attacking player to apply the ditch/wire and the bunker terrain modifier.

**Note:** The dice roll modifier of a hexside type of terrain (such as a ditch/wire) or fortification is only applicable if all the attacking units are attacking across the terrain or fortification's hexside depiction.

4) The attacker applies the evening (+1) modifier, if it is an evening turn; as indicated by the "+1" printed within a red-outlined box on each Evening Turn Box.

5) The attacker rolls two six-sided dice (three dice if a night attack (13.0)), and cross-references the modified dice roll result (listed in the dice roll column of the CRT) with the column under the correct ratio.

**Important:** A net dice roll result (including all accumulated modifiers) that exceeds 12 is a result of 12. A net dice roll result (including all accumulated modifiers) that is less than 2 is a result of 2.

6) Implement the result indicated by the CRT (10.4).

## 10.2 Artillery

When the attacking player is determining the attack strength of his units during an attack, he may also add the attack strength of any friendly artillery unit(s), if in range (11.1) and has not already fired during that game turn.

- An artillery unit is not required to be activated when added to the attack or defense of a combat engagement.
- After the attacker has decided if he wants to add any available artillery units (activated or not), the defending player may then add the attack strength (not the defense strength) of any of his own artillery unit(s) to the defense of his units.

**Note:** Adding a defender's artillery is the only instance during the game when any unit's attack strength is added to the defense strength of any other unit.

- When an artillery unit's attack strength has been added to an attack or defense, it has fired (flip the artillery unit to its fired side). It is not eligible to be added to any other attack or defense until the next game turn.
- An artillery unit cannot add its attack strength to the defense of any unit (including itself) in the same hex as the artillery unit. In this case it uses its defense strength only.
- Any other artillery unit(s) in a different hex may be added to the defense of an artillery unit that is being attacked, normally.
- The maximum range of an artillery unit is indicated by the white number printed in a black triangle above its movement number. Only an artillery unit that is within range of a combat hex may add its attack strength to the attack or to the defense of that combat.
- Range is determined by counting outward from the firing artillery unit (not counting the artillery unit's hex) to the combat hex (including the combat hex). If the combat hex is farther away than the artillery unit's range, that artillery unit cannot contribute any strength to that combat.





- Both players may add as many of their eligible artillery units to a combat as they have available.
- When adding artillery, the attacking player must always declare all his participating artillery units first; then the defending player may declare any of his artillery (if any) he intends to use.
- After an artillery unit has been added to a combat, it is flipped to its fired side, and remains flipped until the end of the current game turn.
- An artillery unit that has been flipped to its fired side cannot be added to any other combat for the remainder of the current game turn, but still functions normally in all respects if attacked.
- At the end of each game turn, all artillery units that have fired are flipped back to their non-fired sides.

### 10.3 Event Chits

The foregoing games in the Famous Divisions series (*Grossdeutschland* and *Guards Armoured*) utilize the Event Chits subsystem that was designed to make combat less susceptible to “firepower-counting” to attain the best odds ratio. This game in the series does not include Event Chits and therefore does away with the associated rules. However, for players that own *Grossdeutschland* or *Guards Armoured*, those games’ event chits can be used with this game with little effort, effort, as explained below. The British and German player each receive their own event chit draw pool.

**Designer’s Note:** The phenomenon common to all odds-based combat system has always been the fundamentally unrealistic concept that a battle can be precisely calculated to achieve a statistically calculable outcome. To a degree, it is unfortunate that the first wargames used this method of resolving combat (as it truly provides players with too much control and even prescience about what is probable and improbable). The event chits system solved this problem by reintroducing chaos into combat, but chaos that could be comprehended and was not totally random (because the event chits were not recycled after they were drawn). However, this game had insufficient counter space for the event chits system, so it was not included in this scenario.

