

DESERT FOX

Deluxe

Instructions



TABLE OF CONTENTS

1.0 INTRODUCTION	3	13.8 Non-Hex Grid Movement.....	16	22.4 Malta	30
2.0 COMPONENTS	3	14.0 COMBAT	17	22.5 Fall Braun	30
2.1 Rules.....	3	14.1 Combat Procedure	17	22.6 Sicily	30
2.2 Maps.....	3	14.2 Participating Units.....	17	22.7 French North Africa.....	30
2.3 Player Aids.....	4	14.3 Combat Strengths.....	17	23.0 EVENT CARD DESCRIPTIONS	31
2.4 Counters.....	4	14.4 Terrain & Combat.....	17	23.1 Allied Event Cards	31
2.5 Nationalities	4	14.5 Combat Resolution.....	17	23.2 Axis Event Cards	33
2.6 Abbreviations	4	14.6 Step Losses	18	24.0 SCENARIO 1: FOX KILLED	35
3.0 SCENARIOS	5	14.7 Retreat.....	18	24.1 Axis Set Up.....	35
3.1 Set Up.....	5	14.8 Advance.....	19	24.2 Allied Set Up.....	35
3.2 Reinforcements	5	14.9 Special Combat Forms	19	24.3 Victory Conditions	35
4.0 SEQUENCE OF PLAY	5	15.0 SPECIAL UNITS	20	25.0 O'CONNOR'S WAR	36
4.1 Turn Sequence	5	15.1 Artillery Units	20	25.1 Axis Set Up.....	36
5.0 EVENTS	7	15.2 Anti-Tank Units	20	25.2 Allied Set Up.....	36
6.0 INITIATIVE	8	15.3 Reconnaissance Units	20	25.3 Victory Conditions	36
6.1 Initiative Determination.....	8	15.4 Special Forces.....	20	26.0 SONNENBLUME	37
6.2 Surprise	8	15.5 Airborne.....	21	26.1 Axis Set Up.....	37
6.3 Ghiblis.....	8	15.6 Headquarters	21	26.2 Allied Set Up.....	37
7.0 REINFORCEMENTS	8	15.7 Engineers.....	21	26.3 Victory Conditions	37
7.1 Availability.....	8	15.8 Garrisons	21	27.0 DESERT FOX	38
7.2 Axis Arrivals	8	15.9 Standard & Light Infantry	21	27.1 Axis Set Up.....	38
7.3 Allied Arrivals	8	15.10 Divisions.....	21	27.2 Allied Set Up.....	38
7.4 Allied Withdrawals	8	16.0 DESERT RAIDERS (OPTIONAL)	22	27.3 Victory Conditions	39
8.0 COMBAT UNIT STATUS	9	16.1 Desert Raiders.....	22	28.0 DESERT WAR	39
8.1 Morale.....	9	16.2 Oasis Track Movement.....	22	28.1 Axis Set Up.....	39
8.2 Disruption.....	9	16.3 Oasis Track Combat	22	28.2 Allied Set Up.....	39
8.3 Depletion	9	16.4 Raider Missions	22	28.3 Victory Conditions	39
8.4 Upgrades	9	17.0 REFIT	23	29.0 RUN FOR TUNIS	39
8.5 Training.....	9	17.1 Refit Point Markers.....	23	29.1 Axis Set Up.....	39
9.0 MOVEMENT CLASSES	10	17.2 Refit Procedure.....	23	29.2 Allied Set Up.....	39
10.0 STACKING	10	17.3 Upgrades	23	29.3 Victory Conditions	39
10.1 Stacking Points	10	18.0 CONSTRUCTION	23	30.0 TRAIL OF THE FOX	40
10.2 Stacking Limits.....	10	18.1 Fortifications	23	30.1 Axis Set Up.....	40
10.3 Overstacking.....	10	18.2 Egyptian Railroad.....	24	30.2 Allied Set Up.....	40
11.0 ZONES OF CONTROL (ZOC)	11	18.3 Road Construction	24	30.3 Victory Conditions	40
11.1 Exerting ZOC	11	19.0 AIR OPERATIONS	24	31.0 TUNISIAN CAMPAIGN	40
11.2 Motorized Class Units.....	11	19.1 Air Unit Deployment.....	24	31.1 Axis Set Up.....	40
11.3 Terrain.....	11	19.2 Air Superiority	25	31.2 Allied Reinforcements	40
11.4 ZOC Effects.....	11	19.3 Mission Damage	25	31.3 Victory Conditions	40
11.5 Night Movement.....	11	19.4 MET Track Support.....	25	32.0 ROMMEL'S WAR	41
12.0 SUPPLY	12	19.5 Ground Combat Support.....	25	32.3 Victory Conditions	41
12.1 Supply Procedure	12	19.6 Interdiction.....	25	33.0 NORTH AFRICAN CAMPAIGN	41
12.2 Supply Units.....	12	19.7 Airlift	25	33.1 Axis Set Up.....	41
12.3 General Supply Sources.....	13	19.8 Bombardment	26	33.2 Allied Set Up.....	41
12.4 Tracing Supply Lines.....	13	19.9 Naval Air Strikes.....	26	33.3 Victory Conditions	41
12.5 General Supply.....	13	20.0 NAVAL OPERATIONS	27	EXAMPLE OF PLAY	42
12.6 Combat Supply.....	14	20.1 Port & Shipping Capacity	27	CREDITS	46
12.7 Emergency Supply	14	20.2 Ocean Shipping.....	27	COUNTER DETAILS	47
13.0 MOVEMENT	14	20.3 Coastal Shipping.....	27	Axis Two Step Unit.....	47
13.1 Movement Procedure.....	14	20.4 Naval (Fleet) Units	28	Allied Two Step Unit.....	47
13.2 Movement Allowance.....	14	20.5 Amphibious Landings.....	28	One Step Unit.....	47
13.3 Terrain & Movement	15	21.0 WEATHER (OPTIONAL)	29	Air Units.....	47
13.4 Overrun	15	21.1 Winter	29	Fleet Units	47
13.5 Reaction Movement	15	21.2 Ghiblis.....	29	Special Units	47
13.6 Reserve Status.....	16	22.0 OFF-MAP AREAS	29		
13.7 Ground Unit Transport.....	16	22.1 Nile River Valley (NRV).....	29		
		22.2 Middle East Tracks (MET).....	29		
		22.3 Crete	30		

1.0 INTRODUCTION

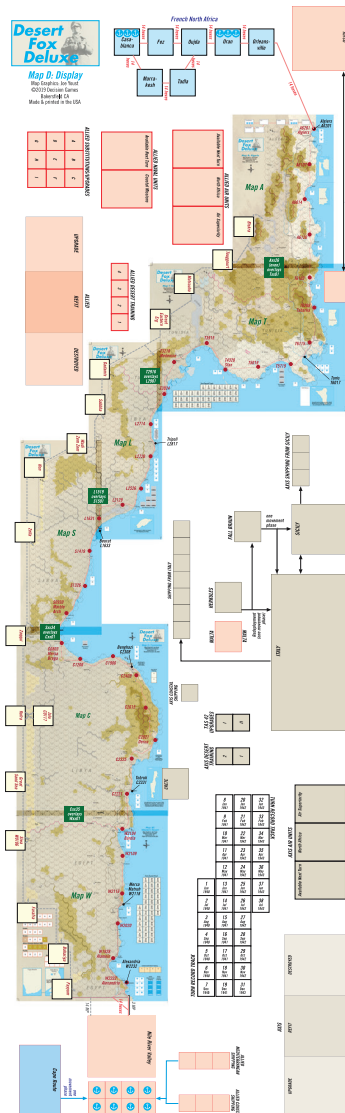
Desert Fox Deluxe (DFD) is the combination of three previously published games; **Desert Fox**, **Trail of the Fox**, and **Fox Killed**, collectively covering most of World War II in the North African desert, from the Italian invasion of Egypt in 1940 to the final Allied clearance of Africa in 1943. Many new counters and one new map have been added, and the original rules modified and expanded as needed to blend the original games into a single cohesive whole.

There are ten scenarios, each covering all or part of the campaign. One player or team of players commands the Axis forces, the other the Allied forces. In general terms, the Axis is trying to maintain or expand its control of North African territory while the Allies are trying to reduce it. We recommend playing the Sonnenblume (26.0) or Trail of the Fox (30.0) scenario to get a feel for the mechanics of the game before proceeding to the lengthier scenarios.

Color Codes: These rules use the following color system:

Red for critical points, errata, & exceptions.

Blue for examples of play.



2.0 COMPONENTS

A complete set of DFD consists of the following components.

- 1 × Rules Booklet
- 1 × Support Booklet
- 6 × Maps (Maps vary in size)
- 1 × Map Display
- 2 × Counter sheets with 560 ½ inch counters
- 3 × Player Aid Cards
- 48 × Event Display Cards
- 2 × Six Sided Dice

2.1 Rules

The rules present a set of physical and procedural systems representing the mechanics of mobile warfare in early to mid-World War II. Though each system is simple in itself, the combination is complex and will take time to learn. Read the rules once for familiarization, then a second time while examining the components.

2.2 Maps

The six maps listed below portray the North African littoral from Alexandria in the east to Algiers in the west. Each hex represents 10 miles (16 kilometers) from side to side. Maps vary in size.

- A-Algeria:** 11 × 17 inches
- T-Tunisia:** 17 × 22 inches
- L-Libya:** 8 ½ × 22 inches
- S-Sirte:** 8 ½ × 22 inches
- C-Cyrenaica:** 17 × 22 inches
- W-Western Desert:** 17 × 22 inches
- Map D-Display:** 11 × 32 inches

2.2.1 Map Placement

Map D: Display (Map D) depicts the map layout and how to overlay one map over another. To assemble the maps, line them up using the hex grid. As a general rule, they should be laid down west to east so the more easterly map overlaps that to the west.

Note: Some off-map holding areas and tracks are duplicated on Map D. This is done for ease of play and to allow players to play some of the scenarios without setting up all maps.

2.2.2 Hexes

A hexagonal (hex) grid has been superimposed on the map to regulate movement and other game functions. Each hex is numbered for reference.

Hex Numbers: Each hex is numbered for reference. Numbers may be duplicated on more than one map, so all hex references are preceded by the map identifying letter.

Example: Tobruk is in hex C2331.

Important: A unit can only be in one hex at any given time.

Hex Control: Is determined by scenario instructions. Thereafter, a ground combat unit entering a hex transfers control to its player until an opposing unit enters the hex.

2.2.3 Terrain

Terrain features on the map are identified on the Terrain Effects on Movement Chart (Player Aid Card).

- Some terrain types lie within a hex (hex terrain). Hex terrain affects the operations of units within the hex.
- Other terrain types run along hexsides (hexside terrain). Hexside terrain affects operations only when the hexside is crossed.
- Both terrain types may affect movement into, through, out of, or across a given terrain type. They also affect combat directed into a hex and/or across a hexside.
- The effects of specific terrain types are explained throughout the rules and are summarized on the Terrain Effects Chart located on the player aid cards.

2.2.4 Special Terrain Definitions

Obstructed Hexes: Obstructed hexes refer to mountain, city, and fortified hexes that have a number of specialized effects covered throughout the rules.

Off-Map Areas: There are a number of boxes and tracks on the maps, outside of the hex defined terrain. Use of these areas are explained in the rules.

French North Africa: Consists of all hexes in Algeria and Tunisia located on Maps A, T and L, including all holding boxes located on Maps A and T.

Important: French North Africa is out of play until Operation Torch (ALC-23): (23.1) is played.

2.3 Player Aids

The various charts, tables, tracks, and holding boxes are used to conduct specific games functions or to summarize certain rules. Most tracks and holding boxes are located both on the standard hex maps and on the display map.

Important: Various tracks and holding boxes are duplicated. This was done to reduce map set up when playing one of the smaller scenarios. In all cases, duplicate tracks and holding boxes may be used as players choose.

2.4 Counters

Refer to the back page of the rules for information concerning all counter descriptions. Most counters are combat or supply units with the remainder being markers used to carry out certain game functions or indicate combat unit status. After reading the rules the first time, carefully punch or cut the counters from the sheets. Trimming the corners with scissors or fingernail clippers will ease handling. The number of markers, including refit markers, is not a design limit; players are free to improvise additional markers if needed.

Exception: The number of base, mobile supply units and dumps are a game limit. They may be reused in each game any number of times, but the number of these markers provided are the maximum number of each that can be in play at any given time.

2.6 Abbreviations

1d6: Roll one six-sided die.	IT: Italian
2d6: Roll two dice and add the results of each die to obtain one result.	LOC: Line of Communication
AL: Allied	LOS: Line of Supply
ALC: Allied Event Card	Lt: Light
Arm: Armored	MA: Movement Allowance
Aus: Australian	MEC: Middle East Command
ATP: Air Transport Point	MET: Middle East Track
AX: Axis	MP: Movement Point
AXC: Axis Event Card	MMP: Motorized Movement Point
Bde: Brigade	Mot: Motorized
BG: Brigade Group	MS: Mediterranean Shipping
Btn: Battalion	MSU: Mobile Supply Unit
Cav: Cavalry (usually denoting Armored Cavalry)	NRV: Nile River Valley
CRB: Cape Route Box	NZ: New Zealand
CRT: Combat Results Table	OGS: Out of General Supply
CW: Commonwealth	PAC: Player Aid Card
Div: Division	SG: Support Group
DR: Die or Dice Roll	Rgt: Regiment
DRM: Die Roll Modifier	RMA: Reaction Movement Allowance
ES: End Scenario	RP: Refit Point
EZOC: Enemy Zone of Control	RTR: Royal Tank Regiment
FF: Free France	T#: Training Track, # signifies box number on track.
FNA: French North Africa	TEC: Terrain Effects Chart
GE: German or Germany	TRT: Turn Record Track
GenS: General Supply	VF: Vichy France
GT: Game Turn	US: United States
ID: Identification	WDF: Western Desert Force
Ind: Indian	ZOC: Zone of Control

2.5 Nationalities


The combination of a counter's background color and the color of its ID and unit box (if any) indicates its parent army/nationality. The alliances and some nationalities have a two-letter code.

 **Allied**

 **Commonwealth:** Great Britain, Australia, India, New Zealand, and South Africa.

 **Associated Expatriate Forces:** Free France, Greece (Greek), Poland (Polish).

 **United States**

 **Vichy French:** (Formations that may join the Allies)

 **Axis**

 **Germany**

 **Italy**

 **Vichy French**

 **Markers**

 **Status Markers**

Counter Errata: 25 Aus BG is missing its Combat Factor on the front of the counter. The counter should have a CF of 5.

3.0 SCENARIOS

The scenario instructions are located in rules 24.0 through 33.0. Each scenario indicates the following:

- Starting GT and Phase
- Ending GT
- Special Scenario Rules
- Active Events
- Set Up Procedures
- At Start Forces
- Victory Conditions

3.1 Set Up

Units beginning a scenario on the map have a location noted. In most cases it is a specific hex, or a specified range from a hex. Exceptions to event card set up instructions are also noted in the scenario rules.

Example: In the Fox Killed scenario (24.0) the player is directed to set up in accordance with ALC-2. The player then refers to the stated event card and sets up the units as directed.





- The British 22 Bde, an Allied Base (active side up), an MSU and the railhead marker all set up in W2118 (Matruh).
- The British WDF Bde, 4 Lt Arm Rgt, 7 SG Bde, 11 Hussars, 7 RTR, 5 Ind BG, 11 Ind BG and the CIH recon all set up within three hexes of W2118. These units could set up in W2118 and/or in any hex within three hexes (two intervening hexes) of hex 2118 on Map W (Western Desert).

ALC 2









AT START: MEC (MAP W)

Play: at start. **Discard:** after setup.


W2118 (Matruh)

			
Active			

Within 3 hexes of W2118 (Matruh)

W2232 (Alexandria)



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3.2 Reinforcements

Reinforcements enter due to the play of event cards. Some event cards have reoccurring reinforcements. Variations from that schedule are noted in the scenario rules.

4.0 SEQUENCE OF PLAY

Each GT represents one month. Each GT consists of 20 phases, grouped into six impulses. The number of phases is necessary to keep actions in sequence and most will be completed quickly. During each phase, one or both players are allowed to carry out specific actions. Only those actions may be executed. Each phase must be completed before the next begins.

- The player conducting an action is referred to as the active or phasing player, the other as the inactive or non-phasing player.
- Each scenario will last for a specified number of GTs. The current GT is indicated by using the turn marker on the TRT, duplicated on Maps T and W, and then again on Map D. Players are free to use the most convenient track for the scenario they are playing.
- The end scenario marker is placed according to scenario instructions. It may be moved up or down the TRT as directed by scenario instructions or events (23.0). The current location of the marker is the last GT of the game.
- Play continues until one player reaches the objectives specified in the scenario instructions or the turn marker has reached the GT box on the TRT where the end scenario marker is located.

4.1 Turn Sequence

The below sequence of play must be conducted in the order given.

STRATEGIC IMPULSE

Important: Until the Initiative Phase (Phase V.) of the current GT, when the initiative player/non-initiative player or the 1st/2nd player, is mentioned, the rule is referring to the player that had that status the previous GT.

I. Events Phase

- 1) Check the status of all active events and determine the event cards that are automatically in play or are still in play from previous GTs.
- 2) The non-initiative player may declare he is playing any eligible event.
- 3) The initiative player may declare he is playing any eligible event.
- 4) The Allied player must roll for each MET that is currently in play.

II. Air Superiority Phase

- 1) The non-initiative player deploys air units.
- 2) The initiative player deploys air units.
- 3) Both players determine the side that has air superiority (19.2).

Important: Players should note the side with air superiority, as air superiority affects numerous actions throughout the GT.

III. Reinforcement Phase

- 1) Both players determine the units available and deploy them into shipping boxes or other points of arrival as dictated in their entry procedure.
- 2) All bases are flipped so that their OGS side is showing.

IV. Allocation Phase

- 1) The initiative player expends dumps to activate bases.
- 2) The non-initiative player expend dumps to activate bases.
- 3) The non-initiative player allocates ocean shipping.
- 4) The initiative player allocates ocean shipping.
- 5) The Allied player allocates naval units.
- 6) The Axis player resolves strikes on Malta.
- 7) The non-initiative player allocates air units to ocean naval strikes.
- 8) The initiative player allocates air units to ocean naval strikes.
- 9) Both players resolve ocean naval strikes in any order desired.

10) Both players conduct training operations (8.5).

V. Initiative Phase

- 1) The initiative player determines the initiative using the procedures detailed in 6.0.
- 2) The player that is now the initiative player decides if he will be the 1st or 2nd player.

Important: The player with the initiative retains the initiative (and whether he is the 1st or 2nd player) until the Initiative Phase of the next GT. Players should note the side with the initiative and the player who is the 1st player on a piece of paper or using an unused counter on the TRT.

FIRST PLAYER INITIAL IMPULSE

VI. 1st Player Movement Phase (13.0)

- 1) The active player determines GenS for all units. Mark units OGS or disrupted as required (12.5).
- 2) Active player conducts refit operations (17.0).
- 3) Active player may move none, some, or all of his ground units. They may be moved by coastal shipping, air, road or rail. In addition, he may conduct the following:
 - a) Overruns (13.4).
 - b) If the Allied player is the active player he may move naval units to conduct operations during the Combat Phase.
 - c) Air units may move to conduct interdiction missions.
 - d) Destroy friendly supply units (12.2.5).
 - e) Construct forts, railroads and roads (18.0).

VII. 2nd Player Reaction Phase

Eligible units may conduct reaction movement (13.5).

VIII. 1st Player Combat Phase

The phasing player conducts all required attacks and any other eligible attacks he desires (14.0).

SECOND PLAYER INITIAL IMPULSE

IX. 2nd Player Movement Phase

This phase is conducted in the same order and manner as Phase VI, 1st Player Movement Phase.

X. 1st Player Reaction Phase

Eligible units may conduct reaction movement.

XI. 2nd Player Combat Phase

The phasing player conducts all required attacks and any other eligible attacks he desires.

FIRST PLAYER FOLLOW-ON IMPULSE

XII. 1st Player Movement Phase

This phase is conducted in the same order and manner as Phase VI, 1st Player Movement Phase.

XIII. 2nd Player Reaction Phase

Eligible units may conduct reaction movement.

XIV. 1st Player Combat Phase

The phasing player conducts all required attacks and any other eligible attacks he desires.

SECOND PLAYER FOLLOW-ON IMPULSE

XV. 2nd Player Movement Phase

This phase is conducted in the same order and manner as Phase VI, 1st Player Movement Phase.

XVI. 1st Player Reaction Phase

Eligible units may conduct reaction movement.

XVII. 2nd Player Combat Phase

The phasing player conducts all required attacks and any other eligible attacks he desires.

Important: After all other actions are complete in the 2nd Player Combat Phase, all aircraft units with their **Based** side showing and Allied naval units with their **In-Port** side showing are flipped so that their **Available** side is showing.

ADMINISTRATIVE IMPULSE

XVIII. Supply Attrition Phase

Both players conduct morale checks for all units that are marked OGS and are isolated (25.5.1).

XIX. Victory Check Phase

Check scenario instructions to determine if either player has achieved an instant victory.

XX. Turn Marker Phase

- a) If the turn marker is in the same box as the end scenario marker, the scenario has ended. Both players determine the victor based on scenario victory conditions.
- b) If the turn marker is not in the same box as the end scenario marker, advance the turn marker to the next box on the TRT and continue play with the Strategic Impulse.



5.0 EVENTS

Events are major occurrences outside the physical and command control of the players. Some occur automatically based on other events or on the game situation; others must be declared by a player during an Events Phase.

- There are 28 Allied Event Cards (ALC) and 20 Axis Event Cards (AXC).
- When a card is activated, it is available for play, either in the current GT, or future GTs. It may be activated by the play of other cards. An activated card may or may not be eligible to be played.
- To be used and take advantage of the effects, a card must be played. Some cards are automatically played due to the play or completion of other cards. In many cases players have a choice as to when to play a card that is activated.
- There are five types of cards.

At Start Cards: These cards are discarded after set up is complete.

MET Cards: These are used to set up the MET Tracks and detail the procedures used to manage the track during play. Some of these cards have automatic discard GTs. If a MET card is discarded the associated track is immediately made inactive.

Reinforcement Cards: These cards detail reinforcements outside the effect of other cards. The card details the GT the card is played and discarded.

Monthly Support Cards: Each side has one Monthly Support Card that details the arrival of certain items that are received each GT. The number and/or type of items received may be altered by the play of other cards.

Event Cards: These cards detail the events that can be activated by certain actions or by playing a previous event card.

- Any or all events may occur in a single turn, but unless specified otherwise each occurs only once per game.
- Specific details for each event are explained on the Event Cards and in 23.0.
- An event may affect the following:
 - a) Availability of reinforcements.

Important: Some cards list effects and/or reinforcements arriving on Turn **T#**. If the notation states Turn **T+0** those effects and/or reinforcements are received the GT that the card is played. If the notation states Turn **T+1** they are received on the GT after the card is played, etc.

- b) Scenario length, denoted by an **ES +#** or **ES -#** (on the card) that indicates a shift of the end scenario marker by the number of GTs indicated.

Important: If an event depicts an end scenario marker followed by the word "**OR**" and then counter depictions, the player may choose to extend/shorten the scenario by the number of GTs noted, or the player may take the depicted units.

- c) The effects to various Middle East Tracks (22.2).
- d) Some events may impact the operational freedom of a player.

Example: The below is the Allied Middle East Track (MET) Levant Card.

ALC
5

MET: LEVANT

In play: at start. Remains in play throughout the game.

At Start on MET Levant

LEVANT SITUATION
 Situation: 0

Royals

1R 2 28

7 Ind. BG

5 2 14

Roll 1d6 during each Events Phase. Advance the situation marker if the DR result is within the range listed. Flip to the crisis side if result would require the marker to move beyond the last box.

Advance	Crisis Effects	Deactivate
4-6	ES -1 if in crisis.	Never
+1 If Syria in Crisis	NRV port Cap 4 if in crisis	
+1 AXC-9 is in effect		
+1 Per Axis air unit on track		

To reduce the situation, conduct track combat during any Allied Combat Phase (22.2.2). Roll 1d6 per CF/10 ± 1d6 per air unit ground support and bombardment point.

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Example: Below is an Axis At Start Card.

AXC
2

AT START (MAPS C & W)

Play: at start. Discard: after setup.

C2331 (Tobruk)

Tobruk
3 3 0

Base
0 2 0

MSU
0 2 14

Dump
0 2 0

Active

Kufra Oasis Box

Kufra
0L 3 0

Map C

On or Adjacent to C2331 (Tobruk)

2

2

2

Within 4 Hexes of C2331 (Tobruk)

62 Mmrirca
7 3 14

63 Cirene
7 3 14

4 CCNN
7 2 14

1 Libyan
6 3 14

C2410 (Barce)

Barce
3 3 0

W2104 (Bardia)

Bardia
3 3 0

C2308 (Benghazi)

Benghazi
3 3 0

W2002 (Giarabub)

Giarabub
2L 3 0

W0303 (Giarabub)

Giarabub
0L 3 0

C0117 (Jalo)

Jalo
0L 3 0

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6.0 INITIATIVE

Initiative determines the player who may choose to be the first or second player during the subsequent player impulses. The player with the initiative retains the initiative until the Initiative Phase of the next GT when the initiative is once again determined.

6.1 Initiative Determination

Initiative is determined in Phase V by following the below procedure.

- The player who currently has the initiative consults the Initiative Table (PAC) and rolls 2d6, applying the DRM as listed.

Important: Scenario instructions may contain specific instructions granting the initiative to one player, or dictate who determines the initiative on any given GT. In addition, scenario instructions may dictate who is the first and second player during the scenario or during specific GTs.

- The initiative will either remain with the same player (No Change) or transfer to the other player (Change).
- The player who retains or gains the initiative then decides to be the first player or the second player for the current GT.
- On specific modified DRs, there are two other possible results; Surprise, or Ghibli.

6.2 Surprise

Surprise occurs when the modified initiative reaches either end of the table, and lasts for that GT only. The player with the initiative must declare that he will be the first player to gain the advantages of surprise as listed below.

First Player Combat Phases: Shift two columns to the right for all attacks.

