Removing the Rules. To remove the rules from this magazine, carefully peel them from the card by peeling from the top, then the bottom, meeting in the middle. The card is not intended to be removed.

Rules Numbering. Each rule is identified with a two part number for ease of location and reference. The number to the left of the decimal indicates a major section; the number to the right indicates a case within that section. A letter after the case number indicates a secondary case.

Color Codes. These rules use the following color system:

- Red for critical points, errata, & exceptions.
- Blue for examples of play.

Online Materials. A considerable amount of support material, including errata, design notes, and player notes, can be found on the Strategy & Tactics website at strategyandtacticsmagazine.com/site/e-rules/. Discussion about the game can be viewed at http://talk.consimworld.com/WebX/1d8b8a9b.

Note to players of the original Desert Fox (ODF). Much of this game will be familiar to you, but there are significant changes to it. We strongly recommend you review the online designer’s notes.

2.0 COMPONENTS

A complete set of DFD consists of the following components. Not all will be used in all scenarios, but take time to locate each.

- These rules, explained in rule 2.1.
- Six maps, explained in rule 2.2.
- Player Aids, a set of charts, tables, tracks, and boxes used during play, located in these rules or on one of the maps, explained in rule 2.3.
- Two die-cut cardboard sheets containing a total of 560 playing pieces, referred to as counters or units, explained in rule 2.4.
- Players must provide one or more six-sided dice (see 2.5).

2.1 RULES

The rules present a set of physical and procedural systems representing the mechanics of mobile warfare in early- and mid-World War II. Though each system is simple in itself, the combination is complex and will take time to learn. Read the rules once for familiarization, then a second time while examining the components.
2.2 MAPS
The six maps listed below portray the North African littoral from Alexandria in the east to Algiers in the west.
- A-Algeria (11x17-inch)
- T-Tunisia (17x22-inch)
- L-Libya (8½x22-inch)
- S-Sirte (8½x22-inch)
- C-Cyrenaica (17x22-inch)
- W-Western Desert (17x22-inch).
- Map D-Display (11x17-inch, on pages R16-R17) contains new and duplicate off-map areas for ease of play.

Map Errata.
- The crisis boxes Biskra (Map A) and Touggourt (Map T) are connected by the desert track.
- Hex number S0931 is duplicated; Ras es Ali should be S0932.
- The airfields at C2308, C2309, and C2821 also enable or enhance Allied naval strikes (see 15.1C).

2.2A-Aligning the Maps. To assemble the maps, line them up using the hexgrid. As a general rule, they should be laid down west to east so the more easterly map overlaps that to the west, but it will not affect play if it is done the other way. See Map D on pages 16-17 for details.

2.2B-Hexes. A hexagonal (hex) grid has been superimposed on the map to regulate movement and other game functions. A unit generally is inside one hex at any given time. Each hex is numbered for reference. Hex numbers may be duplicated on more than one map, so all hex references are preceded by the map identifying letter (for example, Tobruk is in hex C2331).
- Hex Control is determined by scenario instructions. Thereafter, a ground combat unit entering a hex transfers control to its player until an opposing unit enters the hex.
- Each hex represents 10 miles (16 kilometers) from side to side.

2.2C-Terrain features on the map are identified on the terrain key. Some terrain types lie within a hex and affect operations of units placed in or moving through the hex. Others terrain types run along hexsides and generally affect operations only when the hexside is crossed. Most terrain affects movement through or across it, and combat directed across or into it. The effects of specific terrain types are explained throughout the rules and are summarized on page R14.

2.2D-Obstructed Hexes is a term used to refer collectively to mountain, city, and fortified hexes, which have a number of specialized effects.

2.2E-Off-Hex Areas. There are a number of boxes and tracks on the maps outside the hexgrid. These are explained in 2.3, 15.0, 16.0, 17.0, and 19.0.

2.2F-French North Africa (FNA) consists of all hexes in Algeria and Tunisia (Maps A, T, and L), plus the FNA boxes (19.8), and is out of play until event AL10 (4.10).

2.3 PLAYER AIDS
The various charts, tables, tracks, and boxes are used to conduct specific games functions or to summarize certain rules. Some are located on the maps, some on the player aid card, and others on Map D. Some are duplicated; they are considered to be the same place, so one or the other or both may be used as convenient for the players.

2.4 COUNTERS
Most of the counters are combat or supply units, with the remainder being markers used to carry out certain game functions or indicate combat unit status. Each type is identified on page R3, with a reference to the rule describing its use. After reading the rules the first time, carefully punch or cut the counters from the sheets. Trimming the corners with scissors or fingernail clippers will ease handling.

Counter Errata. The following counters have errors on them. Replacements will be printed in S&T #305.
- IT 80 LaSpzia: its movement class should be foot instead of horse.
- CW 7 Lt Arm: the combat factor on its reverse side should be 3 instead of 6.
- CW 26 Aus BG: the combat factor on its front side should be 5 instead of 4, and on the reverse side 3 instead of 2.
- US 12 Bomb should have a naval “N” rating (see 15.0).

2.5 NATIONALITIES
The combination of a counter’s background color and the color of its ID and unit box (if any) indicates its parent army/nationality. The alliances and some nationalities have a two-letter code noted below and on page R3.
- The Allies (AL) consist of the forces of the British Commonwealth (CW; Great Britain, Australia, India, New Zealand, and South Africa), plus associated expatriate forces of Free France (FF), Greece, and Poland. The United States (US) and Vichy France (VF) may join the Allies in the later part of the game.
- The Axis (AX) consists of Germans (GE) and Italians (IT), with partial cooperation by the Vichy French early in the game.

2.6 DICE
In these rules and on the tables, 1d6 means rolling one six-sided die; 2d6 means rolling two, or one die twice, and adding the results.

3.0 SEQUENCE OF PLAY
After deciding which scenario is to be played (3.1) and which player will command each side, set up the game according to the scenario instructions. The scenario will last for a specified number of turns (3.2), each turn consisting of a number of discrete phases (3.3). The current turn is indicated by using the Turn marker on the Turn Record Track (TRT), duplicated on Maps T and W. Play continues until one player reaches the objectives specified in the scenario instructions. In general terms, both players will be trying to eliminate enemy units to gain control of specified hexes.

3.1 SCENARIOS
The scenario instructions are located in rules 20.0 through 29.0. Each scenario indicates the starting and ending turns, forces starting on the map and those arriving during play, and “victory conditions,” the objectives to be achieved by each player to win the game.

3.1A-Set Up Procedure. Units beginning a scenario on the map have a location noted. In most cases it is a hex, or a specified range from a hex indicated by a #/ before the hex number. For example, in Scenario 20.0, the British 22nd brigade sets up in W2118, while several Italian units are coded 4/C2331, meaning they set up within six hexes of hex h23 on map C-Cyrenaica.

3.1B-Reinforcements generally arrive according to the master arrival schedules on pages R30 and R31. Variations from that schedule are noted in the scenario rules.

3.2 SCENARIO LENGTH
The End Scenario marker is placed according to scenario instructions. It may be moved up or down the TRT as directed by scenario instructions or events (4.0). The current location of the marker is the last turn of the game.

3.3 TURNS
Each turn consists of 20 phases, grouped for convenience into six impulses, listed in the box...
GROUND COMBAT UNITS (6.0)

**AXIS (AX)**

- **Army**
  - German (GE)
- **Luftwaffe**
- **Regiment**
- **Division (13.10)**
- **Axis Supply Unit**
- **Vichy French (VF)**

**ALLIED (AL)**

- **NATO SYMBOLS**
  - **Australian**
  - **British**
  - **Indian**
  - **New Zealander**
  - **South African**
  - **British Commonwealth (CW)**
  - **CW-Associated Allies**
  - **Free French**
  - **Greek**
  - **Polish**
  - **United States (US)**

**ICONS**

- **Infantry (13.9)**
- **Heavy Weapons (13.2)**
- **Support (13.1)**
- **Artillery (13.1)**
- **Anti-Tank (13.2)**
- **Garrison (13.8)**
- **Anti-Aircraft (13.2)**
- **Leaders (13.6)**
- **Engineers (13.7)**
- **Tanks (13.3)**
- **Armored Cars (13.3)**
- **Halftracks (13.0)**
- **Desert Raider (17.0)**
- **Infantry or Special Forces (13.4)**
- **Anti-Tank (13.2)**

**Movement Classes (8.3)**

- **Mech**
- **Mobile**
- **Foot**
- **Horse**
- **Desert**

**EVENT MARKERS**

- **ULTRA**
- **US Inexperienced (4.11)**
- **No Crisis**
- **Crisis**
- **Syria Situation**
- **Syria Crisis**

**STATUS MARKERS**

The countermix of the markers below is not a design limit; player may make additional counters if needed.
3.4 INITIATIVE
The player with the initiative on the previous turn (or as directed by scenario instructions) rolls 2d6. Modify the results as indicated on the initiative table on page R13. The initiative will either remain with the same player or change to the other player. The player with initiative may decide to be either the first player or the second player for the turn unless proscribed by scenario instructions. In addition to determining initiative for the turn, the initiative roll may cause either of the following to occur.

- First Player Combat. Add two to the final column number for all attacks.
- Second Player Movement. Road march is not allowed.
- Second Player Reaction. Roll 1d6 for the reaction movement allowance (8.2A) of reacting motorized units not in reserve status (8.6E).

4.0 EVENTS
Events are major occurrences outside the physical and command control of the players. Some occur automatically based on other events or on the game situation; others must be declared by a player during an events phase. Necessary details are covered in the following cases and summarized on the Events table on page R13.

An event may affect the following:
- Availability of reinforcements (5.1)
- Scenario length, indicated by ES+1# or ES−1#, indicating a shift of the End Scenario marker by the number of turns indicated.
- Middle East Command Tracks (MET; see 19.3)
- The operational freedom of a player.

Events affecting the Allies are referred to as AL#; those affecting the Axis as AX#.

Any or all Events may occur in a single turn, but unless specified otherwise each occurs only once per game.

4.1 APPEAL (AL#1, AX#1)
Beginning the turn after the events listed below have been declared, the affected player may appeal to the high command each turn. The cost and benefits of the appeal are listed on the arrival charts.
- Allied appeals: AL#2.
- Axis appeals: AX#4 or AX#5.

4.2 TARANTO (AL#2)
The Allied player may declare this event any turn after both AL#2 and AX#4 are in effect. If not declared, it occurs automatically on Turn 9. The following effects take place.
- The game is shortened by two turns (ES-2).
- All Commonwealth units listed under the Taranto header are eligible for entry on the turns indicated.
- AL#6 are triggered, one condition for AL#4, AL#5, and AX#5 met.

4.3 ULTRA (AL#3)
Each turn the Commonwealth ULTRA marker is in play, the Allied player may commit the marker during the events phase to one of the actions listed on the Ultra chart on page R13.

4.4 EIGHTH ARMY (AL#4)
This event represents the decision to turn the desert into a major theater of war. The Allied player may declare it any time after AL#2, and either AX#4 or AX#5 are in effect. The game is shortened by four turns (ES-4) and all reinforcements listed in the Eighty Army box on page R31 are eligible for entry on the turns indicated.

4.5 GREEK CAMPAIGN (AL#5)
MET Greece (19.3) is triggered when both AL#2 and AX#2 are in effect. On turns when AX#5 is in effect, the Allied player must roll two dice for the situation. The game is extended one turn (ES+1) each turn the track is active. After the track is deactivated, make a morale check (6.1) for each Allied unit currently on the track. A failed check depletes the unit (6.3). The units listed in the MET Greece box on the Allied arrival schedule may enter on the tracks indicated.

4.6 SYRIAN CAMPAIGN (AL#6)
MET Syria is triggered by AL#2. After the track is deactivated (see 19.3), the units listed under the MET Syria header are eligible for entry on the turns indicated.

4.7 AUSTRALIAN CORPS (AL#7)
At any point during the game, the Allied player must collect all twelve Australian units in either the Nile River Valley (NRV; 19.2) or MET Levant (19.3). Eliminated or isolated units need not be withdrawn for this purpose, but if the total combat strength of all withdrawn units is less than 36, or if any non-eliminated or non-isolated units are not withdrawn, the event cannot be completed.

The withdrawn units must spend at least three complete turns together in the chosen location. If in the Levant, they may engage in track combat. Once the condition has been satisfied, they must remain in the NRV and/or MET Levant until after an Events phase when AX#4 (4.17) is in effect. If this event is not completed, all Australian units must be withdrawn during the Pacific Theater withdrawal (4.8/AL#8).

4.8 PACIFIC THEATER (AL#8)
MET Pacific (19.3) is triggered automatically on Turn 14. When it reaches a crisis, Japan and the US have entered the war. The Allied player must withdraw the following units.
- Any six Australian BG
- Any two Aus Cav
- Any three British BG
- Any one armor brigade (Arm, not Lt Arm or Tank).

If AL#7 has not been completed when this event is triggered, all remaining Australian units must be withdrawn. If the total combat strength of all withdrawn units is less than 43, RP may be expended to bring the total to at least that number. Until all required units are withdrawn and the minimum strength is met at the beginning of another event phase, MET Pacific remains in crisis.

4.9 BRIGADE GROUPS (AL#9)
If AL#4 has been declared, the Allied player rolls 1d6 in each Events phase beginning with Turn 21. Add 20 to the result. If the total is less than or equal to the current turn number, this event is triggered. The Allied player receives the reinforcements in the Brigade Groups box on page R31 on the turns indicated.

4.10 OPERATION TORCH (AL#10)
The Allied player may announce the invasion of French North Africa at the beginning of any Events phase starting Turn 27. The invasion must be carried out the same turn and cannot be canceled. Declaring the invasion shortens the scenario by six turns (ES-6). French North Africa (19.8) becomes playable. Events AL#10, AL#11, AL#12, AX#9, and AX#10 are triggered.

4.10A Unit Availability. The CW and US units listed under the Torch header on the Allied arrival schedule on page R31 must be placed in the Torch box (16.2D). All units in the box may take part in the initial landing, subject to port capacity. Units arriving after the landing become available on the turn indicated. Units arriving on T+0 are available the turn of the landing; those available on T+1 are available the turn after the landing. If the event is not declared, the units remain in the box.
4.10B Vichy Resistance. Prior to the Vichy accord (AL#13), Vichy French units may not move except as a result of combat. Before resolving a combat, roll 1d6 for each unit on the Vichy French Reaction Table on page R20. A unit forced to retreat is moved by the non-attacking player. A Vichy unit that has joined the Allies cannot attack a neutral Vichy unit.

4.11 US INEXPERIENCE (AL#11) When AL#10 is declared, place the US Inexperience marker in a convenient location with its ±2/+1 side showing.

4.11A Effects. While the ±2/+1 is showing, in each combat involving both US and GE units, shift the final combat column by two in the Axis favor, and increase the morale rating of all US units by one for all purposes. When the marker flips to the ±1/+0 side, combat columns are shifted one column in the Axis favor and US units use their printed morale.

4.11B Gaining Experience. After each combat in which a majority of involved Allied steps are US, roll 1d6. On a roll of 5 or 6 the US military has gained useful experience. After the first gain, flip the marker from its ±2/+1 side to its ±1/+0 side. After the second gain, remove the marker. US units operate normally thereafter, and the units listed under US Inexperience on page R31 become available.

4.12 CW WITHDRAWAL (AL#12) If AL#10 is in effect, all South African and any remaining Australian units must be withdrawn during the first turn after AL#10 is declared when AX#4 is not in effect. Shorten the scenario by one turn (ES-1) in each subsequent Events phase if the withdrawal is not complete.

After completion, if fewer than 10 South African steps have been withdrawn, the scenario is shortened by two turns (ES-2).

4.13 VICHY ACCORD (AL#13) During each Events phase after Torch is declared, count the combat factor of the Vichy French units that have joined the Allies. If the number is greater than the combat factor of those still on the map but not Allied controlled, add one to all Vichy reaction die rolls. When all Vichy units have either been eliminated, surrendered, or joined the Allies, the accord has been reached and Vichy France becomes an active Allied power. The units listed under the Vichy Accord header on the Vichy French Arrival schedule become available.

4.14 SOFT UNDERBELLY (AL#14) After AL#13 is in effect, the Allied player may withdraw US and/or CW units from the campaign. For each 10 combat factors withdrawn, the Allies receive 1 RP the following turn. For each 20 combat factors withdrawn, add one turn to the end of the scenario (ES+1).

