INTRODUCTION

The material in this booklet has been compiled in the course of the design process (think of it as my "designer's junk drawer"). — CP

ORIGINAL MATERIALS

The list below includes published and unpublished materials either incorporated into the game or used as reference. Discussion of new material is done in the designer's notes.

Trail of the Fox, by Douglas Niles. ©TSR 1984 in S&T #97.
Operation Herkules [16.0], by Eric Sven Ristad. ©SPI 1981 in Moves #58.
Detachments [17.0], by J Matisse Enzer. ©SPI 1981 in Moves #58.
Desert Patrols [18.0], by Richard Berg. ©SPI 1981 in Moves #58.
Commonwealth Variable Withdrawals [5.3], by Richard Berg. ©SPI 1981 in Moves #60.
Axis Use of Tobruk [module], by Richard Berg. ©SPI 1981 in Moves #60.
Rommel [8.8], by Richard Berg. ©SPI 1981 in Moves #60.
Fox Killed [scenario], by Steven Copley. ©SPI 1983 in S&T Special Issue No. 1.
DEVELOPER’S NOTES

The original Desert Fox (ODF) was and remains a classic. Trail of the Fox (OTF) and Fox Killed (FK) were probably inevitable follow-on games. Desert Fox Deluxe (DFD) was equally inevitable: the idea has been kicking around for many years. Ulrich Blenennemann and the late Hank Meyer both headed up this project at one time and left behind some elements of this final version.

My intent on starting this project was to leave the system presented in ODF as intact to the greatest extent possible, but there were some systemic changes warranted. A few were needed owing to minor differences between ODF and OTF, two examples being the latter game doubling defenders in mountains and deleting emergency supply. None was a major obstacle, but they had to be addressed, and OTFs solution of using the different rules on associated maps was not acceptable.

A second areas I wanted to address were aspects of the game mechanism I felt did a poor job modeling mobile warfare generally and desert warfare particularly. A lot of that had to do with the turn sequence and the discussion of that thread begins there.

Another of my pet peeves is special rules. Other than those necessary to set up a scenario, I have always found them irritating, almost an acknowledgment that the basic game mechanics don’t actually portray the situation realistically, forcing play to be bumped one way or the other to make it work out right. Examples in the original games include the Tobruk double zone of control, the German surprise on Turn 1 of ODF, and the “divisional integrity” imposed on the panzer divisions in OTF. Wherever possible, I reworked the basic system to account for such irregularities.

There are entirely new systems in the game, enabled by the presence of more counters and room for more rules. The air system in the original was underdeveloped, the naval system almost absent. Both have been significantly expanded, allowing for greater impact as well as greater nuance. Entirely new systems include the events and off-map theaters mentioned above, new combat unit types (see 2.4 below), and the addition of special and desert forces.

I should also note the massive amount of new research that had to be incorporated into the game. Three sources in particular had a great effect: the work of Jack Greene and Alessandro Massignani in peeling back the curtain on the Italian military; The Mediterranean Air War by Robert S. Ehlers, Jr. on the role of airpower; and the Wehrmacht Lexikon (<http://www.lexikon-der-wehrmacht.de>> for German unit histories.

The idea was to present a game in which all the various mechanisms are integrated so the action can be picked up at any point without needing anything other than set up instructions. Specifics are discussed below in the order encountered in the rules.

2.0 COMPONENTS

ODF had twelve pages of rules (equal to fourteen with our more open format and larger font), one full map, and 200 counters. OTF added another map, but its sixteen-page rules booklet was largely used up with a repeat of the basic system rules, and three pages were used up with graphics (cover illustration and countersheet) and a long definitions section, so only the equivalent of about two pages of special rules, victory conditions, and set up were new. It also had 200 counters, but again had a lot of duplication from ODF. OFK added just a few paragraphs of set up and victory conditions, and 23 counters displayed in the scenario instructions but never published.

All told, the original games included about 16 pages worth of rules, two maps, and 319 unique counters. For DFD, I had 32 pages of rules space, 2½ maps, and 560 counters, so there was a great deal of scope for expansion of the game. I will say I gained respect for the original designers, who obviously had to make a lot more compromises.

2.1 RULES

The only major point here is the two pull-out sections. I could have put at least some, and probably most, of the material on them on the map (examples excepted), but using the pullout allowed the creation of scenarios using less than the whole map.

2.2 MAPS

The new Map A-Algeria extends the hexgrid to Algeriers, with off-map boxes stretching all the way to Casablanca and Marrakesh. This allowed a more complete examination of the Torch operation, and puts the Allies in the position of dealing with the entire Vichy apparatus, rather than just receiving them as reinforcements.

2.4 COUNTERS

The increased counterset allowed the inclusion of units that might have but did not enter (German 22nd Infantry Division, US 2nd Armored Division), and to greater articulation of larger organization. To cite just one example, 15th Panzer Division’s initial composition has gone from 5 counters and 10 steps in ODF—8, 104, 115, 33, and 15 Panzer (33 Art)—to 7 counters with 11 steps—8 Pz, 104, 115, 15 Krad, 33 Aufkl, 33 Art, 33 PzJg. Later, 15 Krad upgrades to a pair of KG (Menny and 15 Pz). The orders of battle for the entire game are presented at page S12.

One addition I did not make was to convert the Italian and French infantry divisions to regiments, along the lines of the Trieste and Trento motorized divisions. I did so in an early version but quickly found the Italians gained too much flexibility in their deployments. The Vichy French divisions, meanwhile, were problematic because of the rapid turnover of regiments de marche comprising them, especially as many of the regiments were barely large enough to be called battalions.

The following give details on some major differences between the original sets, particularly ODF, and the new set. As noted above, pages S12–S21 show all the new and changed counters. Pages S22–S31 display a counter-by-counter the translation of original counters to DFD.

Infantry Strength. The average infantry unit in ODF had a strength of 2 or 3, anywhere from one-half to one-quarter the strength of a tank unit. This was not entirely unreasonable given the nature of desert fighting, but it did not allow for much differentiation between units, nor did it translate well into the more constricted terrain in Tunisia. For that reason (I assume) Doug Niles increased infantry strengths in OTF to the 4-to-5 range. While each is logical on its own, it does mean the desert units come off as much weaker than their Tunisian counterparts.

There are also a number of comparisons within each original that do not bear up to scrutiny. The German 200th Regiment was the principal outlier. When posted to 5th Light Division, the regimental HQ was assigned to control a number of subordinate units, namely the 2nd and 8th Machinegun battalions, 175 Artillery, 39th Panzerjager, and 805th Panzerjager. While a powerful unit, it was not four times as strong as the average Commonwealth infantry brigade portrayed in ODF. Neither, for that matter, were the German regiments, which had two battalions to three for the CW brigades.

On the whole, there did not appear to me to be a clear pattern. I therefore took the OTF numbers as the baseline, meaning the ODF units had to be increased by 50 to 100 percent. The impact of this has been lessened by additional differentiation of infantry types (discussed below).

Movement Classes. ODF treated most CW brigades as non-motorized (foot) infantry. While true in the strict sense, I cannot find a single instance of a CW division marching for days or weeks to reach the front. As a practical matter, there were enough trucks to provide at least administrative (read: operational) lift for them. Certainly there is no reason to distinguish the mass of brigades from those of the British 44th, 50th, and 51st Division, all present as motorized, as are virtually all CW units in OTF. I needed a way to differentiate units with truck pools for lift from those with organic vehicles (true motorized units).

That led to a reevaluation of the classification of units as either foot or motorized. I thought more granularity was needed, not just between trucked vs. motorized, but also between wheeled and tracked, air-transportable or not, and so on. For example, the fastest units on the map in ODF were the recon units, all equipped with light tanks and armored cars. Name notwithstanding, the latter are specialized trucks
designed for off-road movement, and not necessarily at their best on long road marches. The fastest units on the map should be road-bound wheeled vehicles: trucks and motorcycles. The result was the set of five different classifications in DFD, and modifications to terrain costs. Wheeled vehicles on the main road are now the fastest, while tanks have been slowed considerably.

As a side note, bearing in mind all units move in every phase, I considered dropping the standard foot movement allowance from 14 to 7 to emphasize the dissimilarity between foot and motorized. They would be sped on long distance moves using the road march rules. I chose against it to maintain compatibility with the original game.

**Unit Types.** ODF had numerous unit types but only a few—armor, artillery, anti-tank, and, in one sense only, all infantry types together—were distinguished in any meaningful way by unique capabilities. One of my goals was to enhance those distinctions, movement classes being just one step in the process.

The first major change was to acknowledge three different types of infantry: standard, heavy, and light. Unsupported regular or light infantry is halved in the desert, restoring the “balance” between ODF and OTF. They are not halved in “clear” terrain because it incorporates irregular ground, streams, woods, and settlements, each giving infantry the ability to reach close distances before engaging, while the desert is featureless.

Heavy infantry now becomes a truly different creature, capable of self-supported fighting in the desert. This gives a logical underpinning to brigade groups and other mixed-arms organizations, which after all were created expressly for that purpose.

Several CW units in ODF—British 70th Division (14, 16, 23), 10th Indian Division (20, 21, 25), and 18 Aus—clearly were intended to represent brigade groups, which they were. Their strength was double that strength of the average CW brigade, and tied in nicely to the OTF strengths.

One infantry type I discarded was mechanized infantry, represented in ODF by the German 104 and 115 Schützen (later Panzergrenadier), the British 2 and 7 Support Groups, and, oddly, the Italian Bersaglieri. OTF added just Combat Command C of 1st Armored Division. All but the last are incorrectly classed. The problem was it gave too much staying power to small units (like recon battalions) and led to some strange results on the refit chart. For example, the three German recon battalions (3, 33, 580) actually cost more refit points to rebuild after elimination (3 each, 9 total) than the four tank battalions of the two German Panzer regiments (4 RP each, 9 total).

There is a real question in my mind whether depletion was intended to mirror actual strength steps or just a different morale state: the former is supported by the refit costs, while the latter is reflected in the survivability of very small units after depletion. One-step units allow much for greater granularity in building large units, with just one modification needed on the CRT to allow partial elimination of a group of one-step units (discussed in 11.0 below).

**3.1 SCENARIOS**

The original games had two scenarios apiece, one primary and one secondary, all of which were used as the basis for one of the DFD scenarios.

**Primary scenarios.**

- **OFK 15.3 Italian Campaign** covering the Italian invasion of Egypt and Operation Compass (September 1940 to February 1941). This is now 20.0 Fox Killed.
- **ODF 15.2 The North African Campaign** on Rommel’s first in the Western Desert (March 1941 to December 1942). Its DFD doppelganger is 23.0 Desert Fox.
- **ODF 15.7 Trail of the Fox** on the Tunisian campaign, including the pursuit of Rommel across Tripolitania (November 1942 to July 1943). The DFD equivalent is 27.0 Tunisian Campaign.

**Secondary scenarios.**

- **OFK 15.4 The Extended Campaign** joined OFK Italian Campaign and ODF The North African Campaign to cover the entire desert war (September 1940 - December 1942), with special rules covering the March 1941 bridge between them. This is mirrored by 24.0 Desert War.
- **ODF 15.1 Race for Tobruk** (March - July 1941) looked just at Rommel’s first strike in Cyrenaica (March to July 1941), using the same setup bit different victory conditions. The DFD version is 22.0 Sonnenblume.
- **ODF 18.0 African Campaign** joined ODF The North African Campaign and OTF Trail of the Fox (March 1941 - July 1943), again with special rules covering the overlapping turns, which in DFD is handled by 28.0 Rommel’s War.

The remaining DFD scenarios were variations on the same themes. O’Connor’s War (21.0) offers an extension, both physical and temporal, to Fox Killed to model the potential drive on Tripoli. Run for Tunis (25.0) and Trail of the Fox (26.0) each look at a segment of Tunisian Campaign, and offer the best scenarios for initiation into the game.