If playing *Rats of Tobruk* with the event chits from either preceding game, use the rules from that game, except any reference to the black event chits (which are not applicable). Use only the following event chits (i.e., all the blue and red event chits from one game):

#### Blue Event Chits

Veterans	Brilliant Leader
Tactical Approach	Airstrike
Aggressive Assault	Flanking Maneuver
Accurate Fire	Feint Charge
Fanatic	Corps Artillery
Tough Outfit	Experienced NCO
Hero	Elite Troops
Sniper	Hand to Hand Combat
Good Commander	Infiltration
Special Weapons	Heavy Weapons
Base of Fire	Strafing

#### Red Event Chits

Frontal Assault	Raw Recruits
Inferior Equipment	Caught in Crossfire
Off Target	Low Ammo
Ammo Exhausted	Apathy
Hand to Hand Combat	Ambush
Faulty Intelligence	Dispirited
Malfunction	Fog of War
Ordered to Withdraw	Sniper
Poor Coordination	Friendly Fire
Booby Traps	Bad Commander
Radio Out	Commander K.I.A.

**Important:** The above list is all the blue and red event chits included in either *Grossdeutschland* (World at War #20) or *Guards Armoured* (World at War #34). If playing *Rats of Tobruk* with event chits, only do so with either game’s set of blue and red event chits (not both).

### 10.4 Combat Results

The combat result of any attack dice roll simply indicates a two-letter code that specifies the effect:

**AE; Attacker Eliminated:** All attacking units are eliminated.

**AP; Attacker Pulverized:** Half of the attacking units are eliminated (round fractions down).

**AD; Attacker Decimated:** One attacking unit must be eliminated.

**AC; Attacker Casualties:** One attacking unit must be depleted.

**AR; Attacker Retreat:** All attacking units must retreat two hexes.

**-; No Effect.**

**DR; Defender Retreat:** All defending units must retreat two hexes.

**DC; Defender Casualties:** One defending unit must be depleted.

**DD; Defender Decimated:** One defending unit must be eliminated.

**DE; Defender Eliminated:** All defending units are eliminated.

**Note:** Units only retreat when the result specifically calls for a retreat.

- An HQ unit in a stack cannot be chosen as a casualty unless that HQ is the only defending unit.
- An HQ unit that is stacked in the same hex as an attacking unit may retreat with that unit after rolling an AR result (despite that HQ unit not contributing to the attack from that hex).
- A unit that is already depleted can be eliminated to comply with this combat result. An HQ unit in a stack cannot be chosen as an elimination unless that HQ is the only defending unit.

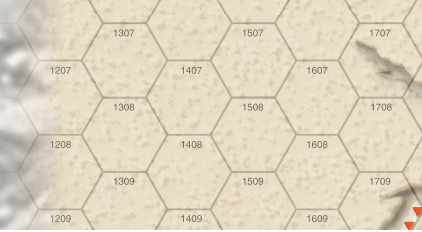
### 10.5 Retreat

An AR or DR combat result is a mandated retreat indicating that all surviving attacking (if AR) or all surviving defending (if DR) units involved in that combat must retreat exactly two hexes.

**Note:** Multiple units in the same hex that must retreat are not required to retreat as a stack; each unit in that hex may retreat separately and to different eligible hexes.

- Retreats do not require the expenditure of MPs.
- A unit that is required to retreat must move to a legal hex that is closer to (not equidistant to or farther from) a friendly HQ.
- The retreating unit must attempt to move directly closer to its own battalion HQ (or the division HQ) if it is possible for that retreating

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unit to do so without entering an EZOC. Only if it is not possible, that retreating unit may instead move directly closer to any other friendly HQ (owning player's choice). If there are multiple other friendly HQs, the retreating unit must move directly towards the closest of those other friendly HQs (that can be approached without entering an EZOC).

**Note:** If no HQ is available to retreat towards, the opposing player may choose that retreating unit's retreat path, which must be via legal hexes (not over-stacked, not into NA terrain, not into an EZOC).

- Normal stacking limits (7.1), as well as normal movement restrictions (9.1) apply to retreating unit(s).
- No retreating unit may ever move into an EZOC, even if no other retreat path is possible.
- If a unit is unable to conduct a mandated retreat due to stacking limits, prohibited terrain, or EZOC, it is eliminated immediately and removed from the map.