Second Player Movement Phases: The 2nd player cannot use road march (13.2.3).

Second Player Reaction Phases: The 2nd player rolls 1d6 to determine the MA of reacting Mot units not in reserve status (13.2.1).

6.3 Ghiblis

Ghiblis are seasonal winds blowing off the Saharan Desert that create massive dust storms and turbulent conditions.

- Ghiblis can only occur during GTs that occur in May, June, September and October.
- Ghiblis do not have any effect in the following areas, hexes, or hexsides:
 - a) All hexes on Map A.
 - b) All hexes on the portion of Map T north of the temperate/desert line printed on the map.
 - c) All mountain hexes on Map C.
 - d) All wadi hexsides on all maps (do not double the MP cost for crossing).
- Ghiblis affect movement, combat, supply and air operations. See 21.2 for details.

7.0 REINFORCEMENTS

Reinforcements are forces entering play after the start of a scenario. Reinforcements are received during the Reinforcement Phase unless scenario instructions dictate otherwise.

- There are five types: combat units, supply units, air units, refit points and (Allies only) naval units. Once available, a reinforcement arrives on the game map as directed by this section, and the scenario instructions. They operate normally after arrival.

7.1 Availability

Each reinforcement becomes available as directed by the cards or by scenario instructions. Active or played cards should be set in a convenient location so as to allow players to place the listed reinforcements directly on the card.

- Reinforcements may enter on any turn beginning with the turn of availability; they may be held off-map indefinitely unless prohibited by another rule or event.
- Naval units are placed in the Available Next Turn Box, and are available for allocation during the Allocation Phase (20.0) on their GT of arrival.
- Air units are placed in the Available Next Turn Box and are not available for deployment during the current GT.
- Arriving supply units are listed as either dumps or MSU.
- A dump can only be taken as a dump; an MSU may be taken as either an MSU or a dump.
- A unit made available by an event arrives on the GT indicated, or on the GT the card is played if its arrival date has already passed.

7.2 Axis Arrivals

Most Axis reinforcements arrive in Italy and must be brought onto the map across the Mediterranean by sea (20.1 through 20.3) or air (13.7).

7.3 Allied Arrivals

Most Allied reinforcements arrive in the Cape Route Box (20.2.4) and/or the Nile River Valley Box (22.1). Units arriving as part of ALC-21 through ALC-24 (Operation Torch) must be placed in the Torch Box (20.2.5). They may be moved to the Torch East Box (20.2.6).

7.4 Allied Withdrawals

Certain event cards require the Allied player to withdraw CW units from the hex grid or from the game altogether. Units may also be moved off the hex grid to one of the Middle East Tracks (22.2). In all cases, the unit must use regular movement to exit the map (13.8).

Important: If the Axis player allows, withdrawals may be removed from the map without moving them to a map edge.



8.0 COMBAT UNIT STATUS

A combat unit moves and operates normally unless its status is affected by one of the factors below.

8.1 Morale

The morale rating of each unit is used primarily in determining the effects of combat. When a rule calls for a unit to make a morale check, follow the below procedure.

- Roll 1d6; then add the checking unit's morale (the middle number along the lower edge of the counter) and any modifiers required by the rule governing the morale check to the DR.
 - a) If the modified result is 6 or less the unit passes the check.
 - b) If the modified result is 7 or greater the unit fails the check.

Important: A DR of 6 (prior to any modifications) is always a failure.

- The effects of failure are indicated by the rule requiring the check.

8.2 Disruption

D A combat unit may become disrupted as a result of supply, movement, combat, or failed morale check.

- If a unit is disrupted, place a disruption (D) marker on the unit. The marker becomes part of the unit; it does not count for stacking.
- A disrupted unit is affected as follows:
 - a) Add one to the unit's morale.
 - b) The unit may not conduct an overrun (13.4).
 - c) The unit does not project a ZOC (11.1).
 - d) The unit loses all special functions (15.0).
 - e) The unit's MA is halved (round up) (13.2.2).
 - f) The unit may not conduct reaction movement (13.5).
 - g) The unit may not refit or upgrade (17.0).
- Additional disruptions have no effect unless specified by another rule.
- The marker remains on the unit until the unit recovers or is eliminated.
- Recovery occurs automatically at the end of any friendly Movement Phase if the unit is:
 - 1) In GenS (12.5); and
 - 2) Not in an EZOC (11.0).

8.2.1 Disruption of Facilities

Bases, dumps, MSU and airfields may be disrupted due to bombardment (19.8 & 20.4.2).

- Disrupted facilities are affected as follows:
 - Bases:** LOS is reduced to 7 MMP.
 - MSU:** MA is reduced to 7, LOS is reduced to 3 MMP.
 - Dump:** LOS is reduced to 3.
 - Airfield:** Is Inoperable.
- Facilities recover from disruption in the same manner as combat units (8.2).

8.3 Depletion

Depletion is the reduction of a unit by one step; it may be rebuilt through the refit process (17.0).

- A two-step unit suffering depletion is flipped to its reverse (one-step) side. Other than the reduction in factors, it operates normally.
- Each step of a division counts as two non-divisional steps when determining total steps in a hex and total steps lost. If only one step must be lost and there are only divisional steps, one must be lost.

- A one-step unit or a reduced two-step unit suffering depletion is eliminated. Place eliminated units in the owning player's holding boxes depending on their supply status.
 - a) An eliminated motorized unit (9.0) is placed in the Refit Box if it has a LOC (12.4.2), even if not in GenS or combat supply when eliminated. If it has no LOC, place it in the Destroyed Box.
 - b) If an eliminated non-motorized unit has a LOS at the time of elimination it is placed in the Refit Box. If it does not have an LOS at the moment of elimination it is placed in the Destroyed Box.

Important: Units that are noted as No Cadre units are placed in the Destroyed Box when eliminated regardless of their situation.

8.4 Upgrades

Certain units may be upgraded to a different counter. Specific upgrades available are listed on the Upgrade Chart on the player aid cards. Upgrading is voluntary, and may be done at any time after the upgrade counter becomes available. It is carried out during the refit process (17.0).

8.5 Training

Certain units need desert training before operating normally. A unit may bypass the training process but its capabilities suffer. Units noted as requiring training arrive via the normal reinforcement procedures (7.0).

Important: Axis units must first be shipped to North Africa. Allied units arrive via the Cape Route. To enter training a unit must be in the locations listed in 8.5.1.

8.5.1 Procedure

If a unit requires training, the unit's arrival card will indicate to place the unit in a specific box on the Training Track. Place the unit in the box of the Training Track indicated during the Allocation Phase.

- In the next Allocation Phase, move the unit to the next lower numbered box.
- If the unit starts the Allocation Phase in the 1 box, the unit is placed on the map as noted below.

Axis: At the Axis primary base (12.2.4).

Allied: In the Nile River Valley Box (22.1).

8.5.2 Deployment While Untrained



Units designated as requiring training are not required to undergo training nor are they required to complete their training if on the Training Track. If a unit enters the map area prior to completing its training follow the below procedure.

- 1) Place an untrained marker on the unit. The unit is treated as disrupted but may not recover until it has completed its training.
- 2) The unit may restart its training by moving to the appropriate location listed in 8.5.1.
- 3) Roll 1d6 for the unit:
 - Allied Units:** Divide the result by three (round fractions up) and place the unit in that box of the track.
 - Axis Units:** Divide the result by two (round fractions up) and place the unit in that box of the track.

9.0 MOVEMENT CLASSES

All units are divided into motorized and non-motorized, and into sub-groups within each. A unit's movement class affects the cost of entering certain terrain types and imposes other limitations or capabilities on the unit.

Non-Motorized: These units generally have slower movement, especially during reaction. There are two types of non-motorized units:



1) Foot units that are composed mostly of marching infantrymen, with their heavy weapons pulled by vehicles. Airborne and Special Forces units are specialized forms of foot units (15.4 & 15.5).



2) Horsed units have at least some portion of the unit carried or pulled by horses. They cannot be trucked or airlifted but benefit in some terrain.

Motorized: These units generally have all personnel and weapons carried or towed by vehicles. There are two primary classes and one secondary rating:



1) Trucked units are the standard in the game, and are sometimes referred to generically as "motorized." They have enough vehicles to carry the entire unit, but not enough to assign one to each individual sub-unit. Trucked units generally dismount some distance from combat.



2) Mechanized units include tanks and other tracked vehicles, plus heavy wheeled vehicles such as armored cars. They tend to be slower than trucks over long distances, but much faster in a combat environment.



3) Mobile units can be trucked or mechanized units, however not all of either class are mobile. The mobile rating indicates not only organic vehicles for each sub-unit, but a doctrine emphasizing mounted fighting and rapid exploitation in combat.



Important: Desert Raiders (Counter Display) are a special class. They are all treated as motorized units with special capabilities outlined in 16.0.

10.0 STACKING

Stacking refers to the number of units that can end a phase in the same hex, as measured in stacking points.

10.1 Stacking Points

A unit's stacking point value is listed on the Stacking Summary Chart on the player aid cards. Its stacking point value is constant throughout the game regardless of its status. The Stacking Summary Chart lists the different types of units and their stacking point value as it relates to:

- 1) Stacking point value for on-map stacking.
- 2) The number of Shipping Boxes required to ship the unit.
- 3) The number of Air Transports required to air transport the unit.
- 4) The number of MSU required to transport the unit.

10.2 Stacking Limits

On-map stacking limits apply only at the end of each phase. There is no limit to the number of units that may move through a hex in a given phase.

City Hex: A maximum of nine stacking points.

All Other Hexes: A maximum of six stacking points.

10.3 Overstacking

If the stacking limit of a hex is exceeded at the end of a phase, all units in the hex are disrupted; if already disrupted, there is no further effect.



11.0 ZONES OF CONTROL (ZOC)

The six hexes surrounding a combat unit constitute its ZOC. It affects enemy movement and supply. It may be limited by unit type or terrain. A given hex may be in any number of ZOC simultaneously, whether friendly or enemy.

11.1 Exerting ZOC

A ZOC is exerted by any combat unit if it:

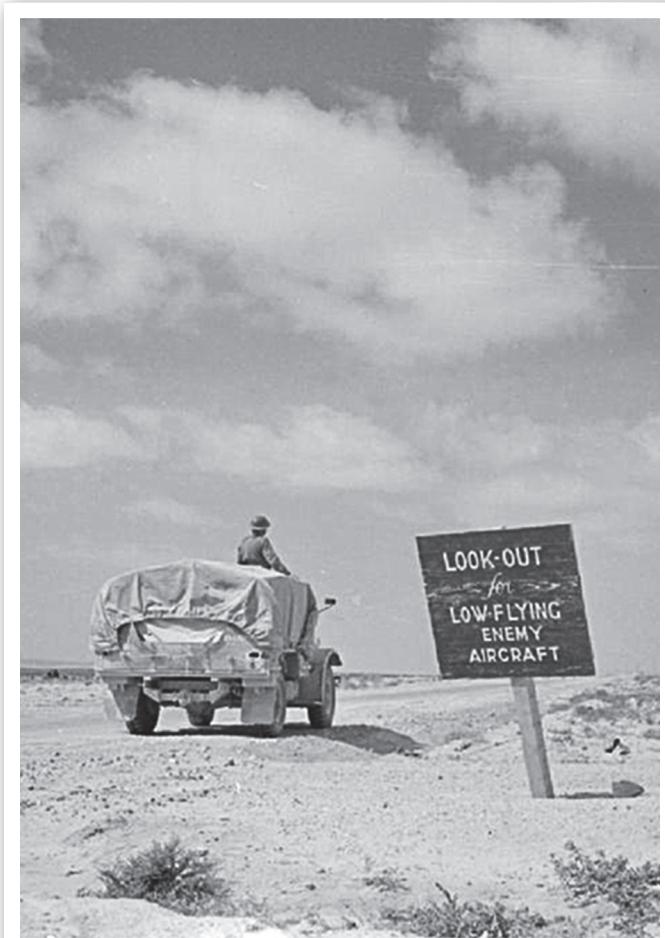
- a) Has a non-parenthesized combat factor greater than zero.
- b) Is in GenS (12.5).
- c) Is not disrupted (8.2).
- d) Is not in reserve (13.6).

Important: Disrupted units, OGS units, reserve units, supply units, and markers do not exert a ZOC.

11.2 Motorized Class Units

Motorized units, and MSU moving in a stack with a motorized unit(s), ignore the ZOC of all non-motorized combat units when moving during the Movement Phase, Reaction Phase and when retreating or advancing after combat.

Exception: Non-motorized ZOC remain effective when determining combat participation (14.2).



11.3 Terrain

Most types of terrain do not affect a unit's ability to project a ZOC. The terrain types below do affect ZOCs.

Escarpment Hexsides: Block all ZOC.

City Hexes: ZOC do not extend into city hexes. Units in city hexes do exert ZOC into all non-city hexes.

Prohibited Terrain: A unit's ZOC does not extend into or through any terrain through which the unit could not move. The ZOC of a motorized unit does not extend into prohibited terrain even along a road or track.

Fortifications: ZOC do not extend into fortified hexes. Units in fortifications do exert ZOC into all non-city or non-fortified hexes.

11.4 ZOC Effects

ZOC affect operations as follows.

Entering a ZOC:

- a) A unit expends one additional movement point to enter an EZOC. It must stop unless it is capable of overrun (13.4). See also 15.3.
- b) Parenthesized or zero combat factor units can only enter an EZOC if they are moving with, or entering a hex containing, a unit with a non-parenthesized, non-zero combat factor.

Exiting a ZOC: A unit beginning a phase in an EZOC can exit the hex, but cannot move directly into another EZOC unless using night movement (11.5).

Line of Communications (LOC) and Line of Supply (LOS): LOC and LOS may not be traced through EZOC unless the hex is occupied by a friendly unit at the beginning of the Movement Phase.

Combat: A friendly combat unit in an EZOC at the beginning of a friendly Combat Phase may be required to attack. A unit in an EZOC at the beginning of an enemy Combat Phase may have to be attacked (14.2).

Retreat After Combat: A unit may retreat into but not through an EZOC.

Advance After Combat: EZOC have no effect on advance after combat.

11.5 Night Movement

Night movement is a special form of movement that presumes a unit is moving only at night.

- Night movement:
 - a) Must be declared at the time a unit or stack of units starts its movement.
 - b) May be used during the Movement and/or Reaction Movement Phases only (cannot be used for retreat after combat).
 - c) Allows a unit to move through EZOC.
- Units using night movement pay double the movement point cost of entering a hex in an EZOC (including hexside terrain).
- Units using night movement are disrupted at the end of their movement. If already disrupted, there is no effect.

12.0 SUPPLY

Combat units must be in supply to function at full capacity. Supply functions and requirements are listed on the Supply Summary Chart (player aid card). There are two types of supply, general and combat.

- General supply affects a unit's movement, status, and refit.
- Combat supply affects its power in combat.

Important: The two supply types are separate; it is possible to have general supply and not combat supply, or vice versa, or both, or neither.

12.1 Supply Procedure

A unit is supplied if it can trace a LOS (12.4.1) to a supply source (12.3).

- GenS (12.5) is determined before movement and at other times as required.
- Combat supply (12.6) is determined at the beginning of the combat resolution process.
- Emergency supply (12.7) is a special form of both types.

Important: A player is not required to provide supply to a unit.

12.2 Supply Units

There are three kinds of supply units: Dumps, Mobile Supply Units (MSU), and Bases. Each has specific capabilities described below, and all share the following characteristics.

- They do not count for stacking (10.0), do not project zones of control (11.0), and have no combat factor.
- They are always in GenS unless isolated (12.5).
- All types of supply unit counters may be reused any number of times per game, however the number of counters provided in the game are the limit as to how many of these units may be on the map at any given time.

12.2.1 Dumps



Dumps represent a quantity of supplies available at the location of the dump. Expending a dump reflects consumption of the supplies. They may be transported (13.7). Conducting any one of the below actions expends a dump. Expended dumps are removed from the map. They are available the next GT. Dumps can be used to:

- 1) Activate one base (12.2.3).
- 2) Provide GenS to one hex (12.3 & 12.5).
- 3) Provide combat supply to one hex (12.6.1).
- 4) Provide emergency supply to one unit (12.7).
- 5) Provide construction supply (18.1).
- 6) Create a base (12.2.3).

12.2.2 Mobile Supply Units (MSU)



MSU represent transport vehicles. They are motorized units. MSU perform the following functions:

- 1) Transport supply dumps or ground units (13.7).
- 2) Extend a supply line from a supply source to a combat unit (12.4.1).
- 3) Can be expended to create a base (12.2.3).

12.2.3 Bases



Bases represent major depots and may be active or OGS (out of general supply).

- A base is created by removing one dump and one MSU from a single hex (they must both be in the same hex) during a friendly Movement Phase. Place a base in the hex with its inactive (OGS) side showing.
- A base is activated by expending a dump in its hex during the Allocation Phase; flip the base to its active side. Active bases provide GenS.
- Transfers of dumps and refit points (RP) may be made during a friendly Movement Phase.

- a) An active base with a valid LOS to another base (active or OGS) may transfer one dump or two refit points to the other base.
- b) A single base may make one transfer and receive one transfer from another base each Movement Phase.
- c) The transfer is limited to the length of a base LOS (14 Mobile Movement Points).
- d) The transferred points can only be transferred once (i.e., from one base to one other base) in a single Movement Phase.

12.2.4 Primary Bases



The Axis player is provided with one primary base. The Nile River Valley Box serves as a primary base for the Allied player (22.1).

- The Axis primary base is placed as directed on the cards or scenario instructions. If a scenario does not have a specific initial placement instruction or a card that dictates placement of the primary base, the Axis player is free to place the primary base in any friendly port with a capacity of three or more.
- The primary base is automatically activated unless an Allied unit is adjacent to its location.
- All Axis units entering refit or training must be stacked with or adjacent to the primary base.
- All Axis units arriving from the Refit or Training Boxes must be placed on or adjacent to the primary base.
- If the primary base is destroyed for any reason, all units in the Refit, Destroyed, and Training Boxes are removed from play permanently. The Axis player rolls 1d6 and halves the result (round up). The modified result is the number of GTs required to replace the primary base.
- The Axis player may relocate the primary base at the beginning of the Allocation Phase. To relocate the primary base, the Axis player:
 - 1) Moves the primary base from its current location to any friendly port with a capacity of three or more that is already occupied by a friendly base and has a valid LOC to the original location of the primary base. The primary base is placed with its **OGS** side showing. It remains in this status until the next Allocation Phase when it can be flipped to its **active** side.
 - 2) Moves the base at the primary base's new location to the primary base's original location. The base is placed with its **OGS** side showing.
- During the GT that the primary base is transferred all Axis units are considered OGS unless emergency supply is used (12.7). Axis units may not enter refit or conduct training (i.e., units on the track do not move, and units may not enter or leave the training track).

12.2.5 Voluntary Destruction of Supply Units

A player may destroy a supply unit in either of the following situations.

- 1) At the beginning of a friendly Movement Phase if the supply unit is stacked with a friendly combat unit in general supply. The combat unit must expend half its movement allowance for each supply unit destroyed. If the unit is out of general supply, it must pass a morale check and expend its full movement allowance to destroy a supply unit.
- 2) At the beginning of a friendly Reaction Phase if the supply unit is stacked with a friendly combat unit eligible to conduct reaction movement (13.5). The combat unit must expend its entire reaction movement allowance (RMA) to attempt destruction of one supply unit. Roll 1d6; on a result of 1–3 the supply unit is destroyed; on a 4–6 it remains in place. Only one attempt may be made per supply unit per Reaction Phase.

Important: A destroyed base (active or OGS) may be replaced by either a dump or an MSU.

12.2.6 Supply Units & Combat

Supply units have a limited capacity to engage in combat.

- Supply units stacked with combat units contribute no strength to the combat, and may not be used to absorb step losses.
- MSU may accompany a retreating combat unit, but may not retreat on their own. If the attacker advances into the hex, any supply units in the hex are subject to capture.
- Supply units alone in a hex cannot attack. All supply units in a hex defend with a combined combat factor of one (no matter how many are in the hex). Any defender result except No Effect, followed by an advance of the attackers into the hex, subjects the supply units to capture.

12.2.7 Capture of Supply Units

Capturing a supply unit is possible whenever an enemy unit advances or overruns into the supply unit's hex.

- The advancing player may either destroy it or roll 1d6 to attempt a capture; it is captured on a roll of 1–3, destroyed on a 4–6.
- Replace a captured MSU with a friendly MSU; it may be used immediately.
- Replace a captured dump or base with a friendly dump (not a base) and mark it with a captured supply marker. While marked, it may not be moved or expended. Remove the marker at the end of the friendly Movement Phase following the phase of capture. If the opposing player recaptures it, it still goes through the capture process.

12.3 General Supply Sources

Each of the following provides GenS to units with an LOS to it.

- a) An active friendly base provides GenS to any number of units.
- b) Expending a friendly dump provides GenS to one hex.
- c) The NRV Box provides GenS to any number of Allied units. See 22.1 when determining an LOS from the NRV.

12.4 Tracing Supply Lines

At any given time, a unit on the hex grid has a line of supply (LOS), a line of communications (LOC), or both, or neither. A line of either type is traced from a supply source to the unit along a path of hexes. The line must be free of enemy units and EZOC (11.0).

Important: Friendly units negate EZOC when tracing LOS/LOC. Do not count the 1 movement point cost to enter an EZOC when tracing the supply line (11.4).

12.4.1 Line of Supply Distance

A line of supply is limited by the supply unit that is used. They can be extended by MSU (12.2.2).

- The distances are given in motorized movement points (MMP), meaning the terrain costs along the line are counted as though a motorized unit is moving along it. The line cannot pass into or through terrain impassable to motorized units.

Exception: A non-motorized unit may draw supply across terrain passable to it if it is adjacent to a hex on the supply line.

- a) From a base to a unit: 14 MMP.
- b) From a dump to a unit: 7 MMP.
- c) From an MSU to a unit, or from an MSU to another MSU: 7 MMP.

Important: When tracing a LOS using an MSU, trace LOS from the source to the MSU, then up to 7 MMP from the MSU to the unit or to another MSU. A chain of MSU may be of any length as long as each is within 7 MMP of the next.

12.4.2 Lines of Communication Distance

A LOC is traced in the same way as LOS, but may be of any length. An LOC must begin at a friendly base (active or OGS) or a friendly-controlled port. Not all LOC are also LOS; not all LOS are also LOC.

12.5 General Supply

GenS for each unit is determined at the beginning of each friendly Movement Phase, and at other times as directed.

- A unit is in one of three GenS states depending on its LOS and LOC.

In General Supply (IGS): A unit is in GenS when it can trace an LOS to a GenS source (12.3). It moves and operates normally.

Out of General Supply (OGS): A unit is OGS if it cannot trace an LOS to a GenS source, but can trace an LOC to a GenS source.

Mark the unit with an OGS marker. It remains OGS until the check at the beginning of the next friendly Movement Phase. A unit that is OGS is affected as follows:

- a) The MA of motorized units (only) is halved.
- b) Add one to the morale rating (this is cumulative with no combat supply when conducting combat).
- c) May not conduct overrun.
- d) May not conduct any type of reaction movement.
- e) May not recover from disruption.
- f) May not refit.
- g) If OGS and isolated must conduct supply attrition (12.5.1).

Isolated: A unit is isolated if it cannot trace an LOS to a GenS source and also cannot trace an LOC to a GenS source. Mark the unit with both an OGS and a disrupted marker. All isolated units halve their MA and check for supply attrition (12.5.1).

12.5.1 Supply Attrition

If a unit is isolated at the beginning of the Supply Attrition Phase, the unit must check for supply attrition. Conduct a morale check (8.1) for the unit and if it fails the unit is depleted. If the unit is already depleted or a one step unit, the unit is destroyed (8.3).

12.6 Combat Supply

Combat supply is determined at the beginning of each combat resolution. The attacker and then the defender declares whether the units are combat supplied or not.

- A unit in combat supply fights at full strength and with all special capabilities (15.0).
- A unit that is not in combat supply suffers the below penalties:
 - 1) Its morale rating is increased by one. This is cumulative with the +1 to morale for being out of GenS..
 - 2) It loses all special capabilities.
 - 3) The attacking player determines combat results using the unsupplied line.

12.6.1 Combat Supply Source

The only source for combat supply is a dump expended for the purpose. It provides combat supply for all units in one hex with an LOS to it. A combat supply LOS may not be extended by MSU.

12.7 Emergency Supply

At the beginning of a unit's Movement (not Reaction) Phase, it may be provided emergency supply if stacked with a dump.

- Expend the dump and place an emergency supply marker on the unit (one unit only).
- The unit is in both GenS and combat supply.
- At the beginning of the next friendly Movement Phase, remove the marker and make a morale check for the unit.



13.0 MOVEMENT

During a Movement Phase, the phasing player can move none, some, or all of his units.

- Units are moved in any direction or combination of directions, limited only by their MA, the terrain, and the provisions of this section.
- Moving units may be able to overrun enemy forces during movement.
- Reaction movement is a special form of movement available to certain non-phasing units during the Reaction Phase.


13.1 Movement Procedure

Each unit or stack of units is moved one at a time, tracing a path of contiguous hexes through the hex grid.

- As a unit enters a hex or crosses certain hexsides, it must expend one or more MP from its MA.
- The MP costs to enter or cross each type of terrain are listed in the Terrain Effects Chart.
- Each unit or stack of units must complete its movement before another unit or stack is allowed to move.
- Units are not required to start the Movement Phase stacked, a moving unit or stack of units can "pick-up" units as they move.
- Moving units generally may move freely through other friendly units. The number of friendly units in a hex at the end of the Movement Phase is subject to stacking limits (10.1).
- Moving units may not enter enemy-occupied hexes. Movement into hexes adjacent to enemy units is limited by zones of control (11.0).
- Moving units may be able to overrun (attack) enemy units during movement (13.4).
- Any number of friendly units in a hex may move together. Count MP expenditure for each movement class as appropriate.
- A unit may be dropped off at any time, but once dropped off its movement ends even if it has MP remaining.
- Units may not enter prohibited terrain or cross a hexside containing terrain that is prohibited to its movement class.
- Units may not move off the hex grid unless using off-map movement.
- Phasing units may refit, recover from disruption, enter a fort, enter reserve, or be marked for a special form of combat.

