North Africa '41

RULES OF PLAY

Living Rules — November, 2024

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1.0 INTRODUCTION

North Africa '41 is a game covering the war in North Africa from the time of Rommel's first offensive to the end of 1941.

The following abbreviations are used in these rules:

CRT: Combat Results Table
EZOC: Enemy Zone of Control
LOS: Line of Supply
MA: Movement Allowance
MPs: Movement Points
MSU: Mobile Supply Unit

OOS: Out of Supply
SP: Supply Point
TEC: Terrain Effects Chart
TQ: Troop Quality
VP: Victory Point
ZOC: Zone of Control

2.0 CONTENTS

2.1 Inventory

A complete game of *North Africa '41* contains:
- 2 paper maps
- 2 counter sheets
- This Rules of Play booklet
- One Playbook
- Two 6-sided dice
- Two Setup and Reinforcement Cards
- Two identical CRT/TEC Player Aid Cards

2.2 The Map

(2.2.1) Scale and Terrain: Each hex represents an area approximately 8 miles across and each Game Turn represents 15-16 days. Consult the Terrain Effects Chart (TEC) for a complete list of the map's terrain and how it affects movement and combat.

(2.2.2) Hex Terrain Classification: In hexes where there are two or more base terrain types (i.e., Clear and Jebel), use the terrain that is the most prominent.

(2.2.3) Replacement and Supply Pool Boxes: Use these boxes to hold Replacement Units and Supply Points that are not being used.

(2.2.4) The Tobruk Holding Box: If the stack of units in the Tobruk hex becomes too large, use this box to display the units.

2.3 The Game Pieces

(2.3.1) Types: There are three types of game pieces:
- COMBAT UNITS: Any unit with a Defense Strength ≥1.
- NON-COMBAT UNITS: Any unit with a Defense Strength of 0, being Trucks, MSUs, Supply Points and Replacements.
- MARKERS: These are simply play aids and status indicators.

(2.3.2) How to Read the Units

Attack Strength: The strength of the unit when attacking.

Defense Strength: The strength of the unit when defending.

Movement Allowance (MA): Is the maximum number of Movement Points (MPs) the unit may expend for movement and still attack in the Combat Phase.

Troop Quality (TQ): All units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are Low Quality. All other units are normal. This rating is used for the following purposes:
- Elite Combined Arms Shift (9.3)
- Determined Defense (11.2.4)
- The Rally Table (13.5)
- Isolation Attrition (16.5)
- Disengagement (27.5)

Sample Infantry Unit

Arrives reduced
Unit Size
Unit I.D.
Attack Strength
Defense Strength
Turn of Arrival
Stacking Value (4.2)
Stripe = Unit is reduced (2.3.5)
Movement Allowance (5.1)

Sample Mechanized Units

Black bar indicates a Matilda Tank (19.2.5)
Outline around counter indicates a Free Stacking Unit (4.3)
Tank Rating (9.2)
Star = Upgrade or Conversion (20.4)
Turn of arrival
Division color (15.4)
Red box indicates Elite (2.3.2)

Sample Non-Combat Unit

Range
Unit I.D.
Attack Strength
Unit I.D.
Defense Strength
Movement Allowance (5.1)
MSU (17.2.4)
Truck (5.8)

Sample ASU (17.1)

Setup Hex
Range
Artillery Shift
Unit size
Depleted side
Parenthesized Defense Strength, see 8.6

Sample Markers

| Automatic DS (8.9) | Disrupted (13.2) | Full Retreat (13.3) | Out of Supply (16.4) | Isolated (16.5) | Malta Status (22.3.2) | Airfield DRM (22.2.2) | Naval Transport (21.1.5) | Rail Movement (5.9) | Control (16.3.5) | Fortification (9.5) |

Unit Size:

II = Battalion III = Regiment X = Brigade GP = Artillery Group
XX = Division   XXX = Corps   XXXX = Army

(2.3.3) Summary of Unit Types: All Combat Units are either Mechanized or Non-Mechanized. This is important for determining the cost to move into each hex.

Non-Mechanized   *Mechanized*

⊠ Infantry†   ⊠ Motorized Infantry†
⊠ Machine Gun†   ⊠ Machine Gun Motorized†
                         ⊠ Airborne Infantry Motorized†
                         ◿ Motorcycle Infantry†
                         ⊘ Reconnaissance (Recon)*
                         ⊡ Artillery Group (ASU)
                         🔫 88mm Flak (Silhouetted)*
                         🚗 Tank (Silhouetted)*
                         🚚 Truck*
                         🐊 Corps HQ (ASU)

†=Infantry Type: Important for the Combined Arms Rule (9.3) and Replacements (19.2.3).

*Vehicle Type: Tank, 88mm Flak, and Reconnaissance are collectively called Vehicle units. These units have penalties and restrictions moving and attacking across Escarpment hexsides and the Tobruk Perimeter (9.6).

Silhouetted Units: 88mm Flak and Tank Units are collectively called Silhouetted Units. This term is used in the Stacking rules (4.3).

(2.3.4) Unit Colors: The background color of a unit denotes its nationality or branch of service.

Allied Units

	light brown	British
	khaki	Commonwealth*
	green	South African*
	white	Polish
	red	Czech

Axis Units

	gray	Wehrmacht
	medium blue	Luftwaffe
	yellow	Italian

*Commonwealth includes Australian, New Zealand, South African, and Indian nationalities. Each is considered a different nationality for the purpose of rule 8.4.2.

(2.3.5) Steps: Units have 1-3 steps. 3-step units are indicated with a thin stripe across the reverse side of their counter (units on their last step are indicated with a much wider stripe). When a 3-step unit takes a second step loss it may be replaced with a Remnant (10.4) of the appropriate unit type (if available).
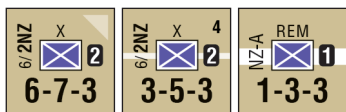
Shown above are the three steps of the 6th Brigade of the 2nd New Zealand Division.