4.15 PARALLEL WAR (AX#2) The Axis player may declare AX#2 at any time. Declaration has the following effects:

- The game is lengthened by three turns (ES+3). It is lengthened by an additional three turns unless, after AX#2 is declared and before AX#5 is declared, AX#4 is in effect at the beginning of four consecutive Events phases.
- The reinforcements listed under the Parallel War header on page R30 become available on the turns indicated.
- AX#3 and AX#5 may be declared.

4.16 FIFTH ARMY (AX#3) The Italian Fifth Army comprises the nine infantry divisions on Map L at the start of the game. They may not move more than six hexes from L2817 (Tripoli) until released. They are released by the following, and are released starting with the lowest-strength division first (the Axis player may select between divisions of equal strength).

- Two divisions are released on the turn AX#2 is triggered. On each turn thereafter, roll 1d6. On a roll of 1-3 no division is released, on a 4-6 one division is released.
- All remaining divisions are released the moment an Allied units enters a hex on Map L or Map S, or after the first German combat unit arrives on the hexgrid.

4.17 AXIS IN EGYPT (AX#4) This event is in force at all times during which the Axis has any one of the following in any hex in Egypt. It affects other events, MET tracks, and some victory conditions.

- A base. It need not be active, but must have a valid supply line (7.3) to another Axis base or to an Axis-controlled port with a capacity of at least two standard port boxes.
- A fort level 1 or higher (14.1).
- A friendly airfield (15.1C).

4.18 AFRIKAKORPS (AX#5) The Axis player may declare this event any time after both AL#2 and AX#2 are in effect. Declaration has the following effects:

- The game is lengthened by twelve turns (ES+12), but may be shortened if certain reinforcements are not taken.
- The reinforcements listed in the DAK header on page R30 become available on the turns listed.
- German air units may be deployed to North Africa.

4.19 ARAB REvolt (AX#6) If the Axis player controls Crete (19.4), and the German Sbdv 287 and/or Sbdv 288 are on Crete, and MET SW Asia (19.3) is at a situation level of 1 or more, either or both units may be moved to MET SW Asia. They remain there and affect the situation die roll until the track is deactivated. When that occurs, either unit on the track is lost and may not be rebuilt.

4.20 EGYPTIAN REVOLT (AX#7) If the Axis player moves Sbdv 288 off the eastern edge of Map W and the hex from which it leaves the map is in Axis general supply, the Egyptian revolt is triggered. No Commonwealth combat or supply units may exit the Nile River Valley box, and no supply units may land or enter the box for the turn of exit and for the following turn. At the end of the second turn, Sbdv 288 is destroyed and the box returns to normal function.

4.21 C3/HERKULES (AX#8) This event combines Operation C3, the Italian plan to invade Malta, and Herkules, the later German version. The Axis player may attempt to invade Malta at any time from Turn 20 onward. Only one invasion can be made.

4.21A Unit Availability. Place the units listed below in the C3/Herkules box on Map D as they arrive.

- The Italian units listed under Operation C3 on page R30 if AL #2 and AX#2 have been declared.
- The German units listed under Herkules on page R30 if AX#5 has been declared.

4.21B Declaration. The invasion must be announced at the beginning of an events phase, and is resolved (4.21C) in the events phase of the following turn. During both turns, the Axis player may not use the Shipping from Italy boxes, and all air units must be allocated to the Herkules box. The scenario is lengthened by three turns (ES+3).

4.21C Invasion. Total the combat factor of all units taking part, ignore L and R ratings. Divide the total by 10, rounding up fractions of ½ or more. The result is the number of dice thrown. Total the result of all dice; if the result is 13 or more, the invasion has succeeded; 12 or less means it is a failure.

- Success. The Allies may not station air or naval units on the island. Subtract the final invasion combat result from 19. The result is the number of Axis steps lost; if the combat roll was 19 or more, no losses are suffered. The Allied player chooses which steps are lost. Surviving units are available for redeployment (D).
- Failure. All participating units are destroyed and out of the game for good. Malta may still be used by the Allies.

4.21D Cancellation. The invasion may be canceled on any events phase after Turn 20, even during the one in which the invasion is to be conducted. Once canceled, it may not be
4.22 AIDA (AX#9)
The Axis player may initiate this event on any turn after the Herkules (AX#8) invasion is carried out or cancelled, or after AX#10 is declared. The units listed under the Aida header on the German Arrival schedule become available as reinforcements. The game is lengthened by one turn (ES+1). If AX#4 is not in effect for at least four consecutive turns after Aida is declared, the game is lengthened by two additional turns (ES+2).

4.23 FALL BRAUN (AX#10)
The following may be conducted after event AL#10 is declared.

- An Axis unit in the Fall Braun box may move to either the Italy or Sicily box during any subsequent Axis movement phase.
- Airborne units in the box may be airdropped on Map T if air transport is available (8.7B, 13.5).
- Units on Crete may be moved to the Sicily or Italy box, or transported by air to any friendly airfield on the map. Roll 1d6 for each unit moved; add one to the roll for each unit already moved. For each modified result of 7 or more, the scenario lengthens by one turn (ES+1).

5.0 REINFORCEMENTS
Reinforcements are forces entering play after the start of a scenario. There are five types: combat units, supply units, air units, refit points, and, for the Allies only, naval units. Once available, a reinforcement arrives on the game map as directed by this section and the scenario instructions. They operate normally after arrival.

5.1 AVAILABILITY
Each reinforcement becomes available to the owning player according to the arrival schedules on pages R30 and R31, or by scenario instructions. Place available counters in a convenient location off the map until they can be brought into play according to the following cases. Reinforcements may enter on any turn beginning with the turn of availability; they may be held off map indefinitely unless prohibited by another rule or event. Air and naval units are available for allocation (15.1, 16.4) on the turn of arrival.

- **Arriving supply units** are listed as either Dumps or MSU. A Dump can only be taken as a Dump; an MSU may be taken as either an MSU or a Dump (7.2).
- **Event arrivals**. A unit made available by an event arrives on the turn indicated, or on the turn of event declaration if its arrival date has already passed.

5.2 AXIS ARRIVAL
Most Axis reinforcements arrive in Italy and must be brought onto the map across the Mediterranean by sea (16.2) or air (8.7B).

5.3 ALLIED ARRIVAL
Most Allied reinforcements arrive in the Cape Route box (16.2C) or the Nile River Valley (19.2). Units arriving as part of Operation Torch (AL#10) must be placed in the Torch box (16.2D).

5.4 ALLIED WITHDRAWALS
Certain events require the Allied player to withdraw Commonwealth units from the hexgrid or from the game altogether. Units may also be moved off the hexgrid to one of the Middle East Command tracks (19.3). In all cases, the unit must use regular movement to exit the map (8.0) unless the Axis player allows it to be picked up.

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

6.1 MORALE CHECKS
The morale rating of each unit is used primarily in determining the effects of combat. Certain rules call for a unit to make a morale check. Roll 1d6 and add the result to the unit morale. If the result is 7 or more, the unit fails. The roll may be modified in some cases, but a roll of 6 is always a failure. The effects of failure are indicated by the rule requiring the check.

6.2 DISRUPTION
A combat unit may become disrupted as a result of supply, movement, combat, or failed morale check. Place a disruption (D) marker on it. Additional disruptions have no effect unless specified by another rule. The marker becomes part of the unit; it does not count for stacking and has no effect on play other than those listed on page R19. It remains on the unit until the unit recovers or is eliminated.

- **Recovery** occurs at the end of any friendly movement phase if the unit is in general supply (7.4) and not in an enemy zone of control (10.0).

6.3 DEPLETION
Depletion is the reduction of a unit by one step; it may be rebuilt through the refit process (12.0). A two-step unit suffering depletion is flipped to its reverse (one-step) side. Other than the reduction in factors, it operates normally. A one-step unit or a reduced two-step unit suffering depletion is eliminated. Place an eliminated unit in the owning player’s holding boxes depending on its supply status.

- **An eliminated motorized unit** (8.3) is placed in the Refit box if it has a line of communications (LOC; 7.3C), even if it was in general or combat supply when eliminated. If it has no LOC, place it in the Destroyed box.
- **An eliminated non-motorized unit** is treated the same, but is placed in the Refit box only if it has an LOS at the moment of elimination (even if it is marked OGS).
- **No-cadre units** are destroyed after elimination regardless of their situation.

6.4 UPGRADES
Certain units may be upgraded to a different counter. The specific upgrades available are listed in the chart on page R19. Upgrading is voluntary, and may be done at any time after the upgrade counter becomes available. It is carried out during the refit process (12.0).

6.5 TRAINING
Certain units need desert training before operating normally. A unit may bypass the training process but its capabilities suffer.

6.5A-Procedure. Place the unit in the box of the training track indicated during the allocation phase. In the next Allocation phase, move it to the next lower box; if it was on the “1” box, place it on the map.

- Axis units finishing training are placed in any primary Axis base (19.1).
- Allied units finishing training are placed in the Nile River Valley box (19.2).

6.5B-Deployment While Untrained. A unit may move to the map before it has finished training. Place an Untrained marker on it. It is treated as disrupted but may not recover. It may restart its training by moving to the appropriate location listed above. Roll 1d6 for the unit. For Allied units, divide the result by three, rounding up fractions, and place it on that box of the track. For Axis units, divide the result by two, rounding up.

7.0 SUPPLY
Combat units must be in supply to function at full capacity. There are two types of supply, general and combat. General supply affects a unit’s movement, status, and refit, while combat supply affects its power in combat.

- The two supply types are separate; it is possible to have general and not combat supply, or vice versa, or both, or neither.
7.1 SUPPLY PROCEDURE
Supply units (7.2, 7.6) are used both to provide and deliver supply. A unit is supplied if it can trace a supply line (7.3) to a source (7.4A, 7.5A). General supply (7.4) is determined before movement and at other times as required. Combat supply (7.5) is determined at the beginning of the combat resolution process. Emergency supply (7.6) is a special form of both types. A player is not required to provide either type of supply to a unit.

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

• They do not count for stacking (8.0), do not project zones of control (10.0), and have no combat factor (11.3).
• They are always in general supply unless isolated (7.4D).
• The counters may be reused any number of times per game.

7.2A-Dumps represent a quantity of supplies. They may be transported (8.7). Expenda dump reflects consumption of the supplies; remove an expended dump from the map. Each expended dump can do one of the things listed on the supply summary chart on page R14.

7.2B-MSU represent transport vehicles. They are motorized units. They may carry supply dumps or ground units (8.7), or extend a supply line from a supply source to a combat unit (7.3).

7.2C-Bases represent major depots and may be active or OGS (out of general supply).

• Create a base by removing one dump and one MSU from a single hex during a friendly Movement phase. Place a base in the hex with its inactive (OGS) side showing.
• Activate a base by expending a dump in its hex during an Allocation phase; flip the base to its active side. Active bases provide general supply (7.4).
• Base transfers may be made during a friendly regular Movement phase by each active base with a valid supply line to another base (active or OGS). The active base may transfer one dump or two refit points to the other base.

7.2D-Voluntary Destruction of Supply Units
A player may destroy a supply unit in either of the following situations.

• At the beginning of a friendly movement phase if the supply unit is stacked with a friendly combat unit in general supply. The combat unit must expend half its movement allowance for each supply unit destroyed. If the unit is out of general supply, it must pass a morale check and expend its full movement allowance to destroy a supply unit.
• At the beginning of a friendly Reaction phase if the supply unit is stacked with a friendly combat unit eligible to conduct reaction (8.6). The combat unit must expend its entire reaction movement allowance to attempt destruction of one supply unit. Roll 1d6; on a result of 1-3 the supply unit is destroyed; on a 4-6 it remains in place. Only one attempt may be made per supply unit per Reaction phase.
• A destroyed base (active or OGS) may be replaced by either a dump or an MSU.

7.3 TRACING SUPPLY LINES
At any given time, a unit on the hexgrid has a line of supply (LOS), a line of communications (LOC), or both, or neither. A line of either type is traced from a supply source to the unit along a path of hexes. The line must be free of enemy units and enemy zones of control (10.0).

• Friendly units negate enemy zones of control for supply tracing. Do not count the 1 movement point cost to enter an EZOC when tracing the supply line.

7.3A-Lines of Supply are limited to the distances listed on the Supply Summary on page R14, as extended by MSU (7.3B). The lines are given in motorized movement points (MMP, see 8.3), meaning the terrain costs along the line are counted as though a motorized unit is moving along it. The line cannot pass into or through terrain impassable to motorized units, but a non-motorized unit may draw supply across terrain passable to it if it is adjacent to a hex on the supply line.

7.3B-Extending Supply Lines. An MSU may extend a supply line by 7 MMP. Trace the supply line from the source to the MSU, then up to 7 MMP from the MSU to the unit or to another MSU. A chain of MSU may be of any length as long as each is within 7 MMP of the next.

7.3C-Lines of Communication are traced in the same way as LOS, but may be of any length. An LOC must reach a friendly base (active or OGS) or a friendly-controlled port. Not all LOC are also LOS, not all LOS are also LOC.

7.4 GENERAL SUPPLY
General supply for each unit is determined at the beginning of each friendly movement phase, and at other times as directed. A unit is in one of three general supply states depending on its path to a supply source (7.4A); in general supply (7.4B), out of general supply (7.4C), or isolated (7.4D).

7.4A-General Supply Sources. Each of the following provides general supply to units with an LOS to it.

• An active friendly base to any number of units.
• A friendly dump being expended provides supply to one hex.
• The Nile River Valley to any number of Allied units. See 19.2B re its LOS.

7.4B-In General Supply (IGS). A unit with an LOS to a general supply source is IGS; it moves and operates normally.

7.4C-Out of General Supply (OGS). A unit is OGS if it is not IGS and has an LOC to a general supply source. Mark it with an OGS marker. Its capabilities are reduced; see the chart on page R14. It remains OGS until the check at the beginning of the next friendly Movement phase.

7.4D-Isolated. A unit is isolated if it has no LOS or LOC to a general supply source. Mark it with both OGS and disrupted markers; its OGS movement allowance is halved.

7.4E-Supply Attrition is checked for each OGS unit during the Supply Attrition phase. If it is isolated at that time, make a morale check for it. If it fails the check, it is depleted (6.3).

7.5 COMBAT SUPPLY
Combat supply is determined at the beginning of the combat resolution. A unit with an LOC to a friendly combat supply source fights at full strength and with all special capabilities (13.0).

7.5A-Combat Supply Sources. The only source for combat supply is a dump expended for the purpose. It provides combat supply for all units in one hex with an LOC to it. A combat supply LOC may not be extended by MSU.

7.5B-Unsupplied units suffer the following:
• Morale ratings are increased by one.
• Special units lose their special capabilities.

7.6 EMERGENCY SUPPLY
At the beginning of a unit’s Movement (not Reaction) phase, it may be provided emergency supply if stacked with a dump. Expend the dump and place an emergency supply marker on the unit (one unit only). The unit is in both general and combat supply. The emergency supply marker on the unit is destroyed; on a 4-6 it remains in place. Only one attempt may be made per combat unit per Movement phase.

7.7 SUPPLY UNITS IN COMBAT
Supply units have a limited capacity to engage in combat.

7.7A-Supply units stacked with combat units contribute no strength to the combat, and may not be used to absorb step losses. MSU may accompany a retreating combat unit, but may not retreat on their own. If the attacker advances into the hex, any supply units in the hex are subject to capture.
8.0 MOVEMENT

During a Movement phase, the phasing player can move none, some, or all of his units. Units are moved in any direction or combination of directions, limited only by their movement allowances, the terrain, and the provisions of this section. Moving units may be able to overrun enemy forces during movement. Reaction movement is a special form of movement available to certain non-phasing units.

8.1 MOVEMENT PROCEDURE

Each unit or stack of units is moved one at a time, tracing a path of contiguous hexes through the hexgrid. As a unit enters a hex or crosses certain hexsides, it must expend one or more movement points (Mp) from its movement allowance (Ma). The movement point costs to enter or cross each type of terrain are listed in the Terrain Effects Chart. Each unit or stack of units must complete its movement before another unit or stack is allowed to move.

8.1A-Other Friendly Units. Moving units generally may move freely through other friendly units. The number of friendly units in a hex at the end of the Movement phase is subject to stacking limits (9.0).

8.1B-Enemy Units. Moving units may not enter enemy-occupied hexes. Movement into hexes adjacent to enemy units is limited by zones of control (10.0). Moving units may be able to overrun (attack) enemy units during movement (8.5).

8.1C-Movement of a Stack. Any number of friendly units in a hex may move together. Count MP expenditure for each movement class as appropriate. A unit may be dropped off at any time, but once dropped off its movement ends even if it has MP remaining.

8.1D-Prohibited Movement. Units may not enter prohibited terrain or cross a hexside containing terrain that is prohibited to its movement class. Units may not move off the hexgrid unless using off-map movement.

