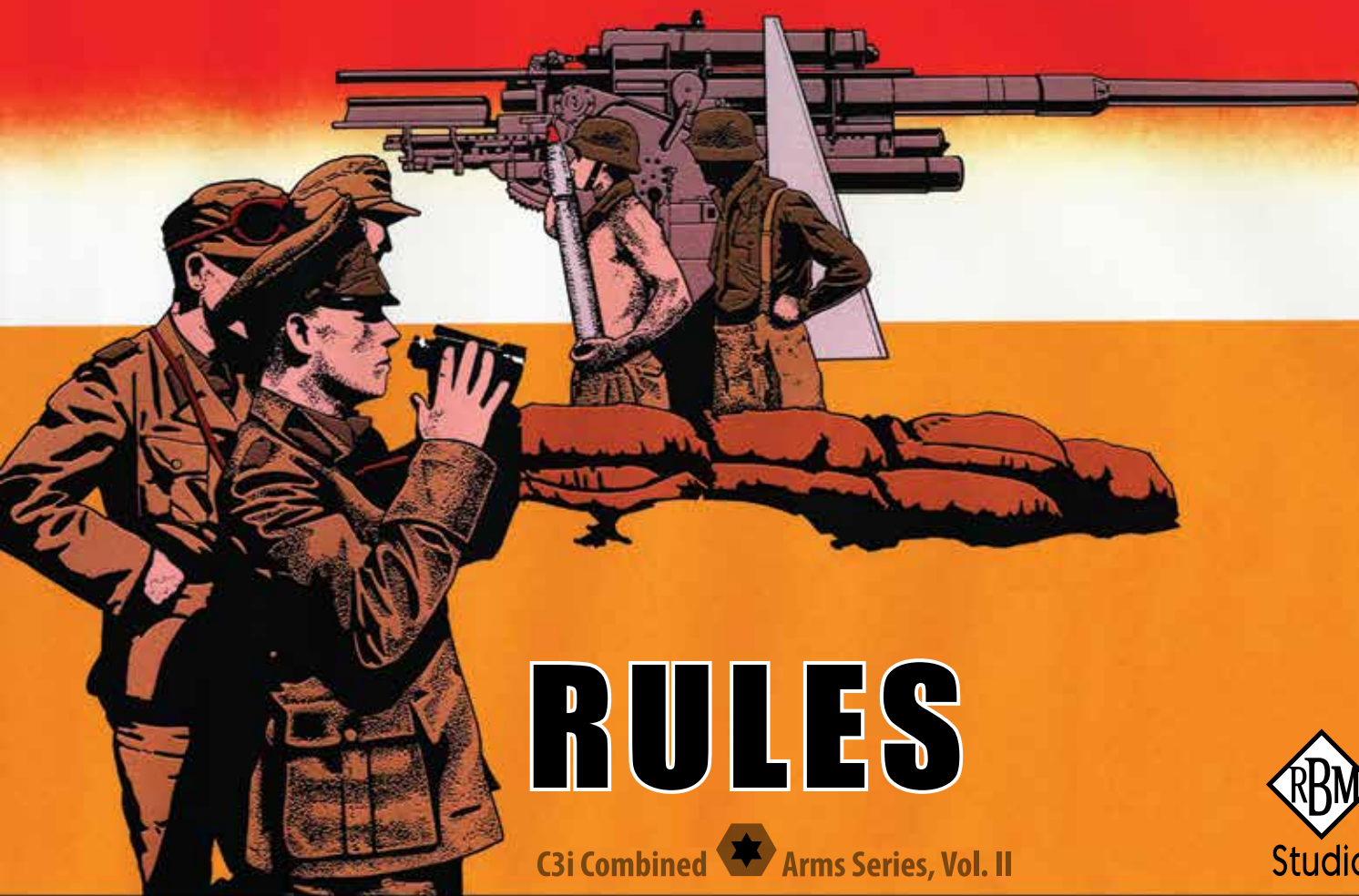


# Desert Victory

North Africa, 1940-42



## RULES

C3i Combined  Arms Series, Vol. II



Studio

Trevor Bender's *Desert Victory North Africa, 1940-42*

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## 1.0 Introduction

*Desert Victory: North Africa, 1940-42 DV*

flees the western edge of the map to Tunisia to counter the

*Desert Victory*

Posture selection. These mechanics will be explained in an easy-

available Depot Towns, or strike-out into the interior in an end run to turn the flank on an opponent? Also, easily negated Zones

## 2.0 Course of Play, Scale & Stacking

During a Turn, players will follow the Sequence of Play (SOP) as shown at the top of the map. This will likely include several

The scale of the game is quarterly (three month) turns, 25 miles  
*Battle for Kursk The Tigers Are Burning 1943*  
the first game in the C3I COMBINED ARMS SERIES

X  
XX  
XXX

The stacking limit for most hexes is 6 Brigade equivalents,

only stack three “Xs”. Similarly, the Port location of Tobruk of Benghazi and Bardia only two “Xs”. These three Port loca

reaction to the first enemy unit entering an adjacent hex during combat. These are the only times a unit may enter a Port.