Important: Units initiating deliberate or mobile battle have limited movement (14.9.1 & 14.9.2).

13.2 Movement Allowance

 A unit's printed MA is the standard number of MP it may use in a single Movement Phase, subject to modifications listed below.

- A unit possessing too few MP to enter a particular hex may not enter the hex.
- Unused MP may not be saved for a future phase or transferred to another unit.

Important: There is no minimum movement.

13.2.1 Reaction Movement Allowance

RMA is used for reaction movement (13.5) and other functions.

- The RMA for motorized units is one-quarter of their printed MA, (rounding fractions up).
- Non-motorized units are limited to moving a maximum of one hex in the Reaction Phase.

13.2.2 Unit Status & Movement Allowances

The status of a unit (8.0) may modify its MA.

- The MA of disrupted units are halved (round up).
- OGS motorized units are restricted to their RMA (13.2.1).
- OGS non-motorized units are restricted to one-half of their printed MA.

13.2.3 Road March Movement Allowance

During a friendly Movement Phase, a unit's MA is increased by seven (+7 MP) if the unit:

- a) Is not disrupted.
- b) Begins the Movement Phase in GenS.
- c) Is only moving only along roads (primary or secondary).
- d) Does not start in or enter a hex adjacent to an enemy unit unless the intervening hexside is impassable.
- e) Does not enter a hex where it would be OGS.
- f) Road march is not available during the Reaction Phase (13.2.4).

13.2.4 Forced March Movement Allowance

To conduct a forced march, the owning player rolls 1d6 and adds three to the DR.

- The total is then added to the unit's printed MA. A unit may force march if it is:
 - a) In GenS.
 - b) Not disrupted,
 - c) Not starting its move adjacent to an enemy unit.
- The unit moves normally otherwise, but may not road march (13.2.3).
- A unit that conducts a forced march is disrupted at the end of its movement.

Important: The mile markers on the coast road are placed 7 hexes apart because most MA are in increments of seven. A unit can move one mile marker for each multiple of seven MP in its MA, multiplied by its road movement cost.

Example: A motorized unit with an MA of 14 could move a total of eight mile markers or 56 hexes: two (14 ÷ 7) times four (hexes per MP) = eight.

13.3 Terrain & Movement

The MP cost to enter or cross each kind of terrain is listed on the TEC (player aid cards).

- When there is more than one terrain type in a hex, use the terrain with the greater MP cost.
- Primary and secondary roads negate all other terrain for movement purposes.
- Tracks halve the MP cost of other terrain (in-hex and hexside).
- Motorized units are prohibited from entering some terrain except on roads or trails.
- When a motorized unit leaves a track or road, it loses any fraction of an MP remaining, even if it moves onto another road or track later during the same move.

13.4 Overrun

Overrun is a specialized form of combat conducted during movement.

- The moving force pays all normal terrain costs to enter a hex adjacent to an enemy unit, including the cost of entering its ZOC, if any.
- The unit also pays the full MP cost to cross the hexside and enter the defender's hex.
- The unit must expend an additional two MP to conduct the overrun.

13.4.1 Eligible Overrun Attackers

- Any unit may overrun an enemy hex containing only supply units or zero-factor combat units.
- Only motorized units may overrun a hex containing non-zero factor combat units.
- OGS units may not overrun.
- Units being transported by MSU cannot take part in an overrun.

Important: Combat supply is not required when conducting or defending against an overrun.

13.4.2 Eligible Overrun Defenders

- A unit in a mountain, city, or fortified hex cannot be overrun.
- An overrun cannot take place if the overrun hex is in the ZOC of a unit friendly to the unit that would be overrun.

13.4.3 Reacting to an Overrun

If the unit about to be overrun has a greater reaction MA than the overrunning unit, it may react away from the hex (13.5).

- The reaction move is made before the overrunning unit expends the additional two MP to make the overrun.
- The unit(s) that react must make a morale check after the reaction.

13.4.4 Overrun Combat

Combat factors are determined normally, including the effect of hexside terrain on the attackers.

- The combat factor of a non-mobile (9.0) attacking unit is halved.
- Non-mobile attacking artillery and anti-tank units do not use their special ratings, but may move with other overrunning units.
- Defenders eliminated during an overrun are placed in the Destroyed Box even if possessed of an LOC.
- Supply units in the hex are subject to capture (12.2.7).
- If the defender's hex is vacated by the overrun combat, the moving unit enters the hex and may continue its movement and make additional overruns.
- If the defender's hex is not cleared, the overrunning force's movement ends and it must make a morale check.

13.5 Reaction Movement

Certain non-phasing units may move during each friendly Reaction Phase and/or during enemy overrun (13.4).

- Reacting units are limited to their RMA (13.2.1).
- During a Reaction Phase, only units that begin the Reaction Phase within two hexes of an enemy unit, or units in reserve (13.6), may react.
- The reacting unit must be in GenS at the start of the reaction.
- Disrupted units cannot react.
- MSU may move with reacting combat units, however, they may not initiate reaction movement if not stacked with reacting combat units.
- Reacting units move normally with the following exceptions.
 - a) They may not enter an EZOC unless the unit generating the EZOC is already adjacent to a friendly unit.
 - b) They may not overrun (see 13.6 for exception).
 - c) Make a morale check (8.1) for each reacting unit at the end of its reaction move. If it fails, it is disrupted.
- If a reacting unit vacates a hex adjacent to an enemy unit or stack, that enemy unit(s) may advance into the hex. If eligible, it may exploit (14.9.3).

13.6 Reserve Status



A unit may enter reserve status during a friendly Movement Phase, if it has used no more than one-half its printed MA. The unit cannot have started its movement or moved into an EZOC.

- Place a reserve marker on the unit.
- It may remain in reserve indefinitely.
- It does not project a ZOC.
- The marker is removed if the unit moves or engages in combat (attack or defense).
- If the unit is in reserve at the beginning of a friendly Reaction Phase, it may react regardless of the proximity of enemy units and may enter an EZOC even if the projecting enemy unit is not adjacent to a friendly unit.
- It may overrun while reacting.
- It does not make a morale check after reacting.

13.7 Ground Unit Transport

All unit transportation may only take place during a friendly Movement Phase (not Reaction Phase). Units may be transported by the following methods.

Important: Transported units may not take part in overruns.

Sealift: Units of all kinds may be moved from off-map onto the map or between ports on the map (20.1).

Airlift: Each player periodically is given air transport points (ATP). ATP may conduct airborne drops (15.5) or air landings.

Important: Only airborne units and special forces may make airborne drops.

- a) Axis units may be airlifted from Sicily, Italy, or Crete to the hex grid.
- b) Allied units may be airlifted from the NRV Box or Torch Box to the hex grid.

Important: Units being airdropped may be airlifted from a friendly airfield or city hex on the map (15.5).

- c) Units may not move after being airlifted.
- d) When conducting airborne drops, each ATP may airlift one unit (one or two-steps) of airborne or special forces. Airborne drops may be conducted in any hex not prohibited by 15.5.
- e) When conducting air landings, each ATP may transport:
 - Two steps of regular infantry, light infantry or airborne; or,
 - Two RP; or,
 - One dump.

Important: Units being air landed must be placed at a friendly airfield or friendly city hex.

Truck Lift: One MSU can transport one foot unit (one or two steps), two RP, or one dump.

- a) The MSU may move to the unit, pick it up, then continue moving,
- b) The unit may be dropped off at any time and is automatically dropped at the end of the MSU's movement.
- c) The transported unit may move no more than its RMA, either before or after being transported (if after, temporarily suspend the MSU movement to move the dropped unit).
- d) There is no MP cost to pick up or drop off.
- e) An MSU may transport more than one unit in a phase, but only one at a time.

Important: Vichy and Italian divisions require one MSU per step. A full strength division would require two MSU. Alternatively, one MSU can transport a full strength division by paying double the MP cost per hex.

Rail Lift: A unit must expend 3 MP to move by rail movement, regardless of the distance travelled. Rail movement may be combined in any way with regular movement.

- The Egyptian railroad may transport one Allied combat unit, two RP, one MSU or one dump, from anywhere along its active length to any other hex on its active length. The NRV Box is considered part of the active rail line.
 - a) The Allied player controls all completed hexes on the line unless occupied by an Axis unit or EZOC.
 - b) The active portion of the line runs from the NRV outward to the last Allied controlled hex, but no farther than the current railhead location.
- Either player may utilize the rail line in Algeria and Tunisia to carry one combat unit, one MSU, two RP or one dump from any controlled hex on the line to any other controlled hex on the line.
 - a) To utilize this rail line, a player must control at least one city hex on the rail line
 - b) A player controls any rail hex last entered by friendly units.
 - c) A player also controls the line between any two towns if the player's units control the towns and no enemy units or EZOC are in any of the intervening rail hexes.

13.8 Non-Hex Grid Movement

Units entering the hex grid, either as reinforcements or from one of the off-map track boxes, expend MP normally on the hex of entry and move normally thereafter. Units exiting the hex grid must enter the exit hex normally, then expend one or more MP to leave the hex grid (16.2.1 & 22.0).



14.0 COMBAT

During each Combat Phase, phasing units may, and in some cases must, attack adjacent opposing units.

- The phasing player is the attacker and the non-phasing player the defender.
- The attacker determines the order of resolving combats.
- Each attack must be resolved before another can be initiated.

Important: All combats must be declared before beginning resolution of the first.

14.1 Combat Procedure

Conduct each attack following the steps listed below and detailed on the player aid card. Some steps are modified by special forms of combat (14.9).

- 1) Participation:** Determine the participating units (14.2).
- 2) Combat Supply:** Expend combat supply if desired (12.6).
- 3) Combat Strengths:** Determine the combat strengths (14.3).
- 4) Terrain Row:** Determine the CRT terrain row (14.4).
- 5) Combat Column:** Determine the combat odds, then roll 1d6 to get the final CRT column (14.5).

6) Defender Results: Shift the column rightward for any attacker support shifts (14.5) and apply the defender results (14.6 & 14.7).

7) Attacker Results: Shift the column leftward for any defender support shifts, apply the attacker results, and conduct desired advances if eligible (14.8).

14.2 Participating Units

Combat takes place between adjacent opposing units. Attacking is voluntary.

Important: If a unit attacks, then all defending units projecting a ZOC onto that attacker's hex must be attacked during the same Combat Phase. They do not have to be attacked by the attacking unit that triggered the requirement. A defending unit adjacent to an attacking unit participating in a combat, but not projecting a ZOC onto it (due to status or terrain), does not have to be attacked but may be attacked.

Within the constraints listed below, the attacking player determines which attacking units attack which defending hexes.

- Stacked attacking units may not participate in different combats, but a stacked unit is not required to participate in combat providing all mandatory combat requirements are satisfied. A non-participating unit must retreat if all participating units in that hex retreat.
- Stacked defenders must be attacked in the same combat.

Exception: Recon superiority (15.3).

- Attacking units in more than one hex may attack a single defending hex.
- Attacking units in one hex may attack defenders in any or all adjacent hexes.
- Attacking units in more than one hex may attack defending units in more than one hex as long as all attacking units are adjacent to all defending units.
- Each unit can participate in only one combat per phase.
- Combat units with a parenthesized combat factor may only attack as part of an attack made by a combat unit with a non-parenthesized combat factor with which the parenthesized unit is stacked.

14.3 Combat Strengths

Add up the individual combat factors of all participating units on each side to get a total attack strength and a total defense strength. The printed combat factor of each unit can be affected by:

- a) Terrain (14.4).
 - b) Special units (15.0).
 - c) Forts (14.4 & 18.1).
- Retain fractions when determining individual combat factors and add them all together, then round up fractions of $\frac{1}{2}$ or more.
 - All strength modifications are cumulative.
 - An attacking force with a final total combat factor of zero cannot attack.
 - A defending force with a final total combat factor of less than one is treated as having a strength of one.

14.4 Terrain & Combat

The terrain in the defender's hex determines the row used on the CRT.

Important: A unit unable to move into a hex cannot, and is not required to, attack into or across the prohibited terrain.

- If there is more than one type of terrain in a hex, or in multiple defender hexes, the defending player chooses which is used in the combat.
- Some terrain, in-hex or hexside, affects the combat strength or special factor of certain unit types (Combat Modifier Chart (PAC)).
- Hexside terrain affects only units attacking across or defending that hexside.
- Fortifications shift the terrain row up one line for each fort level, with line 5 being the maximum.

14.5 Combat Resolution

1) Determine the odds by dividing the total attack strength by the total defense strength, expressing the result as a ratio.

- Round the ratio downward to the nearest ratio on the appropriate terrain line on the CRT.
- If the ratio is higher than the highest ratio on the line, use the highest ratio; if lower than the lowest ratio, use the lowest ratio.
- Overruns (13.4) and mobile battles (14.9.2) may achieve higher initial odds than other types of combat; the odds are parenthesized on the CRT.

2) Find the column number that is directly below the determined ratio. Roll 1d6 and add it to the column number to get the combat column.

Example: The combat ratio is 4:1 and the defender is in a rough hex (line 2). The column number would be 6. The result of the DR is 4. The final column number would be 10.

3) Determine combat shifts awarded to the attacker and then the shifts awarded to the defender.

- Shifts for each side are applied separately, moving the final column for opposing units only.
- All shifts for each side are cumulative.
- The final column may not be shifted off the table in either direction.
- It is possible for the results obtained for each side to come from different columns.

4) To determine the results for the defending force, the owning player must create morale value groups. A group is defined as all units whose printed morale value is the same (equal).

- Then add any offensive support shifts to the final column number and cross-index the adjusted column number with the CRT line corresponding

to the morale rating of each defending morale group to get the combat result for that morale group.

- Apply results (14.6 & 14.7) starting with the units with the highest morale value.

Important: The defending player must sort his units into morale groups of equal morale values. Use the morale value printed on the unit counter, do not use modifiers to determine groups. Each such group will determine its results separately starting with the group with the highest morale value.

Example: The defending stack consists of the British 7 Motor (morale 1), 2 Arm (morale 2), and the 1 Greek (morale 3). All units are at full strength. The attack is taking place on the 9 column (refer to the CRT).

a) Since the 1 Greek has the highest morale value (3), its result would be determined first. Cross reference the 3 line with the 9 column results in a “**Qw**”. Since the unit has two steps, it would take $\frac{1}{2}$ of a step loss ($2 \div 4 = \frac{1}{2}$). This one-half step loss will be added to losses suffered by the other groups.

b) The 2 Arm (morale 2) would be resolved next. Cross reference the 2 line with the 9 column results in a “**Qm**”. Since it also has two-steps it also would suffer $\frac{1}{2}$ step loss (add this one-half a step loss to previous group’s step loss). The unit immediately conducts a morale check. It fails and is disrupted. A disrupted marker is placed on the unit.

c) The 7 Motor (morale 1) would then be resolved. Cross reference the 1 line with the 9 column results in an “**m**”. The unit would conduct a morale check. In this case the unit passes its morale check; however, it must still withdraw.

d) The owning player then totals the accumulated losses. In this case it is one step loss ($\frac{1}{2}$ from morale group 3 and $\frac{1}{2}$ from morale group 2 and 0 from morale group 1 for a total of 1 step loss). The opposing player always chooses the first step loss and he selects the 2 Arm to take the loss. If there had been more than one step loss, the owning player would have selected the units that would suffer any further losses.

e) The owning player must now conduct any withdrawal and or routs. In this case all three groups are conducting a withdrawal; thus he may retreat all units from one to three hexes (owning player’s choice). Each unit may retreat separately, or two withdraw together and one to another hex, or all three may retreat as a group (again owning player’s choice). The owning player decides to retreat the units to the same hex that the 7 Mot is now in.

The defender has now completed his portion of the combat resolution. The Allied force received a total of one step loss, with one unit disrupted and all three forced to withdraw.

5) To determine the attacking unit’s result, subtract any defensive support shifts from the final column number, then cross-index the adjusted column number with the attacker line on the CRT (supplied or unsupplied) to get the effects on the attackers. Use the Supplied line for attackers with combat supply, the Unsupplied line for attackers without combat supply. Eligible attackers may advance (14.8) and exploit (14.9.3).

Important: If the attacking force has units that are in combat supply, and units that are not in combat supply, he must resolve the combat results for the units that are not in combat supply as one group and those in supply as another group.

Example: The attacking force attacked from two hexes. The first hex contains the 136 GGFF and the 102 Trento (not in combat supply). The second contains the 16 Pistoia (in combat supply). The final column on the CRT is the 9 column. The defender has already determined his results, suffering 4 step losses.

a) The 16 Pistoia uses the Supplied line to determine its result. It receives a No Result and is not affected.

b) The 136 GGFF and the 102 Trento use the Unsupplied line result “**Xm**”. The units must take two step losses (half of the opposing side’s losses). The opposing player chooses the first step loss and decides to take one step from the 136 GGFF.

c) The owning player must then choose the second step to lose. In accordance with 14.6, no unit can take a second step loss until all units have suffered one step loss, the owning player must reduce the 102 Trento (a divisional unit, so each step counts as two steps (14.6)). In this case if the opposing player had reduced the 102 Trento, the combat result would have been met.

d) The owning player then conducts morale checks for both the 136 GGFF and the 102 Trento. Both units pass.

e) The owning player must retreat both the above units at least one hex and nor more than three. He chooses to retreat them together one hex.

The attacker has now resolved his portion of the combat and may now conduct any other combat he has previously declared.

14.6 Step Losses

The defender determines step losses for each group (14.5) and totals the number of steps lost.

Important: Fractional step losses are only rounded after totaling all defending morale groups.

- The opposing player always chooses the first unit to suffer a step loss.
- The owning player distributes all other step losses.
- No unit can suffer a second step loss until all units have suffered at least one step loss.
- When assigning step losses round fractions of one-half or greater up and fractions less than one-half down.

Important: Each divisional step counts as two steps when determining total steps lost. If only one step must be lost and there are only divisional steps, one step must still be lost. The opposing player may not select an enemy division if only one step loss is required and there is a non-divisional enemy unit in the group. The owning player is always free to choose to take a one step loss requirement by reducing or eliminating a division.

Example: A force of one step receives a “**Q**” result (causing one-quarter of all steps to be eliminated). ($1 \div 4 = \frac{1}{4}$, this would be rounded to 0), thus no steps would be eliminated. If the result had been a “**H**” the result would be $1 \div 2 = \frac{1}{2}$, (rounded up), causing the unit to be eliminated.

14.7 Retreat

The attacker and defender resolve withdrawals and routs (retreats) for each group (14.5) separately.

- Retreat does not expend MPs and is not considered movement.
- The owning player conducts the retreats for all his units.
- A retreating unit must (if able) end its retreat at least the minimum number of hexes required.

Example: A unit receives a “**r**” result. It must retreat a minimum of four hexes. There are no available hexes that would allow the unit to stop its retreat (14.7.1) and there is not any prohibited terrain, EZOC or enemy units restricting its retreat. The unit must end its retreat at least four hexes from the combat hex (do not count the combat hex).

14.7.1 Retreat Distance

Withdraw (w): Affected units are required to retreat at least one hex and may retreat up to three hexes. (owning player's choice).

Rout (r): Affected units are required to retreat four hexes and may retreat up to six hexes. (owning player's choice). All units are disrupted.

- Units defending in cities, forts, and mountains ignore withdraw results and subtract three hexes from rout results.
- The retreat of any unit, regardless of its length, may end in the first city, fort, or mountain hex it enters while retreating.
- A unit unable to retreat the required number of hexes, other than those stopping in the terrain above, stops in the last eligible retreat hex and suffers one step loss.

Important: Defending units in different morale groups could receive different retreat results (withdrawal, rout, or no retreat). Each group must resolve the type of retreat units received as a result of combat.

14.7.2 Direction of Retreat

Within the limitations listed below, the retreating unit may move in any direction or combination of directions desired by the owning player.

- Units cannot retreat through enemy units, EZOC, off the map, or into or through any terrain they could not cross or enter during movement.
- A retreating unit may not enter the same hex more than once during its retreat.
- Stacking limits apply at the end of the retreat. If the retreating unit causes a hex to be overstacked (after conducting all required retreats for each individual combat) all units in the hex are disrupted (no additional effect if already disrupted).
- A unit retreating into a friendly occupied hex that is subsequently attacked does not add to the defense of that hex, but does suffer any adverse results as if it was participating.

14.8 Advance

If a defending hex is vacated as a result of combat, any or all non-disrupted attacking units that were not retreated may (but are not required to) advance into the vacated hex.

Important: Defending units may never advance after combat.

- No MP are expended and EZOC may be ignored.
- The advance must be taken before proceeding to the next combat.
- Stacking limits apply at the end of the advance.
- MSU and combat units with zero or parenthesized combat factors may not advance unless accompanied by combat units with non-zero, non-parenthesized combat factors.
- If attacking units advance into a hex where at least one defending unit was eliminated and was placed in the Destroyed Box (8.3), the advancing player may attempt to gain additional supply units (representing material and supplies left on the battlefield by the eliminated units). Roll 1d6; if the result is less than or equal to the number of defending steps destroyed, count divisional steps as two, place a dump and a captured supply marker in the hex.

14.9 Special Combat Forms

The previous cases comprise the standard form of combat. This case describes several specialized forms of combat, the prerequisites to their use, and the alterations each makes to standard combat. Except as noted, their use is not mandatory. See 13.4 for overrun combat and 16.0 for oasis track and desert raider combat.

14.9.1 Deliberate Battle



Deliberate battle capitalizes on the power of infantry and artillery at the cost of maneuverability and supply expenditure.

- Only one hex may be attacked per combat.
- Attacking units are limited to their RMA in the preceding Movement Phase. Mark them with deliberate battle markers when their movement is completed.
- All attacking units must be in GenS and combat supply.
- In this case, the attacking player may use more than one artillery unit to provide shifts. To use more than one unit's shifts, the entire attacking force must be in combat supply and the attacking player must expend one additional dump for each artillery unit used after the first (15.1).

14.9.2 Mobile Battle



Mobile battle emphasizes the combat speed of tanks.

- Only one unfortified, non-city, non-mountain hex may be attacked per combat.
- Only mobile units may attack.
- Only mobile artillery, mobile anti-tank, and air units designated with the mobile symbol may support. A non-mobile unit stacked with attacking mobile units does not take part, but must retreat if the attackers retreat.
- Attacking units are limited to their RMA in the preceding Movement Phase. Mark them with mobile battle markers when their movement is completed.
- The combat factors of all participating mechanized units on both sides, including defending non-mobile mechanized units, are doubled.
- The anti-tank factors of all participating anti-tank units are doubled.

14.9.3 Exploitation

If the defending hex is vacated as a result of a mobile battle, all attacking units may advance (14.8), then exploit.

- During exploitation, each unit may move up to its RMA.
- Exploiting units ignore EZOC if the units are following the line of retreat of any retreated defenders. ZOC along any other path affect movement normally.
- If all defenders were eliminated, ignore all EZOC.
- Exploiting units may conduct overruns (13.4).
- Friendly mobile units in reserve may conduct exploitation. They must be able to at least enter the original defending hex. They are limited to their RMA, and all EZOC affect their movement normally.

15.0 SPECIAL UNITS

Each of the following unit types operates like any other unit and has certain additional capabilities.

15.1 Artillery Units



Units with an artillery factor award a number of column shifts equal to the unit's artillery rating. Attacking artillery units award column shifts to the right and defensive artillery units award column shifts to the left.

- The artillery units must be undisrupted and in combat supply to generate the shifts.
- Attacking artillery must be adjacent to the hex being attacked and be designated as an attacking unit.

Important: Only one attacking artillery unit can award shifts.

Exception: Deliberate Battle (14.9.1).

- Defensive artillery support may be provided for the artillery unit's hex, or to one adjacent defending hex if the artillery unit itself is not being attacked in the same Combat Phase.
- Attacking artillery with an "H" appended to its rating is heavy artillery. Heavy artillery reduces the terrain line by one per artillery factor when attacking forts or cities. In the case of a deliberate battle, only one heavy artillery unit may award this bonus, no matter how many heavy artillery units participate.

15.2 Anti-Tank Units



An anti-tank rating reduces the combat factor of an enemy mechanized unit.

- The AT unit must be undisrupted and in combat supply.
- Apply AT reductions after any other modification to the mechanized unit's combat factor.
- AT ratings are affected by certain terrain types.
- Each defending AT unit reduces the printed combat factor of one attacking mechanized unit by its AT rating. Multiple AT units may be used against a single attacking unit, but the attacker's strength cannot be reduced below one.
- The AT rating of an attacking non-mobile AT unit is halved (round fractions up, but always reduced by at least one) before reducing a defending mechanized unit as above.
- Attacking AT ratings may not be used when attacking city, fortification, or mountain hexes, or when attacking across ridges.
- Non-mobile AT ratings cannot be used in overrun or mobile combats.
- Non-mechanized AT ratings are halved (round fractions up, but always reduced by at least one) if the opposing side has air support and/or supplied artillery in the combat.

15.3 Reconnaissance Units

Any unit with an "R" appended to its combat factor is a reconnaissance (recon) unit.


- In any combat situation, the side with the greater total combat factors of undisrupted recon units has recon superiority.
- A moving unit or stack entering the ZOC of an enemy unit or stack with recon superiority pays two additional MP in addition to the MP cost (a total of +3 MP) to enter the hex.
- A moving unit or stack leaving the ZOC of an enemy unit or stack with recon superiority pays 2 additional MP when exiting the hex.

- An attacker with recon superiority may make multiple attacks against a defending stack in a single hex.
 - a) The defending stack must contain at least two non-zero, non-parenthesized units, and may not be in a fort, city, or mountain hex.
 - b) The defending player must divide the stack into two parts, each with at least one non-zero, non-parenthesized unit.
 - c) The attacker must attack both parts, but may apportion attacking units in any way. Conduct two combats against the hex, applying all results normally.
 - d) The attacker may not advance into the hex unless both defender sub-stacks are eliminated or retreated.

15.4 Special Forces



Special Forces (SF) is the term used to encompass units that have special abilities and can be used as regular combat units or perform special missions (commonly called commandos). SF units

operate like any other unit with the additional capabilities listed below. They are foot class units marked with the SF movement class indicator  (9.0).