8.1E-Status Change. Phasing units may refit, recover from disruption, enter a fort, enter reserve, or be marked for a special form of combat.

8.1F-Special Forms of Combat. Units initiating deliberate or mobile battle have limited movement (11.9).

8.2 MOVEMENT ALLOWANCES

A unit’s printed Ma is the standard number of MP it may use in a single movement phase, subject to modifications listed below. A unit possessing too few MP to enter a particular hex may not enter the hex; there is no minimum guaranteed movement. Unused MP may not be saved for a future phase or transferred to another unit.

8.2A-Reaction Movement Allowance (RMA) is used for reaction movement (8.6) and other functions. The RMA for all units is one-quarter the printed MA, rounding fractions up, but non-motorized units are limited to a maximum of one hex.

8.2B-Disrupted unit (6.2) MA are halved.

8.2C-Unsupplied (7.4) motorized units use their RMA; OGS non-motorized unit MA are halved.

8.2D-Road March. A unit’s MA is increased by seven (7 MP) if all the following are met during a regular Movement phase.

• It is undisrupted.
• It moves only along roads, primary or secondary.
• It does not start in or enter a hex adjacent to an enemy unit unless the intervening hexside is impassable.
• It does not enter a hex where it would be OGS.

8.2E-Forced March. A supplied, undisrupted unit not starting its move adjacent to an enemy unit may force march. Roll 1d6 and add three, then add the total to the unit’s MA. The unit moves normally otherwise, but may not road march (8.2D) and is disrupted at the end of the move.

Player Note. The Mile Markers on the coast road are placed 7 hexes apart because most MA are in increments of seven. A unit can move for each multiple of seven, multiplied by its road movement coast. For example, a motorized unit with an MA of 14 could move a total of eight mile markers or 56 hexes: two (14 ÷ 7) times four (hexes per MP) = eight.

8.3 MOVEMENT CLASSES

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

8.3A-Non-motorized units generally have slower movement, especially during reaction. There are two classes.

• Foot units are composed mostly of marching infantrymen, with their heavy weapons pulled by vehicles.

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

8.3B-Motorized units generally have all personnel and weapons carried or towed by vehicles. There are two primary classes and one secondary rating.

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

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

• Mobile. Some, but not all, trucked and mechanized units are mobile. The rating indicates not only organic vehicles for each sub-unit, but a doctrine emphasizing mounted fighting and rapid exploitation in combat.

8.4 TERRAIN & MOVEMENT

The MP cost to enter or cross each kind of terrain is listed on the Terrain Effect Chart (TEC) on page R14. Differential MP costs for different movement classes is noted.

• When there is more than one terrain type in a hex, use the greater MP cost.

• Roads negate all other terrain for movement purposes.

• Trails halve the MP cost of other terrain (in-hex and hexside).

• Motorized units are prohibited from entering some terrain except on roads or trails. When a motorized unit leaves a track or road, it loses any fraction of an MP remaining, even if it moves onto another road or track later during the same move.

8.5 OVERRUN

Overrun is a specialized form of combat conducted during movement. The moving force pays all...
normal terrain costs to enter a hex adjacent to an enemy unit, including the cost of entering its ZOC, if any, then pays the full movement cost to cross the hexside and enter the defender’s hex, plus two additional MP. Suspend its movement to conduct combat.

8.5A-Eligible Overrun Attackers. Any unit may overrun an enemy hex containing only supply units or zero-factor combat units. Only motorized units may overrun a hex containing nonzero factor combat units. OGS units may not overrun. No combat supply is needed.

8.5B-Eligible Overrun Defenders. A unit in a mountain, city, or fortified (14.0) hex cannot be overrun. An overrun cannot take place if the overrun hex is in the ZOC of another enemy unit and the ZOC would affect the overrun force.

8.5C-Combat factors are determined normally, including the effect of hexside terrain on the attackers. In addition, the combat factor of a non-mobile attacking unit is halved. Non-mobile attacking artillery and anti-tank units do not use their special ratings, but may move with other overrunning units. No combat supply is expended for either side.

8.5D-Reacting to an Overrun. If the unit about to be overrun has a greater reaction movement allowance than the overrunning unit, it may react away from the hex (8.6). The reaction is made before the overrunning unit expends the additional two MP to make the overrun. Make the morale check after the reaction.

8.5E-Outcome of Overrun. Defenders eliminated during an overrun are destroyed even if possessed of an LOC (which may generate supply; see 11.8). Supply units in the hex are subject to capture (7.7C). If the defender’s hex is vacated by the overrunning unit, the moving unit enters the hex and may continue its movement and make additional overruns. If the defender’s hex is not cleared, the overrunning force’s movement ends and it must make a morale check.

8.6 REACTION

Certain non-phasing units may move during each friendly Reaction phase during enemy overrun (8.5D). Reacting units are limited to their reaction movement allowance.

8.6A-Eligible Units. Only units beginning the Reaction phase within two hexes of an enemy unit, or units in reserve (8.6E), may react. The reacting unit must not be marked OGS and must be IGS at the start of the reaction. Disrupted units cannot react. MSU may move with reacting combat units.

8.6B-Eligible Reaction Movement. Reacting units move normally with the following exceptions.

• They may not enter an EZOC unless the unit generating the EZOC is already adjacent to a friendly unit.
• They may not overrun (but see 8.6E).

8.6C-Morale Check. Make a morale check for each reacting unit at the end of its reaction move. If it fails, it is disrupted.

8.6D-Advance. If a reacting unit vacates a hex adjacent to an enemy force (unit or stack), that enemy force may advance into the hex. If eligible, it may exploit.

8.6E-Reserve Status. A unit may enter reserve status during its Movement phase if it uses no more than one-half its MA and neither enters nor leaves nor is in an EZOC. Place a reserve marker on the unit. It may remain in reserve indefinitely. It does not project a ZOC. The marker comes off as soon as the unit moves or engages in combat (attack or defense). If the unit is in reserve at the beginning of a friendly reaction phase, it may react regardless of the proximity of enemy units and may enter an E2ZOC even if the projecting enemy unit is not adjacent to a friendly unit. It may overrun while reacting. It does not make a morale check after reacting.

8.7 GROUND UNIT TRANSPORT

Ground units may be transported by the following methods. Transportation takes place only during a unit’s Movement phase, not during a Reaction phase. Transported units may not take part in overruns.

8.7A-Sealift. Units of all kinds may be moved from off map onto the map or between ports on the map. See 16.0.

8.7B-Airlift. Each player periodically is given air transport points. Each point carries one airborne unit (one- or two-step), or one foot or refit steps, or one dump. Transport takes place during friendly movement phases. Airlifted units may not move in the landing phase.

8.7C-Truck Lift. One MSU can transport one foot unit (one- or two-step), or one dump. The MSU moves to the unit, picks it up, then continues moving. The unit may be dropped off at any time and is automatically dropped at the end of the MSU’s move. The carried unit may move no more than its RMA, either before or after being transported (if after, temporarily suspend the MSU movement to move the dropped unit). There is no MP cost to pick up or drop off. An MSU may transport more than one unit in a phase, but only one at a time.

• Vichy and Italian divisions require one MSU per step, so a full strength division requires two. Alternatively, one MSU can transport a full-strength division by paying double the MP cost per hex.

8.7D-Rail Lift. The Egyptian railroad may transport one Commonwealth combat unit, MSU, or dump, from anywhere along its active length to any other hex on its active length. The Nile River Valley box is considered part of the active rail line. Either player may utilize the rail line in Algeria and Tunisia to carry one combat unit, MSU, or dump from any controlled hex on the line to any other controlled hex on the line.

• Egyptian Rail Control. The Commonwealth player controls all completed hexes on the line unless occupied by an Axis unit or ZOC. The active portion of the line runs from the Nile River Valley outward to the last Commonwealth-controlled hex, but no farther than the current Railroad location.

• French North African Rail Control. A player controls any rail hex last entered by friendly units. A player also controls the line between any two towns if the player’s units control the towns and no enemy units or ZOC control intervening rail hexes. At least one city hex on the line must be in the player’s control.

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

8.8 NON-HEXGRID MOVEMENT

Units entering the hexgrid, either as reinforcements or from one of the off track boxes, expend MP normally on the hex of entry and move normally thereafter. Units exiting the hexgrid must enter the exit hex normally, then expend one or more MP to leave the hexgrid.

9.0 STACKING

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

9.1 STACKING POINTS

A unit’s stacking point value is listed in the stacking summary on page R14. Its stacking point value is constant throughout the game regardless of its status or step strength.

9.2 STACKING LIMITS

Units worth a maximum of nine (9) stacking points may end a given phase in a single city hex. Units worth a maximum of six stacking points may end a given phase in any other hex. Stacking limits apply only at the end of a phase. There is no limit to the number of units moving through a hex in a given phase.
10.0 ZONES OF CONTROL

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

10.1 EXERTING A ZOC

A ZOC is exerted by any combat unit if it:
- has a non-parenthesized combat factor greater than zero.
- is in general supply (7.4).
- is not disrupted (6.2).
- is not in reserve (8.6).

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

10.1A-ZOC & Movement Classes

Motorized units, and MSU traveling with them, ignore the ZOC of all non-motorized combat units while moving, including movement during reaction and after combat. Non-motorized ZOC remain effective when determining combat participation.

10.1B-Terrain

Does not affect ZOC except for the following.
- Escarpment hexsides block all ZOC.
- City Hexes are not subject to ZOC, but units in cities do exert ZOC.
- Prohibited Terrain: A unit’s ZOC does not extend into or through any terrain through which the unit could not move. The ZOC of a motorized unit does not extend into prohibited terrain even along a road or track.

10.1C-Fortifications block ZOC into the fortified hex.

10.2 ZOC EFFECTS

ZOC affect operations as follows.

10.2A-IP Cost to Enter

A unit expends one extra movement point to enter an EZOC. It must stop unless it is capable of overrun (8.3). See also 13.4.

10.2B-Parenthesized or Zero Combat Factor Units

Can enter an EZOC only if moving with, or entering a hex containing, a unit with a non-parenthesized, non-zero factor.

10.2C-Exiting ZOC

A unit beginning a phase in an EZOC can exit the hex, but cannot move directly into another EZOC unless using night movement (10.2D).

10.2D-Night Movement

Presumes a unit is moving only at night. It allows a unit to move through EZOC during a movement phase. It pays double the MP cost of the EZOC hexes and is disrupted; if already disrupted, there is no further effect.

10.2E-Supply Lines

May not be traced through EZOC unless the hex is occupied by a friendly unit at the beginning of the movement phase.

10.2F-Retreat

A unit may not retreat through an EZOC.

10.2G-Combat

A friendly combat unit in an EZOC at the beginning of a friendly combat phase may be required to attack. A unit in an EZOC at the beginning of an enemy combat phase may have to be attacked. See 11.2.

11.0 COMBAT

During each combat phase, phasing units may, and in some cases must, attack adjacent opposing units. The phasing player is the attacker and the non-phasing player the defender. The attacker determines the order of resolving combats. Each attack must be resolved before another can be initiated.

11.1 COMBAT PROCEDURE

Conduct each attack following the steps listed below and detailed on page R32. Some steps are modified by special forms of combat (11.9).

1. Determine the participating units (11.2).
2. Expend combat supply if desired (7.5).
3. Determine the combat strengths (11.3).
4. Determine the CRT terrain row (11.4).
5. Determine the combat odds, then roll 1d6 to get the final CRT column (11.5).
6. Shift the column rightward for any attacker support shifts (11.5A, 11.5B) and apply the defender results (11.6-11.7).
7. Shift the column leftward for any defender support shifts (11.5A, 11.5C), apply the attacker results (11.6-11.7), and conduct desired advances if eligible (11.8, 11.9B).

11.2 PARTICIPATING UNITS

Combat takes place between adjacent opposing units. Attacking is voluntary, but if a unit attacks, all defending units projecting a ZOC onto that attacker must be attacked during the same combat phase, but not necessarily by the attacker triggering the requirement. A defending unit adjacent to an attacking unit participating in a combat, but not projecting a ZOC onto it (due to status or terrain), does not have to be attacked but may be attacked. Within the constraints listed below, the attacking player determines which attacking units attack which defending hexes.

- Stacked attacking units may not participate in different combats, but a stacked unit is not required to participate in combat providing all mandatory combat requirements are satisfied. A non-participating unit must retreat if all participating units retreat.
- Stacked defenders must be attacked in the same combat (but see 13.3C).
- Multiple Hexes: Attacking units in more than one hex may attack a single defending hex. Attacking units in one hex may attack defenders in any or all adjacent hexes. Attacking units in more than one hex may attack defending units in more than one hex as long as all attacking units are adjacent to all defending units.
- Each unit can participate in only one combat per phase.

11.3 COMBAT STRENGTHS

Add up the individual combat factors of all participating units on each side to get a total attack strength and a total defense strength. The printed combat factor of each unit can be affected by disruption (6.2), terrain (11.4), and/or special units (12.2, 13.0). All strength modifications are listed in the box on page R20. Retain fractions when determining individual combat factors and add them all together, then round up fractions of ⅓ or more. All strength modifications are cumulative.

- An attacking force with a final total combat factor of zero cannot attack. A defending force with a final total combat factor of less than one is treated as having a strength of one.

11.4 TERRAIN & COMBAT

The terrain in the defender’s hex determines the row used on the Combat Results Table. If there is more than one type of terrain in a hex, or in multiple defender hexes, the defending player chooses which is used in the combat.

- Some terrain, in-hex or hexside, affects the combat or special factor of certain unit types; see the chart on page R20. Hexside terrain affects only units attacking across or defending that hexside.
- Fortifications shift the terrain row up one line for each fort level, with line 5 being the maximum.
- A unit unable to move into a hex cannot, and is not required to, attack into or across the prohibited terrain.

11.5 COMBAT RESOLUTION

Determine the starting odds by dividing the total attack strength by the total defense strength, expressing the result as a ratio. Round the ratio downward to the nearest ratio on the appropriate terrain line on the CRT. If the ratio is higher than the highest ratio on the line, use the highest ratio; if lower than the lowest ratio, use the lowest ratio.
Find the column number of that column on the CRT. Roll 1d6 and add it to the column number to get the final combat column.

- **Overrun (8.6)** and **mobile battle (11.9B)** may achieve higher initial odds than other types of combat; the odds are parenthesized on the CRT.

### 11.5A - Column shifts

(13.1, 15.3, 16.4C) move the final column one column for each shift. All shifts are cumulative, but the final column may not be shifted off the track in either direction. Shifts for each side are applied separately, moving the final column for opposing units only; it is possible for the results obtained for each side to come from different columns.

### 11.5B - Defender Combat Results

Add any offensive support shifts to the final column number, then cross-index the adjusted column number with the CRT line corresponding to morale rating of each defending unit to get the effects on the defenders. Apply the results (11.6-11.7).

### 11.5C - Attacker Combat Results

Subtract any defensive support shifts from the final column number, then cross-index the adjusted column number with the attacker line on the CRT to get the effects on the attackers (11.6-11.7). Use the supplied line for attackers with combat supply, the unsupplied line for attackers without combat supply. Eligible attackers may advance (11.8) and exploit (11.9B).

### 11.6 - STEP LOSSES

The opposing player selects the first unit to lose a step. The owning player distributes all other step losses (see 6.3 and 13.10).

### 11.7 - RETREAT

A retreating unit must be moved by the owning player away from its combat hex.

- **Length of Retreat.** is 1, 2, or 3 hexes (owning player’s choice) after a withdrawal (w) result, 4, 5, or 6 hexes after a rout (r).
- **Terrain Limitations**. Units in cities, forts, and mountains ignore withdraw results and subtract 3 from rout results. The retreat of any unit, regardless of its length, may end in the first city, fort, or mountain hex.
- **Unfinished Retreat.** A unit unable to retreat the required number of hexes, other than those stopping in the terrain above, stops in the last eligible retreat hex and suffers a step loss.

### 11.7B - Direction of Retreat

Within the limitations listed below, the retreating unit may move in any direction or combination of directions desired by the owning player. No MP are expended during the retreat.

- **Prohibited Directions**. Units cannot retreat through enemy units, EZOC, off the map, or into or through any terrain it could not cross or enter during movement. A retreating unit may not enter the same hex more than once during its retreat.
- **Stacking limits** apply at the end of the retreat. If the retreating unit causes a hex to be overstacked, all units in the hex are disrupted (no additional effect on disrupted units).
- **Subsequent Combat**. A unit retreating into a friendly-occupied hex that is subsequently attacked do not add to the defense of that hex, but do suffer any adverse results as if they were participating.
- **Cities and Forts**. a retreating unit may stop when reaching a friendly city or fort hex, even if required to retreat additional hexes.