## 10.6 Advance after Combat

After an attack has been resolved against a hex, and all the defending units have been eliminated or forcibly retreated, any of the attacking units may then immediately advance after combat into that hex (within normal stacking limits).

- An advance after combat does not require the expenditure of a unit's movement allowance.

**Exception:** A tracked unit that is continuing to move after an overrun attack does expend MP to advance after combat (9.4).

**Important:** EZOCs are ignored when conducting an advance after combat.

- Tracked and wheeled units may move one additional hex (after entering the initial combat hex) as an advance after combat, if not in violation of any normal movement restrictions or stacking limits.

**Important:** This does not apply to tracked units conducting an overrun (9.4).

**Exception:** No unit may ever advance after combat into or across any kind of terrain where movement is forbidden (NA) to that type of unit, though any unit may advance after combat across a river or canal that is crossed by a bridge that is not blown (none exist in *Rats of Tobruk*), or into or across any terrain via a roadway hexside.

- Advance after combat is never mandatory. The attacking player may choose to advance any of his units (that participated in the preceding attack) into the combat hex, or none.

## 10.7 Anti-Aircraft (If Playing With Event Chits (10.3))

A unit that is designated as either AA or Flak may nullify an airstrike or strafing event chit, if drawn during a combat engagement.

- If, during an attack, a player draws a blue airstrike or strafing event chit, that event chit may be cancelled (and placed into the discard pile) if any unit(s) of the opposing player is designated as being either AA or Flak.

- The opposing player must roll two 6-sided dice before the attack is resolved: if the dice roll is greater than (>) the number of hexes between that AA or Flak unit and the combat hex, the airstrike or strafing event chit is immediately cancelled and discarded.

**Important:** If the unit is printed as "Lt" (light) AA or Flak, the opposing player must roll three 6-sided dice, not two.

**Designer's Note:** Heavy AA was not as effective against low flying, fast ground support aircraft as light AA.

- The opposing player may roll the dice once for each AA or Flak unit near the combat hex against the air strike or strafing attack chit drawn.

## 10.8 Attacking Across Ditch/Wire

If all the attacking units are attacking across a ditch/wire terrain hexside, a "+3" dice roll modifier must be applied except as follows:

- If that attack includes an engineer (Eng) type of unit (depleted or full-strength), then no modifier is applied.
- If all the attacking units are attacking a bunker hex, then a "+4" dice roll modifier must be applied
- When attacking a bunker across a ditch/wire hexside, then apply a "+5" dice roll modifier.
- If the attack includes an Eng type of unit (depleted or full-strength), then only the bunker's modifier applies (not the ditch/wire die roll modifier).

**Note:** The ditch/wire terrain modifier also applies to improvised minefields (12.1), but not if that attack includes a German or Italian engineer unit.

## 11.0 RANGED FIRE

Some units are printed with a range number (within a triangle symbol) which allows them to attack enemy units from distant hexes. Ranged fire permits units that are not adjacent to the combat hex to be added to an attack or conduct a separate attack from a distant hex. There are two types of ranged fire:

**Artillery Ranged Fire** (11.1).

**Direct Ranged Fire** (11.3).

### 11.1 Artillery Ranged Fire

A unit printed with a white triangle may add its attack strength to a combat (to the attacker or the defender) (10.2), even if that unit has already been activated and moved (not yet fired).

- An artillery unit that is added to a combat must be within range of the combat hex, meaning that the artillery unit itself must not be any farther, counted in hexes, from the combat hex (inclusive) than the number that is within the white triangle symbol printed on the artillery unit (exclusively).

**Note:** EZOC do not affect artillery ranged fire. Likewise, a pinned unit may conduct artillery ranged fire normally.

- Artillery ranged fire disregards the terrain in every hex between the firing artillery unit and the combat hex (in other words, line of sight restrictions do not apply to artillery units that are added to a combat).





