

ROMMEL IN NORTH AFRICA

The War in the Desert 1941-42



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1. INTRODUCTION

Rommel In North Africa is a two-player game depicting the campaigns in North Africa during World War II. One player commands Afrika Korps and its Italian allies; the other player controls the British Eighth Army. You are given the forces and setting but your decisions determine the outcome. The game does not dictate your actions nor give a multiple-choice option; you make and execute plans using your forces; you make things happen. This freedom — this power of command — makes the game interesting.

Learning to play is a two-fold task: you must learn the rules well enough to move the pieces legally, then use your pieces to win. The first task is easier than the second. Both are most readily accomplished by "playing through" the game with a friend first, helping each other along, reminding each other of rules, and pointing out better moves.

Before playing for the first time, read the rules once, but don't try to memorize them. Learn enough to start moving pieces and refer back to the rules for details as you need them in play. (At the back of the rules is a glossary supplying brief definitions of terms and references to rules sections which give full explanations.)

In your first playing, you'll misplay some rules. It's almost impossible for anyone to play even a simple game the first time without making rules errors. But you will be surprised at how quickly you pick up the mechanics. Use the *Game Background* and *design notes* to understand what the rules represent. If you understand why a rule is there, it's easier to remember.

Rules sections 1-10 cover "Activity Periods," periods of intensive warfare. We urge you to begin by reading these rules and playing the first scenario, *Rommel's First Offensive*, and after that, the other scenarios, *Gazala* and *Operation Crusader*. Once you are comfortable with Activity Periods, read the rules for Preparation Periods and try the campaign game, *The War in the Desert*. The complete rules set, once you have added Preparation Periods, is moderately complex. But by the time you get there, you'll be moderately experienced, even if you began as a new player.

2. GAME EQUIPMENT

A complete copy of *Rommel In North Africa* contains:

- One 17" by 44" game map in two sections
- One 32-page rule book, including an 8-page pullout
- One set of 200 die-cut counters
- Two six-sided dice

(2.1) The Map

The game map contains a network of boxes through which the playing pieces are moved. Later rules explain the significance of highway, airbase, ports, and railroad symbols, and the desert boxes.

• The game map, like more familiar maps, has a letter and number grid system to help locate boxes. Each player's pullout contains an index of map boxes. Note that each side has a "home base" box that is important for supply and victory.

• Around the border of the map are some of the charts and tables and the tracks necessary for play. The Axis and British General Records Tracks hold markers to record information during play. The Campaign Turn Record Track is used only in the campaign game. The Eliminated Units Boxes holds pieces destroyed in play which may return later as replacements. The Victory Point Track is used to record the current "game score."

(2.2) The Pullout

At the center of this rule book are two player aids containing charts and tables, reinforcement information, and an outline of the Sequence of Play.

(2.3) The Playing Pieces

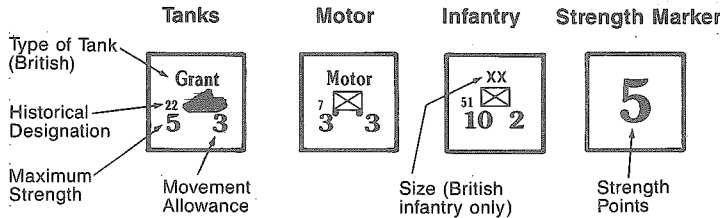
Most of the cardboard playing pieces (counters) represent military units. The rest are markers used to record information. Many of the markers, such as the Victory Point, Tank and Infantry Replacement, and the Campaign Turn

If you have questions about this game we will be happy to answer them. Please phrase questions so they can be answered yes or no, or with short answers. In addition, if any of the components are missing or damaged write to us and we'll replace them.

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marker are not placed on the map itself, but on the various tracks to record information during the game. British units are tan, Germans are steel gray, and Italians, green. Combat units are of three basic types: *tank*, *motor*, and *infantry*. Other units are non-combat units: trucks, depots, and generals Rommel and O'Connor.



Abbreviations used on combat units are as follows:

B British	Ar Ariete	R Regiment
A Australian	Bol Bologna	Ram Ramcke
F Free French	Br Brescia	Sab Sabratha
Gd Guards	Fol Folgore	Tre Trento
I Indian	L Light	Tri Trieste
Po Polish	Lit Littorio	XX division
SA South African	Pa Pavia	X brigade
Ax Axis	Pi Pistoia	III regiment

Combat Strengths

Each combat unit has a numerical combat strength that changes during play. Each unit's *maximum* strength is printed on its counter.

- A "strength marker" is placed beneath each unit to indicate its current strength. When the unit suffers losses, change the marker to reflect its new, reduced strength. (If a unit of strength 10 suffers two losses, for example, replace the "10" marker with an "8" marker.) A unit reduced to a strength of 0 is removed from play.
- Strength points may not be transferred from one unit to another. For example, you may not reduce one of your unit's strength by 2 and increase another unit's strength by 2 even if they are the same type of unit.
- You may examine your opponent's combat units, including strength markers, at any time. You may not, however, examine the contents of enemy depots.

Tank Units

Each tank unit is printed with a silhouette of the type of tank in that unit.

- All German and Italian tank units are of identical type.
- There are three types of British tanks: *Cruiser*, *Grant*, and *I-Tank* (Infantry-tank). Therefore, British tank units include the tank's name. Tank types are important in combat.

Motor and Infantry

All motor units are printed with the word "Motor" and a motorized infantry symbol. Motor and Infantry are two distinct types. Motor units have characteristics in common with infantry, but are in most respects like tanks.

Design Note: Motor units are infantry, equipped with enough vehicles — halftracks or bren carriers, and possibly a few tanks — to transport the unit in a single lift. These troops were trained to fight from vehicles. Infantry units also had some transport capability but were trained to fight on foot.

Unit Sizes

Unit sizes are important for the British player in determining how many units may be moved. A British infantry unit is either a *brigade* or *division*. A division has a combat strength of up to 10; a brigade, up to 3. If a division's strength is 3 or less, the British player may replace it with a brigade. Infantry units have their sizes printed on them for easy recognition. All British tank and motor units are of brigade size.

The Front and Back Sides

The front and back sides of a unit are its "unmoved" and "moved" sides, respectively. A unit is flipped to its "moved" side after moving.

Other Units

Certain special units are illustrated and explained later: *truck* and *depot* units (6.1), *Rommel* (4.4), *forts* and *minefields* (8 and 18), and *army artillery units* (21.1).

Other Markers

Markers other than strength markers are illustrated in the sections which explain their use. These include *fatigue* (4.3), *disruption* (5.3), and supply conditions (6.2).

Historical Designations

Historical Designations have no effect on play.

3. SEQUENCE OF PLAY (Activity Periods)

The play sequence for the campaign game of *Rommel In North Africa* is divided into two periods: *Activity Periods* and *Preparation Periods*. The short scenarios do not include Preparation Periods, however, so for ease of learning, only Activity Periods will be discussed here. Preparation Periods, and their incorporation into the sequence of play, are explained in section 12.

Each Activity Period represents about one month of intensive warfare and consists of a variable number of *Operations Turns*. An Operations Turn (representing about three to six days) is divided into a variable number of alternating *player impulses*. In each player impulse a few units on each side may move. During the course of an entire Operations Turn, all units may move; most units may move in more than one impulse per Operations Turn. Sometimes there will be only a few impulses per Operations Turn; sometimes there will be many. An Activity Period continues with successive Operations Turns until both players run out of "supply points" or agree to end the Activity Period.

Schematically, an Activity Period looks like this:

Activity Period

Operations Turn

Variable number of *player impulses*

New Operations Turn

Variable number of *player impulses*

(and so on until the Activity Period ends)

The Activity Period sequence of play is explained below; each player's pullout contains a summary of this sequence for reference during play.

Outline of Activity Period

Operations Turn

Place eliminated tank units rebuilt by replacements on the map.

First Player's Impulse

The first player performs the following activities:

1. Remove disruption markers from friendly units not placed in immediately-preceding second-player impulse (see 5.3).
2. Breakdown or recombine divisions (see 9).
3. Second player checks his units' supply.
4. Place truck units on the map and trace supply lines for units which will move (see 6.1).
5. Move units and expend supply as necessary (see 4); fight initial rounds of battle (see 4.2 and 5).

Initial Battle Round

- a. Defender may announce his intention to retreat.
 - b. Both players fire (defender first).
 - c. Losses take effect.
 - d. Battle reinforcements (attacker first).
 - e. Retreat (if announced in step a) is executed.
 - f. If defenders were retreated or eliminated, attackers may continue moving if they have movement points remaining.
6. Recover units (see 4.3) which didn't move. If desired, expend tank replacements (see 7).
 7. Clear minefields with units which neither moved nor recovered (see 8).
 8. Resolve all battles lasting more than one round.
- Combat Rounds:** (see 5.1).
- a. Either side may announce intention to retreat (5.2).
 - b. Both players fire (defender first).
 - c. Losses take effect.
 - d. Either side may attempt battle reinforcement, attacker first.
 - e. Retreat (if announced) is executed.
 - f. Continue conducting combat rounds until one side is eliminated or retreats.
9. **Battle Ends:** When all battles are resolved, attacking units, retreated defending units, and battle reinforcements incur fatigue.



10. End of Impulse: Search for enemy depots if necessary; if using optional rule 21.3, repair tanks and record tank replacements.

Second Player's Impulse

The second player's impulse is identical to the first player's; the players switch roles.

Continue alternating impulses until players pass consecutively (see 3.1).

End of Operations Turn: flip all units to their "unmoved" sides and remove all "Moved 1" markers.

Continue alternating Operations Turns until the Activity Period ends.

The Activity Period ends if:

- both players run out of supply points.
- one player runs out of supply points and the other decides to end the Activity Period.
- an Operations Turn ends with no movement or recovery of combat units having taken place.
- the players *decide* to end the Activity Period.

End of Activity Period (see 10)

1. Remove unsupported units.
2. Remove fatigue and disruption markers.
3. Redeployment Movement Phase.
 - a. First player moves.
 - b. Second player moves.

(3.1) The Operations Turn

The First Player

Each Operations Turn consists of alternating player impulses. The first player in the short scenarios is given in the scenario instructions (see 11). The Axis player is the first player in the first Operations Turn of the campaign game.

Combat

As sections 4 and 5 explain, combat is initiated — and initial battle rounds take place — *during* movement; remaining battle rounds are fought when all movement for the impulse is completed. At that time, battles are resolved in any order the attacking player wishes.

Passing

If a player does not move or "recover" (see 4.3) any *combat* units during his impulse, he has passed. A player may pass in one impulse and move again in a later impulse of the same turn.

Ending an Operations Turn

The Operations Turn ends when players pass consecutively. This could be the first player, then the second, or vice versa.

End of the Activity Period

The Activity Period ends when an entire Operations Turn ends with no movement or recovery of any combat unit(s) on either side.

Operations Turn Marker

In the short scenarios there is no need to keep track of the number of Operations Turns played. You need record this information only if using optional rule 21.5, Reinforcements During Operations. If using this rule place the Operations Turn marker on the General Records Track to record the number of Operations Turns played in the current Activity Period.

Design Note: The play sequence of alternating impulses gives you many options. It gives your opponent similar options, and therefore also gives you a lot to worry about. Expect to take a lot of time at first to think out your moves properly. Your first pair of impulses may take half an hour to an hour. But after one or two games, expect to complete an entire Activity Period in less than two hours.

One of Rommel's greatest advantages was Afrika Korps' flexibility at maneuvering either concentrated or as separate units. He could disperse his divisions toward different objectives when necessary, and also rapidly regroup them and maneuver as a body.

(4.1) Which Units May Move

For a unit to move, it must be within "supply radius" (see 6.2) of a friendly depot or truck unit which contains at least 1 "supply point;" a supply point must be "expended" for any unit to move (see 6.2).

Axis Restrictions

Axis infantry units may move in only one impulse per Operations Turn. All other combat units may move in one or more impulses per turn until they become "exhausted" (see 4.3). Truck units, Rommel, and O'Connor may move in any number of impulses per turn. In each of his impulses, the Axis player may move *all* of the following:

- any or all German units
- any or all Italian units *in any one map box*
- any or all of his truck units
- Rommel

British Restrictions

In each of his impulses the British player may move any or all of his truck units and must choose one of the following three options; he may move:

- any three brigades, or
- any one division plus one brigade, or
- all units in one map box.

Moved and Unmoved Status

After a unit is moved, flip it to its "moved" side; it remains "moved" until the end of the Operations Turn at which point all units are flipped back to their "unmoved" sides. (German motor and tank units have special properties, see 4.3.) Truck units, Rommel, and O'Connor never become "moved;" they have no "moved" sides. (The reverse side of a truck is used only in the campaign game.)

(4.2) How Units Move

Units move from box to box on the map. They may move from one box to another box if the two are connected by a *straight* line; two such boxes are *adjacent*. (Bir Sheferzen is adjacent to Siwa Track, for example, but not to Bir el Khamsa.)

Movement Allowances and Costs

A unit's *movement allowance* is the maximum number of *movement points* it may expend each impulse. Rommel and O'Connor, however, may increase units' movement allowances (see 4.4 and 21.6).

- Entering a normal box costs 1 movement point. Therefore, a unit with a movement allowance of 3 may move three boxes.
- Desert boxes cost 2 movement points to enter. However, a unit with a movement allowance of 1 may enter a desert box, but may move no farther.
- A move between two boxes connected by the highway costs 1/2 movement point. A unit *can* combine highway and non-highway movement in the same impulse.
- A unit leaving a box containing an enemy minefield pays an additional 1 movement point.

Design Note: Movement allowances reflect the extent of motor transport units had and the speed with which command practices allowed them to operate. British infantry formations had large transport capabilities — as much as the Italian mobile formations and more than German infantry — but not enough to carry whole units in one lift. British infantry, with their accompanying tanks, tended to move at a methodical pace better suited to 1914-1918 than to the extremely mobile desert war.

Movement and Combat

Combat *must* occur when units enter an enemy-occupied box. Units which move into an enemy-occupied box (attacking units) must stop and attack. The first round of combat is resolved immediately after the attacker has moved all units he wishes (or can) into the enemy-occupied box; these units may come from any number of adjacent boxes. Additional rounds (if any) are resolved after the attacker has finished all movement of other units for that impulse.

- If the combat lasts only one round (the defenders retreat or are destroyed in the first round), attacking units may continue moving. This is an *overrun*.

4. MOVEMENT

Design Note: In the game, as in real life, mobile units react more quickly to sudden events than do infantry. If pushed to the limits of their capabilities mobile units can move very fast and far in quite a short time. But that entails great fatigue on men and equipment. Rommel was a master of judging when and how far to push his troops.



If the combat last more than one round the attacking units may not move any farther.

Example: Rommel and two panzer divisions move from Desert #4 to Retma, where there is a British brigade. They attack and destroy the brigade in one round and move on to Bir el Gubi, where there is another British brigade. This brigade declares a retreat. After the "retreat round" (see 5.2), Rommel's force continues to Sidi Rezegh. Here it meets a British tank brigade, which decides to fight. Rommel's force inflicts two hits in the first round, but the battle must continue. Rommel must now stop moving; the remaining rounds must be fought after all Axis movement is finished for that impulse.

Entering enemy-occupied boxes

A player may move a stack of units into an enemy-occupied box only if at least one of those units has some chance to inflict a casualty on at least one defending unit; not every unit in the stack must be able to inflict a casualty, one is sufficient.

- When you move units into an enemy-occupied box, place them on the line between the box they entered and the box they came from. This indicates which box the attacking units came from, which is important if either side should retreat (see 5.2).

Initial Rounds

You must resolve the first round of each combat immediately after you have moved all the units you wish to (or can) move into the enemy-occupied box. These units may come from any number of different boxes.

- Once you have resolved the first round of combat, additional attacking units may enter the box only by Battle Reinforcement (see 5.4).

Example: A player moves a unit into an enemy-occupied box. His opponent decides not to retreat. One round is fought. At the end of that round the defender still has a unit in the box so the combat continues after the moving player has completed all other movement and initial rounds.

Order of Movement

Units may be moved in any order, singly or in stacks, as long as no unit exceeds its movement allowance.

Stacking

There is no stacking limit. Any number of units may occupy the same box at the same time.

Rail Line

Units never use the rail line for movement. It is significant only during Preparation Periods (see 16) and for British tank replacements (see 7).

(4.3) Multiple Moves, Fatigue, and Recovery

Design Note: Fatigue simulates the effects on men, machines, and organization when a unit is driven as hard as it can be. The most important effects are exhaustion and vehicle breakdown. Also, communications become confused; supplies, at least to sub-units, start failing. To regain effectiveness the unit needs rest and reorganization.

All units, except Axis infantry, may move more than once per Operations Turn, with the consequence of *fatigue*. Each unit is in one of three conditions at all times: fresh (that is, not fatigued), or in one of two levels of fatigue: *worn*, or *exhausted*. The Fatigue Effects Summary on the map outlines effects of these fatigue levels.

Fatigue

When a player moves a unit that began the impulse on its "moved" side, it increases one fatigue level from fresh to worn, or from worn to exhausted. Place a "Worn" or "Exhausted" marker on the unit as appropriate.

- The new level of fatigue takes effect at the end of the impulse. The unit may attack in that impulse and not suffer any ill effects, unless this combat is not the first one the unit has fought in this impulse (see below).

Multiple Combat and Fatigue

In all battles after the first, a unit suffers the effects of its new level of fatigue. In other words, if a unit attempts to fight more than one battle in the same impulse (it battle reinforces or overruns the enemy and moves into another combat situation), it suffers its new level of fatigue in all subsequent battles, before the end of the impulse. This new level applies only to calculation of combat die-roll modifiers; the unit's movement allowance is unaffected.

- A unit's fatigue level never increases more than one level per impulse even

if it fights two battles in the same round, or battle reinforces after having moved (see 5.4).

Examples: 1. At the start of a new Operations Turn, a worn unit will be on its "unmoved" side, with a "Worn" marker on it. The first time the unit moves in that Operations Turn it becomes "moved," (is flipped over) but would not yet suffer more fatigue. If it moved a second time, it would become exhausted at the end of the impulse in which it made the move.

2. A tank unit moves in one impulse and is flipped to its "moved" side. In the player's next impulse it moves again, but does not attack. At the end of that impulse the unit will be worn. In the player's next impulse he moves the unit again and fights combat. For this battle the unit will function as though it were worn, not exhausted, and would become exhausted only at the end of the impulse. However, if the enemy unit was destroyed or retreated in the first round of combat, allowing our unit to continue moving, and it moved into another combat situation in that same impulse, it would function as exhausted (-2 DRM) in the second battle. At the end of the impulse the unit will be "moved" and exhausted.

Note: At the start of a new Operations Turn, a worn unit is on its "unmoved" side; the "Worn" marker remains in place. The first time the unit moves, it is flipped to its "moved" side but suffers no additional fatigue. When it moves a second time it becomes exhausted.

Fatigue and Movement Markers

	Fatigue (front)	Exhaustion (back)	Moved 1
Fire DRM and Movement modifier	<div style="border: 1px solid black; padding: 5px; text-align: center;"> WORN -1 </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> Exhausted -2 </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> MOVED 1 </div>

Special German Capabilities

German (not Italian) tank and motor units have a greater movement ability than all other units. They may move twice in an Operations Turn before they are flipped to their "moved" sides. When the Axis player moves a fresh German tank or motor unit, he places a "Moved 1" marker on it. The second time the unit moves in that Operations Turn, the unit is flipped to its "moved" side and the "Moved 1" marker is removed. The third time the unit moves it becomes worn, and if it moves a fourth time it becomes exhausted.

- A unit with a "Moved 1" marker has its full movement and combat abilities, the same as a unit which has not moved.
- At the end of each Operations Turn, flip German tank and motor units face-up, and remove all "Moved 1" markers.

Fatigue Restrictions:

- A unit which is both "moved" and exhausted may not move or reinforce battle.
- If a unit begins its turn "unmoved" and exhausted it has 2 subtracted from its movement allowance and may move in only one impulse (and is then flipped to its "moved" side).
- A unit that starts an impulse worn has one subtracted from its movement allowance (see the Fatigue Effects Chart on the map).

Recovery

A unit may recover from fatigue in any impulse in which it doesn't move, provided it is on its "unmoved" side and not "out of supply" (see 6.2).

- To recover, flip the unit to its "moved" side and reduce its fatigue by one level. The unit is then on its "moved" side as though it had moved. Since a recovered unit will be on its "moved" side, it may recover no more than one level of fatigue per Operations Turn.
- If the recovering unit is a German motor or tank, place a "Moved 1" marker on it. Such a unit could move once in that Operations Turn without incurring fatigue (it may not, of course, move in the same impulse in which it recovers).

Recovery and Movement Restrictions

A recovering unit is counted against the number of units that may move in that impulse. When the Axis player recovers an Italian unit, for example, he may move or recover other Italian units only in the same box, but not in any other box in the same impulse. The British player might recover one brigade and move two others, or recover three brigades and move nothing, and so forth.

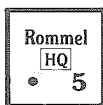
Example: In Operations Turn 1 the Axis player moves the 21st Panzer Division in three impulses; the unit is now "moved" and worn. In the first impulse of Operations Turn 2, the unit is "unmoved" but still worn. If the Axis player recovered the 21st Panzer, it would then be "moved 1" but no longer worn.