- SF units ignore all EZOC and pay 1 MP for all hexes regardless of terrain. They may not enter or cross prohibited terrain.
- SF units are airdrop capable and thus considered airborne units when conducting airdrops.
- SF units may be carried like any other unit by air, sea, rail, or ground, with the following changes.

Sealift: SF units do not use any sealift capacity.

- They are always able to move freely by sea and do not count against port or sealift capacity.
- SF units using sealift cannot be attacked by naval air or fleet strikes.
- SF can be sealifted from a friendly port to any coastal hex, or from a coastal hex to any port. They may not be sealifted from one coastal hex to another coastal hex.

Amphibious Landings: If a SF unit lands in a non-port coastal hex, the SF unit(s) must make an amphibious landing.

- If the hex is friendly occupied, the SF unit(s) move directly into the hex, they may move no further that Movement Phase, but may participate in attacks.
- If the hex is enemy occupied, they make an opposed landing.
- If the hex is unoccupied, the SF unit(s) must make an opposed landing (this is true no matter the status of any adjacent hexes). In this case the hex has a defense factor of 1.

Important: SF opposed landings are conducted using the procedures in 20.5.

Allied Raids on Crete: Allied SF units in the NRV or any port hex on maps W and C may raid Crete during the Air Superiority Phase.

- After both players have allocated air units, the Allied player may declare a raid on Crete.
- Participating SF units are moved to the Crete Holding Box.
 - a) Make a morale check for each participating SF unit.
 - b) Add one to the DR for each Axis infantry unit currently garrisoning Crete.
 - c) If the unit fails the morale check, roll 1d6 if the result is a 1, the SF unit is placed in the Allied Refit Box. On any other DR result the SF unit is returned to the NRV Box.
 - d) If the SF passes the morale check, one Axis air unit deployed on Crete must conduct a damage check (19.3).

Ground Transport: In addition to transport by MSU (13.7), an SF unit may be carried by any motorized unit as though the motorized unit was an MSU. The SF unit may move no more than one hex on its own during the same Movement Phase, either before or after transportation.

- An SF unit starting a Movement Phase in a port or at-sea box may land on any coastal hex as though it was an opposed landing (20.5). It has emergency supply (12.7) for the impulse of landing. An SF unit starting its move on a coastal hex may be evacuated by sea to a friendly controlled port or shipping box.

Combat: Special forces attacking into a city or fort reduce the terrain line by one.

15.5 Airborne



Airborne units are marked with the airborne movement class icon.

Important: The following units are the only airborne drop capable units in the game: GE Ramcke, Barenthin, 5 FJ, 11 Pio, and FJ Lehr; IT Folgore; CW 1 Para; US 2/509 and all SF units.

- Airborne units operate like any other unit with the additional ability to make an airborne drop.
- Units making an airdrop must start the friendly Movement Phase in an off-map box listed in 13.7 or in an on-map friendly city or airfield hex.
- If starting from an off-map box the units may be moved to any clear, desert or rough hex within range (13.7).
- If starting from an on-map location, the units may be moved to any clear, desert, or rough hex on the same or an adjacent map.
- The drop hex may not be enemy occupied, but may be in an EZOC.
- Place the unit(s) on the drop hex and make a morale check for each unit conducting the drop (Airborne Drop Chart). If the unit fails it is disrupted.
- Units may not move after conducting the drop, however they do attack and defend normally.
- Units making an airdrop have emergency supply for the impulse of the drop (12.7).

15.6 Headquarters



A unit with a "+" to the right of its unit type symbol adds the following capabilities to all units stacked with it at the beginning of each phase. Units stacked with an HQ:

Important: The HQ must be stacked with units during the entire Movement or Reaction Phase to impart movement capabilities.

- Treat any motorized unit as mobile.
- Add two MP to the RMA during any reaction movement (13.2.1). This also applies when determining enemy reaction capability during overrun (13.4.3).
- Do not make a morale check after a reaction move.
- Do not pay the MP cost to enter EZOC.
- Do not pay the MP cost to conduct an overrun.
- Do not make a morale check after using emergency supply (12.7).
- Subtract one from supply capture die rolls (12.2.7).

Important: The GE Kasta and CW WDF HQ are the only HQ that affect initiative DRs (6.0) while in play.

15.7 Engineers



Any unit with an "E" special rating is an engineer unit and has the following capabilities.

- If an engineer starts the Movement Phase with a unit building a Level 1 or higher fort, the time needed to construct the fort is reduced to one Movement Phase.

Important: The Allied upgrade counters F and G do not have this capability.

- If the engineer unit participates in an attack on a fort or city, the combat terrain line is lowered by one.

15.8 Garrisons



Garrison units operate like any other combat unit with the following differences. Garrison units:

- Do not require combat supply or GenS. They are always considered in supply.
- Do not exert a ZOC.
- May not attack nor use their artillery rating (if any) to support an attack.
- May provide defensive support, including support of an adjacent hex (15.1).
- Ignore any retreat requirement and do not suffer depletion instead.
- An eliminated garrison may be rebuilt on the map through the refit process by expending an RP in the desired hex.

15.9 Standard & Light Infantry

See the Counter Display PAC for counter markings that denote the different types of infantry units.



Standard Infantry: The combat factor (attack and defense) of standard infantry is halved in desert hexes, unless the unit is stacked with a heavy weapons unit, or a unit that is not an infantry unit and is a non-light unit and/or a fort marker of any strength



Light infantry: The combat factor (attack and defense) of light infantry is halved in desert hexes, unless the unit is stacked with a heavy weapons unit, or a unit that is not an infantry unit and is a non-light unit and/or a fort marker of any strength. Additionally a light infantry has its morale rating increased by 1 if it meets the requirement noted above.

Important: Light infantry combat factors are not affected by escarpment hexsides.

15.10 Divisions



Italian and Vichy French divisions operate like any other units with the following exceptions:

- Each division counts as three stacking points, even if currently reduced.
- Each step of a division requires one Shipping Box (i.e., it takes two shipping boxes to transport a full strength division).
- Each step of a division requires two ATP.
- A division requires two MSU or one MSU moving at one-half of its full MA to transport. This is true even if the division is currently reduced.
- When resolving combat, each divisional step counts as two steps when determining total steps in each group lost. If only one step must be lost and there are only divisional steps, one divisional step must still be lost.

16.0 DESERT RAIDERS (OPTIONAL)

Far to the south of the main fighting, small parties from both sides conducted a skillful cat and mouse game for control of oases deep in the Saharan sand sea (represented by the boxes on the Oasis Track) to enable raids onto the hex grid portion of the map. The use of desert raiders and the oasis boxes is optional in all scenarios.

16.1 Desert Raiders



All desert capable units (see Counter Details at end of rules) function like any other combat units. Desert raiders have the additional capabilities listed below. When operating on the hex grid portion of the map, desert raiders:

- Expend only 1 MP per hex entered regardless of in-hex terrain. They ignore hexside terrain, but may not enter or cross prohibited terrain.
- Ignore all EZOC.
- May not attack if on the hex grid (see 16.3 for Oasis Track combat).
- If attacked while on the hex grid and if they are not stacked with a non-desert raider unit, each desert raider in the defending hex makes two morale checks. One failure eliminates the raider. If it passes both checks, the unit routs.
- Recover from disruption the same as any other unit on the hex grid.

Important: On the Oasis Track, a desert raider recovers automatically if it does not move and is not in a box with an enemy unit.

- Are always in general and combat supply.
- If eliminated roll 1d6, on a result of:
 - 1 or 2:** The unit is available the next GT.
 - 3 through 6:** The unit is available two GTs later.
- Refit desert garrisons may be placed in any friendly-controlled oasis hex or box.
- The CW (Free French) Chad unit enters only at Kufra. If forced to retreat, it pulls back off the map. It may re-enter at Kufra in the next friendly Movement Phase. If eliminated, it may enter at Kufra after it refits.

16.2 Oasis Track Movement

Only desert capable units may enter Oasis Track Boxes.

- Movement between oasis boxes is made along the Oasis Track from one box to the next at a cost of 14 MP.
- A unit may move into, but not through, an oasis box occupied by an enemy unit. Entering an enemy occupied box triggers combat.

16.2.1 Oasis Track to Hex Grid Connections

Movement between the track and hex grid may only be made via a desert track connection hex.

- Where a connection exists between two oasis boxes, the connection can be reached from either box and vice versa.

Example: Connection at S0413 can be reached from either Hon or Zella.

- A unit starting in an Oasis Track Box may enter the hex grid at a desert track connection at a cost of 14 MP.
- A unit leaving the hex grid pays 14 MP to reach an oasis box from a connection hex.

Important: Jalo (C0117) and Siwa (W0106) count as oasis boxes when moving to and from the Oasis Track, and as hexes when moving on the hex grid.

16.3 Oasis Track Combat



During a friendly Combat Phase, a non-garrison unit in an oasis box with an enemy unit may attack.

- Roll a number of dice equal to the unit's combat factor, but always at least one per unit.
- Each die roll is a morale check for an enemy unit; all checks for a unit are cumulative in each combat and have the following effects:
 - a)** Units with combat strengths greater than zero ignore the first failed check.
 - b)** One failed check disrupts an undisrupted unit or forces a disrupted unit to retreat.

Important: Retreats on the Desert Oasis Track requires the retreating unit to move to the next box on the Desert Oasis Track Box. The retreat cannot be in the direction from where the attacking unit entered the box where the combat took place.

- c)** Two failed checks for an undisrupted causes disruption and retreat, or eliminates a disrupted unit.
- d)** Three failed checks eliminates a unit.
- e)** Surviving (those that did not retreat or were not eliminated) immediately conduct a counter attack on the original attacking unit(s). Use the procedure and results listed above.

Example: The German 300 Oasis unit conducts an attack against the Vichy French BLM unit while on the Desert Track. The German unit has a combat factor of 2. The owning player rolls two 1d6 with results of a 5 and 6. The morale of the BLM unit is 2. The unit fails both checks (8.1), however since any unit with a combat strength greater than zero ignores the first failed check, the BML only failed one check and is disrupted.

16.4 Raider Missions

An undisrupted raider on the hex grid may conduct any one of the following missions during a friendly Movement Phase.

Supply Raid: Move adjacent to an enemy MSU or dump (not a base) and make a morale check for it. Subtract one from the DR if the supply unit is stacked with any non-zero, non-parenthesized combat unit. If the supply unit fails the morale check, it is disrupted.

Airfield Raid: Move adjacent to an enemy controlled airfield. Make a morale check for the raider. Add one to the DR if the raider is adjacent to a non-zero, non-parenthesized enemy combat unit; add two if the enemy unit is on the airfield. If the raider passes the morale check, the airfield is disrupted.

Guiding: If the raider starts the Movement Phase in a hex with wadi hexsides and does not move, all friendly units ignore the wadi MP costs to enter or leave the hex.

17.0 REFIT

Refit points (RP) represent men and weapons used to replace combat losses. Each army receives RP according to the scenario instructions. They arrive on the map as reinforcements and may remain on the map indefinitely until used.

17.1 Refit Point Markers



Each RP marker has a one-step and a two-step side. RP markers in the same hex may be combined and divided freely without MP cost: a two-step marker may be split into two one-step markers, and two one-step markers may be combined into a two-step marker.

- RP do not count for stacking on the map but do count for purposes of transport.
- RP may be transported by air, sea, rail, and/or MSU (see 13.7 to determine capacity of all types of transport).
- RP have no combat value. If involved in a combat they are treated as supply units (12.2.5 & 12.2.6).

Exception: RP cannot be captured, and are automatically destroyed if alone in a hex and that hex is entered by an enemy unit.

17.2 Refit Procedure

RP may be used to rebuild destroyed, eliminated, and depleted ground combat units. The RP cost for each unit type is detailed on the Refit Costs Chart.

Refitting on the Hex Grid: A depleted unit may be rebuilt to full strength if at the start of its Movement Phase if there is an RP within the unit's reaction movement distance. Both unit and RP must be in GenS, not disrupted, and not in an EZOC. Remove the RP and flip the unit to its full-strength side.

Refitting Eliminated Units: A unit in the Refit Box may be rebuilt during a friendly Movement Phase by RP that are stacked with, or adjacent to a friendly primary base. (12.2.4). Expend the number of RP listed on the Refit Costs Chart to bring the unit to one or two-step strength. Place the unit in the primary base hex.

Refitting Destroyed Units: This is a two stage process. In one Movement Phase, RP must be expended in the unit's primary base to shift the unit into its Refit Box. It may be then refitted out of the Refit Box in any subsequent friendly Movement Phase.

Important: Two-step US and Commonwealth units may be rebuilt from destroyed to full or depleted strength in a single phase; they have a narrow one-step band as a reminder.

17.2.1 Refit Limitations

A player may use RP as desired to rebuild units subject to the following limitations (see Refit Costs Chart on the Player Aid Card):

- RP of one nationality may not be used to refit combat units of another nationality.
- Only one unit of each Commonwealth nationality other than British may receive RP in a given Movement Phase.

17.3 Upgrades

Units listed on the Upgrade Chart may be replaced by new units.

- In some cases RP must be expended; use the refit procedure.
- If the upgrade is a substitution, remove the old unit and replace it with the new.
- When several new units replace one, the total number of steps in play must remain constant unless specified otherwise; place excess new units in the Refit Box.
- In some cases new units are added to existing units; see the instructions in the chart.

18.0 CONSTRUCTION

18.1 Fortifications



Fortifications (or forts) can be built by either player. The four levels of fortification (F0, F1, F2, F3) are identical in all respects except as noted below. Only a unit inside the fort (under the marker) receives the fort's benefits (Fort Effects Chart).

Important: Fortifications may not be constructed in mountain, city, sand sea, or marsh hexes.

- A combat unit with a non-zero, non-parenthesized CF and a non-zero MF may build any fort.
- When constructing a fort (any level) place a fort marker of the appropriate level in the hex with the constructing unit at the beginning of the friendly Movement Phase.
- The unit may not move and must be undisrupted and in general supply; it may be in an EZOC.
- If attacked while under construction, the unit is disrupted before combat resolution begins.
- If eliminated or forced to retreat, the markers are removed.
- If the unit is still in place at the beginning of the next friendly Movement Phase, remove the under construction marker. The fort is complete.

F0 Forts: An F0 fort may be built in any terrain that does not contain another fort. An F0 fort is removed the instant there is no friendly unit eligible to construct it in the hex.

F1, F2, and F3 forts:

- Place the level of fort marker and an under construction marker in the construction hex.
- In addition to the restrictions listed above, F1 through F3 forts require the expenditure of a dump as if the dump was being used to provide combat supply (12.6).
- An F1 fort may be built in an unfortified hex or in a hex containing an F0 fort.
- An F2 fort may only be built in a hex containing an F1 fort.
- An F3 fort may only be built in a hex containing an F2 fort.
- In the case of an under construction F2 or F3 fort, if the constructing unit is forced to retreat or eliminated, remove the construction marker and new fort marker. Replace the fort marker with a fort one level below the fort that was being constructed.
- F1 through F3 markers remain in play permanently (unless used for supply) and may be used by both sides.
- The supply to build a fort may come from an existing fort of F1 or higher stacked with an MSU. The MSU can only support the construction of one fort.
 - a) The hex where the fort is being built must be within the distance the MSU could move in one Movement Phase (the MSU does not physically move). The MSU can move normally later in the same Movement Phase.
 - b) Reduce the existing fort one level for each fort level built. Place the new fort and construction marker in the construction hex. All other restrictions for fort construction still apply.

18.2 Egyptian Railroad



At the start of the game, there is a railroad between Alexandria (W2232) and Mersa Matruh (W2118). The Commonwealth player (only) may extend the railroad from Mersa Matruh as far as Tobruk (C2331), along the unfinished railroad line indicated on the map. One or two hexes may be built each Movement Phase (see below). Only unfinished rail hexes printed on the map may be completed.

- The railhead marker is placed according to scenario instructions. It represents the end of the working rail line; all hexes from the marker back to Mersa Matruh are considered built.
- The railhead is not affected by enemy action or supply status and does not count toward stacking.

18.2.1 RR Construction Procedure

- An Allied Movement Phase must begin with a CW MSU on the railhead marker.
- The hex must be in general supply and may not be in an EZOC.
- The entire RR line from the railhead to Alexandria must be clear of enemy units and EZOC.
- At the end of the Movement Phase, the railhead and MSU may advance along the rail line one or two hexes. They may not be moved OGS or into an EZOC.
- Construction may only take place from east to west and must be done continuously; the railhead marker may not be skipped ahead.

18.3 Road Construction



Two roads may be built on the map: the secondary road from Sollum (W2004) to Sidi Barrani (W2110), and the "Tobruk Bypass" along the track from C2329 through Acroma, El Adem, and Sidi Rezegh to W2232.

- Construction of the road converts the route into a primary road.
- Either player may build either road, and once built a road may be used by either side.
- The two road markers are used like the railhead marker in 18.2.1. Flip it to the under construction side while construction is underway, and face the marker so the red portion of the roadway on it runs back to the construction starting point.
- Once a road is completed, flip the marker.
- It is possible for both players to be working on either road simultaneously; make additional markers if required.
- The markers are not affected by enemy action or supply status, and do not count toward stacking.

18.3.1 Road Construction Procedure

Road construction is done using the same procedure for RR construction (18.2.1).

Exception: The road may be constructed in either direction, but it must link with a completed primary road hex.

19.0 AIR OPERATIONS



Air units are an abstract representation of aircraft flying multiple missions over the course of a turn. They become available during setup or as reinforcements, may conduct missions each GT, and may be put out of action as a result.

19.1 Air Unit Deployment

During the Air Superiority Phase both players deploy non-based air units from the Available Next Turn Box to any holding box, or from any holding box to any other holding box described below.

- Air units may be left in any box, unless circumstances change where they would not be allowed to remain their current box.

Important: Air units left in the Available Next Turn Box are not available for missions during the current GT.

- Air units have an operational side and a based side.
- Air units are flipped so that their based side shows if they did not suffer any damage (19.3) after completing a mission.
- Based air units are flipped to their operational side at the end of the Combat Phase of the 2nd Player Follow on Impulse.

Important: Each holding box description contains the area of operations for air units in that box.

19.1.1 Axis Air Units

North Africa Box: Air units in the North Africa Box may fly air superiority missions, ground support, and interdiction missions on Maps L, S, C, and W containing, or adjacent to, a map containing a friendly supplied base.

- a) If one or more of the airfields in C2308, C2309, or C2821, is Axis friendly and not disrupted, the air units may fly strikes against Allied coastal and Mediterranean shipping.

Important: German air units may not be deployed to North Africa until AXC-10 (AfrikaKorps) is in effect.

Sicily Box: Air units in the Sicily Box may fly naval strikes against Malta and Allied Mediterranean shipping, coastal shipping strikes in the Torch East sector, and all missions on Map T.

Crete Box: Once AXC-13 is in play:

- a) Air units may fly naval strikes against Allied Mediterranean shipping and all missions on Maps C and W.
- b) Axis air units may be deployed on MET Syria, SW Asia and Levant tracks.

19.1.2 Allied Air Units

North Africa Box: Air units in the North Africa Box may fly air superiority missions and all missions on Maps C and W, except naval strikes. They may fly support missions on all MET tracks except the Pacific (23.1).

- a) Long range air units may fly missions on any map.
- b) Short range aircraft are limited to maps containing, or adjacent to a map containing, a friendly supplied base.
- c) If any one of the Cyrenaica naval airfields (19.1.1) is Allied friendly and not disrupted, they may strike at Axis coastal shipping.

Malta Box: Air units in the Malta Box may fly ocean naval strikes on Axis shipping from Italy. Add two to each DR if all three Cyrenaica naval airfields (19.1.3) are Allied friendly.

Important: Long range air units may not be deployed to Malta.

Torch Box: Air units in the Torch Box may fly all missions on Maps A and T. Long-range air units may fly missions on any map.

Nile River Valley Box: Air units in this box may provide ground combat support (19.5) within 10 hexes of the east edge (hexes Wxx25 through Wxx34).

a) Long range air units may fly missions on all maps except Maps T and A.

19.1.3 Airfields



Airfields are permanent facilities.

- An airfield is friendly to the player whose ground combat units occupy or were the last to pass through the hex.
- If it is in GenS and not disrupted it may affect air unit strength for certain types of missions.
- Cyrenaica naval airfields are C2308 (Benghazi), C2309, and C2821 (Derna) Each is noted with an N next to the icon.

Important: Disrupted airfields do not confer any benefits and cannot be used for air landing.

19.2 Air Superiority

During the Air Superiority Phase, count the total number of air units in all holding boxes (**Exception:** Do not count those air units in the Available Next Turn Box) deployed by each player.

- Air units can be committed to air superiority and conduct other missions in the same GT.

Exception: Air units in the Air Superiority Box may not conduct other missions.

- Each air unit deployed to the Air Superiority Box counts as two air units.
- The player with the larger number has air superiority until the next Air Superiority Phase.
- Apply the difference in air superiority strength to the initiative DR (6.0) in favor of the player with air superiority.
- Air units are not affected by air superiority. Do not flip air units to their based side.

19.3 Mission Damage

After the completion of each of the air missions below, check for damage to the mission air unit.

Important: This procedure is used for both air and naval units.

- Refer to the Air and Naval Loss Table. Roll 2d6 and apply the below modifiers (they are cumulative):
 - +1: If the opposing side has air superiority.
 - +1: If the mission was conducted in a city or port hex.
- Using the modified DR, apply the results as follows:
 - 8 or less:** Return the unit to its holding box and flip the unit so that its based/port side shows.
 - 9–10:** The unit is available the next GT. Place the unit on the TRT in the next GT box.
 - 11 or greater:** The unit is available in two GTs. Place the unit on the TRT in the appropriate box.

Example: It is GT 10, a unit is available in two GTs. Place the air unit in the GT 12 Box on the TRT.

19.4 MET Track Support

See 22.2 for rules regarding MET track support.

19.5 Ground Combat Support

Non-based air units with a ground support factor of one or more may be committed to ground combat support during an overrun or regular combat within their area of operations as described in 19.1.

- An air unit shifts the final combat odds for the opposing player by the air unit's ground support rating.
- Add one (+1) to the air unit's support rating if it is placed within 10 hexes of a friendly supplied and not disrupted airfield.
- Offensive ground support is placed on the defender's hex during the first step of the combat resolution. A maximum of two air units may support each attack. Aircraft with a mobile rating may be used to support overruns (13.4) and mobile battles (14.9.2).
- Defensive ground support is placed after the attacker has committed, and is limited to one air unit per combat.

Important: Defensive ground support may not be used when defending against overruns.

- Undamaged air units are returned to a holding box within their area of operations and flipped so that their based side shows.

19.6 Interdiction

During a friendly Movement Phase, non-based air units with a ground support rating of one or more may be placed on any hex within their area of operations as described in 19.1. The air unit then interdicts moving enemy units as described below.

- The air unit remains in the hex until the end of the next enemy Movement Phase.

Important: The above means that air units assigned to interdiction could remain on mission until the next GT.

- Air units are checked for damage and undamaged air units are returned to a holding box within their area of operations and flipped so that their based side shows.
- Only one air unit can conduct interdiction in a hex. If more than one air unit could affect a hex, the air unit's owning player must select one air unit to conduct the interdiction.
- The movement cost for an enemy unit entering the interdicted hex, and any hex within two of it, is increased as listed on the Air Interdiction Chart.
- Hexside terrain costs are not affected.

19.7 Airlift

Airlift uses air transport points. Air units cannot transport ground units. See 13.7 for airlift procedures, and 15.5 for air drop procedures. Air transport points may only be used once per GT.

19.8 Bombardment

During a friendly Movement Phase, non-based air units with a bombardment rating of one or more may bombard enemy bases, dumps, MSU, or airfields within their area of operations as described in 19.1.

- Any number of air units could bombard the same target in the same phase.
- Declare the target for the bombardment attack and roll 1d6 for each combat factor of the attacking air unit.
- The target is disrupted on a roll of 4 through 6. There are no modifiers. The effects of disrupted bases, dumps, MSU and airfields are listed in the Bombardment Effects Chart and 8.2.1.
- Undamaged air units are returned to a holding box within their area of operations and are flipped so that their based side shows.

19.9 Naval Air Strikes

Non-based air units (with a naval rating) and available fleets may be used to strike at enemy shipping boxes, port boxes and Malta within their area of operations as described in 19.1.

Important: The air unit must have an N (naval rating) to the left of its bombardment factor to participate in a naval air strike.

19.9.1 Strike Procedure

Unless stated otherwise in the rules below, place the striking air unit(s) and/or fleet units near the targeted boxes and conduct the naval strike.

- Roll 1d6 for each bombardment factor of each attacking air unit and/or fleet unit.
 - a) Modify the DR by all applicable DRMs. DRMs are cumulative.
 - +1: If strike is against port box.
 - +2: Strike is from Malta and the Cyrenaica naval airfields are Allied controlled (19.1.3).
 - +1: When attacking the Axis Shipping from Sicily Boxes, if three or more Map T airfields are Allied controlled.
 - 1: For each Allied fleet unit providing escort.
 - b) A modified DR of 5 or 6 is a hit.
- Losses are taken from any box on the track under attack. Players alternate loss selection, targeted player selects the first loss, then the attacking player and so on.

Important: If Ultra is in effect, the Allied player rolls 1d6, on a result of 1 through 4, the Allied player selects all losses in any strike.

- After all losses have been resolved the striking player checks for air unit damage.



19.9.2 Strike Types & Results

Strikes on Malta: Are conducted during the Allocation Phase prior to strikes from Malta being resolved.

- Allied air units in the Malta Box may be attacked by naval air strikes.
- Use the procedures outlined in 19.9.1.
- Allied air units that suffer a hit use the procedures outlined in 19.9.1 to determine damage.

Ocean Shipping Strikes: Are conducted during the Allocation Phase.

- These strikes may attack the Allied Mediterranean Shipping Boxes, Axis Shipping from Italy Boxes and Axis Shipping from Sicily Boxes.

Important: The Axis player may not conduct attacks against the Cape Route Shipping or Torch Boxes.

- Use the procedures outlined in 19.9.1.
- Each hit on a shipping box inflicts one step loss on a combat unit or eliminates one dump or MSU.
- After completion of the strike, if the Allied player has allocated escorting fleets, they must check for damage using the procedures outlined in 19.3.