3.0 SEQUENCE OF PLAY OUTLINE

3.1 GAME TURNS

Each game turn must be conducted in this order:

A. Preparation Phase

1. Each player places two Supply Points and the Reinforcements and Replacement Units received this turn in their Base (6.1.3).
2. Roll 1d6 to see if the Malta Status marker is moved (22.3).
3. Flip the Rommel marker to its Ready side (18.5).
4. Advance units in the Surrender Box (12.5.2).
5. Any Removals (20.2), Withdrawals (20.3), or Upgrades & Conversions (20.4) are performed at this time.

B. Action Phase

Players conduct three Action Impulses (3.2) in this phase, except during Summer Turns when there are only two Impulses.

1. 1st Action Impulse—Naval Transport from Italy allowed (21.1.3)
2. 2nd Action Impulse—Skip during Summer Turns.
3. 3rd Action Impulse—Naval Transport in this phase receives a favorable –1 DRM to the Anti-Shipping Table (22.2.3).

C. Supply Attrition Phase (25.0)

Each player rolls two dice and consults their Supply Attrition Table. The result determines if and where he must either remove a Supply Point or flip an ASU (17.1.4) to its Depleted side.

D. Victory Point Phase (S2.3)

CAMPAIGN GAME ONLY: Record any VP gains or losses on the Victory Point Track if applicable.

3.2 Sequence of an Action Impulse

A. Allied Player Turn

1. Allied Initial Phase—The Allied Player may in any order:

- EVENTS: Roll 2d6 on Event Table and record the benefit (23.1).
- REPLACEMENTS: Restore his units using Replacements (19.0).
- FORTIFICATION COMPLETION: See 9.5.4 and 9.5.5.
- Remove his Transport markers—Rail (5.9), Air (18.7.6), and Naval markers (21.1.5).

2. Allied Movement Phase—The Allied Player may in any order, except the last bullet:

- Move some, none or all his units (5.0). This includes Truck Special Transfer (5.8.4), Rail Movement (5.9), Naval Transport (21.0), Air Transport (18.7.6), and Full Retreat (13.3.).
- Conduct Automatic DS (8.9). *Advance After Combat for these units is conducted at the end of the Combat Phase.*
- Begin construction of Fortifications (9.5.3).
- Conduct Port Demolition and Port Repair (21.4). These two actions must be done last—after units have moved.

3. Allied Combat Phase

The Allied Player may attack adjacent enemy units (8.0) or conduct Disengagement Attempts (27.5) in any order. Then advance all units with Auto DS Markers (8.9). At the conclusion of the Combat Phase he places a free Supply Point (17.4) if earned.

4. Allied Recovery Phase (13.4)

- Allied units that are Disrupted (13.2) or in Full Retreat (13.3) and not in an EZOC recover one level. Those in an EZOC must roll for Rally (13.5).
- All Replacement markers on Combat Units are removed.

5. Allied Supply Phase (16.1)

- Check the supply status of all Allied units.
- Roll for Isolation Attrition of all affected Allied units (16.5).
- Spend SPs to flip Allied ASUs (17.1.4).

6. Allied Delay Phase (24.3)

The Allied player places any available Delay markers on the map and then rolls two dice to see which (if any) are removed. Strafing and LRDG markers (18.7.5, 18.8) are placed at this time. Voluntary and mandatory removal of Delay markers also occurs at this time.

B. AXIS PLAYER TURN

Identical to the Allied Player Turn except exchange the word Allied for Axis and omit Rail Movement.
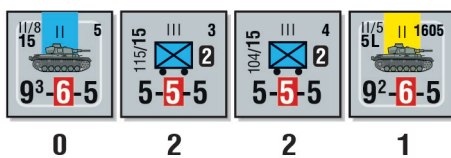
4.0 STACKING

4.1 Stacking Limits

Stacking refers to the placing of more than one game piece in a hex. The stacking limit for both sides is **5 Stacking Points**. Markers do not affect stacking and may freely stack in a hex without limit.

4.2 Stacking Value

The stacking point value of most units is indicated with a number between 0-2 in a black box. Any number of units with a Stacking Value of 0 may stack in a hex. All Non-Combat Units and ASUs (17.1) have a stacking value of 0.

4.3 Free Stacking Units

One Silhouetted Unit (Tank or 88mm Flak) can stack for free in each hex, all other Silhouetted Units in the hex count as 1 Stacking Point each. The white border on the counter indicates that.

EXAMPLE: The stacking value of each unit is shown and totals 5. The first Tank Unit stacks for free.

4.4 Stacking Restrictions

(4.4.1) In General: The Stacking Limit can only be exceeded during the course of Movement, Retreat, and Advance After Combat. The stacking limit must be strictly observed by the phasing player at the completion of his Movement and Combat Phases and at the moment each Breakthrough and Auto DS attack (8.9) is resolved. The phasing player must correct all stacking violations at these times by eliminating enough steps from the hex to satisfy the stacking limit.

(4.4.2) Stacking and Nationalities: German and Italian units may stack together without penalty. Likewise, all Allied nationalities may stack together without penalties.

5.0 LAND MOVEMENT

5.1 The Basics

Each unit has a Movement Allowance (MA) which is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase. Each hex entered costs a certain number of MPs to enter as specified on the TEC. Movement may be made by individual unit or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A stack may drop off units as it moves. A dropped unit may not move any further during that phase. You must complete the movement of one unit or stack before starting to move another. A unit or stack may not enter a hex occupied by an enemy Combat Unit.