## 11.2 Artillery Barrages

Instead of adding an artillery unit's attack strength to an attack, as described in 11.1, a player may declare an activated artillery unit to conduct an artillery barrage against an enemy unit that is within range and observed by at least one unit that is friendly to the barraging artillery.

- Each artillery unit conducting a barrage is treated as a separate barrage and must conduct the following procedure. A single hex can be the target of multiple barrages.
- A targeted enemy unit is observed if at least one unit (friendly to the barraging artillery unit) has a path of unobstructed hexes from its own hex (exclusive) to that targeted enemy unit's hex (inclusive), up to a maximum distance of 10 hexes from the observing unit to the targeted hex. During a sandstorm weather turn observation is restricted to 5 hexes.

**Exception:** If barraging during a Night turn, the maximum observation distance is one (adjacent) hex.

- If a terrain symbol on the Terrain Key features a black triangle symbol, it is considered blocking terrain to the observing unit, and no enemy unit may be considered observed through that terrain by that unit. An enemy unit can be observed in the blocking terrain, but not through blocking terrain.

**Note:** The only effect of elevation differences in this game is that blocking terrain does not allow observation through the blocking terrain's hex. A unit in a ravine hex, for example, is not obscured from any observation or line of sight from any other hex.

- To resolve an artillery unit's barrage, the barraging player must roll one six-sided die and then add the targeted hex's terrain modifier to that die roll.
- The attacker applies the evening (+1) modifier, if it is an evening turn; as indicated by the "+1" printed within a red-outlined box on each Evening Turn Box.

**Important:** Ignore hexside modifiers (ditch/wire).

- If the modified die roll is less than (<) the barraging artillery's printed attack strength number, one unit in that targeted hex is immediately depleted (or eliminated if already a reduced unit).
- If there are multiple units in the same hex, roll an additional die for each unit in that targeted hex; the die roll that is the highest is the depleted unit from among those units in that hex. If multiple die rolls are equal all those highest-rolled units are depleted. Any unit that was already depleted is eliminated instead.

**Note:** If an artillery barrage hits a hex where a leg type unit is riding along with a tracked type unit, that riding leg unit must also suffer casualties (become depleted) if that tracked unit suffers casualties. If the highest die roll is a tracked unit, its riding leg unit is also considered hit. If both are hit (via the same highest die roll), the leg unit is hit twice (once because it was hit, and again because the tracked unit was hit).

**Designer's Note:** These artillery barrage rules may be used to supersede the artillery barrage rules if playing the foregoing

Grossdeutschland (World at War #20) or Guards Armoured (World at War #34) games. However, the artillery barrage rules in this game are more potent than in the previous games (owing to the terrain).

**Important:** If playing with event chits, they are never drawn nor played during an artillery barrage.

- An artillery unit may conduct one barrage when it is activated but may not then participate in a normal attack (10.1).
- If an artillery unit participates in a normal attack (10.2 or 11.1), it may not conduct any barrage during that game turn.
- When activated, an artillery unit may move and then conduct a barrage after it has moved.
- An artillery unit may never advance after combat after conducting a barrage.

## 11.3 Direct Ranged Fire

A unit printed with a black triangle has a special ability, as it may attack any type of enemy unit as a ranged attack (from an adjacent hex to multiple hexes in distance).

- A direct ranged fire attack must hit the targeted enemy unit, before resolving its attack upon that unit.
- A unit that is conducting a direct ranged fire attack must be within range of the targeted unit's hex, meaning that the firing unit itself must not be any farther, counted in hexes, from the targeted unit's hex (to include the targeted unit's hex) than the number that is within the black triangle.

**Note:** EZOC do not affect direct ranged fire. A pinned unit may conduct direct ranged fire normally.

- A direct ranged fire attack may be conducted against a hex that is adjacent to the firing unit using the same procedure, and then conduct a normal attack (10.0) against an adjacent hex if the firing unit is activated (thus firing twice in one turn).