Coastal Shipping Strikes: Are conducted during enemy Movement Phases against Coastal Shipping Boxes.

- Use the procedures outlined in 19.9.1.
- Each hit on a coastal shipping box inflicts one step loss on a combat unit or eliminates one dump or MSU.

Important: If the Axis player allocates air units to strikes on fleets, that combat is resolved prior to conducting the coastal shipping strike.

- After all losses have been resolved the striking player checks for unit damage (19.3).

Port Strikes: Are conducted against port shipping boxes during enemy Movement Phases after counters are allocated to port boxes.

- Use the procedures outlined in 19.9.1.
- Each hit on a coastal shipping box inflicts one step loss on a combat unit or eliminates one dump or MSU.
- After all losses have been resolved the striking player checks for unit damage (19.3).

Strikes on Fleets: Are conducted during the enemy Movement Phase against fleet units conducting coastal missions (20.4.2). Strikes are completed during the friendly Movement Phase before fleet units resolve their mission.

- Use the procedures outlined in 19.9.1.
- Fleet units that are hit use the procedures outlined in 19.3 to resolve damage.
- Allied fleet units that are not hit may continue their missions (20.4.2).
- After all losses have been resolved the striking player checks for unit damage (19.3).

20.0 NAVAL OPERATIONS



This section provides the rules for the transportation of ground units by sea, and the air and naval combat revolving around shipping.

20.1 Port & Shipping Capacity

Each port and each shipping lane has one or more boxes linked to it.

- Each box has a capacity of:
 - a) Two combat unit steps; or,
 - b) Two refit steps; or
 - c) One MSU or Dump.
- Port box capacity is used whether the cargo is entering or leaving the port.

Example: The Axis player ships a two-step unit into Tobruk and one two-step unit out of Tobruk. Two port boxes are used.

- Standard port boxes can carry all forms of cargo in or out of a port (TEC).
- Limited port boxes can carry:
 - a) Non-motorized units in or out.
 - b) Dumps can be carried in only.
 - c) Motorized units may leave port by a limited port box, but must be placed in the owning player's Refit Box.
- Units arriving and departing ports are placed in the port boxes at the beginning of any friendly Movement Phase.
- Units may be placed during either friendly impulse. Units placed in one impulse do not count against the capacity in the other impulse.
- After the resolution of any port strikes the units may be landed or if departing the port via coastal shipping moved to their receiving port box (these units land in the next friendly Movement Phase).
- Units land during friendly Movement Phases
- Landing units are in GenS for the GT of landing.
- Combat units and MSU that land expend one-half of their printed MA.
- Refit points and dumps are placed in the port hex, they may not be moved any further during the current Movement Phase.

20.2 Ocean Shipping

Units may be placed in ocean shipping lanes during the Allocation Phase.

- Each lane is susceptible to specific enemy attacks during the phase. The units are moved to the appropriate port boxes during either of the owning player's Movement Phases in the GT that they were placed in the shipping lane. If not landed that GT, they return to their point of origin.
- See 20.1 for capacity of each shipping box.

20.2.1 Axis Shipping From Italy Boxes

These boxes are shown on Maps L and D.

- They deliver Axis units from Italy to any Axis controlled ports in North Africa.
- The boxes are susceptible to attack by Allied air units on Malta; Med and Force H fleets and by Allied air units in North Africa if a Cyrenaica naval airfield is Allied friendly (19.1.3).

20.2.2 Axis Shipping From Sicily Boxes

These boxes are shown on Maps T and D.

- They deliver Axis units from Sicily to any Axis controlled ports on Map T.
- The boxes are susceptible to attack by Allied air units in the Torch Box if any airfield on Map T is Allied-friendly.

Important: The Sicily Boxes cannot be attacked by fleet units.

20.2.3 Allied Mediterranean Shipping Boxes

These boxes are shown on Maps W and D

- They are available on GTs when ALC-11 (Allies Appeal) is played.
- They deliver available units to any Allied controlled port in North Africa.
- They are susceptible to attack by Axis air units in Sicily, Crete, and in North Africa if one of the Cyrenaica naval airfields is Axis friendly (19.1.3).

Important: See 20.4.1 for Allied fleet escort requirements.

20.2.4 Cape Route Shipping Box

This box is shown on Maps D and W.

Important: This box has an unlimited capacity and units may remain in it indefinitely.

- This box is not susceptible to Axis attacks.
- Units starting an Allocation Phase in this box may be moved to the NRV port boxes (20.1) prior to placing any new units in the box.

20.2.5 Torch Box

This box is shown on Maps A and D.

Important: This box has an unlimited capacity and units may remain in it indefinitely.

- This box is used to hold units being landed in Western North Africa as part of the Torch invasion.
- This box is not susceptible to Axis attacks.
- Allied units in the box may land (be placed in the port boxes) in Casablanca, Oran, or Algiers (A6201).
- They may move to directly to the Torch East Box.
- The maximum number of units that can be landed is equal to the number of port boxes of all ports within the above area.

20.2.6 Torch East Box

This box is shown on Maps A and D.

Important: This box has an unlimited capacity and units may remain in it indefinitely.

- This box is used to hold units being landed in Western North Africa as part of the Torch invasion.
- This box is not susceptible to Axis attacks.
- Allied units in the box may land (be placed in port boxes) on Map A from A6111 east, and on Map T from T6017 west.

Important: Port boxes in the above map areas are susceptible to attack by Axis air units in Sicily.

- The maximum number of units that can be landed is equal to the number of port boxes of all ports within the above area.

20.3 Coastal Shipping

Coastal shipping is used to transport units from one port in North Africa to another port in North Africa.

- Coastal shipping is conducted during each friendly Movement Phase.
- A unit uses its entire MA; half to embark, half to land.
- Shipped units may be attacked in transit, and when embarking or landing.
- Units not landed in the same turn return to the port of origin or are destroyed.

20.3.1 Axis Coastal Shipping Boxes

These are shown on Maps C and D.

- They deliver Axis units from and to any Axis controlled ports on Maps L, S, C, and W.
- The boxes are susceptible to attack by any long range Allied air units in North Africa and short-range air units if a Cyrenaica naval airfield is Allied friendly (19.1.1).

20.3.2 Allied Coastal Shipping Boxes

These are shown on Maps W and D.

- They deliver Allied units from and to any Allied controlled ports on Maps L, S, C, and W.
- The boxes are susceptible to attack by Axis air units in Crete, and Axis air units North Africa if a Cyrenaica naval airfield is Axis friendly (19.1.1).

20.4 Naval (Fleet) Units

The three Commonwealth fleet units are as follows:

			Med (Mediterranean) Force H Malta
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Important: The Malta fleet unit can only operate out of Malta.

- Fleet units arrive when ALC-12 (Taranto) is played.
- Fleet units are held in the Available Next GT Box with their operational side showing.
- Fleet allocations are made during the Allocation Phase, they remain allocated until conducting a mission at which time, if not already damaged as a result of an attack, they are checked for damage using the procedures outlined in 19.3.
- Each may engage in naval missions during the Allocation Phase and player impulses.
- Naval missions are conducted in the same manner as air missions and may result in the fleet being damaged.
- Each fleet unit may conduct only those missions listed in 20.4.1.

20.4.1 Ocean Naval Missions

Ocean naval missions consist of the following.

Ocean Naval Strikes: May be conducted by the Med and Malta fleets against Axis shipping from Italy.

- Place the fleet on the lane to be attacked and conduct the combat in the same manner as an air unit naval strike (19.9.1).

Naval Escort: If the Allied Mediterranean Shipping Boxes are being used, the Med fleet and Force H must provide escort if they are available. They cannot conduct any other type of mission if the Mediterranean Shipping Boxes are used during a GT. Naval escort provides DRMs against Axis air strikes (19.9.1).

20.4.2 Coastal Naval Missions

Coastal naval missions affect coastal shipping and ground action.

- Med Fleet may perform all coastal missions on Maps W and C (only).
- Force H may perform all coastal missions on Maps A and T (only).
- Malta fleet may not perform coastal missions.
- Place the fleets in the Coastal Missions Box on Map D during the Allocation Phase.
- Unless the fleet receives a hit due to Axis air attacks, each fleet may conduct one mission per impulse.

Ground Unit Support: Ground support rating applies one combat shift (14.5) for or against a defending unit on a coastal hex.

- Place the fleet adjacent to the hex before combat.
- If available, Axis air units may conduct a naval strike against the fleet before resolving the combat.
- Fleet units that were not hit due to air strikes may conduct one ground support mission each impulse.

Shore Bombardment: Fleets use their bombardment rating to attack Axis supply units in coastal hexes using the same procedure outlined in (19.8).

- Place the fleet adjacent to the chosen hex during an Allied Movement Phase.
- If available, Axis air units may conduct a naval strike against the fleet before resolving the bombardment.
- Fleet units that were not hit due to air strikes may conduct one shore bombardment mission each impulse.

Coastal Shipping Strikes: Fleets use their bombardment rating to conduct strikes against Axis Coastal Shipping Boxes or any port boxes. They are resolved using the procedures outlined in 19.9.1.

- Place the fleet next to the shipping or port boxes to be attacked.
- Axis air units may conduct a naval strike against the fleets before resolving the bombardment.
- Fleet units that were not hit due to air strikes may conduct one coastal shipping or port box mission each impulse.

Coastal Naval Escort: Fleet units are placed near Coastal Shipping Boxes or Port Boxes during the Allocation Phase.

- Coastal naval escort is conducted in the same manner as ocean naval escort (19.9.1 & 20.4.1).

20.5 Amphibious Landings

Combat units with a non-zero, non-parenthesized combat factor, that are in the Torch and Torch East Boxes may make opposed (in enemy or neutral) port landings within their area of operation (20.2.5 & 20.2.6).

- Shipping procedures are the same as noted in 20.1, 20.2.5 & 20.2.6.
- During the friendly Combat Phase, the Allied player conducts a standard combat from the port boxes against any enemy units in the port hex.
- The stacking limit of the port hex (10.0) is the maximum number of steps that may conduct the attack.
- The attacking units are in combat supply.
- The combat factors of landing mechanized units are halved.
- Resolve the combat normally (both naval and air ground support may be used).
- If the port is cleared of defenders, the surviving attackers advance into the port. Any units in port boxes that did not attack may land normally in the next friendly Movement Phase normally.
- If the defenders are not cleared, the surviving attackers suffer an H result and return to their point of origin. Units may attack the port hex in the next friendly Combat Phase of that GT.

Important: Special forces have special amphibious capabilities (15.4).

21.0 WEATHER (OPTIONAL)

Monthly turns incorporate most minor weather effects, but two types of weather have specific effects on operations. The use of this rule is optional.

21.1 Winter

Winter affects operations in specified hexes during the months of December, January, February, and March of each year.

- Winter effects extend into a limited number of areas:

Map A: All Hexes

Map C: All mountain hexes (the Jebel Akdar massif), and all wadi hexsides.

Map T: All hexes north of the winter line printed on the map.

21.1.1 Winter Effects

Movement: All MP costs are doubled except for movement along primary and secondary roads. This includes calculations for supply ranges and exploitation after combat.

Combat: All attacks launched into winter hexes or across a wadi in a winter area are subject to random column shifts as listed on the Combat Modifiers Chart.

Important: A combat cannot be cancelled after determining winter effects.

21.2 Ghiblis

Ghiblis are seasonal winds blowing off the Sahara Desert, creating massive sandstorms and turbulent conditions.

- Ghiblis occur due to specific initiative DRs (6.0).
- They only occur in the months of May, June, September, and October of each year.
- Ghiblis affect all desert and rough hexes, other than those in the winter areas listed in 21.1.

21.2.1 Ghiblis Effects

Movement: All MP costs are doubled except for movement along primary and secondary roads. This includes calculations for supply ranges and exploitation after combat.

Combat: All attacks launched into Ghibli affected hexes are subject to random column shifts as listed on the Combat Modifiers Chart.

Important: A combat cannot be cancelled after determining winter effects.

Air Operations: May not be run in Ghibli-affected hexes.

Syria	0	1	2	3	4	5
Southwest Asia	0	1	2	3	4	5
Levant	0	1	2	3		
Greece	0	1	2	3	4	
Africa Orientale Italiana (AOI)	0	1	2	3	4	5
Pacific	0	1	2	3		

Middle East Tracks (22.2).

22.0 OFF-MAP AREAS

Off-map areas represent locations and facilities beyond the hex grid.

- Off-map areas have unlimited stacking.
- All units in an off-map area are in GenS and combat supply.

22.1 Nile River Valley (NRV)



The NRV (boxes on Maps W and D) is the primary Allied base.

Exception: Those units arriving in the Torch or Torch East Boxes (20.2.5 & 20.2.6).

- The NRV is a permanently active primary Allied base (12.2.4).
- The NRV is connected to all MET Tracks (22.0).
- NRV port capacity is eight standard boxes. See ALC-5 (MET Levant) for reduction in port capacity. Units may arrive from the Cape Route Box; or Allied Mediterranean Shipping Boxes. They may also enter and leave using Allied coastal shipping.
- Axis units may not enter the NRV Box.

Important: See Egyptian Revolt (AXC-15).

- Allied units may move to and from the NRV as follows.
 - a) The NRV is connected to the hex grid by the track at W1434, the roads at W2034 and W2234, and the Egyptian railroad.
 - b) A unit entering the map from NRV by rail expends 3 MP (13.7).
 - c) A unit entering at W1434 expends 14 MP to enter the hex.
 - d) A unit entering at W2034 or W 2234 has traveled 14 primary road hexes.
 - e) A unit moving from the hex grid to the NRV via any of the above connections expends 1 MP.
- The NRV Airbase provides basing for an unlimited number of air units. See 19.1.2 for air units operating from the NRV Box.

22.2 Middle East Tracks (MET)

The MET Tracks account for theaters outside the desert that affected the operations and level of support available to commanders in the North African desert.

- There are six MET Tracks depicted on Map W. Activation, requirements, reinforcements and withdrawals associated with each track are listed on the Allied Player Cards.

Africa Orientale Italiano (AOI): ALC-4

Greek Campaign: ALC-16

Levant: ALC-5

Pacific Theater: ALC-19

Syrian Campaign: ALC-17

South West (SW) Asia: ALC-6

- Tracks are activated by play of event cards, historical timelines, and actions by the Axis player. Each card describes the circumstances as to when and how that track is activated.
- When a track is activated, place its marker, situation side up, on the "0" box of the track (unless scenario instructions dictate otherwise). Once placed, it remains in play until the track is deactivated.

- During each Events Phase, the Allied player must determine the current situation on each active track. He may deploy units to or from them. Details are summarized on the appropriate card.
 - a) During each Events Phase, roll 1d6 for each active track. Modify the DR as noted on the card.
 - b) If the modified result falls within the range noted on the table move the marker up the track to the next box.
 - c) If the marker is required to advance beyond the highest box on its track, it initiates a crisis: flip the marker to its crisis side and carry out the effects listed on the card.

Important: Always conduct any combat due to the presence of Allied combat units prior to rolling the die.

22.2.1 Deploying Units to a Track

A unit starting a Movement Phase in the NRV may move to any track. Air units may also be committed to any track. The units are placed in the box with the track marker and move with the marker as it moves back and forth along the track.

Exception: Ground and air units may not be deployed to the Pacific Track.

- There are no stacking limits on the track.
- While on the track, the unit is in both GenS and combat supply. The unit may participate in track combat.
- Units on the track (if not prohibited by card instructions) may return to the NRV in any subsequent Allied Movement Phase. They may move no further than that phase.
- Axis air units may be deployed to the Greece Track on any GT it is active.
- Axis air units may be deployed to the Syria, SW Asia and Levant Tracks after AXC-13 (Crete Garrison) is activated. Each air unit adds 1 to the situation DR.

22.2.2 MET Combat

May be initiated during an Allied Combat Phase if at least one non-zero, non-parenthesized combat unit is involved.

- Total the combat factors of all units on the track.
 - a) Armor unit combat factors are always doubled.
 - b) Mountain infantry combat factors are doubled if the marker is in a mountain box (brown boxes).
 - c) Divide the above total by 10 (round fractions up).
 - d) Add one die for each Allied air unit's ground support and bombardment factor
 - e) Subtract one die for each Axis air unit's ground support and bombardment factor.

Example: The Allied player has one air unit with one ground support factor and one bombardment factor. The Allied player would add two dice to the total after he has divided his ground combat factors by 10. If the Axis player also had an air unit with a ground support factor of one and a zero-bombardment factor, the Allied player would then subtract one die.

- f) The result is the number of combat dice rolled by the Allied player.
- Each DR of 5 or 6 reduces the situation by one box or flips the marker from Crisis to Situation.

Important: In some cases, a reduction while the marker is in the zero box deactivates the track.

22.3 Crete



Crete (Maps W and D) is out of play until the MET Greece Track is deactivated.

- Crete becomes an Axis controlled area immediately.
- AXC-13 (Crete Garrison) is activated.
- The Axis player may deploy air units to Crete in the ensuing Allocation Phase. They may conduct missions listed in 19.1.1.
- Axis ground units arrive on Crete as listed on AXC-13 and must remain there until authorized to leave by the activation of specific Axis event cards.

Important: See 15.4 for SF raids on Axis air units deployed on Crete.

22.4 Malta



Malta (Maps L and D) is initially controlled by the Allied player.

- If the Axis player plays AXC-16 (Operation C3) and/or AXC 17 (Herkules) to conduct the invasion of Malta and the invasion succeeds, Malta becomes Axis controlled.
- While Allied controlled, the Malta flotilla and air unit on the island may conduct ocean shipping attacks (19.1.2 & 20.4).

22.5 Fall Braun

Units displayed on AXC-18 (AIDA), AXC-19 and AXC-20 (Fall Braun) arrive in the Fall Braun Box (Maps T and D).

- These units can only be moved to Sicily or Italy.
- It takes one Movement Phase to do either.
- Units may move to Italy at any time after arriving in the Fall Braun Box.
- Units may move to Sicily only after AXC-19 (Fall Braun) has been activated.

22.6 Sicily



Sicily (Maps T and D) is controlled by the Axis player at all times.

- Air units deployed in the Sicily Box may conduct the missions listed in 19.1.1.
- Ground units arriving after AXC-19/AXC-20 (Fall Braun) may be placed there instead of the Italy Box.
- Ground units in the Sicily Box may be shipped to North Africa using the procedures in 20.2.2.

22.7 French North Africa


The seven French North Africa (FNA) Boxes, plus all hexes in Algeria and Tunisia (maps A and T) are out of play until the Allies execute Operation Torch Invasion (ALC-23).

- The boxes are connected to one another and to Algiers (A6201) by a primary road.
- Axis units may not enter any of the FNA Boxes.
- Casablanca and Oran each have a port capacity of three standard boxes.
- Each box is 14 hexes from the next, and Orleansville is 14 hexes from Algiers. Stacking is unlimited. Axis units may not enter them.
- Combat can occur in the boxes but is limited to Allied attacks on Vichy French units.

Important: VF units do not attack the Allies or one another. Check for VF reaction before combat, then resolve the combat normally.

23.0 EVENT CARD DESCRIPTIONS

In most cases all the information needed to activate and/or play a card is listed on the card itself.

- In some cases the card will refer players to this rule section when additional information is required. Units depicted on each card are placed as listed on the card and in some cases as directed by the instructions below.
-  Air Transport Points (ATP) received are shown as transport aircraft icons. Each icon represents one ATP.
- MET Track cards the following information:
 - a) The DR (and any possible modifiers) results needed to move the marker along the track (either left or right).
 - b) Crisis Effects.
 - c) Requirements for the track to go inactive. When a track goes inactive, the marker is removed during the first Movement Phase after the track goes inactive. If there are no additional instructions, any units on the track may be moved to the NRV.
 - d) See 22.2 for additional information regarding MET track operations.

Important: Some tracks remain active throughout the game.

23.1 Allied Event Cards

Important: See scenario instructions for the availability and use of event cards.

ALC-1 MEC At Start (Off-map): Units depicted are placed in off-map areas. Discard after setup.

ALC-2 MEC At Start (Map W): Units depicted are placed on Map W. Discard after setup.

ALC-3 VF At Start: Units depicted are placed in FNA. Discard after setup.

Important: These units are not active until ALC-23 (Operation Torch Invasion) is played.

ALC-4 MET AOI: This card is put in play during setup and is discarded on GT after track is deactivated. The track is active at the start of the scenario and remains active until the conditions on the card are met.

ALC-5 MET Levant: This card is put in play during setup and remains in play throughout the game. The track is active at the start of the scenario and is never deactivated.

Important: If the MET Syrian Track is in crisis modify the DR by +1.

ALC-6 MET SW Asia: The card is put in play by AXC-10 (AfrikaKorps). The track is activated the next GT. It remains in play throughout the game. The track is never deactivated.

ALC-7 MEC Reinforcements (1940): This card is put in play during setup and remains in play until the end of GT 7 when ALC-8 is activated.

ALC-8 MEC Reinforcements (Jan-Apr 1941): The card is put in play by ALC-7. It remains in play until the end of GT 11 when ALC-9 is activated.

ALC-9 MEC Reinforcements (May-Nov 1941): This card is put in play by ALC-8. It remains in play until the end of GT 18.

ALC-10 Monthly Support: This card is activated during setup. It is played each GT. It remains in play throughout the game. Units noted on the card are available each GT.

Important: The MSU and RP listed for ALC-11 and ALC-13 (when played) are cumulative with the two MSU received by this card each GT.

ALC-11 Allies Appeal: This card is activated and available for play the GT after ALC-12 (Taranto) is played. It remains active throughout the game and is available for play each GT (Allied player choice). The units and benefits displayed are in addition to any other active card, including ALC-10 (Monthly Support).

Important: Each time this card is played the game is reduced by one GT.

ALC-12 Taranto: This card is activated and may be played the GT after AXC-5 (Parallel War) has been played and the requirements in AXC-9 (Axis in Egypt) have been met.

- a) If not activated by the start of GT 9, the card must be activated and played that GT.
- b) On the GT it is played, the scenario is reduced by two GTs.
- c) ALC-14 (Eighth Army) is put in play if all other requirements are met.
- d) ALC-13 (Ultra) is activated on GT 7
- e) ALC-21 (Operation Torch, Buildup I) is activated on GT 12.
- f) Discard at the end of GT 12.

Important: If this card is activated after GT 7, the T+0 and GT-7 effects are immediately implemented.

ALC-13 ULTRA: This card is activated by ALC-12 (Taranto). It remains in play throughout the game. During each Events Phase (beginning the GT after activation) the Allied player may choose one of the listed benefits.

ALC-14 Eighth Army (1941): This event represents the decision to turn the desert into a major theater of war.

- a) The card is activated when ALC-12 (Taranto) has been played. Additionally, the requirements in AXC-9 (Axis in Egypt) have been met or AXC-10 (AfrikaKorps) has been played.
- b) It may be played at any time after activation. If played after GT 8, the items listed under Turn 8 are in effect the GT the card is played.
- c) When played, the game is shortened by four GTs.
- d) On GTs 8 and 18, the Allied player may extend the scenario by one GT, or take the listed reinforcements for that GT.
- e) ALC-20 (Brigade Groups) is activated the GT after ALC-14 (Eighth Army) has been played.
- f) The card is discarded and the end of GT 18. ALC-15 is then automatically activated.

ALC-15 Eighth Army (1942): This card is put in play when ALC-14 is discarded.

- a) On GTs 26, 27, and 28, the Allied player may extend the game by one GT or take the listed reinforcements for that GT.
- b) Discard at the end of GT 30.

ALC-16 Greek Campaign: This card is put in play the GT after both ALC-12 (Taranto) and AXC-5 (Parallel War) have been played. The MET Track is automatically activated.

- a) Extend the game by one GT for each GT that the track starts the Event Phase in crisis.
- b) On the GT of activation during the first Allied Movement Phase, the Allied player must withdraw a minimum of four steps of any type of non-parenthesized infantry units with a combat factor greater than one, and two steps of tank/armored. The withdrawn units are placed on the track the GT after the track is activated. The Allied player may move additional units to the track normally at his option.

- c)** The reinforcements on the card are received on the GT after the track is deactivated or on the GT listed if the card is already deactivated. The GT 13 reinforcements may be taken or the game may be extended by one GT.
- d)** When the track is deactivated, the Allied player must conduct a morale check for each unit on the track. If a two-step unit fails, reduce the unit and place in the NRV Box. If it is a one-step unit and fails, place it in the Destroyed Box. Units that pass the morale check are placed in the NRV Box.
- e)** Allied air units on the track are placed on the TRT in the next GT Box.
- f)** When the track is deactivated, AXC-13 (Crete Garrison) is activated.

ALC-17 Syrian Campaign: This card is put in play the GT after ALC-12 (Taranto) and AXC-5 Parallel War) are played. The track is automatically activated at that time.

- a)** Each GT that the track is in crisis, shorten the game by one GT.
- b)** The reinforcements on the card are received on the GT after the track is deactivated or on the GT listed if the card is already deactivated.

ALC-18 Australian Corps: This card is in play during setup and is discarded when all conditions on the card have been met.

- a)** At any point during the game, the Allied player must collect all twelve Australian units in either the NRV and/or the MET Levant Track.
- b)** Eliminated or isolated units need not be withdrawn for this purpose, but if the total combat factors of all withdrawn units is less than 36, or if any non-eliminated or non-isolated units are not withdrawn, the event cannot be completed.
- c)** The withdrawn units must spend at least three complete GTs in the chosen location. If in the Levant, they may engage in track combat.
- d)** Once the conditions listed above have been satisfied, the units must remain in the NRV and/or MET Levant Track until after the Events Phase when AXC-9 (Axis in Egypt) is in effect.
- e)** If this card is not completed, the additional Australian units listed on ALC-19 (Pacific Theater) must be withdrawn to complete ALC-18.

ALC-19 PACIFIC THEATER: This card is put in play and the MET Pacific Track is activated automatically on GT 14.

Important: No units can be committed to the track.

- a)** The GT that the track reaches a crisis, Japan and the US have entered the war. The Allied player must withdraw the units listed on the card.
- b)** If the requirements for ALC-18 (Australian Corps) have not been completed when the Pacific Theater Track goes into crisis, the additional Australian units listed must be withdrawn.
- c)** If the total combat strength of all withdrawn units is less than 43, RP must be expended to bring the total to at least that number.
- d)** Until all required units are withdrawn and the minimum strength is met at the beginning of an Event Phase, MET Pacific remains in crisis. Each GT the track is in crisis the game is reduced by one GT.