## 3.0 Game Components and Setup

CONTENTS:

Two identical 8.5" x 11" player aid cards

*Desert Victory*

player), and 80 double-sided playing pieces.

The map should be placed so that the Allied player sits at the

ence. Place the turn marker on the Game Turn Track Axis side up.

the Scenario being played as defined in the Scenarios section

Turn Track to come in as reinforcements.

on the back side. The number of counters in the game is a strict



on the Game Turn Track. Each for its combat value and movement value. The first number

Supply Head. The second number is the movement value and

justed by game conditions. The cost of hex and hex side terrain is given on the Terrain Effects Chart on the backside of

Armor(ed) unit and has its MP costs affected by certain terrain features and Disruption. Infantry units are not affected the

## 4.0 Glossary

Significant Game Terms are listed in Initial Cap in the text and most are further defined in this glossary and in the rules.

### **Action Phase:**

the Action Types and both players execute them back-to-back

**Activation:** The moment a combat unit is activated for Move

### **Battle:**

### **Besieged Holding Box:**

Tobruk and Bardia that will hold the Port counter associated

### **Box / Mines:**

and five for the Allies that acts as both a fortified position (Box)

These effect movement, combat and retreat.

**Control:** A Depot Town / Supply Source is considered controlled

**Combat Modifiers:** The various adjustments to combat values

### **Depot Town:**

nified by a supply symbol and at which a Supply Head marker

**Disruption:** The equivalent of a half-step loss to a unit marked

only have one Disrupt marker. The placement of another marker

**Full Supply:** The condition of a unit that is able to trace a LOC

**Initiative:** The player who has the most supply in Step 4 of the Sequence of Play. If tied, the Axis player has Initiative. The player with Initiative has the first Action Phase and performs all other non-simultaneous game functions first (e.g., placing

**Line of Communications (LOC):**

**Nationality Display:** The boxes on the corners of the map

The Axis player may use either Nationality Display based on

### **Port:**

defend a Port and its associated Depot Town from the enemy

**Posture:** One of the four Action Types chosen secretly by the players during Step 5 Posture Selection.

### **Siege:**

### **Step:**

through the Replacement process, flipping their marker back to

### **Support:**

**Supply Source:** The hex from which a Supply line is drawn

**Supply Head:** A counter that is placed in a Depot Town or the Supply Source and which defines the furthest advanced location

the furthest advanced controlled Depot Town from the Supply

**Supply Head Location:** A Depot Town that has the Friendly Supply Head counter located in it or a Depot Town on a path

### **Supply Marker:**

and “2” on the back. They are used like change and the Axis

**Supply Zone:** An area defined by blue dashed lines on the map

Zone of Control (ZOC):

9	<p>advanced friendly Depot Town that can</p> <p>Advance Turn marker one space on the Game Turn Track.</p>
---	---

## 5.0 Sequence of Play

Desert Victory

Sequence of Play (SOP)		
Step	Phase Description	Procedure
1		Consult the TRC for the current turn and
2		
3		
4		the Turn Marker to show their side's
5		
5.1		
5.2		
5.3		
5.4		
6		The player with the Initiative implements their Action choice first.
7		The player without the Initiative imple
8		

**Comprehensive Example of the Phases:** *It is the start of turn 4 in the Campaign Game, with the Axis Supply Head in Benghazi and the Allied in Tobruk. During Phase 1 of the turn, the Axis move four Supply Markers and the Allied one Supply marker from their Markers Box to their respective Available Supply boxes. There are no Replacement Points arriving this turn so Phase 2 is skipped. Reinforcements are placed in or adjacent to their Supply Head during Phase 3. In Phase 4, the Axis are granted the Initiative because they have more Supply markers than the Allies, and the Turn marker is adjusted to display the Axis symbols. During Phase 5 Posture Selection, the Axis secretly choose Operations while the Allies choose Pause. See Illustration #1 for the what the Axis Nationality Box looks like at this point, before one Supply is moved to the Markers box to pay for the Operations Action. The Axis Operate during Phase 6, but Phase 7 is skipped as the Allies chose Pause. During Phases 8, since the Axis still have Supply markers and both players did not choose Pause, the Action Cycle resumes with Phase 4 where it is determined that the Axis maintain the Initiative, since the Supply count is 3 to 1 in their favor.*



Illustration #1

## 6.0 Supply



the Turn Record Chart (TRC) at the bottom of

consumed in a turn is available in the next turn. There is a strict

To represent advanced logistical preparation, If a side has four

vanced friendly controlled, in-supply Depot Town just as if this was the beginning of an Administration Phase. This movement