**Note:** No direct ranged fire is permissible if the current weather is sandstorm (14.1), or during any night turn.

- Unlike artillery, a direct ranged fire attack must have a path of unobstructed hexes between the firing unit and the targeted unit.
- If a terrain symbol on the Terrain Key features a black triangle symbol, it is considered blocking terrain, and no direct ranged fire attack may be conducted through that terrain.
- A direct ranged fire attack can be conducted into any blocking terrain, with a modifier, provided that no other blocking terrain is intervening.
- Elevation differences never nullify any blocking terrain.
- All blocking terrain in between a direct ranged fire attacker and an enemy unit disallows direct range fire.
- Blocking terrain never obstructs observation that is traced precisely along the hex spine of that blocking terrain hex.
- No unit, enemy or friendly, ever obstructs observation.
- To hit a targeted enemy unit, the attacking player must roll two six-sided dice:
  - 1) If the number on each of those two dice is greater than (>) the distance from the firing unit to the targeted unit, that targeted unit is hit by that direct ranged fire.

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- 2) If the roll on either of those two dice is equal to or less than (<) the distance from the firing unit to the targeted unit, it is not a hit, and no further effect occurs; The direct ranged fire attack is ended.
- Range is always calculated as including the targeted unit's or stack's hex, but not the firing unit's hex.

**Historical Note:** The penetration variances of direct ranged fire-capable units in the game are subsumed within the myriad of other characteristics affecting "probabilities of kill" at this game's scale, such as rates-of-fire, optics, ammo types/allotments, target disposition and facing, terrain anomalies, ad infinitum, particularly against company-sized enemy units. For example, an 88mm gun is assumed to be firing more accurately and effectively per round, although a smaller 57mm is assumed to firing more rounds per minute within the same time span. Thus, the actual chances of a hit between the two were relatively similar (range permitting) all other factors being equal.

- If a direct ranged fire attack occurs during an evening game turn, a "-1" die roll modifier must be applied to each die of a direct ranged fire attack dice roll.
- If the target of a direct ranged fire attack is presently occupying a blocking terrain type (signified by a black triangle on the terrain chart), a "-1" die roll modifier must be applied to each die of a direct ranged fire attack dice roll (cumulative with sandstorm and/or the evening die roll modifier, although any other type of terrain has no effect on a direct ranged fire attack).
- If the target of a direct ranged fire attack is presently using road movement (during opportunity fire (11.4)), a "+1" die roll modifier must be applied to each die of a direct ranged fire attack dice roll.

**Note:** Direct ranged fire modifiers are cumulative.

**Example:** Direct ranged fire attacks occurring during an evening game turn into blocking terrain thus incur a cumulative "-2" die roll modifier (to each die roll).

**Note:** If playing with event chits, they are never drawn nor played during a direct ranged fire attack.

- If a targeted unit is hit, that targeted unit suffers casualties if the total of the to hit dice roll is equal to or greater than (>) than the targeted unit's defense strength number plus the range (in hexes) from that firing unit to that targeted unit. Range is always calculated as including the targeted unit's hex, but not the firing unit's hex.

**Exception:** A direct ranged fire attack upon any 2-9-8 Flak unit is always resolved against that Flak unit's reverse side defense strength number (5), not (9), even if that Flak unit is not depleted.

- If a targeted unit suffers casualties, it is flipped to its depleted side (eliminated if depleted) and is considered pinned.
- If the total sum of the to hit dice roll is less than the targeted unit's defense strength plus (+) the range (in hexes) from that firing unit, that unit is only pinned.
- A unit that becomes pinned must halt its movement if the hit occurs because of opportunity fire (11.4). A pinned effect is only applicable during an enemy unit's movement.

**Note:** Any unit that is currently pinned by direct ranged fire is not eligible to participate in an attack (10.1) during that game turn.