ALC-20 Brigade Groups: This card is activated GT after ALC-14 (Eighth Army) has been played. The card may be played on GT 21 or after.

- a)** When played the Allied player rolls 1d6 and adds 20 to the result.
- b)** If the result is equal to or less than the current GT number, the Allied player receives the reinforcements listed on the card on the GTs listed.

ALC-21 Operation Torch, Buildup I: This card is put in play on GT 12, if ALC-12 (Taranto) has been played. The card is discarded at the end of GT 29. ALC-22 (Operation Torch, Buildup II) is automatically activated at that time.

- a)** The Allied player may play ALC-23 (Operation Torch, Invasion) at the beginning of any Event Phase starting GT 27.
- b)** The invasion must be carried out when ALC-23 is played and cannot be canceled.
- c)** Playing ALC-23 shortens the scenario by six GTs.
- d)** The Torch East box and French North Africa are immediately playable.
- e)** ALC-23 activates the following cards:

ALC-24: Operation Torch, Tunisia

ALC-25: US Inexperience

ALC-26: CW Withdrawal

ALC-27: Vichy Accord

AXC-18: AIDA

AXC-19: Fall Braun

- f)** All units in the Torch Box at the beginning of the first Allied Movement Phase may take part in the initial landing, subject to port capacity.
- g)** Units arriving after the landing become available on the turn indicated. Units arriving on T+0 are available the turn of the landing; those available on T+1 are available the turn after the landing.
- h)** If the event is not declared, the units remain in the box.
- i)** VF units may not attack and/or move (except as a result of combat) until ALC-27 (Vichy Accord) is complete.
 - 1)** Before resolving a combat, consult the Vichy French Reaction Table and roll 1d6.

Important: ALC-27 (Vichy Accord) may award a +1 DRM.

- 2)** Cross reference the DR with the column that represents the attacking force with the greatest number of combat factors.
- 3)** Implement the determined result (at the bottom of the table).
- 4)** A unit forced to retreat is moved by the non-attacking player.

Important: Vichy units that join the Allies cannot attack neutral Vichy units.

ALC-22 Operation Torch, Buildup II: See ALC-21.

ALC-23 Operation Torch Invasion: See ALC-21.

ALC-24 Operation Torch Tunisia: See ALC-21.

ALC-25 US Inexperience: Is put in play immediately when ALC-23 (Torch Invasion) is played. Place the US inexperience marker in a convenient location with its $\pm 2/+1$ side showing.

- a)** While the $\pm 2/+1$ is showing, in each combat involving both US and GE units, shift the final combat column by two in the Axis favor, and increase the morale rating of all US units by one for all purposes.
- b)** When the marker flips to the $\pm 1/+0$ side, combats are shifted one column in the Axis favor and US units use their printed morale.
- c)** After each combat in which a majority of involved Allied steps are US, roll 1d6. On a roll of 5 or 6 the US military has gained useful experience. After the first gain, flip the marker from its $\pm 2/+1$ side to its $\pm 1/+0$ side. After the second gain, remove the marker. US units operate normally thereafter, and the units listed on the card become available.

ALC-26 CW Withdrawal (AL#12): In play on the GT after the ALC-23 (Torch Invasion) has been conducted, if the conditions on AXC-9 (Axis in Egypt) are not met, all South African and any remaining Australian units must be withdrawn that GT.

- a) Shorten the scenario by one GT each subsequent Event Phase if the withdrawal is not complete.
- b) If there are fewer than 10 South African steps that have been withdrawn (due to elimination or isolation), the game is shortened by two GTs.

ALC-27 Vichy Accord: This card is played on the GT after ALC-23 is played.

- a) The Allied player totals the number of VF combat factors that have joined the Allies, then totals the combat factors of VF units still on the map that have not joined the Allies.
- b) If the total combat factors of VF units that have joined the Allies is greater than those that have not joined the Allies, apply a +1 to all DRs on the Vichy French Reaction Table.
- c) When all VF units have either been eliminated, surrendered, or joined the Allies, the accord has been reached and Vichy France becomes an active Allied power.
- d) The units listed on the card are immediately available.

ALC-28 Soft Underbelly: On the GT after ALC-27 (Vichy Accord) is complete the Allied player may withdraw US and/or CW units from the map (they are permanently removed).

- a) For every 10 combat factors of US units withdrawn, the US receives 1 RP the following GT.
- b) For every 10 combat factors of CW units withdrawn, the CW receives 1 RP the following GT.
- c) For every 20 total (both US and CW) combat factors withdrawn, extend the game by one GT.

23.2 Axis Event Cards

Important: See scenario instructions for the availability and use of event cards.

AXC-1 At Start (Map L): Units depicted are placed on Map L. Discard after setup.

Important: Divisions listed as part of Fifth Army have movement restrictions imposed until released by AXC-8 (Fifth Army).

AXC-2 At Start (Maps C and W): Units depicted are placed on Maps C and W. Discard after setup.

AXC-3 Monthly Support: This card is put in play beginning the first GT. It remains in play throughout the game. Units noted on the card are available each GT.

Important: The MSU and RP listed for AXC-5, AXC-10 and AXC-19 (when played) are cumulative with the support received by this card each GT.

AXC-4 Appeal: This card is activated the GT after AXC-9 (Axis in Egypt) or AXC-10 (AfrikaKorps) are played. It remains active throughout the game and is available for play each GT (Axis player choice). The units displayed are in addition to any other active card, including AXC-3 (Monthly Support).

Important: Each time this card is played the game is extended by one GT.

AXC-5 Parallel War (1940): This card is active at the beginning of the game and can be played at any time.

- a) The GT that the card is played, AXC-8 (Fifth Army) is put in play.
- b) This card satisfies one condition for activation of ALC- 16 (Greek Campaign) and ALC-17 (Syrian Campaign).
- c) Play of this card extends the game by three GTs.
- d) Lengthen the scenario by an additional three GTs unless the conditions listed on AXC-9 (Axis in Egypt) have been met for three consecutive GTs prior to AXC-10 being played.
- d) Discard after the end of GT-7 and put AXC-6 into play.

AXC-6 Parallel War (1941): This card is automatically played when AXC-5 is discarded. Discard at the end of GT 19 and put AXC-7 into play.

AXC-7 Parallel War (1942): This card is automatically played when AXC-6 is discarded. Discard at the end of GT 29.

AXC-8 Fifth Army: This card is automatically put into play on the GT after AXC-5 is played. Consult the table on the card and activate the divisions listed as detailed on the card. Discard after all divisions are activated.

Important: If an Allied unit enters any hex on Map L or Map S or a German ground combat unit enters the hex grid, all divisions are released.

AXC-9 Axis in Egypt: This card is put in play at the beginning of the game. If any of the conditions on the card are met during any Event Phase, one condition for ALC-14 has been met.

Important: The conditions on this card must be met for three consecutive GTs prior to playing AXC-5 (Parallel War) to avoid the additional GTs noted on that card. Additionally, this card affects some MET tracks and other events, as listed on each card. It also can affect victory conditions.

AXC-10 AfrikaKorps (Sperrverband): This card is activated the GT after both AXC-5 (Parallel War) and ALC-12 (Taranto) have been played. The card may be played any GT on or after the conditions for activation have been met. when played:

- a) The game is extended by 12 GTs.
- b) German air units may be deployed into the North Africa Box.
- c) ALC-6 (MET SW Asia) is put into play.
- d) If the GT 10 reinforcements are not taken the game is shortened by three GTs.
- e) Situation DRs on ALC-16 (MET Greek Track) are affected.
- f) Discard at the end of GT 10 and put AXC-11 into play.

AXC-11 AfrikaKorps (1941): This card is automatically played when AXC-10 is discarded. Discard at the end of GT 19 and put AXC-12 into play.

AXC-12 AfrikaKorps (1942): This card is automatically played when AXC-11 is discarded. Discard at the end of GT 28.

AXC-13 Crete Garrison: This card is put into play on the GT after the MET Greece Track (ALC-16) is deactivated.

- a) Axis air units may be deployed to Crete and committed to MET SW Asia.
- b) The reinforcements listed on the card arrive in Crete on the GTs listed or when the card is put into play if after the GT listed.
- c) See 15.4 for procedures and effects of Allied commando raids.
- d) Garrison units may be moved to other locations in accordance with the card, however, the Axis player must check to see if the game is extended when doing so.
- e) The card remains in play throughout the remainder of the game.

AXC-14 Arab Revolt: This card is activated when AXC-13 (Crete Garrison) is put into play.

- a) The card may be played any time after Sdvh 287 is in Crete and MET SW Asia Track is at situation 1 or higher.
- b) Sdvh 288 may also be committed to MET SW Asia when it arrives (one or both can be committed on different GTs or in the same GT).
- c) If either or both of these units are committed to the track, they remain there and affect the situation DR until the track is deactivated. At that time any committed unit is permanently eliminated and may not be rebuilt.

AXC-15 Egyptian Revolt: This card can be played during any Event Phase after AXC-13 is in play. It is used to incite an Egyptian revolt.

- a) The Sdvh 288 must have been landed in North Africa and is located in a eastern map edge hex of Map W in GenS.
- b) During the Event Phase that all of the above conditions are met, remove the unit from the map and place it in the NRV.
- c) During the current and following GTs the below is in effect:
 - 1) No CW combat or supply units may exit the NRV Box.
 - 2) No CW supply units can enter the NRV Box.
- d) After completion of the second GT, the Sdvh is removed from the NRV Box and placed in the Destroyed Box. The NRV returns to normal operation.

AXC-16 Operation C3: This card is put in play by AXC-5 (Parallel War) and ALC-12 (Taranto). The card can initiate the Italian plan to invade Malta or can be combined with AXC-17 (Herkules).

- a) Place the air units arriving on GT 8 in the Sicily Box. They can be only be deployed in Sicily and may not conduct other missions until the GT the invasion is conducted or cancelled.
- b) Place the units listed as C3/Herkules in the Herkules Box. They must remain there until the invasion is conducted or cancelled.
- c) The Axis player may attempt to invade Malta at any time beginning GT 20. Only one invasion can be made.
- d) The invasion must be declared at the beginning of the Event Phase. Move all air units deployed to Sicily to the Herkules Box. The invasion is resolved during the following GT in the Event Phase.
- e) During the GT that the invasion is declared and the invasion is resolved, the Axis may not use the Shipping from Italy Boxes and no air missions (by any Axis air units) may be conducted. Additionally the game is extended three GTs.
- f) Invasion: Resolve the invasion as follows:
 - 1) Total the combat factors of all units in the Herkules Box (including the bombardment factors of the air units).
 - 2) Divide the total by 10 (round fractions of ½ or more up).
 - 3) The result is the number of invasion dice rolled.

4) Roll the allowed number of dice, if the total result is 13 or more the invasion succeeds, if it is 12 or less the invasion is a failure.

- g) **Success:** The Allies have lost control of Malta. The Allied player may no longer deploy air or naval units on the island. Remove the Malta Fleet from play. If the total combat roll result was 19 or greater, no Axis losses are taken. If the total combat roll result was 18 or less, subtract the final invasion combat result (i.e., the number of dice rolled) from 19. The result is the number of Axis steps lost. The Allied player chooses the steps that are lost. Surviving units are available for redeployment during the next GT.
- h) **Failure:** All participating Axis ground units are destroyed and are removed from play. The Allied player retains control of Malta.
- i) In either case all Axis air units are placed on the GTRT two GTs after the GT of the invasion.
- j) **Cancellation:** The invasion may be canceled in any Event Phase after GT 20, even after the invasion has been declared. Once canceled, it may not be re-declared later. If the cancellation follows a declaration, the Axis player still loses the use of shipping boxes and air units in through the GT of cancellation. Units may be redeployed the GT after cancellation.
- k) **Redeployment:** Units in the Herkules Box not used for the invasion may be redeployed to Italy for shipment to North Africa, or to the Fall Braun Box. Units surviving a successful invasion may be redeployed the GT after the invasion is resolved.

AXC-17 Herkules: This card is the German plan for the invasion of Malta. The card is put in play by AXC-10 (AfrikaKorps). This card is used in conjunction with AXC-16.

AXC-18 AIDA: This card is put in play on any GT after the invasion of Malta is carried out or cancelled.

- a) The units listed on the card become available as reinforcements.
- b) The game is lengthened by one GT.
- c) The GT 18 reinforcements on AXC-13 may be moved to Italy on GT 19 or later.
- c) If AXC-9 (Axis in Egypt) is not in effect for the first four consecutive GTs, counting from the first GT after the card is played, the game is lengthened by two additional GTs.
- d) Discard after completion of the four GTs.

AXC-19 Fall Braun: This card is put in play the GT that ALC-21 (Operation Torch Buildup I) is played.

- a) Axis units in the Fall Braun Box (including those arriving the GT the card is played) may move to either the Italy or Sicily box during any Axis Movement Phase after ALC-23 is played.
- b) Any airborne units that are in the Fall Braun Box (from AXC-17), may be airdropped on Map T if air transport is available.
- c) The GT 27 reinforcements on AXC-13 may move to Italy or Sicily Boxes, or be airlifted to any friendly airfield on the hex grid on GT 28 or later.
- d) For each unit moved from Crete, the Axis player rolls 1d6. Add one to the DR for each unit already moved. If the modified DR is 7 or more, lengthen the game by one GT.
- e) Discard at the end of GT 30, and place AXC-20 into play.

AXC-20 Fall Braun: This card is put in play when AXC-19 is discarded. These units arrive in the Fall Braun Box prior to the play of ALC-23 (Torch Invasion). After that they arrive in Sicily.

24.0 SCENARIO 1: FOX KILLED

This is based on the original Fox Killed scenario. It covers the Italian invasion of Egypt and the ensuing British counteroffensive.

Game Length

Start: GT 4, Phase 6

Initiative: Axis

End Scenario: After the completion of GT 9

Maps in Play: Use maps C and W. The Axis controls all hexes in Libya, the Allies all hexes in Egypt.

Rules: All rules are in force except as modified below.

- a) Ocean Shipping (20.2).
- b) Off-map Areas (22.0) are not used, nor are Desert Raiders (16.0).

Exception: The Nile River Valley (22.1).

- c) MET Tracks are not used.
- d) Changes to the GT scenario ends listed on all cards are ignored.

24.1 Axis Set Up

AXC-1: At Start (Map L): Ignore set up instructions, set up the below divisions as follows:

- a) **Within 8 hexes of C2331 (Tobruk):**
1 CCNN, 2 Libyan.
- b) **C0803:** 2 CCNN
- c) Ignore all non-divisional units and the 17 Pavia, 25 Bologna, 27 Brescia, 55 Savona Divisions.
- d) **C0701 (El Agheila):** 1 × Base
- e) Remaining units arrive as reinforcements (see below).

AXC-2: At Start (Maps C & W) with the below modifications. The four Italian divisions listed as starting within 4 hexes of C2331 (Tobruk) start within 8 hexes of Tobruk.

AXC-5: Parallel War 1940. Ignore the arrival GTs (after set up the card should be aside), set the units up as follows:

- a) Ignore the MET markers.
- b) **Within 8 hexes of C2231:** 64 Ctnzaro, Babini (depleted), Maletti, Ragg X.
- c) Place the Libya Air unit in the Axis Air Superiority or North Africa Box (player's choice).
- d) GT 10 reinforcement (San Mrco) is not used.

Important: 10 Bers Inf Rgt arrives as a reinforcement.

Axis Events:

AXC-5: Parallel War 1940 in effect.

AXC-8: Fifth Army it not used.

AXC-9: Axis in Egypt is available (used only to determine victory).

Axis Reinforcements

All units arrive at hex C0701 (El Agheila).

Exception: One dump or two steps of combat units may arrive using coastal shipping (23.3.2).

Important: Ignore AXC-3 (Monthly Support), it is not used.

Each GT: 2 × Dump, 1 × Italian RP.

GT 6: 61 Sirte

GT 7: 60 Sabrtha, 10 Ber

Axis Supply:

Is traced from the base located at C0701 (El Agheila). The base is automatically activated each GT.

24.2 Allied Set Up

ALC-1: MEC At Start (off-map)

- a) Do not use units designated as Cape Route Box.
- b) Do not set up units designated as Desert Training Track, they arrive as reinforcements.

Exception: 4 NZ BG, place this unit in the NRV.

- c) Place remaining units as noted.

ALC 2: MEC At Start (Map W). Place all units as noted.

ALC-5: MET Levant, place 7 Ind BG within 3 hexes of W2118. Ignore all other instructions and units.

Important: Ignore all other instructions on this card.

Allied Events

No Allied events are used in this scenario.

Allied Reinforcements

All reinforcements arrive in the NRV Box.

Each GT: 4 × MSU, 1 × Refit

GT 7: 16 Aus BG, 17 Aus BG, 19 Aus BG, 6 Aus Cav

GT 8: 20 Aus BG, 3 Ind, 6 NZ BG

GT 9: 3 Lt Arm (depleted), 2 SG (depleted), KDG, 24 Aus BG, 26 Aus BG.

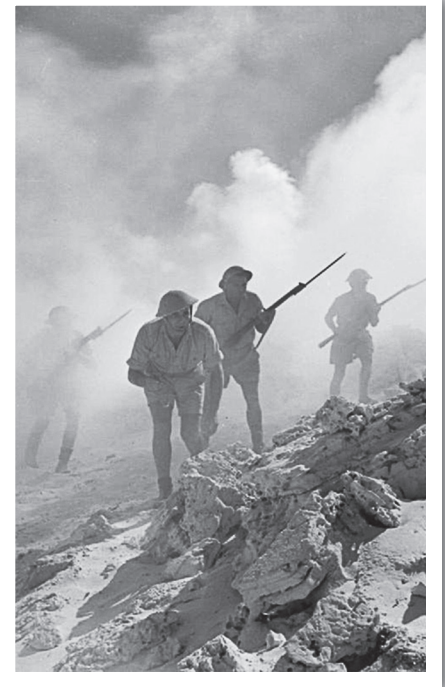
Allied Supply

Allied supply is traced normally.

Allied Withdrawals

Follow the procedures in 7.4.

- a) If any of the below units have failed to withdraw at the end of the listed GT, the Axis player immediately wins the scenario.
- b) If any of the required units have been eliminated prior to withdrawal, the Allied player must immediately expend one refit point for each unit eliminated. If the required refit points are not available, the Allied player forfeits all arriving refit points until one refit



point has been expended for each eliminated unit that failed to withdraw. If at the end of the scenario the Allied player has been unable to expend the required refit points, it is treated as if the withdrawal was not made.

GT-8: 5 Ind BG, 7 Ind BG, 11 Ind BG, CIH

GT-9: 4 NZ BG, 6 NZ BG, 16 Aus BG, 17 Aus BG, 19 Aus BG, 6 Aus Cav

24.3 Victory Conditions

Axis Victory: The Axis player wins by controlling Tobruk (C2331) with an overland LOC to El Agheila (C0701), or if AXC-9 (Axis in Egypt) is in effect at the end of play.

Allied Victory: The Allied player wins if both Tobruk (C2331) and Bardia (W2104) are Allied-controlled, in general supply, and have an overland LOC to the Nile River Valley Box.

Draw: If neither player achieves the objectives listed below, the game is a draw.



This is an extension of the Fox Killed scenario built on the assumption the Greek expedition is not sent, allowing O'Connor to continue the drive on Tripoli.

Important: All instructions in 24.0 are used except as modified in this section.

Game Length

Start: GT 4, Phase 6

Initiative: Axis

End Scenario: After the completion of GT 11

Maps in Play: Use maps C, L, S and W. The Axis controls all hexes in Libya, the Allies all hexes in Egypt.

Rules: All rules are in force except as modified below.

- a) Ocean Shipping (20.2).
- b) Off-map Areas (22.0) are not used, nor are Desert Raiders (16.0).

Exception: The Nile River Valley (22.1) and Italy.

- c) MET Tracks are not used.
- d) Changes to the GT scenario ends listed on all cards are ignored.

25.1 Axis Set Up

AXC-1: At Start (Map L). Except for those units listed below, set up units in accordance with the card.

- a) Within 8 hexes of C2331 (Tobruk): 1 CCNN, 2 Libyan.
- b) S0734 (El Agheila): 2 CCNN.
- c) Ignore the Gadamis Oasis Box set up.
- d) C0803 (Mersa Brega) 1 × Base.
- e) Remaining divisions are moved to AXC-7 (see below).

AXC-2: At Start (Maps C & W) Except as listed below, set up units in accordance with AXC-2.

- a) The four Italian divisions listed as within 4 hexes of C2331 (Tobruk) start within 8 hexes of Tobruk.

AXC-5: Parallel War 1940. Set up as listed below.

- a) Ignore the MET markers.
- b) Within 8 hexes of C2331 (Tobruk): 64 Ctnzaro, Babini (depleted), Maletti, Ragg X.
- c) Place the Libya Air unit in the Axis Air Superiority or North Africa Box (player's choice).
- d) GT 6 reinforcement arrives at Tripoli as noted below.
- e) Ignore GT 7 reinforcement, it is not used.

AXC-8: Fifth Army. The 17 Pavia, 25 Blogna, 27 Brescia, 55 Savona, 60 Sabrtha, and 61 Sirte Divisions are not yet activated.

Axis Events:

AXC-5: Parallel War 1940. Only GT 6 reinforcement is received, all other available units are listed in set up.

AXC-6: Parallel War 1941. Only GT 9 and GT10 reinforcements are used (see below).

AXC-8: Fifth Army is in effect.

AXC-9: Axis in Egypt is available (used only to determine victory).

Axis Reinforcements

All reinforcements arrive in Italy. The Axis side may ship 14 steps of any type of unit per GT to Tripoli. MSU and dumps count as 2 steps. RP count as 1 step.

Important: The Axis can use coastal shipping (20.3).

Important: Ignore AXC-3 (Monthly Support), it is not used.

Each GT 5 to GT 8: 1 × Dump, 1 × Italian RP.

GT 6: AXC-4 GT-6

GT 9 to GT 11: 2 × Dump, 1 × IT RP, 1 × GE RP

GT 9:

AXC-6: GT-9 reinforcements.

AXC-10: GT-9 reinforcements. GE StG-1 air unit arrives if there is an Axis controlled airfield on any in play map. If the airfield is not available this GT, the unit is removed from play.

GT10:

AXC-6: GT-10 reinforcements. Units noted as entering as upgrades are ignored.

AXC-10: GT-10 reinforcements.

Axis Supply

General supply is traced from the primary base at Tripoli. The base is automatically activated each GT.

25.2 Allied Set Up

ALC-1: MEC At Start (off-map)

- a) Do not use units designated as Cape Route Box.
- b) Do not set up units designated as Desert Training Track, they arrive as reinforcements.

Exception: 4 NZ BG, place this unit in the NRV.

- c) Place remaining units as noted.

ALC 2: MEC At Start (Map W). Place all units as noted.

Within 3 hexes of W2118: 7 Ind BG

Allied Events

No Allied events are used in this scenario.

Allied Reinforcements

All reinforcements arrive in the NRV Box.

Each GT: 4 × MSU, 1 × Refit

GT 7: 16 Aus BG, 17 Aus BG, 19 Aus BG, 6 Aus Cav

GT 8: 20 Aus BG, 3 Ind, 6 NZ BG

GT 9: 3 Lt Arm (depleted), 2 SG (depleted), KDG, 24 Aus BG, 26 Aus BG

Allied Supply

Allied supply is traced normally.

Allied Withdrawals

Follow the procedures in 7.4.

- a) If any of the below have units failed to withdraw at the end of the listed GT, the Axis player immediately wins the scenario.
- b) If any of the required units have been eliminated prior to withdrawal, the Allied player must immediately expend one refit point for each unit eliminated. If the required refit points are not available, the Allied player forfeits all arriving refit points until one refit point has been expended for each eliminated unit that failed to withdraw. If at the end of the scenario the Allied player has been unable to expend the required refit points, it is treated as if the withdrawal was not made.

GT-8: 5 Ind BG, 7 Ind BG, 11 Ind BG, CIH

GT-9: 4 NZ BG, 6 NZ BG, 16 Aus BG, 17 Aus BG, 19 Aus BG, 6 Aus Cav

25.3 Victory Conditions

The player controlling L2817 (Tripoli) at the end of the game, in any supply state, wins.

26.0 SONNENBLUME

This is based on the short scenario in the original **Desert Fox** game, and covers Rommel's first dash across Cyrenaica, which caught both sides by surprise.

Game Length

Start: GT 10, Phase 12

Initiative: Axis (surprise is in effect).

End Scenario: After the completion of GT 14,

Maps in Play: Use maps C and W. The Allies control all hexes, except for those hexes occupied by Axis units during set up.

Map Modifications: The road from Sollum (W2004) to Sidi Barrani (W2110) is complete, place the finished road marker in Sidi Barrani.

Rules: All rules are in force except as modified below.

- a) Ocean Shipping (20.2).
- b) Off-map Areas (22.0) are not used, nor are Desert Raiders (16.0).

Exception: The Nile River Valley (22.1).

- c) MET Tracks are not used.
- d) ALC-11 (Allied Appeal) and AXC-4 (Axis Appeal) affect the length of the scenario. Each card may be played once during the scenario.

Important: No other end scenario modifications are made.

26.1 Axis Set Up

Italian

El Agheila (C0701): 27 Brescia, 132 Ariete, 8 Ber, Nizza, 132 Cel, Base (active), 2 × MSU, 2 × Dump.

Refit Box: 60 Sabrtha, 10 Ber, San Mrco.

Destroyed Box: 61 Sirte, 62 Mrmrica, 63 Cirene, 64 Ctnzaro, 1 Libyan, 2 Libyan, 1 CCNN, 2 CCNN, 4 CCNN, Rag X, Babini, Maletti,

German

Axis Air Units, North Africa Box: FF Africa
C0702: Kasta, 5 Pz, Stab 200, 3 Aufkl, 605 PzJg, 1/18 FLK, 300 Oasis.

Axis Events:

- AXC-3:** Monthly Support is active.
- AXC-6:** Parallel War (1941) is active.
- AXC-10:** AfrikaKorps is active.