Fatigue and Battle Reinforcement

A unit's fatigue level increases when it reinforces a battle, or when it defends and then retreats in a battle (see 5.2 and 5.4). Each of these operations is equivalent to a move for purposes of fatigue. Remember, however, a unit's fatigue level is never increased more than one level per impulse.

(4.4) Generals Rommel and O'Connor



Design Note: General Rommel led his army from the front, personally driving his men to give their utmost and giving orders to deal with fast-changing situations. This leadership style, utterly alien to most of his opponents, won many battles.

The movement allowance of any Axis unit, German or Italian, which remains stacked with Rommel throughout its move is increased. The increase is equal to 50% of a combat unit's movement allowance (rounded up). For example, Rommel adds 2 to a unit with movement allowance 3, 1 to a unit with movement allowances 2 or 1. If a unit's printed movement allowance has been reduced by supply or fatigue, Rommel adds 50% of the reduced allowance.

- Truck units are special in this regard: Rommel *doubles* a truck unit's movement allowance from 2 to 4.
- For Rommel's effect on combat see 5.1, Notes on Die-roll Modifiers, and the Combat Results Table on the map.

Restrictions

Rommel need not begin or end the impulse stacked with the unit, but must accompany it throughout its movement. Rommel may give his bonus to any number of units in the same impulse.

Movement Allowance

Rommel himself has a movement allowance of 5 and may move in any number of impulses per turn. He never fatigues.

Death or Capture

Rommel cannot enter a British-occupied box alone. If he is alone in a box and British units enter it, or if all Axis units in his box are eliminated in combat, roll one die. On a roll on 6, Rommel has been killed or captured; remove him from play. On a result of 1 through 5, place him with the nearest German or Italian stack. This applies even if Rommel is encircled by British units.

O'Connor

General O'Connor, should he enter the game, functions identically to Rommel (except that he is a British officer). O'Connor is used only in the campaign game and only under optional rule 21.6.

5. COMBAT

Design Note: The combat system shows tactical facts that were critically important to each side's operational decisions. Battles in the desert were firefights in open terrain which usually favored the defense. Thus, the best way to destroy tanks was to compel them to attack.

Tank and motorized units have special abilities in combat. Do not confuse British infantry with tank and motor units. British infantry may move more than once per Operations Turn — like tank units — but fights as infantry.

Combat always occurs (is mandatory) within an individual box occupied by opposing units. The moving player is the attacker. To resolve combat each combat unit fires at an enemy unit; the attacking player rolls a die for each one to determine the effect of its fire. A combat is fully resolved when one side or the other is destroyed or has retreated, leaving the box occupied by only one side's units. Each combat must be fully resolved in the impulse in which it began. Refer to the Sequence of Play when reading the following rules.

Rounds: Combat is fought in rounds. Rounds continue until one side retreats or is destroyed. There may be any number of rounds.

Overruns: Combat which lasts only one round is an overrun. An overrun occurs when defending units retreat or are destroyed in the initial round. After an overrun, victorious attackers may continue moving.

(5.1) Choosing Targets and Firing

Each unit may fire at any enemy combat unit in the battle with one exception: a disrupted unit may be fired upon only if every undisrupted unit is also fired upon (a disrupted unit would take shelter behind its comrades who were in better shape). A player declares a unit's target at the time he rolls the die for that unit. He need not declare any fires in advance.

Fire Restrictions

- Units fire individually; they may never combine fire (**Exception:** see Army Artillery, 21.1).
- Each unit fires at one enemy unit. A unit may not split its fire against two or more targets.
- If more losses are inflicted than are needed to eliminate the target, the excess is ignored.
- Neither Rommel, O'Connor, nor trucks may be fired at.

Order of Fire

The defender fires first, but firing is *considered* simultaneous; losses for both sides take effect simultaneously. Do not remove losses until *after* both sides have fired. You may use "Hit" markers to record losses until both sides have fired.

Fire Procedure

To fire, locate the column on the Combat Results Table corresponding to the firing unit's strength and the target's type. Roll one die and add all applicable die-roll modifiers (DRMs). The result is the number of strength points lost by the target. If a unit loses all its strength points, place it in the Eliminated Units Box when losses take effect.

- **Group-A** DRMs apply to all fire.
- **Group-B** DRMs apply to fire against tanks.
- **Group-C** DRMs apply to fire against infantry.
- All DRMs are cumulative.

A British brigade of strength 3 would use this column when shooting at infantry. . .

...and this column when shooting at armor. An Adjusted die-roll of 5 would inflict 1 loss.

COMBAT RESULTS TABLE										
Axis Infantry or motorized fire at tanks	1	2-3	4-5	6-7	8-10	11+				
British Infantry or motorized fire at tanks	1	2	3-4	5	6-8	9+				
All tank fire at tanks and all unit's fire at infantry or motorized targets	1	2	3	4-5	6-7	8-10	11+			
Modified Die-roll: -1 or less	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	1
1	0	0	0	0	0	0	0	1	1	
2	0	0	0	0	0	1	1	1	1	
3	0	0	0	0	1	1	1	1	1	
4	0	0	0	1	1	1	1	2		
5	0	0	1	1	1	1	2	3	3	
6	0	1	1	1	1	2	3	3	3	
7	1	1	1	1	2	3	3	3	3	
8 or greater	1	1	1	2	2	3	4	4	4	

A. All Fire
B. Fire vs. Tanks
C. Fire vs. Infantry and Motor

Notes on Die-Roll Modifiers

- Battle reinforcements (see 5.4) do not receive defensive fire benefits; only the original occupants of the box do.
- Disrupted units do not receive defensive fire benefits.
- Rommel can improve the die-roll of only one German unit with which he is stacked. This may be a different unit each round. He may not benefit Italians.
- When Rommel attacks or enters a battle as a reinforcement his DRM applies only to units he was stacked with when he entered the box. This is true of all subsequent rounds as well.
- DRMs are always cumulative.

Design Note: The defender receives the -1 DRM because he has had time to prepare his position and because as the attacker attempts to close, the defender can fire continuously. Units which reinforce a battle do not enjoy these benefits nor do disrupted units.

Example: A Grant tank attacking a German tank will always receive a +1 (Grant Firing) and a -1 (British tank offensive fire at German tank) for a net of 0, and a defending unit firing while retreating always receive a +1 (defensive fire), and a -1 (retreating), for a net of 0.



(5.2) Retreats

Design Note: In the desert, mechanized formations could avoid combat against infantry whenever they were willing to give up ground. Infantry could not possibly escape motorized troops without heavy losses.

Units of either side may retreat from combat. If a player elects to retreat, all his units in the box must retreat. Infantry units that retreat become "disrupted" (see 5.3).

When Units Retreat

The defender (only) may announce retreat during the initial round. In the first step of subsequent rounds of combat either player may announce his intention to retreat. The attacker announces his retreat decision before the defender. If the attacker can no longer inflict losses on the defender, the attacker *must* retreat.

Retreat Round

When either player announces his intention to retreat the current round of combat becomes the *retreat round*. (This simulates the combat necessary to disengage.) If the defender announces retreat during the initial combat round, the initial round is the retreat round.

- If the retreating side has only tank or motor units, only tank and motor units on each side fight during the retreat round. The non-retreating player's infantry may neither fire nor be fired upon.
- If a retreating stack contains only infantry units, tanks which fire at it get a +3 DRM, in addition to the -1 for retreat for a net of +2. This modifier applies only against infantry; and only for tanks firing, not motor units.
- If the retreating side has any infantry all units on both sides fight.
- 1 is subtracted from all fire die-rolls during a retreat round. When the attacker retreats, the defender still gets the +1 defensive fire DRM. (It will cancel the -1 for a net of 0.) When the defender retreats, he loses his +1 DRM, and the net is -1.

Design Note: Infantry takes no part in a chase against tank or motor units because troops fighting on foot can't catch retreating vehicles. But if infantry, tank, and motor troops retreat together we assume the mechanized units will remain to cover their infantry comrades. Motor units fight with their vehicles nearby and can make a quick getaway. Infantry fight with vehicles far to the rear, and are not trained to load or unload in a combat situation.

Where Units Retreat

Units retreat to an adjacent box. A unit may never retreat to a box containing enemy combat units, even if the box also contains friendly units. If enemy units entered the battle from a particular box, then friendly units may not retreat to that box unless all those enemy units were destroyed in the battle. Minefields and vacant forts do not block retreat.

- Defending units, including reinforcements, may retreat in any direction. All need not retreat to the same box.
- Each attacking unit must retreat to the box it came from.
- If a unit ordered to retreat cannot retreat, it is eliminated.

Retreat and Fatigue

A retreat is considered to be a move for purposes of "moved/unmoved" status and fatigue levels. Therefore, an "unmoved" defending unit that retreats is flipped to "moved", a "moved" unit becomes worn and so on (see 4.3). An attacker that retreats does not gain an *additional* level of fatigue for retreating; instead, its current level (the level gained from moving) takes effect at the end of the impulse, as usual.

- An exhausted or disrupted unit may retreat even though it may not "move" normally.
- Retreat movement does not require supply.

Supply Units and Retreat

If combat units retreat, any truck units in the box may retreat with them. If all a player's units in battle are eliminated, even if they are eliminated in the retreat round, any truck units in the box are removed as though "expended" (see 6).

- An expended truck unit may not be used for the remainder of the impulse.
- Depots never retreat (see 6.1).

(5.3) Disruption

Design Note: Disruption represents the loss of command control. Units have

lost contact touch with headquarters at every level of command; information and orders are not being passed as they should; officers have become casualties and are not yet replaced; and so on. A unit in this condition may neither attack nor make the usual preparations for defense. Left in peace, a unit can recover in 24 to 48 hours, but is very vulnerable during this time. Tank and motor units are accustomed to frequent advances and retreat, and do not become disrupted.

When an infantry unit retreats, it becomes *disrupted*. Place a "Disruption" marker on it. Only infantry and "army artillery" units (see 21.1) become disrupted.

Disruption marker



Disruption Effects

Disruption lasts through the end of the next enemy impulse. At the start of each friendly impulse, remove disruption markers from friendly units except those placed in the previous enemy impulse.

- Disrupted units may not move, but may retreat.
- Disrupted units do not receive the +1 defensive fire DRM
- A unit firing at a disrupted unit receives a +1 DRM.

(5.4) Battle Reinforcement

Design Note: Tank units had the ability to react quickly to join battles developing some distance away. The British Army misused this ability, strewing units across the desert and then sending individual tank brigades to rescue one after the other. Usually the tanks arrived too little, too late; one British officer said it was "axiomatic that the armor would not arrive where it was wanted." When it did arrive it was often smashed by the concentrated power of Rommel's divisions.

After each side removes its losses during a combat round, both sides may attempt to move additional tank units into the battle box from adjacent boxes. This is battle reinforcement. The attacker announces his reinforcement attempts first.

Which Units May Reinforce

Axis and British tank units and Rommel (and O'Connor) are the only units which may attempt battle reinforcement.

- Reinforcing units must begin in a box adjacent to the battle.
- A unit may reinforce only if it has a chance to hit at least one enemy unit in the battle.
- A unit currently involved in a battle may not reinforce a different battle. After a unit has resolved its own battle, however, it may reinforce another in the same impulse.

Restrictions

- Only one battle reinforcement die-roll may be attempted per unit per impulse. If a unit has failed its battle reinforcement roll, it may not attempt another in the same impulse.
- If a unit of the attacking side has attempted battle reinforcement it may not move for the remainder of the impulse.
- Battle reinforcements for the defending side do not receive the +1 DRM for defensive fire. In fact, battle reinforcements do not receive any "offensive" or defensive DRMs.
- An unsupplied unit may not attempt battle reinforcement; however, battle reinforcement does not expend supply.

Procedure

The player first designates *all* units that will try to reinforce, then rolls one die for each. The Battle Reinforcement Table shows the die-roll needed for each nationality to succeed, and a list of die-roll modifiers. A unit which succeeds in its die-roll *must* immediately enter the battle box.

- The German player may use the Battle Reinforcement DRM for Rommel only if Rommel accompanies the reinforcing units. His DRM for fire applies only to the units he accompanies, not to different reinforcements or the original combatants. Rommel may benefit any number of reinforcement die-rolls for units he is with in the same round. Rommel alone may not reinforce battle.



Battle Reinforcements and Fatigue

Battle reinforcement is considered to be a move for purposes of "unmoved/moved" status and fatigue levels. When a unit makes a reinforcing move, it becomes moved; if it is already moved it incurs one level of fatigue, and so on (see 4.3). As always, fatigue is recorded at the end of the battle; until then units remain at their current level of fatigue. However, a reinforcing unit that has already been involved in a battle in this same impulse suffers the effects of its fatigue in the new battle (see 4.3).

- A unit which is both exhausted and "moved" may not reinforce a battle.
- A unit may move its full movement allowance, then reinforce a battle in the same impulse. In this case, the unit incurs one increase in fatigue; a unit never incurs fatigue twice in the same impulse.

Reinforcing a Lost Battle

Battle Reinforcement may be attempted during any round (except retreat rounds) in which all defenders were destroyed, even initial rounds. Any successful defending reinforcements continue the battle, but are considered to be continuing the same battle, not starting a new battle. If the defender does this in the initial round, the attackers are prevented from moving farther.

- You may not bring reinforcements into battle at the end of a retreat round. Retreat ends battle.

Note: The British player may attempt any number of battle reinforcements; the limits on the number of British units which may move in a single impulse do not apply to battle reinforcement.

Design Note: It is important to remember only tank units may reinforce battle. Only those units were trained to act quickly enough. British infantry may not make battle reinforcement moves for two reasons: First, an infantry brigade had an insufficient number of trucks to move the entire unit in one lift, and the trucks were stored some distance from the front. Second, British infantry was trained for a marching war. They were not trained to charge off to the rescue of someone in trouble. British tank units did so quite readily in the tradition of cavalry from which they descended.

6. SUPPLY

Design Note: These rules simulate the constricting effect of lengthening supply lines, like an elastic band pulling a player's forces back towards their base. Forces needed enormous quantities of supplies — especially fuel — to exist in the desert. Very often, Rommel was able to dislocate his enemies by threatening their supply lines. But he also found that running out of supplies would stop an advance as surely as running into an anti-tank screen. The British were more careful about making sure they had plenty of supplies.

Units must be "supplied" in order to move or fire with full effect. A player's supplies, measured in "supply points", are stored in depot and truck units. Supply points must be "expended" (removed from play) to move units. A single supply point (or truck unit), when expended, supports any number of units for movement. But these units must begin the impulse within "supply radius" of and be able to trace a "supply line" to the depot or truck containing that point.

In addition to tracing supply for moving units in your impulse, you also must check the supply status of your units during your opponent's impulse. Any units which are not fully supplied at that time will remain so throughout the impulse and fire at reduced strength. Place "Half-supplied" or "Out of Supply" markers on units in these conditions.

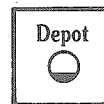
(6.1) Supply Points, Depots, and Truck Units

Each side has a stock of supply points. Supply points are stored at depots, and a strength marker is placed underneath each depot to indicate how many supply points are held there. The enemy player may not examine your depots' strength. If a depot runs out of supply points you may leave it on the map or remove it. If you leave it on the map, you may transfer supply points to the depot using the rules which follow.

Depots are placed on the map only during Preparation Periods; they may never move during an Activity Period.

Each side is allotted a number of truck units. Think of truck units as mobile depots, containing 1 supply point. They move around the map and are expended (removed from play) to provide supply for movement of combat units. Expended trucks may be returned — recycled — at depots each friendly impulse. Trucks have a "full" side (front), and an "empty" side (back); the empty side is used only in the campaign game.

Sample Truck and Depot markers



Transferring Supplies

Truck units may transfer supply points from one depot to another. Move the truck to a depot, increase the depot's strength marker by one, and expend the truck (remove it from the map) as if for movement of combat units.

Design Note: Supply points represent stores of fuel and ammunition; truck units represent the trucks carrying them to the front. Recycling a truck unit simulates giving supplies to the troops and going back for another load.

Recycling Trucks

A truck which has been expended for movement of combat units, or as a result of transferring supply points, may return to play at the start of any subsequent friendly impulse of the same or later Operations Turn.

- Place the truck unit at any depot and reduce the depot by one supply point. The truck may move in the same impulse it is created. A truck unit may be recycled in this manner any number of times.

Truck Movement Characteristics

- Truck units never become fatigued and may move in every impulse with a movement allowance of 2 movement points, paying the same costs as combat units.
- Trucks may not move and be expended to supply combat units for movement in the same impulse. (Of course, they may move and transfer supply points in the same impulse.)
- Rommel (and O'Connor) increases a truck unit's movement allowance by 2 (see 4.4).
- Supply points need not be expended to move trucks.

(6.2) Supply Lines, Expenditure, and Effects

To be supplied a unit must have a "supply line" that is no longer than the current "supply radius". A supply line is a path of adjacent boxes from a depot or truck which contains at least one supply point to the unit. When tracing a supply line, count the box the unit occupies but do not count the box occupied by the truck or depot.

Supply Radius and Status

Each side has a supply radius — a number which is listed in the scenario instructions for each of the short scenarios, and on the Reinforcement Schedules for the campaign game.

- A unit is supplied if the number of boxes in its supply line is equal to or less than the supply radius.
- A unit is half-supplied if the number of boxes in its supply line is more than the supply radius but no more than twice the supply radius. Place "Half-supplied" markers on such units.
- A unit is out of supply if the number of boxes in the supply line is more than twice the supply radius. Place "Out of Supply" markers on such units.
- Desert boxes count as 2 against a supply line; highway boxes count 1, not ½.

There is a die-roll modifier for fire against an out of supply tank or motor unit. The Supply Effects Chart on the map lists the effects of these conditions on the unit's movement and fire.

Supply Line Restrictions

A supply line may not pass through a box that contains an enemy combat unit or minefield. Neither enemy depots, truck units, unoccupied fortifications, General Rommel (or O'Connor), nor friendly minefields block supply lines.

Supply For Movement

At the start of your impulse you must trace a supply line for every unit you wish to move. A unit can move only if it is not out of supply at the start of the impulse.

- All supply lines are traced at the start of the impulse and supply points expended at that time. A unit's supply condition remains in effect throughout an impulse regardless of where it moves; place the appropriate marker on units that are out of supply or half-supplied.
- Each truck unit to which some moving unit traces its supply is expended (removed from the map). One supply point is expended from each depot to which a moving unit traces its supply line. Supply must be expended even if the unit is half-supplied.



- A supply point or truck unit provides supply for any number of units which trace supply to its box in the impulse it is expended. This supply covers all movement and combat the units conduct in that impulse.

Example: *The Axis player has a truck unit at Retma and a depot at Tmimi. British units occupy Bir Hacheim, Knightsbridge, Acroma, and Desert #4. The Axis player wishes to move his units in Bir el Gubi, Desert #5, and Gazala. He traces supply lines to Bir el Gubi and Desert #5 from Retma, and expends the truck unit there, providing supply for all units in Bir el Gubi and Desert #5. The unit in the Gazala box traces supply from Tmimi; the German player expends a supply point from there.*

Supply for Defense

You must also trace a supply line for each of your units during every enemy impulse. If a unit is half-supplied or out of supply at that time, its fire becomes less effective (see the Supply Effects Chart and Combat Results Table); again, place the appropriate marker on the unit. Enemy fire becomes more effective when the target is out of supply.

As with moving units, all supply is traced at the start of the impulse and supply status endures throughout the impulse.

- The non-moving player never expends supply points.

Lack of Supply Points

If you use up all your supply points on the map, all your units are out of supply. Those which are within four boxes of your home base (or Tobruk if you are the British) can survive at the end of the Activity Period, but the rest will be eliminated (see 10.1).

Actions Not Requiring Supply

The following actions do not require expenditure of supplies:

- Retreat
- Unit reorganization
- Clearing mines
- Recovery
- Battle reinforcement
- Searching for and capturing depots.
- Movement of truck units.

However, a unit *must* be supplied or half-supplied to recover or attempt battle reinforcement.

Design Note: *Each supply point represents enough fuel and munitions to support quite a bit of movement and fighting. Each of the operations listed above expends supplies, but only fractions of a point.*

(6.3) Truck Units and Depots in Combat

Neither truck units nor depots may be fired at in combat.

Losing Trucks

A truck is removed from play if all friendly combat units in its box are destroyed, or if enemy combat units enter its box when no friendly combat units are there. If this happens, the "destroyed" truck may not be used again for the remainder of the Operations Turn. If friendly combat units survive a combat and retreat, any friendly truck units in the same box also retreat.

Voluntary Destruction of Supply

A player may voluntarily destroy his own depot(s) or any portion of the supply points in it at any time during his own impulse, provided enemy units do not occupy the depot's box. The player need *not* have one of his own units there. A player may not destroy depots or supply points during an enemy impulse.

Enemy-occupied Depots

If enemy units occupy the same box as a friendly depot, the depot cannot provide supply, nor can truck units be introduced into play there.

Capturing Supplies

If enemy combat units enter a box containing a friendly depot but no friendly combat units, or if all friendly combat units in a box with a depot are eliminated in battle, the supplies at that depot may be captured or destroyed.

- The enemy player must search for the depot. A player may search only if one of his combat units *ends* its impulse in the box. The unit need not have moved during that impulse.
- Search occurs after all other action has been completed in a player's impulse.
- Searching for a depot does not constitute movement in any sense. Therefore, it does not affect the number of units a player may move, nor cause fatigue, and so forth.