- A direct ranged fire unit may conduct one direct ranged fire attack when it is activated, as well as one direct ranged fire attack per each hex that is entered by a moving enemy unit or stack that is within that direct ranged fire unit's range, this is opportunity fire (11.4).
- When activated, it is allowed for a unit to move, and then conduct a direct range fire attack.
- Unlike a bombardment, it is also allowed for a direct ranged fire unit to conduct a normal attack per 10.1 after it has conducted a direct ranged fire attack.
- No unit may ever conduct a direct ranged fire attack and then move or conduct a normal attack per 10.1 and then a direct ranged fire attack.
- A direct ranged fire unit may never conduct more than one direct ranged fire attack during its own activation, but a direct ranged fire unit may conduct as many direct ranged fire attacks during enemy movement as opportunity fire allows.
- Direct ranged fire may not be added to an attack like artillery, although, a unit may always participate in a regular attack per 10.1 normally after conducting a direct ranged fire attack.
- A direct ranged fire unit may not advance after combat after conducting a direct ranged fire attack, even if it then also conducts a normal attack.

## 11.4 Opportunity Fire

A direct ranged fire unit may conduct one direct ranged fire attack each time that any enemy unit or stack enters any hex that is within the printed hex range of the direct ranged fire unit. This is known as an opportunity fire.

**Exception:** Any unit advancing after combat may not be targeted as opportunity fire, although any unit that is conducting an overrun movement (after advancing after combat) is subject to opportunity fire.

- To conduct an opportunity fire, the firing player must announce his intention to do so against an enemy unit or stack moving into a specific hex (if observable and within range).
- That enemy unit or stack is temporarily halted in that specific hex, and the direct ranged fire attack is resolved normally.
- After that direct ranged fire attack is resolved, the enemy unit may continue moving normally if it was not pinned or eliminated. If it enters another hex that is within the range of that direct ranged fire unit (or any other direct ranged fire unit), another direct ranged fire attack may then be resolved against that moving enemy unit or stack again.
- If a direct ranged fire attack is conducted against an enemy stack, the firing player may choose which single enemy unit in that stack he is targeting.
- An HQ unit may not be chosen as the target of a direct ranged fire attack unless it is the only unit in that hex.
- If a direct ranged fire unit moves into a hex to conduct a direct ranged fire attack in the same hex where an opportunity fire will occur, the opportunity fire is always resolved first.
- An enemy unit that does not move (during an enemy player's activation) is never subject to opportunity fire (they are assumed to be under cover if not moving).
- A direct ranged fire unit may always conduct a direct ranged fire attack





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## 14.1 Weather Effects

The effect of the current weather is as follows:

**Clear:** No effect on movement or combat.

- Modify the replacement die roll by “-1” (4.1)

**Sandstorm:** All units’ movement allowances are halved (round any fractions up).

- Add “+3” to the dice roll of all normal attacks.
- Subtract “-1” from each die in any direct ranged fire attack.
- Modify the replacement die roll by “+3” (4.1).
- If playing with event chits and any airstrike or strafing event chit is drawn, it is discarded during that turn.
- Barrage spotting range is reduced to 5 hexes.
- The current weather only prevails during the current game turn. At the start of each game and at the start of each new turn, a new weather roll is required (3.2).

## 15.0 BUNKERS

Bunkers exist in certain hexes, add a “+4” dice roll modifier to any attack against an enemy unit occupying that bunker hex (except 15.1).

- If an attack against a bunker hex crosses a ditch/wire hexside, both the bunker’s and the ditch/wire hexside’s terrain modifier applies to that attack.
- Combat results have no effect on a bunker.

**Note:** *Bunkers are not blocking terrain.*

- If playing with event chits, some of them, if played during an attack against a bunker’s hex, nullify a bunker’s dice roll modifier, indicated by the cancellation icon printed on the back of the event chit.

### 15.1 Bunker Facing

The bunker symbols printed on the map are omni-directional and have no facing. A bunker’s dice roll modifier applies to any attack against its hex, regardless of what direction the attack originates from.

**Exception:** Ditch/wire hexsides are not omni-directional and therefore only impose a dice roll modifier when any portion of an attack is across the ditch/wire symbol (printed as a red sawtooth symbol along the hexsides where they exist).