(not tracks) to a Supply Head counter in a Depot Town. All combat units in the Supply Zone (defined by the dashed blue

to that Supply Head or any Supplied Depot Town between the

controlled Depot Towns and certain terrain features block the

See Glossary for succinct definitions of the above if needed.

effects, and it suffers a negative column shift in Combat (see PAC). These reductions are assessed at the moment of Activation

**EXCEPTION:** *If a unit is within two hexes of a friendly Supply Head Location, and has a LOC to it, that unit is considered in Full Supply even if the LOC crosses a Supply Zone Boundary.*

**DESIGN NOTE:** *Infantry units with a movement allowance of two are leg-borne and are assumed to be moving with only minimal assistance from motorized transport.*

**Comprehensive Example of Tracing Supply:** *Continuing the previous example, the Axis conduct Operations during their first Action Phase, and the Supply Status of each of their units is assessed at the moment of individual unit activation for Movement. In Illustration #2, the Italian 23rd Corps on the coast*

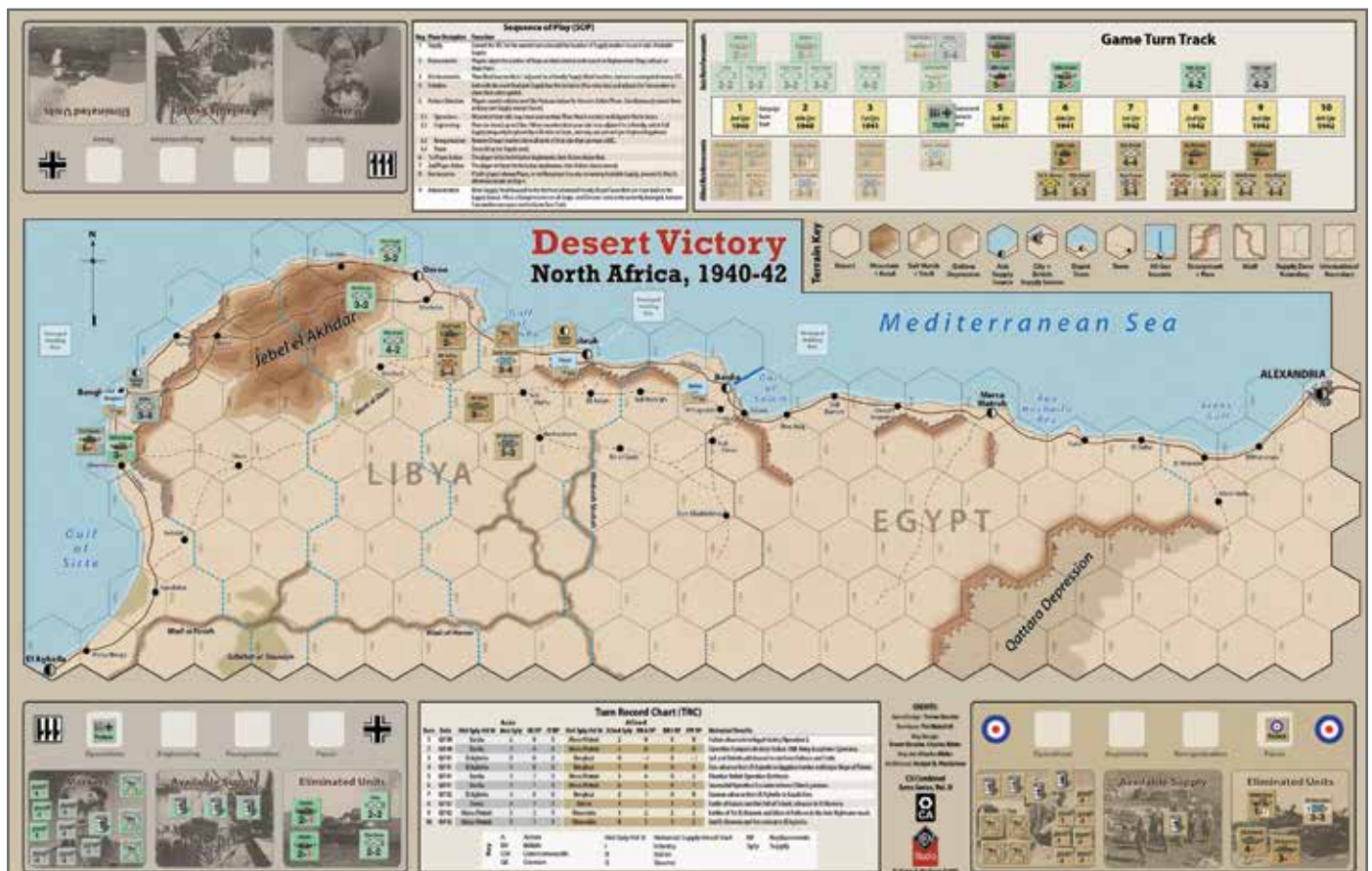


Illustration #2

road can trace an LOC to the Axis Supply Head in Benghazi, but because the Supply line crosses one Supply Zone boundary (blue dashed line), the units is not considered in Full Supply and has 1 subtracted from its Combat value. Its movement value is not impacted because is it a leg-borne infantry unit (with a value of 2). If it were an Armor unit (red movement value) it would have one subtracted from its movement value, and if it were an infantry unit with a Movement Value greater than two, it would be reduced to two. The other two Italian Infantry Corps are in the same supply status as the 23rd Corps, while all the Axis units in and around Benghazi are in Full Supply. No units in this example are unable to trace a LOC, but if they were, both the Movement and Combat values would be reduced by half rounded down. No unit's values can be reduced below 1 for Combat or Movement.

During the movement portion of the Operations Phase, the 21st Panzer moves along the track at 1 MP per hex to end in hex 1607 with the 20th Corps, for a total of 6 MP expended. There are now five Brigade Equivalents (five Xs) in this hex, so it is not over stacked. On the coast road, the 23rd Corps moves into Derna, where it must stop due to the ZOC exerted by the 4th India Division on the hex. But, it now negates the enemy ZOC allowing the 22nd Corps to advance through Derna and on into 1706 where it must now stop. The presence of the friendly unit in Derna allows the 22nd Corps to leap-frog the enemy ZOC previously exerted into Derna. The Afrika brigade now joins the coming offensive by moving along the coast road to Derna, and 132nd Ariete moves up to the Salt Marsh in Wadi al Qarn.



next closest Depot Town with an unobstructed road path to its

markers, there is no effect. If the die roll is equal to the number

## 7.0 Replacements

one that has Initiative, reference the Turn Record Chart (TRC)

it is as represented per the TRC Key listed on the bottom of the

On Turn 3 the Allies have negative replacements (red values) representing units moved to other fronts. The Allied player must

*not*

## 8.0 Reinforcements

Game Turn Track at the top pf the map to determine how many reinforcing units arrive this turn. These units are added to the

and/or a Depot Town between the Supply Head and that side's