5.2 Road Movement

(5.2.1) In General: Highways (the Via Balbia) and Tracks are collectively called Roads. A unit that follows the path of a Road may use the reduced rate of the Road. Mechanized units may combine Road and off-road movement in the same move.

(5.2.2) The Road Bonus: If a Non-Mechanized unit spends its entire MA moving along a Highway and does not start or move adjacent to any enemy Combat Units, it may move **8** Highway hexes instead of 3 (it gets a bonus of five Highway hexes). Likewise, if a Non-Mechanized unit spends its entire MA moving along a Track or a mixture of Track and Highway and does not start or move adjacent to an enemy Combat Unit it may move 4 Highway/Track hexes instead of 3 (it gets a bonus of one Road hex). Enemy Non-Combat Units do not slow down or prevent the Road Bonus in any way.
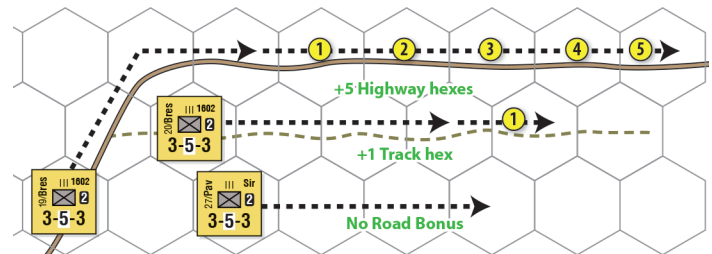
5.3 Extended Movement for Mechanized Units

Mechanized units (including those moved by a Truck) may use Extended Movement to increase their MA by **3 MPs**. Units that use Extended Movement may not enter an enemy ZOC. A unit starting its move in an EZOC can use Extended Movement as long as it exits that EZOC with its first hex of movement. Non-Mechanized units may not use Extended Movement, instead they receive a Road Bonus (5.2.2). Enemy Non-Combat Units and Combat Units in Full Retreat do not slow down or prevent Extended Movement in any way.

5.4 Tactical Movement

Any unit may use Tactical Movement to move one or two hexes. Tactical Movement does not use MA or MPs. Units that use Tactical Movement *may* attack in the Combat Phase. Units using Tactical Movement must abide by the other rules of movement, specifically:

- Must stop upon entering an EZOC (not a Limited EZOC).
- May not cross a prohibited hexside.

DESIGN NOTE: This rule is just to make the game easier to play—no need to count MPs if you are just moving the unit two hexes.

5.5 Trackless Desert Hexes

Trackless Desert is distinguished on the map by the absence of the hexagonal grid. This is just a graphic solution, assume for all purposes the hexes still exist. For the sake of brevity, henceforth they will be called Desert hexes. No unit may move, Retreat, or Advance After Combat into more than two consecutive Desert hexes in a single Movement or Combat Phase. After moving into its second Desert hex, the unit must either stop or, if it can, continue movement in non-Desert hexes. Movement in desert and non-desert hexes may be combined in a single phase in any manner, as long as the unit moved into no more than two consecutive Desert hexes.
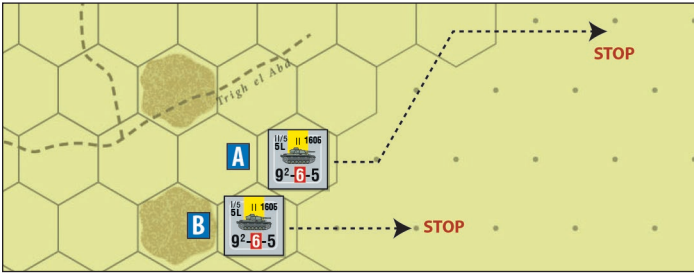

EXAMPLE: Unit A can traverse two Desert hexes and then continue moving via hexagons. Unit B has to stop after the second Desert hex because entering a third Desert Hex is prohibited.

5.6 Exiting the Map

Units may only exit the map to enter a friendly Off Map Box (6.1.2).

5.7 Escarpment Hexside Movement Effects

Non-Mechanized units must spend one additional MP to cross an Escarpment hexside. Mechanized Units are prohibited from crossing. All units may cross Escarpment hexsides when following the path of a Road at the Road rate.
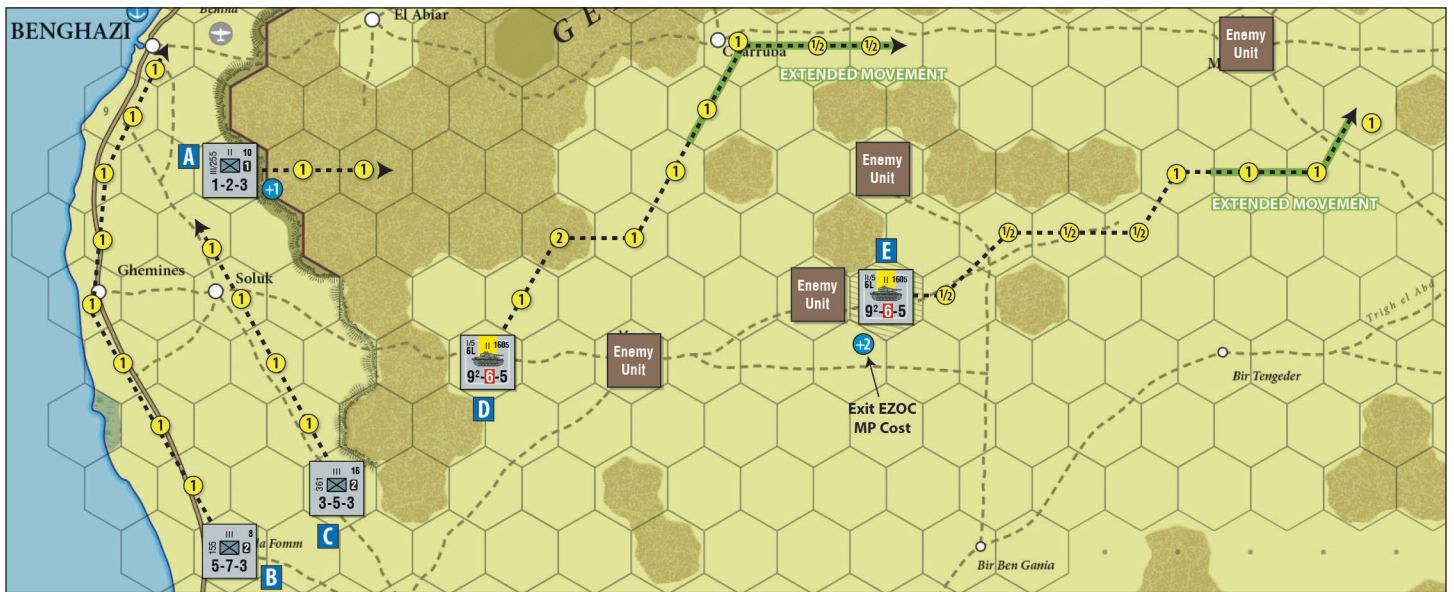
5.8 Trucks