Important: Do not use the reinforcements noted as arriving for AXC-6 and AXC-10, the cards are only listed to note the level of support given as monthly support.

AXC-4: Axis Appeal is available.

AXC-9: Axis in Egypt is available (used only to determine victory).

Axis Reinforcements

All units arrive at hex C0701.

Exception: One dump or two steps of combat units may arrive using coastal shipping (20.3). Additionally if the Axis side plays AXC-4 (Axis Appeal) the Axis may use air lift (13.7).

GT 11: (all units Italian) 17 Pavia, 25 Bolgna, 55 Savona, 102 Trn-AP.

GT 12: Italian Libya air unit is placed in the Air Units North Africa Box.

Axis Supply

Is traced from the base located at C0701 (El Agheila). The base is automatically activated each GT.

26.2 Allied Set Up

C0603: KDG

C0803 (Mersa Brega): 2 SG (depleted), 1 × Dump.

C0804: 3 Lt Arm (depleted)

C1407: 1 × Dump

C1812 (Msus): 1 × Dump

C2319 (Mechili): 1 × Dump

C2331 (Tobruk): 26 Aus BG, Tobruk, 1 × MSU, 1x Base (active)

Within 1 hex of C2331 (Tobruk): 3 × Level 1 Forts

C2410 (Barce): 1 × Dump

Within 3 hexes of C2410 (Barce): 20 Aus BG, 24 Aus BG

C2423 (Tmimi): 1 × Dump

C2718 (Cyrene): 1 × Dump

C2821 (Derna): 1 × Dump

W2118 (Mersa Matruh): 22 (d), 3 Ind, 13 Corps (d), Railhead, Base (active)

W2232 (Alexandria): Alexandria

NRV Box: 11 Huss, 18 Aus BG, 9 Aus Cav, Polish, 1 × MSU, 1 × Refit

Cape Route Box: 4 × MSU, 1 × Refit

Refit Box: 4 Lt Arm, 7 Lt Arm, 7 SG, 1 Tank, 32 Tank, 30 Corps

Allied Events:

ALC-9: MEC Reinforcements is active. Use GT 12 and GT 14 Reinforcements only.

ALC-12: Taranto is active. Ignore reinforcements. This card only listed to note the level of support given as monthly support.

ALC-14: Eighth Army is active. Ignore reinforcements. This card only listed to note the level of support given as monthly support.

ALC-10: MEC Monthly Support is active.

ALC-11: Allies Appeal is available.

ALC-13: ULTRA is available GT 11.

Allied Reinforcements

In addition to the reinforcements received by the Allied Events listed above, the following reinforcements are available. All the reinforcements below arrive in the NRV Box.

GT12: During the Reinforcement Phase, roll 1d6 for each of the following units; 7 Ind BG, 11 Ind BG, CIH, 1 SA BG, 2 SA BG, 5 SA BG, and 3 SA Rec. On a roll of 1–3 the unit arrives on GT 12; on a roll of 4–6 the unit arrives on GT 13.

GT13: During the Reinforcement Phase, the following units arrive: 201 Group (place in the Allied Air Units, North Africa Box), 1 Lt Arm, 14 BG, 4 NZ BG, 5 NZ BG, 6 NZ BG, 2 NZ Cav. Make a morale check (8.1) for each ground unit; if the unit fails, it is depleted and arrives on GT-14.

GT14: During the Reinforcement Phase, roll one die for each of the following units; 16 BG, 23 BG, 5 Ind BG, and Royals. On a roll of 1–3 the unit arrives on GT 14; on a roll of 4–6, the unit arrives on GT 15.

26.3 Victory Conditions

Smashing Victory:

Axis: The Axis player wins a smashing victory by:
a) Controlling Tobruk (C2331) with an overland LOC to El Agheila (C0701); **or,**
b) Meeting the conditions on AXC-9 (Axis in Egypt). The conditions must still be met at the end of the scenario.

Allied: The Allied player wins a smashing victory by controlling Tobruk (C2331) with an overland LOC to the Nile River Valley.

Marginal Victory:

If neither player wins a smashing victory, count the standard port capacity of all ports held by the Axis player (on Maps C and W) that have an LOC to C0701.

- a)** If the number is five or more the Axis player wins a marginal victory.
- b)** If the number is four or fewer the Allied player wins a marginal victory.

27.0 DESERT FOX

This is based on the long scenario in the original **Desert Fox** and covers the entire desert war from Rommel's arrival to his final expulsion from Egypt and Cyrenaica. All instructions in 26.0 are used except as modified in this section.

Game Length

Start: GT 10, Phase 12

Initiative: Axis (surprise is in effect).

End Scenario: After the completion of GT 29.

Maps in Play: Use maps C and W. The Allies control all hexes, except for those hexes occupied by Axis units during set up.

Map Modifications: The road from Sollum (W2004) to Sidi Barrani (W2110) is complete, place the finished road marker in Sidi Barrani.

Rules: All rules are in force except as modified below.

- a) Ocean Shipping (20.2).
- b) Off-map Areas are not used (22.0).

Exception: The Nile River Valley (22.1), and Cape Route Box (20.2.4).

- c) (Optional) Desert Raiders (16.0) and the Oasis Tracks may be used.
- d) MET Tracks are not used, except where noted in the Allied Events.
- e) In place of 19.7.2 (Strike Types & Results), make two 1d6 rolls for Malta strikes on Axis convoys. Each roll of 5–6 is a hit. Roll again for each hit: on a 1–4 the Axis player selects a step or supply unit to be lost, on a 5–6 the Allied player makes the selection. If the Herkules invasion (AXC-16) succeeds, make no additional die rolls.
- f) If the Allied player uses Mediterranean shipping after GT 13, the Axis player may make two strikes against it using the procedures as noted in (e) above.

27.1 Axis Set Up

Use the Axis set up from Sonnenblume (26.0). In addition to the previous units add:

- a) All garrison units for Map W and C to the Axis Destroyed Box.
- b) Place the 102 Trento, Ragg 102, 61 and 62 in the Axis Upgrade Box.

Axis Events:

AXC-3: Monthly Support is active.

AXC-6: Parallel War is active.

AXC-10: AfrikaKorps is active (ignore all but GT-10 reinforcements). Prior to start of play, the Axis player conducts the action noted for GT-10. If he chooses to receive the noted units, they arrive on

GT-11. They do count towards the shipping steps allowed. Once this decision is made.

AXC-4: Axis Appeal is available.

AXC-9: Axis in Egypt is available.

AXC-15: Egyptian Revolt is available.

AXC-16: Operation C3 is available.

AXC-17: Herkules is available.

AXC-18: Aida is available.

Axis Reinforcements

Important: Units noted on any card as arriving on Sicily or Crete are not used in this scenario.

All units (unless stated otherwise) arrive at hex C0701 during any friendly Movement Phase, subject to the instructions below:

- a) A maximum of 14 shipping steps may arrive per GT.
- b) A maximum of one dump or two RP may arrive in any single Movement Phase. These units do count against the total shipping steps.
- c) In addition to the above, one dump or two steps of combat units may arrive using coastal shipping (20.3). Additionally if the Axis side plays an AXC-4 (Axis Appeal) the Axis may use air lift (13.7). Units and dumps arriving via these two methods do not count against the total shipping steps.

GT 11:

C0701: (Italian) 17 Pavia, 25 Bolgna, 55 Savona, 102 Trn-AP. I/Sahara (optional), and II/Sahara (optional). They do not count against the total shipping steps.

C0701: (German) See AXC-9 Axis Events for possible arrival of German units. These units do count against the total shipping steps.

GT 12:

Air Units North Africa Box: Libya air unit.
C0701: 7 Ber, Ragg XXI, 31 Gaust. These units do count against total shipping steps.

GT-13: Beginning GT-13 Axis reinforcements are available as dictated by the Event Cards, applying the below exception.

Exception: Foot units are available for arrival at C0701 two GTs later than noted on their card. All other units (including dumps, MSU, and RP) are available for arrival at C0701 one GT later than noted on their card.

GT-27: If the Axis player triggers AXC-18 (Aida) the following units are available on T27: 125, KG 125, 382, KG 382, 433, KG 433, 164 Aufkl, 220 Art, and Afrika (r).

27.2 Allied Set Up

C0603: KDG

C0803 (Mersa Brega): 2 SG (depleted), 1 × Dump

C0804: 3 Lt Arm (depleted)

C1407: 1 × Dump

C1812 (Msus): 1 × Dump

C2319 (Mechili): 1 × Dump

C2331 (Tobruk): 26 Aus BG, Tobruk, 1 × MSU, 1x Base (active)

Within 1 hex of C2331 (Tobruk): 3 × Level 1 Forts

C2410 (Barce): 1 × Dump

Within 3 hexes of C2410 (Barce): 20 Aus BG, 24 Aus BG

C2423 (Tmimi): 1 × Dump

C2718 (Cyrene): 1 × Dump

C2821 (Derna): 1 × Dump

W2118 (Mersa Matruh): 22 (d), 3 Ind, 13 Corps (d), Railhead, Base (active)

W2232 (Alexandria): Alexandria

NRV Box: 11 Huss, 18 Aus BG, 9 Aus Cav, Polish, 1 × MSU, 1 × Refit

Cape Route Box: 4 × MSU, 1 × Refit

Refit Box: 4 Lt Arm, 7 Lt Arm, 7 SG, 1 Tank, 32 Tank, 30 Corps

Allied Events:

ALC-6: MET SW Asia is active. Units arriving on card enter the NRV Box 12 GTs after the turn indicated.

ALC-11: Allies Appeal is available.

ALC-8: MEC Reinforcements is active. Use GT 11 and later reinforcements.

ALC-10: MEC Monthly Support is active.

ALC-12: Taranto is active.

ALC-13: ULTRA is available GT 11.

ALC-14: Eighth Army is active.

ALC-16: Greek Campaign is active. Used for GT 13 and GT 25 reinforcements only.

ALC-17: Syrian Campaign is active. Used for GT 19 and GT20 reinforcements only.

ALC-18: Australian Corps is active.

ALC-19: Pacific Theater activates on GT 14.

ALC-20: Brigade Groups is available.

Allied Reinforcements

In addition to the reinforcements received by the Allied Events listed above, the following reinforcements are available. All the below reinforcements arrive in the NRV Box.

GT12 AOI Campaign: During the Reinforcement Phase, roll 1d6 for each of the following units; 7 Ind BG, 11 Ind BG, CIH, 1 SA BG, 2 SA BG, 5 SA BG, and 3 SA Rec. On a roll

28.0 DESERT WAR

of 1–3 the unit arrives on GT 12; on a roll of 4–6 the unit arrives on GT 13.

GT13 Greek Campaign: During the Reinforcement Phase, the following units arrive: 201 Group (place the Allied Air Units in the North Africa Box), 1 Lt Arm, 14 BG, 4 NZ BG, 5 NZ BG, 6 NZ BG, 2 NZ Cav. Make a morale check for each ground unit; if the unit fails, it is depleted and arrives on GT-14.

GT14 Syrian Campaign: During the Reinforcement Phase, roll one die for each of the following units; 16 BG, 23 BG, 5 Ind BG, and Royals. On a roll of 1–3 the unit arrives on GT 14; on a roll of 4–6, the unit arrives on GT 15.

27.3 Victory Conditions

Smashing Victory:

Axis: The Axis player wins a smashing victory by controlling every hex of the primary road from C0701 to W2134. For victory purposes, an Allied ZOC on a primary road gives control of the hex to the Allied player.

Allied: The Allied player wins a smashing victory if there is not an Axis base on the map with an overland LOC to C0701.

Marginal Victory:

If neither player wins a smashing victory, count the standard ports held by each side. The side with the larger number of ports wins a marginal victory.

This scenario covers the entire campaign for control for the eastern littoral of North Africa.

Game Length

Start: GT 1, Phase 6

Initiative: Axis.

End Scenario: After the completion of GT 33. The end of the scenario is subject to modification.

Maps in Play: Use maps L, S, C and W.

Rules: Use all rules.

28.1 Axis Set Up

Units are set up as directed by AXC-1 and AXC-2.

Axis Events: No events are in effect.

Axis Cards:

AXC-3: Monthly Support is in play.

AXC-4 through AXC-18: Available for play.

Axis Reinforcements: As directed by cards.

28.2 Allied Set Up

Units are set up as directed by ALC-1, ALC-2, ALC-4 and ALC-5.

Allied Events: No events are in effect.

Allied Cards:

The following cards are in play:

ALC-7: MEC Reinforcements.

ALC-18: Australian Corps

ALC-10: MEC Monthly Support

All remaining cards except ALC-21 through ALC-28 are available.

Allied Reinforcements: As directed by cards.

28.3 Victory Conditions

The Axis player wins if at the end of the game there is an Axis base in a port with a capacity of three standard boxes or more, and the port is not in an Allied ZOC. The Allied player wins by preventing an Axis victory.

29.0 RUN FOR TUNIS

This is based on half the original Trail of the Fox game, covering just the Torch landings and the initial Allied drive on Tunis.

Game Length

Start: GT 30, Phase 6

Initiative: Allies

End Scenario: After the completion of GT 31.

Maps in Play: Use maps A and T. The Axis control all hexes in Libya. French North Africa is in play.

Rules: Use all rules.

29.1 Axis Set Up

Available Air Units: (German) FKII, StG I

(Italian) 2 AS

Sicily: (German) Barenthin, 5 FJ, 11 Pio, 47, 190 PzAbt

(Italian) 1 Superga

Fall Braun Box: All units on AXC-19 (Fall Braun)

Axis Events:

AXC-19: Fall Braun in effect.

Axis Cards:

AXC-20: Fall Braun in play. GT 31 reinforcements only.

Axis Reinforcements:

Sicily: Each GT, 1 × Dump.

Available: Each GT: 2 × Air Transport.

GT 31: AXC-20, GT reinforcements.

29.2 Allied Set Up

Place all units listed on ALC-21 (Operation Torch Buildup I) and ALC-22 (Operation Torch Buildup II), GT 30 units in the Torch Box.

Place ALC-3 (VF at Start) units as directed by the card.

Allied Events:

ALC-21 and ALC-22: Operation Torch Buildup are in effect.

ALC-23: Operation Torch Invasion is available for play.

Allied Cards:

ALC-24: Operation Torch Tunisia is available.

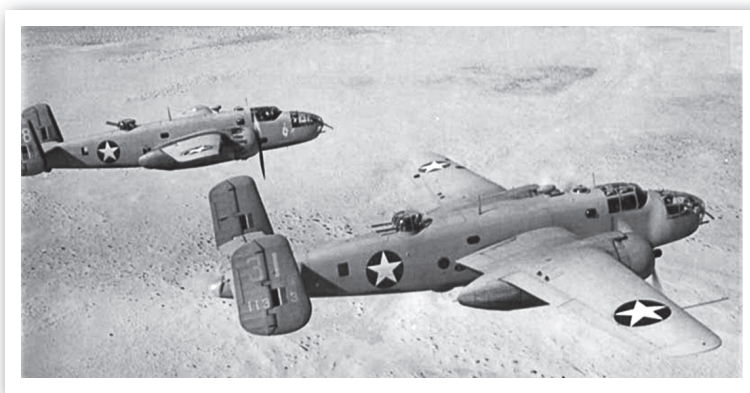
ALC-25: US Experience is available.

ALC-27: Vichy Accord is available

Allied Reinforcements: As directed by cards.

29.3 Victory Conditions

The player controlling T6017 (Tunis) at the end of the game, in any supply state, wins.



30.0 TRAIL OF THE FOX

This is the other half of the original Trail of the Fox game, covering the pursuit of Rommel through Tripolitania.

Game Length

Start: GT 31, Phase 12

Initiative: Axis

End Scenario: After the completion of GT 33.

Maps in Play: Use maps L and S. The Axis control all hexes.

Rules:

Axis and Allied coastal shipping is not available (20.3).

Axis units may not end any phase in a hex on or east of Sxx34.

30.1 Axis Set Up

L2817 (Tripoli): (Italian) San Marco, Primary Base (active), 1 × MSU, 3 × Dump, 1 × Italian RP, 1 × German RP

Within 3 hexes of L2817 (Tripoli): (Italian) 80 LaSpzia, 50 Imper, 10 Bers, RE Lodi, 136–137, 557–558

L2909: (Italian) Tunisia

Within 3 hexes of S0931 (Marble Arch): (Italian) 16 Pistoia, 31 Cent, 5 Ber, Monfrro, 131 Cel

Gadamis Oasis: (Italian) I/Sahara, II/Sahara

Refit Box: (German) 361, 220 Art, II/5 FLK, I/6 FLK, I/18 FLK, II/25 FLK, I/43 FLK, I/53 FLK, 114 FLK

Refit Box: (Italian) 101 Trieste, Ragg XX

Destroyed Box: (German) FJ Lehr, Hecker, 125, 382, 433, Afrika Art

Destroyed Box: (Italian) 17 Pavia, 25 Bolgna, 27 Brescia, 60 Sabrtha, 102 Trn-aP, 185 Flgre, 18 AA, 501 AA, 502 AA, 503 AA

Sicily: (Italian) 2 AS, (German) FK II, StG I

Libya: (German) FFAfrika

Axis Events: No events.

Axis Cards: No cards are used.

Axis Reinforcements:

GT-31 Phase 12: El Agheila (S0734) Ramcke (depleted), Kasta, 605 PzJg, 2 × MSU

In each of the groups below, units equal to the number of steps listed arrive at El Agheila.

Remaining steps are placed in the Refit Box. All units are German except where noted.

Group 1 (5 steps): 8 Pz L, 115, 33 Aufkl, 33 Art, 33 PzJg, KG 15 Pz, KG Menny

Group 2 (4 steps): 5 Pz L, 104, 3 Aufkl, 155 Art, 39 PzJg, KG 21 Pz

Group 3 (4 steps): 155, 200, Afrika, 580 Aufkl, 190 Art, KG 90 Lt

Group 4 (3 steps): 125, 382, 433, 164 Aufkl.

Group 5 (3 steps): (Italian) 7 Ber, 9 Ber, 8 Ber Auto

Group 6 (3 steps): (Italian) 132 Ariete, 8 Ber, Nizza, 132 Cel, 551–552

Group 7 (2 steps): (Italian) 133 Litt, 12 Ber, Novara, 3 Cel, 554–556

Group 8 (3 steps): (Italian) 136 GGFF, Ragg XXI, RE CAM

GT 32 and GT 33: Tripoli (L2817) 2 × Dump, 1 × Italian RP, 1 × German RP

30.2 Allied Set Up

Malta: 201 Group, Malta (in port)

Allied Events:

ALC-13: ULTRA is available.

Allied Cards: No other cards are used.

Allied Reinforcements: Units enter at any hex on the east edge of Map S on the turns indicated. All are in general supply when entering.

Each GT (including GT 31): 3 × Dump, 1 × RP, any two may arrive in each friendly Movement Phase in S0734 (El Agheila).

GT 31: 30 Corps, B, H, 78 SG, 11 Huss, 152, 153, 154, 51 Spt, 51 Recce, E, 5 NZ, 6 NZ, NZ Spt, 2 NZ Cav, 3 × MSU, 3 × Dump.

GT 31 or after: Any oasis box: LeClerc.

GT 32: 204 Group, 212 Group, 10 Corps, A, 7 Motor, 1 SG, 12 Lanc, 69, 151, 1 Greek, 50 Spt, 50 Recce, 4 Ind: 5 Ind, 7 Ind, 161 Ind, CIH, 4 Ind Spt

GT 33: 202 Group, 205 Group, Eighth, 201 Gds, 8 Arm, 23 Arm, 1 Tank, 1 FF (depleted), 2 FF (depleted), Remy (depleted)

30.3 Victory Conditions

The Axis player wins if at the end of the scenario there is an Axis base on the map with an LOC to L2909. The Allied player wins by preventing an Axis victory.

31.0 TUNISIAN CAMPAIGN

This scenario combines Run for Tunis and Trail of the Fox to cover the entire Tunisian campaign.

Important: All rules in 29.0 and 30.0 apply unless altered below.

Game Length

Start: GT 30, Phase 6

Initiative: Allies

End Scenario: After the completion of GT 36.

Maps in Play: Use maps A, T, L and S. All hexes in Libya are Axis controlled, all hexes in Algeria and Tunisia are VF controlled.

Rules:

a) The Axis player has initiative on maps L & S, on GT 31 regardless of the initiative roll.

b) If the Allies capture Tripoli (L2817) and it has an all primary road LOC to S0734, the Allies may use coastal shipping for the arrival of the Dumps and RP.

31.1 Axis Set Up

Set up in accordance with 29.1 and 30.1 with the following exceptions:

L1633 (Beurat): (Italian) 31 Cent, 5 Ber, Monfrro, 131 Cel.

S1410 (Sirte): 16 Pistoia

31.2 Allied Reinforcements

Reinforcements listed in 30.0 Trail of the Fox arriving on GT 31, arrive in Phase 15.

GT 34: S0734: 167, 168, 169, 56 Spt

31.3 Victory Conditions

The Axis player wins if at the end of the scenario there is an Axis base in a port with a capacity of three standard boxes or more, and the port is not in an Allied ZOC. The Allied player wins by preventing an Axis victory.

32.0 ROMMEL'S WAR



This scenario, combining Desert Fox and Tunisian Campaign to cover the entire campaign from Rommel's entry to the clearance of Africa, is based on a similar scenario in OTF.

Important: All instructions in 27.0 and 29.0 apply except as modified below.

Game Length

Start: GT 10, Phase 12.

Initiative: Axis (Surprise)

End Scenario: After the completion of GT 38.

Scenario end is subject to modification by events.

Maps in Play: All maps. The road from W2004 (Sollum) to W2110 (Sidi Barrani) is finished; place a finished road marker on it. The Allies control all hexes on Maps C and W except those containing Axis units at the set up.

Important: 32.1 and 32.2 were intentionally not listed.

32.3 Victory Conditions

The Axis player wins if at the end of the scenario there is an Axis base in a port with a capacity of three or more, and the port is not in an allied ZOC. The Allied player wins by preventing an Axis victory.

33.0 NORTH AFRICAN CAMPAIGN

This is the grand campaign game covering the entire war in North Africa.

Game Length

Start: GT 1, Phase 2

Initiative: Axis

End Scenario: After the completion of GT 38.

Scenario end is subject to modification by events.

Maps in Play: All maps.

Rules: Use all rules.

33.1 Axis Set Up

Set up units in accordance with AXC-1 and AXC-2.

Axis Events: No events have been played.

Axis Cards: All cards are available.

Axis Reinforcements: As directed by cards.

33.2 Allied Set Up

Set up units in accordance with ALC-1, ALC-2, ALC-3, ALC-4 and ALC-5

Allied Events: No events have been played.

Allied Cards: All cards are available.

Allied Reinforcements: As directed by cards.

33.3 Victory Conditions

The Axis player wins if at the end of the game there is an Axis base in a port with a capacity of three or more, and the port is not in an Allied ZOC. The Allied player wins by preventing an Axis victory.



EXAMPLE OF PLAY

The purpose of this example is not to present a “school” solution to a tactical problem, but to illustrate fundamental game mechanics.

Note: There are numerous Allied and Axis units available, but for purposes of this example they will not have an impact and are not shown.

The Situation: It is GT 10 (March 1941). The Allies have cleared the Italians from Cyrenaica and are redeploying for the Greek adventure. The Axis plan for March is to clear El Agheila, establish a base, and overrun Mersa Brega to open a path into Cyrenaica.

Note: Some phases are skipped as they have no effect on the operations outlined below.

Strategic Impulse

Air Superiority Phase (19.2): The Axis side has the FF Afrika air unit in the North Africa Box and the Italian Libya air unit in the Air Superiority Box. The Allies do not have any air units available, thus the Axis gain air superiority with a total of 3 (2 for the air unit in the Superiority Box plus 1 for the air unit in the North Africa Box equals 3 against the Allied count of zero).

Allocation Phase: Both the Allied and Axis players allocate dumps to activate their bases at Tripoli and Tobruk (12.2.3).

Initiative Phase (6.0): The Allies had the initiative in GT 9. the Allied player will roll for initiative, modifying the DR as follows:

a) The German Kasta unit is on the map and awards a +2 DRM.

Note: The Allied WDF was withdrawn on GT 9 in compliance with ALC-14.

b) The Axis has an air superiority of 3, gaining a +3 DRM to the DR.

c) Ultra is in play and decides to influence the initiative DR (ALC-13). The Allied player rolls 1d6 with a result of 6, giving the Allied player a -3 DRM.

d) The final DRM is +2.

e) The Allied player rolls 2d6 with a result of 10 + 2 DRM = 12. The result reads: **Change, Surprise.** The Axis player now has the initiative and surprise in effect (6.2).

Important: The Axis player must choose to be the 1st player to gain the surprise benefits.

Situation at the beginning of the 1st Player Impulse:

Allies:

Note: The position of all units at the beginning of the impulse is shown in the diagram of a portion of the Map Display using the letters below. (Allied units in black, Axis units in red).

A: The 2 SG (depleted), One RP, and a dump are at Mersa Brega (C0803).

B: The 3 Lt Arm (depleted) is in Benghazi (C-2308).

C: An active base is in Tobruk.

D: A dump is in C1407.

E: KDG is in El Agheila (C0701).

All Allied units are in GenS since they can trace a LOS to the base in Tobruk (12.3 & 12.4.1).

Note: The LOS from Tobruk extends to S1030 (14 MMP from Tobruk).

Axis:

A: The German FF Afrika air unit is in the North Africa Box. It is available to support ground operations (19.1.1).

B: The base at Tripoli (L2817) is active and there are 4 MSUs and 4 dumps stacked in the hex.

C: German units; Kasta, 3 Aufkl, 5 Pz, and I/18 Flak are at Beurat (L1633).