insufficient room to bring the units on the map, place them on the Game Turn Track to arrive next turn.

*DESIGN NOTE: Many games on North Africa have players place their units at the Supply Source and much time is spent in the game counting movement points moving the counters forward to the front. Desert Victory with quarterly turns can abstract this by placing arriving units directly in the forward Supply Head or any major bivouac location (Depot Town) between the Supply Head and the Supply Source. This speeds up play and rewards a player who can keep / move their Supply Head forward.*

## 9.0 Initiative



a tie, the Axis player has the initiative. This initiative check may

## 10.0 Posture Selection



posture. The player with the initiative will implement their Action choice first, followed by the other player. Once completed, a player should flip their Posture maker to the Done side as a

**SOLITAIRE PLAY SUGGESTION:** *When playing the game solitaire and making the best move for each side, the player should determine posture sequentially with the side having the Initiative deciding first.*

## 11.0 Operations

The Operations Action is the heart of the game and allows a

**MOVEMENT.** The Operations Action begins with a Movement

to show when it has completed its movement. The number of

*each*

if it has insufficient MP to enter, though it may never traverse

### ZONE OF CONTROL (ZOC).

a ZOC and are so signified with a white line encircling the edge of

through that hex or establish a LOC through that hex. There are

*DESIGN NOTE: The ZOC rules in this game are very “slippery” and are designed as such to allow the quick flanking or penetration of incomplete lines, as was frequently the case in this theater. Players are advised to learn how ZOCs can be negated through maneuver and how this opens up opportunities in Movement and Combat and the tracing of Supply or establishing LOCs.*



### COMBAT.

(1-5) Attack markers and placing them in an Attacking Hex and

a Siege Battle. In the rare occurrence that more than five Battles

those battles in their respective order above five.

Combat Procedure	
1	
2	
3	
4	Calculate Odds and apply Column Shifts per the CRT Modifiers.
5	Roll the die and consult the CRT.
6	Apply the Results immediately, Defender first.
7	
8	

**SUPPORT.** The Attacker and then the Defender may designate

if it is adjacent to either the Attacking or the Defending hex. This

loss that causes a full-strength unit to flip to its reduced strength  
 nated after suffering 1 Step loss and are placed in the Eliminated

*DESIGN NOTE: In order to represent the free-wheeling battles commonly fought in the Western Desert, either side's units can support the battle by being adjacent to either the Attacking or Defending hex. Support represents units that are adjacent to the battle aiding through artillery fire, detached elements, sharing of reserves and supply, or harassing actions. Brigades are able to provide as much support as a division or corps due to their inherent flexibility when operating on the periphery of a battle. Supporting units share the same Retreat or Advance results of the main battle hex to show rapid changes in the front line that so often occurred in the Western Desert. Support is designated one battle at a time so there is some degree of jockeying between players to decide if reserves will be used to support the current battle or a future battle nearby that is designated but has not yet taken place.*