- A disrupted unit or one that recovered during the impulse may not search for a depot.

Search Procedure

The searching player rolls one die for each depot in the box and consults his Search Table (see map). Note that the British Search Table differs from the Axis Search Table. A player may roll only once per depot per impulse.

Design Note: *A result of "no effect" simulates units failing to find the depot, a common occurrence in the desert. Axis air reconnaissance was generally less effective than the British, so they generally had a harder time locating enemy supply dumps. However, the Axis spread their supplies in many small stockpiles, whereas the British accumulated enormous quantities at a few places. The British system was convenient, but it made their depots more vulnerable.*

Search Results

If the search destroys the entire contents of a depot, it must be removed from play.

- If enemy units search for a depot that happens to be empty, any result other than *no effect* eliminates the empty depot.
- When the Axis player captures supplies he places a "Captured Supplies" marker in the box, and places a strength marker underneath equal to the number of points captured.
- A "Captured Supplies" marker functions like a depot except Axis units may not trace supply to it from a different box. Axis units in the same box may draw supply, and truck units may be introduced there, but the marker does not have the intrinsic supply radius that a depot does.
- The Axis player may voluntarily destroy captured supplies as he can destroy his own. He cannot destroy supplies at a British depot he has not yet captured.

Captured Supplies Marker



Note: Attempts to capture supplies are resolved after all other actions in the impulse. If the Axis player captures supplies, he may not introduce a truck unit there or destroy those supplies until his next impulse. (The Axis player has a few of his own captured supplies markers, which he may use as long as they last. If he runs out, he may flip over a captured British depot to reveal the "captured supply" side. Also, if he runs out, the British player should consider why so many of his depots are being captured.)

7. TANK REPLACEMENTS

Design Note: *The British maintained large pools of tanks for quick replacement of combat losses. Rommel was never able to accumulate any such surplus but would have used it if he could. Players will note that infantry units may not receive replacements during Operations Turns. This is because infantry replacements are new men, requiring time and training to fit into veteran units. Tank replacements, on the other hand, are new machines taken over by experienced crews that have lost their vehicles.*

Each player has a pool of *tank replacement points* which are used to restore strength points to tank units which are at less than maximum strength. The short scenarios specify the number of replacements available to each side for the whole scenario. These are points available for the entire scenario, not for each impulse. Place the "Replacement" markers on the General Records Tracks to record accumulated replacement points.

Replacement Procedure

To receive replacements, a tank unit must be "unmoved" and not out of supply. Flip the unit to its "moved" side and add strength points to the it, reducing the replacement pool an equal amount. (A cruiser of strength 3, for example, could be raised to 5, and the British player would lower his cruiser replacements by 2). A German unit would receive a "moved 1" marker instead of being flipped to its "moved" side.

Restrictions

- Only tank units may receive replacements during an Activity Period.
- A unit may never be increased to more than its printed maximum strength.



- British units must be in an "active" rail line box to receive replacements (the scenarios define which parts of the rail line are active). The rail line must run from that box to the British home base without going through any box occupied by an Axis combat unit.
- Axis units may receive replacements only at Axis depots. The depot must be connected to the Axis home base by a continuous path of non-desert boxes free of British combat units.
- Units may recover at the same time they receive replacements.
- Replacements may be spent only on units of the proper tank type. Use Replacement markers on your General Records Track to record available replacement points.

Example: Placing the Grant Replacement marker in the 5 box indicates 5 Grant replacement points in the pool. Placing the +10 side up would indicate 15 points were available.

Replacement Limits

During Activity Periods, the British player may spend no more than 6 points per Operations Turn no matter how large his replacement pool. The German player may spend no more than 2.

Design Note: Replacement vehicles were stored in "home base" areas — Alexandria and the Nile delta for the British. They brought their vehicles up by railroad flatcar, but also by truck. The point limits reflect the limited amount of rail and truck capacity.

Replacement of Eliminated Tank Units

At the start of each Operations Turn, units in the Eliminated Units Box may be returned to play by expending replacements. To return a unit to play, expend the replacement points and place the unit, with its "moved" side up and a strength marker, at any box where a unit can receive replacements. A unit may be returned to play at less than full strength.

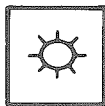
- You may voluntarily eliminate a unit and rebuild it in a later Operations Turn using replacements. When a unit is voluntarily eliminated its strength points are lost. (If you are using the optional *tank repair* rules, none of these points can be recovered through repair.)

8. FORTS AND MINEFIELDS

Design Note: Infantry was helpless in the desert unless dug in. The combat system assumes all infantry has constructed basic fortifications where it stands. Fort counters represent exceptionally strong installations.

The short scenarios give each player a number of *forts* to be placed on the map at the beginning of the game. In the campaign game, each player must construct forts where he wants them (see 18). Once placed on the map, a fort may not be moved.

Sample Fort Counter



Fort Capacities and Entrance

Each fort can hold one infantry or motor unit of strength 4 or less. Tank units may not occupy forts.

- Units are placed underneath a fort to indicate being inside the fortification. A player may have any number of forts per box, and different units may occupy each fort.
- Units may enter a fort during normal movement at no extra movement cost. A unit cannot enter a fort when battle reinforcing or retreating.

Design Note: To enter a fort requires time to get properly deployed inside the fortifications, make necessary repairs to the works, and so forth.

Forts in Combat

Infantry and motor units firing at a unit inside a fort subtract 2 from the fire die-roll; tanks subtract 3. Only the unit inside the fort benefits. The bonus does not apply during retreat rounds if the unit which occupied the fort is retreating (a unit that retreats has left the fort).

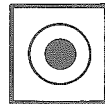
Destruction

A fort is destroyed when the unit in it is destroyed. A fort can be left vacant but is destroyed if an enemy combat unit enters its box when no friendly combat units are there. A vacant fort in no way impedes movement.

King's Cross and Fort Pilastrino

The setup lists for the various scenarios include forts and minefields at King's Cross and Fort Pilastrino. These represent the forts around Tobruk. Units at King's Cross receive no fort or minefield benefits if the firing units moved into their box from Fort Pilastrino or Tobruk. Units at Fort Pilastrino receive no fort or minefield benefits if the firing units moved into their box from King's Cross or Tobruk. (The fortress perimeter ran along the edge of the area depicted by the Fort Pilastrino and King's Cross boxes.) These rules apply to forts and minefields built by either side at King's Cross or Fort Pilastrino.

Sample Minefield Counter



Minefield Placement and Effects

In the short scenarios, *minefield* counters are placed on the map according to the set-up instructions. In the campaign game, they may be constructed during Preparation Periods (see 11.8). Minefields have the following effects:

- It costs one extra movement point to leave an enemy minefield. A unit cannot use the highway rate (½) when leaving a minefield.
- When engaged in battle in a box containing an enemy minefield, you must subtract one from all friendly fire die-rolls. This applies to all fire against enemy units in the box.
- If a minefield and a fort occupy the same box, the effects are cumulative.
- Friendly minefields have no effect on friendly units.
- Supply lines cannot be traced through an enemy minefield, nor to a truck or depot unit located in a mined box.

Example: If there is a British minefield in the Sidi Mufta box, an Axis unit in Sidi Mufta could trace supply to a truck unit in Trigh Enver Bei. Axis units in Knightsbridge cannot trace supply to a truck unit in Sidi Mufta nor through Sidi Mufta to a truck in Trigh Enver Bei.

Clearing Minefields

Any combat unit may *clear* a minefield. It must remain stationary in the box for one impulse. The minefield is removed from play at the end of the impulse; the effects of the minefield continue to apply until the end of the impulse.

- Clearing a minefield does not count as movement; "moved" units may clear minefields. British units clearing minefields do not count against the British player's allowance of units moved that impulse.

9. INFANTRY REORGANIZATION

There are two types of reorganization: *breakdown* and *recombination*. The British player may reorganize infantry divisions into brigades or vice versa. The German player may reorganize infantry divisions into regiments and vice versa. (German 7- and 10-strength infantry units are divisions.) Tank and motor units may not be reorganized. Reorganization is the second step of a player's impulse.

Breakdown Procedure

To breakdown a division, replace it with a number of 3-strength units. (British 3-strength units are brigades; German 3-strength units, regiments.)

- A 10-strength division is replaced by three 3-strength units. A German 7-strength division is replaced by two 3-strength regiments. If the division has suffered any losses, the player must distribute an equal number of losses among the brigades or regiments. **Example:** If a 10-point division's current strength is 8, the player could reduce one brigade's strength to 1, thus carrying along the two losses.

- When a "moved", fatigued, or disrupted unit breaks down, all the regiments or brigades inherit those conditions.

Note: In general you forfeit one point when breaking down. A division of strength 10 breaks down to three components of total strength 9, and so on. This simulates the loss of effectiveness when the division's supporting assets are parcelled out among separate units.

Recombination Procedure

A player may recombine brigades or regiments into a division. The procedure

for recombination is the reverse of breakdown. Three 3-strength units combine into a 10-strength division, and two 3-strength German regiments combine to a 7-strength division. Any losses that the brigades or regiments have suffered must be accounted for in the rebuilt division. (If three British brigades, for example, have suffered a total of 4 losses and combine into a division, the newly-formed division will be placed on the map with a strength of 6.)

- If any of the recombining units are "moved," fatigued, or disrupted, the division inherits that condition.
- A division need not be recombined from the same units which entered play when the division broke down.

When To Reorganize

A player may breakdown or recombine only during step 2 of his impulse, before any movement. Breaking down or recombining units is not movement.

Limits

When breaking down or recombining, players may use only the divisions, brigades, and regiments provided with the game. Units in the Eliminated Units Box may not be used for breakdown or recombination.

10. ENDING THE ACTIVITY PERIOD

The Activity Period ends if:

- both players have run out of supply points.
- one player has run out of supply points, and the other player decides to end the Activity Period
- an Operations Turn passes without movement or recovery of any combat unit.
- the players agree to end the Activity Period.

(10.1) Removing Unsupported Units

At the end of each Activity Period, both players (British player first) remove depot and truck units which have no line of communications, and then combat units which are *unsupported*.

Line of Communications

A line of communications is a path of connected boxes (of any length) to the unit's home base or (for either player) to Tobruk (if friendly controlled, see 11.1). A line of communications may not pass through a box occupied by an enemy combat unit nor through any desert box. Any depot or truck with no line of communications is removed from play.

Tracing Support

After removing trucks and depots with no line of communication, combat units that are unsupported must be removed. To be supported a unit must be within twice the supply radius of:

- a friendly depot which contains a supply point, *or*
- a friendly truck unit, *or*
- the unit's home base, *or*
- Tobruk, if the unit is British and Tobruk is British-controlled.

Order of Removal

British truck, depot, and combat units are removed before any German units are removed. This may open lines of communication or support for German units.

Removing Fatigue and Disruption Markers

After removing unsupported units, remove all fatigue, "moved 1", and disruption markers, and flip all units on the map face-up (to their "unmoved" sides).

Rommel and O'Connor

Should Rommel or O'Connor have no line of communications, they are not eliminated. Instead place the officer with the nearest friendly unit which is supported or does have a line of communication.

(10.2) Redeployment Movement Phase

The Redeployment Movement Phase is a special movement phase which occurs at the end of each Activity Period. During this phase players may move any or all of their units. Each unit may move an unlimited distance through a continuous path of adjacent boxes. Supply must be expended exactly as for normal movement. The first player in the preceding Operations Turn moves first.

Restrictions

A unit may not:

- enter a desert box.
- enter an enemy-occupied box.

- end its move more than 4 boxes from:
 - a depot containing a supply point, *or*
 - its home base, *or*
 - (for British only) Tobruk, if friendly-controlled, *or*
 - a truck unit (see below, however).

Restrictions on Trucks

- Each British truck may support only 2 brigades which end their move within four boxes of the truck. A division, for this purpose, counts as the number of brigades or regiments it would break down to at that instant.
- Each Axis truck may support three combat units (of any size) in locations within 4 boxes of the truck.
- If more units than the above restrictions allow end their moves within four boxes of a truck, and are not also within four boxes of a depot, the home base, or Tobruk (British only) the player must correct the situation to conform to those restrictions or eliminate enough units to conform.

Supply in Redeployment

Movement during redeployment expends supply in the same way as during normal player impulses. As long as a unit begins its move in at least half-supply, it may move any distance provided the above restrictions are met. Expending one supply point supplies any number of units for movement as normal.

11. SHORT SCENARIOS

Each scenario is a separate game situation with its own conditions for victory and its own starting set-up. Each of the three short scenarios consists of only one Activity Period. The set-up instructions list units by type and strength, for example, tank (4) is a tank unit at strength 4. If not indicated differently, units are at their printed maximum strengths.

(11.1) Rommel's First Offensive

As an introduction to *Rommel in North Africa*, we suggest you try several plays of the following scenario. It simulates Rommel's first dash across the desert towards Tobruk. In the campaign game, the outcome of this first offensive is very important to the course of later operations. Therefore, you will find it worth your while to gain some experience with these opening moves. To play this scenario only rules 1 through 10 are required. The Axis is the first player.

British Set-up

At either Agedabia or Desert #1 — Motor (2), Cruiser (3); either unit may be placed in either box. (Note that any unit at Desert #1 is half-supplied.)

At Benghazi, Barce, or El Abiar — two infantry brigades (2).

Within one box of Derina — Motor (2).

Msus — Depot (4).

Barce — Depot (1).

Mechili — Depot (1).

At Tobruk, Fort Pilastrino, or King's Cross — Infantry brigade.

Fort Pilastrino — two forts.

King's Cross — two forts.

Bardia — fort.

Tobruk — Depot (4).

Matruh — Depot (2).

Home Base — Motor, infantry brigade (2), depot (2).

The British supply radius is 2.

The rail line is active between the British base and Matruh, inclusive.

Replacements: 2 cruiser points.

Reinforcements: At the start of the *second* Operations Turn (before any impulses occur), receive at Tobruk: Infantry brigade and Cruiser (2). If Tobruk is German-held at that time these reinforcements may arrive in Bardia. If both are Axis-held these units do not arrive.

Special Rules:

1. During the entire first Operations Turn, units which start at Agedabia and Desert #1 subtract 1 from all fire die-rolls, regardless of their location at the time they fire. (Because of surprise they were caught without proper equipment or dispositions.)
2. Units which begin at the British home base may not move until the Redeployment Movement Phase at the end of the first Activity Period. (Transport was very scarce.)
3. The British have no truck units in this scenario.



Axis Set-up

Axis Home Base — Rommel, German tank (5), Italian motor (3), Italian tank (2), Italian infantry (a 3-point division), one truck, depot (4).

The Axis supply radius is 3.

Reinforcements: At the start of the second Operations Turn, place one truck unit and one Italian infantry (3) at the Axis Home Base. If the base is British controlled at that time, these reinforcements are lost.

Replacements: None accumulated.

Victory Conditions

This scenario is a match of two games. Each player plays each side once. Each player scores *match points* in each game. The winner is the player who scores the greater number of match points during the two games combined.

Match Point Schedule:

3 points to the German player if he “controls” (see below) Tobruk at the end of the game.

2 points to the German player if he “controls” either Fort Pilastrino or King’s Cross at the end of the game, but does *not* control Tobruk.

1 point to the German player if he “invests” (see below) Tobruk at the end of the game, but does not “control” Tobruk, Fort Pilastrino, or King’s Cross.

2 points to the British player if the German player scores no points at the end of the game.

If the players tie in match points, the player with the fewer total losses over the two games wins.

Control

A player controls a box if his units were the last to solely occupy it. At the start of *Rommel’s First Offensive* the British control all boxes except the Axis home base.

Investment of Tobruk

Tobruk is *invested* if the British player does control it, but cannot count two boxes along any path starting from Tobruk without encountering an Axis unit. Tobruk would be invested, for instance, if Axis units occupied the Acroma, El Adem, Sidi Rezegh, and Gambut boxes.

Player Notes

The situation in this scenario is extremely delicate. One wrong move can lose the game. The German player must maneuver rather than fight, exploiting the miserable British supply situation. Unsupplied British units are no threat and will die at the end of the Activity Period at much less cost to the Germans than if he had to fight to eliminate them.

The British player cannot hope to defend his positions west of Tobruk; his goal must be to defend that fortress. He must work very hard to preserve enough units to do so. He should place one unit in Agedabia, and one in Desert #1, and accept that they will be destroyed to buy time for the rest of the army. With luck, the British will have two moves to get the two infantry brigades near Benghazi back into the fortress at Tobruk.

If the British player stacks the mobile units together at Agedabia or Desert #1, the Germans should go around them and destroy their supplies. The key box is Antelat. If the British make a stand at Agedabia or Desert #1 and then fall back with their two front units to Antelat, they should be able to get the rest of their army safely into Tobruk. If not, the Germans can move through Antelat, leaving a substantial portion of the British forces stranded in the desert. The Germans should be careful not to leave their base exposed to a quick counter-thrust.

If the British get three or four units to Tobruk, the difficulty shifts to the German, as he tries to invest the fortress.

(11.2) Gazala

The Situation

The British Crusader offensive had driven Rommel back to El Agheila. Almost immediately Rommel counterattacked and won much of what he had lost. British Eighth Army finally held at the Gazala Line and began thinking of a counteroffensive. But Rommel attacked first. The British linear deployment was disastrous for an army with inferior mobile forces. Eighth Army compounded the mistake by ordering its tank units to the front piecemeal. The tank units carried out these orders with tragic valor. In several large actions Rommel destroyed most of the British armor, although his plans were delayed by the heroic resistance of the Bir Hacheim garrison. On June 20th Afrika Korps rolled into Tobruk and began the fateful pursuit into Egypt. It was Rommel’s finest hour.

The Three Versions

There are three versions of this scenario: *historical deployment*, *limited free deployment*, and *free deployment*. Victory conditions, supply availability, tank replacements, reinforcements, and the initial forces are the same for each version. Only the set-up changes.

This scenario consists of one Activity Period. **The Axis player is the first player.**

Victory Conditions

At the end of the Activity Period, after players have removed units per 10.1, victory is determined by the following:

The Axis wins a strategic victory if total Axis tank strength is equal to or greater than the British, and Axis units hold Tobruk or both Bardia and Sollum. In addition, if the Axis player holds the British base, he wins a strategic victory.

The Axis wins a substantial victory if total British tank strength, *including saved replacements*, is equal to or less than the number at the cross reference of the German’s total remaining tank strength and the “Axis Substantial Victory” column on the Victory Chart below (see next page).

The Axis player wins a tactical victory if the British tank strength, *including saved replacements*, is less than or equal to the number at the cross reference of the remaining German tank strength and the “Axis Tactical Victory” column on the Victory Chart.

The British player wins a tactical victory if he holds Tobruk and has at least as many tank points, *including saved replacements*, as the number at the cross reference of the remaining German tank strength and the “British Tactical Victory” column on the Victory Chart.

The British player wins a substantial victory if he holds Tobruk and has at least as many tank points, *including saved replacements*, as the number at the cross reference of the remaining German tank strength and the “British Substantial Victory” column on the Victory Chart.

The British player wins a strategic victory if he occupies the Axis base or meets the conditions for a substantial victory and controls at least two boxes with airfields. (At the start of the scenario, the Axis player controls all airfield boxes.)

Note: As the chart indicates, if German tank strength is 18 or more the British player cannot win a tactical victory. And, if the German tank strength is 14 or more the British cannot win a strategic victory.

Example: *At the end of the game the German tank strength is 7 (remember, Italian points do not count). The British tank strength is 16 (this includes saved replacement points). The Brits lost 12 infantry strength points during the scenario, for which their tank strength is modified by -6. The Germans lost 3 infantry points, for which the British strength is modified by +1. In addition, the British hold one airfield, modifying their strength by +3. The net British tank strength, then, is 14. Cross-referencing the German tank strength (7) with the “British Tactical Victory” column shows that the British have indeed won a tactical victory; they have the bare minimum modified tank strength required or a British tactical victory. The British have not won a substantial victory because British modified strength is not at least 18.*

Historical Deployment

British Set-up

Gazala — infantry division, truck, minefield.

Alem Hamza — I-tank, two infantry brigades, minefield.

Sidi Muftah — I-tank, infantry brigade, minefield.

Bir Hacheim — infantry brigade (in fort), motor, minefield.

Knightsbridge — Grant, motor.

Retma — motor.

El Adem — two Cruisers.

Bir el Gubi — infantry brigade.

In King’s Cross, Tobruk, or Fort Pilastrino — three infantry brigades.

Bardia — fort.

Tobruk — depot.

Gambut — infantry brigade.

Sidi Rezegh — depot.

Matruh — depot.

Home Base — depot.

One truck may be placed in any British-occupied box prior to the start of the game. The British player may not use his third truck unit in this scenario.

British supply radius is 3.

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Supply points: Prior to play, the British player secretly rolls one die and consults the following table to determine the number of supply points he receives at the beginning of the game. He may divide these among his depots as he wishes except no more than 4 may be placed in Tobruk. The two trucks listed in the set-up are in addition to these supply points.

Die-roll	1	2	3	4	5	6
Supply points	11	12	13	13	14	15

Tank replacements: 5 Cruiser, 9 Grant, 1 I-tank.

The rail line is active along its entire length.

Design Note: Players will notice that the Tobruk perimeter is weaker in this scenario than in the Crusader scenario. The British failed to maintain the fortifications in good repair and stripped them to build the Gazala line.