### 11.8 - ADVANCE

If a defending hex is vacated as a result of combat, any or all non-disrupted attacking units may, but are not required to, advance into the vacated hex. No MP are expended and EZOC may be ignored. The advance must be taken immediately before proceeding to the next combat. Stacking limits apply at the end of the advance.

- MSU and combat units with zero or parenthesized combat factors may not advance unless accompanied by combat units with non-zero, non-parenthesized combat factors.
- If an advance is made into a hex in which enemy units were destroyed (not just eliminated), the advancing player may attempt to capture supply (representing materiel and supplies). Roll 1d6; if the result is less than or equal to the number of defending steps destroyed, counting divisional steps as two, place a dump and a captured supply marker on the hex.

### 11.9 - SPECIAL COMBAT FORMS

The previous cases comprise the standard form of combat. This case describes several specialized forms of combat, the prerequisites to their use, and the alterations each makes to standard combat. Except as noted, their use is not mandatory. (See also 8.5 for overrun combat and 17.0 for oasis track and desert raider combat.)

- **11.9A - Deliberate battle** capitalizes on the power of infantry and artillery at the cost of maneuverability and supply expenditure.
  - Only one hex may be attacked per combat.
  - Attacking units are limited to their reaction movement allowance in the preceding movement phase. Mark them with Deliberate battle markers.
  - All attacking units must be in both general and combat supply.
  - The attacking player may expend additional dumps up to the total number of support shifts from all available artillery. Each dump expended adds one column shift (11.5A).

### 11.9B - Mobile battle

Emphasizes the combat speed of tanks.

- Only one unfortified, non-city, non-mountain hex may be attacked per combat.
- Only mobile units may attack. Only mobile artillery, anti-tank, and air units may support. A non-mobile unit stacked with attacking mobile units does not take part, but must retreat if the attackers retreat.
- Attacking units are limited to their reaction movement allowance in the preceding movement phase. Mark them with Mobile battle markers.
- The combat factor of any participating mechanized units on both sides, including a defending non-mobile mechanized unit, is doubled. The anti-tank factor of any participating anti-tank unit is doubled.
- **Exploitation.** If the defending hex is vacated as a result of the battle, all attacking units may advance (11.8), then exploit. During exploitation, each unit may move up to its reaction movement allowance. They ignore EZOC while following the line of retreat of any retreating defenders; ZOC along any other path affect movement normally. If the defenders were eliminated, ignore all EZOC. Exploiting units may conduct overruns (8.5).
- **Reserve Exploitation.** Units in reserve may exploit through the vacated defender’s hex. They are limited to their reaction MA, and all EZOC affect their movement normally.

### 12.0 - REFIT

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

### 12.1 - REFIT POINT MARKERS

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

- RP do not count for stacking on the map but do count for purposes of transport.
- RP may be transported by air, sea, rail, and/or MSU (8.7). Each step counts as one step for the purpose.
- RP have no combat value. If involved in a combat they are affected like supply units (7.7) but cannot be captured.
12.2 REFIT PROCEDURE
RP may be used to rebuild destroyed, eliminated, and depleted ground combat units. The RP cost for each unit type is detailed on the chart on page R19.

12.2A-Refitting on the Hexgrid. A depleted unit may be rebuilt to full strength if at the start of its movement phase there is an RP within the unit’s reaction movement distance. Both unit and RP must be in general supply, not disrupted, and not in an EZOC. Remove the RP and flip the unit to its full-strength side.

12.2B-Refitting Eliminated Units. A unit in the refit box may be rebuilt during a friendly Movement phase by RP in or stacked with the appropriate primary base (19.1, 19.2). Expend the number of RP listed on the Refit chart to bring the unit to one- or two-step strength. Place the unit in/on its primary base.

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

12.2C-Refitting Destroyed Units is a two stage process. In one movement phase, RP must be expended in the unit’s primary base to shift the unit into its refit box. It may be rebuilt (12.2B) in any subsequent friendly movement phase.

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

12.2D-Refit Limitations. A player may use RP as desired to rebuild units subject to the following limitations:

• RP of one nationality (2.4) may not be used to refit combat units of another nationality.

• Only one unit of each Commonwealth nationality other than British may receive RP in a given movement phase.

12.3 UPGRADES
Units listed on the Upgrade chart on page R19 may be replaced by new units. In some cases RP must be expended; use the refit procedure. If the upgrade is a substitution, remove the old unit and replace it with the new. When several new units replace one, the total number of steps in play must remain constant unless specified otherwise; place excess new units in the refit box. In some cases new units are added to existing units; see the instructions in the chart.

13.0 SPECIAL UNITS
Each of the following unit types operates like any other unit, and has certain additional capabilities. (See also 17.0.)

13.1 ARTILLERY UNITS
Units with an artillery factor may apply column shifts in combat (11.5A). The artillery must be undisrupted and in combat supply to generate the shifts.

13.1A-Attacking artillery must be adjacent to the hex being attacked.

13.1B-Defensive artillery support may be provided for the artillery’s hex, or to one adjacent defending hex if the artillery itself is not being attacked in the same combat phase.

13.1C-Heavy Artillery. Attacking artillery with an “H” appended to its rating reduces the terrain line by one per rating point when attacking forts or cities.

13.2 ANTI-TANK UNITS
An anti-tank rating reduces the combat factor of an enemy mechanized unit. The AT unit must be undisrupted and in combat supply. Apply AT reductions after any other modification to the mechanized unit’s combat factor. AT ratings are affected by certain terrain types.

13.2A-Defending AT Units. Each defending AT unit reduces the combat factor of one attacking mechanized unit by its AT rating. Multiple AT units may be used against a single attacking unit, but the attacker’s strength cannot be reduced below one.

13.2B-Attacking AT Units. The AT rating of an attacking non-mobile AT unit is halved (round fractions up, but always reduced by at least one) before reducing a defending mechanized unit as above. Attacking AT ratings may not be used when attacking city, fortification, or mountain hexes, or when attacking across ridges. Non-mobile AT ratings cannot be used in overrun or mobile combats.

13.2C-AT & Support. Non-mechanized AT ratings are halved (round fractions up, but always reduced by at least one) if the opposing side has air support and/or supplied artillery in the combat.

13.3 RECONNAISSANCE UNITS
Any unit with an “R” appended to its combat factor is a reconnaissance (recon) unit.

13.3A-Recon Superiority. In any combat situation, the side with the greater total combat factor of undisrupted recon units has recon superiority.

13.3B-Enhanced ZOC. A moving unit or stack entering the ZOC of an enemy unit or stack with recon superiority pays two additional MP (+2 MP) in addition to the MP cost from 10.2A (a total of +3 MP) to enter the hex. A moving unit or stack leaving the ZOC of an enemy unit or stack with recon superiority pays 2 additional MP (+2 MP) on exiting the hex.

13.3C-Articulated Attack. An attacker with recon superiority may make an articulated attack against a defending stack in a single hex. The stack must contain at least two non-zero, non-parenthesized units, and may not be in a fort, city, or mountain hex. The defending player must divide the stack into two parts, each with at least one non-zero, non-parenthesized unit. The attacker must attack both parts, but may apportion attacking units in any way. Conduct two combats against the hex, applying all results normally. The attacker may not advance into the hex unless both defender sub-stacks are eliminated or retreated.

13.4 SPECIAL FORCES
Special Forces (SF) units operate like any other unit with the additional capabilities listed below.

• SF Units: German Hecker, 287 Sdvb, 288 Sdvb; Italian San Marco; Commonwealth 1 Cdo, 6 Cdo, 11 Cdo, Layforce, United States 1 Rgr.

13.4A-SF Movement. SF units ignore all EZOC and pay 1 MP for all hexes regardless of terrain. They may not enter or cross prohibited terrain.

13.4B-SF Transport. SF units may be carried like any other unit by air, sea, rail, or ground, with the following changes.

• Sealift. SF units do not use any sealift capacity; they are always able to move freely by sea and do not count against port or sealift capacity.

• Ground. In addition to transport by MSU (8.7), an SF unit may be carried by any motorized unit as though the motorized unit was an MSU. The SF unit may move no more than one hex on its own during the same Movement phase, either before or after transportation.

13.4C-Beach Operations. An SF unit starting a Movement phase in a port or at-sea box may land on any coastal hex as though it was an opposed landing (16.5B). It has emergency supply (7.6) for the impulse of landing. An SF unit starting its move on a coastal hex may be evacuated by sea to a friendly controlled port or shipping box.

13.4D-Combat. Special forces attacking into a city or fort reduce the terrain line by one.

13.5 AIRBORNE
Airborne units operate like any other unit with the additional ability to make an airborne drop. One air transport point is required to lift each airborne unit. The unit must start a friendly movement in an off-map box, or on the map in a friendly city or airfield hex. Move the unit to a clear, desert, or rough hex on the same or an adjacent map. The drop hex may not be enemy-occupied, but may be in an EZOC. Place the unit on the drop hex and make a morale check for it (see the chart on page R14). If the check fails, the unit is disrupted. The unit has emergency supply for the impulse of the drop.

• Airborne Units: GE Ramcke, Barenthin, 5 FJ, 11 Pio, and FJ Lehr; IT Folgore; CW 1 Para; US 2/509.
**EVENTS (4.0)**

<table>
<thead>
<tr>
<th>Event</th>
<th>Triggered by</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>AL#1 Appeal (4.1)</td>
<td>After AL#2</td>
<td>ES-1, CW Reinforcements</td>
</tr>
<tr>
<td>AL#2 Taranto (4.2)</td>
<td>AX#2 + AX#4, or T9</td>
<td>ES-2, AL#3, AL#5, AL#6</td>
</tr>
<tr>
<td>AL#3 Ultra (4.3)</td>
<td>When marker in play</td>
<td>See Ultra Ploys chart</td>
</tr>
<tr>
<td>AL#4 Eighth Army (4.4)</td>
<td>AL#2 &amp; AX#4 or AX#5</td>
<td>ES-4, CW reinforcements</td>
</tr>
<tr>
<td>AL#5 Greek Camp. (4.5)</td>
<td>AL#2 &amp; AX#2</td>
<td>MET Greece, CW reinforcements</td>
</tr>
<tr>
<td>AL#6 Syrian Camp. (4.6)</td>
<td>AL#2</td>
<td>MET Syria, CW reinforcements</td>
</tr>
<tr>
<td>AL#7 Australian Corps (4.7)</td>
<td>Automatic</td>
<td>Australian withdrawal</td>
</tr>
<tr>
<td>AL#8 Pacific Theater (4.8)</td>
<td>T14</td>
<td>MET Pacific, CW reinf. &amp; w’drawal</td>
</tr>
<tr>
<td>AL#9 Brigade Groups (4.9)</td>
<td>1d6 on T21-26</td>
<td>CW reinforcements and upgrades</td>
</tr>
<tr>
<td>AL#10 Torch (4.10)</td>
<td>After T26</td>
<td>ES-6, FNA, AL#11-13, AX#10</td>
</tr>
<tr>
<td>AL#11 US Inexper. (4.11)</td>
<td>AL#10</td>
<td>US combat effects, US reinforcements</td>
</tr>
<tr>
<td>AL#12 CW W’drawal (4.12)</td>
<td>AL#10</td>
<td>CW withdrawal</td>
</tr>
<tr>
<td>AL#13 Vichy Accord (4.13)</td>
<td>AL#10</td>
<td>VE reinforcements</td>
</tr>
<tr>
<td>AL#14 Soft Underbelly (4.14)</td>
<td>AL#13</td>
<td>US/CW w’drawal, possible RP and ES+1</td>
</tr>
<tr>
<td>AX#1 Appeal (4.1)</td>
<td>AX#4 or AX#5</td>
<td>ES+1, AX reinforcements</td>
</tr>
<tr>
<td>AX#2 Parallel War (4.15)</td>
<td>Anytime</td>
<td>ES+3, IT reinforcements</td>
</tr>
<tr>
<td>AX#3 Fifth Army (4.16)</td>
<td>AX#2 or Allies in Libya</td>
<td>IT reinforcements</td>
</tr>
<tr>
<td>AX#4 Axis in Egypt (4.17)</td>
<td>Situation on map</td>
<td>MEC Tracks, victory conditions</td>
</tr>
<tr>
<td>AX#5 Afrikakorps (4.18)</td>
<td>Axis player</td>
<td>ES+12, GE reinf., MET Greece</td>
</tr>
<tr>
<td>AX#6 Arab Revolt (4.19)</td>
<td>Situation on map</td>
<td>MET SW Asia</td>
</tr>
<tr>
<td>AX#7 Egyptian Revolt (4.20)</td>
<td>Situation on map</td>
<td>CW movement and arrival restrictions</td>
</tr>
<tr>
<td>AX#8 CS/Herkules (4.21)</td>
<td>After T19</td>
<td>Invasion of Malta</td>
</tr>
<tr>
<td>AX#9 Aida (4.22)</td>
<td>After AX#8 or AX#10</td>
<td>ES+1, GE Reinforcements</td>
</tr>
<tr>
<td>AX#10 Fall Braun (4.23)</td>
<td>After AL#10</td>
<td>AX reinforcements</td>
</tr>
</tbody>
</table>

**MIDDLE EAST COMMAND TRACKS (19.3)**

<table>
<thead>
<tr>
<th>Track (Trigger)</th>
<th>Situation Advance &amp; modifiers</th>
<th>Effects</th>
<th>Inactivation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syria (AL#2)</td>
<td>5-6 +1 AX#4 +1 each AX Air unit</td>
<td>ES-1 if in crisis +1 to SW Asia &amp; Levant while active</td>
<td>When Situation &lt; 0 Triggers AL#6</td>
</tr>
<tr>
<td>SW Asia (AX#5)</td>
<td>5-6 +1 Syria active +1 AX#4 +1 GE Svbd/each AX Air unit</td>
<td>ES-1 if in crisis</td>
<td>Never</td>
</tr>
<tr>
<td>Levant (Start)</td>
<td>4-6 +1 Syria active +1 AX#4 +1 each AX Air unit</td>
<td>ES-1 if in crisis NRV port cap 4 if in crisis</td>
<td>Never</td>
</tr>
<tr>
<td>Greece (AL#2)</td>
<td>5-6 (2x 1d6 if AX#5) +2 AX#5 (both rolls) +1 each AX Air unit (both rolls)</td>
<td>ES+1 while active Never &lt;0 until inactive</td>
<td>By crisis Triggers AL#5</td>
</tr>
<tr>
<td>A.O.I. (Start)</td>
<td>4-6 +2 if AX#4</td>
<td>ES-1 if in crisis NRV port cap 4 if in crisis</td>
<td>When Situation &lt; 0</td>
</tr>
<tr>
<td>Pacific (T14)</td>
<td>5-6 +2 if AX#4</td>
<td>ES-1 if in crisis Crisis triggers AL#8</td>
<td>When AL#8 complete</td>
</tr>
</tbody>
</table>

**ULTRA PLOYS (4.3)**

**Initiative.** Roll 1d6, halve result, round up fraction, apply to initiative roll in Allied favor.

**Targeted Shipping.** Roll 1d6 for one ocean naval strike. On 1-4, Allies select all losses.

**Intel Coup.** Place marker on Axis unit(s) at the beginning of an Allied movement phase. Roll 1d6; on a 1-2, the Allies have recon superiority against that stack for the rest of the impulse.

**NAVAL STRIKE (15.6)**

1d6 per factor, hit on 5 or 6
- +1 for strikes on port boxes
- +2 for strikes from Malta if Cyrenaica naval airfields Allied friendly
- +1 for Allied strikes if 3 or more Map T airfields are Allied-friendly

Alternate loss allocation, targeted player first unless Ultra applies.

**INITIATIVE (3.4)**

Initiative player rolls 2d6. Subtract the following for initiative player, add for non-initiative player.