(5.8.1) General Rule: Trucks are Non-Combat Units—they are not markers. Trucks are used to carry Combat Units, Replacement Units, or Supply Points. Each Truck may carry either one Combat Unit (any size), one Replacement, or one Supply Point using the Mechanized Movement rate. Trucks may use Extended Movement. It does not cost a Truck any extra MPs to pick up or drop off units—a Truck merely enters the hex where the unit is located, picks it up, and may continue moving. The unit picked up cannot have moved yet. A Combat Unit being transported by a Truck is not diminished in any way—it still has a ZOC and full combat ability (attack and defense).

PLAY NOTE: A Truck carrying a Non-Mechanized Combat Unit essentially makes that unit a Mechanized Combat Unit.

(5.8.2) If You Move It, You Stay With It: Once a Truck picks up a unit, it must remain with that unit for the remainder of the Movement Phase—it may not drop it off or pick up anything else. A Truck that starts the Movement Phase stacked with one unit may leave it behind, move, pick up a different unit, and then continue moving. A truck can carry one unit in the movement phase and a different unit in an advance after combat.

(5.8.3) Trucks Without Combat Units: A Truck *without* a Combat Unit may not enter a hex containing enemy Non-Combat Units (in an effort to capture or eliminate them).

(5.8.4) Truck Special Transfer: In lieu of moving, a Truck may be picked up and placed in a friendly Off Map Box or in any hex that contains a friendly Combat Unit or Supply Point that is currently in Full Supply (16.2). Trucks that are Out of Supply (judged at that instant), or in a situation where its only source of supply is a Port may not use the Special Transfer. Trucks may not carry any units (including SPs) while making the Special Transfer.

EXAMPLES: Unit A pays 1 MP to cross the Escarpment hexside and 1 MP per Rough hex. Unit B moves entirely along Highway hexes and so can use the 5 hex Highway Bonus. Unit C moves along Tracks and so can use the 1 hex Track Bonus. Mechanized Unit D does not enter an EZOC and so can use Extended Movement to increase its Movement Allowance by 3 MPs—it moves a total of 8 MPs. Unit E spends 2 MPs to exit the EZOC it starts in, and uses a total of 8 MPs to arrive at its ending hex.

PLAY NOTE: This is a good way to get your Trucks back to Tripoli or the Nile Delta to pick up more supplies or units.

(5.8.5) Other Rules Regarding Trucks:
- Trucks have no ZOCs: 7.1
- Attacking a Truck: 8.7 and 10.2.2
- Replacing Eliminated Trucks: 19.1.2
- Captured by Axis: 27.1

5.9 Rail Movement

(5.9.1) The Basics: The only rail line in the game leads from the Nile Delta Off Map Box to Mersa Matruh. The Allied player may move either one Combat Unit (any size), one Replacement, or one Supply Point per Allied Movement Phase along the rail line. Rail Movement costs the unit its entire MA. Rail Movement may not enter or exit an EZOC. Units may entrain/detrain only in Cities, Towns, Landmarks, and the Nile Delta. The rail line may not be damaged or destroyed, nor used in any way by the Axis player. If a unit uses Rail Movement then place the Rail marker on the unit. A Rail marker remains on the unit and may be removed in the next Allied Player Initial Phase. Combat Units under a Rail marker defend at half strength (round fractions up) and cannot attack. Supply Points and Replacements under a Rail marker may not be used for any purpose until the Rail marker is removed in the next Initial Phase.

(5.9.2) The Extended Railroad: On Turn 17 the railroad is extended from Mersa Matruh to Misheifa (hex 2351). The presence of Axis units has no effect on the completion of this section.

6.0 OFF MAP BOXES

6.1 In General

(6.1.1) Purpose: These represent areas beyond the hex map. Axis reinforcements and Replacements start in Italy and must be transported by Naval Transport to Tripoli or Benghazi (22.3). From Tripoli they can move on to the hex map or sail from Tripoli to one of the other on map ports (21.0).

(6.1.2) Friendly Off Map Boxes: Italy and Tripoli are friendly to the Axis player, the Nile Delta is friendly to the Allied Player. Neither player may enter the other's Off Map Boxes.

(6.1.3) Bases: The Italy Box is the Axis Base and the Nile Delta Box is the Allied Base. Each side's Replacements, Reinforcements, and Supply Points are placed in their Base when they arrive into play.