Axis Set-up

Tmimi — German motor (3), Army Artillery (optional, see 21.1), depot, minefield.

Bir Temrad — Italian inf (3), Italian inf (4), minefield.

Trigh Enver Bei — two Italian inf (3), Italian motor (4), Italian tank (5), Rommel, German motor (7), two German tanks (10 each), two trucks, minefield.

Benghazi — depot.

Home Base — depot.

The Axis supply radius is 4.

Supply points: Prior to play, the German player secretly rolls one die and consults the following table to determine the number of supply points he receives at the beginning of the game. These may be divided among depots as he wishes. The two truck units listed in the set-up are in addition to these supply points.

Die-roll	1	2	3	4	5	6
Supply points	8	9	9	10	11	12

The Axis receives no tank replacements.

Victory Chart

German Tank Strength	Axis Substantial Victory	Axis Tactical Victory	British Tactical Victory	British Substantial Victory
3 or less	3	4	6	8
4	4	6	8	10
5	5	7	10	10
6	7	9	12	15
7	9	11	14	18
8	10	13	16	21
9	11	15	19	24
10	13	17	22	27
11	15	20	25	30
12	17	22	27	32
13	20	25	30	34
14	24	28	32	none
15	26	30	33	none
16	28	31	34	none
17	30	32	35	none
18	30	33	none	none
19	30	34	none	none
20	30	35	none	none

Modify the British tank total as follows when assessing victory:

- 4 for each British depot lost to Axis capture
- 1 for every two British infantry or motor points lost
- + 1 for every two German (not Italian) infantry or motor points lost
- + 3 for each airfield the British control
- + 10 if Rommel is killed

The historical outcome was an Axis strategic victory.

Limited Free Deployment

This scenario commits the British player to the Gazala Line, but allows rearrangement of reserves. The German player can pick his own spot for his attack. The British player sets up first.

British Set-up

Units in the Acroma, Knightsbridge, Retma, El Adem, and Bir el Gubi boxes in the historical deployment may be deployed in any of these boxes or any boxes occupied by British units in the historical deployment. Supply, tank replacements, etc. are the same as for the historical deployment. If the British player has three infantry brigades in a box he may reorganize them into an infantry division before beginning play (see 9.)

Axis Set-up

The Axis receives the same units in this scenario as for the historical deployment. Units may be placed in the Tmimi, Bir Temrad, or Trigh Enver Bei boxes. Supply (including depots), tank replacements, etc., are the same as for the historical deployment.

Free Deployment

This scenario simply gives the British player his historical mission and lets him set up however he likes. The Axis player has corresponding freedom. The British player sets up first.

British Set-up

The British player has available all units listed for historical deployment. They may be placed in the Gazala, Alem Hamza, Sidi Muftah, Bir Hacheim, or Desert #4 boxes, or any boxes east of those. The forts at Matruh, King's Cross, and Knightsbridge must be placed in those boxes, as must the minefield at Charing Cross, but the other four minefields and fort may be freely placed. The depots must be placed in boxes connected by rail to the British home base. Supply, tank replacements, etc., are the same as in the historical deployment.

Axis Set-up

The Axis player has available all the units listed in the historical deployment. He may set-up the combat units anywhere he likes in any box from which he can trace a line of communications (see 10.1) to his home base.

The Axis player must deploy his depots in boxes which are connected by highway to the Axis home base. He must deploy his truck units no more than two boxes from a depot. Supply, tank replacements, etc., are the same as in the historical deployment.

(11.3) Operation Crusader

The Situation

Rommel had chased the British out of Libya, but failed to take the fortress at Tobruk. While he prepared an assault, the British prepared a great offensive. Its objectives: relieve Tobruk, reconquer Cyrenaica, and destroy Afrika Korps. (At this time Malta was under severe pressure, and the British needed Libyan airfields to support its garrison.) The British took great losses, but inflicted more on Rommel than he could afford. Rommel then dashed to the British rear, hoping to destroy supplies and cause panic. The British held steady, and exhausted Rommel's troops. In early December Rommel broke off the battle and retreated to El Agheila. Unfortunately, the British were unable to follow up their operational victory and take Rommel's base, so the campaign continued.

This scenario consists of one Activity Period. **The British player is the first player in this scenario.**

Victory Conditions

The British player wins a:

Strategic victory if he occupies the Axis base at the end of the scenario.

Substantial victory if there are no more than 5 German strength points (not Italian) on the map (not counting the army artillery unit), or if he controls all four airfields at the end of the scenario. In either case, there must be a line of communications from Tobruk to the British home base.

Tactical victory if there is a line of communications from Tobruk to the British home base at scenario's end.

The Axis player wins a:

Strategic victory if the British player cannot trace a line of communications from Tobruk to the British home base, or the Axis occupies Tobruk, or the Axis occupies the British base at the end of the scenario.

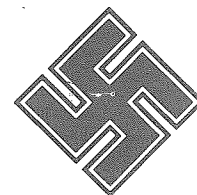
Substantial victory if the Axis player controls all four airfields and there are at least 6 Axis strength points (not counting the army artillery unit) still in play at the end of the scenario.

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PULLOUT SECTION

AXIS CHARTS AND TABLES



Axis Rules Summary

Passing

3.1 If you neither move nor recover combat units in an impulse, you have passed.

Movement

4.1 In one impulse of an Operations Turn, the Axis player may move all German units. In addition, all Italian units *in one map box* may be moved; trucks and Rommel may move in every impulse.

4.2 Entering a normal map box during an Operations Turn costs 1 movement point; desert boxes cost 2; boxes connected by highways cost ½ movement point, and leaving a box with an enemy minefield costs 1 extra movement point.

4.3 All units except Axis infantry may move more than once per Operations Turn. When a "moved" unit moves, it becomes worn. If a unit which is "moved" and worn moves, it becomes exhausted. Units which are "moved" and exhausted may not move.

- German tank and motor units receive a "moved 1" marker before being flipped to their "moved" sides.

- No unit gains more than one level of fatigue per impulse.

4.4 During an Operations Turn Rommel increases the movement allowance of a unit by 50% (a 1 becomes a 2, a 2 becomes a 3, a 3 becomes a 5. Rommel increases the movement allowance of trucks to 4.

10.2 and 17 In Redeployment and Buildup Month Movement Phases, units which move may move through any number of boxes.

10.2 and 17 In Redeployment Movement Phases a unit must end its move within four boxes of a supply source (a depot, a truck, its home base, or Tobruk). In Buildup Month Movement Phases trucks are *not* a supply source.

15 A truck's movement allowance increases to 6 during Buildup Months.

17 In the Movement Phase of each Buildup Month the Axis player may move any two combat units, regardless of size. Note that truck units move in the Supply Phase of Buildup Months.

Combat

5.3 Disrupted units may retreat, but may not move; they get no defensive fire DRM, and units firing at them receive a +1 fire DRM.

5.4 Only tank units and Rommel may battle reinforce.

Supply

6.2 One supply point, when expended, supplies any number of units for movement and combat that are within supply radius and have a supply line to that supply point.

6.2 A unit within supply radius of a supply source is *supplied*. A unit within twice supply radius of a supply source is *half-supplied*.

6.3 Trucks carry 1 supply point.

15 If the Axis has a depot at Tobruk or Benghazi, two supply points may arrive at one of these depots during Buildup Months.

Replacements

14 The Axis player may exchange 1 victory point for two tank replacement points; no more than two victory points may be exchanged per year.

Forts and Minefields

8 A fort can hold an infantry or motorized unit of strength 4 or less.

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Axis Reinforcement Schedule

Month & Year	Reinforcement Units:	Replacements				Supply Radius
		German Tank	German Infantry	Italian Tank	Italian Infantry	
1941						
April	Italian infantry (4), truck unit	—	—	—	—	2
May	German infantry (3), German tank (5), Italian infantry (3), Italian infantry (4)	—	—	—	1	2
June		—	1	—	—	2
July		3	1	—	1	2
August	German infantry (3)	3	—	1	—	2
September		—	1	—	1	2
October	German motor (3), Army Artillery	—	1	—	—	2
November		—	1	—	1	2
December		2	1	—	—	2
1942						
January	Italian infantry (2)	3	1	—	1	2
February		2	1	1	—	4
March	Infantry upgrade ¹	2	1	1	1	4
April		2	1	1	—	4
May		2	1	1	1	4
June		—	1	—	—	4
July	Italian Tank (2), 2x German infantry (3)	1	1	—	1	3
August	Italian infantry (3), Italian infantry (4), 2x German infantry (2)	6	1	1	—	3
September		2	1	1	1	3
October	Italian Tank (2)	—	1	—	—	3
November		—	1	—	1	3

The "German infantry (3)" are three-point regiments arriving at full strength. They may be combined into seven-point German infantry once on the map.

Notes:

¹In March 1942 the Axis player may upgrade one infantry division to a motor division. Exactly one German infantry division will have entered play by then as two three-point units. The Axis player may replace that division with a motor division. If the infantry division is broken down, it must be recombined to be upgraded. The motor division is placed on the map with the same strength as the infantry division. If March 1942 is an Activity Period, the upgrade may be delayed to April.

Design Note: The famous 90th Light Division was formed as a foot infantry unit. Early in 1942 it received sufficient truck transport to become a motorized unit in game terms.

Additional Tank Replacements

You may call for additional German tank replacements once in 1941, and once in 1942 during a Preparation Period any time after the first period of the game. For each tank replacement point taken, subtract one from the game score and add one German tank replacement to the replacement pool. The replacements arrive the following month. No more than *four* may be taken each year.



PULLOUT SECTION

British Rules Summary

Passing

3.1 If you neither move nor recover combat units in an impulse, you have passed.

Movement

4.1 In one impulse of an Operations Turn, the British player may move three brigades, *or* one division and one brigade, *or* all units in one map box; Trucks and O'Connor may move in every impulse.

4.2 Entering a normal map box during an Operations Turn costs 1 movement point; desert boxes cost 2; boxes connected by highways cost ½ movement point, and leaving a box with an enemy minefield costs 1 extra movement point.

4.3 All British units may move more than once per Operations Turn. When a "moved" unit moves, it becomes worn. If a unit which is "moved" and worn moves, it becomes exhausted. Units which are "moved" and exhausted may not move.

• no unit gains more than one level of fatigue per impulse.

4.4 During an Operations Turn O'Connor increases the movement allowance of a unit by 50% (a 1 becomes a 2, a 2 becomes a 3, a 3 becomes a 5. O'Connor increases the movement allowance of trucks to 4.

10.2 and 17 In Redeployment and Buildup Month Movement Phases, units which move may move through any number of boxes.

10.2 and 17 In Redeployment Movement Phases a unit must end its move within four boxes of a supply source (a depot, a truck, its home base, or Tobruk). In Buildup Month Movement Phases trucks are not a supply source.

15 A truck's movement allowance increases to 6 during Buildup Months.

17 In the Movement Phase of each Buildup Month the British player may move any three combat units, regardless of size. Note that truck units move in the Supply Phase of Buildup Months.

17 At the end of each British Buildup Month Movement Phase, no more than six brigades may be supported by Tobruk.

Combat

5.3 Disrupted units may retreat, but may not move; they get no defensive fire DRM, and units firing at them receive a +1 fire DRM.

5.4 Only tank units and O'Connor may battle reinforce.

Supply

6.2 One supply point, when expended, supplies any number of units for movement and combat that are within supply radius and have a supply line to that supply point.

6.2 A unit within supply radius of a supply source is *supplied*. A unit within twice supply radius of a supply source is *half-supplied*.

6.3 Trucks carry 1 supply point.

15 If the British player has a depot at Tobruk or Bardia, one supply point may arrive at each during Buildup Months.

Replacements

7 No more than 6 tank replacements may be given to British units in a single Activity Period.

14 During 1941, the British player may not accumulate more than 10 tank replacements of all types. In 1942 this limit rises to 15. The British player may *not* accumulate infantry replacements.

Rail line

16 Beginning in July 1941, the British player may advance the railhead one box west each Buildup Month Supply Phase.

Forts and Minefields

8 A fort can hold an infantry or motorized unit of strength 4 or less.

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Antelat	B2	El Cuase	E2
Axis Base	A3	El Daba	I1
Baggush	H1	El Mreir	I2
Barce	A1	El Quseir	I2
Bardia	E1	El Ruweisat	J1
Barrel Track	I2	Fort Capuzzo	E1
Beda Fomm	A2	Fort Maddalena	E2
Ben Gama	B2	Fort Pilastrino	D1
Benghazi	A1	Fuka	I1
Bir el Gibb	G2	Gabr Saleh	E2
Bir el Gubi	E2	Gambut	E1
Bir el Hukuma	G3	Garawla	H1
Bir el Khamsa	G2	Gazala	C1
Bir Hacheim	D3	King's Cross	D1
Bir Kanayis	G3	Knightsbridge	D2
Bir Khalda	H3	Matruh	H1
Bir Sarahna	H2	Mechili	B2
Bir Sheferzen	E2	Minqar Omar	H2
Bir Shineina	H2	Minqar Qaim	H3
Bir Temrad	C1	Miteiriya Ridge	I2
Bir Tengerder	B2	Msus	B2
British Base	J1	Msus-Mechili	B2
Buq Buq	F1	Niznat Qireida	G1
Charing Cross	G1	Piccadilly-Oxford Circus	F2
Cyrene	B1	Retma	D2
Deir el Munassib-	J3	Ruweisat Ridge	J1
Alam Nayil			
Derna	C1	Sidi Barrani	F1
Desert #1	B3	Sidi Husein	G2
Desert #2	B3	Sidi Muftah	C2
Desert #3	C3	Sidi Rezegh	D2
Desert #4	D3	Siwa Track	F3
Desert #5	E3	Sofafi	F2
Desert #6	E3	Sollum	E1
Desert #7	G3	Soluk	A2
Desert #8	H3	Tmimi	C1
Desert #9	I3	Tobruk	E1
Desert #10	J3	Trigh Enver Bei	C2

ROMMEL IN NORTH AFRICA



British Reinforcement Schedule

Month & Year	Reinforcement Units:	Replacements				Supply Radius	Supply Points
		Infantry	Cruiser	I-Tank	Grant		
1941							
April*	on second Operations Turn ¹ Cruiser (2), infantry brigade	—	—	—	—	2	3
May	infantry division, I-tank (4), Truck unit	1	1	—	—	2	3
June	2 infantry brigades	1	—	—	—	2	3
July		1	3	—	—	2	3
August		1	3	—	—	2	3
September**	truck unit	1	—	—	—	2	3
October		1	6	2	—	2	3
November	3 infantry brigades	1	6	2	—	2	3
December	Cruiser ²	1	—	—	—	2	3
1942							
January***		1	—	—	—	2	3
Febuary	remove Cruiser, remove infantry division ³ motor (2)	2	3	—	—	2	3
March		1	2	1	4	3	4
April	Exchange one Cruiser for one Grant ⁴	2	2	1	4	3	4
May		1	1	1	6	3	4
June	2 infantry brigades, Cruiser	2	4	1	—	3	4
July	infantry division, I-tank, truck unit	2	—	—	—	3	4
August	infantry division, army artillery	2	3	—	—	3	4
September	2 Grant, 2 infantry divisions, infantry brigade, army artillery, exchange one Cruiser for one Grant	2	4	—	2	3	4
October		2	—	—	—	3	4
November		2	—	—	—	3	4

* may accumulate no more than 10 tank replacements until January '42.

** begin advancing railhead (see 16).

*** may accumulate no more than 15 tank replacements until game's end.

Notes:

¹ These units may arrive at Tobruk or Bardia, if under British control, without risk of being sunk.

² This unit arrives only if the British player has not received and will not receive any 1941 special group.

³ Removal: The British player removes units from anywhere on the map. Three brigades may be removed in place of one infantry division. If no full-strength unit of the type required is on the map, one must be removed as soon as possible. For each turn a removal is delayed, the Axis player scores +1 victory point.

Design Note: Removals simulate the British commander being ordered to surrender units to other theatres following the Japanese attack on Pearl Harbor. Because orders are orders, these removals cannot be avoided voluntarily. If you cannot remove the units, you have hurt the war effort, and are penalized.

⁴ To exchange a Cruiser for a Grant, the British player must have Grant strength points saved on the replacement track. Replace any one Cruiser with a Grant; the Cruiser is removed from play, and is no longer available. The British player then expends Grant replacement points to give the new unit any strength up to its maximum. The Cruiser's strength points become Cruiser replacement points. The exchange can be made for a Cruiser unit in the eliminated units box. The Grant then enters play at the British base. The British player need not make an exchange immediately; he can wait until a later month.

Example: In April 1942 the British player has accumulated 8 Grant replacement points. He selects a Cruiser unit with strength 5 and removes it from play. The accumulated Grant replacements are reduced to 3 and the accumulated Cruiser replacements are increased by 5, and the Grant and a strength 5 marker are placed in the box where the Cruiser was. If the British player had accumulated only 4 Grant replacement points, the exchange could be made, but the Grant could be given a maximum of only 4 strength points.



British Special Reinforcement Schedule (see 13.2)

1941 Group* Tank Strength	Units	Axis Victory Points
0 to 3	Cruiser, I-tank, infantry division	+3
4 to 7	Cruiser, I-tank, 2 infantry brigades	+3
8 or more	Cruiser, infantry brigade	+2

1942 Group** Tank Strength	Units	Axis Victory Points
0 to 3	2 infantry divisions, Grant	+4
4 to 7	4 infantry brigades, Grant	+3
8 or more	2 infantry brigades, Grant	+3

* These groups arrive two months after being called for.

** These units arrive one at a time, infantry first, beginning on turn after they are called for.

Victory Point Chart

Adjust the "game score" according to this schedule at the beginning and end of each Preparation Period.

Condition	Points
If the British hold Tobruk, but cannot trace a line of communication to the British base.	+1
If the Axis control all airfields.	+1
If no British unit occupies a box west of Axis Victory Point Line #1.	+1
If any Axis unit occupies a box east of Axis Victory Point Line #2.	+1
For each month the British player delays a withdrawal.	+1
For each airfield controlled by the British.	-½
	(round to -1)
For each British special reinforcement group.	see British Reinforcement Schedule

Adjust the "game score" for the following at the end of the game only.

For each Axis tank strength point in play (not in the replacement pool).	+½
For each British tank strength point in play (not in the replacement pool).	-½

Note: -½ rounds down to -1; so, if the British have 3 tank strength points on the map at the end of the game, 2 points are subtracted from the game score. If the score should drop below zero, flip the Victory Point markers over to indicate a negative score. +½ rounds to "0".

SEQUENCE OF PLAY

Activity Period

Operations Turn

Place eliminated tank units rebuilt by replacements on the map

First Player's Impulse

The first player performs the following activities:

1. Remove disruption markers from friendly units not placed in immediately preceding second-player impulse (see 5.3).
2. Breakdown or recombine divisions (see 9).
3. Second player checks his units' supply.
4. Place truck units on the map and trace supply lines for units which will move (see 6.1).
5. Move units and expend supply as necessary (see 4); fight initial rounds of battle (see 4.2 and 5).

Initial Battle Round

- a. Defender may announce his intention to retreat.
 - b. Both players fire (defender first).
 - c. Losses take effect.
 - d. Battle reinforcements (attacker first).
 - e. Retreat (if announced in step a) is executed.
 - f. If defenders were retreated or eliminated, attackers may continue moving if they have movement points remaining.
6. Recover units (see 4.3) which didn't move. If desired, expend tank replacements (see 7).
 7. Clear minefields with units which neither moved nor recovered (see 8.6).
 8. Resolve all battles lasting more than one round.

Combat Rounds: (see 5.1).

- a. Either side may announce intention to retreat (5.2).
- b. Both players fire (defender first).
- c. Losses take effect.

- d. Either side may attempt battle reinforcement, attacker first.
- e. Retreat (if announced) is executed.
- f. Continue conducting combat rounds until one side is eliminated or retreats.

9. Battle ends: When all battles are resolved, attacking units and battle reinforcements incur fatigue.

10. End of Impulse: Search for enemy depots if necessary; Repair tanks and record tank replacements (optional rule 21.3).

Second Player's Impulse

The second player's impulse is identical to the first player's; the players switch roles.

Continue alternating impulses until players pass consecutively (see 3.1).

End of Operations Turn: flip all units to their "unmoved" sides and remove all "Moved 1" markers.

Continue alternating Operations Turns until the Activity Period ends.

The Activity Period ends if:

- both players run out of supply points.
- one player runs out of supply points and the other decides to end the Activity Period.
- an Operations Turn ends with no movement or recovery of combat units having taken place.
- the players *decide* to end the Activity Period.

End of Activity Period (see 10)

1. Remove unsupported units.
2. Remove fatigue and disruption markers.
3. Redeployment Movement Phase.
 - a. First player moves.
 - b. Second player moves.

Preparation Period

The Buildup Month

I. Victory Point Phase

The players calculate the new "game score" and check if either player has won (see 20.2).

II. British Buildup Turn

A. Reinforcement Phase

1. Place British reinforcements arriving this turn in the British base (Some reinforcements are allowed to arrive at Tobruk or Bardia, see 13.1.) After the first Preparation Period, the British player may call for a special group of reinforcements (see 13.2).
2. The British player receives and may spend replacement points to increase the strength of units. Record surplus points on the British General Records Track using the "Replacement" markers (see 14).
3. The British player makes any removals his reinforcement schedule calls for.