Finally, North African Campaign (29.0; also referred to hereafter as the Grand Campaign scenario for clarity) pulls together every component and aspect into a single game. Unseen by the player, the events and arrival matrix made all the above possible virtually without special rules other than set up and victory conditions. In the future, I hope to provide short scenarios covering some of the key battles, aiming for games of 1-3 turns and using just one or two maps.

**3.3 turns**

I made some major changes to the SOP in the interests of making it more realistic and more interactive.

The first major alteration was getting rid of the sequential movement phases by the same player (regular and motorized), and the corresponding distinction between the two types of movement phases. These were standard SPI mechanisms I never liked even back in the ‘70s.

The problem is the arrangement creates temporal compression, especially when combined with the active player getting all his reinforcements, then conducting operations—to include motorized units lashing out, then pulling back before the opposition can do more than make the limited reactions allowed—then recovering from the battle damage just incurred, all while the other player sits and watches. Too much happens without enemy interference.

We have witnessed the arrival of many new and elegant game mechanisms since the end of the SPI era, almost all of which emphasize the interleaving of play and the addition of chaos into operations. I have tried to incorporate that conceptually into the basic operational structure. I opted therefore to split each turn into one group of mutual phases...
for reinforcement, air allocation and so forth, and a pair of interleaved player turns (impulses), with non-differentiated movement phases. Refit and recovery into the movement phases, as I have done in other games, on the grounds both take time but carried no movement cost in ODF.

One thing that was lost by making the change was the ability to use the motorized movement phase to exploit a breakthrough in the first combat phase. I compensated by adding mobile combat and increased overrun capabilities.

### 3.4 INITIATIVE

In keeping with much of the previous discussion, I rejected the pre-set initiative ranges for the entire game—players just should not know two years ahead of time who has the initiative edge. The new version opts for a standard range, subject to modification by action of the players. I gave the Axis a slight structural edge to reflect German operational aggressiveness and the excellent codebreaking work by both the Italians and Germans. Ultra was added as a counterpoise; its use in the initiative process indicates command emphasis.

### 3.5 SURPRISE

This was an ODF special rule, with a batch of particulars, needed to help Rommel to victory in the opening stages of his first campaign. (There was also talk at one time of deleting an entire hexrow on the ODF-Libya map because the Germans couldn’t quite make it to the line they reached historically.) It will come as no surprise I wanted to chuck it entirely, but on further consideration I noted there were several times when one side or the other pulled off an unexpected coup to gain the upper hand. Compass, Eighth Army’s resurrection during Crusader, Gazala, and Kasserine among them. I therefore expanded the rule, made it part of the initiative process, and made it available to both sides.

#### 4.0 EVENTS

There’s an old joke about the “short version” of Avalon Hill’s classic Afrika Korps. The game always seemed to come down to a 2-to-1 German assault on Tobruk, you can skip the rest of the game and just roll the die for the final assault. The joke illustrates the bare of virtually all North Africa games: the fixed nature of the reinforcement schedules (and withdrawals for the Allies). The parent games of DDF all fall into that category. Rich Berg himself noted that for ODF it was largely the result of having to fit it into the standard magazine format. He later came out with a variable withdrawal schedule, but the reinforcement rate was never addressed.

The historical rate of reinforcement was partly subject to the availability of units and material, but also partly to the situation on the battlefield. Churchill, for example, probably would not have risked Operation Tiger, the May 1941 convoy of tanks (refit points in game terms) across the Mediterranean, had Rommel not just cleared Cyrenaica and put Tobruk under siege. With reinforcements fixed to historical times, and known to both players, their arrival drives events on the map rather than being driven by them. This problem is bad enough in a short scenario like OFK or OTF, but was a real problem in ODF and would be that much greater in DFD.

I took a step back for a long view of the campaign, which as I see it was a German (not Axis) delaying action, seeking to put off the Allied return to the European mainland for as long as possible. The Allies, the Americans in particular, have the opposite goal in the long term, while in the early going the Commonwealth has to fight in the desert with one hand tied behind its back stabilizing the broader Middle East situation.

My solution was to install a “steady state” level of reinforcement, replacement, and supply for each army, based on the idea that an army necessarily possesses a pipeline of support to keep it in the field. That pipeline can be altered by a set of events for each player, the declaration and timing of those events to be in the control of the players. As a rule, additional resources come at cost—time, shortening or lengthening the game—on the assumption the high commands providing the resources what some kind of return on their investment. That puts the players in the position of a theater commander, weighing the cost and benefit of any new accretion of strength.

The flip side of the arrivals were the frequent withdrawals of Commonwealth units from the desert to deal with crises in other theaters. My solution was to use a set of off-map tracks. Each has a marker to record the current situation. The Commonwealth (Allied) player can commit strength to a track; the more strength committed the greater the effect on the desert fighting, but the faster the situation on the track is resolved. Once again the effect is to give the Allied player control over the situation, which can be balanced against that in the desert.

Constructing the events matrix was an incredibly complex and time-consuming process, but I am happy with the overall result. Among other things, it made construction of scenarios go smoothly and easily.

#### 4.1 HIGH COMMAND APPEALS

This is an idea I took from Joseph Miranda’s Mare Nostrum game (World at War #41). It gives both players the ability to receive an emergency boost to take advantage of an opportunity or recover from a disaster.

#### 4.2 ULTRA (AL#2)

There was no way I could omit Ultra, which really is a catch-all for the extensive Allied code-breaking networks and the way they were brought to bear in critical situations. There was considerable discussion during play testing about giving the Axis a comparable ability, but I felt that was already built into the Axis advantage in initiative and recon units, and I like the asymmetry this rule brings.

#### 4.3 TARANTO (AL#3)

This event reflects the decision to broaden the Middle East war by scouring the Mediterranean of the Italian fleet. It brings the Allies additional resources, but still based on a Commonwealth rather than British view of the war, meaning the focus is on holding the Middle East rather than working toward a return to Europe. It also brings with it the undesirable (for the Allies) antagonism of Vichy France and Germany.

#### 4.4 EIGHTH ARMY (AL#4)

One of the keys to the events matrix is the breakdown of reinforcements into blocs, each denoting a fundamental change in the view of the desert war. This event changes the campaign from a defense of Egypt into one bent on the conquest of Libya.

The mandatory replacement of the WDF leader unit (read: O’Connor, but it could be Gott) was put in place because of my take on the British way of war, and was much discussed in playtesting. The British army has always had, and occasionally celebrates, eccentric leaders, of whom O’Connor was one (and so, for that matter, was Churchill). These leaders thrive on the outskirts. The creation of a full army in the desert, complete with a regular command hierarchy and a robust supporting tail, would lead to a de-emphasis on the eccentric in favor of the mainstream (staid) British pattern.

#### 4.5/6 GREEK (AL#5) & SYRIAN (AL#6) CAMPAIGNS

These are two of several rules listing specific requirements for action, dealing with other theaters and the commitments necessary to them, and/or the arrival of specified reinforcements. Not real events in the strict sense, they have been “parked” in this section and the events matrix to create a unified process for outside events.

#### 4.7 AUSTRALIAN CORPS (AL#7)

The withdrawal of 9th Australian Division from Tobruk in late 1941 is inexplicable in game terms without this requirement. I preferred to leave the timing open to the Allied player so it could be executed at a convenient time (as was the historical event; Australian Prime Minister Blamey had been calling for the corps for months, but always backed away in the face of operational realities).

#### 4.8 PACIFIC THEATER (AL#8)

This is another parked event. The units withdrawn in the historical campaign were 70th British Division (14 BG, 16 BG, 23 BG), 7th Armoured Brigade (7 Arm), 6th Australian Division (16 Aus BG, 17 Aus BG, 19 Aus BG, 6 Aus C), and 7th Australian Division (18 Aus BG, 21 Aus BG, 25 Aus BG, 7 Aus C). 9th Australian Division was left in the Middle East as Egypt was still in danger, but must be withdrawn if the Australian Corps is not formed, a nice dovetailing that
encourages the allied player’s hand without forcing it.

4.9 BRIGADE GROUPS (AL#9)

The issue of mixed-arms vs. pure units was central to the desert war, and none had a greater impact than the British experiment with the brigade group, in essence a mini-division. This event broadens the re-collection of divisional assets with the next stage in development of British mobile war doctrine, so motor brigades and improved close air support are included. It occurs automatically, but the timing and speed of its implementation are left to the Allied player’s discretion.

4.10 OPERATION TORCH (AL10)

Torch is probably the single biggest event in the game, and comes at great cost to the Allied player, as it did historically (I’m confident George Marshall is still scowling about it). The nature of this game precluded leaving it built into the arrival schedule, and, as discussed below, opens several fresh cans of worms for the Allied player.

4.11 US INEXPERIENCE (AL#11)

The initial problems faced by the Americans originated as a special rule in OTF. There unfortunately was no way round this one without creating a complete second US counterset. The mnemonic counter helps, and the massive rewards for gaining experience, the arrival of all the TF counters, again prods the Allied player to push his US units to the front. The requirement for US units to bear the brunt of battles precludes corseting them with too many Brits, and reflects the absolute requirement up and down the American chain of command to remain independent.

4.12 COMMONWEALTH WITHDRAWAL (AL#12)

This covers another set of withdrawals with no obvious military value; in other words, if not required by game rules, no rational allied player would do it. The victory at Alamnein, Churchill’s “End of the Beginning,” was the last time Egypt was in danger and therefore ended the rationale for Commonwealth involvement in the desert. 9th Australian Division was released to the Pacific theater, while the remaining South Africans were sent home, having suffered massive losses during the campaign. They eventually would send two divisions to Italy in early 1944.

4.13/4.14 VICIOUS ACCORD (AL#13) & SOFT UNDERBELLY (AL#14)

Without these after Torch, there would be no motivation for the Allies to track down French units in Morocco, nor for the Allies to withhold two US divisions (2AD, 3ID) from the Tunisian campaign.

4.15 PARALLEL WAR (AX#2)

I debated building in this set of reinforcements as the entire campaign was set in motion by Mussolini’s insistence—over his generals’ objections—to invade Egypt. I was going to make it built in, but in the end I decided to balance this against Taranto for the grand campaign game. The first few months of the campaign should see the players jockeying for position, waiting to the last moment to pull the trigger and thus push back the opposing reaction.

4.16 FIFTH ARMY (AX#3)

Once again, this is a parked event, needed to explain the slow release of the Italian division in Tripolitania. Without it, the Axis player will rush the whole force to Tobruk and overwhelm Western Desert Force (which might make a good “what-if” scenario).

4.17 AXIS IN EGYPT (AX#4)

This started life as a condition on two of the MEC Tracks, but also appeared in a victory condition. I decided it was easier to redefine it as an event, again just for purposes of consistency.

4.18 AFRIKAKORPS (AX#5)

Like Torch for the Allies, this is a major decision for the Axis player, since it adds so much time to the game. If the Italians can make a better showing in the early stages, this may not be necessary. For the record, it never did happen in playtesting.

4.19 ARAB REVOLT (AX#6)

Another parked event, this is one of those threads that comes up in every description of the campaign without actually affecting play. The addition of the Middle East Command tracks, in this case Syria, Levant, and SW Asia, and the inclusion of Crete as a staging area, bring this chapter into the flow of the game.

4.20 EGYPTIAN REVOLT (AX#7)

This is another situational event, giving the Axis player an intermediate objective short of total victory, and a raison d’étre of 288 Sondervanband.

4.21 C3/HERKULES (AX#8)

As every wargamer knows, Herkules was the biggest blown opportunity of the war for the Axis. Or was it? My feeling is that the operation, although bound—almost—to be successful, would have required such a massive effort by Axis air forces and navies, especially the Italians in both cases, that it would have brought greater heightened expectations for the war in North Africa. Whether it had as much logistical effect on Rommel as usually supposed is doubtful. The evidence is pretty clear the total amount of supplies landed in Africa was more than adequate. What Rommel really lacked was enough trucks to bring them forward, and taking Malta would have no impact on that problem.

4.22 AIDA (AX#9)

This initially was part of the Herkules event, but in reality it was a completely separate decision as it was based on Rommel’s belief that an invasion of Egypt could succeed, whereas Herkules could have been canceled for other reasons.