#### UNIT STRENGTH.

**COLUMN SHIFTS.** The PAC provides a description of the Combat modifiers which are represented as Column Shifts on the CRT. Players should consult this regularly for the first few

in favor of the defender, such that an 11 to 6 attack is rounded to

applies all Column Shifts first, and it's possible these may go less than or greater than the odds columns shown on the CRT, in

7:1, 8:1 or 1:3, 1:4 etc. After all Column Shifts are applied from both sides, if the odds are greater than 6:1 or less than 1:2, resolve



**RESULTS.** The PAC shows the results that can occur in Battle and defines how they are applied. Results to

right to the Defender. The owner applies all results to their own units. The Defender must apply results first, and they must be

means No Effect. D & L Results must be collectively distributed

an empty hex with a notional 1 defense value unit with 0 steps

*DESIGN NOTE: National Army Degradation is modeled by the Disruption process. If a particular nationality is low on Disruption markers in their Markers box, it would be best for them to avoid combat until they can take time to Reorganize, which entails training, merging units, applying local reserves to front line formations, resupply, and Rest and Relaxation (R&R). Historically the Italian 10th army in the Western Desert was destroyed on Turn 2 because they exceeded their ability to absorb damage and continue to function as a cohesive unit and did not have the ability to Reorganize for future action.*

#### RETREATS:

units must retreat a number of hexes equal to the final modified "R" result on the Combat Results Table (CRT). Defending and

one hex regardless of the actual final result. Terrain costs do not

do influence retreat (though ZOC can be negated). Units may not

one hex, then all Defending unit retreat one hex first (one at a time,

retreat into an un-negated enemy ZOC, the first unit entering that

that just entered that hex (unless the first unit was eliminated by

due to terrain, map edge and/or enemy units, each unfulfilled R



rotated slightly to signify that they cannot influence future battles

Support if adjacent. If in a future battle hex, they would suffer

#### ADVANCES.

advance a number of hexes equal to the final R result the defender

**EXCEPTION:** There are no advances after Siege Combat.

to the number of unfulfilled “L” results. After the advance is

#### PLAY NOTE:

Continuing from the previous example, the Axis player has completed movement and has designated one Attack via placement of Attack marker #1. An Attack is composed on one hex (1607) Attacking one Defending hex (1608). The Axis have designated four units in Support by turning the tops of those units to face either the Attacking hex or the Defending hex. Afterwards, the Allied player designates two units in support. Note that 9th Australian Division in hex 1409 is unable to support the Battle because it is adjacent to neither the Attacker's nor the Defender's hex.



Illustration #3

The calculation of odds for the battle precedes as follows: First determine if any of the attacking or defending units are decreased in strength due to Supply considerations. All of the Axis units trace a LOC that crosses one Supply Zone Boundary before reaching their Supply Head, so each of them is individually reduced one Combat Value. The Allied units in the defending hex also have to cross one Supply Zone Boundary to reach their Supply Head, but since they are within two hexes of the Supply Head, they are considered in Fully supply anyway. So, the initial battle odds, which only factor in the Attacking and Defending hexes, are Axis 8 to Allied 5, so an initial odds of 1-1.

The attacker has Combined Arms both because the attack hex has an armor and an infantry unit, and because the German Armor unit always qualifies for Combined Arms, even if alone in the hex, but the Axis player only received 1 positive column shift regardless. So, starting with 1-1 odds, adding in +1 from Combined arms, and then 4 Supporting unit, the odds are now 6-1. The Defender also has Combined Arms in the Defending hex, and two supporting units, so the odds are shifted down 3 columns to 3-1.

The Attacker now rolls a six-sided die and gets a result of 6, which on the 3-1 column is D1 / D1 L1 R2, which means the attacker places a Disrupt marker on a unit, and the Defender places a Disrupt, takes one Step Loss and Retreats two hexes. The Defender goes first and places a Disrupt marker on the 4th Tank Brigade, and takes a step loss on the 4th Indian Division, which since it is only half strength to begin with, removes it to the Eliminated Units box. All Allied participating units retreats two hexes individually and in impulse fashion one hex at a time as follows: 4th Tank Brigade to Sidi Mufta. 32nd Tank to Gazala (it does not have to take a Disrupt for retreating in an enemy ZOC because the 2nd New Zealand is currently in the hex and negates the ZOC). Now the 2nd New Zealand retreats to Tobruk and ends its retreat there because it began the battle in a Box / Mines hex and therefore only needs to retreat one hex maximum. Now the remaining Allied units retreat their second hex with the 4th Tank Brigade going to El Adem, and the 32nd Tank going to Tobruk. Note that retreating units are able to move in any direction they chose as long as it does not violate terrain or enemy unit restrictions, and will suffer an additional Disrupt result when retreating into an unnegated enemy ZOC. The Axis player now places an Italian Disrupt marker on the 23rd Corps to satisfy the D1 result the Attacker received.