6.2 Properties of Off Map Boxes

An unlimited number of units may occupy an Off Map Box. Combat is not allowed and ZOCs are not exerted into or out of an Off Map Box. Units are always in Supply while in an Off Map Box. Units may remain in an Off Map Box as long as the owning player wishes.

6.3 Off Map Boxes and Movement

(6.3.1) Entering an Off Map Box: Units that enter an Off Map Box during the Movement Phase must stop and may not exit until the following Action Impulse.

(6.3.2) Exiting an Off Map Box: Units may exit Tripoli or the Nile Delta and move onto the map (6.3.3). Axis units in Tripoli may also use Naval Transport (21.0) to sail to an on-map Port. Allied units in the Nile Delta may exit the box via Rail Movement (5.9), Naval Transport (21.0), or by land movement. Axis units in Italy may only exit the box by Naval or Air Transport (18.7.6).

(6.3.3) Land Movement between an Off Map Box and the Map: Tripoli on the west side and the Nile Delta on the east side are considered adjacent to the map. These two map-edge Off Map Boxes may be entered only by friendly units during movement, retreat, or Advance After Combat. During the Movement Phase, the cost to enter the Off Map Box from the map edge is 1 MP (or one hex if using Tactical Movement). The cost to exit the Off Map Box and enter the map is always the cost of the first hex entered; units may use the Road rate if applicable. Units that exit the Nile Delta or Tripoli may not reenter the Off Map Box in the same Movement Phase.

(6.3.4) Restrictions on Exiting an Off Map Box:
- Units must be in Good Order (13.1.1) to exit an Off Map Box.
- Non-Mechanized units and Supply Points may only exit an Off Map Box if Trucked, Railed, or using Air or Naval Transport.

7.0 ZONES OF CONTROL

7.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more **Combat Units** constitute the Zone of Control (ZOC) of those units. Non-Combat Units (Trucks, Replacements, and Supply Points) and markers have no ZOC.

*PLAY NOTE: All Combat Units have a ZOC, including Remnants and ASUs.*
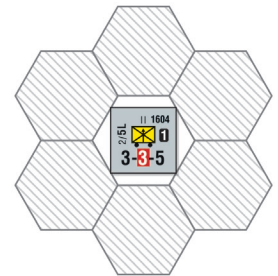
7.2 ZOCs and Movement

All units must stop and end their Movement upon entering an enemy Zone of Control (EZOC). It costs no additional Movement Points (+0 MPs) to enter an EZOC; it costs two additional Movement Points (+2 MPs) to exit an EZOC. A unit that starts its move in an EZOC may move directly into another EZOC and stop.

7.3 Limited ZOCs

A ZOC is downgraded to a Limited ZOC if it extends up and over an Escarpment hexside or into an enemy Fortification. A Limited ZOC does not stop movement of enemy units and it costs enemy units only +1 MP to leave a hex in a Limited ZOC. Besides the two items mentioned, Limited ZOCs are treated like regular ZOCs in all respects.
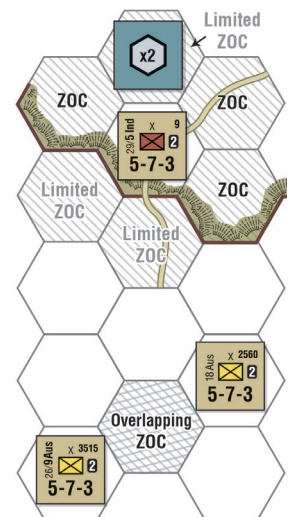
7.4 Overlapping ZOCs

An overlapping ZOC is a ZOC (not a Limited ZOC) that comes from two or more different units that are not adjacent to one another. Overlapping ZOCs block Retreats (12.2.1) and Line of Supply (16.3.2). Units marked OOS may not enter an enemy Overlapping ZOC (16.4). Overlapping EZOCs are canceled by friendly units.
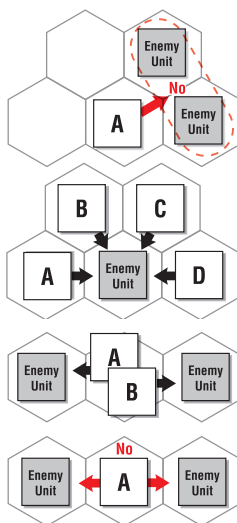
8.0 COMBAT

8.1 The Basics

During the Combat Phase the Phasing Player may attack adjacent enemy Combat Units. Attacking is voluntary: no unit or stack is forced to attack. No unit may attack or be attacked more than once per Combat Phase (exception: Breakthrough Combat [15.0] allows units to attack again and allows them to attack a unit that has already been attacked). Some units in a stack may attack while the others don't attack or attack different hexes. All defending units in a hex must be attacked as one combined Defense Strength. The attacker may conduct his attacks in any order and need not predesignate them. A unit may not attack into a hex or across a hexside it is prohibited from entering or crossing in the Movement Phase. See also Optional Rule 27.5 regarding Disengagement.

CLARIFICATION: A defending unit or stack that has been attacked in Breakthrough Combat can be attacked again by regular combat as long as the attacking units have not yet attacked at all in the current Combat Phase.

8.2 Multi-Hex Combat

- The attacker may attack only one hex in *each* combat.

- A defending unit or stack can be attacked from up to six different adjacent hexes.

- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.

- No unit may split its Attack Strength to attack multiple hexes.

8.3 Combat Procedure

Follow these steps for each combat:

STEP 1: Compare the combined Attack Strength of the attacking units (capped at 30 [8.8]) against the total Defense Strength of the defending units (capped at 15) and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT). Attacks at less than 1-3 are not allowed.

> EXAMPLES: A 7 to 2 would be a 3:1, 9 to 4 = 2:1, 6 to 4 = 1:1, and a 5 to 6 = 1:2.