4.23 FALL BRAUN (AX#10)

The Axis response to Torch is another parked reinforcement event. It’s real value is the delay (or filtering) of reinforcements.

5.0 REINFORCEMENTS

Reinforcements and withdrawals, as noted above, are now made according to events rather than a predetermined schedule. The other major change is how they arrive. The expansion of the naval rules put limitations on how much can arrive in a given port on a given turn. The decision to add this rule was driven by several turns in the original where more units arrived that could have done given the available port facilities. Players decide what lands on what turn, once again leaving it to them to set their own priorities. See also the discussion in 16.0 below.

The “steady state” arrival of supply and refit points was derived from ODF. The Axis player received on average two supply units per turn, while the Allies received slightly more. The existence of permanent and infinite supply at El Agheila and Alexandria complicated matters (see 7.4 below), but it gave me a starting point. Refit points went through a similar analysis. Each side received enough RP to build two steps per turn (on the Axis side, one each for the Italians and Germans), with maybe a smidge more for the Commonwealth during the desert portion of the campaign. That again provided a starting point.

My design concept assumed a growing army necessarily has a concomitantly growing support pipeline, events bringing large bodies of reinforcements also increase the arrival of supply and refit. Some events also bring one-time grants, and both players can acquire more—at a cost—by appealing to the high command.

5.4 ALLIED WITHDRAWALS

As noted earlier, withdrawals were driven by campaigns in outlying theaters and political considerations within the Commonwealth. They were programmed into ODF, but here are caused by events and player decisions. Where in ODF the Allied player had to plan desert operations around withdrawals, now those withdrawals can (usually) be incorporated into a larger plan that also encompasses desert action.

6.0 COMBAT UNIT STATUS

This section is a reorganization of bits and pieces from other rules, including supply, combat, and refit. There are some noteworthy alterations.

6.2.6.3 DISRUPTION AND DEPLETION

There is a real question to me as to the intention of disruption and depletion in the original game. Both have a combination of qualitative and quantitative diminution; disruption affects unit performance, but
double-disruption causes a loss, while depletion affects certain capabilities (artillery and anti-tank) but also shows a reduction in strength. Most indications, especially the reef process, point to depletion as strength related (i.e. step loss), while disruption is mostly about unit discombobulation.

I have officially separated the two, so disruption is now strictly a morale issue, while depletion is strictly a loss issue. Recovery from disruption has been made both harder—it takes place during movement and the recovering unit may not be in an EZOC and easier—it requires no supply expenditure. Depletion no longer has qualitative effects: depleted anti-tank units are still antitank units, though their ratings may be reduced (even to zero). This was a crucial step toward adding one-step units.

6.4 UPGRADES

The upgrading of armor units in OOF was a necessary nod to the length of the campaign and the organizational and weaponry changes that took place. It has been broadened in beyond the few selected tank units in OOF.

I will also state, as an old tanker myself, that I think the combat strengths of tanks units should have less variety than in the original. I take combat strength in this (and most other) game to be a measure of a unit’s ability to contribute to the contest for control of a particular piece of ground. The essential strength of tanks is their ability to take on enemy infantry, and that ability does not change appreciably because of a slightly longer cannon or slightly thicker armor. Those factors are tied to tank-anti-tank combat.

I initially experimented with the anti-tank procedure I used in Shingle (World at War #33), which essentially was a subroutine preceding combat. I liked the result, but the additional round of calculation necessary was burdensome, and, as pointed out by some of my playtesters, was not entirely appropriate at this scale.

6.5 TRAINING

I added this mechanism to explain why a few units were held out of action for no perceptible reason after their arrival (British 1st Armoured Division), or performed poorly when first committed (18 and 161 Indian). This once again gives players the maximum flexibility in weighing the pros and cons of early commitment.

DIVISIONAL INTEGRITY

I include this concept, a special rule in OIF, here because this is the most logical place for it. The rule was extremely limited, putting brake on cooperation between German panzer divisions for a brief period, ostensibly to portray the in-fighting between Rommel and von Arnim. I thought about broadening the idea to all divisions of all armies, which would add another layer of nuance.

I jettisoned it in the end, however, for two reasons. First, it was burdensome. Second, and more importantly, it made little sense. Divisions in all armies (except the Italian) routinely swapped brigades between, or even during, battles. There was no way to track those changes without adding a pile of markers or boxes, or both.

Additionally, as with the anti-tank discussion, month-long turns mean units would have time to establish a working relationship with new arrivals. Even in the case of the German spot, the effect lasted a matter of days and is lost over even a single turn.

7.0 SUPPLY

It’s the desert: supply matters. The original rules did the job, but they were written at the height of SPI’s number-crunching era. Conceptually, sound, they were tedious and a bit clunky. They also represent a simple design technique to overcome limits on design time and rules space: substitute player work for design work (“Mr. Churchill, why do you design such long games?” “Because I don’t have time to design short ones.”) Several important changes have been made, but the impact on the game is the same.

7.2 SUPPLY UNITS

MSU and dumps are still printed on opposite sides of the same counter, but I thought the original system gave the supply infrastructure too much mobility. Players now must choose one mode or the other at the time of entry. Once chosen, the counters remain in one mode until eliminated or used. The limitation on the number of MSU the Axis players can take does much to model Rommel’s real shortage.

A second change was imposed by the larger scope of the game. In all three original games, each player is given permanent and infinite supply sources (something I’m sure was done because of the physical systems limitations of the magazine game). That cannot work here, particularly for the Axis. The answer was the addition of bases to provide on-going general supply, and to function as a supply network for an army.

7.3 TRACING SUPPLY LINES

I changed supply radii is from 6 for MSU and 12 for dumps, to 7 and 14 respectively, conforming them to all the other movement rates in the game (except tanks). The other addition was an explicit definition of an LOC, a non-supply line enabling units to escape destruction rather than elimination; all LOS are also LOC, but not all LOC are LOS.

7.4 GENERAL SUPPLY

The most tedious part of the original game was counting stacking points for supply expenditure (and violating one of my basic life rules: if you’re counting fifths of anything, it had better be Scotch.) The process was also short-circuited by limiting MSU expenditure to no more than two per phase

As each veteran of OIF will know, two dumps is enough to supply an entire army for a turn, as long as it is in a reasonably tight grouping, while a pack of four dumps will provide supply without requiring the expenditure of any. One of many “tricks” in the game is to get that pack of supply together; if well guarded, it will provide supply indefinitely. I used that trick as the basis for allowing bases to supply any number of units, a rule that greatly speeds play and is more intuitive.

The rules on supply attrition are looser because they because few units actually expired because of supply issues. This necessitated another new definition—isolation—but we fund it went smoothly in play. Isolated units are generally pretty obvious.

7.5 COMBAT SUPPLY

Supplying units in combat remains the game’s chokepoint: players must take the time to accumulate supply for a big push, which in turn signals the opposing player what is coming and where. Here too, the counting of stacking points has been discarded in honor of expenditure by hex (which goes back conceptually to ODF’s forbear, Dunnigan’s Panzerarmee Afrika). I prefer to think of supply dumps as not just the physical placement of actual materiel, but a representation of command emphasis and staff time; as in the real campaign, players are rewarded for concentrating their forces.

One other change in combat supply is the change in effects on attackers: they are no longer halved, and no longer automatically disrupted. This was done solely to avoid two separate sets of rules, but in there place is a new line on the CRT for unsupplied attackers, with considerably heightened losses (both physical and moral).

7.7 EMERGENCY SUPPLY

OOF included this rule, with restriction to morale 1 units only (i.e. Germans). OIF deleted it and I intended to follow suit. Once again I came round because playtesting showed it to loom large in certain circumstances. It remains, but has been broadened to all units, but with possible morale consequences.

8.0 MOVEMENT

The standard movement rules remain largely the same, though some changes have been made to the way certain unit types move. The new movement classes were mentioned above.

8.1C MOVEMENT OF A STACK

The odd wording of this rule was used because the usual wording for stack movement—move at the speed of the slowest unit—caused too many issues. Since each impulse effectively lasts two weeks, I felt units with different movement rates in a given hex (see 8.4 below) would be able to work things out, so long as they ended up at the right place at the right time.

8.2A REACTION MOVEMENT ALLOWANCE
This is really just a formal definition of an original rule. I extended its importance by tying it to unsupplied units and exploitation, minimizing the number of separate rules needed.

**8.2D/8.2E ROAD MARCH & FORCED MARCH**

This is a bifurcation of the forced march rule in ODF. I see no reason for disrupting a unit that spends its entire turn moving (not attacking), akin to the ancient “strategic movement” rules common in the early days of the hobby. Forced march, on the other hand, posits an extra effort and should come at a cost.

**8.4 TERRAIN & MOVEMENT**

Alteration of certain terrain costs by type are equally important, specifically the quadrupling movement for wheeled (tracked) units on the primary road while mechanized units do not get the advantage. That reflects not only the generally slower traveling speed, but the much greater incidence of mechanical breakdown—tanks just aren’t built for long-distance movement.

**8.5 OVERRUN**

I have always liked overrun rules, but I really like them when they portray faster temps of combat rather than (as in ODF) what used to be called “automatic victory” in the Avalon Hill era. DFD uses the broader version of overrun seen in Panzergruppe Gunderian. It is standard combat carried out during movement, but its hurried nature affects combat power except for the new mobile-class units (read: panzer divisions).

I also merged ODF’s separate supply overrun into the standard rule.

**8.6 REACTION**

Reaction was one of the best ideas in ODF, but I found it too limiting. Rather than rewrite the rule altogether, I added reserve status to allow for more options. The new rule greatly expands the reach and capability of the right unit in reserve (once again, read: panzer division), and with a little forethought can make a seemingly weak line nearly impregnable.

**9.0 STACKING**

There are three modified rules in this section. First was the standardization of stacking values by type, of which the most impactful is converting armor units from one stacking point to zero. I did this because tanks physically just don’t take up the same amount of room as infantry units. It also gives them an extra game impact by making them more of a force multiplier; I’m thinking particularly of infantry tanks moving forward with infantry, but a tank-artillery combination works just as well.

Second was dropping the limitation of one dump per hex. I saw no real reason for the rule in the first place, since in even the most extreme case a player could stack any number of MSU in one hex, then convert one per turn thereafter. The addition of bases has supplanted one of the primary purposes of dumps, so this change has less effect than it might.

Finally, I changed the effect of overstacking to just disruption. I have never liked the idea of units being eliminated because of overstacking. A single hex contains dozens of square miles, enough room to accommodate any number of units. Crowding affects their ability to fight, but not their simple survival.

**10.0 ZONES OF CONTROL**

The nature of zones of control (ZOC) is a long-standing debate in wargames. Do they represent actual presence or just the ability to project combat power into an adjacent hex? The question becomes critical when the subject is infiltration. I have opted to treat ZOC as representing actual presence, but along the lines of small units or temporary forays into the hex in reaction to enemy activity (the unit counter would represent its main body or center of gravity, a denser and more permanent form of occupation.

I allow all mechanized units to ignore non-motorized ZOC because the speed of motorized units in allows them to avoid/evade such forays by foot-mobile units; motorized units operate inside non-motorized OOD loops.

I also extended ZOC to all units, a construction giving recon units the ZOC they lacked in ODF. This makes a lot more sense to me as a thin line of recon units should be able to slow an enemy advance—a good example would be the German screen south of Sidi Omar prior to Crusader. They are weak enough that a serious attack (like Crusader) can roll over them by using or threatening overrun.

**10.2D NIGHT MOVEMENT**

I dislike intensely the infiltration rule in ODF. As mentioned above, a stationary unit either can or cannot stop a moving unit, and I opt for stoppage. On the other hand, there were instances (e.g. British 50th Division and 1st Free French Brigade at Gazala) of units escaping under cover of darkness, which effectively negates EZOC. On the other hand, moving at night was problematic, units often getting disoriented, scattered, and/or lost, so paying with a disruption seemed about right.

**11.0 COMBAT**

Combat remains essentially the same as in ODF, with some minor modifications adding considerable nuance to the mechanism.