Since the Defender retreated two hexes, now the Attacking Axis forces are able to advance two hexes if they choose to. Note that Infantry units may never advance more than one hex regardless of the result, and Armor units may never advance more than their movement value based on their current Supply situation. 22nd Corps advances into Gazala and immediately flips the Allied Box / Mines marker over to its red X side to show that one will be removed at the end of the Operations Phase (but it will still stop advances for the rest of this phase). 23rd Corps and the Afrika Brigade both advance to 1708 and stop since they can only advance one hex as infantry. 20th Corps and 21st Panzer now move into the original Defender's hex (1608). Lastly 132nd Ariete moves into 1607 as it must advance out of

the Salt Marsh hex along the track and in no other direction. Note that advancing units can move in any direction (subject to terrain restrictions) and are not required to enter the defender's hex. Now the advancing Axis armor units may advance a second hex, with the German armor moving into Gazala and stopping and the Italian armor into 1608. Finally, the Allied Box / Mines maker in Gazala is now removed to the Allied Markers box, and the end result is shown in Illustration 4.

### PORTS & SIEGES:

**DESIGN NOTE:** Think of the Port as a small separate location only adjacent to the larger hex the Port is in and apply all rules using that logic.



scenario. The three Ports of Benghazi, Tobruk and Bardia are con

the first enemy movement / activation adjacent to their hex as

Besieging Tobruk allows for Supply to be traced along the to advance forward beyond the Besieged location. The Ports of

are doubled on defense after all other modifiers to the combat

support to that relief effort. Similarly, besieging units may pro

besiegers are not doubled, though they could benefit from any

units are moved into the larger hex, and the Port maker is flipped to its non-siege side. This would also be true if defending units

to the Port hex at the end of the Operations Phase. They may



Illustration #4

Continuing from the previous Combat example, the Axis player commences another Operation and activates the 21st Panzer for movement. Since this is the first unit to be activated or moved adjacent to the Port hex of Tobruk during this Operation, the Allied player must decide if his units in that hex will remain in place or move into the defenses of the Port by being placed in the Besieged Holding Box or split the units between the two options. The Allied player moves both the 32nd Tank and the 2nd New Zealand into the Port.

With those units now considered inside a separate location within that hex, the Axis player continues his move as shown in Illustration #5, and then designates a siege combat by placing an Attack marker facing the Port counter. The odds for the battle are calculated like for any other Attack, except there is no Support. In this case the Defender has a combined strength of 5, which is doubled to 10 for defending in a Port. The Attacking units all have 2 subtracted from their combat value because the friendly Supply Head is back in Benghazi, and the LOC traces through two blue-dashed Supply Zone Boundary lines to get there. Thus, the combined attacks strength of the Axis is 7, which would make for a 1:2 attack. Both sides qualify for

the Combined Arms bonus, and so those column shifts cancel each other out.



Illustration #5

The Axis player realizing that he will receive significant reinforcements next turn, decides to attack anyway despite the poor odds. He rolls a 5 of the 1:2 table, which is a D1/D1 result, so both sides place a Disrupt marker. The Axis place it on the Italian 20th Corps, which is a bit risky as this is the second of three Disrupts that the Italians have placed, making them that much closer to not having Disrupt markers to place in the future, and thus halfway to triggering National Army Degradation. The Allied player places the Disrupt marker on the 32nd Tank Brigade. He does this because the 2nd New Zealand will also receive a Disrupt marker at the end of the turn Administration Phase for being a Division under siege, and he hopes to do a reorganization move at the beginning of Turn 5 to remove both Disrupts for his units under Siege in Tobruk. The end of turn situation is shown in Illustration #6



Illustration #6

## 12.0 Engineering

*DESIGN NOTE:* The Box / Mines counter represents defensive fortifications built to provide cover and fields of fire in the otherwise open desert terrain, and the extensive minefields used to channel movement and attacks. The counter mix limit shows the inherent Allied advantage in both logistics and doctrine in the use of these engineering defenses.