STEP 2: Players determine if any Tank or Elite Combined Arms Shifts (9.2, 9.3) are applied. The attacker must then declare if he is using Attack Supply (8.5), Artillery Support (9.4), and/or Air Support (18.7.4).

STEP 3: The defender then decides if he will use Artillery Support and/or Defensive Air Support (18.7.4).

STEP 4: After adjusting for column shifts, roll a 6-sided die. Use the applicable column on the CRT, cross-reference the die roll number and implement the results. Players immediately remove any step losses (10.2) and conduct any Retreats (12.0) if necessary. Units that retreat are marked Disrupted or in Full Retreat (13.0).

STEP 5: If the defender was eliminated or retreated then the attacker may perform Advance After Combat (14.0). Breakthrough Combat (15.0) can occur during Advance After Combat.

8.4 Command and Control

(8.4.1) Comando Supremo: German and Italian units may not participate in the same attack unless the Axis Player uses his Comando Supremo marker. Comando Supremo can arrive as an event or can be purchased for one Resource Point. The effects last for one Axis Player Impulse. Return the marker to the Axis marker display after it is used. Comando Supremo is not necessary in defense—German and Italian units may stack together and defend together without penalty. An Auto DS Attack is considered an "attack", and therefore requires Comando Supremo to combine Germans and Italians.

(8.4.2) Allied Command and Control: All Allied units may stack together and defend together without penalty. The following restrictions apply only to attacks:

- No more than two nationalities may participate in each attack. Each Commonwealth nation is considered a separate nationality.

- No more than three Tank Units may participate in each attack.

DESIGN NOTE: In 1941 the British were still under the influence of Liddell Hart's belief that armor should be dispersed and did not mass their tanks.

8.5 Attack Supply

(8.5.1) In General: All attacks in which the attacker wishes to use Tank Shifts (9.2) or use 10 or more points of Attack Strength requires Attack Supply. Attack Supply costs 1 SP—either remove one Supply Point or flip one ASU (17.1.4) that is in Good Order to its Depleted side. The 1 SP or ASU provides Attack Supply to *all* attacks in Range (17.3). Only one Combat Unit in each attack needs to be in Range of the SP or ASU. If Attack Supply is not purchased or available, then attacks without Attack Supply are capped at an Attack Strength of 9 (applied after halving and doubling) and any Tank Shifts earned by the attacker are ignored (the attacker's Tank Units can still deny Tank shifts to the defender). Attack Supply is determined for each attack at the moment of combat. The Supply Point is removed or the ASU is flipped at the end of the Combat Phase. The defender does not need to spend SPs for defending.

NOTE: The attacker can have any number of units participating in an attack without Attack Supply, but only 9 factors are counted.

(8.5.2) Attack Supply Restriction: An Italian or German ASU may only be used for Attack Supply if at least one unit of their nationality is involved in the attack. An Allied ASU supports any Nationality on the Allied side without restrictions.

(8.5.3) Overwhelming Odds: Any attack at 10-1 odds or higher and Automatic DS attacks (8.9) do not require or consume Attack Supply even if Tank Shifts are used. If the 10-1 attack leads to a Breakthrough Combat where Attack Supply would be necessary then Attack Supply is consumed (traced to the hex the units were in at the start of the regular combat).

8.6 Parenthesized Units
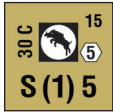
The Defense Strength of these units is used only if they are the only unit in the hex. If there are multiple such units in the hex, only one is used. When stacked with other units, the unit may not be selected for a step loss until all other defending units are eliminated.

8.7 Combat Against Non-Combat Units
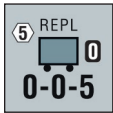
Non-Combat Units alone in a hex without any Combat Unit to protect them may not be attacked—they are eliminated if an enemy Combat Unit *enters* their hex (via movement, combat [10.2.2], or Advance After Combat [14.6]). This does not stop movement (or the Advance) nor cost any extra MPs. There is a chance of capturing Supply Points (17.2.3) and Trucks (27.1). Unescorted trucks can't be captured. Eliminated Trucks are placed in the Eliminated Box and Replacements and SPs are placed back in their pools.

8.8 Minimums and Maximums

(8.8.1) 30 Attack Factors: The attacker can use a maximum of 30 Strength Points in a given combat, provided there is Attack Supply (8.5.1). All Strength Points in excess of this are ignored. This limit applies after halving and doubling.

(8.8.2) 15 Defense Factors: The defender can use a maximum of 15 Strength Points in a given combat. All strength points in excess of this are ignored. This limit applies after halving and doubling.

DESIGN NOTE: These strength limits prevent excessive factor counting and put more dependence on combined arms.

(8.8.3) Combat Odds: Combat at odds less than 1-3 is not allowed. Combat at odds 8-1 or 9-1 is resolved on the 7-1 column. Combat at odds 10-1 or greater automatically achieves a DS result.

(8.8.4) Column Shifts: When applying column shifts beyond the 7-1 column assume that 8-1, 9-1, etc., columns exist. Apply the 7-1 column limit after calculating the net effect of both the attacker's and defender's column shifts.

EXAMPLE: Odds of 8-1 with one shift left for Terrain would be resolved on the 7-1 column, not the 6-1 column. Odds of 7-1 with one shift right would be resolved on the 7-1 column.

8.9 Automatic DS

(8.9.1) Procedure: Defending units can suffer an Automatic Defender Shattered (Auto DS) result during a Movement Phase when the Phasing Player has enough units adjacent to the defender's hex to ensure 10-1 odds against it. Tank and Elite Combined Arms shifts (9.2, 9.3) may be used but not Air or Artillery shifts (which are only allocated in the

Combat Phase). At that point the Phasing Player *may* declare an Auto DS against the hex. The defending unit(s) immediately suffer a DS result and any surviving units are retreated **4 hexes** by the defender abiding by the Retreat Guidelines (12.1.3). All units that made the 10-1 possible are marked with "Auto DS" markers—they cannot move any farther that Movement Phase nor take part in regular combat in the upcoming Combat Phase.