One point needed some emphasis is the question of declaring all combats before resolving any. The active player generally is not required to announce all combats before beginning combat resolution. There are certain instances (see 11.9, 13.1, 13.9) where it will be necessary to declare several combats prior to resolving one. In those circumstances, once a combat is declared, it must be executed.

**11.2 PARTICIPATING UNITS**

The major change here is making combat voluntary, which reinforces the effect of the change in ZOC. There were just too many instances of opposing units in close proximity coexisting quietly (in game terms) for months at a time.

**11.2C MULTI-HEX COMBAT**

ODF allowed units in one hex to attack defenders in multiple hexes, while OTF prohibited it. I resolved this in favor of the original rules because the OTF version created a rules conflict when a lone unit was adjacent to opposing units in more than one hex; either this rule had to be violated or the requirement to attack all adjacent defenders had to be.

**11.3 COMBAT STRENGTHS**

This is another collection of previous rules for ease of reference. The changes to specific calculations are dealt with elsewhere.

One rule I cut from ODF altogether is the combined arms rule (ODF 11.16), which halved “pure” armor units not stacked with infantry. This is another 1970s SPI standard rule I never liked. Certainly combined arms is a major topic in the period and game, but that rule is too generic: any infantry unit can support any tank unit in any combat, regardless of training. One particularly nonsensical combination in ODF, pointed out to me by one of our playtesters, was to combine German panzers with Italian Bersaglieri, since German motorized infantry could not keep up with the tanks cross country, while the “mechanized” Italians could. It never happened, never mind the counters were wrong (the Bersaglieri were truck-borne as well).

In any case, the real combination of import in the desert was tanks and artillery. The rule has been replaced by a variety of type-specific strength modifications based on terrain and opposing unit types—one I particularly like is artillery and air reducing anti-tank gun effectiveness.

**11.4 TERRAIN & COMBAT**

Another ODF/OTF—doubling defenders in mountain hexes—is resolved here. It probably made sense given the nature of the massifs in Tunisia. I initially solved it by adding a new terrain type—dorsales—to represent some of the mountain hexes in Tunisia; units would be doubled in dorsales, not in “ordinary” mountains. That morphed into the current system with crests and passes instead, which gave us greater control over the mix of terrain at any given point.

Another altered terrain feature is the ridge, which played a major role in ODF. Desert ridges really are not significant features; they are neither tall nor rugged. Their real impact is to block line of sight in the otherwise featureless desert. The combat effects have been altered accordingly. We toyed with the
idea of having them block ZOC, but again, they just didn’t have that kind of impact.

11.5 COMBAT RESOLUTION

The combat procedure is unchanged, but some alterations had to be made to the CRT to account for loss application to one-step units, and to incorporate changes elsewhere, among them renaming some of the effects for clarity (I disliked the distinction between “d” and “D” on the original, fort and other terrain effects, and the effects on attackers (see below). I also added special odds extensions for overrun and mobile battle to replace the ODF overrun 10-1 “automatic victory,” another concept I reject outright.

Attacker losses and effects were downplayed too much in ODF; for example, the attritional fighting at Alamein really cannot be replicated in the original system. As noted above, I also wanted to delete the effects on unsupplied attackers, more in the name of simplicity than anything else. The outcome was the addition of substantially increased attacker losses, even at mid-range odds, with even greater loss and disruption applied to unsupplied attackers.

One other issue that had to be resolved was a minor change made on the table for OTF: line 3 had different results in the 8 and 9 column, while line 4 results were shifted one column right starting with column 6. I saw no great advantage in the change so I reverted to the ODF version.

11.6 STEP LOSSES

The step loss process is not different, but minor modifications were needed to account for one-step units, and to extend the selection of the first step loss—another of my favorite rules in ODF—to both players.

11.7 RETREAT

After extensive play of the original, I still do not see any massive difference between retreats of different lengths. The fact the retreat takes place, and the fact of disruption, are the important considerations. For that reason, I gave players more control over the conduct of retreat.

11.8 ADVANCE

I added what is now becoming one of my standard rules; I have never formally named it, but some of my colleagues refer to it variously as “broad-front” or “flanking” advance. This allows advancing attackers to enter the erstwhile defender’s hex or any unoccupied hex into which the defender exerted a ZOC. It is a necessary corollary to my take on ZOC; if it represents presence of defenders, then the combat necessarily involves those defenders and should allow pursuit of them, “advance” constituting a short-ranged pursuit.

11.9 SPECIAL COMBAT FORMS

This rule was added solely for the purpose of increasing a player’s choices in combat, and to emphasize the effects of different unit types. Deliberate battle accentuates the value of artillery and air support, while mobile battle gives the nod to properly-trained (i.e., “mobile”) units. Mobile battle also fills the gap between regular combat and overrun, since the extended pursuit amounts to additional movement: play the first two turns of Sonnenblume and you’ll see what I mean. The expectation is that the Commonwealth, at least in the Montgomery era, would favor deliberate battle to take advantage of their artillery and supply superiority, while the Germans would use mobile battle.

12.0 REFIT

The big change here, moving RP onto the map instead of using a track, was driven as much as anything by events during Crusader. The British had a depot (might be a base in game terms) out in the desert, just missed by Rommel during his dash to the wire. Among other things, the depot contained a large number of spare tanks, used to replenish British armor after the disastrous battles around Sidi Rezegh.

I toyed with the idea of allowing players to “stuff” combat units by attaching a refit point directly to one, representing the presence of additional manpower and weapons; the refit point could be used to absorb the first step loss for the unit, enabling it to retain full combat power. I still might add this as a variant.

12.2C REFITTING DESTROYED UNITS

This is an addition to the game I felt was necessary. I wanted to draw a distinction between units used up in combat, representing loss of front-line combatants, and those whose entire infrastructure (headquarters, logistics, etc.) had been eliminated or captured. The Italian divisions in Operation Compass are a good example of the latter. Rebuilding units in the Destroyed box represents the additional effort needed to rebuild that infrastructure.

The advantage for CW brigades and US regiments, able to return to play directly from the destroyed box, is a product of their large size, as much as double the numbers of an average German regiment. If the Sicily-Italy extension of this game passes feedback, I will add the ability for the Germans to do something similar, since they airlifted key personnel for each regiment out of Tunisia to enable rapid rebuilding.

12.2D REFIT LIMITATIONS

The restrictions on non-British Commonwealth nationalities was added because they all came from a shallow manpower pool. In the case of India that shallowness was a matter of policy; the British government did not want a large pool of trained-but-unemployed soldiers in the subcontinent.

13.0 SPECIAL UNITS

This section started life as ODF 12.0 Artillery and Anti-tank Units. I first expanded it by incorporating the airborne and special forces rules from OTF, then gradually added to it as more unit types were given additional capabilities. Most are straightforward and need no discussion, but a few require explanation.

13.1 ARTILLERY

The addition of special ratings on the counters precludes the necessity of remembering which units had the capability. That also allowed me to alter ratings to reflect particularly strong or weak units; one special favorite is the offensive-only capability of the German Nebelwerfers. In some cases, particularly the Italian divisional artillery, I substituted combat strength for the rating because of the nature of equipment and training. The addition of defensive support grew out of the need for it in Tobruk (I have long thought its perimeter was properly three hexes, not one).

13.2 ANTI-TANK

Like artillery, AT values got added to the counters because it allowed expansion of the rule to other units (chiefly British infantry division support units), and because it allowed considerable nuance. A late addition was to add the capability to forts (representing minefields), which had the happy effect of eliminating a special rule regarding armor attacking forts. AT units also get differentiated by type on attack and defense, again adding tactical nuance and combined arms issues.

13.3 RECON UNITS

Recon units were undervalued in ODF. The rules in this case give them real utility, but it takes practice to put them into play.

13.4 SPECIAL FORCES

OTF introduced these units for limited but necessary purposes. I saw no reason not to expand it to include other units, including the perennial favorite KG Hecker, which potentially gives the Axis player the option of conducting a landing behind Eighth Army.

13.6 SPECIAL LEADERS

This was probably the first question most players asked about ODF: where was Rommel? Rich Berg later added a variant rule, and I have seen a number of house rules bringing him in.

My fundamental concern with this rule was not to over-identify it with particular persons, particular in the question of them becoming casualties. Yes, Kasta is Rommel and WDF is O’Connor, but it’s more than that in both cases: the leader units represent the overall character of the organizations rather than the special genius of particular men.

O’Connor put together the Mobile-cum-7th Armoured Division over the course of two years. Its leadership at every level was imbued with the
concepts of highly mobile warfare. His loss (as happened during Rommel’s first offensive) did nothing to destroy those units. What did affect them, as I discussed earlier, was the huge expansion of the desert force into a complete army, which necessarily imposed the more mainstream British doctrine on the few units trained by de Gaulle. My feeling is the capabilities of 7th Armoured would have been degraded even if de Gaulle (or Gort) remained in command—they would have been constrained by higher authorities.

Rommel, too, should not be seen as irreplaceable. The German Panzerwaffe had its greatest relative superiority at this point in the war. Almost any other experienced panzer commander—von Thoma, Crüwell, Stumme, or Model (commander of 3rd Panzer Division when it was being prepared to go to Africa)—likely would have achieved the same kind of operational success as Rommel, though perhaps being less willing to buck the chain of command.

14.0 CONSTRUCTION

This is again an expansion of an original rule (ODF 14.0 Fortifications) to include related cases previously scattered through the rulebook.

14.1 FORTIFICATIONS

Forts have been much altered, generally for the purpose of enhancing their effect on play. The biggest single change was the addition of fort Level 0, which amounts to entrenchment and dispersal for defensive purposes. The real impact of the new fort is to preclude overrun and mobile battle, but comes now at a cost of lost attack and movement capacity. This represents the time needed to deploy into a defensive stance, or redeploy back into a mobile posture.

The other levels of fort have been given additional capabilities, all based on the level number. The most important of these are giving units combat supply or allowing them to avoid a retreat result.

One other addition I particularly like is allowing the use of exiting forts for the supply needed to create new ones. Without this rule, the Tobruk perimeter could not be gutted, as was done historically, to build the Gazala line. It helps show how Tobruk fell so easily in 1942.

14.3 ROAD CONSTRUCTION

This is the lone rules contribution of OFK. It was necessary in that game to restrict the Italian advance to Sidi Barrani, and to explain the diversion of so much Italian effort to finish the stretch of road. I figured as long as the rule was in, I might as well extend it to the Tobruk bypass, another project that held up Axis operations but that was left out of ODF.

15.0 AIR OPERATIONS

ODF simply lacked the rules space and counters needed to give the air war its due, even if the impact of air operations had been completely understood at the time, which it was not. Upgrading the air war was one of my first objectives for DFD.

Generic air points (track-and-marker) have been replaced by named units. Each represents approximately 100 to 300 aircraft, equivalent to an Italian Stormo, Commonwealth Group, German Fliegerkorps or Geschwader, or US Wing (aka “Command”). Their capabilities are not precisely equal, depending on the type of aircraft assigned. There are no separate fighter organizations as all units have at least some attached.

Ground support remains the primary function and is carried out in more or less the same way as in ODF, though the non-phasing player has slightly more restrictions. The other missions are described below.

Aircraft units are never really lost, but may be put out of action for one or two turns. This mimics the attritional nature of air warfare. Combat units are the business end of a pipeline of replacement aircraft and aircrew, plus spare parts, fuel, ammunition, and so on. Loses are constant, but as long as they don’t exceed the flow through the pipeline the unit remains in action. Damage to the unit in game terms means losses have exceeded the flow of replacements, so the unit has to stand down while its strength is rebuilt.

15.1 AIR UNIT ALLOCATION

The addition of new missions required a procedure to commit air units. The “standard” mission remains ground support, with the “standard” basing being in North Africa.

15.1C AIRFIELDS

OTF added airfields, with each granting the controlling player an air point. There was just no way to make this work in the grand campaign game, but I liked the idea of nearby airfields affecting operations. They represent more formal airfields (most were just dusty strips in the desert) possessing buildings, fuel tanks, control towers, and, in some cases, metalled runways. Rather than generating air points as in OTF, they enhance the combat power of air missions conducted in close proximity.