**Axis Advantage**
- 2 if Kasta in play (13.6)
- # for air superiority (15.2)

**Allied Advantage**
- 2 if WDF in play (13.6)
- # for air superiority (15.2)
- 1d6 halved for ULTRA (4.3)

**Die Roll by Axis Allies Effect**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-2-</td>
<td>Same, Surprise*</td>
</tr>
<tr>
<td>4</td>
<td>Same</td>
</tr>
<tr>
<td>5</td>
<td>Same</td>
</tr>
<tr>
<td>6</td>
<td>Same</td>
</tr>
<tr>
<td>7</td>
<td>Same</td>
</tr>
<tr>
<td>8</td>
<td>Same, Ghibli**</td>
</tr>
<tr>
<td>9</td>
<td>Change</td>
</tr>
<tr>
<td>10</td>
<td>Change</td>
</tr>
<tr>
<td>11</td>
<td>Change</td>
</tr>
<tr>
<td>12+</td>
<td>Change, Surprise*</td>
</tr>
</tbody>
</table>

*see 3.5

**May, Jun, Sep, Oct turns**

↑↓ = skip to next line in same direction
**Terrain Effects on Movement**

**In-Hex Terrain**
- **Clear**
  - Foot: 1
  - Truck: 1
  - Mechanized: 1
- **Desert**
  - Foot: 2
  - Truck: 2
  - Mechanized: 2
- **Rough**
  - Foot: 2
  - Truck: 4/2
  - Mechanized: 4
- **Mountain**
  - Foot: 3/2
  - Truck: 6/2
  - Mechanized: 4
- **Marsh**
  - Foot: 2
  - Truck: 3/2
  - Mechanized: 2
- **City**
  - Foot: 1
  - Truck: ½
  - Mechanized: ½
- **Sand Sea**
  - Foot: 4
  - Truck: 4
  - Mechanized: 4
- **Oasis**
  - Foot: 4
  - Truck: 4
  - Mechanized: 4
- **Chott**
  - Foot: P
  - Truck: P
  - Mechanized: P

**Hexside Terrain**
- **Escarpment**
  - Foot: +5/+3
  - Truck: P
  - Mechanized: P
- **Ridge**
  - Foot: +0
  - Truck: +0
  - Mechanized: +0
- **Wadi**
  - Foot: +1/0
  - Truck: +2
  - Mechanized: +2
- **Pass**
  - Foot: +4/+2
  - Truck: +4
  - Mechanized: +4

**Informational Terrain**
- **Village / Town / Place**
- **Rail**
- **Mile Marker**
- **Airfield**
- **Port**
- **Line**
- **Border**

These have no effect on movement.

**Routes**
- **Primary Road**
  - Foot: 1
  - Truck: ¼
  - Mechanized: 1
- **Secondary Road**
  - Foot: 1
  - Truck: ½
  - Mechanized: 1

**Supply Summary**

- **Supply Lines**
  - From Base to Unit: 14 MMp
  - From Dump to Unit: 7 MMp
- **One Dump Provides**
  - One base activation (7.2C)
  - General supply to one hex (7.4)
  - Combat supply to one hex (7.5)
  - Emergency supply to one unit (7.6)
  - Construction supply for F1, F2, F3 (14.1C)
- **Los Length**
  - Base: 14 MMp
  - Dump: 7 MMp
  - MSU: 7 MMp (general supply only)
- **Ogs Effects**
  - Non-motorized MA halved
  - Motorized MA limited to RMA
  - Morale rating +1
  - No overrun
  - No reaction
  - No disruption recovery
- **Combat Supply**
  - Dump within 7 MMp, no extension
- **Construction**
  - Fort 1 through 3: 1 dump per level
  - Railroad: 1 MSU build 2 hexes
  - Road: 1 MSU builds 2 hexes
- **DeSTRUCTION Of Supply Unit**
  - Movement phase: automatic for IGS combat unit (expend ½ MA); unit must pass morale check if OGS
  - Reaction Phase: pass morale check full RMA
- **Capture Of Supply Unit**
  - When enemy unit enters hex, 1-3 captures, 4-6 destroys

**Bombardment**

Roll 1d6 per factor
Disrupt on 4, 5, 6

**Disruption Effects**
- Base: LOS 7 MMp
- Dump: LOS 3 MMp
- MSU: MA 7 MMp, LOS 3 MMp
- Airfield inoperable

**Other MP Costs**

<table>
<thead>
<tr>
<th>Effect</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter EZOC, +3 vs recon superiority</td>
<td>+1</td>
</tr>
<tr>
<td>Leave EZOC vs recon superiority</td>
<td>+2</td>
</tr>
<tr>
<td>Conduct overrun</td>
<td>2</td>
</tr>
<tr>
<td>Enter reserve status</td>
<td>+½</td>
</tr>
<tr>
<td>Embark or disembark</td>
<td>+½</td>
</tr>
<tr>
<td>Opposed port landing</td>
<td>+1</td>
</tr>
</tbody>
</table>

**Air Interdiction Costs**

MP cost per hex within 2 hexes of air unit
- +1x air unit ground support rating
- +1 additional if air unit has mobile rating
- +1 additional if air unit 10 friendly airfield

**Stacking Summary**

<table>
<thead>
<tr>
<th>Type</th>
<th>Hex</th>
<th>Shipping Box</th>
<th>Air Transport</th>
<th>MSU</th>
</tr>
</thead>
<tbody>
<tr>
<td>IT/F Division</td>
<td>3</td>
<td>1/S</td>
<td>2/S 1/S^a</td>
<td>2 or 1^b</td>
</tr>
<tr>
<td>Other NATO combat unit</td>
<td>1</td>
<td>½/S</td>
<td>1/S 1/S</td>
<td>1^a</td>
</tr>
<tr>
<td>Special forces unit</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Airborne unit</td>
<td>0 or 1</td>
<td>½/S</td>
<td>0</td>
<td>0 or 1</td>
</tr>
<tr>
<td>Other Icon combat unit</td>
<td>0</td>
<td>½/S</td>
<td>1/S 1/S</td>
<td>1/S</td>
</tr>
<tr>
<td>MSU</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Dump</td>
<td>0</td>
<td>1</td>
<td>2^a</td>
<td>1</td>
</tr>
</tbody>
</table>

**Notes**
- #/S = per step
- ^a = halved if air transport landing at friendly airfield
- ^b = or 1 MSU paying double MP cost per hex
- ^a = non-motorized only
**Example of Play II**

**Second Axis Impulse.** All Axis units draw general supply from Tripoli, Allies from Tobruk.

The bulk of DAK sets up for a mobile battle against 2 SG; they cannot overrun it because it is in the ZOC of 3 Lt Arm. One dump must be expended.

The Italian mobile units overrun KDG. Odds are 8-1 (the Italians are halved because they are not mobile) for column 11, shifted 2 columns for surprise (col 13) and 3 for die roll (col 16). Defender result is Hr. A half-step loss rounds up to a full step, so KDG is eliminated; it is destroyed due to the overrun. The Axis player rolls a die to determine whether a dump has been captured (1/1.8), but the roll of 5 fails (a 1 was needed).

The Italians move to C0705 to attack 3 Lt Arm (not all units have sufficient dump for another overrun, and the Axis player cannot be certain of success without them). Since the last available dump has to be saved to activate the base, they will attack unsupplied. If all of them get disrupted, the loss of ZOC means the Commonwealth units would have an escape route.

To preclude that, 27 Brescia moves to C0703, and 3 Aufkl’ takes a circuitous path to C0805; neither will participate in combat.

**Allied Reaction.** Either British unit could react through C0904 to reinforce the other. If 2 SG moves, the dump will be left behind. If 3 Lt Arm moves, there will be no unsupplied attack. The Allied player realizes both units are doomed, so leaves them in place hoping to extract maximum casualties.

**Axis Combat - Italians v. 3 Lt Arm.** All participants lack combat supply. Odds are 5-1 (15 ÷ 3) for col 8, shifting 2 columns for surprise (col 10) and 1 for the die roll (col 11). Defender result, on the 3 morale line because of no combat supply, is Hw. The depleted 3 Lt Arm is eliminated, and because it has no LOC it is destroyed. The Italians advance into the hex, but again fail to capture a dump.

The attacker result is Xm because of the lack of combat supply, so the Italians lose one step. The Axis player depletes 132 Ariete. The Axis player makes a morale check for each unit; all fail except 8 Ber.

**Axis Combat - Germans v. 2 SG.** Each side expends the dump stacked with the participants (the Axis need not have carried the dump forward; it could have been left at El Agheila). The Axis commits FF Afrika.

Odds are 9-1 (27 ÷ 3, as Kasta and 5 Pz are doubled for the mobile battle) for col 12, shifting 2 columns for surprise (col 14), one for ground support (col 15), and 3 for the die roll (col 18). Defender result, on the 2 morale line, is E. 2 SG is eliminated, and because it has no LOC it is destroyed. The Germans advance into the hex, and this time a roll of 1 nets a captured dump.

**Exploitation.** All the German units are eligible for exploitation (Kasta makes 1/18 FLK mobile), and they advance along the coast road. Although they are moving together, the different MP costs for different unit types require separate calculation.

Kasta has an RMA of 9 (28 ÷ 4 = 7, +2 for the special capability), and just makes it to the Allied dump in C1407 - there is no ZOC, and another Kasta effect is no MP cost to overrun.

Stab 200, 1/18 FLK, and the MSU have RMA of 6 (including 2 for Kasta), but expend only 2½. They could continue up the road, but could not be accompanied by Kasta.

5 Pz and 805 PzGr have RMA of 8, and must be dropped off in C1307.

The first two exploiting groups overrun the Allied dump at odds of 6-1 (col 9), shift to col 11 for surprise and col 17 by a die roll of 6. The result is E, so the Axis player has a chance to capture the supply. A die roll of 4 is reduced by 1 for Kasta, so the dump is captured.
The purpose of this example is not to present a “school” solution to a tactical problem, but to illustrate fundamental game mechanics. Of course, it could happen this way.

**Example of Play I**

It is Turn 10 (March 1941). The Allies have cleared the Italians from Cyrenaica and are redeploying for the Greek adventure. Elements of 2nd Armoured Division have reached Mersa Brega, with the lone armoured brigade bringing up the rear. 9th Australian Division will reach Benghazi. They have an active base in Tobruk and dumps spread across Cyrenaica.

The Axis have the initiative and surprise. DAK has begun arriving, with Kasta and the first mechanized elements forward at Beurat. Of the Italians, Ariete Division has reached Misurata and Brescia is at Sirte; the rest are still around Tripoli. The base in Tripoli is active and is stacked with a trio of MSUs carrying Dumps. The Axis plan for March is to clear El Agheila, establish a base, and overrun Mersa Brega to open a path into Cyrenaica.

Here is a snapshot of the game state at Turn 10:

- **First Axis Impulse (1).** Marsh and rough terrain near Agheila make it impossible to surround KDG, so Kasta and 3 Aufkl move down the coast road to overrun KDG (below) then move to L0735/C0702.

Kasta and 3 Aufkl expend 22 MP to reach L0734/C0701, and one more to enter KDG’s hex. Because of Kasta’s special capabilities, no MP is expended for KDG’s zone of control, and no additional MP are expended to overrun KDG.

Odds of 6:1 in desert terrain (All Other) puts the initial CRt column at 9 (right). The resolution is shifted 2 columns for surprise to column 11. The die roll is 1, pushing resolution to column 12.

Cross-referencing the column with KDG’s morale of 2 yields a defender result of Qw. No step is lost as the quarter-step loss is rounded down to zero; any other die roll would have eliminated the unit. KDG must retreat 1, 2, or 3 hexes. The Allied player elects to retreat to C0603.

The attacker result is determined on the supplied line because Kasta and 3 Aufkl were in general supply from the Tripoli base when they started moving. The result is a morale check for each. The die roll for Kasta is 2; adding the morale of 1 yields 3, which is less than 7 so it passes. The roll for 3 Aufkl is 4; 4+1=5, and it passes.

The rest of the Axis forces road march to close up on El Agheila. One MSU and one dump are expended to create a base.

**First Axis Impulse (2).**

- 2 SG refits to full strength while 3 Lt Arm moves forward.
- 9th Australian Division reaches Cyrenaica.

**First Allied Impulse.**

- 2 SG refits to full strength.
- 3 Lt Arm moves forward.
- 9th Australian Division reaches Cyrenaica.

This completes Turn 10. The game continues with the next turn, with the Axis and Allies making their moves. The next impulse and combat results will be analyzed in detail to show how the game progresses.

---

**Defender Results**

- **Column 1:** Qd
- **Column 2:** Qa
- **Column 3:** Qm
- **Column 4:** Qw
- **Column 5:** Qa
- **Column 6:** Qw

**Attacker Results**

- **Column 1:** 4-1
- **Column 2:** 4-1
- **Column 3:** 4-1
- **Column 4:** 4-1
- **Column 5:** 4-1
- **Column 6:** 4-1

**Note:** Parenthesized odds used only in overrun and mobile battle.
**Disruption Effects**

- Morale +1
- MA halved
- No overruns
- No reaction
- No zone of control
- No refit or upgrade
- No special functions
- Recovery automatic at end of move if IGS at that moment and not in EZOC.

**Re-fit Costs**

<table>
<thead>
<tr>
<th></th>
<th>DB to RB</th>
<th>DB to 1S</th>
<th>DB to 2S</th>
<th>RB to 1S</th>
<th>RB to 2S</th>
</tr>
</thead>
<tbody>
<tr>
<td>IT/VF Division</td>
<td>4</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>CW/US 2-step units</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2-step units</td>
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<td>-</td>
<td>-</td>
<td>1</td>
<td>2</td>
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<tr>
<td>1-step units</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Upgrades**

**Commonwealth**

- Existing: WDF
  - 13 Corps: 0
  - 1 Tank: 0
- 1 Lt Arm: 1 Arm: 1 per step
- 2 Lt Arm: 2 Arm: 1 per step
- 3 Lt Arm: 3 Arm: 1 per step
- 4 Lt Arm: 4 Arm: 1 per step
- 7 Lt Arm: 7 Arm: 1 per step
- Any Arm: 201 Gds: 1 per step
- Any Tank: Any Tank: 1 per step
- Any Inf Bde: H, I: 1 per unit
- Any BG: H, I: 1 per unit
- Tobruk (IT): Tobruk (CW): 0

**Italian**

- Existing: 101 Trieste
  - 102 Trento
    - (non-mot) 102 Trento: 1 per step
    - (mot) 61, 62, 102 Ragg: 1 per step
- 5 Lt Arm: 7 Lt Arm: 1 per step
- 22 Lt Arm: 201 Gds: 1 per step
- Any Arm: 1 per step
- Any Tank: 1 per step
- Any Inf Bde: H, I: 1 per unit
- Any BG: H, I: 1 per unit
- Tobruk (IT): Tobruk (CW): 0

**German**

- Existing: 5 Pz
  - 8 Pz: 1 per unit
  - 15 Krad: 1 per unit
- 288 Svbd: 200 Lt
- Stab 200

**US Inexperence (AL#11)**

Place each CCC in a hex with one or more CC of the same division. If the CC in that hex have 4 steps, place CCC at full strength; if 2 or 3 steps, place depleted; if 1 step, place in re-fit box.

**Vichy Accord (AL#13)**

The units below may be used as RP on the map to refit a Vichy French division, at the rate of 2 units per divisional step. Once used, the listed units may not be rebuilt.

**NOTES**

1. This upgrade is mandatory after AL#4.
2. This unit must be placed in the re-fit box.
3. Place CW Tobruk in C2331 at full strength the instant a CW unit enters the hex.
4. The substitution may not be made if the upgraded unit is no longer in play.
5. Place each new Spt unit at full strength if stacked with three upgrading brigades of the same nationality, depleted if stacked with two, and in re-fit box if only one.
6. This substitution does result in a net increase in steps. If the division is depleted, all regiments are placed in their depleted state.
7. An RP expended for the upgrade may also increase the upgrading unit’s step strength.
Morale & Retreat
- **m** = all units retreat 1-3 hexes, or make morale check for each unit; fail = disrupt
- **d** = all units disrupted
- **w** = all units disrupted and retreat 1-3 hexes, or treat as Qd (add Q to printed loss)
- **r** = all units disrupted and retreat 4-6 hexes. A unit unable to retreat is eliminated.

A retreating unit may stop on first friendly city or fort reached, regardless of distance.

Step Losses
- **Q** = ¼ of steps eliminated, round up fractions of ½ or more, no minimum loss
- **H** = ½ of steps eliminated, round up fractions of ½ or more
- **E** = all units eliminated.
- **X** = attacker loses half as many steps as defender, minimum loss one step.
- **XX** = same as X, but lose equal steps as Opposing player always selects first step lost.

Terrain Effects
- Escarpment: CFx½ except light
- River: CFx½
- Wadi: CFx½
- Ridge: attacker AT ratings = 0, defender printed at ratings +1
- Desert: unless stacked with non-light, non-infantry, or fort:
  - Regular infantry CFx½
  - Light CFx½ and MR+1
- Mountain: Mountain infantry CFx2
- City: Attacker AT = 0
- Mech attack on road or track only, CFx½

Combat Helpers
- **E** = Engineer attacking fort or city reduce terrain line by one
- **H** = Heavy Artillery attacking fort or city reduce terrain line by one
- **Qd** = Parenthesized Strength may not attack unless stacked with a non-parenthesized unit.