B. Supply Phase

1. At any time during this phase the British player may place or remove depots (see 15.6).
2. After June 1941 the British player may advance his railhead one box. He may also move any depot along the active rail line.
3. The British player receives three or four supply points (depending on the month) at his home base, or at a depot in a port, or at any depot along the active rail line.
4. If this is the first Buildup Month of the Preparation Period, he places all available trucks on the map at any of his depots; they remain on the map throughout the Preparation Period. The British player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase at the end of each Activity Period, with some exceptions (see 17).

1. The British player may move *three* combat units of *any* size.
2. If the British player has an isolated garrison in Tobruk, he must check its size (see 17.2).
3. Truck units do not move in this phase.

D. Construction Phase

The British player may construct forts and minefields on the map (see 18).

III. Axis Buildup Turn

A. Reinforcement Phase

The Axis player receives reinforcements and replacements and may spend replacements to increase the strength of his units. He may call for additional tank replacements (see 14.4).

B. Supply Phase

1. At any time during this phase the Axis player may place or remove depots (see 15.6).
2. The Axis player consults the Axis Supply Table to determine how many supply points he will receive this turn. He adds the supply points to depots at ports under his control or at his home base.
3. Any captured depots are converted to Axis depots. If this is the first Buildup Month of the current Preparation Period, the Axis player places all available truck units on the map at any of his depots; they remain on the map throughout the Preparation Period. The Axis player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase with some exceptions (see 17).

D. Construction Phase

The Axis player may construct forts and minefields on the map (see 18).

IV. Operations Declaration Phase

A. Declaration Phase

The Axis player announces whether he wishes to begin an Activity Period. If not, the British player may announce he wishes to do so. If either player does, proceed to step B. If not, advance the "Campaign Turn" marker one month and begin another Buildup Month.

B. Pre-operations Phase.

1. Score victory points; adjust the game score to reflect this. Neither side may win the game at this time; the Activity Period must be played.
2. Each player receives supply points due him during the coming month.
3. Remove empty trucks from the map.
4. Each player alters his replacement markers to reflect replacements due him during the coming month.
5. The British player removes units his reinforcement schedule requires for the coming month.
6. If players are using the optional rule, Reinforcements During Operations, each player determines when reinforcements will arrive.
7. Advance the "Campaign Turn" marker one month. Begin an Activity Period.



Axis Supply Table

Modified die result:	Supply points received
-1 or less	0
0	1
1, 2 or 3	2
4 or greater	3

Die-roll modifiers:

Month:	die modifier:
May-June 1941	+1
July-August 1941	0
September-October 1941	-1
November 41-January 42	-3
February-May 1942	0
June-November 1942	-2

Victory Point Chart

Adjust the "game score" according to this schedule at the beginning and end of each Preparation Period.

Condition	Points
If the British hold Tobruk, but cannot trace a line of communication to the British base.	+1
If the Axis control all airfields.	+1
If no British unit occupies a box west of Axis Victory Point Line #1.	+1
If any Axis unit occupies a box east of Axis Victory Point Line #2.	+1
For each month the British player delays a withdrawal.	+1
For each airfield controlled by the British.	-½
	(round to -1)
For each British special reinforcement group.	see British Reinforcement Schedule

Adjust the "game score" for the following at the end of the game only.

For each Axis tank strength point in play (not in the replacement pool).	+½
For each British tank strength point in play (not in the replacement pool).	-½

Note: -½ rounds down to -1; so, if the British have 3 tank strength points on the map at the end of the game, 2 points are subtracted from the game score. If the score should drop below zero, flip the Victory Point markers over to indicate a negative score. +½ rounds to "0".

SEQUENCE OF PLAY

Activity Period

Operations Turn

Place eliminated tank units rebuilt by replacements on the map

First Player's Impulse

The first player performs the following activities:

1. Remove disruption markers from friendly units not placed in immediately-preceding second-player impulse (see 5.3).
2. Breakdown or recombine divisions (see 9).
3. Second player checks his units' supply.
4. Place truck units on the map and trace supply lines for units which will move (see 6.1).
5. Move units and expend supply as necessary (see 4); fight initial rounds of battle (see 4.2 and 5).

Initial Battle Round

- a. Defender may announce his intention to retreat.
 - b. Both players fire (defender first).
 - c. Losses take effect.
 - d. Battle reinforcements (attacker first).
 - e. Retreat (if announced in step a) is executed.
 - f. If defenders were retreated or eliminated, attackers may continue moving if they have movement points remaining.
6. Recover units (see 4.3) which didn't move. If desired, expend tank replacements (see 7).
 7. Clear minefields with units which neither moved nor recovered (see 8.6).
 8. Resolve all battles lasting more than one round.

Combat Rounds: (see 5.1).

- a. Either side may announce intention to retreat (5.2).
- b. Both players fire (defender first).
- c. Losses take effect.

d. Either side may attempt battle reinforcement, attacker first.

e. Retreat (if announced) is executed.

f. Continue conducting combat rounds until one side is eliminated or retreats.

9. Battle ends: When all battles are resolved, attacking units and battle reinforcements incur fatigue.

10. End of Impulse: Search for enemy depots if necessary; Repair tanks and record tank replacements (optional rule 21.3).

Second Player's Impulse

The second player's impulse is identical to the first player's; the players switch roles.

Continue alternating impulses until players pass consecutively (see 3.1).

End of Operations Turn: flip all units to their "unmoved" sides and remove all "Moved 1" markers.

Continue alternating Operations Turns until the Activity Period ends.

The Activity Period ends if:

- both players run out of supply points.
- one player runs out of supply points and the other decides to end the Activity Period.
- an Operations Turn ends with no movement or recovery of combat units having taken place.
- the players *decide* to end the Activity Period.

End of Activity Period (see 10)

1. Remove unsupported units.
2. Remove fatigue and disruption markers.
3. Redeployment Movement Phase.
 - a. First player moves.
 - b. Second player moves.

Preparation Period

The Buildup Month

I. Victory Point Phase

The players calculate the new "game score" and check if either player has won (see 20.2).

II. British Buildup Turn

A. Reinforcement Phase

1. Place British reinforcements arriving this turn in the British base (Some reinforcements are allowed to arrive at Tobruk or Bardia, see 13.1.) After the first Preparation Period, the British player may call for a special group of reinforcements (see 13.2).
2. The British player receives and may spend replacement points to increase the strength of units. Record surplus points on the British General Records Track using the "Replacement" markers (see 14).
3. The British player makes any removals his reinforcement schedule calls for.

B. Supply Phase

1. At any time during this phase the British player may place or remove depots (see 15.6).
2. After June 1941 the British player may advance his railhead one box. He may also move any depot along the active rail line.
3. The British player receives three or four supply points (depending on the month) at his home base, or at a depot in a port, or at any depot along the active rail line.
4. If this is the first Buildup Month of the Preparation Period, he places all available trucks on the map at any of his depots; they remain on the map throughout the Preparation Period. The British player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase at the end of each Activity Period, with some exceptions (see 17).

1. The British player may move *three* combat units of any size.
2. If the British player has an isolated garrison in Tobruk, he must check its size (see 17.2).
3. Truck units do not move in this phase.

D. Construction Phase

The British player may construct forts and minefields on the map (see 18).

III. Axis Buildup Turn

A. Reinforcement Phase

The Axis player receives reinforcements and replacements and may spend replacements to increase the strength of his units. He may call for additional tank replacements (see 14.4).

B. Supply Phase

1. At any time during this phase the Axis player may place or remove depots (see 15.6).
2. The Axis player consults the Axis Supply Table to determine how many supply points he will receive this turn. He adds the supply points to depots at ports under his control or at his home base.
3. Any captured depots are converted to Axis depots. If this is the first Buildup Month of the current Preparation Period, the Axis player places all available truck units on the map at any of his depots; they remain on the map throughout the Preparation Period. The Axis player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase with some exceptions (see 17).

D. Construction Phase

The Axis player may construct forts and minefields on the map (see 18).

IV. Operations Declaration Phase

A. Declaration Phase

The Axis player announces whether he wishes to begin an Activity Period. If not, the British player may announce he wishes to do so. If either player does, proceed to step B. If not, advance the "Campaign Turn" marker one month and begin another Buildup Month.

B. Pre-operations Phase.

1. Score victory points; adjust the game score to reflect this. Neither side may win the game at this time; the Activity Period must be played.
2. Each player receives supply points due him during the coming month.
3. Remove empty trucks from the map.
4. Each player alters his replacement markers to reflect replacements due him during the coming month.
5. The British player removes units his reinforcement schedule requires for the coming month.
6. If players are using the optional rule, Reinforcements During Operations, each player determines when reinforcements will arrive.
7. Advance the "Campaign Turn" marker one month. Begin an Activity Period.

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Tactical victory if there are at least 6 Axis strength points (not counting the army artillery unit) still in play at the end of the scenario.

The Axis player controls all airfields at the start of the game.

Special Rules

1. If at any time the Axis player takes Tobruk, reduce the final level of British victory by one level. **Example:** If the British player earns a strategic victory, but the Axis units occupied Tobruk during the game, he earns only a substantial victory.

2. If both players achieve a level of victory, the player with the higher level earns that level and the other player loses. If the players earn equal levels of victory, the game is a draw.

The historical outcome was a British substantial victory.

British Set-up

Anywhere in Fort Pilastrino, King's Cross, or Tobruk — Infantry division.
Fort Pilastrino and King's Cross — three forts and one minefield in each.
Tobruk — depot (3).

Buq Buq — Infantry brigade (in fort).

Bir Sheferzen — Infantry brigade, I-tank.

Sofafi — Infantry brigade (in fort), Infantry division.

Siwa Track — Infantry division, 3 Cruisers, 2 motors.

Piccadilly-Oxford Circus — depot.

In Sofafi, Piccadilly-Oxford Circus, or Siwa Track — two trucks.

Matruh — depot.

Home Base — depot.

The British player has 12 supply points which may be divided among his depots as he sees fit; however, no additional supply points may be placed in Tobruk. In addition, he has two trucks in play; the third truck unit does not appear in this scenario.

British supply radius is 2.

Tank Replacements: 7 Cruiser, 3 I-tank. Only four points may be taken per Operations Turn. The rail line is active only between the British Home Base and Piccadilly-Oxford Circus.

Reinforcements: Three infantry brigades. Before the start of play the British player rolls one die for each. Each unit arrives on the Operations Turn corresponding to the die roll. **Example:** If a five is rolled for one of the brigades, that brigade arrives on Operations Turn five. It is placed on the map at the start of the Operations Turn, at any depot which has a line of communications to the British home base.

Axis Set-up

Bir Hacheim — Italian motor (4).

Bir el Gubi — Italian tank (3) (a 5-point tank unit starting at reduced strength).

Acroma — Italian infantry division (4), minefield.

El Adem — Italian division, depot (5), minefield.

Sidi Rezegh — Italian infantry division, minefield.

Either El Adem or Sidi Rezegh — Italian infantry division.

Gambut — Rommel, German tank (7), German infantry division (7), army artillery, minefield.

Fort Capuzzo — Italian infantry division (in fort), German motor (3) (in fort).

Bardia — depot (1), fort.

Gabr Saleh — German tank (7).

Benghazi — depot (2).

Axis Home Base — depot (3).

Axis supply radius is 3

No Axis truck units begin on the map.

There are no German reinforcements.

12. Campaign Game Sequence of Play (Preparation Periods)

Design Note: The desert war consisted of brief periods of furious battle separated by long periods in which nothing happened. Nothing, that is, except Buildup of troops and supplies for the next furious battle. The rules for Activity Periods simulate the battles. To simulate the entire campaign, Rom-

mel in North Africa has separate Preparation Periods to simulate long stretches of inactivity.

The Campaign Game Sequence of Play incorporates the shorter scenarios' sequence of play and consists of Activity Periods and Preparation Periods. Each Activity Period represents about one month of intensive activity. Each Preparation Period represents several months of comparative quiet; it consists of a variable number of Buildup Months, just as the Activity Period consists of a variable number of Operations Turns. Each Buildup Month includes a British Buildup Turn and an Axis buildup Turn. Buildup Months continue until either player decides he wishes to begin another Activity Period. During Preparation Periods (described below) each player increases the size of his forces and gets ready for the next Activity Period.

Schematic Sequence of Play:

Activity Period

Variable number of Operations Turn

Variable number of player Impulses

End of Activity Period

Preparation Period

Variable number of Buildup Months

British Buildup Turn

Axis Buildup Turn

(Continue executing Buildup Months until one player begins operations)

End of Preparation Period

Return to Activity Period

(12.1) The Buildup Month

I. Victory Point Phase

The players calculate the new "game score" and check if either player has won (see 20.2).

II. British Buildup Turn

A. Reinforcement Phase

1. Place British reinforcements arriving this turn in the British base (Some reinforcements are allowed to arrive at Tobruk or Bardia, see 13.1.) After the first Preparation Period, the British player may call for a special group of reinforcements (see 13.2).

2. The British player receives and may spend replacement points to increase the strength of units. Record surplus points on the British General Records Track using the "Replacement" markers (see 14).

3. The British player makes any removals his reinforcement schedule calls for.

B. Supply Phase

1. At any time during this phase the British player may place or remove depots (see 15.6).

2. After June 1941 the British player may advance his railhead one box. He may also move any depot along the active rail line.

3. The British player receives three or four supply points (depending on the month) at his home base, or at a depot in a port, or at any depot along the active rail line.

4. If this is the first Buildup Month of the Preparation Period, he places all available trucks on the map at any of his depots; they remain on the map throughout the Preparation Period. The British player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase at the end of each Activity Period, with some exceptions (see 17).

1. The British player may move three combat units of any size.

2. If the British player has an isolated garrison in Tobruk, he must check its size (see 17.2).

3. Truck units do not move in this phase.

D. Construction Phase

The British player may construct forts and minefields on the map (see 18).

III. Axis Buildup Turn

A. Reinforcement Phase

The Axis player receives reinforcements and replacements and may spend replacements to increase the strength of his units. He may call for additional tank replacements (see 14.4).

B. Supply Phase

1. At any time during this phase the Axis player may place or remove depots (see 15.6).



2. The Axis player consults the Axis Supply Table to determine how many supply points he will receive this turn. He adds the supply points to depots at ports under his control or at his home base.

3. Any captured depots are converted to Axis depots. If this is the first Buildup Month of the current Preparation Period, the Axis player places all available truck units on the map at any of his depots; they remain on the map throughout the Preparation Period. The Axis player moves his truck units, transporting supply points.

C. Movement Phase

This movement phase is similar to the Redeployment Movement Phase with some exceptions (see 17).

D. Construction Phase

The Axis player may construct forts and minefields on the map (see 18).

IV. Operations Declaration Phase

A. Declaration Phase

The Axis player announces whether he wishes to begin an Activity Period. If not, the British player may announce he wishes to do so. If either player does, proceed to step B. If not, advance the "Campaign Turn" marker one month and begin another Buildup Month.

B. Pre-operations Phase.

1. Score victory points; adjust the game score to reflect this. Neither side may win the game at this time; the Activity Period must be played.
2. Each player receives supply points due him during the coming month.
3. Remove empty trucks from the map.
4. Each player alters his replacement markers to reflect replacements due him during the coming month.
5. The British player removes units his reinforcement schedule requires for the coming month.
6. If players are using the optional rule, Reinforcements During Operations, each player determines when reinforcements will arrive.
7. Advance the "Campaign Turn" marker one month. Begin an Activity Period.

13. REINFORCEMENTS

Design Note: Many wargamers peruse orders of appearance and argue about them. "Where is that Sonderverwendung ('special employment') battalion my history book says should arrive on turn 10?" In this game the goal has been to keep the reinforcement schedule as simple as possible. We have tried only to maintain the right mix of forces on each side, while eliminating many complex details.

For example, the British frequently pulled divisions out of the desert and replaced them with other divisions from other fronts. In October 1941, for example, the 9th Australian Division was removed from Tobruk and replaced by the 70th Division. We have not bothered to show such exchanges. Only if there was a net change in the number of units in the desert have we indicated a reinforcement or removal.

For another example, the British armor was reorganized early in 1942; the "support groups" were broken up and replaced with motor brigades. Both the support group and the motor brigades appear as 3-strength motor units in this game, so our reinforcement schedule does not note the change. For a third example, Rommel maintained a small reserve of mobile units at army level. We show this as a single German 3-point motor unit throughout the game. That depicts the strength of the reserve accurately; it is not important that the actual composition of the reserve frequently changed.

Thus, the historical designations on the counters will not be accurate at all times. However, each unit in our counter mix did spend considerable time in the desert.

Each player's Reinforcement Schedule (see pullouts) lists which units are received or removed each month. The British player has two special groups of reinforcements, the composition of which vary according to the British army's strength (see below).

(13.1) Reinforcement Procedure

Where Reinforcements Arrive

All combat units arrive at a player's home base. However, if the British control Tobruk or Bardia, one British brigade may arrive at each.

- Truck reinforcement units may be placed at any depot.

Arrival Strength

Units arrive at full strength unless a lower strength appears in parentheses after the unit's name.

Eliminated units as Reinforcements

If there aren't enough counters for scheduled reinforcements, counters may be taken from the Eliminated Units Boxes. This is the only way eliminated units may arrive as reinforcements.

(13.2) Special British Reinforcements

The British player has two special groups of reinforcements available. He may take one in 1941, and one in 1942. He may announce he wishes to take a group in any Reinforcement Phase of the appropriate year, except during the first Preparation Period of the game. British special reinforcements arrive two months after they are called for (if summoned in October, for example, they arrive in December).

Composition of Force

The exact composition of each group depends upon the British player's tank strength at the time he calls for these reinforcements. This includes both tank points in play and tank replacement points. (The lower his tank strength, the more units he receives.) The British reinforcement schedule includes a "Special Reinforcement Chart" indicating which units are received for each possible tank strength.

Example: At the start of the second Preparation Period in 1941 the British player has two tank strength points. He calls for his 1941 group. He will receive one Cruiser, one I-tank, and one infantry division two months later.

Axis Victory Points

When the British player calls for special reinforcements, the Axis player receives victory points. The Special Reinforcement Chart indicates how many. The British player may elect to receive a smaller group of special reinforcements to give the Axis fewer victory points.

Example: If the British tank strength is 4, the British player could choose to receive the "8+" group instead, and the Axis player would score the victory points listed on the 8+ row.

Forfeiting Reinforcements

If the British player doesn't call for his 1941 group in 1941, he forfeits it. He could call for it in November or December 1941, even though the units would not arrive until 1942.

14. REPLACEMENTS

Each side receives replacements as listed on the Reinforcement Schedules. Replacements are expended during Buildup Months using the same procedures as for tank replacements during Activity Periods (see 7).

- Each player may expend any number of replacements per Buildup Turn, there are no limits.
- During a Preparation Period, any unit which is at less than its printed maximum strength may receive replacements, regardless of where it is on the map.

Replacement Types

Infantry replacements may be spent for infantry or motor units. Tank replacements may be spent only for tank units of the proper type. The Axis player may use German replacements only for German units, and Italian replacements only for Italian units.

Saving Replacements

Replacements may be saved from month to month. (Exception: The British player may not save infantry replacements; any not used are lost at the end of the month.) British infantry replacements scheduled to arrive during an Activity Period are delayed until the next Buildup Month.

- Use the General Records Track and "Replacement" markers to record saved replacement points.
- In any 1941 turn the British player may not accumulate more than 10 tank replacement points of all types combined. In 1942 this limit rises to 15.

Design Note: The British government would not send any more replacements if it believed the theatre did not need them.

Tank Repair

If using the optional tank repair rule (21.3), a player may accrue the special tank replacements he receives for possessing the battlefield during Operations (instead of spending them immediately to repair his tanks) and spend them during Buildup.



Additional Axis Replacements

The Axis player may obtain additional German tank replacements at a cost in victory points. He may do this once in 1941 (in the second Preparation Period or later), and once in 1942 in any Reinforcement Phase of a Buildup Turn.

- He may obtain up to 4 replacement points each time, forfeiting a number of victory points equal to the number of replacement points taken. The Axis player announces how many points he wishes to take, and deducts the victory points from the current score. He may not take more replacement points than he has positive victory points. He receives the replacements in the following month.

- The Axis player may *not* obtain these additional replacements in the first Preparation Period of the game.

15. RECEIVING AND MOVING SUPPLIES

During the Supply Phase each player receives supply points at his home base or his depots. Supply points may be moved using truck units, the rail line, or by sea (see 21.4). New depots may be placed on the map and unneeded depots removed.

Supply points must always be stored at a depot or carried by a truck; they may not exist on the map in any other form. Any number of points may be accumulated at a single depot; a truck may carry a maximum of 1 supply point.

Axis Supply Points

The Axis player must roll a die each turn and consult the Axis Supply Table to determine how many supply points he receives. This die-roll is modified by the month, as shown on the table.

- The Axis player may receive up to two of his supply points each turn at a depot in Benghazi or Tobruk. He may receive a total of two at the two ports, not two at each one. Additional supply points must arrive at the Axis home base.

Design Note: *The Supply Table represents the effects of British air and naval activity, the amount of Axis air and naval cover available, and other factors beyond the control of the players.*

British Supply Points

The British player receives 3 or 4 supply points each month as listed on his Reinforcement Schedule. He may take them at his home base, or at any depot located in a box on an active rail line (see 16). If the British player has a depot at Tobruk or Bardia, he may take up to one point at each. (If you are using the optional rule for Sea Movement, a point taken at Tobruk or Bardia may be sunk, see 21.4.)