15.2 AIR SUPERIORITY

This is one of the ways a player can affect initiative rolls, and it provides a method to play a “long game” to whittle down enemy airpower. It represents mostly air raids and fighters sweeps intended to knock out aircraft on the ground.

15.4 INTERDICTION

This new mission was added because it was the primary (and eventually most successful) Allied tactic in the actual campaign. They gradually wore down the Axis logistical pipeline to starve the front line of fuel and ammunition, and limit the ability of Axis units to react quickly.

15.5 AERIAL BOMBARDMENT

Bombardment is just a way of allowing aircraft to strike logistical installations and airfields: again, a widely used Allied tactic.

15.6 NAVAL STRIKES

The expansion of shipping brought with it a need for a mechanism to attack them, and not just for Malta. We were deep into playtesting before we realized the necessity of splitting it between oceanic and coastal strikes.

16.0 NAVAL OPERATIONS

The naval campaign has grown even more than the air war. It affects the timing and location of the arrival of units, replacements, and supplies. In some cases, that arrival is subject to attack by enemy air and naval assets.

16.1 PORTS & SHIPPING CAPACITY

Shipping requires a limit on the volume of cargo that can traverse a particular shipping lane or land at a particular port, in a turn or impulse. The limits force players to prioritize cargoes based on operational requirements.

16.2B/16.3B ALLIED SHIPPING

The choice between the safe but long route around Africa (Cape Route), and the fast but dangerous Mediterranean route (taken by Churchill’s “Tiger” convoy in May 1941) gives the Allied player a classic choice. The short route would not be used again after that time because the Germans had seized Crete, giving them an ideal base for attacking future convoys.

16.3C AXIS SHIPPING FROM SICILY

The Sicily boxes represent the short route from Sicily and southern Italy to nearby Tunisia. By the end of the campaign, Allied aircraft and ships were wreaking havoc on it, effectively cutting the supply line for Axis troops in the bridgehead.

16.4 NAVAL UNITS

ODF included a naval bombardment capacity, with no marker or other capacity. The multi-faceted capabilities of the new fleet units are and outgrowth of them, expanded in line with the other air and naval rules.

16.5 AMPHIBIOUS LANDINGS

ODF included landing rules to account for Allied and Axis landings, and this is basically just an expansion of them. In tandem with the port capacity rules, the restrictions play a big part in determining how much can be landed at a particular place at a given time.
17.0 DESERT RAIDERS

Joseph Miranda’s recent mini-game LRDG, which I developed, gave me the idea for inclusion of the deep desert campaign. Berg had done a variant called Desert Patrols, but his units were just slightly modified recon units, with no particularly special functions.

The new units have decidedly different functions and capabilities. Also, since we reworked the maps it was possible to extend the map out into the sand sea to include the oasis line followed by desert operators. This allows them to bypass the main fighting front, providing they can sweep aside enemy desert groups, to launch raids deep behind enemy lines. As in the historical campaign, the raiders will not change the course of the war, but they give players one more weapon to destabilize their opponent’s position and equilibrium.

18.0 WEATHER

There was no weather in ODF, again probably because of space limits. This is unfortunate as rainfall provided critical breathing spaces for Axis forces in retreat during each of the three winters of the campaign. The winter rule in OTF was necessary, if a little too harsh. The Ghiblis did affect operations on occasion, so while I thought they were a good addition, they needed to be less common and so were tied to the initiative roll.

19.0 OFF-MAP AREAS

ODF had several off-hexgrid areas, including Malta, the permanent supply sources at either end of the map, and the various holding boxes. OTF added the holding box for Axis units awaiting transit to Tunisia. Most of the areas in DFD are simple expansions of these originals.

19.1 PRIMARY AXIS BASE

The permanent supply point at El Agheila had to be replaced both for supply and reft purposes. It could not be tied to a single port to account for the 143 change from Tripoli to Tobruk.

19.2 NILE RIVER VALLEY

NRV is just a formalization of Commonwealth off-map areas in ODF, and provided a convenient way of controlling CW transfers between theaters.

19.3 MIDDLE EAST TRACKS

The MET are a major addition to the game, encompassing all the various diversions for the Allied player built into the reinforcement and withdrawal schedules in ODF. I particularly like the fact the Allied player can test different strategies for handling the outside theaters.

19.4 CRETE

Crete was added solely for its influence on the air, sea, and MET mechanisms, but also provided a convenient holding areas for certain Axis units.

19.5/19.6 FALL BRAUN & SICILY

These boxes are just a control mechanism for Axis arrivals in Tunisia, and force the Axis player to make choices on reinforcement destinations.

19.8 FRENCH NORTH AFRICA

FNA was added to complete coverage of the campaign. The sheer distance involved (almost half as far as the rest of the map) precluded a hexgrid treatment, but as a practical matter the fighting was limited to major towns. Without these boxes, US participation could only be controlled by a reinforcement schedule and special rules.

25.0 RUN FOR TUNIS

I decided early on to separate the two fronts in OTF to make two short games. They provide good learning scenarios, and as a practical matter were completely separate until early February, when Rommel reached Tunisia well ahead of Montgomery and gave the Axis a brief opportunity for a victory in detail. For those keeping track, the actual Torch landing forces were:

- at Casablanca (starting 8 November): US 2nd Armored, 3rd Infantry, and 9th Infantry (-) Divisions.
- at Oran (starting 8 November): US 1st Armored Division, 1st Infantry Division, and 1st Ranger Battalion, with 2/509 Parachute Infantry dropping inland.
- at Algiers (starting 8 November): US 34th Infantry Division and 39th Infantry Regiment (9th Division), British 78th Infantry Division, and 1st Armoured Division, and 1 Commando.
- at Bougie (11 November): British 36 Brigade (78th Infantry Division).
- at Bone (11 November): British 6 Commando (and 1 company of paratroopers).
- at Souk el Arba (hex T5909, 12 November): British 1 Parachute Brigade

PLAYER NOTES

This is a brief set of notes garnered from some specific points learned during playtesting. As the game gets additional play, I am hoping to expand these to reflect player experience, and with luck to include some after-action-reports with photos. It is worth mentioning that three of the four notes below concern supply.

Hint #1. Keep an eye on the clock. The campaign game is all about time. That includes judicious use of appeals (AX#1/AL#1), particularly holding off when your opponent is declaring them. Don’t overdo though, or you’ll find yourself facing a wall of dumps and RP with too little time to recover.

Hint #2. The way to stockpile dumps is to not expend any, even to keep your army in general supply. You have to be careful your opponent is not in a position to do much about it.

This is actually a viable strategy for the Axis player in the Fox Killed scenario. Delaying AX#2 is in your best interest because it also delays Allied events, chiefly AL#2.

Hint #3. Every hex on the coast road can be a chokepoint for a supply line run out to its maximum. Desert Raiders, commandos, and aerial interdiction are ideal candidates for taking advantage of the fact.

Hint #4. Think of the combat units as the husk of your army, and the logistic network as its core. You can afford to have units eliminated (though it can be costly if they are out of supply), but as long as the logistical base is present the army can be rebuilt. The reverse is not always true.
**Rommel’s Desert Command**

Deutches Afrikakorps (DAK) becomes Panzergruppe Afrika becomes Panzerarmee Afrika

Originally intended as a two-division blocking force (Spererverband), the German portion of Rommel’s command would grow to the equivalent of five small divisions.

### 5th Light Division

- **3 Ausfl**
  - 3 Pz 1
  - 28

- **5 Ausfl**
  - 9
  - 1 T22

- **605 PzJg**
  - 2
  - 1 T14

- **200**
  - 4
  - 2 Tours

- **155 Art**
  - 0
  - 1 T14

### 21st Panzer Division

- **3 Ausfl**
  - 3 Pz 1
  - 28

- **5 Ausfl**
  - 9
  - 1 T22

- **39 PzJg**
  - 2
  - 1 T14

- **KG 21 Pz**
  - 4
  - 1 T14

### 15th Panzer Division

- **3 Ausfl**
  - 3 Pz 1
  - 28

- **5 Ausfl**
  - 10
  - 1 T22

- **39 PzJg**
  - 2
  - 1 T14

- **165 Art**
  - 0
  - 1 T14

**German Panzer Divisions on paper were comparable to armored forces of other countries, including the reduction in number of tank battalion from earlier iterations. What made the German organization so spectacularly successful was its flexibility. Regiments rarely fought as complete or pure organizations, instead cross-attaching units into combined-arms Kampfgruppen. The combination of tanks and aggressive use of anti-tank guns and artillery was particularly effective against the British. Like all German divisions, the reconnaissance battalion was heavily armed and expected to fight for information. The open nature of the desert allowed tanks units to get by with fewer infantry. In the fall of 1941, the full-strength 15th Panzer swapped 104th Infantry Regiment to 2nd Machinegun Battalion. After some other minor changes, each division was left with one recon, two Panzer, three infantry, and three artillery units.**

### 90th Light Division

- **155**
  - 4
  - 2 Tours

- **260**
  - 4
  - 2 Tours

- **361**
  - 4
  - 1 T14

- **580 Ausfl**
  - 26
  - 2 Tours

- **190 Art**
  - 1
  - 1 T14

- **190 PzArt**
  - 4
  - 2 Tours

- **KG 90 Li**
  - 3
  - 1 T22

### 164th Light Division

- **125**
  - 3
  - 2 Tours

- **382**
  - 3
  - 2 Tours

- **433**
  - 3
  - 2 Tours

- **220 Art**
  - 0
  - 2 Tours

- **164 Ausfl**
  - 0
  - 2 Tours

**German Infantry Divisions** started the war organized in the standard infantry pattern (see page 55). Each consisted of three infantry and one artillery regiments, plus a battalion each of reconnaissance troops, anti-tank guns, and pioneers (combat engineers). The infantry regiments had three battalions, plus one company each of anti-tank guns and light cannon. Motorized (Schützen, later Panzergrenadier) and light units, which included almost all infantry sent to Africa, generally had only two battalions but retained the heavy weapons.

The 164th Division, stationed on Crete, was organized specifically for the desert. Each infantry regiment left one battalion on Crete, while the remaining infantry companies were given a substantial increase in heavy weapons—a strong complement of mortars and a battery of either German 75mm AT guns or captured Soviet 76.2mm gun-howitzers for anti-tank work—represented in the game by the KG.
**German Forces in the Tunisia Bridgehead**

**90 Corps becomes Fifth Panzerarmee**

The bridgehead was to be held by an all-motorized force of three Panzer and three motorized infantry divisions, in addition to Rommel’s army. Only two complete and three partial divisions made it, though the army also received 21st Panzer, transferred from Rommel, and the equivalent of a small division of paratroopers.

**10th Panzer Division**

<table>
<thead>
<tr>
<th>9th Panzer</th>
<th>9th Army</th>
<th>999th “Afrika” Infantry Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Pz</td>
<td>5 1114</td>
<td>Thrown together (from penal battalions among others) for deployment to Tunisia, only the 961st and 962nd arrived before the campaign ended.</td>
</tr>
<tr>
<td>4 1114</td>
<td>334 Art</td>
<td>999 Army</td>
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**334th Infantry Division**

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<tr>
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<td>3 2 14</td>
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<td>756</td>
<td>4 1 14</td>
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**999th “Afrika” Infantry Division**

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<td>962</td>
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<tr>
<td>963</td>
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</tbody>
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**Division von Broich (later v. Manteuffel)**

This was an extemporized unit formed around a spare administrative headquarters for the Tunisian emergency. The units shown here are nominal; the division controlled a rotating complement of German and Italian units. Some of the subordinate units were equally ad hoc: 160th Regiment (undeservedly called Panzergrenadier) consisted of two Marsch (replacement) battalions, while the artillery regiment was formed of several scratch batteries.

**Hermann Göring Division**

The division was still in the process of expansion from the HG brigade, and only the units listed here reached Tunisia, where they fought as KG Schmidt. It later received 5 FJR as a second infantry regiment (renamed HG Jäger Regiment).