Weather Effects
- Winter: shift final column left 2d6 (halved, round fractions up). Defender Cfx2 in mountains.
- Ghibli: Shift final column left 2d6 (halved, round fractions up).

Vichy French Reaction

<table>
<thead>
<tr>
<th>Attacker (CF majority)</th>
<th>GE</th>
<th>IT</th>
<th>CW</th>
<th>US</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die</td>
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</tr>
<tr>
<td>1</td>
<td>W</td>
<td>W</td>
<td>W</td>
<td>J</td>
</tr>
<tr>
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<td>5</td>
<td>W</td>
<td>W</td>
<td>W</td>
<td>J</td>
</tr>
<tr>
<td>6</td>
<td>W</td>
<td>W</td>
<td>W</td>
<td>J</td>
</tr>
</tbody>
</table>

**C** = combat (resolve normally)

**J** = joins Allies (treat as Allied unit)

**W** = withdraw 1d6 hexes, minimum 3

**S** = surrender (place in Allied destroyed box)

**VF Accord (AL#13): 1d6 + number of joined units**

Combinations

- **R** = Retreating
- **Q** = Qd
- **Q** = Qd
- **H** = Hw
- **E** = E
- **X** = X
- **XX** = XX

Weather Effects
- 8 or less: Based/in Port
- 9-10: Return to Available Next Turn box
- 11-12: Becomes available two turns later

Air & Naval Losses
- 2d6 for each air or naval unit after the mission.
- +1 to roll if enemy has air superiority
- +1 to roll if mission conducted on city or port box

Combinations

- **R** = Retreating
- **Q** = Qd
- **Q** = Qd
- **H** = Hw
- **E** = E
- **X** = X
- **XX** = XX

Weather Effects
- 8 or less: Based/in Port
- 9-10: Return to Available Next Turn box
- 11-12: Becomes available two turns later
13.6 SPECIAL LEADERS
The Commonwealth WDF and German Kasta units affect the initiative roll while in play, and add the following capabilities to all units stacked with them at the beginning of a phase. The leader must be with units during the entire Movement phase to impart the capabilities.

- Treat any motorized unit as mobile.
- Add two to the RMA, including its own (8.2A)
- Do not make a morale check after a reaction move.
- Do not pay the MP cost to enter EZOC.
- Do not pay the MP cost to conduct an overrun.
- Do not make a morale check after using emergency supply (7.6).
- Subtract 1 from supply capture die rolls (7.7C).

13.7 ENGINEERS
Any unit with an “E” special rating is an engineer unit and has the following capabilities.

- If the engineer starts the turn with a unit building a Level 1 or higher fort, the time needed to construct the fort is reduced to one movement phase. Commonwealth upgrade counters F and G do not have this capability (see 12.3).
- If the engineer unit is involved in an attack on a fort or city, the combat terrain line is lowered by one.

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

- They never need general or combat supply.
- They do not exert a ZOC.
- They may not attack nor use their artillery rating (if any) to support an attack. They may provide defensive support, including support of an adjacent hex (13.1B).
- They ignore any retreat requirement and do not suffer depletion instead.
- An eliminated garrison may be rebuilt on the map through the refit process by expending an RP in the desired hex.

13.9 STANDARD & LIGHT INFANTRY
The combat factor of standard infantry (not heavy weapons infantry) is halved in desert hexes.

Light infantry (with an “L” rating on the combat factor) is halved in desert and has its morale rating increased by 1. Its combat factor is not affected by escarpment.

13.10 DIVISIONS
Italian and Vichy French divisions operate like any other units, except they count triple for stacking, and each step counts as two steps for all transport purposes. In combat, each divisional step counts as two non-divisional steps when determining total steps in hex and total steps lost, but if only one step must be lost and there are only divisional steps, one must be lost.

14.0 CONSTRUCTION

14.1 FORTIFICATIONS
Fortifications (or forts) can be built by either player. The four levels of fortification (F0, F1, F2, F3) are identical in all respects except as noted below. Only a unit inside the fort (under the marker) receives certain benefits (see chart on page R20).

14.1A-Prohibited Terrain. Fortifications may not be constructed in mountain, city, sand sea, or marsh hexes.

14.1B-F0 Construction. A combat unit with a non-zero, non-parenthesized CF and a non-zero MF may build an F0 fort during a friendly movement phase. The unit may not move and must be undisrupted and in general supply; it may be in an EZOC. Place an F0 marker and a construction marker on top of the unit. If attacked while under construction, the unit is disrupted before combat resolution begins. If eliminated or forced to retreat, the markers are removed. If the unit is still in place at the beginning of the next friendly movement phase, remove the under construction marker. An F0 fort is removed the instant there is no friendly unit eligible to construct it in the hex.

14.1C-F1, F2, and F3 Construction. An F1 fort may be built in an unfortified hex meeting the requirements for an F0 fort, or in a hex containing an F0 fort. An F2 fort may only be built in a hex containing an F1 fort, and an F3 fort may only be built in a hex containing an F2 fort. The requirements for building an F0 fort apply. In addition, expend a dump as though providing combat supply (7.5) to the hex. If the constructing unit is forced to retreat, replace the markers with the previous level of fort (but not an F0). F1 and higher forts remain in play permanently (unless used for supply) and may be used by both sides.

- The supply to build a fort may come from an existing fort of F1 or higher stacked with an MSU. Reduce the existing fort one level for each fort level built.

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

14.2A-Railhead Marker. The Railhead marker is placed according to scenario instructions. It represents the end of the working rail line; all hexes from the marker back to Mersa Matruh are considered built. The Railhead is not affected by enemy action or supply status and does not count toward stacking.

14.2B-RR Construction Procedure. An Allied Movement phase must begin with a Commonwealth MSU on the Railhead marker. The hex must be in general supply and may not be in an EZOC. The entire RR line from the Railhead to Alexandria must be clear of enemy units and EZOC. At the end of the Movement phase, the Railhead and MSU may advance along the rail line one or two hexes. They may not be moved OGS or into an EZOC. Construction may only take place from east to west and must be done continuously; the Railhead marker may not be skipped ahead.

14.3 ROAD CONSTRUCTION
Two roads may be built on the map: the secondary road from Sollum (W2004) to Sidi Barrani (W2110), and the “Tobruk Bypass” along the track from C2329 through Acroma, El Adem, and Sidi Rezegh to W2232. Construction converts the route into a primary road. Either player may build either road, and once built a road may be used by either side.

14.3A-Road Markers. The two road markers are used like the railhead marker in 14.2A. Flip it to the under construction side while construction is underway, and face the marker so the red portion of the roadway on it runs back to the construction starting point. Once a road is completed, flip the marker. It is possible for both players to be working on either road simultaneously; make additional markers if required. The markers are not affected by enemy action or supply status, and do not count toward stacking.

14.3B-Road Construction Procedure. Road construction is done in the same manner as RR construction (14.2B), requiring an MSU on the road construction marker, in general supply and not in an EZOC. It may advance along the indicated route one or two hexes per turn, but may not go OGS or enter an EZOC.

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

15.1 AIR UNIT ALLOCATION
Each air unit may, but is not required to, be allocated to the holding boxes listed in 15.1A and 15.1B, from which specified missions may be conducted.
15.1A-Axis air units in the
- North Africa box (Map D) may fly air superiority missions, plus ground support, and interdiction missions on any of Maps L, S, C, and W containing, or adjacent to, a map containing a friendly supplied base. Additionally, if one

15.1B-Allied air units in the
- North Africa box (Map D) may fly all missions on Maps C and W, except naval strikes. They may fly bombardment on all MEC tracks except the Pacific. Long-range aircraft may fly missions on any map. Short-range aircraft are limited to maps containing, or adjacent to a map containing, a friendly supplied base. If any one of the Cyrenaica naval airfields is Allied friendly, they may strike at Axis Coastal Shipping.
- Malta box may fly ocean naval strikes on Axis shipping from Italy (16.2A). Add two to each die roll if all three Cyrenaican naval airfields are Allied friendly (15.1C).
- Torch box may fly all missions on Maps A and T. Long-range aircraft may fly missions on any map.
- Airfields are permanent facilities. An airfield is “friendly” to the player whose ground combat units occupy or were the last to pass through the hex. If it is in general supply it may affect air unit strength.
- Cyrenaica Naval Airfields are C2308 (Benghazi), C2309, and C2821 (Derna). See 15.1A North Africa, 15.1B Malta, and the box on R13 for effects.

15.1D-Damage. After each air mission, check for air unit damage on the chart on page R20.

15.2 AIR SUPERIORITY
During the air superiority phase, count the total number of air units allocated by each player. An air unit allocated to the air superiority mission counts double. The player with the larger number has air superiority until the next air superiority phase. Apply the difference in air superiority strength to the initiative die roll in favor of the player with air superiority.

15.3 GROUND COMBAT SUPPORT
Players may use air units to support ground units during overrun or regular combat. An air unit shifts the final combat odds for the opposing player by the ground support rating (11.5). After the combat, check for air unit damage.

15.3A-Offensive Ground Support is placed on the defender’s hex during the first step of the combat resolution. If the hex is within 10 hexes of a friendly airfield, add one to the unit’s ground support rating. Aircraft with a mobile rating may be used to support overruns (8.5) and mobile battles (11.9B).

15.3B-Defensive Ground Support is placed after the attacker has committed, and is limited to one air unit per regular combat (not during overrun). Add one to its rating if within ten hexes of a friendly airfield.

15.4 INTERDICICTION
An air unit with a ground support rating of one or more may be placed on any hex. It remains there through the next enemy impulse. The movement cost for an enemy unit entering the interdicted hex, and any hex within two of it, is increased as listed on the chart on page R14. Hexside movement costs are not affected. Remove the interdictor at the end of the next enemy movement phase, and check it for damage.

15.5 BOMBARDMENT
Bombardments may be carried out on an enemy base, dump, MSU, or airfield. Roll one die for each factor of the attacking air unit’s bombardment rating and consult the chart on page R14. After the combat, check for air unit damage.

15.6 NAVAL STRIKES
An air unit with a naval rating may be used to strike at enemy shipping boxes. The basing needed for a naval strike on each sea transport box is listed in 15.1A and 15.1B.

15.6A-Strike Procedure. Place the striking aircraft near the targeted boxes. Roll 1d6 for each factor of the attacking air unit’s bombardment rating. Players alternate loss allocation, targeted player first, then the striking player checks for air unit damage.

15.6B-Strikes against ocean shipping, including strikes on escorting fleets, are conducted during the Allocation phase. Undamaged air units return to the Available Next Turn box.

15.6C-Strikes against coastal shipping and port landings are conducted during the enemy movement phase.

15.6D-Strikes on Malta are conducted during the Allocation phase before strikes from Malta are resolved. Undamaged Allied units may continue with planned strikes. Undamaged Axis air units return to the Available Air box.

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

16.1 PORT & SHIPPING CAPACITY
Each port and each shipping lane has one or more boxes linked to it. Each box has a capacity of two combat unit or refit steps, or one MSU or Dump. Capacity is used whether the cargo is entering or leaving the port.
- Standard boxes can carry all forms of cargo in or out.
- Limited boxes can carry non-motorized units in or out, and dumps in only. A motorized unit may leave port by a limited box, but must be placed in the owning player’s refit box.

16.2 OCEAN SHIPPING
Units may be placed in ocean shipping lanes during the Allocation phase. Each lane is susceptible to specific enemy attacks during the phase. The units land during either of the owning player’s Movement phases in the same turn (16.5). If not landed, they return to their point of origin.
16.2A-Axis Shipping From Italy boxes (Maps L and D) deliver Axis units from Italy to any Axis-controlled ports in North Africa. The boxes are susceptible to attack by Allied aircraft and naval units on Malta, and by Allied aircraft in North Africa if a Cyrenaica naval airfield (15.1C) is Allied-friendly.

16.2B-Allied Mediterranean Shipping. These three boxes (Maps W and D) become available during Event AL1#1 (Appeal to the High Command). They deliver available units to any Allied controlled port in North Africa. They are susceptible to attack by Axis aircraft in Sicily, Crete, and in North Africa if one of the Cyrenaica Naval airfields is Axis-friendly.

16.2C-Cape Route Shipping (Map D) has an unlimited capacity and units may remain in it indefinitely. It is not susceptible to Axis attacks. Units starting an Allocation phase in this box may be moved to the NRV port boxes (19.2).

16.2D-Torch Box. This box (Maps A and D) has an unlimited capacity and units may remain in it indefinitely. It is not susceptible to Axis attacks. Units in the box may land in Casablanca, Oran, or Algiers (A8201), or may move to the Torch East box (16.3D). It is a permanent Allied supply source.

16.3 COASTAL SHIPPING

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

16.3A-Axis Coastal Shipping (Maps C and D) delivers units from and to any Axis-controlled ports on maps L, S, C, and W. The boxes are susceptible to attack by any long-range Allied aircraft in North Africa, and short-range aircraft if a Cyrenaica naval airfield is Allied-friendly.

16.3B-Allied Coastal Shipping (Maps W and D) deliver units from and to any Allied-controlled ports on maps L, S, C, and W. The boxes are susceptible to attack by Axis aircraft in Crete, and Axis aircraft North Africa if a Cyrenaica naval airfield is Axis-friendly (15.1C).

16.3C-Axis Shipping From Sicily (Maps T and D) delivers Axis units from Sicily to any Axis-controlled ports on Map T. The boxes are susceptible to attack by Allied aircraft in the Torch box if any airfield on Map T is Allied-friendly. If three or more Map T airfields are Allied friendly, add one to the die roll for the strike.

16.3D-Torch East enables Allied units to land on Map A from A6111 east, and on Map T from T6017 west. Port boxes in the same stretch are susceptible to attack by Axis aircraft in Sicily.

16.3E-Port Boxes on a map may be struck by any aircraft capable of flying on that map and possessing a naval strike capability. Add one to the strike roll.

16.4 NAVAL UNITS

The three Commonwealth naval units - Med (Mediterranean) Fleet, Force H, and the Malta Flotilla - arrive as reinforcements and have the ratings indicated. Each may engage in naval missions during the Allocation phase and player impulses. Naval missions are run like air missions, and one roll is made in fleet damage (page R20).

16.4A-Naval unit allocations are made during the Allocation phase and last until the next Allocation phase. Each naval unit may conduct only those missions listed in 16.4B and 16.4C. Malta may be based only on Malta.

16.4B-Ocean Naval Missions consist of the following.

• Ocean Naval Strikes are conducted by Med Fleet and Malta against Axis Shipping from Italy. Place the fleet on the lane to be attacked and conduct the combat like an aerial naval strike (15.6).

• Naval Escort may be provided for Allied Mediterranean shipping by Med Fleet and Force H. Place the fleet on the lane during the allocation phase. During an Axis strike on the shipping, each fleet subtracts 1 from the die roll for one attacking air unit.

16.4C-Coastal Naval Missions affect coastal shipping and ground action. Med Fleet may perform all coastal missions on Maps W and C (only). Force H may perform all coastal missions on Maps A and T (only). Place a fleet in the Coastal Missions box on Map D during the Allocation phase. It may conduct one mission per impulse.

• Ground Support rating applies a combat shift (11.5) for or against a defending unit on a coastal hex. Place the fleet adjacent to the hex before combat. If available, Axis air units may conduct a naval strike against the fleet before resolving the combat.

• Coastal Bombardment uses the bombardment rating to attack Axis supply units in coastal hexes using the same procedure as aerial bombardment (15.5). Place the fleet adjacent to the chosen hex during an Allied Movement phase. If available, Axis air units may conduct a naval strike against the fleet before resolving the bombardment.

16.5 AMPHIBIOUS LANDINGS

Units land during friendly movement phases. Place the landing unit in a port box, resolve any enemy naval strikes, then land the unit. They are in general supply for the turn of landing.

16.5A-Friendly Port Landings take one-half each unit’s printed movement allowance; it may road march. Refit points and dumps are placed in the port hex; if transported, the transporting unit is considered to have used half its MA.

16.5B-Opposed (Enemy or Neutral) Port Landings may be made only by combat units with non-zero, non-parenthesized combat factors and initiates combat in the following combat phase. The landing units are in combat supply. The combat factor of landing mechanized units (8.3) are halved. Resolve the combat and apply results. If the port is cleared of defenders, the surviving attackers advance into the port. If the defenders are not cleared, the surviving attackers suffer an H result and return to their point of origin.

• Special forces (13.4) may land on non-port coastal hexes. Even if unopposed, resolve it like an opposed port landing. SF landings are not susceptible to enemy naval strikes.