Important: Automatic DS markers are placed in the Movement Phase, never in the Combat Phase.

(8.9.2) Advance After Combat: During the Combat Phase the units marked with Auto DS markers may, after all combats and Disengagement Attempts (27.5) have been resolved, conduct their Advance After Combat at their full Advance rate (14.2), at which time the markers are removed. As in regular combat, only one stack in each Automatic DS attack may conduct Breakthrough Combat (15.0).
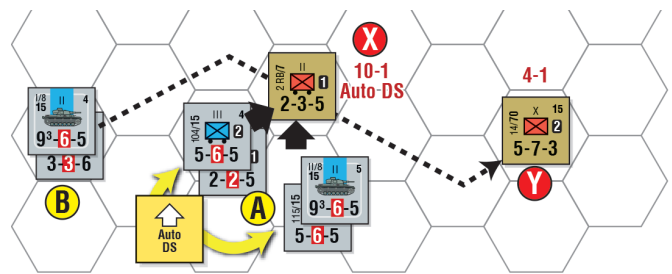
EXAMPLE: During the Axis Movement Phase the Axis player moves the four units shown above adjacent to the British battalion. Since the odds are 21 to 3 with two Tank Shifts and one Elite Combined Arms shift the odds are 10-1. The British battalion suffers a DS result and is eliminated. The four German units are indicated with Auto DS markers. Stack B can now move and set up a 4-1 (12 to 7 with three shifts) attack against hex Y for the Combat Phase.

9.0 COMBAT MODIFIERS

9.1 Halving and Doubling

A unit can never be halved or doubled more than once. When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number. If a unit is both halved and doubled (e.g., a Disrupted unit defending in a Fortified hex), then the unit returns to its printed strength. Units are halved for the following reasons:

- Vehicle Units (2.3.3) attacking across the Tobruk Perimeter Hexside (9.6) or into a hex containing a Fortification (9.5).
- Units attacking up and across a Ridge or Escarpment Hexside.
- Tank Units attacking when the defender has a better Tank Rating (even in Jebel Terrain where Tank shifts are not allowed).
- Attacking when *marked* Out of Supply (16.4).
- Defending units that are Disrupted (13.2) or under a Rail or Naval Transport marker (21.1.5).

9.2 Tank Shifts

(9.2.1) Tank Shifts in General: Terrain (9.2.2) and Attack Supply (8.5.1) permitting, the attacker can gain or suffer Tank Shifts in each combat. Each shift moves the column on the CRT either left or right.

(9.2.2) Tank Shifts and Terrain: Tank Shifts can never be earned if

the defender is in a Fortification, Jebel, or City hex. Tank Units attacking across an Escarpment or into and across the Tobruk Perimeter hexside (9.6) cannot be used to gain a Tank Shift, but their presence is enough to prevent the defender from gaining the Tank Shift.

(9.2.3) Procedure: Compare the best Tank Rating among the participating attacking units with the best Tank Rating in the defending hex. If the defender has no Tank or 88mm Flak units then assume his Rating is 0. If the attacker has the higher rating then he earns a number of column shifts right equal to the difference—but never more than two shifts maximum (examples A, B, and C below). If the best Tank Ratings on each side are equal then neither side earns shifts (example D). If the defender has the higher rating, then the attacker earns no shifts *plus* he must halve (round up) the Attack Strength of all his attacking Tank Units (example E). If the attacker has no Tank Units and the defender does, then the attacker suffers one shift left (example F).
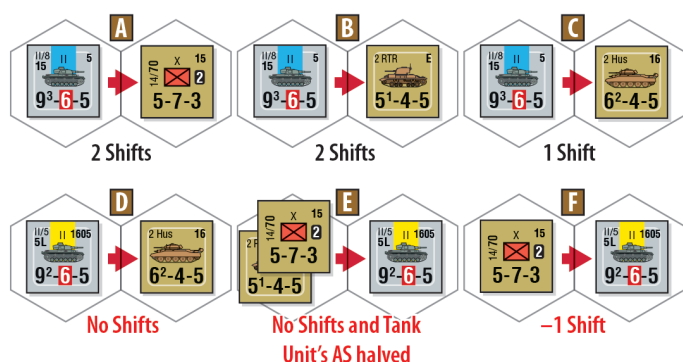

EXAMPLES: [A] Tank Rating of 3 against an infantry unit = 2 shifts (maximum). [B] Tank Rating of 3 vs 1 = 2 shifts. [C] Tank Rating of 3 vs 2 = 1 shift. [D] Equal Tank Ratings = no shifts. [E] Defender has superior Tank Rating. [F] Attacker without tanks attacking a Tank Unit = –1 shift.

(9.2.4) 88mm Flak Units: These units can never earn the Tank Shift—only deny it. These units have their tank rating inside a white circle as a reminder of this. See 18.2 for full details. An attacking 88mm Flak unit prevents tank units in its hex from being halved.

9.3 Elite Combined Arms Shift

If the attacker has both an Elite Tank Unit and an Elite Infantry-type unit participating in the attack, then the attacker receives a favorable column shift on the CRT of one column to the right. The defender never earns shifts for Elite Combined Arms. This modifier may be used even if the attack does not receive Attack Supply.