<table>
<thead>
<tr>
<th>9th Army</th>
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<tbody>
<tr>
<td>HG Arfl</td>
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<tr>
<td>HG Gren</td>
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<tr>
<td>HG Flk</td>
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<td>HG Flk</td>
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</tbody>
</table>

**Operation Hercules**

Put together to help the Italians invade Malta, this force was dispersed after cancelation of the landing, the three on the left going to Rommel in the desert, the others eventually sent to Tunisia.

Collectively these were probably the best units in the campaign. The Lehr Battalion was the Luftwaffe’s irreplaceable paratroop instruction unit. Ramcke’s command was put together for the assault on Malta by gathering I/2 FJ, I/3 FJ, II/5 FJ, and a battalion of light artillery. Two other units were assault specialists: 5 FJ was the converted Sturm regiment that had led the German assault on Crete, while 11 Pioneer Battalion was built around the demolition specialists who had taken the Belgian fortress of Eben Emael in 1940 (the “11” came from subordination to XI Fliegerkorps, the controlling headquarters for all parachute units). Barenthin commanded yet another ad hoc formation, this one having manpower quality of the first order: a cadre of parachute veterans fleshed out with failed Luftwaffe pilot candidates (it was considered by the Allies to be the best German unit in Tunisia).
**ORDERS OF BATTLE**

**Comando Libiche (Libyan Command)**

Italy took the defense of Libya seriously, stationing an army on each border. Fifth Army facing French Tunisia received the bulk of the available manpower until the fall of France. Italy's field generals were well aware the army was deficient in all the necessary accoutrements for mechanized warfare and resisted Mussolini's orders for an offensive into Egypt. The debacle of 1940 forced the deployment of motorized forces, which only gradually improved through the war.

<table>
<thead>
<tr>
<th>Fifth Army</th>
<th>Tenth Army</th>
<th>Garrisons</th>
<th>Army Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 Pavia</td>
<td>62 Messina</td>
<td>Porte</td>
<td>Libya</td>
</tr>
<tr>
<td>25 Bolyna</td>
<td>63 Crotone</td>
<td>Bace</td>
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</tr>
<tr>
<td>27 Brescia</td>
<td>64 Cosenza</td>
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</tr>
<tr>
<td>55 Savona</td>
<td>44 Cosenza</td>
<td>2 3 0</td>
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</tr>
<tr>
<td>60 Sabrata</td>
<td>1 Libyen</td>
<td>Tripoli</td>
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</table>

**ITALIAN INFANTRY DIVISIONS** tended to be small compared to those of all other powers, but this was intentional. The corps was to be the primary operational headquarters and received considerable numbers of additional artillery and (usually light) tank battalions (grouped for game purposes in a raggruppamento for each higher headquarters). Italian infantry was triangular (three-plus-one) at company and regimental levels, but binary at division and platoon level. Divisions had only two regiments so more divisions could be created (increasing corps flexibility). Infantry platoons dispensed with three rifle and one heavy weapon squad in favor of two sections, one each of light machineguns and riflemen. The former was to cover the movement of the latter in the attack, and form the main line of resistance on defense.

A heavy weapons battalion in each division had a combination of machineguns and mortars, sometimes being called machinegun units, and in other divisions a mortar battalion. The divisions in North Africa had trucks rather than horses for artillery and support units, but otherwise were foot-bound. They were inadequately provided with heavy artillery and, above all, anti-tank guns.

Blackshirt militia (CCNN from Camicie Neri) was the armed portion of Mussolini’s Fascist party. Organized like standard infantry divisions, with “legion” substituted for “regiment,” they generally were not as well trained but had good morale. Each standard infantry division nominally had an attached legion to lead the way.

**OPERAZIONE C3** was the Italian plan to invade Malta, but they never collected the necessary resources to see it through. These three divisions formed the ground component, respectively the seaborne, airlanding, and parachute elements of the invasion force. They were later allocated to Herkules.

All three went to North Africa after the final cancelation of Herkules: Folgore to Rommel at Alamein, La Spezia to Tripoli, and Superga to northern Tunisia after the Torch landings.
**ORDERS OF BATTLE**

**Corpo d’Armata Manovra (CAM)**

This all-motorized corps was belatedly rushed to Libya after the destruction of Tenth Army. The units officially were concentrated in a single corps (XX), but after German practice were regrouped as needed.

**ITALIAN MOTORIZED INFANTRY DIVISIONS**, like the two assigned to CAM, were standard infantry divisions except for the provision of trucks for the infantry. Trento’s infantry were stripped of their trucks to motorize corps and logistics assets. The assignment of a Bersaglieri Regiment was nominal only, as they were often detached to corps command as a reserve or spearhead.

**TIPO AFRICA SETTENTRIONALE 42** (North African Division Type 1942, or TAS42) was approved in 1941 as the shortcomings of the standard infantry division for desert fighting became apparent. The shortage of weapons and industrial capacity made it difficult to cure the problems quickly, but increasing numbers of heavy weapons were reaching the units throughout the following year. Just as importantly, the Italians changed the organization. Like all desert combatants, they learned that units in the desert were spread far and wide, and capable of engaging (and being engaged by) targets at longer ranges than was normal in Europe. Even small units needed heavy firepower for independent fighting. The new weapons were pushed down the chain of command to company level. Beginning in late 1941, each company was to have a platoon of riflemen, machineguns, anti-tank guns, and mortars.

This is shown in game terms by the arrival of additional artillery and anti-tank units.

**ITALIAN ARMORED DIVISIONS** were probably the best-balanced of their type early in the war. Smaller than those of other powers, they were intended for pursuit rather than breakthrough, but suffered from poor equipment for either purpose. Troop quality was high, however, and when given objectives commensurate with their strength the divisions fought well. The reconnaissance battalions were all third squadrons (battalions) of cavalry regiments, the first two still being horesed.

**THE GIOVANI FASCISTI** (Young Fascists or GGFF, the consonants doubled in the Italian fashion to indicate a plural) were intended to form the core of the 136 GGFF Armored Division but was never completed. It was joined in mid-1942 by a hodge-podge of other units: a Bersaglieri armored car battalion, the remnant of 55 Savona organized as a battalion, and a couple of artillery units.

**THE LAST RESERVES.** The units below, plus the 80th La Spezia and 131st Centauro Armored Divisions, reached Tripoli in the fall of 1942, too late to join Rommel in Egypt. Pistoia and Centauro reached the front at Mersa Brega, while the rest moved into southern Tunisia after Torch.
Eighth Army

Britain’s sprawling Middle East Command eventually collected units from Britain, the Commonwealth, and several associated Allied nations. The main combat formation, guarding the approaches to the Nile River and Suez Canal, grew from a division-sized collection of mobile units in 1939 to an army of 12 division-equivalents by late 1942. Nearly as many more had come under its command during the period. All the while the army struggled to perfect the tactics and doctrines necessary to subdue Rommel.

The army’s composition is displayed on this and the next three pages, with this page focusing on assets controlled at corps, army, or theater level, though often attached to divisions.
**ORDERS OF BATTLE**

### 7th Armoured Division

- **Compass**, December 1940
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 4th Armoured Regiment
  - 7th Armoured Regiment
  - KDG
  - 4th Armoured Recce

- **Crusader**, November 1941
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 4th Armoured Regiment
  - 7th Armoured Regiment
  - KDG
  - 4th Armoured Recce

- **Gazala**, May 1942
  - 12th Lancers
  - 4th Armoured Regiment
  - 7th Motor Regiment

- **Second Alamein**, October 1942
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 22nd Armoured Regiment
  - 7th Motor Regiment

- **Tunisia**, early 1943
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 22nd Armoured Regiment
  - 7th Motor Regiment

### 1st Armoured Division

- **nominal**, 1941
  - 12th Lancers
  - 2nd Lancers Armoured Regiment
  - 2nd Armoured Regiment
  - 1st Support Group

- **Gazala**, May 1942
  - 12th Lancers
  - 2nd Lancers Armoured Regiment
  - 2nd Armoured Regiment
  - 1st Support Group

- **Second Alamein**, October 1942
  - 12th Lancers
  - 2nd Lancers Armoured Regiment
  - 2nd Armoured Regiment
  - 1st Support Group

### 2nd Armoured Division

- **Sonneblume**, March 1941
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 2nd Derby Armoured Regiment
  - 44th Recce
  - 1st Long Range Desert Group

- **Tunisia**, late 1941
  - 11th Hussars
  - 7th Guards Tank Regiment
  - 2nd Derby Armoured Regiment
  - 44th Recce

### 8th Armoured Division

- **nominal**, never served as complete division
  - 2nd Armoured Regiment
  - 24th Armoured Regiment

### 10th Armoured Division

- **nominal**, 1941
  - 1st House Armoured Regiment
  - 8th Armoured Regiment
  - 9th Armoured Regiment
  - 10th Support Group

- **Gazala**, November 1941
  - 1st House Armoured Regiment
  - 8th Armoured Regiment
  - 9th Armoured Regiment
  - 10th Support Group

### BRITISH ARMoured DIVISIONS

The British Armoured Divisions went through several organizations during the war, illustrated by the various permutations of 7th Armoured Division above. The first iteration followed pre-war British doctrine, which envisioned a mass of tanks — up to 300 in six regiments (battalions) — maneuvering independently around a “Pivot Group” (later Support Group). The latter consisted of two or three regiments (battalions) of artillery, a mix of field and anti-tank, plus one or two battalions of infantry for protection. It was not intended to maneuver with the tanks. The scene worked poorly in the broken terrain of Europe, but was well suited to the desert environment, at least against the poorly equipped Italians. Against the Germans, the tanks invariably suffered heavily.

The organization changed incrementally. The first step was adding a portion of the Support Group to each tank brigade to form an Armored Brigade group, but the various arms still tended not to work well together. Eventually the divisions lost half their tanks and gained a full motor brigade, bringing the mix more in line with German divisions, but they never achieved the smooth integration of the Panzers.
ORDERS OF BATTLE

**British & Commonwealth Infantry Divisions**

The striking power of Eighth Army was embedded in its armor, but the real strength of the army lay in its infantry and artillery. The Commonwealth was the prime source of the infantry, especially in the early stages of the campaign. Heavy losses and the outbreak of the Pacific War pushed the burden onto British divisions by the end of 1942.

**8th (70th) Infantry Division**

<table>
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<tr>
<th>14 BG</th>
<th>16 BG</th>
<th>21 BG</th>
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<tbody>
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**44th Infantry Division**

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<th>151 BG</th>
<th>50 Recce</th>
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**44th Infantry Division**

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**Infantry Battalions** In nearly every army in World War II was a three-plus-one arrangement, with the “one” being progressively heavier weapons at each level of command. For example, a platoon would have three rifle squads plus one squad with a tripod mounted machineguns and/or a light mortar, while a company would have three rifle platoons plus one heavy weapons platoon with mortars, machineguns, and/or anti-tank weapons, and so on. The scheme conceptually gave each commander the ability to both maneuver subordinate units and to either concentrate or distribute additional combat power.

**British and Commonwealth Infantry Divisions** generally followed the standard three-plus-one infantry pattern. Because of the unique British regimental organization however, there were no heavy weapons controlled by brigades (equating to other armies’ regiments, which generally had mortar, light artillery, and/or anti-tank companies).

The division normally had three three-battalion infantry brigades as its primary combat force, plus a wealth of supporting units: three battalions of artillery plus one each of reconnaissance, anti-tank, engineer, and machine-gun troops. The latter was the British answer to regimental heavy weapons, and comprised 48 machineguns, tripod-mounted for accuracy and water-cooled for sustained fire.

This standard organization worked well in Europe as units operated in sufficiently close proximity. It broke down in the desert, however, because of the distances over which units were spread, and the longer ranges allowed by the flat, open terrain. As the desert campaign continued, every army began decentralizing heavier weapons down the chain of command to create units more capable of fighting independently, without the need for coordination by higher headquarters.