17.0 DESERT RAIDERS

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

17.1 DESERT UNITS

All desert class units function like any other combat units. Desert raiders have the additional capabilities listed below.

• Movement. They pay only 1 MP per hex entered regardless of terrain and ignore hexside terrain, but may not enter or cross prohibited terrain. They ignore all EZOC.

• Combat. They may not attack on the hexgrid (but see 17.4). If attacked, make two morale checks. One failure eliminates the raider. If it passes both checks, it routes.

• Recovery is done like any other unit on the hexgrid. On the oasis track, a unit recovers if it
does not move and is not in a box with an enemy unit.
* Supply. They always have general and combat supply.
* Refit. Roll 1d6 after the unit is eliminated. On a result of 1-2 it is available the next turn, on a roll of 3-6 it is available two turns later. Refit desert garrisons may be placed in any friendly-controlled oasis hex or box.
* The CW (Free French) Chad unit enters only at Kufra. If forced to retreat, it pulls back off the map. It may re-enter at Kufra in the next movement phase. If eliminated, it may enter at Kufra after it refits.

17.2 OASIS TRACK MOVEMENT

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

Oasis Track to Hexgrid Connections.
Movement between the track and hexgrid may only be made via a desert track connection hex. Where a connection exists between two oasis boxes, the connection can be reached from either box and vice versa. For example, connection at SO413 can be reached from either Hon or Zella.
* A unit starting in an oasis track box may enter the hexgrid at a desert track connection at a cost of 14 MP.
* A unit leaving the hexgrid pays 14 MP to reach an oasis box from a connection hex.
* Jalo (C0117) and Siwa (W0106) count as oasis boxes when moving to and from the oasis track, and as hexes when moving on the hexgrid.

17.3 OASIS TRACK COMBAT

During a friendly Combat phase, a non-garrison unit in an oasis box with an enemy unit may attack. Roll a number of dice equal to the unit’s combat factor, but always at least one per unit. Each die roll is a morale check for an enemy unit; all checks for a unit are cumulative in each combat and have the following effects. Units with combat strengths greater than zero ignore the first failed check.
* One failed check disrupts an undisrupted unit or forces a disrupted unit to retreat.
* Two failed checks for an undisrupted causes disruption and retreat, or eliminates a disrupted unit.
* Three failed checks eliminates a unit.

17.4 RAIDER MISSIONS

An undisturbed raider on the hexgrid may conduct any one of the following missions during a friendly movement phase.

17.4A-Supply Raid. Move adjacent to an enemy MSU or dump (not a base) and make a morale check for it. Subtract one from the die if the supply unit is stacked with any non-zero, non-parenthesized combat unit. If the supply unit fails the morale check, it is disrupted.

17.4B-Airfield Raid. Move adjacent to an enemy-controlled airfield. Make a morale check for the raider. Add one to the die if the raider is adjacent to a non-zero, non-parenthesized enemy combat unit; add two if the enemy unit is on the airfield. If the raider passes the morale check, the airfield is disrupted.

17.4C-Guiding. If the raider starts the phase in a hex with wadi hexsides and does not move, all friendly units ignore the wadi MP costs to enter or leave the hex.

18.0 WEATHER

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

18.1 WINTER

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

18.1A-Affected Hexes. Winter effects extend to all hexes on Map A-Algeria, that portion of Map T-Tunisia north of the winter line printed on the map, all mountain hexes on Map C-Cyrenaica (the Jebel Akdar massif), and all wadi hexes.

18.1B-Movement Effects. All MP costs are doubled except for movement along primary and secondary roads. This includes calculations for supply ranges, and exploitation after combat.

18.1C-Combat Effects. Any attack launched into a winter hex or across a wadi is subject to random column shifts from the weather chart on page R20. The attack may not be cancelled.

18.2 GHIBLIS

Ghiblis are seasonal winds blowing off the Sahara Desert, creating massive sandstorms and turbulent conditions. They arise from the initiative die roll in the months of May, June, September, and October of each year.

18.2A-Affected Hexes. All desert and rough hexes, other than those in the winter areas listed in 18.1, are affected.

18.3B-Movement Effects. All MP costs are doubled except for movement along primary and secondary roads. This includes calculations for supply ranges and exploitation after combat.

18.3C-Combat Effects. Any attack launched into a Ghibli-affected hex is subject to random column shifts from the weather chart on page R20. The attack may not be cancelled.

18.2D-Air Operations may not be run in Ghibli-affected hexes.

19.0 OFF-MAP AREAS

Off-map areas represent locations and facilities beyond the hexgrid. They have no stacking limit. All units in an area are in general and combat supply at all times.

19.1 PRIMARY AXIS BASE(S)

An Axis base in a port with a capacity of three or more is a primary base. All Axis units arriving from the refit or training boxes may be placed on any primary base. If at any time there is no primary Axis base, all units in the refit, destroyed, and training boxes are removed from play permanently.

19.2 NILE RIVER VALLEY

The Nile River Valley (NRV; maps W and D) is the primary Allied base except for those units arriving in the Torch box (16.2D). It has unlimited stacking. It is a permanent active Allied base (7.2C) and is connected to all the MEC tracks (19.3).

19.2A-NRV Port Capacity is eight standard boxes. Units may arrive from the Cape Route box and Allied Mediterranean shipping, and may enter and leave by Allied coastal shipping.

19.2B-NRV is connected to the hexgrid by the track at W1434, the roads at W2034 and W2234, and the Egyptian railroad.

19.3 MIDDLE EAST COMMAND

The MEC tracks - Syria, Southwest Asia, Levant, Greece, A.O.I., and Pacific; Maps W and D - account for theaters outside the desert. During each Events phase, the Allied player must determine the current situation on each track and may deploy units to or from them. Details are summarized on the MEC Track table on page R13.

19.3A-Situation. A track is active only when its marker is on the map. When activated, place its marker, situation side up, on the “0” box of the track (unless scenario instructions dictate otherwise). Once placed, it remains in play until the track is inactivated.
During each Event phase, roll 1d6 for each active track (two 1d6 for MET Greece after AX#5). If the result falls within the range noted on the table, as modified by outside factors, move the marker up the track to the next box.

If the marker is required to advance beyond the highest box on its track, it initiates a crisis: flip the marker to its crisis side and carry out the effects listed on the table.

19.3B Deploying Units to a Track. A unit starting a movement phase in the NRV may move to any track. There are no stacking limits on the track. While on the track, the unit is in both general and combat supply, and may take part in track combat. The unit may return to the NRV in a subsequent Allied movement phase.

- **Allied air units** may be allocated to any track except the Pacific (see 19.3C).
- **Axis air units** may be deployed to the Greece track at any time it is active, or to the Syria, Southwest Asia and Levant tracks after Crete is activated. Each air unit adds 1 to the situation dice throw (19.3A).

19.3C-MEC Track Combat may be initiated during an Allied combat phase as long as at least one non-zero, non-parenthesized combat unit is involved.

Total the combat factor of all units on the track. Armor units are always doubled; mountain infantry is doubled if the marker is on a mountain hex. Divide the total by 10, rounding up fractions, to get the number of dice thrown. Add one die for each point of an air unit’s ground support and bombardment ratings.

Each roll of 5 or 6 reduces the situation by one box or flips the marker from Crisis to Situation. In some cases, a reduction while the marker is in the zero box inactivates the track.

19.4 CRETE
Crete (Maps W and D) is out of play until the MEC Greece marker is removed from play, at which time it becomes an Axis area. Axis air units allocated to Crete may conduct the missions listed in 15.1A. Axis ground units arriving on Crete remain there until authorized to leave per the following.

- Svbd 287 and Svbd 288 may be deployed to the MEC SW Asia track pursuant to AX#6 and AX#7.
- Svbd 288 may be moved to Italy for deployment to North Africa any time after arrival on Crete.
- 125, 382, 433, and 220 Art move to Italy pursuant to AX#9.
- 16, 47, 65, 22 Aufkl, and/or 22 Art may deploy to Italy per AX#10.
- Allied commando units may raid Crete during an Events phase. Make a morale check for each defending unit; a successful check stops one raiding unit. If a raiding unit is not stopped, make a damage check for one Axis air unit on Crete.

19.5 MALTA
Malta (Maps L and D) is controlled by the Allied player at all times. Air units based there may conduct the missions listed in 15.1A. Ground units arriving after AX#10 may be placed there instead of the Italy box.

19.6 FALL BRAUN
Units arriving in the Fall Braun box (Maps T and D) can be moved only to Sicily or Italy. It takes one Movement phase to do either. Units may move to Italy at any time. Units may move to Sicily only after AX#10.

19.7 SICILY
Sicily (Maps T and D) is controlled by the Axis player at all times. Air units based there may conduct the missions listed in 15.1A. Ground units arriving after AX#10 may be placed there instead of the Italy box.

19.8 FRENCH NORTH AFRICA
The seven French North Africa (FNA) boxes, plus all hexes in Algeria and Tunisia (maps A and T) are out of play until the Allies execute AL#10.

19.8A-Movement. The boxes are connected to one another and to Algiers (AG201) by a primary road, and by rail in some cases. Each box is 14 hexes from the next, and Oran is 14 hexes from Algiers. Stacking is unlimited. Axis units may not enter them.

19.8B-Supply. Allied units in the boxes are always in general supply.

19.8C-Combat in the boxes is limited to Allied attacks on Vichy French units; VF units do not attack the Allies or one another. Check for Vichy French reaction before combat, then resolve normally.

19.8D-Casablanca and Oran each have a port capacity of three standard boxes.
**20.0 FOX KILLED**

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

### 20.1 GAME LENGTH
- **Start:** Turn 4, Phase 6
- **Initiative:** Axis
- **End Scenario:** Turn 9

### 20.2 MAPS
Use maps C and W. The Axis controls all hexes in Libya, the Allies all hexes in Egypt.

### 20.3 RULES
All rules are in force except as modified below.

#### 20.3A - Do not use
Ocean Shipping (16.2) or Off-Map Areas except the NRV (19.2).

#### 20.3B - Events
- A#2, A#3, and A#3 have occurred. No others occur in this scenario.

#### 20.3C - Tripoli Supply
Axis units in road hexes C0701 (El Agheila) through C0803 (Mersa Brega), or in hex C0601, are in general supply while they have an LOC to an Axis-controlled C0701.

### 20.4 FORCES

#### 20.4A - Axis Deployment
- 1 CCNN and 2 Libyan deploy per 20.4a.
- 2 CCNN deploys at C0701. All other units of the Italian Fifth army (A#3) deploy as at Start.

#### 20.4B - Axis Reinforcements
- For turns 6, 9, and 10 only: 2x Dump and 1x RP each turn.
- GE reinforcements for Turn 9 and 10 arrive at Tripoli, plus 1xRP and 1x Dump each turn starting Turn 9.
- GE StG 1 arrives Turn 9 if there is an Axis controlled airfield on any map in play, if none, StG 1 never arrives.

#### 20.5 VICTORY CONDITIONS
- The Allied player wins if both Tobruk (C2331) and Bardia (W2104) are Allied-controlled, in general supply, and have an overland LOC to the Nile River Valley box.
- Turn 5: 61 Sirte
- Turn 7: 60 Sabrtha, 10 Ber
- **20.4C - Allied Deployment** Use the At Start set up on page R31 with the following modifications.
  - NRV: 4 NZ BG
  - 3/W2118: 7 Ind BG
  - Set aside all units on the training track and the Cape Route Box.

#### 21.0 O’CONNOR’S WAR

This is an extension of the Fox Killed scenario built on the assumption the Greek expedition is not sent, allowing O’Connor to continue the drive on Tripoli. All instructions in 20.0 are used except as modified in this section.

### 21.1 GAME LENGTH
- **End Scenario:** Turn 11

### 21.2 MAPS
Use maps L, S, C, and W.

### 21.3 RULES
All rules are in force except as modified in 20.3 and below.

- The arrival of Axis reinforcements is subject to ocean shipping limits (16.2).
- Events A#2 and A#3 have been triggered. Continue making the A#3 release die rolls for remaining divisions.

### 21.4 FORCES

#### 21.4A - Axis Deployment
Use the arrival charts on pages 30-31 for set up except as modified in 20.4 and below.

#### 21.4B - Axis Reinforcements
- 1 CCNN and 2 Libyan deploy per 20.4A. 2 CCNN deploys at C0701. All other units of the Italian Fifth Army (AX#3) deploy as At Start.

#### 21.5 VICTORY CONDITIONS
- The player controlling L2817 (Tripoli) at the end of the game, in any supply state, wins.
22.0 **SONNENBLUME**

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

### 22.1 **GAME LENGTH**
- **Start:** Turn 10, Phase 12
- **Initiative:** Axis, Surprise
- **End Scenario:** Turn 14, subject to modification.

### 22.2 **MAPS**
Use maps C and W. The road from W2004 (Sollum) to W2110 (Sidi Barrani) is finished; place a finished road marker on it. The Allies control all hexes except those containing Axis units at the set up.

### 22.3 **RULES**
All rules are in force except as modified below.

**22.3A-Off Hexgrid.** Do not use Ocean Shipping (16.2; but see 22.4B), or Off-Map Areas (19.0) except the NRV (19.2) and Cape Route (16.2C) boxes.

**22.3B-Events in Force.**
- AL#2, AL#4, AL#5
- AX#2, AX#3, AX#5

**22.3C-Events Available.** The following events (only) are available to be played.
- AL#1, AL#3, AX#1

**22.3D-Malta.** In place of 15.6 and 16.3B, make two 1d6 rolls for Malta strikes on Axis convoys. Each roll of 5-6 is a hit. Roll again for each hit; on a 1-4 the Axis player selects a step or supply unit to be lost, on a 5-6 the Allied player makes the selection.

**22.3E-Tiger Convoys.** If the Allied player uses Mediterranean shipping after Turn 13, the Axis player may make two strikes against it as above.

**22.3F-Tripoli Supply.** Use rule 20.3C.

### 22.4 **FORCES**

#### 22.4A-**Axis Deployment.**
- C0701 (El Agheila): Italian 27 Brescia, 132 Ariete, 8 Ber, Nizza, 132 Cel, Axis Base (inactive), 2xMSU, 2x Dumps
- C0702: German Kasta, 5 Pz, Stab 200, 3 Aufkl, 605 PzJg, 1/18 FLK
- Available: German FF Afrika
- Refit Box: 60 Sabratha, 10 Ber, SmMarco
- Destroyed Units Box: 61 Sirte, 62 Mammrica, 63 Civita, 64 Catananzo, 1 Libyan, 2 Libyan, 1 CCNN, 2 CCNN, 4 CCNN, Tenth, Babini, Maletti

#### 22.4B-**Axis Reinforcements.**
All units on the arrival chart on page R30 through Turn 29 arrive normally except as noted below. All except air units arrive at C0701 while it is Axis controlled, but one supply unit or two steps may use coastal shipping. Starting with Turn 10 arrivals, motorized units arrive at C0701 one turn later, non-motorized units two turns later.

- A maximum of 14 shipping steps may arrive at C0701 per Movement phase, including no more than one dump or 2 RP per Movement phase.
- T11: Italian 17 Pavia, 25 Bolgna, 55 Savona, 102 Trento (non-mot), 1/Sahara, and 11/Sahara (optional) arrive at C0701 and do not count against shipping.
- T12: Italian Libya air unit is available.
- Units arriving on Sicily and Crete do not arrive in the NRV twelve turns after they reach the track.

#### 22.4C-**Allied Deployment.**
- C0603: KDG
- C0803 (Mersa Brega): 2 SG (d), Dump
- C0804: 3 Lt Arm (d)
- C1407: Dump
- C1812 (Msus): Dump
- C2319 (Mechili): Dump
- C2331 (Tobruk): 26 Aus BG, Tobruk, 1xMSU, 1x Base (active)
- C2410 (Barce): Dump
- C2410 (Barce): 20 Aus BG, 24 Aus BG
- C2423 (Tmimi): Dump
- C2718 (Cyrene): Dump
- C2821 (Derna): Dump
- W2118 (Mersa Brega): 22 (d), 3 Ind, 13 Corps (d), Railhead, Base (active)

**22.5 **VICTORY CONDITIONS**

**The Axis player wins a smashing victory** by controlling Tobruk (C2331) with an overland LOC to El Agheila (C0701), or putting AX #4 into effect.

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

**Marginal Victory.** If neither player wins a smashing victory, count the standard port capacity of all ports held by the Axis player with an LOC to C0701. If the number is five or more the Axis player wins, four or fewer the Allied player wins.
**23.0 Desert Fox**

This is based on the long scenario in the original Desert Fox and covers the entire desert war from Rommel’s arrival to his final expulsion from Egypt and Cyrenaica. All instructions in 22.0 are used except as modified in this section.