### 15.2 Bunker Movement Costs

A bunker hex imposes a distinct terrain movement cost whenever a unit enters a bunker’s hex

- If a unit enters a bunker hex from across a ditch/wire hexside, only the ditch/wire movement cost applies to that unit (not the movement cost of both).
- The bunker’s hex movement cost is only applicable when entering that bunker’s hex across a non-ditch/wire hexside.
- If a road or path is printed in a bunker’s hex or across a ditch/wire symbol, only the road’s or path’s movement cost applies to the entering unit.

**Exception:** Units cannot use road or path movement to enter the bunker hex if that hex is in an EZOC.

**Example:** If a leg unit enters a bunker hex from across a ditch/wire hexside, the MP cost for a leg unit to enter that hex is half of its MA. However, if a road or path is printed across that ditch/wire hexside, and if the hex behind that ditch/wire hexside is not currently within an EZOC, then the MP cost for a leg unit to enter that hex is only 1 (the normal road or path movement cost for leg units when moving along a road).

## 16.0 ENGINEERS

If an engineer unit participates in an attack, the dice roll penalty of any terrain or bunker in the combat hex is halved (round fractions down).

- If more than one terrain type and/or bunker is present in a hex (such as a ravine hex where a bunker is printed), each dice roll modifier is halved individually, not all the penalties in the hex collectively.
- A ditch/wire hexside or improvised minefield does not impart any dice roll modifier where an attack includes a German or Italian engineer unit, either alone or with any other units.
- An engineer cannot remove a bunker, nor will it ever nullify its movement cost.

### 16.1 Map-Printed Bunkers

Unlike fortification markers that are included in other games in the Famous Divisions series, a map-printed bunker cannot be removed, eliminated, or destroyed (whether occupied or not).

## 17.0 SCENARIOS

The two scenarios that are included here utilize the same map, as well as victory conditions, and any special instructions pertinent to the battle portrayed (such as which side chooses the first activation). The various unit designation abbreviations used in the scenarios are clarified as follows:

**AA:** Anti-Aircraft  
**AB:** Armor Battalion  
**Art:** Artillery  
**AT:** Anti-Tank  
**Ber:** Bersaglieri  
**Eng:** Engineer  
**HQ:** Headquarters  
**Inf:** Infantry  
**MG:** Machinegun  
**Mor:** Mortar  
**Pio:** Pioneer

**Important:** In *Rats of Tobruk*, Pioneer units are treated in all cases as Engineer units. The terms Engineer and Pioneer are interchangeable in *Rats of Tobruk*.

**Pz:** Panzer  
**PzJ:** Panzerjaeger  
**Rec:** Reconnaissance  
**SP:** Self-Propelled Gun  
**RHA:** Royal Horse Artillery  
**RHR:** Royal Highland Regiment  
**RNF:** Royal Northumbrian Fusiliers

### 17.1 Scenario 1: The Easter Battle (April 13th to April 17th, 1941)

After Rommel completed the encirclement of Tobruk, he finalized a plan to assault the southernmost tip of the Allied defensive perimeter (comprised of former Italian fortified positions) in early April of 1941.





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## 17.8 Scenario 2: The Battle of the Salient (May 1st to May 5th, 1941)

After the failure of the Easter attack, Rommel devised a new plan two weeks later that would involve Italian units to facilitate a penetration of the westernmost corner of the defensive perimeter. Along with a feint, Rommel committed the bulk of his forces to this second attack, hoping that it would overwhelm the besieged defenders once and for all. However, the defenders had not been substantially weakened by the Easter attack, and had become more confident that they could repulse Rommel no matter what he threw at them.

Rommel did have a distinct advantage this time, however; during the intervening two weeks, the Luftwaffe had finally attained air superiority. With only a few Hurricane fighters remaining, the RAF could do little to help the “Rats of Tobruk” (as they were characterized by Radio Berlin), but this did not seem to diminish the defenders’ morale in the slightest; in fact, the now-famous sobriquet became a source of pride that would invigorate the defenders rather than demoralize them, and so the loss of air support was mostly only problematic for the harbor.