In Commonwealth divisions, this took the form of the brigade group (BG). A BG was formed by breaking up division assets (except reconnaissance) to create brigades capable of operating independently. This was a necessity in the desert unless the division could fight concentrated in a small space, as the lightly-armed infantry brigades were vulnerable to enemy armor and artillery. The drawback to the concept was the inability of the division commander to mass support at a key point. Montgomery would break up the brigade groups before Alamein, but he had the advantage of a larger army manning a shorter front.
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AUSTRALIAN DIVISIONS were formed out of the Second Australian Infantry Force (AIF) created at the beginning of the war (the First AIF and 1st through 5th Divisions having served in WWI). Battalions were designated with a “2/” to indicate this, but division and brigade numbers were made consecutive to those of the first war.

Australian Prime Minister Thomas Blamey, though committed to the Commonwealth and the defense of the Middle East, was sensitive to what he saw as British (read Churchillian) high-handedness in the use of Australian units. He therefore pressed for all three divisions to be used as a single corps.

NEW ZEALAND’S expeditionary force, like the Australian numbered consecutively from that of the First World War, consisted of the only division the country would raise in the war. It had one extra infantry battalion, the 28th Maori, used for scouting and assault work. After the 4th Brigade was wrecked during Crusader, it was out of action for a year while converting to tanks.

INDIA sent three divisions and three separate brigades to the desert, in addition to two other division (7th and 8th) serving in southwestern Asia. All three divisions, and two of the separate brigades, suffered heavily at Gazala and during the ensuing retreat. Both the 5th and 10th Divisions suffered heavily during the retreat from Gazala.

Most Indian units would remain in the Middle East or Mediterranean for the remainder of the war, the 4th Division in particular being a mainstay of the Allied effort in Italy.

SOUTH AFRICA contributed nearly its entire armed force to the desert war, and they paid a heavy price. 5th brigade was destroyed during Crusader (November 1941), then 4th and 6th Brigades surrendered at Tobruk (July 1942). After Alamein, all South Africans returned home. It took a full year to prepare two new divisions, 1st Armoured and 5th Infantry, for service in the Italian campaign.

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Eisenhower’s First Command
Dwight Eisenhower was put in command of a mixed group of Allied units tasked with liberating French North Africa and forming the western prong of the effort to trap Rommel’s forces.

French 19th Corps
The French provinces of Morocco, Algeria, and Tunisia were part of Metropolis France and formed the 19th Corps area. The area was divided into districts based on major cities. Each district had numerous units assigned, all being understrength and poorly equipped. During and after the Torch landings, each would field an ad hoc Division du Marche (DM), formed from a rotating array of the district's regiments. A DM could have as many as fifteen battalions at any one time. The infantry was generally but, but the divisions were woefully short of artillery and hopelessly outclassed in tanks and anti-tank guns.

British First Army
For most of the campaign the army consisted of British 5 Corps, US II Corps, and French 19th Corps, with British 9th Corps coming into line near the end. As a practical matter both the US and French commanders frequently bypassed army HQ to appeal directly to Eisenhower.

All the British divisions below sported the latest organization and doctrine.

Eisenhower, in turn, was denigrated by his fellow Brits in Eighth Army. Well-equipped but inexperienced, the British in Tunisia generally looked down on their American and French colleagues (one reason they turned to Eisenhower), and were in turn denigrated by their fellow Brits in Eighth Army.

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United States II Corps

The corps was unmanageably large with six divisions and a number of independent units. Broken into three groups for the Torch landings, three and later four fought together in Tunisia, with two divisions left in Morocco to subdue the area, check Spanish designs, forward replacements to the fighting front, and eventually to form the nucleus of the Sicily invasion force.

The US had had the luxury of sitting out the first two years of the war, and the Army watched military developments closely. US divisions accordingly were organized with mobile warfare in mind, and were lavishly equipped by US industry. Experience, however, had to be gained while under attack by Rommel’s crafty veterans.

US ARMORED DIVISIONS were intended to be as flexible as the German panzer divisions, with assigned regiments were not fighting as whole units. Instead, individual battalions, always a mix of tanks, infantry, and armor, would be grouped as needed into Combat Commands (CC), or a single battalion might be reinforced by companies of other arms to form a Task Force (TF). Only two combat commands were organized officially, with as many as three others formed in the field. A CCC eventually was created, but was generally intended to be a reserve rather than an active unit; a later organization would rename it CCR.

US armored infantry battalions were probably the best-equipped units in the campaign, with all infantrymen and a multitude of heavy weapons mounted in halftracks. Tank destroyer battalions ran the gamut from towed anti-tank guns through halftrack-mounted cannon to self-propelled vehicles. In all cases, they were less effective than they should have been because US anti-tank doctrine was flawed.

US INFANTRY DIVISIONS followed standard infantry organization for nearly every army in World War II, a three-plus-one arrangement, with the “one” being progressively heavier weapons at each level of command. US divisions had somewhat weaker reconnaissance element than most, while the artillery was stronger.

Like British brigades, US regiments received artillery, plus engineers and other support units, to form Regimental Combat Teams (RCT). Unlike the British, the US Army retained the organization throughout the war, having enough additional artillery (and later tank units) to attach them at both regimental and division level. The support elements are represented by the TF counters.

Non-Divisional Units

As they would be throughout the war, US units were accompanied by a dizzying array of support units, both combat like those pictured here, and service units.

The 2/509 Paratroop Regiment was repeatedly redesignated before becoming 2/509 (it was the only battalion in the regiment). It had a large number of parachute instructors and accordingly was, and was used as, an elite unit for critical operations.

1 Ranger Bn was an experimental unit formed largely from 34 ID volunteers. Lightly-equipped, it was ideally suited to fighting in the Tunisian mountains.

The tank and tank-destroyer battalions here were unusual in fighting as complete units. Most were broken up into companies for support of individual RCT.

The artillery brigades were only the first of many to be formed. Officially termed “Groups,” they really acted as headquarters for a pool of independent battalions, rather than actual combat formations.

ORDERS OF BATTLE
The next nine pages display the counters from the three original games, presented in chronological order rather than order of publication. I have remade the original counter sets for clarity (scans just got too muddy), but display them in the original order for ease of reference for owners of the originals.

Duplications across the three games have been deleted, with ODF being kept as intact as possible. Exceptions have been made for units with multiple versions, or, in the case of markers, to increase the available pool. New DFD counters are placed at the bottom of each page, as closely related to the original counters on that page as possible.

ABBREVIATIONS
AA = Anti-aircraft
Abt = Abteilung (GE battalion-sized unit)
Arm = Armor
Art or Arty = Artillery
AS = Aero Stormo
Aufkl = Aufklarung (GE reconnaissance)
Aus = Australian
Auto = Autoblinda (armored cars)
Ber = Bersaglieri (IT elite infantry)
BG = brigade group
BLM = Brigade Legere Mechanique
Bologna = Bologna
Bomb = Bombardment Command
Brand = Brandenburg
CAM = Corpo Armata di Manovra (IT mobile corps)
Cav = Cavalry (recon)
CC = Combat Command
CCNN = Camice Neri (Blackshirts)
CdA = Chasseurs d’Afrique
Cdo = Commando
Cel = Celere (motorized artillery)
Cent = Centauro
CFA = Corps Francs Afrique
CHI = Central India Horse
Col = Colonial
Ctnzaro = Catanzaro
Derby = Derbyshire Yeomanry
DOY = Duke of York’s
Eighth = Eighth Army

FES = __________________
First = First Army
FJ = Fallschirmjager
FK = Fliegerkorps
FLK = FLAK (flugzeug abwehr kanone)
Figre = Folgore
FF (CW) = Free French
FF (GE) = Fliegerführer
Gds = Guards
GGFF = Giovani Fascisti
Gren = Grenadier
Guastatori
HG = Mermann Göring
Imper = Imperial (name of commander)
Ind = Indian
Kasta = Kampfstaffel
KG = King’s Dragoon Guards
Krad = Kradspitze (motorcycle infantry)
La Spzia = La Spezia
Lanc = Lanciers
LRP = Long Range Patrol
Lt = light
Litt = Littorio
Marmrica = Marmarica
Med = Mediterranean
Montfrrto = Monferrato
Mor = Moroccon
MSU = Mobile Supply Unit
Neb = Nebelwerfer
NZ = New Zealand
Para = Parachute
Pz = Panzer
Pz L = Panzer “Lange” (armed with long-barrelled tank guns)
PzJg = Panzerjager (anti-tank)
Pio = Pioneers (assault engineers)
Pist = Pistoia
Ragg = Raggruppamento
RCT = Regimental Combat Team
RE (CW) = Royal Engineers
Re (IT) = Raggruppamento Esplorante, an reconnaissance unit
Recce or Rec = Reconnaissance (Regiment)
RLE = Regiment du Marche de la Legion Etranger
RTR = Royal Tank Regiment
SA = South African
Sabrtha = Sabratha
SanMrco = San Marco
SAS = Special Air Service
SG = Support Group
Scrb Band = Sacred Band
Sdvb = Sonderverband (special purpose unit)
SE Alg = Southeast Algeria
Spa = Spahis
Spt = divisional support group
Stab = Staff (regimental HQ)
StG = Stuka Geschwader
Tank = Army Tank
TD = Tank Destroyer
TF = Task Force
Tir = Tirailleurs
Tun = Tunisian
WDF = Western Desert Force HQ
Zou = Zouaves
1. ODF had upgrades of certain armored units to indicate more effective tanks. They were indicated by (1), (2), and (3) ratings, which I referred to as “generations.” CW generation (1) represent light tanks like the A9 and A10, (2) indicated Cruiser III and Crusader tanks, and (3) represents units re-equipping (largely, but never exclusively) with American tanks (see note 32). Generations (1) and (2) have been handled in DFD by giving two counters unique names; e.g., 4 Lt Arm, upgrades to 4 Arm. In the case of the three units on this page, their lowest generation in ODF was (2), so OFK “backdated” them to (1).

2. The brigade group issue was avoided in ODF due to the counter shortage. DFD provides counters to allow the switch. Units leaving the theater before, or arriving after, the changeover, like these Australians, are presented in only one version. Counters have been included for 150, 11 Ind, 4 NZ, 4 SA, 5 SA, and 6SA, all destroyed prior to the switch but whose divisions remained in the desert.

3. The lone addition from this period of the campaign is 7 RTR, whose Matildas were a key part of O’Connor’s success.

4. This unit should have been 3 Lt Arm in the OFK order of battle, but I have left it intact for purposes of this page. 1 Lt Arm went to Greece in early 1941 and did not reach the desert until after upgrading to 1 Arm (in game terms).

5. DFD uses on-map refit points in place of the track-and-marker arrangement of the original.

6. 4th Armored Regiment was an ad hoc formation built around several tank battalions taken from 132 Ariete Division. Wrecked in the early stages of Operation Compass, its remnants joined Raggruppamento Babini. Because of its close association with Babini, the two have been merged.

7. The addition of Italian garrisons was an easy way to account for the myriad border and fortress units without giving the Italians too many additional maneuver units.

8. The track-and-marker recording of air points in the originals has also given way to on-map counters, in this case as named units: Italian Stormos, Commonwealth Groups, German Fliegerkorps, US Wings (aka Commands). Each represents a front line strength of 100 to 300 aircraft.
9. The upgrade of the German panzer regiments indicates the addition of small numbers of tanks with longer cannon rather than a complete replacement of vehicles like the Commonwealth upgrades.

10. The ODF 200th was far too strong, with four times the combat power of most Commonwealth brigades. It probably included 605 PzJg and Kasta, presented separately here. It upgrades to a number of additional units, including the new 200th (page S__).

11. The six FLAK battalions of the original have been expanded to seven. The I/43 replaces the 368th, which was a searchlight unit.

12. Sonderverband 288 was a heavily-equipped unit intended for insertion into Egypt to raise a rebellion rather than for use in combat. It later converted to a standard two-battalion motorized regiment called Afrika (page S__).

13. As in ODF, MSU are backprinted with dumps, one of which is shown here.

14. Aggressive use of anti-tanks guns was a hallmark of German tactics, so the individual battalions of panzer divisions have been added. The KG 125, 382, and 433 represent the unusually heavy anti-tank armament of 164th Light Division (one battery per infantry company).