The Engineering Action allows a player to place

unit may only place one per Engineering Phase. The number of 5), but a player may freely relocate a friendly Box / Mines

immediately flip the counter over to its red-X side. A flipped Box / Mines counter continues to have full effect for the rest

and receives a retreat result only retreats 1 hex even if it suffers

## 13.0 Reorganization

The Reorganization Action allows players to remove Disrupt makers from their combat units. This is done by returning to the

**PLAY NOTE:** There are severe consequences should a given

your army is taking. The number of Disrupt markers is a strict limit per nationality (Italian 3, German 5 and British/Commonwealth 7), and signifies the historical resiliency of those nationalities to suffering sustained losses in this theater

## 14.0 Continuation & Administration

*both*

Supply Head forward to the furthest advanced Depot Town back to their Supply Source. A Depot Town / Supply Source

A Besieged Port location makes that Depot Town uncontrolled

Tobruk, where a Bypass Road allows players to skip that Depot Town and place their Supply head further along the line if they maintain the siege of Tobruk, thus negating enemy ZOC in that hex. Also, to represent the cumulative effects of being besieged,

## 15.0 Special Units



are granted the Combined Arms modifier even when Attacking

more units, and are so signified with a yellow box surrounding their Combat Value. Only one Combined Arms modifier is



units. These units would include machine gun or

resents the combined effect of these units, but otherwise has no



The Allied Combe Force began as a scratch flying

the lead elements of the retreating Italian 10th

combined effects of the British Long Range Desert Group (LRDG),

per Axis logistics, airfield operations and other rear area elements. The first time any Axis unit moves adjacent to the Combe

the same turn. The Combe Force may only provide support to Hex and is not adjacent to the Allied Combat Hex (figuratively



are either British or Commonwealth. The Free

tively, the Free French unit represents the combined effect of

## 16.0 Victory Conditions

The Axis player wins an Automatic Victory immediately upon control of Alexandria. The Allied player wins an Automatic

Depot Town, Control is defined by occupation of the hex with a

determined at the end of Turn 10 by which ever player's Supply Head is further away, as measured by counting Depot Towns

Port if it is Tobruk, which has a bypass road. If both sides are tied for distance at the end of Turn 10, then the winner is the

*PLAY EXAMPLE: If at the end of the Administration Phase of Turn 10, the Axis Supply Head is at Derna (two Depot Towns*

away from El Agheila) and the Allied Supply head is at Tobruk (three Depot Towns away from Alexandria), then the Allied player wins.

#### HISTORICAL NOTE:

1943 the Axis would abandon El Agheila and flee to Tunisia to confront the Western Allied Torch landings that occurred

*DESIGN NOTE: Future scenarios that cover specific Battles or Operations in this theater may end before Turn 10 and will have specific victory conditions for their use. If players do not have time to complete a full 10-turn game, they can measure the progress of their side by comparing where their Supply Head advanced to on the last turn completed with where it would be historically on the next turn using the Turn Record Chart (TRC) at the bottom of the map.*

## 17.0 Scenarios

*Desert Victory*

that begins on Turn 1 and a Tournament Scenario that begins on Turn 4. It is likely that other scenarios will be designed in

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achieved earlier or specified otherwise, scenarios end at the conclusion of Turn 10. The starting location of the units involved

## Campaign Game

*After much debate at the highest levels on how Italy could best aid the Axis war effort, the Italian 10th Army advanced across the Egyptian frontier on 9 September 1940, thus initiating the World War II Campaign for North Africa. Italian forces quickly marched near unopposed 60 miles to Sidi Barrani, where they paused to build fortified camps. The British response was overwhelming and set-up the elastic nature of the campaign which would sweep across this broad swath of dessert landscape no less than five times before its final act was played out.*

#### Axis Set-up:

**Bardia:**

**Hex 1412:**

**Available Supply:**

**Eliminated Units Box:**

#### Allied Set-up:

**Hex 1515:**

**Hex 1417:** 4th Tank

**Mersa Matruh:** 32nd Tank, 4th Indian, Allied Supply Head

**Available Supply:**

**Eliminated Units Box:**



## Tournament Scenario

*Following the loss of Cyrenaica, and then the British withdrawal to support operations in the Balkans and elsewhere, the Axis high command finally committed German troops to North Africa in a bid to distract British operations in the Mediterranean. Rommel arrived on 12 February 1941. The soon to be monikered Desert Fox exceeded orders and went on the offensive on 24 March 1941, achieving successes that would make his name legendary in desert warfare and initiating the second phase of the elastic Western Desert Campaign.*

#### Axis Set-up:

**El Agheila:** 21st Panzer (half strength), Afrika, 20th Corps,

**Hex 1002:**

**Available Supply:**

**Eliminated Units Box:**

#### Allied Set-up:

**Hex 1102:**

**Benghazi:**

**Tobruk:**

**Mersa Matruh:**

**Available Supply:**

**Eliminated Units Box:** 7th Armored, 4th Tank, 32nd Tank, Combe Force, 4th Indian, 6th Australian

#### HISTORICAL NOTE:



## 17. Designer's Notes

In early 2022, Rodger MacGowan reached out to me to finalize

This game would follow on the heels of *Battle for Kursk: The Tigers are Burning, 1943*