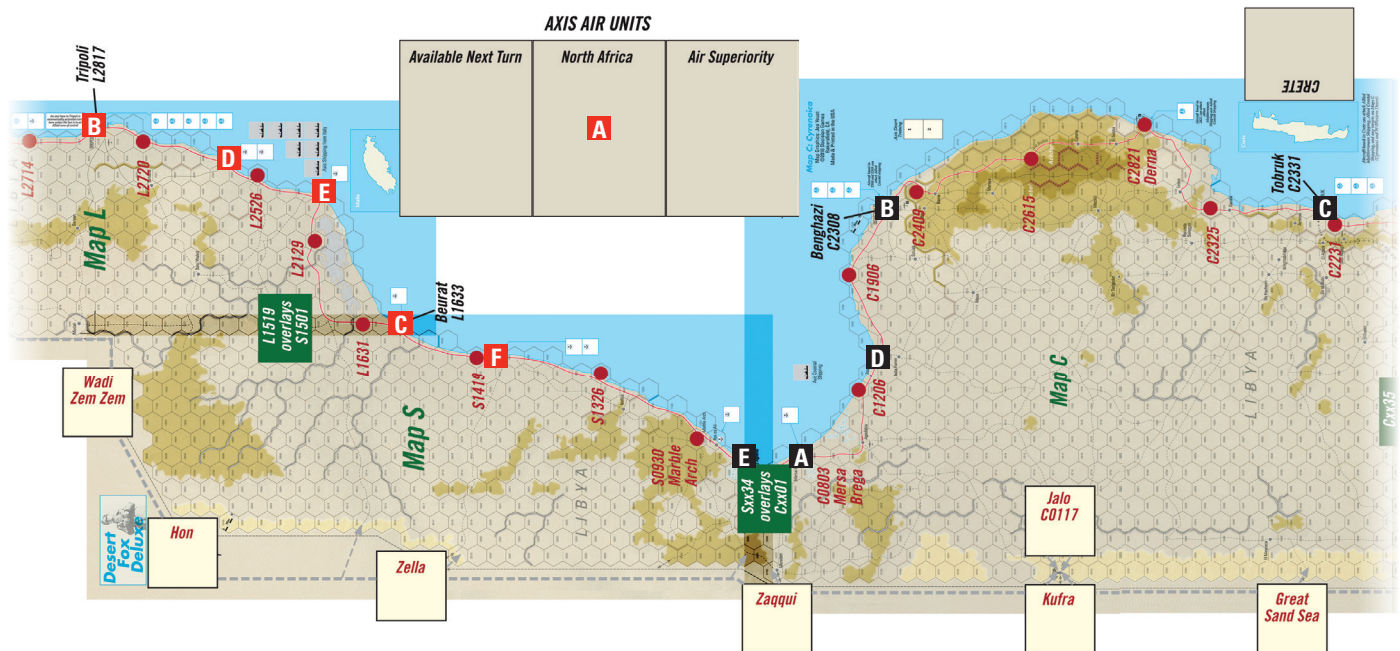
D: German units; Stab 200 and 605 PzJg are at Homs (L2624).

E: The Italian 8 Ber, 132 Cel, 132 Ariete and Nizza are at Misurata (L2429).

F: Brescia Div is at Sirte (S1420).

All Axis units are in GenS using the base at Tripoli.

Note: the LOS from Tripoli extends to Agadabia (C0907).



1st Player Impulse (Axis)

Movement Phase:

a) Since the terrain near Agheila (C0701) makes it impossible to surround the KDG, the Axis player decides to attempt an overrun of the KDG. The Axis player moves Kasta and 3 Aufkl from Beurat (L1633) to El Agheila (C0701) expending 1 MP per primary road hex (TEC) for a total 23 MP.

Important: The Kasta unit is an HQ (15.6), it (and any units stacked with it) do not expend additional MP for entering an EZOC, nor do they expend MP to conduct an overrun.

1) The KDG is unable to react as its reaction movement allowance (RMA) is not greater than the units conducting the overrun (13.4.3).

2) Since the German units enjoy recon superiority (15.3) the KDG recon capability has no effect.

3) Combat supply is not required when conducting or defending against an overrun (13.4.1)

b) The German player then conducts the overrun combat (refer to the CRT & 14.5). The Kasta and 3 Aufkl have a total combat strength of 6 with the KDG having a combat strength of 1. Thus the odds are 6:1 in desert terrain (All Other Line). The initial CRT column is 9. Shift 2 columns to the right to column 11 for surprise (6.2). The Axis player then rolls 1d6 obtaining a result of 1 and thus shifts 1 more column to the right to column 12.

Defender Results: Cross-referencing the column with KDG's morale of 2 yields a defender result of "Qw". No steps are lost as the quarter-step loss is rounded down to zero (14.6). The Allied player can choose to disrupt the KDG and hold in place or retreat the KDG 1, 2, or 3 hexes. The Allied player elects to retreat three hexes to C0603 (14.7).

Attacker Results: Both German units were in GenS when they started moving (12.5), thus the attacker result is determined on the supplied line. The result is a "m" morale check for each. The German player can conduct a withdrawal (retreat 1, 2 or 3 hexes) or conduct a morale check for each unit. The German player elects to conduct the morale checks. The DR for Kasta is 2; adding the morale of 1 yields 3, which is less than 7 so it passes. The roll for 3 Aufkl is 4; 4 + 1 = 5, and it also passes. Both the Kasta and 3 Aufkl are free to continue moving and expend 1 MP to move into hex C0702.

c) The 27 Brescia moves from Sirte to Ras es Ali (S0932).

d) Using road march (13.2.3), the 5 Pz has a MA of 29 (as a mech unit it expends 1 MP per primary road hex) and moves from Beurat to C0702. The I/18 Flak is a motorized unit and thus only expends one-quarter a MP per road hex and can easily move to C0702 without needing road march.

e) The German Stab 200 moves along the primary road to C0702 (again road march not required).

f) The 605 PzJg conducts a road march to hex S1325.

g) The Italians at Misurata move up to support the Germans; 132 Cel and 8 Bers to (C0502), 132 Ariete (using road march) to S1130, Nizza (using road march) to El Agheila (C0701),

h) The 4 MSU in Tripoli (all carrying dumps) then move to El Agheila (C0701).

Reaction Phase: Both the KDG and 2 SG are eligible for reaction movement (13.5), however the Allied player wants to hold onto the bottleneck in this area to allow the 9th Australian Div time to move closer to the front. Additionally, it would require him to abandon the RP and possibly the dump located at the front, so he declines to conduct reaction movement.

Important: If the Allied player had chosen to conduct reaction movement, the Allied player would have been affected by the surprise initiative outcome and would have had to roll 1d6 to determine the unit's RMA (6.2).

Combat Phase: There are no adjacent enemy units and thus no combat takes place.

2nd Player Impulse:

Movement Phase:

a) All Axis units are in GenS using the active base at Tobruk.

b) The Allied player expends the RP in C0803 to refit the 2 SG to full strength (17.2). While the 2 SG could move after refitting, the Allied player again holds his position hoping to delay the Axis forces.

c) The 3 Lt Arm moves along the primary road to C0804. The unit could have easily reached C0803 and stacked with the 2 SG, however by stopping in C0804 the 3 Lt Arm prevents the Axis player from overrunning hex C0803 and C0804 (13.4.2).

d) The KDG also remains in place hoping to delay a flank move around the 2 SG's position.

Important: Due to the initiative result surprise, the Allied player cannot use road march (6.2).

Reaction Phase: The Axis units in C0502 and C0702 are all eligible to conduct reaction movement, however since none of the Allied units began the phase in adjacent to an Axis unit, the units cannot move adjacent to any Allied units (13.5). The Axis player sees no reason to move any of those units and thus ends the phase.

Combat Phase: There are no adjacent enemy units and thus no combat takes place.

Diagram shows the positioning of units at the end of the 2nd Player Impulse.



1st Player Follow-on Impulse

Movement Phase:

- a)** All Axis units are in GenS using the active base in Tripoli.
- b)** The Axis player removes one MSU and one dump from hex C0701 and places a base in the hex with its OGS side showing (12.2.3).
- c)** As noted above, the German stack in C0702 cannot overrun the 2 SG, thus all units except the 3 Aufkl move to C0802 at a cost of 1 MP (again the Kasta eliminates the cost of entering an EZOC). The Axis player decides to conduct a mobile attack since all the units used less than the RMA (14.9.2). He places a mobile battle marker on the stack.
- d)** One MSU and one dump moves from C0701 to C0802.
- e)** The 132 Ariete moves from S1130 to C0701 picking up the Nizza unit and then both units move to C0603 to overrun the KDG. The 132 Ariete expended a total of 15 MP (11 terrain costs + 2 entering an EZOC + 2 overrun) and the Nizza 8 MP. The KDG is unable to react due to surprise (6.2) and having a maximum RMA of 6 (1d6) to the Nizza RMA of 6 (MA quartered, rounding fractions up). This is an overrun and combat supply is not needed for either side (13.4.1).

- 1)** The initial combat odds are 7:1 (All Other Line) column 10.
- 2)** Shift 2 columns to the right to column 12 for surprise (6.2).
- 3)** The Axis player rolls 1d6 with a result of 3, and shift 3 columns to the right to column 15.

Defender Results: The KDG has a morale of 2, garnering a "Hr" result. The KDG is eliminated and placed in the Refit Box (8.3).

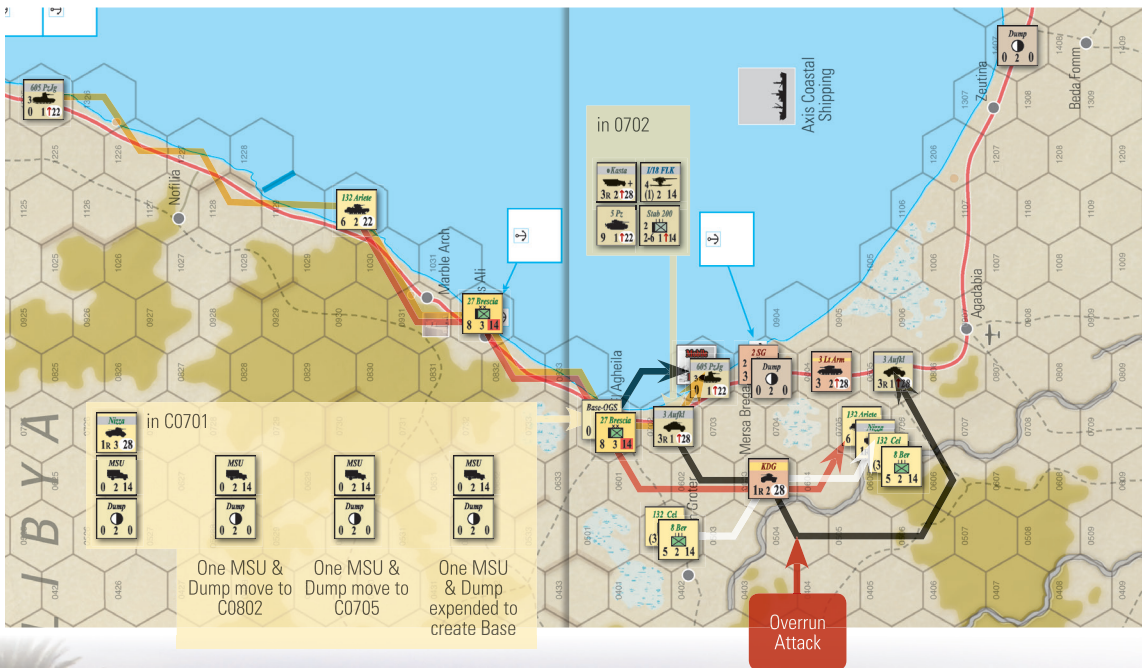
Attacker Results: All units were in GenS when they started movement, thus the Supplied Line is used garnering a "m" result. The Axis player takes his chances with a morale check. The 132 Ariete has a morale of 2 and rolls a 3, it passes. The Nizza has a morale of 3 and rolls a 3, it also passes.

- 4)** Both units continue moving to C0705 expending an additional 5 MP (42 for the two desert hexes and 1 for entering an EZOC).
- f)** The 132 Cel and 8 Bers move from C0502 to C0705 at a cost of 9 MP, joining the two other Italian units already there.
- g)** The 3 Aufkl in C0702 now moves to C0605 along the route; 0602 (desert 2 MP), 0603 (desert 2 MP), 0504 (desert 2 MP + 2 MP to cross Wadi), 0505 (desert 1 MP), 0506 (Track/rough 2 MP), 0606 (Track/rough 2 MP), 0706 (Track/desert 1 MP + track/Wadi 1 MP) and 0605 (Track/desert 1 MP + 1 MP EZOC) for a total expenditure of 18 MP.
- h)** The 605 PzJg moves from S1325 to C0802, but will not be able to join the mobile battle forming up there (place the unit on top of the mobile battle marker).
- i)** One MSU and dump move from C0701 to C0706. The Axis player has no further moves he wishes to make and ends the Movement Phase.

Reaction Phase: The Allied player could move the 2 SG and/or the 3 Lt Arm, however due to the Axis having the initiative (surprise) both units would be forced to roll 1d6 and one or both results could prevent them from moving. Additionally if the 2 SG moved it would have to leave the dump behind giving the Axis units a chance to capture it. He declares no reaction movement.

Combat Phase: (Just an observation, the Allied player is probably wondering what he thought he was going to accomplish by holding so far forward!)

- a)** The Allied player declares an attack using the Italian units in C0706 to attack the 3 Lt Arm.
 - 1)** The Axis player expends the dump in C0706 to provide combat supply (12.6).
 - 2)** The Allied player could expend the dump stacked with the 2 SG but decides to save it for now, and declares he is not in combat supply.
 - 3)** There are 15 attacking CF to 3 defending CF resulting in an odd ratio of 5:1. Using the All Other terrain line, the initial column is 9.
 - 4)** Shift 2 columns to the right to column 11 for surprise (6.2).
 - 5)** The Axis player rolls 1d6 with a result of 4, and shifts 4 columns to the right to column 15.
- Defender Results:** The 3 Lt Arm has a printed morale of 2, however since the unit is not in combat supply the unit has a morale of 3 (12.6). The unit receives an "E" result. The 3 Lt Arm is placed in the Destroyed Box as it does not have an LOC (8.3 & 12.4.2).



Attacker Results: All units are in supply and thus use the Supplied line giving them a result of "m". The Axis player again takes his chances and elects to have each unit conduct a morale check. After each unit has checked morale (8.1), the 132 Ariete and 132 Cel fail and are disrupted (add disrupted markers to both units). The Nizza and 8 Ber pass and are not affected. All four units and the MSU may advance into the defending hex.

b) The Axis player then declares the mobile battle into C0603.

1) The Kasta, 5 Pz, Stab 200 and I/18 Flak participate in the attack.

2) Since FF Afrika air unit has a mobile symbol, it is committed to the mobile battle (14.9.2).

3) Both sides remove their dumps in the two hexes and are combat supplied.

4) There are attacking mech units and the 2 SG possesses an AT rating of 2. 2 SG doubles its AT rating because this is mobile battle (14.9.2) and then halves the rating because the Axis have air superiority (15.2). This results in one Axis mech unit reducing its CF by 2. The Allied player chooses the 5 Pz.

5) All mech units double their CF because of the mobile battle, thus the Axis has a total combat strength of 23 (5 Pz, 9 - 2 (2 SG AT) × 2 = 14; Kasta, 3 × 2 = 6; Stab 200, 2. The 2 SG has a CF of 3, resulting in combat odds of 7:1 on the All Other terrain line, column 10.

6) Shift 2 columns to the right to column 12 for surprise (6.2).

7) Shift 1 column to the right to column 13 for the air support unit (19.5).

8) The Axis player rolls 1d6 with a result of 5, shift 5 columns to the right to column 18.

Results: The 2 SG is eliminated and placed in the Destroyed Box (no LOC). There are no attacker results.

Air Unit Result: The Axis player checks for air unit damage (19.3). There are no applicable DRMs. The DR results are 3 and 6 for total result of 9. The air unit is placed on the TRT in the next GT box (GT 11).

9) All attacking units advance into the hex.

10) Since this was a mobile battle, the Axis units conduct exploitation (14.9.3).

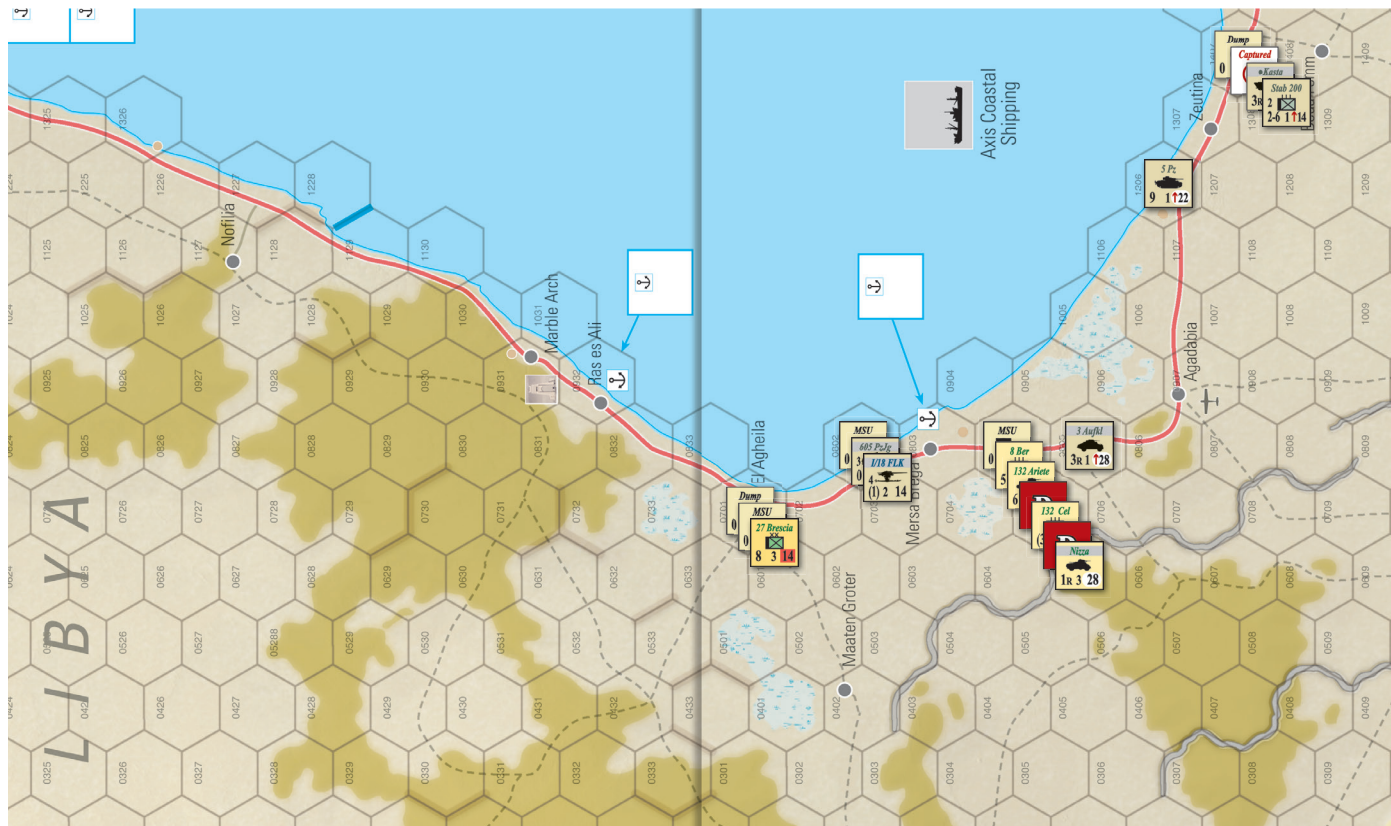
The 5 Pz has 8 RMA ($22 \div 4 = 6 + 2$ due to the Kasta, for a total of 8. It moves to C1206. The Kasta and Stab 200 are able to move into C1407 and attempt to capture the Allied dump located there (12.2.6). The Axis player rolls 1d6 with a result of 2 and the dump is captured, replacing the Allied dump with an Axis dump and placing a captured marker on it. The dump will be usable by the Axis player at the end of the next friendly Movement Phase, that in this case will be the next GT.



Conclusion: The Axis player broke through the bottle neck with ease and is now set to advance along the coast to take Benghazi and/or cut inland and advance on Tobruk. He has captured one dump and created a base that with the dump that is positioned there, will be able to be activated at the beginning of the next GT, thus extending his supply line a good way towards Tobruk. The only real damage to the Axis side is the loss of the use of the German air unit on GT 11 (it is in the next GT box so it will return to service during the Reinforcement Phase (placed in the Available Next GT Box) and will not be available for deployment until GT 12).

The Allied player on the other hand has a major problem. Does he keep moving reinforcements forward to delay the Axis or does he fall back to Tobruk and hope to stop him there? There are pros and cons to both strategies.

Designer's Note: No, the Allied units facing Rommel at the bottleneck were not wiped out, however most if not all the formations were so badly weakened and disorganized that when they finally did get out of harm's way they were either disbanded or sent back to the Nile River Valley for reorganization and re-equipping, thus effectively (at this game scale) out of the battle for a long time, if not forever.



CREDITS

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Fox Killed: Steven Copley (1983)

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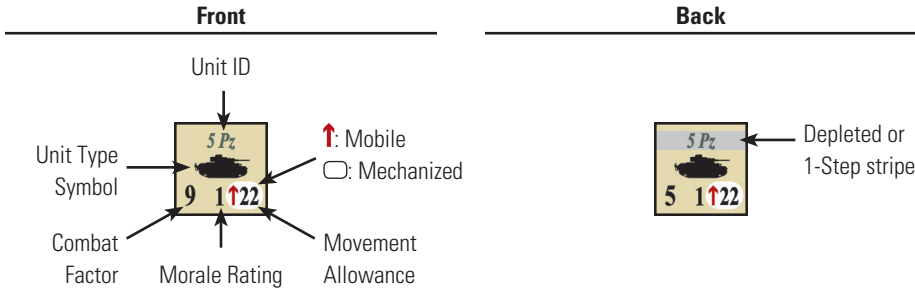
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COUNTER DETAILS

Axis Two Step Unit

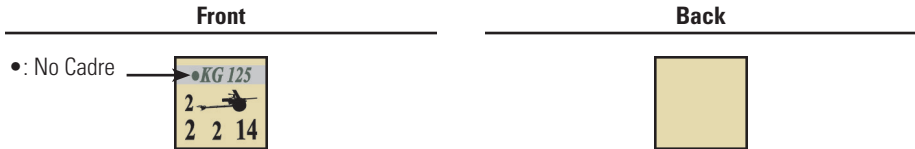


Allied Two Step Unit



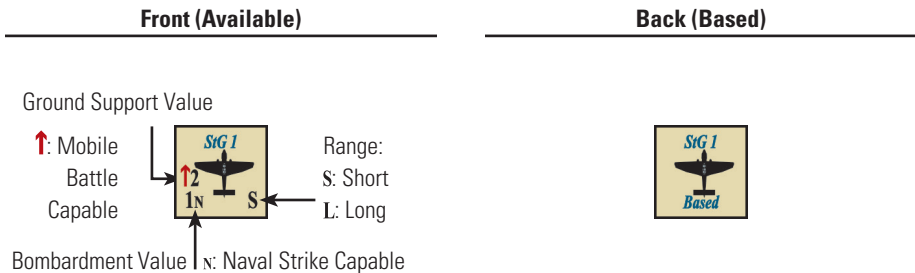
CW/US Two Step Units have a different depleted indicator to remind players that these units have special refit costs (17.2).

One Step Unit



A one Step Unit with a No Cadre Indicator (•) is always placed in the Destroyed Box when eliminated (8.3).

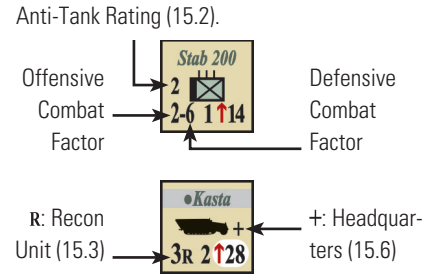
Air Units



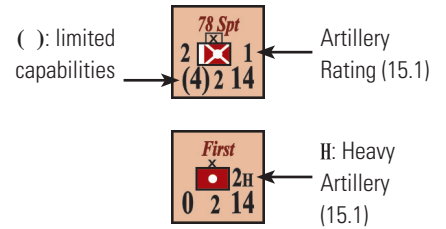
Fleet Units



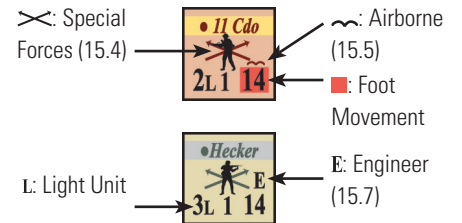
Special Units



Units that have parenthesis around their combat factor may not attack unless stacked with an attacking unit with a non-parenthesized combat factor. There are other limits on these units spread throughout the rules.



Units capable of airborne drops have a gull wing symbol either above their movement allowance or as a NATO unit type box.



Movement Class Indicators

Non-Motorized				Motorized		
Foot	Horse	Mech	Mobile	Special Forces	Airborne	Desert Raider

Other Indicators

By Unit ID	On Air & Fleet Units:			By Combat Factor			To the right of Unit Type Symbols		
•	S	L	N	L	R	()	+	H	E
No Cadre	Short Range	Long Range	Naval Strike Capable	Light Unit	Recon Unit	Limited Capability	Headquarters	Heavy Artillery	Engineer

Nationalities

Axis						
German (GE)		Italian (IT)		Vichy French (VF)		
Army	Luftwaffe	Regiment	Division	Supply Unit	Regiment	Division
Allied						
British Commonwealth						
Australian	British	Indian	New Zealand	South African		
Commonwealth Associated						
Free French	Greek	Polish	Supply Unit	United States		

Nato Symbols

Infantry	Heavy Weapons	Support	Artillery	Anti-Tank	Garrison	Airborne

ICONS

Tanks	Armored Cars	Halftracks	Desert Raider
Infantry or Special Forces	Anti-Tank		
Engineers	Headquarters		

Event Markers

ULTRA	US Inexperience ±1 +0	Situation / No Crisis	Crisis

Middle East Command Track

Game Markers

Game Time	One Step	Two Steps	Dump 0 2 0	MSU 0 2 14	
Base 0 2 0	Captured Supply	Emergency Supply	Out of General Supply	Disrupted	
Untrained	Reserve	Special Forms of Combat	Egyptian Railhead	Under Construction	
Under Construction	Finished	Level 0	Level 1	Level 2	Level 3

Roads **Fortifications**