15. The infantry component of German panzer divisions was grouped in a Schützen brigade, consisting in most cases of two regiments and a Kradschütze (motorcycle) battalion. 15 Krad is added to complete 15 Panzer Division. It later upgrades to KG Menny, named for the commander of 15 Schützen Brigade.

16. The KG have been added to give the German divisions more flexibility, and to field more strength when available.

17. Counter availability made it possible to portray the small special operations and deep desert units that played a large role in the campaign.

18. The original Ramcke brigade was overly-strong in ODF. It has been reduced by removing one of its four battalions (FJ Lehr, not actually part of the brigade) to another counter.
19. The 101st Trieste and 102nd Trento Divisions were broken into their component regiments in ODF. They are presented here as complete divisions, more reasonable given their equipment levels, but with the option to convert to regiments (in Trento’s case only after upgrading to its motorized version). The Bersaglieri regiment attached to each division is presented separately because it was frequently detached.

20. ODF presented 136 Giovani Fascisti (GGFF) Division as a full infantry division. It actually was planned as an armored division but never completed. In the fall of 1942 the 136 GGFF Regiment was strengthened with a few stray battalions of infantry, recon, and artillery, and called a division. The Axis player may form the “division” in DFD by stacking 136 GGFF with other units.

21. The Italian army suffered greatly from the counter shortage in ODF, with only this counter to show the gradual improvement in weaponry. The original unit is misnamed: Artclre is a contraction of Artillery Celere, indicated a fully-motorized but still truck-drawn unit. It actually was equipped with self-propelled guns (Semovente), a major improvement. These two battalions (554th and 556th) were attached to 132 Ariete Division, while new counters have been added to show the broad array of weapons sent in 1942.

22. Some marker arrangements have been altered slightly from ODF. Out of general supply (OGS is still backprinted with D) has been added to show the broad array of weapons sent in 1942. Out of general supply (OGS) is still backprinted with D. Captured supply is back-printed with emergency supply. ODF emergency supply was backprinted with construction, which are now paired with the new untrained status. One of each reverse side type is shown here.

23. A number of additional units have been added to complete the organization of Italian units. This includes artillery regiments for all armored divisions, plus additional recon, artillery, and engineer units generally operating at corps level.
24. 3/2(1) was understrength rather than poor quality. In place of a separate counter, it deploys depleted in DFD.

25. ODF support groups were presented as infantry, but really were artillery with infantry protection (see page S__). One new unit was added for 10th Armoured Division; 8th Armoured does not get one as it never served intact.

26. The excellent battalions in the Mersa Matruh garrison became 22 Brigade, later upgrading to a motor brigade variously named 22 Guards, 200 Guards, and finally 201 Guards.

27. ODF 4/6 SA Rec is the 4th and 6th South African Recce Regiments amalgamated after heavy losses.

28. The 22(2) counter should also be treated as the depleted 22(3) rather than a different generation. See also note 40.

29. ODF had 2nd Armoured Brigade arrive after being equipped with medium tanks; it actually arrived with mostly light vehicles.

30. 18 Ind (of 8th Indian Division) and 161 Ind were thrown into action untrained (in game terms), so are stronger in DFD.

31. 10QVOC (10th Queen Victoria’s Own Cavalry) had been renamed the Guides before the war.

32. Substitute counters A & B show brigades strong in US M-4 Shermans, C & D in M3 Grants (or Lees, depending on the turret), and E in M3 Stuarts. ODF 2/1(3) is either overstrength for Stuarts or overly fast for Shermans; it was actually equipped with the latter.

33. This was an ad hoc formation used to control an assortment of tanks in Tobruk.

34. Motor brigades had enough trucks to be truly motorized rather than trucked. One was assigned to each armored division beginning in early 1942. One of the first was 7 Motor Brigade, which had formed part of the garrison in the Nile Delta-Suez area.

35. The fleet counters support the expansion of the naval rules.

36. These counters are used to support some of the game’s new events.

37. The Alexandria garrison represents a rotating array of artillery and infantry units. The Tobruk garrison represents Italian assets captured in the fortress.
38. ODF 3/2(2) is oddly weak (it actually was disbanded after destruction at Mersa Brega), so 3 Arm is presented as an ordinary medium brigade.

39. Based on its strength, 7/7(3) would be replaced by either A or B, but by the time this happened in game terms the brigade had departed for India.

40. 22 Arm became the main armored component of 7th Armored Division and was equipped accordingly. There is no good explanation for its odd strength in ODF, nor its improvement in OTF (note 72).

41. ODF presented most CW infantry as dismounted (foot), but in game terms they were actually trucked.

42. 8th British Infantry Division (14, 16, 23) was a pre-war formation disbanded in 1939 (its HQ provided the staff for the WDF) and used as fire brigades throughout the Middle East (23 guarded the Suez Canal). The division reassembled, as the 70th, in late 1941.

43. Mountain-trained units are identified as such in DFD because of some special capabilities. 4th Indian Division, another high-quality pre-war formation, was frequently used in rough terrain.

44. The Free French units with Eighth Army were later (see the OTF counters) combined into a division, but have been left in as separate units in DFD. Remy was a mechanized column, formed, like the FF infantry, from a wide mix of units and unit fragments.

45. The recon units assigned to most Commonwealth infantry divisions were left out of ODF, again probably because of countermix limits.

46. The “Silent Seventh” Australian Division spent most of the early campaign in the Levant, but could have been brought to the desert.

47. RE reflects Eighth Army’s wealth of engineers. Upgrades F & G represent Matildas and other “infantry” fitted with flails for minesweeping, one of the early experiments leading to the development of Hobart’s 79th Armoured Division “funnies.”
48. The entire 999th Infantry Division was slated for Tunisia. Two regiments did not arrive, but could have.

49. OTF had duplicated the 580 recon unit (see row 3, counter 10), so this was probably intended as the recon unit for 10th Panzer Division. It had none assigned in Tunisia, so this unit’s place is taken by the division’s motorcycle infantry battalion. The division was also fleshed out with additional supporting units.

50. Only the 47th Infantry Regiment of 22nd Infantry Division, stationed on Crete, made it to Tunisia, but the rest of the division might have been deployed as well.

51. The improvised Division von Broich included a number of odds and ends, many of them ad hoc as well. Among the complete units were the 47th Infantry, the two Tiger battalions (504th trickled in late), and at one time or another most of the paratroop units. The 71st Artillery Regiment in OTF was the 71st Nebelwerfer Regiment, presented here as two separate battalions. T Artillery Regiment was a collection of batteries. The 160 “Panzergrenadier” Regiment was a collection of Marsch (replacement) battalions.

52. The 19th and 20th Flak Divisions were not combat units, but were administrative HQ overseeing FLAK units in Africa. They probably were used in OTF to save counters.

53. Hermann Göring Division (not yet a panzer division) was incomplete, and only portions made it to Tunisia. Rather than the complete regiments in OTF, there was a lone tank battalion (I/HG Pz), a battalion of assault guns (II/HG Pz), one infantry regiment (HG Gren), a recon unit (HG Aufkl), and a FLAK battalion (HG FLK). 5 FJ eventually was assigned as the HG Jäger Regiment.

54. The units are properly portrayed in ODF as dismounted infantry. Ramcke’s men captured British trucks during the retreat from Alamein and remain mounted for the rest of the campaign. The attenuated 361 probably scrounged enough trucks for at least a road march. In DFD, they will have to be mounted using MSU.

55. This was Witzig’s parachute assault battalion of Eben Emael and Crete fame.
56. Bases are a new supply unit filling the gap between dumps and the permanent supply sources printed on the map in ODF.

57. The number of fort markers has been increased, and there are two new levels: Level 0 on the front of Level 1, and Level 3 on the back of Level 2. One of each of the backs is shown here.

58. The End Scenario marker is provided as a mnemonic device to mark the last turn of a given scenario, an especially important consideration as that turn changes depending on events.

59. This regiment actually got caught up in the tail end of Operation Compass in 1940. It was rebuilt by the time of the Tripoli-Tunisia campaign.

60. The Ariete battlegroup in OTF is supposed to represent the amalgamated remains of the division, but in the longer game it was preferable to let the division’s regiments speak for themselves.

61. Like the RE CAM, this was a raggruppamento of recon, tanks, infantry, and artillery intended to provide a corps or army headquarters with a unit capable of fighting for information.

62. The Reserve markers are used by new rules for unit status. The reverse side has mnemonic counters for two new forms of battle, one of each being shown.

63. These markers, one front and one back, are used to record the construction of primary roads on the map.
Only four rows are represented here because of the huge increase in US units.

64. For the time covered by the game, the Free and Vichy French were mortal enemies. This unit is Free French and has been so presented.

65. OTF underrepresented the the US armored division (see page S___). The armored infantry regiment has been deleted because it never fought whole; its battalions form part of each combat command. The armored regiments have had their light tank battalions, both for historical accuracy and to increase divisional flexibility.

66. The US Regimental Combat Team was similar to the British Brigade Group, except it was never formally superseded. The wealth of available supporting units enabled the assignment of additional assets to take the place of a division’s organic support units assigned to the infantry. The new Task Forces (TF) represent that additional combat power.

67. The 1st Tank Destroyer Brigade existed but never served as a complete unit. In fact, the 601st Tank Destroyer Battalion (601 TD, part of 1st Armored Division) was the only battalion to fight as a complete unit. All other TD battalions are incorporated into the RCT Task Forces.

68. A number of additional French divisions formed during the campaign might have seen action. The artillery regiment was part of the Tunis garrison, while FES patrolled the deep desert.

69. The US 2nd Armored and 3rd Infantry Divisions remained in Morocco after Torch, forwarding replacements to units in Tunisia and preparing for the landing in Sicily in mid-1943.

70. Most additional US support units were broken up to reinforce divisions and RCT; the three included here fought as complete units.

71. This mnemonic supports the process of gaining experience for US forces.

### Additional Vichy French counters

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### Additional US counters

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### Original Counters: Trail of the Fox

(See page S___ for more details.)
72. This is errata from OTF. The main armor component of 7th Armoured Division at this time was 22 Arm (see notes 1, 28, 32, and 40). 8 Arm, equipped with a mix of medium and infantry tanks, was a corps-level asset for infantry support assignments.

73. There are two new markers as substitute for infantry units to create Commonwealth Motor Brigades. Historically, the two in pace during the Tunisian campaigns were 131 (from the disbanded 44th Infantry Division) with 7th Armoured Division, and an upgunned 7 Motor with 1st Armoured Division.

74. 4 Arm was equipped primarily with Stuarts at the time of Alamein, intended for use as a pursuit force. Still associated with 7th Armoured Division, it was later assigned to the New Zealand Division to replace the destroyed 4 NZ (see note 76).

75. The British 56th Division arrived in Egypt, not Tunisia as presented in OTF.

76. The organization of the British 4th (Mixed) Infantry Division – two brigades of infantry and one of infantry tanks, plus recce and support units – was part of ongoing experimentation seeking the ideal combined arms mix. It was not a success, and infantry soon replaced the tank brigade, which reverted to independent status.

77. The Commonwealth order of battle in OTF was constricted due to counter shortages. These counters have been added to complete units as follows:

- 1 Derby and 6 SG to complete 6th Armoured Division.
- The Spt and Recce units to flesh out infantry divisions (56 Recce had been transferred to 78th Infantry Division prior to the campaign)
- The artillery units to represent the army- and corps-level assets in British First Army.

Additional Commonwealth counters for the later part of the campaign:

- 1 Derby
- 6 SG
- 1 Recce
- 4 Recce
- 46 Recce
- 56 Recce
- 1 Gds
- 1 Greek

75  76

MSU  MSU  MSU  MSU  MSU  MSU  MSU  MSU  1st 2nd 3rd 4th 5th 6th 7th 8th

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ODF  56  8

ALLIES

1 Derby  6 SG  1 Recce  4 Recce  46 Recce  56 Recce  1 Gds  1 Greek

77  25, 77  45, 77  77