Trucks in the Supply Phase

Truck units carry supply points from one depot to another. During a Buildup Month, truck units can be either *full* (carrying a supply point) or *empty* (not carrying a point). Keep a truck unit on its front (full) side when it is carrying a point, and on its back (empty) side when not carrying a point. A truck unit may carry only one supply point at a time. (Note that in the Activity Period, truck units are placed on the map only when carrying a supply point.)

- In the first Supply Phase of each Preparation Period, place all available truck units on the map, each at a depot. You may do this after placing new depots on the map (see below, Depots in the Supply Phase). If you don't load supplies onto them at that time, place them empty side up. They remain on the map until the end of the Preparation Period. Trucks are not recycled during the Preparation Period as they are in Operations Periods.

Truck Movement

Each truck unit has a movement allowance of 6 points per Supply Phase. Movement costs are the same as during Operations Turns. The restrictions governing combat unit movement apply to trucks as well. Truck units may not move by sea.

Transporting Supplies

To pick up a supply point from a depot, move an empty truck unit to the depot and flip it to its full side. Reduce the number of points at the depot by one. To drop off a point, flip the truck unit to its empty side, and increase the number of points at the depot by one.

- A truck unit may pick up and drop off supply points any number of times during its movement, at no extra movement cost.

Depots in the Supply Phase

During a Preparation Period a player may place new depots on the map and remove depots he no longer needs. A depot may be placed at any time during your Supply Phase:

- at any port you control, *or*
- at your home base, *or*
- in any active rail box, if you are the British player, *or*
- in a box which contains a truck unit. Flip the truck unit to its empty side and place a depot with 1 point.

Removing Depots

You may remove a depot any time during your Supply Phase. Any supply points in it are lost. The number of depots a player may have is limited to the depot counters provided with the game.

Examples: 1. *During the Activity Period the Axis captures Benghazi. At the start of his first Supply Phase he places a depot there. It may then receive supplies through the port.*

2. *The Axis player has established his depot at Benghazi, and has brought in two supply points there. He has an empty truck unit at Cyrene. He moves it to Benghazi and picks up a supply point. The truck is now full. The Axis player moves it to Tmimi (this expends half the truck's movement allowance.) The supply point is dropped off in Tmimi, and a depot is placed there to store it. The empty truck unit then moves back to Benghazi to pick up another point.*

16. THE RAIL LINE

The British player (only) may use the rail line and only to move supplies (the Axis tried and failed). The "Railhead" marker is placed on the map at the beginning of the campaign game (see 20.1).

Moving the Railhead

Beginning in September 1941 the British player may move the railhead one box west along the rail line each Supply Phase. The rail line is active as far west as the "Railhead" marker. The "Railhead" marker may be moved into a box adjacent to an Axis unit only if a British unit occupies that box.

Rail Destruction

If an Axis combat unit enters any active rail box, only that portion of the rail line between the British home base and the rail line box east of the Axis unit is active. The "Railhead marker is *not* moved as a result of this; if the Axis unit should leave the rail line box the line again is active as far west as the railhead.

Moving Supplies by Rail

The British player may move supply points and depot units along the active railway in any quantity each Buildup Month. Depot units containing supply points may be moved to any box along the active rail line. (In this way the British player might advance a depot westward as he extends the rail line.) This is the only case in which depot units may move.

17. MOVING COMBAT UNITS

Design Note: *Movement in Buildup Months represents "administrative movement" over long distances, without the pressures of battle. The British were good at this and had much more motor transport than the Axis.*

This movement phase is identical to the Redeployment Movement phase at the end of each Activity Period, with the following exceptions:

Unit Limitations

The British player may move up to a maximum of *three* combat units of any size instead of an unlimited number.

- The Axis player may move a maximum of two.

End of Movement Limitations:

Units must end their move within four boxes of a depot, their home base, or for British units, Tobruk if British-controlled (but, see below).

- Being four boxes from a truck unit at the end of the move is *not* sufficient at this time.

- At the end of each of his Buildup Month Movement Phases, the British player may have no more than 6 brigades tracing a line of communications to Tobruk and not to the British home base. A division counts as the number of brigades it would breakdown to at that instant. If he is in violation of this limit at the end of his Buildup Movement Phase, he must eliminate units so as to conform



to this limit. (These limits do *not* apply to Redeployment Movement at the end of Activity Periods.)

Design Note: *This rule reflects the number of men that could be supplied by sea through Tobruk. This is necessary to prevent players from placing unrealistically large garrisons in an isolated fortress. The Axis can't have an isolated Tobruk garrison because the garrison could not be maintained in the face of the Royal Navy and Air Force.*

Reorganization:

Divisions can breakdown and recombine before or after movement in the Movement Phase. The act of Reorganization itself does not constitute "movement." If you recombine a division and then move it, that counts as one unit moved.

Forts and Minefields:

A unit may enter a box containing an unoccupied enemy fort or minefield. The enemy fort or minefield is immediately removed from the map.

- A unit may freely enter or leave a fort in its box, even if it does not actually move to another box in that month. Entering or leaving a fort does not count as "movement," and this action by itself does not expend supply.

18. FORTS AND MINEFIELDS

Forts and minefields are constructed during the Construction Phases of each Buildup Month; both players receive *engineer points* to construct them.

Engineer Points

The Axis player receives 1 engineer point each Buildup Month; the British player receives 2.

Saving Points

Engineer points may be saved from month to month, and even from one Preparation Period to another. However, a player may *not* accumulate more than 4 engineer points. Use the "Engineer Points" markers on the General Records Track to record the number of points saved.

Construction Costs and Requirements

To construct a fort or minefield, a player expends the required number of engineer points and places the counter on the map. The fort or minefield must be placed in a box containing a friendly combat unit that has not moved in the Buildup Month. Construction costs in engineer points are as follows:

	Fort	Minefield
British	4	1
Axis	3	1

Minefield Limits

A Player may construct up to two minefields per turn and no more than one minefield per box.

Occupying Newly-Constructed Forts

At the time a fort is constructed, any infantry or motor unit in the box having strength 4 or less may be placed inside the fort.

Re-using Forts and Minefields

The players are limited to the forts and minefields provided with the game. A player may construct a fort or minefield only if the counter is available. Eliminated counters may be re-used any number of times. A player may voluntarily remove a fort or minefield from the map during a Construction Phase and use it elsewhere, but only in a *later* Construction Phase.

Note: The following counters are available:

- five British forts, and four British minefields.
- three Axis forts, and five Axis minefields.

19. INITIATING OPERATIONS

During the Operations Declaration Phase, either player may declare that he wishes to conduct an Activity Period.

Beginning Operations

The Activity Period occupies the following month. (If operations are declared at the end of the June Buildup Month, for example, the new Activity Period occupies July.) Before beginning the first Operations Turn, the players receive

reinforcements and supplies due them that month as follows:

- Each player receives supply points due him during the month of operations and places them in his depots.
- All empty trucks are removed from the map.
- Each player may add to his replacement track any replacements due to arrive. Replacements may not be added to units at this time. British infantry replacements are delayed until the next Preparation Period.
- The British player makes any removals required for the month.
- When using the optional "Reinforcements During Operations" rule, players determine when reinforcements will arrive (see 21.5).
- Each side receives victory points as at the beginning of the Buildup Month, but play continues until the end of the following Activity Period.

First Player

In the Activity Period, the player who announced he was initiating operations is the first player.

20. THE CAMPAIGN GAME: The War in the Desert

The Situation: In late 1940 and early 1941 a small British force destroyed most of the large Italian army in North Africa. It seemed the Italians might lose all of Libya. Hitler sent one of his favorite officers to Africa to try to halt the retreat. Thus it was that in late March 1941 Erwin Rommel found himself at El Agheila in command of a few demoralized Italian divisions and 50 effective German tanks. Opposite him was a skeleton tank division screening the El Agheila front, while the rest of the British Army was ferried to disaster in Greece. Naturally, Rommel saw only one course open: attack. In violation of his government's orders, and over the protests of the Italians, he chased the British clear to the Egyptian border. But, in a heroic defensive battle, the Commonwealth forces — principally the Australian 9th Division, and later the British 70th Division — held Tobruk. Without that port Rommel could advance no farther. There followed a long period of buildup until the British launched Operation Crusader in November.

(20.1) Starting Set-up

To begin:

- Place the "Campaign Turn" marker in the April 1941 box of the Campaign Turn Track.
- Place the "Railhead" marker in the Matruh box.
- Each player's supply radius changes during the campaign game, as indicated on the Reinforcement Schedules. A change becomes effective at the start of the month for which it is listed.
- The Axis player is the first player in the first Activity Period.

British Set-up

The British player deploys his units according to the set-up instructions for the short scenario: *Rommel's First Offensive* (11.1).

Reinforcements

Refer to the British Reinforcement Schedule.

Special Rules:

1. During the first Operations Turn of the Activity Period, the units which start at Agedabia and Desert #1 subtract one from all fire die rolls.
2. Units which begin at the British home base may not move until the end of the first Activity Period. (Transport was very scarce.)
3. The British have no truck units during the first Activity Period. Truck units arrive as reinforcements. At all times during the game the British player may use only the number of truck units he has received as reinforcements.
4. In April 1941 the British control all ports and airbases.

Axis Set-up

The Axis player deploys his units according to the set-up instructions for the short scenario: *Rommel's First Offensive* (see 11.1).

Reinforcements

Refer to the Axis Reinforcement Schedule.

(20.2) Victory Conditions

There are two ways in which either player may win the campaign game: by capturing the enemy's home base, or by accumulating victory points.



Holding the Enemy Base

If a player occupies the enemy home base (with a combat unit) at the start of any Preparation Period, after unsupported units have been removed and the Redeployment Movement Phase completed, he wins the game.

Victory Points

Players score victory points during play. In the Victory Point and Pre-operations phases during Buildup Months, consult the Victory Point Chart (in the pullout). Each side scores victory points for the conditions listed.

- The *game score* is the current net total of Axis victory points. Subtract British points and add Axis points to determine the new net total each month. Use the victory point markers and Victory Point Track to keep a running total of the score.

Victory Point Requirements

The Campaign Turn Track lists the number of victory points required to win the game. After determining the new score during the Victory Point Phase, consult the track to determine whether one side has won the war in the desert.

The game cannot be won by points before November 1941.

- Note that there are two levels of points required for Axis victory: one used if the Axis player controls Tobruk, and the other if he does not.
- If neither side has won by the end of the November 1942 Buildup Month, calculate a new score as during a Victory Point Phase and check the track to determine the winner.

Design Note: Capturing Tobruk does not score victory points for the Axis. However, the Axis player needs fewer victory points to win the game if he holds it; also, Tobruk is a valuable port where supplies can be brought in.

Control

A player takes control of a box if at any time his units solely occupy it. At the start of the campaign game the British control all boxes except the Axis home base.

Victory Point Lines

There are two Axis Victory Point Lines on the map. The Axis player scores victory points if no British unit is west of line number one.

- The Axis player also scores victory points if any Axis unit is east of line number two. These awards are cumulative.

Example: British units in Gambut or Sidi Rezegh, or an isolated garrison in Tobruk, would all be west of Axis Victory Point Line #1. An Axis unit in Buq Buq would be east of line #2.

21. OPTIONAL RULES

These rules simulate individual aspects of the desert campaign which are interesting but not essential to the game. It is strongly recommended you use the rules for *tank repair* and *sea movement*, but not until you are comfortable with the standard rules.

(21.1) Army Artillery

Design Note: Rommel maintained an "army artillery," a collection of 30 to 60 medium and heavy guns. Originally intended for siege work, the artillery came to be used as a central artillery reserve. Late in the campaign the British developed procedures which gave them a similar capability.

Each side has an army artillery unit which may support one other unit. An army artillery unit firing in support of another unit adds its fire strength to that of the other unit in the battle. This is an exception to the general rule that every unit fires individually.

Artillery Firing Alone

When not supporting another unit, army artillery fires at its target with an offensive fire strength of 1, and a defensive fire strength ½ its current strength. It uses the infantry fire row when firing alone.

Die-roll Modifiers

When an army artillery unit fires in support of another unit, compute die-roll modifiers for the artillery as if it were infantry. Then compute modifiers for the supported unit. The lesser of the two modifiers is used to resolve the fire.

Example: Army artillery supports an Italian motorized unit attacking infantry.

try. The Italian unit has a DRM of -2 (for Italian motorized fire), while the artillery has a DRM of 0. Use the DRM of -2, the lesser of the die-roll modifiers.

Vulnerability

Army artillery cannot be fired at if any other friendly combat unit is involved in the battle. All other units — even disrupted units — must be destroyed first.

Movement

Army artillery may move only once per Operations Turn or Buildup Month. Rommel adds 1 to the movement allowance of Axis army artillery, as does O'Connor to the British.

Retreat

For purposes of retreat, army artillery is treated as infantry.

Replacements

Army artillery units may receive infantry replacement points.

(21.2) Halfaya Pass

Design Note: Halfaya Pass was a uniquely strong position — difficult to flank — blocking the coastal highway. Its defenders and their 88 mm guns became famous in Afrika Korps.

Any infantry unit attacking from Buq Buq to Fort Capuzzo must subtract 1 from its fire die-roll. Armored units must subtract 2.

(21.3) Tank Repair

Design Note: Italian tank maintenance was so poor that in Rommel's initial offensive, the Ariete division lost 80% of its vehicles along the road from El Agheila to Tobruk. Occupying the battlefield to recover one's wrecks was an advantage worth fighting for — one Rommel usually enjoyed.

At the end of each impulse, German or British (not Italian) tank units occupying a box in which a battle was fought regain 1/3 (rounded down) of the strength points they lost. This means that at least 3 points must have been lost in order to regain any. Note that if a tank unit overruns a defender and continues movement, that unit forfeits the chance to repair losses from the overrun battle.

Multiple Type Losses

When more than one type of tank point was lost in a battle, 1/3 of the total losses of all types is repaired. The British player must make his repairs in proportion to the losses suffered by each type.

Example: A Grant and a Cruiser lost three points each and the Axis retreated. The British player may repair one point of each type. If the Grant lost one and the Cruiser two, the British player would repair one Cruiser point. If each unit lost two, he could repair one of his choice.

Possibilities

A tank unit completely eliminated in battle may be reconstituted by tank repair. At least one other friendly unit must occupy the box at the end of the impulse. Place the eliminated tank unit back in the box with its repaired points. Except for the above case, a unit which regains lost points through tank repair must actually occupy the battle box at the end of the impulse.

- Repair points do not have to go to the unit that actually lost them; points lost by one unit may be picked up by another of the same type, but this other unit must occupy the box in which those points were lost at the end of the impulse.

Example: 1. Two British tank brigades of strength 5 are eliminated, but other units hold the field. The British player could return one of the eliminated units to the box with strength 3, or both with strengths 1 and 2 respectively.
2. The British have 4 point Cruiser units in Tobruk and at King's Cross at the beginning of their impulse. One Cruiser moves to Knightsbridge and loses three points overrunning Axis units. It moves on to Retma. The second British Cruiser unit moves to Knightsbridge. At the end of the British impulse the second Cruiser unit may recover the tank points the first Cruiser lost.

Additional Replacements Through Repair

In the campaign game, a side occupying the field of battle may recover an additional 1/3 of his tank losses (rounded to the nearest whole number) as tank replacements; add the number to the player's replacement pool. Note that these points are in addition to normal tank repairs. The player need only oc-



cupy the battle box at the end of the impulse, not at the end of the Operations Turn or Activity Period.

- These points may be spent during the *next* Preparation Period, but not in the same Activity Period. Points recovered this way should be written on paper and added to the replacement pool after the end of the current Activity Period.

(21.4) Sea Movement

If the British player controls Tobruk or Bardia he may move units and supply points by sea. Sea movement may be accomplished only during Buildup Months. He can use three ports for sea movement: Tobruk, Bardia, and the British home base. A unit may move by sea from one port to any other. No more than two brigades may be moved by sea during any Buildup Month. **If using these rules, all British reinforcements must arrive at the players' home bases.**

Sea Movement and Land Movement

Units moved by sea do count against the number of British units which may be moved in a Movement Phase. A unit may move on land before or after its sea move.

Axis Effects on Sea Movement

If Axis units occupy any box within three boxes of the port from which the unit begins or ends its sea move, the unit may be eliminated during its sea move. Under these circumstances, the Axis player rolls one die for each unit moving by sea, on a result of 6 the unit is eliminated; any other result has no effect.

- If Axis units occupy Sidi Barrani, Piccadilly-Oxford Circus, Siwa Track, and Bir el Khamsa, a sea-moving unit is eliminated on a result of 5 or 6. (The Axis would have complete control of the air over Tobruk and its sea lanes.)
- An eliminated unit does count against the limit of units which can be moved by sea.

Moving Supplies by Sea

The British player may, instead of moving combat units by sea, move supply points by sea to a depot at Tobruk or Bardia. One supply point counts as one brigade moved for this purpose. If the British player moves a supply point to a depot at Tobruk or Bardia, the Axis player should check if the supply point is eliminated the same as a combat unit.

(21.5) Reinforcements During Operations Turns

Design Note: For the sake of simplicity, the standard rules for the campaign game provide that reinforcements due during a month of Operations Turns are delayed. To add uncertainty and realism, this rule allows reinforcements to enter during Activity Periods.

Reinforcements scheduled to arrive during a month in which Operations Turns are occurring *do* arrive. For each scheduled reinforcement (including trucks), a player secretly rolls one die and records the result on a piece of paper. The result determines the Operations Turn of the current Activity Period the reinforcement arrives. (On a result of 4, for example, a unit would enter on the fourth Operations Turn.) If the Activity Period ends before the reinforcement is scheduled to arrive, the unit arrives in the next Preparation Period.

When Reinforcements Arrive

Reinforcements arrive at the beginning of the Operations Turn. Use the "Operations Turn" marker to record the passage of Operations Turns.

Where Reinforcements Arrive

Reinforcing combat units arrive at a player's home base. Alternately, British reinforcements may arrive at Tobruk or Bardia, and Axis reinforcements at Benghazi or Tobruk. In all cases, reinforcements may arrive at a port only if you controlled it at the start of the Operations turn. Not more than 2 units may arrive at Tobruk in an Activity Period, and only 1 unit at Bardia or Benghazi. If using the sea movement rules, British reinforcements must arrive at their base.

Trucks

Truck units arrive at any friendly depots, as usual.

(21.6) Campaign Game Variations

Design Note: What if the Axis had sent Rommel another panzer division or several thousand more trucks? What if the British had not thrown away their

Axis Campaign Game Variations

Increased German effort in the Mediterranean

Any number of these may be chosen.

Points Variation

- 14** **Germans commit an additional panzer division in 1941.**
This variation cannot be chosen until September, 1941. Roll one die; the division arrives that number of months later.
- 10** **Germans commit an additional panzer division in 1942.**
This variation may be chosen only in 1942. This variation may not be selected if the additional panzer division was selected for 1941. Roll one die; the division arrives that number of months later.
- 8** **Germans increase supply capacity.**
This variation may be chosen only in 1942; one truck arrives immediately.
- 6** **Germans commit an additional infantry division.**
This variation may be chosen in any month after the 90th Light Division has been upgraded. The division arrives immediately.
- 6** **Germans increase Luftwaffe and Kriegsmarine effort.**
Add 1 to all supply die-rolls. This cancels the British game variation requiring die-rolls for replacements.
- 6** **German intervention in the Levant.**
This may be selected in June 1941 only. The German player forfeits one supply point from those received that month. In July 1941, the British player must withdraw two full-strength infantry brigades or, if he cannot, remove six infantry brigade strength points. The withdrawn units return in October 1941. At that time the British player rolls one die, and halves the result (rounding up; for example, a die roll of 1 halved equals 1). The die result is the number of strength points which do not return in October.

desert army in Greece or General O'Connor had not been captured at the start of the campaign? Try these rules and find out.

The two charts above list a number of possible historical events which could have influenced the desert campaign. These are *game variations*. Before and during play of the campaign game, each player may choose a number of variations which apply to his side.

Each variation is assigned a value in *variation points*. Before setting up the game, players should agree on how many variation points each will have available. Each player then chooses a number of variations up to that number.

Deciding the Number of Points

To decide the number of variation points allowed either:

- agree on a number, *or*
- roll two dice to determine the number of variation points (note that this limits the number of variation points to 12), *or*
- One player decides the number of points, and the other player has the choice of sides.

When Variation Points are Spent

You do not have to spend all your variation points before the start of the game; except when specifically indicated otherwise, variation points may be spent at anytime during the game. Obviously, variations which speed the arrival of reinforcements cannot be selected after the reinforcements have arrived.

O'Connor's Offensive

The Axis player must announce prior to set-up if he has chosen "Different outcomes of O'Connor's Offensive." The British player must then announce if he has chosen "Fewer British troops sent to Greece."

Reinforcement Variations

If a player chooses a variation which affects his reinforcement schedule, he need not announce it until the turn in which the change becomes effective.

Cheat the Cheat

As a check on honesty, and to avoid honest error, players should write down the variations as they are chosen.



- 4 Upgrade one infantry division to a motorized division in November 1941 instead of March 1942.
- 3 German infantry (10) arrives in May 1942. Delete from the Axis Reinforcement Schedule two German infantry (3) in August, and one in July.