Game of 2020, and then given a boxed “deluxe” treatment a year accommodate similar game mechanics. The first thoughts were the Battle of the Bulge, then the first year of the Korean War,

hesitant at first, but then as I dived into the research, and saw

*Desert Victory DV*

The design effort for *DV*

*Kursk*

is new or different, including stacking and how ZOC and LOC

The scale is still the same, with 25-mile hexes, but the units are *Kursk*

Corps and Army level. The maps are similar in length, with *DV Kursk* at 28, though the latter is much wider at *DV*. The Combat results Table and mechanics have been significantly changed in *DV*

Support came over from the Offensive mechanic in *Kursk*

## Design Intent

notes we printed on the Turn Record Chart at the bottom of the

Time scale was critical in a wide sweeping game such as this. I

then there would be 10 of them, again comparable to *Kursk* The challenge was that historically in some quarterly periods

## Supply

*Kursk*

through the sacrifice of Replacement Points. This made sense for

the most attritional combat experienced in the war. The Western

up with Supply Points that would arrive on a fixed, historical schedule (see the Turn Record Chart (TRC)) and would represent the combined expenditure of Fuel and Ammunition. These and captured by the enemy through reverses on the battlefield.

movement capability as units that were much closer. Thus, the

that portrayed the difficulty in getting supply to forward units.

## Combat Mechanics

become apparent that front lines were very fluid and rarely static.

miles both east and west and north and south. Thus, the combat

both sides, with all units of each side sharing in the final result. This simulated well the broad action and rapid swings that oc

to trade momentum for significant mobility on the battlefield,

## ZOC & Terrain

*Kursk*  
*Kursk*

friendly units. Thus, on the offense, players were always trying behind lines through the middle hex without the influence of *DV*

real-time in the middle of a Move, Retreat or Advance! This simulates the free-flowing battles that were so common in the

The desert terrain presented some interesting design challenges

## Stacking

*DV* *Kursk*

until they had six in total to represent a full hex. This simplified

## Siege and Port Supply

by sea. Tobruk is the classic example of this, but both Bardia time by smaller forces as well. The easiest solution was to make

The next challenge was how to balance the Siege Combat rules.

hexes, could become impregnable. That was essentially the case in the first British defense of Tobruk, at least against the Axis

and reinforcement and finally the placement of a Disrupt marker factor as to why Tobruk fell the second time it was besieged was



## For Further Reading

There are so many good books on this theater, one can easily find a plethora of fascinating reads on this topic. As is the case of my Kursk historical design, I so much valued the information, flavor, historical tables, and Orders of Battle presented in the *Campaign Series* red banner across the top). The titles that proved invaluable for *Desert Victory*

the bottom three being written by Ken Ford:

*Campaign 80 – Tobruk 1941:*

*Campaign 220 – Operation Crusader 1941:*

*Campaign 196 – Gazala 1942:*

*Campaign 158 – El Alamein 1942: The Turning of the Tide*

there are dozens of titles that one can find at all levels of scale for this conflict. Those games that I have enjoyed, or which have influenced my design of *DV*

*Afrika Korps*, T.A.H.C., 1964, by Charles S. Roberts

*Rommel in the Desert*, Columbia Games, 1982, by Craig

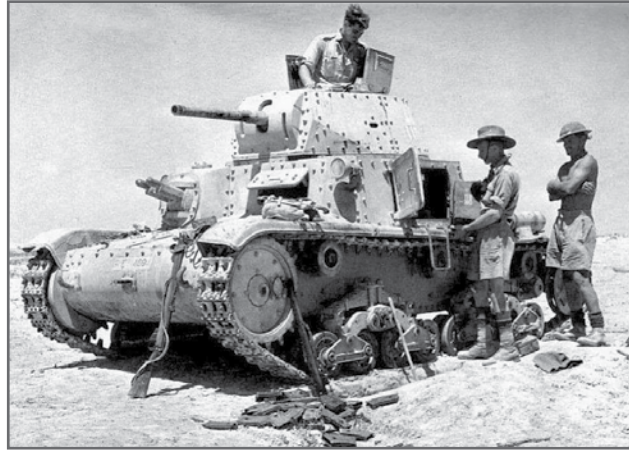
*Afrika: The North African Campaign, 1940-1942*, The

*No Retreat! The North African Front*, GMT, 2013, by Carl

*The Dark Sands: War in North Africa, 1940-42*, GMT, 2018, By Ted S. Raicer

*Desert Victory*

*Desert Victory*



### **Game Credits**

**Game Designer:** Trevor Bender

**Game Developer:**

**Art Director:**

**Map Design:** Trevor Bender and Charlie Kibler

**Map and Counter Art:** Charlie Kibler

**Rulebook Layout:** Charlie Kibler

**VASSAL Module:** Tim Porter

**Playtesters:** Pat Mulvihill, Ken McMillen,

Joseph Godbout, Tim Porter and Terry Coleman.