Nevertheless, Rommel’s second attack was more successful in terms of breaching the defensive perimeter, though it was plagued by Allied minefields, anti-tank guns, and artillery just the same, and it only penetrated half as far as the Easter attack had. Yet, Rommel was more persistent this time around; whereas the Easter battle had only lasted fourteen or fifteen hours, the “Battle of the Salient” carried on for almost a week before Rommel eventually accepted that he could not capture Tobruk.

## 17.9 Scenario Activation

The German player chooses the first German HQ activation chit (before all activation chits are placed into the draw cup). Thereafter, all the German HQs must be drawn randomly.

## 17.10 Event Chits

If playing with event chits, place 30 random blue event chits and 30 random red event chits into the German draw cup, and place 30 random blue event chits and 30 random red event chits into the British draw cup. No black event chits are included in this scenario.

## 17.11 Victory Conditions

The German player wins a strategic victory if at any time:

- At least two German artillery, anti-tank, and/or tank units with ranged fire capability can demonstrate that Tobruk harbor (hex 4614) is within their printed range number and are theoretically eligible to attack that hex in any way (even though that hex is not occupied by an enemy unit); or,
- If a German unit is adjacent to the Tobruk harbor hex.

If neither of the above two apply, count the total attack strength lost by each side. Compare the Axis losses to the Allied losses and if the Axis losses are equal to or less than the below ratio (German: Allied) the level of victory is as listed.

**Axis Minor Victory:** 3:1

**Historical Draw:** 4:1

**Allied Minor Victory:** 5:1

**Allied Major Victory:** 6:1

## 17.12 Scenario Special Rules

Because the Germans have attained air superiority by this stage, the movement cost for any Allied wheeled unit to move along any road is “1” instead of “0.5” (representing the potential of being strafed or bombed by the Luftwaffe) during any Morning, Day, or Evening game turn.

## 17.13 German Set-up

No German or Italian units are set up on the map (they must enter the map during the Activation Phase of any game turn). The entering German and/or Italian units may enter the map along any west and/or south map edge.

At the beginning of each game turn, put all German and Italian activation chits into the draw cup (until a battalion is eliminated).

## 17.14 Allied Set-up

The Allied player may set up all the Allied units in any hexes within the ditch/wire perimeter that arcs around the circumference of the map’s land area (in accordance with all normal stacking rules, et cetera).

- No Allied unit may be set up west or south of the ditch/wire perimeter.
- The Allied player is otherwise free to decide how his units are to be set up.
- Once the game begins, Allied units may move beyond the ditch/wire perimeter, if otherwise capable of doing so (if the Allied player so chooses).
- At the beginning of each game turn, put all Allied activation chits into the draw cup (until a battalion is eliminated).

## 18.0 OPTIONAL RULES

### 18.1 Direct Ranged Fire

For players that prefer direct ranged fire (11.3) to be more potent, modify the 11<sup>th</sup> bullet referring to hits to read as follows:

If a targeted unit is hit, that targeted unit suffers casualties if the higher die of that same dice roll, plus (+) the firing unit’s printed range number (in the black triangle), is equal to or greater than ( $\geq$ ) that same targeted unit’s defense strength number plus (+) the range - in hexes - from that firing unit to that targeted unit. Range is always calculated as including the targeted unit’s hex, but not the firing unit’s hex.

If neither die is higher, then either die is added to the firing unit’s printed range number, and a hit is determined just the same. Otherwise, all other rules per 11.3 function the same.

### 10.4 Combat Results

**AE; Attacker Eliminated:** All attacking units are eliminated.

**AP; Attacker Pulverized:** Half of the attacking units are eliminated (round fractions down).

**AD; Attacker Decimated:** One attacking unit must be eliminated.

**AC; Attacker Casualties:** One attacking unit must be depleted.

**AR; Attacker Retreat:** All attacking units must retreat two hexes.

**-; No Effect.**

**DR; Defender Retreat:** All defending units must retreat two hexes.

**DC; Defender Casualties:** One defending unit must be depleted.

**DD; Defender Decimated:** One defending unit must be eliminated.

**DE; Defender Eliminated:** All defending units are eliminated.