Increased Replacements

For every two variation points, gain one additional tank replacement point.
For one variant point, gain one additional infantry replacement.

Different Outcomes of O'Connor's Offensive: (only one may be chosen):

- 10 Axis units may deploy in Beda Fomm, Antelat, Agedabia, Soluk, or Benghazi.
British units deploy in or adjacent to Tobruk, or within two boxes of Derna or Mechili (this includes any additional units received through British variations). The depots which deploy at Msus and Barce can deploy at Mechili or Derna.
- 1 Italian infantry (4) is included with the Axis starting forces.
The Axis player must delete one Italian infantry (4) from his reinforcements.
- 7 Axis player may deploy in Beda Fomm, Antelat, or Agedabia.
British units which deployed in Agedabia and Desert #1 deploy within two boxes of Mechili or Benghazi.

Design Note: The German intervention in Levant variation assumes the Germans support the Vichy French in the Levant with an airlanding division against the British invasion. It also assumes the Germans have gained a base in Cyprus through General Student's "Stepping Stone" plan. My thanks to Ken Horton for contributing this variant.

British Campaign Game Variations

Points Variation

- 4 British support Malta with greater air and naval forces.
Axis subtracts one from all supply die rolls. When the British control two airfields, the Axis subtracts two.
- 7 In addition to the above,
The Axis player rolls one die for each replacement point. On a roll of 6 the point is lost. This variation cannot be chosen if the variation above is chosen; the Axis variant "Increased Luftwaffe and Kreigsmarine Effort" cancels the replacement die-roll.
- 5 Do not withdraw the infantry division in February 1942.

Fewer British Troops Sent to Greece

Add units to starting set-up, deployed within two boxes of Benghazi or Tobruk.

- 9 One Infantry division
This division may be broken down.
- 4 Add one Cruiser (5).
Delete the Cruiser reinforcement in December 1941.

O'Connor Not Captured

- 8 O'Connor arrives as a reinforcement in May 1941.
He has the same abilities as Rommel.

British Send Reinforcements Through Mediterranean

For every two variation points one brigade (a division may be broken down and arrive as brigades), one truck, or three replacement points (of any type) scheduled to arrive two months later arrives one month early. For each accelerated brigade, truck, or group of replacement points, the British player rolls one die. On a result of 5 or greater, the accelerated units or points do not arrive. If the Axis player selected the "Increased Luftwaffe and Kriegsmarine" variation, add one to the die roll. The May 1941 reinforcements cannot be accelerated.

Additional Replacements

For every two variation points gain one additional tank replacement point.
For one variant point, gain one additional infantry replacement.

22. GLOSSARY

Armor - One of three possible types of units, indicated by a silhouette (see 2.3).

Base - Each side has a base where reinforcements arrive. The British base is considered a port for sea movement purposes (see port).

Battle Reinforcement - Tank units, Rommel, and O'Connor may intervene in an ongoing battle using the rules for Battle Reinforcement (see 5.4).

Box - Each rectangular space on the map is a box.

Brigade - A British infantry unit of strength 1-3 (see 2.3).

Buildup Months - Subdivisions of the Preparation Period in which players ready themselves for the next campaign (see 12).

Construction - The placement of minefields and forts on the map during a Buildup Month (see 18).

Control - A box is controlled by the last player to solely occupy it (see 11).

Cruiser - One of three types of British tanks (see 2.3).

Depot - An immobile unit where supply points are stored (see 6.1).

Disruption - An infantry unit which retreats becomes disrupted and suffers penalties as a result (see 5.3).

DRM - Abbreviation for Die-roll Modifier.

Exhaustion - The second level of fatigue (see 4.3).

Fatigue - Combat units become fatigued when they move more than once per Operations Turn; there are two levels of fatigue: *worn* and *exhausted* (see 4.2).

Fire - Units fire at each other during combat (see 5.1).

Fort - Fort is short for fortification.

Fortification - A fortification provides defensive benefits for defenders (see 8).

Fresh - A unit on its "unmoved" side that is not fatigued is fresh.

Grant - One of three types of British tanks (see 2.3).

Half-supplied - One of three possible supply conditions; a unit is half-supplied if it is within twice the current supply radius of a friendly depot or truck (see 6.2).

Impulse - Each Operations Turn consists of a variable number of player impulses (see 3).

Infantry - One of three types of combat units, indicated by an infantry symbol (see 2.3).

I-Tank - Infantry tank; one of three types of British tanks (see 2.3).

Maximum Strength - The highest number of strength points a unit may have.

This information is printed on the counters (see 2.3).

Motor - One of three types of combat units indicated by the word Motor (see 2.3).

Moved - A condition resulting from a unit moving or recovering from fatigue. This condition is indicated by inversion of the unit's counter; it applies only to combat units (see 4.3).

Operations Turn - Subdivision of the Activity Period in which units move and participate in combat (see 3).

Out of supply - One of three possible supply conditions dependent upon the length of a unit's supply line to a depot or truck (see 6.2).

Overrun - A combat lasting one round in which the attacker wins and may continue moving.

Port - Tobruk, Benghazi, Bardia, and the British base are ports. Units and supplies may move to them by sea (see 13, 15, and 21.4).

Railhead - The westernmost active rail box, indicated by placing the "Railhead" marker in the box (see 16).

Recombination - The process of replacing two or three regiments or brigades with divisions (see 9).

Recovery - Units which are fatigued may return to fresh through the process of recovery (see 4.3).

Regiment - A German 3-1 infantry unit.

Reinforcement - Units entering the game after play of the game has begun are reinforcements; time and place of arrival for reinforcements are listed on the players' Reinforcement schedules in the pullout (see 13). See also Battle Reinforcement (5.4).

Replacements - Additional strength points recorded on the General Records Track to restore strength to units that have suffered losses in combat (see 14).

Retreat - Units involved in combat may retreat, withdrawing from the battle box (see 5.2). Infantry units which retreat become disrupted.

Round - Combat is resolved in battle rounds (see 3 and 5).

Supplied - One of three possible supply conditions. A unit is supplied if it is within supply radius of a friendly depot or truck (see 6).

Supplies - A general term referring to supply points which are stored at depots

Truck Units - A unit representing one mobile supply point (see 6.1).

Activity Period Example:

The Axis player then moves his German motor division and army artillery

The British player does not want to move any units, so he says “pass.” The





Axis player clears mines in Sidi Rezegh and moves a truck, but does not move or recover any combat units. He too has "passed," and the Operations Turn is over. The players flip all units to their "unmoved" sides.

A new Operations Turn begins. The British player wishes to use tank replacements to restore an eliminated Cruiser to play; he places the unit in the Fort Capuzzo box (an active rail line box), flipped to its "moved" side.

The Axis player passes. The game continues.

Combat Example

A worn German tank (10), and a German motor (7) attack a British I-Tank (5) and infantry brigade (3) in a British minefield.

The British player fires his I-Tank at the German tank. The only applicable die-roll modifier is +1 for defensive fire. He rolls a 5 on the die, which is modified to a 6. This scores one hit. He fires his infantry at the tank and rolls a 3, scoring no hits.

The Axis player fires his tank at the I-Tank. The die-roll modifiers are -1 because the German unit is worn, -1 for the minefield, and -1 for fire against an I-Tank. He rolls a 5, which is modified to a 2, one hit. He uses his motor unit to fire against the infantry. He rolls a 2, modified to 1 because of the minefield: no hits.

The British player has no units in an adjacent box, so he cannot bring in reinforcements. The British player has a Grant and Cruiser in an adjacent box. He announces he will reinforce with the Cruiser, but he rolls a 5, failing his battle reinforcement die-roll: the Cruiser does not move. The Grant cannot

be brought in until next round because the British Player did not announce it as attempting reinforcement.

In the second round neither side scores any hits. The British player tries to reinforce with his Grant (moved), and rolls a 2. The Grant is moved into the box as a battle reinforcement. The Axis player has had enough, and announces his intention to retreat.

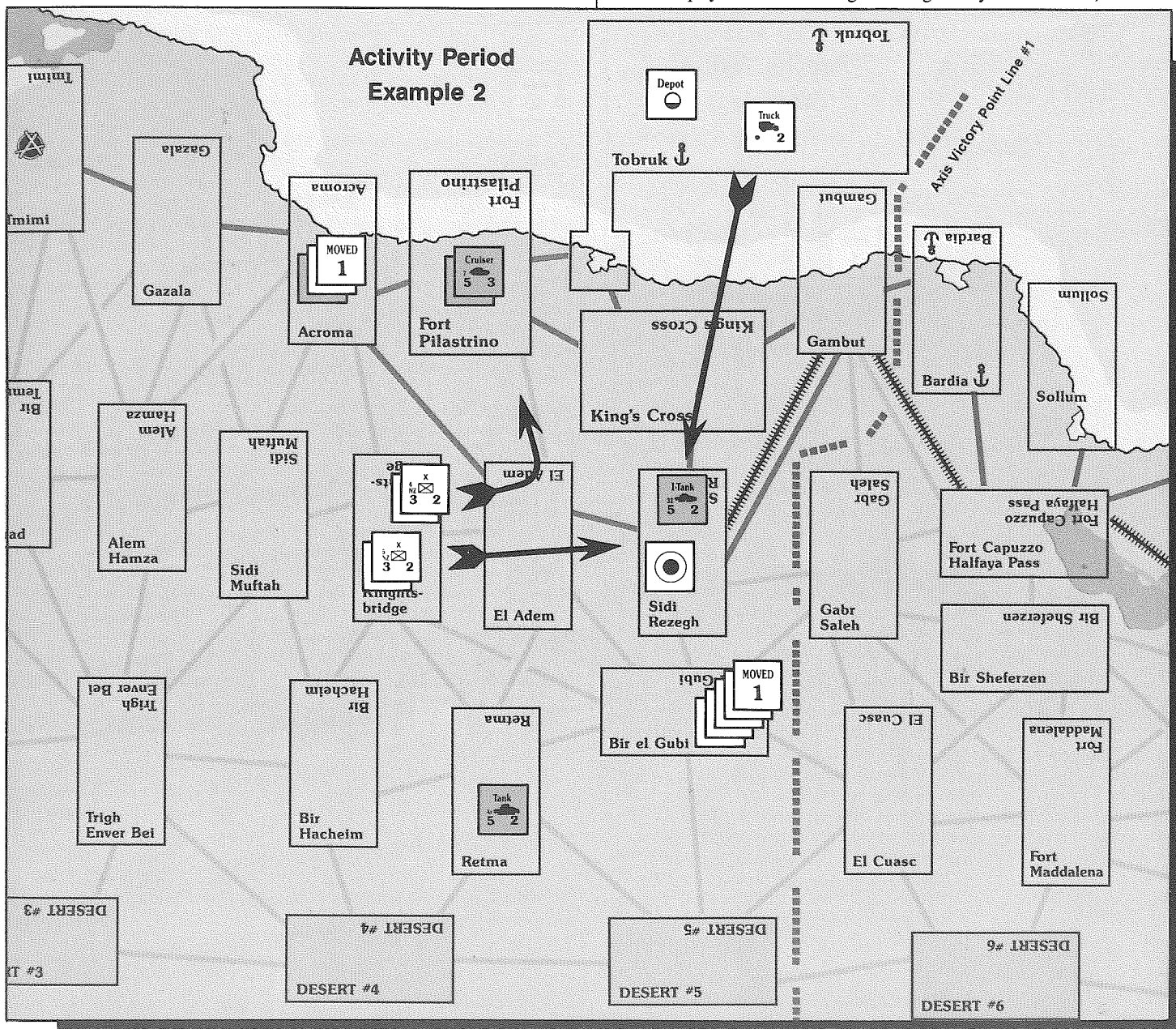
In the retreat round all British units fire against the tank. The I-Tank and infantry have -1 die-roll modifiers for the retreat round, and a +1 for defensive fire for a net of 0. The Grant has the retreat round die-roll modifier (-1), the +1 Grant modifier, but does not receive the +1 defensive modifier, also for a net of 0. The three fires score 3 more hits. The German player scores no hits.

The players are using the optional *tank repair* rules. The British player lost only one tank point, so he regains nothing from tank repair. The German player lost four points, but left the box, so he cannot repair his tanks. The Grant unit was "moved" when it entered battle, and now becomes worn.

24. GAME BACKGROUND

(24.1) The Game System

I intended *Rommel in North Africa*, above all else, to be a relatively simple game that would invite players to concentrate on essential military problems. I wanted players to become engrossed right away in maneuvers, and devote



This required a design that would focus attention on essentials. I chose the point-to-point movement system to give players choices among broad alternatives, instead of hex-by-hex detail. (*Should the attack go along the seacoast, through the middle of the line, or far around the desert flank?*) In the same way, the players are given divisions and brigades to work with, not regiments or battalions. The choice becomes, *Where will the 15th Panzer go?* — a decision more appropriate to army command than: *Where will the 33rd Reconnaissance battalion go?*

The turn sequence, the heart of the game, was designed to show the confusion and uncertainty of warfare in the desert. I felt a classical turn sequence would make the game too predictable.

It was essential that the game show basic differences between the two sides — differences beyond attack factors and movement allowances. To be realistic, a game must show how the two armies operated. It must show why one outfit

The impulse system puts each player on the horns of dilemma. The Axis player has great freedom in what and when he can move. But he has very few units. The British player, in contrast, must choose which two or three pieces are the most important to move *right now*. If you find these dilemmas engrossing, if you sense the confusion and uncertainty of desert fighting, and if you can feel the vast differences between D.A.K. and Eighth Army, then your time and mine have been well spent.

Jon Southard

Unit strengths are based on leadership, doctrine and training, weaponry and manpower. Many British units had plenty of equipment but poor doctrine for using it. The most important reason for the Italians' poor performance was their leadership: the officers treated the men badly, were corrupt and incompetent (the men knew it).

A single strength point represents different numbers of men and equipment for the different nationalities and types of units. One German tank point





represents about 10-15 vehicles, for instance, while a British point represents 20-30. An entire Italian division musters only 3 strength points, the same as a British brigade or German regiment. Therefore combat strengths represent more than just numbers of men. You use the same line of the CRT to fire at the infantry of all three nationalities, but they are taking casualties at different rates. And while British tank-to-tank fire uses approximately the same columns as German fire, the Germans are killing a lot more tanks.

The CRT and combat rules also show important relationships among the various unit types. One fundamental tactical reality was that infantry could fight successfully against mechanized forces only when strongly fortified. When properly positioned, however, British infantry in particular exhibited awesome defensive might. They had an astounding defensive weapon in the 25-pounder gun, and their courage in holding ground was matchless. Among the most moving episodes of the desert war are those in which British gunners, forsaken by all supporting arms, stood to their weapons, knocking out German tanks until the panzers moved right in among them and killed the gun crews to the last man.

The CRT itself was calculated from analysis of actual battle outcomes. (The North African campaign is very well documented so lots of good solid data is available.) It includes as tank losses both the vehicles hit by enemy fire and those broken down on the battlefield. This is yet another reason why the British lose tanks at a higher rate than the Germans: most of their tank models broke down more frequently.

(24.3) The Tanks

Throughout the campaign, British tanks, while not as reliable, were about as good as German — vehicle for vehicle. Yet German tank formations were far superior — unit for unit. This was due to superiority of German anti-tank guns and tactics.

We've all heard of the "fearsome 88", which indeed could dominate a battlefield. Much more numerous, however, was the 50mm PAK (Panzerabwehrkanone, anti-tank gun). It killed tanks effectively and its low silhouette was very hard to hit. The PAK would cover the advance of the German tanks, and then, in turn, "leapfrog" forward under cover from the tank guns. British tanks carried only AP ammunition — no HE — and their tank units included very little artillery; they had no good weapon for knocking out the anti-tank guns.

If German tanks ran into a strong opponent they dropped back behind the PAK screen. All too often British tanks charged right ahead into a concealed line of PAK. Only by late 1942 did British tactics learn caution, "sparring" against the PAK screens. Such tactics became standard for the rest of the European war.

British tanks suffer an adverse DRM when attacking because they carried a weak 2-pounder (40mm) gun, and, before these light guns could do any real damage, heavier German weapons would "harvest" the British vehicles. All British tanks, except the Grant, were weak against infantry because they carried no HE ammunition, only armor piercing shot; the die-roll modifiers reflect this.

On each side, tank guns gradually grew more powerful and armor, thicker. For the most part each side's upgunning/uparmoring kept pace with the other, so that relative strengths remained unchanged. Significant departures from this norm, for example, the Grant tank, appear as die-roll modifiers in the game.

Here is a summary of the principal tank types that appear in the game. All speeds are cross-country; road speed would be roughly double those presented here.

British Tanks



Cruiser Units

These units used mainly the Crusader and Stuart (furnished by the United States) types.

Crusader: 19 tons, one 2-pounder gun (40mm), 40-49mm maximum armor, 12 mph. The Crusader frequently broke down and was prone to burn when hit.
Stuart: 12.5 tons, one 37mm gun, 44mm maximum armor, 15 mph. The Stuart was classified as a "light tank", but its gun was about as effective as the Crusader's and its armor almost as thick. It seldom broke down.



I-Tank

These units included primarily Matilda and Valentine tanks. In theory, the job of the "infantry tank" was to give close support to infantry, while Cruisers destroyed enemy armor. As a result, the Cruisers didn't learn to work with infantry. The I-Tanks proved effective against enemy armor, however.

Matilda: 26.5 tons, one 2-pounder, 78mm armor, 6 mph. The Matilda achieved great things in 1940-41, especially against the Italians, who simply had no weapon capable of defeating it. Its slow speed eventually made it obsolete as guns grew more powerful. Overall it was perhaps the most successful British design of the desert war.

Valentine: 16 tons, one 2-pounder, 65mm armor, 8 mph. Not an especially bad design, but like all British tanks it had a 2-pounder gun that fired only AP shot.



Grant Units

British tank crews welcomed the Grant with much enthusiasm and relief. At last they had a tank which clearly could outperform most German models. Many of the Grant strength points arriving at the end of the campaign are in fact Shermans; at this scale the two can be treated as identical.

Grant: 28.5 tons, one 75mm in hull sponson, one 37mm gun in turret, 57mm armor, 10 mph.

Sherman: 33 tons, one 75mm gun, 50mm armor, 11 mph.

German Tanks

Many models served in the desert but the three listed here were the most numerous. The PzIIIIG was typical of German vehicles in 1941; the III ("Specials") began to arrive only in mid-1942. There were no "Tiger" units in the Tunisian campaign.

PzIIIIG: 20 tons, one 50mm short-barrelled gun, 30mm armor, 11 mph.

PzIIILJ: 22 tons, one 50mm long-barrelled gun, 50mm armor, 12 mph.

PzIVE: 22 tons, one 75mm short-barrelled gun, 60mm armor, 10 mph. Its primary mission was close infantry support.

MI3/40: 13.5 tons, 47mm gun, 40mm armor, 8 mph. Many of these vehicles were very badly built and literally fell apart in combat.

The German PzIVF (with long-barrelled 75mm gun) would rate the same die-roll modifiers as the Grant. But only thirty took part in the whole campaign and those only in its last battle, Second Alamein.

Italian tanks called Rollende Saerge ("rolling coffins") by the Germans, were obsolete before the campaign started.

The Map

The map has been designed to show the most important characteristics — for purposes of military planning — of each region of the desert. It certainly doesn't depict every important position, nor every transportation route. What it does depict, though, is the region's natural fortress areas: Tobruk-Bardia, the Derna-Mechili-Timimi triangle, El Alamein, and the weakness of the linear positions at Gazala and Matruh. Players will find the wide-open areas, such as that between Matruh and El Alamein, easily outflanked or penetrated.

Inland from Benghazi, the Libyan desert contains extensive mountain areas, called the Djebel el Akhbar. Much of this region was impassable to military formations. The map boxes and connections reflect this barrier. Units can't move from Et Charraba to nearby Msus, for example, because the mountains block the way. I have chosen to make the boxes in the djebel area the same as any other for combat purposes, however. These boxes do have more rough terrain than many other boxes, but the difference is not great enough that combat is affected. Most other boxes contain some sort of prominent terrain features too (which is why they appear on the map).

Nearly every connecting line corresponds to at least a track. Even when moving through desert boxes, units are not wandering over trackless waste. The desert boxes cost 2 because they represent larger areas, and greater distances to cover.

In order to make the boxes fit on the map, I've had to distort the locations considerably along the north-south axis. Bir Hacheim, for instance, is much closer to the coast than its location on this map would indicate, but it is placed



correctly relative to the other boxes. It plays its historically important role of blocking a flank maneuver nevertheless.

Yes, it took some work to find names for all the boxes. Not every box corresponds to the exact location of the place after which it is named. I'm sure that an industrious critic could argue in several cases that box x and box y ought to be joined, according to their names. If such criticisms occur to you, kindly remember that (1) each box represents a considerable area of desert, and (2) the linkages have been designed to give correct overall effects, which they do, whereas the names are chrome, and (3) if things really are upsetting, ignore the names.

(24.4) The Big Picture

Rommel came to Africa to save the Italian colony of Libya. Italy had begun its war by tromping across the Egyptian border as far as Sidi Barrani. Then Sir Richard O'Connor's offensive of December-February 41-42 had thrown them back, in game terms, all the way to the Axis base and destroyed most of their army. But about the time Rommel arrived in Africa, most of the British desert army was sent to Greece, and most of it was destroyed there.