- **End Scenario:** Turn 29, subject to modification.
- Events AL#6, AL#7, AL#8, AX#7, and AX#8 are available to be played.
- If the Axis player triggers Aida (AX#9) the following units are available on T27: 125, Kg 125, 382, Kg 382, 433, Kg 433, 164 Aufkl, 220 Art, and Afrika (r).
- Use the Cape Route box (16.2C).
- If the Herkules invasion succeeds, make no additional die rolls.
- **Axis Smashing Victory:** The Axis player wins a smashing by controlling every hex of the primary road from C0701 to W2134. For victory purposes, an Allied LOC on a road hex gives control of the hex to the Allied player unless the hex is occupied by an Axis combat unit.
- **Allied Smashing Victory:** The Allied player wins a smashing victory if at the end of the scenario there is no Axis base on the map with an overland LOC to C0701.
- **Marginal Victory:** If neither player wins a smashing victory, count the number of ports held by each player. The player with the larger number wins.

**24.0 Desert War**

This scenario covers the entire campaign for control for the eastern littoral of North Africa. All instructions in 21.0 and 23.0 are used except as modified in this section.

**24.1 GAME LENGTH**
- **Start:** Turn 1, Phase 6
- **Initiative:** Allies
- **End Scenario:** 33, subject to modification

**24.2 MAPS**
Use maps L, S, C, and W.

**24.3 RULES**
Use all rules and components. No events are in force.

**24.4 FORCES**
Use the set up and reinforcements as listed on the arrival charts on pages R30-R31.

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

**25.0 Run for Tunis**

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

**25.1 GAME LENGTH**
- **Start:** Turn 30, Phase 6
- **Initiative:** Allies
- **End Scenario:** 31.

**25.2 MAPS**
Use maps A and T. The Axis player controls all hexes in Libya. French North Africa is now in play.

**25.3 RULES**
Use all rules and components.

**25.4 FORCES**
Use the availability charts on pages 30-31 for both sides.

**25.4A - Axis Forces** Use all forces in Fall Braun (AX#10), plus the following.
- **Air Available:** German FK II and StG I, Italian AS 2.
- **On Sicily:** German Barnthn, 5 FJ, 11 pio, 47, Italian 1 Superga, 190 pz abt

**25.4B - Allied Forces** Use all forces, CW and US, entering through AL#10 (Torch), plus the Ultra marker.

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

**26.0 Trail of the Fox**

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

**26.1 GAME LENGTH**
- **Start:** Turn 31, Phase 12
- **Initiative:** Axis
- **End Scenario:** Turn 33

**26.2 MAPS**
Use maps L and S. All hexes are Axis-controlled.

**26.3 RULES**
- Axis and Allied Coastal Shipping (16.3) are not available.
- Axis units may not end any phase in an Sxx34 hex.

**26.4 FORCES**

**A-Axis Deployment**

- L2817 (Tripoli): SnMarco, Tripoli, Base (active), 1xMSU, 1xDump
- L2909: Tunisia
- 3/L2817 (Tripoli): 80 LaSpez, 50 Imp, 10 Ber, RE Lodi, 136-137, 557-558
- 3/S0931 (Marble Arch): 16 Pistoia, 31 Cent, 5 Ber, Monfrrto, 131 Cel
- Gadamis Oasis: Gadamis, I/Sahara, II/Sahara
- Refit Box (Germans): 361, 220 Art, II/5 FLK, I/6 FLK, I/18 FLK, II/25 FLK, I/43 FLK, I/53 FLK, 114 FLK
SCENARIOS

• Refit Box (Italians): 101 Trieste, XX Ragg
• Destroyed Box (Germans): FJ Lehr, Hecker, KG 125, KG 382, KG 433, Afrika Art
• Destroyed Box (Italians): 17 Pavia, 25 Bologna, 27 Brescia, 60 Sabratha, 102 Trento (t/m), 185 Folgore, 18 AA, 501 AA, 502 AA, 503 AA

**B-Axis reinforcements.** All arrive on turn 31,
• On Sicily: Italian 2 AS, German FK II, StG I
• Anywhere: Italian Libya, German FF Afrika
• Every turn at Tripoli: 2x Dump, 1xIT RP, 1x GE RP

The following enter at S0734 (El Agheila) on turn 31, Phase 12. From each group, units totaling the number of steps indicated arrive on the map; the rest go into the refit box.

• (All) Ramcke (d), Kasta, 605 PzJg, 2xMSU
• (5 steps) 8 Pz L, 115, 33 Aufkl, 33 Art, 33 PzJg, KG 15 Pz, KG Menny
• (4 steps): 155, 200, Afrika, 580 Aufkl, 190 Art, KG 90 Lt
• (3 steps): 125, 382, 433, 164 Aufkl
• (3 steps): 7 Ber, 9 Ber, 8 Ber Auto
• (3 steps): 132 Ariete, 8 Ber, Nizza, 132 Cel, 551-552
• (2 steps): 133 Litt, 12 Ber, Novara, 3 Cel, 554-556
• (3 steps): 136 GFF, 8 Ber Auto, Ragg XXI, RACAM

**C-Allied Deployment.**
• Malta: 201 Group (Based), Malta (In Port)

**D-Allied reinforcements.** Units enter at any hex on the east edge of Map S on the turns indicated. All are in general supply when entering.

• Every turn: 3x Dump, 1xRP, any two arriving on each movement phase on an active base on S0734 (El Agheila).

**27.0 TUNISIAN CAMPAIGN**

This scenario combines Run for Tunis and Trail of the Fox to cover the entire Tunisian campaign. All rules in 25.0 and 26.0 apply unless altered below.

**27.1 GAME LENGTH**
• Start: Turn 30, Phase 6
• Initiative: Allies
• End Scenario: Turn 36

**27.2 MAPS**
Use maps A, T, L, and S.

**27.3 RULES**
• The Axis player has initiative on maps L & S on Turn 31 regardless of the initiative roll.
• If the Allies capture Tripoli (L2817) and it has an all primary road LOC to S0734, the Allies may use coastal shipping for the arrival of the Dumps and RP listed in 26.4D.

**27.4 FORCES**
Use all forces from the other two scenarios and those below.

**27.4A-AXIS DEPLOYMENT.** The deployment in 26.4 is modified as follows.
• L1633 (Beirut): 31 Cent, 5 Ber, Monferrato, 131 Cel
• S1410 (Sirte): 16 Pistoia

**27.4B-ALLIED REINFORCEMENTS.** Listed in 26.4C for T31 arrive on Phase 15.
• T34 at S0734: 167, 168, 169, 56 Spt

**27.5 VICTORY CONDITIONS**
The Axis player wins if at the end of the scenario there is an Axis base in a port with a capacity of three or more, and the port is not in an Allied ZOC. The Allied player wins by preventing an Axis victory.

**28.0 ROMMEL’S WAR**

This scenario, combining Desert Fox and Tunisian Campaign to cover the entire campaign from Rommel’s entry to the clearance of Africa, is based on a similar scenario in OTF. All instructions in 23.0 and 27.0 apply except as modified below.

• End Scenario: Turn 38, subject to modification by events.

**29.0 NORTH AFRICAN CAMPAIGN**

The is the grand campaign game covering the entire war in North Africa.

**29.1 GAME LENGTH**
• Start: Turn 1, Phase 2
• Initiative: the Axis player makes the initiative roll
• End Scenario: Turn 38, subject to modification by events.

**29.2 MAPS**
Use all six maps.

**29.3 RULES**
Use all rules and components.

**29.4 FORCES**
Use all rules and components.

**29.5 VICTORY CONDITIONS**
The Axis player wins if at the end of the game there is an Axis base in a port with a capacity of three or more, and the port is not in an Allied ZOC. The Allied player wins by preventing an Axis victory.
**AXIS ARRIVAL CHART**

**AT START**
- Casablanca Box: 1 Mor
- Marrakesh Box: 3 RLE
- Fez Box: 2 Mor
- Oujda Box: 3 Mor
- Oran Box: 1 Mor
- Touggourt Oasis: FES
- Tougourt Oasis: T3316, F1
- Tougourt Oasis: T3417 (Mareth), F1
- Tougourt Oasis: T3616 (Gabes), 4 Tun Spa
- Tougourt Oasis: T4320 (Sfax), 4 Tun Tir
- Tougourt Oasis: T017 (Tunis), 4 Zou, 62 Art
- Tougourt Oasis: T5219 (Sousse), 4 CdA
- Tougourt Oasis: T6415 (Bizerte), 43 Col

**OPERATION C3 (AX#8)**
- Arrive in Herkules box if AX#2 and ALAZ in effect:
  - Turn 8: 2 AS (S) 1 Superga
  - Turn 9: FK X (S) 80 LaSpezia
  - Turn 10: StG I (S) 185 Figre

**HERKULES (AX#8)**
- Arrive after AX#6 in the Herkules box unless otherwise indicated:
  - Turn 20: FK II (S) 11 Pio
  - Turn 21: Hecker 5 FJ
  - Turn 22: FJ Lehr 5 Barenthin
  - Turn 23: Ramcke

**PARALLEL WAR (AX#2)**
- Arrive in Italy box unless indicated otherwise:
  - Every Turn:
    - Turn 10: 1x Dump
    - Turn 19: 1x MSU 3x Dump
    - Turn 20: 1x MSU 3x Dump
    - Turn 21: 1x MSU 3x Dump
    - Turn 22: 1x MSU 3x Dump
    - Turn 23: 1x MSU 3x Dump

**EVERY TURN**
- Turn 10: 1x Dump
- Turn 20: 1x Dump
- Turn 30: 1x Dump
- Turn 40: 1x Dump
- Turn 50: 1x Dump

**FIFTH ARMY (AX#3)**
- At Start: 3/L2811 (Sabratha)
  - 17 Pavia: 61 Sirte
  - 25 Bolgna: 1 CCNN
  - 27 Brescia: 2 CCNN
  - 55 Savona: 2 Libyan
  - 60 Sabrtha: Africa
  - Turn 10: 1x Dump
  - Turn 20: 1x Dump

**EVERY TURN**
- Turn 10: 1x Dump
- Turn 20: 1x Dump
- Turn 30: 1x Dump
- Turn 40: 1x Dump
- Turn 50: 1x Dump

**VICHY ACCORD**
- (AL#13)
- Every Turn
  - 2xRP (I):
    - T+0: BLM (r) CFA (r) SE Alg (u) Tunisia (u)
    - T+0: BLR (r) CFA (r) SE Alg (u) Tunisia (u)
    - T+0: BLR (r) CFA (r) SE Alg (u) Tunisia (u)

**ENTRY CODES**
- t = if reinforcements not taken, ES-3
- A = air transport
- d = enters depleted
- l = in-theater
- MSU = MSU or dump
- r = enters in refit box
- S = enters on Sicily
- f = enters at training box
- u = enters in upgrade box
### Allied Arrival Chart

#### AT START

<table>
<thead>
<tr>
<th>Cape Route Box</th>
<th>W2118 (Matruh) 22 (d) Base (active) MSU Railhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>NRV Box</td>
<td>3/W2118 WDF 4 Lt Arm (d) 7 SG 11 Hussars 7 TR R 5 Ind BG 11 Ind BG CHH</td>
</tr>
<tr>
<td>Upgrade Box</td>
<td>W2223 (Alexandria) Alexandria MET Levant Situation = 0 Royals 7 Ind BG</td>
</tr>
<tr>
<td>Training Box</td>
<td>2 NZ cav (t2) 4 NZ Bg (t3) 6 aus cav (t4) 17 aus Bg (t4) 16 aus Bg (t4) training Box 32 tank 1 tank</td>
</tr>
<tr>
<td></td>
<td>16 Bg (d) 14 Bg (d) 7 Lt arm (d) nrv Box 2xMSU</td>
</tr>
<tr>
<td></td>
<td>2xMSU (t3) 24 aus Bg (t2) 25 aus Bg (t3) 26 aus Bg (t2)</td>
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<tr>
<td></td>
<td>16 Bg (d) 14 Bg (d) 7 Lt arm (d) nrv Box 2xMSU</td>
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### Turn Sequence

**Strategic Impulse**
- **1-Events Phase.** Check status of all events. The non-initiative player may declare eligible events, then the initiative player may declare eligible events. The Allied player must roll for each MEC Track marker in play.
- **2-Air Superiority Phase.** Determine which player has air superiority (15.2).
- **3-Reinforcements Phase.** Both players determine what units are available and deploy them onto shipping boxes or other points of arrival. Flip all bases to OGS side.
- **4-Allocation Phase.** Conduct the following steps in the order presented.
  - First player expends dumps to activate bases, then second player expends dumps to activate bases.
  - Non-initiative player allocates ocean shipping, then initiative player allocates ocean shipping.
  - Allied player allocates naval units.
  - Non-initiative player allocates air units, then initiative player allocates ocean shipping.
  - Resolve any ocean naval strikes.
- **5-Initiative.** Make the initiative die roll (3.4). The player receiving the initiative may decide to be the first or second player for the turn (but must be first player to receive benefits of surprise; see 3.5).

**First Player Initial Impulse**
- **6-First Player Movement Phase**
- **7-Second Player Reaction Phase**
- **8-First Player Combat Phase**

**Second Player Initial Impulse**
- **9-Second Player Movement Phase**
- **10-First Player Reaction Phase**
- **11-Second Player Combat Phase.**

**First Player Follow-on Impulse**
- **12-First Player Movement Phase**
- **13-Second Player Reaction Phase**
- **14-First Player Combat Phase**

**Second Player Follow-on Impulse**
- **15-Second Player Movement Phase**
- **16-First Player Reaction Phase**
- **17-Second Player Combat Phase**

**Administrative Impulse**
- **18-Supply Attrition Phase.** If a unit marked OGS is isolated, make a morale check for it. If the unit fails, it is depleted (7.4E).
- **19-Victory Check Phase.** Check the scenario instructions to see if either player has achieved an instant victory.
- **20-Turn Marker Phase.** Advance the turn marker to the next box on the TRT and play another turn. If the scenario has ended, determine the victor according to the scenario instructions.

### Player Impulse

**Movement Phase**
- Determine the general supply status for all phasing units (7.4); expend dumps as needed to provide supply.
- Phasing units may alter their status (6.0), refit or upgrade (12.0).
- Phasing units may move subject to the restrictions of 8.0 through 10.0.
- Enemy units may be overrun (8.5).
- Friendly supply units may be destroyed (7.2D).
- Construction of forts, railroads, and roads may be undertaken (14.0).
- Units in Ocean shipping boxes (16.2) may land.
- Units may be moved by coastal shipping, air, road, or rail (8.7).
- Conduct air missions (15.0) and naval coastal missions (16.4C).

**Reaction Phase**
- Eligible opposing units may react (8.6).

**Combat Phase**
- Some combat by phasing units against adjacent opposing units is voluntary; in other cases, phasing units may be required to attack (11.2).
- Resolve each combat using the following procedure; complete each combat before beginning the next.
- At end of second player combat phase only, flip all Based aircraft units and In Port naval units to their available sides.

### Combat Procedure

1. **Participation.** Determine which units will participate in the combat (11.2), expend combat supply (7.5), commit air (15.3) and/or naval (16.4B) support.

2. **Combat Supply.** Expend dumps to provide combat supply (7.5). One dump provides supply for units in one hex; the dump must have an LOS to the hex. Additional dumps may be expended for artillery in a deliberate battle (11.9A).

3. **Combat Strengths.** Determine the combat strength of each participating unit (11.3) to get an attacker total strength and a defender total strength. Modify each unit for disruption (6.2), supply (7.5), and terrain (11.4). Multiply each defender total strength by the corresponding attacker line on the CFT to get the effects on the defenders.

4. **Terrain Row.** Determine the terrain row on the CRT (11.4).

5. **Combat Column.** Divide the total attack strength by the total defense strength to get initial odds (11.3). Use that to determine initial column on CRT. Roll 1d6, adding the result to the current column number to get the final column number.

6. **Defender Results.** Add any offensive support shifts (11.5A, 11.5B) to the final column number, then cross-index the adjusted column number with the CRT line corresponding to morale rating of each defending unit to get the effects on the defenders. Apply the results to each defending unit based on its morale (11.6-11.7).

7. **Attacker Results.** Subtract any defensive support shifts (11.5A, 11.5C) from the final column number, then cross-index the adjusted column number with the appropriate attacker line on the CRT—supplied for supplied attackers, unsupplied for unsupplied attackers—to get the effects. Apply the results to the attackers (11.6-11.7). Eligible attackers may advance (11.8) or exploit (11.9B).