In this situation, Rommel of course decided to defend by attacking. He chased the British back to Tobruk, far beyond the area he had been given to defend. But to sustain himself in front of Tobruk required resources far beyond those he had been given.

To justify his demand for more troops, more trucks, and more supplies, Rommel proposed the capture of the Suez Canal and then eastward. He might either head for the Caucasus to support the Russian front, or take the other British possessions in the Near East and threaten India.

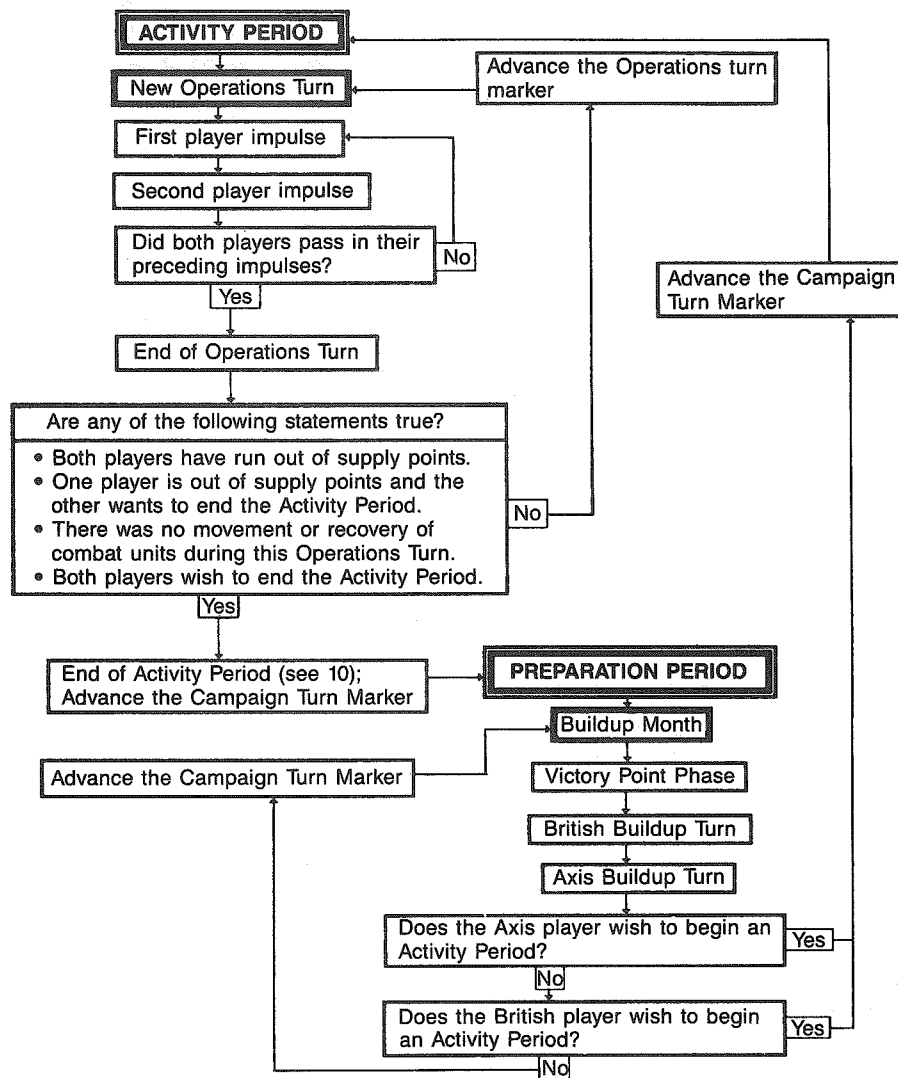
These operation were probably beyond available logistic support. But they were certainly of great concern to the British, who made Africa their top priority theatre and spent enormous resources to defend possessions there. Having poured so many men and so much materiel into the Mediterranean to defeat Rommel, the Allies then undertook more extensive operations there than they otherwise would have contemplated. Eventually over a million Allied soldiers served in the theatre. Rommel had a considerable indirect influence on Allied strategy.

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Rommel in North Africa Sequence of Play Flowchart

When playing the Campaign Game, and an Activity Period ends, the Campaign Turn marker is immediately advanced one month and a Preparation Period is begun. Each turn is either an Activity Period or a Buildup Month — never both. While Buildup Months may occur several months in succession, Activity Periods never occur in consecutive months. The following flowchart clarifies this.



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ROMMEL IN NORTH AFRICA

Errata

In (6.2) Supply Lines, Expenditures, and Effects, delete the second sentence under "Lack of Supply Points".
In section 8 under Forts in Combat, infantry and motor units should subtract 1 and tanks subtract 2 when firing at a unit in a fort — as listed on the Combat Results Table.

Sequence of Play

The first sentence of step 2 of the British Buildup Turn Supply Phase should read: "Beginning in September of 1941 the British player may move his Railroad one box (see 16)."

Axis Reinforcement Schedule

- The Axis Supply Radius from April '41 to January '42 should be 3 instead of 2.
- The Italian infantry that enters in April of 1941 should be strength (3) instead of (4).
- The first sentence under "Additional Tank Replacements" should read as follows: "You may call for additional tank replacements once in 1941, and once in 1942 during any Preparation Period except the first Preparation Period of the game."

Axis Rules Summary

Under "Replacements" the sentence should read: "The Axis player may exchange 1 victory point for 1 tank replacement point; no more than 4 points may be exchanged per year."

British Reinforcement Schedule

In August of 1942 the British should receive 5 Grant Replacements.

On the Axis Search Table (on the map), in the second sentence under "Die-roll Modifiers" the word "railhead" should be changed to "railroad". The sentence now reads as: "+1 When searching for a depot in any railroad box (except Matruh)."

Clarifications

Order of Movement

Stacks may be formed and broken up during movement, and movement point expenditures are calculated individually for each unit.

When Reinforcements Arrive In the Campaign Game

Reinforcements scheduled to arrive during a month which is an Activity Period are delayed until the next Preparation Period. Reinforcements may never arrive during a month which is an Activity Period, with the following exceptions:

- During the first turn of the game (which must be an Activity Period).
- If you are using Optional Rule 21.5, Reinforcements during Activity Periods.

End of Movement Limitations

The limitations concerning Tobruk that apply at the end of the Movement Phase of Buildup Months apply regardless of the presence of depots or trucks at Tobruk.

Trucks

All trucks enter the game empty except the Axis truck that enters in the second Operations Turn of the game. It enters full.

British Supply Points in the First Turn of the Campaign
The British supply Points scheduled to arrive in the first turn of the game are delayed until the first Preparation Period.

Axis Supply

The Axis player rolls for supply points during the Supply Phase of each Preparation Period to determine how many supply points he receives for that month. In addition, he rolls during the Pre-operations Phase to determine how many points he receives for the upcoming month of Operations Turns; the Axis player does not roll for supplies in the first turn of the game.

Reorganizing Eliminated Units

Units in the Eliminated Units Box may not breakdown or recombine.

Army Artillery

The Axis player has 1 army artillery unit and the British has 2.

Capturing Supply

When the Axis player searches for British supply points and "captures one die", any points not captured remain on the map in the British Depot.

(Sequence of Play Flowchart on reverse side.)

Rommel in North Africa

Front

I-Tank 1 5	I-Tank 2 5	Cruiser 1 5	Cruiser 2 5	Cruiser 3 5	Cruiser 4 5	Motor 1 3	Motor 2 3	Motor 3 3	Motor 4 3	Grant 1 5	Grant 2 3
Grant 1 5	Grant 2 5	Grant 3 5	A. Arty (4) 2	A. Arty (4) 2	Cruiser 1 3	O'Connor HQ 5	X 3	X 2	X 3	X 3	X 2

XX 41 10	XX 91 10	XX 11 10	XX 50 10	XX 51 10	XX 70 10	X 20 3	X 24 3	X 26 3	X 28 3	X 30 3	X 32 3
X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2

Truck 1 2	Truck 2 2	Truck 3 2	Railhead 1 2	Depot 1 2	Depot 2 2	Depot 3 2	Depot 4 2	Depot 5 2	Depot 6 2	Depot 7 2	Depot 8 2
I-Tank Repl. 1	Cruiser Repl. 1	Grant Repl. 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1

WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply
WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	D	D	D	D	D	D

Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1
Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1

Rommel HQ 5	Tank 21 10	Tank 15 10	Motor 18 3	Motor 24 3	Motor 30 3	Motor 36 3	Motor 42 3	Motor 48 3	Motor 54 3	Motor 60 3	Motor 66 3
Truck 1 2	Truck 2 2	Truck 3 2	Truck 4 2	Truck 5 2	Truck 6 2	Truck 7 2	Truck 8 2	Truck 9 2	Truck 10 2	Truck 11 2	Truck 12 2

A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2	A. Arty (4) 2
X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2	X 3 2

Truck 1 2	Truck 2 2	Truck 3 2	Truck 4 2	Truck 5 2	Truck 6 2	Truck 7 2	Truck 8 2	Truck 9 2	Truck 10 2	Truck 11 2	Truck 12 2
I-Tank Repl. 1	Cruiser Repl. 1	Grant Repl. 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1	Sun 1

WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply
WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	WORN -1	D	D	D	D	D	D

Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1
Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1	Engineer Points 1

Italian

Back

XX 30 7	XX 16 10	III 3 1	III 3 1	III 3 1	Motor 30 7	Motor 15 3	Motor 15 3	Tank 15 10	Tank 21 10	Tank 2 2	Tank 2 2
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Italian

XX P 3	XX Br 3	XX Tr 4	Motor Tr 4	Tank Ar 5	Infantry +10 Repl.
XX Pl 1	Tank Lu 5	XX Ba 1	XX Fo 4	XX Su 3	Tank +10 Repl.

A. Art
(4) 2

German

2	2	2	2	2	2	2	2	2	2	2	2
---	---	---	---	---	---	---	---	---	---	---	---

Operations
+10
Turn

Neutral

4	4	4	4	4	4	4	4	4	4	4	4
6	6	6	6	6	6	6	6	6	6	6	6
8	8	8	8	8	8	8	8	8	8	8	8
10	10	10	10	10	10	10	10	10	10	10	10

British

Grant 2 5	Motor 20 3	Motor 30 3	Motor 7 3	Cruiser 2 5	Cruiser 22 5	Cruiser 4 5	Cruiser 32 5	I-Tank 1 5	I-Tank 22 5
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X 26 3	X 24 3	X 20 3	XX 70 10	XX 2 10	XX 51 10	XX 50 10	XX 1 10	XX 94 10	XX 41 10
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German

Captured Supplies	Captured Supplies	Captured Supplies	Captured Supplies	Captured Supplies	Captured Supplies	Tank 2	Tank 2	Tank 2
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Half Supplied	Half Supplied	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted
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German

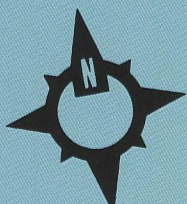
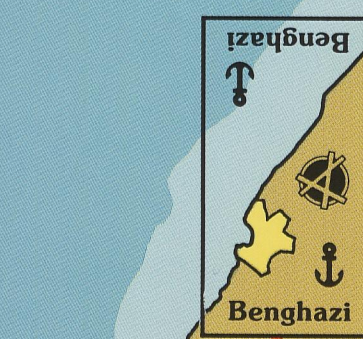
Infantry +10 Repl.	Tank +10 Repl.
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British

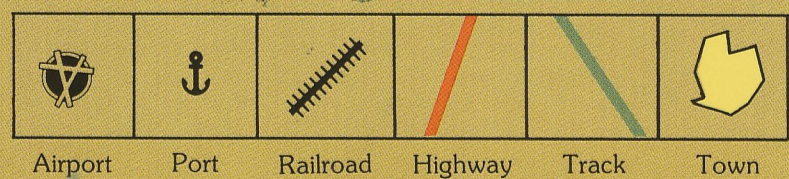
ROMMEL IN NORTH AFRICA



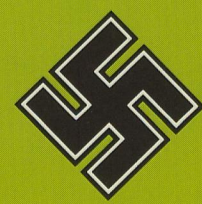
9	8	7	6	5	4	3	2	1	0
BRITISH GENERAL RECORDS TRACK									



GENERAL TERRAIN KEY



COMBAT RESULTS TABLE									
Axis Infantry or motorized fire at tanks	1	2-3	4-5	6-7	8-10	11+			
British Infantry or motorized fire at tanks	1	2	3-4	5	6-8	9+			
All tank fire at tanks and all unit's fire at infantry or motorized targets	1	2	3	4-5	6-7	8-10	11+		
Modified Die-roll: -1 or less	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	1
1	0	0	0	0	0	0	1	1	
2	0	0	0	0	0	1	1	1	
3	0	0	0	0	1	1	1	1	
4	0	0	0	1	1	1	1	2	
5	0	0	1	1	1	1	2	3	
6	0	1	1	1	1	2	3	3	
7	1	1	1	1	2	3	3	3	
8 or greater	1	1	1	2	2	3	4	4	



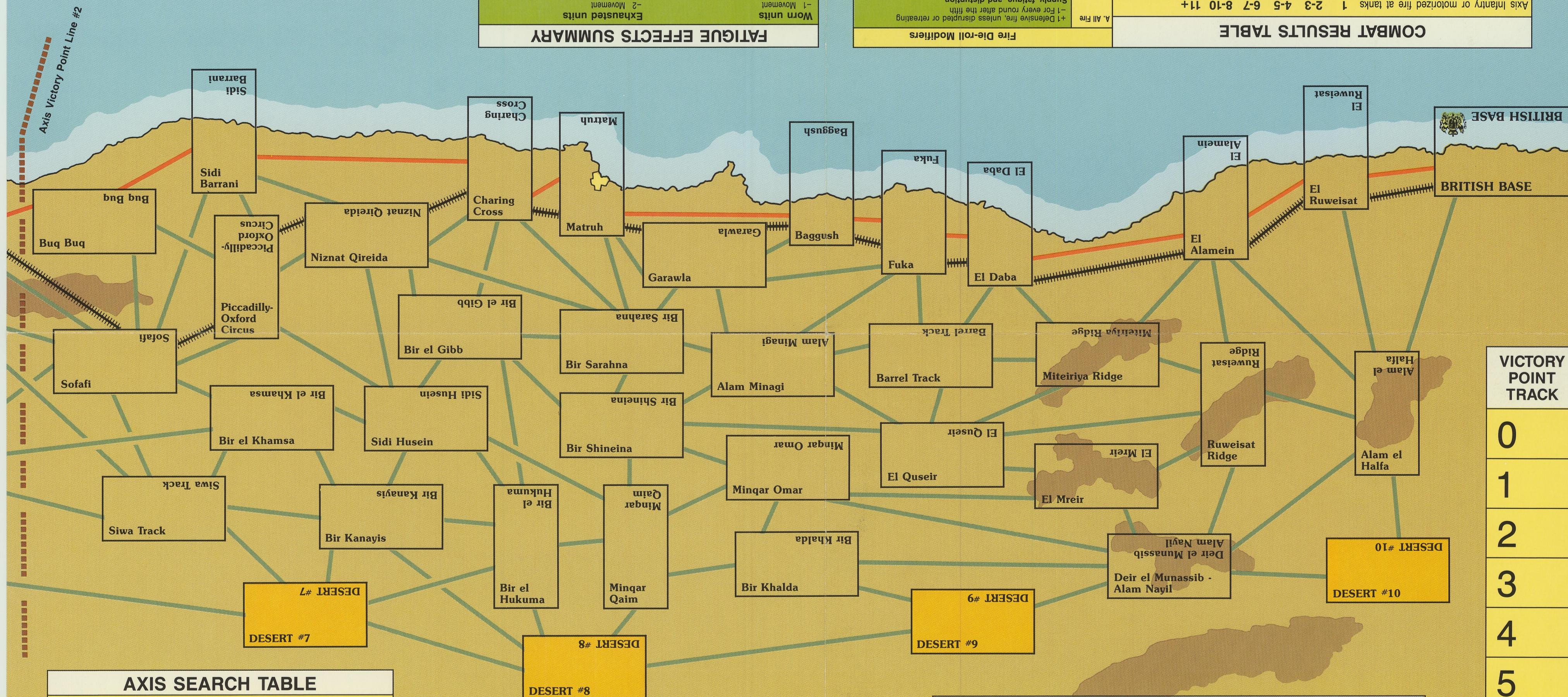
Fire Die-roll Modifiers	
A. All Fire	+1 Defensive fire, unless disrupted or retreating -1 For every round after the fifth Supply, fatigue, and disruption +1 Fire against out of supply tank or motor units +1 Target disrupted -1 Firing unit worn -2 Firing unit exhausted -1 Firing unit half-supplied -2 Firing unit out of supply
Nationality	+1 One German unit stacked with Rommel -1 Italian tank offensive fire -1 British surprise effect at start of campaign game -2 Italian infantry or motorized offensive fire
Minefields and Forts	-1 Infantry or motorized fire against target in fort -1 Fire against target in a minefield -2 Tank fire against target in fort
Retreats	+3 Tank fire against a retreating stack containing only infantry -1 Retreat round
B. Fire vs. Tanks	+1 Grant Firing +1 German unit, defensive fire from a fort -1 British infantry offensive fire -1 British tank offensive fire at German targets -1 Axis fire at tank or Grant targets
C. Fire vs. Inf and Motor	-1 Cruiser's offensive fire -1 British infantry offensive fire against motor targets

FATIGUE EFFECTS SUMMARY	
Worn units -1 Movement -1 Fire die-roll modifier -1 Die-roll modifier in battle reinforcement	Exhausted units -2 Movement -2 Fire die-roll modifier Exhausted units may not reinforce battle or move if on their "moved" sides
Note: Units reinforcing battle, and retreating defenders incur fatigue.	
BATTLE REINFORCEMENT TABLE	
Modified Die-roll	Modifiers
German 3+	+1 For German units stacked with Rommel
British 4+	-1 If unit is worn
Italian 5+	-2 If unit is exhausted
Note: "Moved" units that are exhausted may not reinforce battle. Battle Reinforcement causes fatigue.	
SUPPLY EFFECTS	
Half-Supplied Units -1 Movement (But infantry may still move 1) -1 Fire die-roll modifier	Out of Supply Units May not move May not recover or reinforce battle Receive a -2 fire die-roll modifier
Note: Units firing at out of supply tank or motorized targets receive a +1 die-roll modifier	

BRITISH ELIMINATED
UNITS BOX

BRITISH SEARCH TABLE	
Die-roll	Result
1 or less	No effect
2	No effect
3	1 point destroyed
4	1 point destroyed
5+	2 points destroyed
Results:	
No effect:	The depot is unaffected
1, 2 points destroyed:	Remove 1 or 2 supply points from depot.
Die-roll Modifiers*	
+2	When searching for a depot in Tobruk, Benghazi, Matruh, Sollum, or Bardia.
+1	For each consecutive Operations Turn the player has searched the box.
-1	If only infantry is searching.
*All modifiers are cumulative	

FATIGUE EFFECTS SUMMARY	
Worn units -1 Movement -1 Fire die-roll modifier -1 Die-roll modifier in battle reinforcement	Exhausted units -2 Movement -2 Fire die-roll modifier Exhausted units may not reinforce battle or move if on their "moved" sides
BATTLE REINFORCEMENT TABLE	
Note: Units reinforcing battle, and retreating defenders incur fatigue.	
Modified Die-roll 3+ 4+ 5+	Modifiers +1 For German units stacked with Rommel -1 If unit is worn -2 If unit is exhausted
Note: "Moved" units that are exhausted may not reinforce battle.	
Half-Supplied Units -1 Movement (But Infantry may still move) -1 Fire die-roll modifier	
Note: Units firing at out of supply tank or motorized targets receive a +1 die-roll modifier	

[illegible]

VICTORY POINT TRACK	0
1	
2	
3	
4	
5	
6	
7	
8	
9	

AXIS SEARCH TABLE	
Die-roll	Result
1 or less	1 point destroyed
2	1 point destroyed
3	1 point destroyed
4+	Capture one die

Results:

1 point destroyed: Remove 1 supply point from depot.

Capture one die: Roll one die; the number rolled is the number of supply points *captured*.

Die-roll Modifiers*

- +2 When searching for a depot in Tobruk, Benghazi, Matruh, Sollum, or Bardia
- +1 When searching for a depot in any railroad box (except Matruh).
- +1 For Germans searching in the first Activity Period of the *Campaign Game* or in *Rommel's First Offensive*.
- +1 For each consecutive Operations Turn the player has searched the box.
- 1 If only infantry is searching.

***All modifiers are cumulative**

AXIS ELIMINATED UNITS BOX

AXIS GENERAL RECORDS TRACK									
0	1	2	3	4	5	6	7	8	9

Campaign Turn Record			APRIL 1941	MAY 1941	JUNE 1941	JULY 1941	AUGUST 1941	SEPT. 1941	OCT. 1941	NOV. 1941	DEC. 1941
AXIS VICTORY With Tobruk / Without Tobruk										15/17	15/17
BRITISH VICTORY										2	2
JAN. 1942	FEB. 1942	MARCH 1942	APRIL 1942	MAY 1942	JUNE 1942	JULY 1942	AUGUST 1942	SEPT. 1942	OCT. 1942	NOV. 1942	End
15/18	16/19	16/20	17/21	19/22	22/25	26/29	28/31	31/33	32/34	33/36	33/36
2	3	4	5	6	6	7	8	9	10	12	23