9.4 Artillery Support Shifts
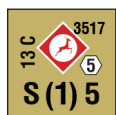
(9.4.1) Both the attacker and defender may provide Artillery Support to any combat in Range (17.3). The attacker must decide first. Artillery Support requires a friendly ASU (17.0) in Range and in Good Order (13.1). Each Artillery Support requires the ASU to be flipped to its depleted side or an SP stacked with the ASU to be removed. Each combat is limited to one Artillery Support shift—if both the attacker and defender use Artillery Support then the shifts cancel out.

PLAY NOTE: An attack with Artillery Support and using Attack Supply would cost two Supply Points.

(9.4.2) Artillery Support Restrictions: An Italian or German ASU may only be used for Artillery Support if at least one unit of their nationality is involved in the combat.

9.5 Fortification Markers

(9.5.1) Combat Effects: All units except Vehicle Units have their Defense Strength doubled. The doubling for Fortifications is not cumulative with terrain doubling. A fortification in the defender's hex prevents either side from gaining Tank Shifts. All vehicle units are halved when attacking fortifications.

(9.5.2) ZOC Effects: A ZOC is downgraded to a Limited ZOC when it extends into an enemy Fortification (7.3). Units inside a Fortification exert a full ZOC unless downgraded per rule 7.3.

(9.5.3) Building Fortifications: It costs one Resource Point (23.2) to build a Fortification. The construction hex must contain or be adjacent to a friendly Combat Unit in Full or Port Supply (16.2). Construction is a two part process—it is begun in the Movement Phase of the Phasing Player's Action Impulse (place the counter on its reverse "Under Construction" side) and may be completed in the owning player's next Initial Phase. How quickly a Fortification is built is determined by a die roll or if Existing Groundworks are present.

(9.5.4) Fortification Completion Die Roll: Roll one die for each friendly Fortification being built in a hex other than an Existing Groundworks hex (9.5.5)—on a die roll of 1-3 it is completed and the Fortification marker is flipped over. If the die roll is 4-6 the completion die roll fails but can be tried again in the next friendly Initial Phase. An unfinished Fortification has no effect on play. Construction completion, and completion die rolls requires a friendly Combat Unit in Full or Port Supply (16.2). The unit may change each turn.

(9.5.5) Existing Groundworks: *These represent sites containing old Fortifications that only need to be mined and improved.* Fortifications built on one of the five hexes marked as Existing Groundworks hexes do not need a die roll to complete—they are completed in the next friendly Initial Phase.

(9.5.6) Building Restrictions:
- No more than one Fortification is allowed in a hex.
- Fortifications may not be built in an EZOC unless a friendly Combat Unit is present.
- You can't attack from a hex that is building a Fortification Marker.
- Each side is limited to 14 Fortifications in play at any one time.

(9.5.7) Removal: A Fortification marker is removed if an enemy unit enters its hex. It may also be voluntarily removed by the owning player at any time during his Player Turn. A vacant Fortification does not impede enemy movement in any way.

9.6 Terrain
- CITY: All Combat Units except Vehicle Units have their Defense Strength doubled. *Note, Alexandria is the only city on the map.*
- JEBEL: No Tank Shifts and defender earns one shift left.
- RIDGE: All units are halved when attacking up and are doubled when attacking down (even if a Road is used).

- ESCARPMENT: All units are halved when attacking up and are doubled when attacking down (even if a Road is used). Vehicle Units may only attack across an Escarpment if attacking along a Road. *Infantry-type Mechanized units may attack across a non-Road Escarpment hexside, but they may not advance across it.*

- TOBRUK PERIMETER: Tank Units attacking into (but not out of) the Tobruk Perimeter cannot earn Tank Shifts (9.2.2) and Vehicle Units have their Attack Strength halved. *This feature represents an anti-tank ditch and becomes superfluous when Fortifications are built inside the Tobruk Perimeter.*

9.7 Other Combat Modifiers
- Attack Supply (8.5)
- Air Support: One shift (18.7.4)
- DISRUPTED: Defense Strength halved (13.2)
- FULL RETREAT: Defense Strength = 0 (13.3)
- OUT OF SUPPLY: Units marked Out of Supply have their Attack Strength halved (16.4).

10.0 COMBAT RESULTS

10.1 Explanation of Combat Results
The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the strategic situation.

DS = DEFENDER SHATTERED: The defender loses one step—the unit selected is determined by the *attacker*. Surviving defenders must Retreat 4 hexes and are marked in Full Retreat (13.3).* The attacker may Advance After Combat (14.0) up to 4 hexes.**

DR4 = The defenders must Retreat 4 hexes and are marked in Full Retreat (13.3).* The attacker may Advance up to 4 hexes.**

D1 = The defender loses one step. Surviving defenders must Retreat 2-3 hexes* (his choice) and become Disrupted. The attacker may Advance up to 3 hexes.**

> *Non-Mechanized units Surrender (12.5) if they retreat more than 2 hexes.*
>
> **Non-Mechanized units and Matildas may advance only 2 hexes.*

A1/D1 = Both sides lose one step. Surviving defenders must Retreat 2 hexes and become Disrupted. The attacker may Advance up to 2 hexes.

A1/DR2 = The attacker loses one step. The defender must Retreat 2 hexes and become Disrupted. The attacker may Advance up to 2 hexes.

DR2 = The defender must Retreat 2 hexes and become Disrupted. The attacker may Advance up to 2 hexes.

DRX = Both sides lose one step‡—the unit selected is determined by the *opposing player*. The defender must Retreat 2 hexes and become Disrupted. The attacker may Advance up to 2 hexes.

EX = Exchange: Both sides lose one step‡—the unit selected is determined by the *opposing player*. No Retreat for the defender. If all defenders are eliminated, then the attacker may enter the vacated hex and stop—a Limited Advance (14.2.2).

> ‡ *If an 88mm Flak unit is involved the Allied player might lose two steps, see 18.2.*

A1 = The attacker loses one step. No Retreat or Advance.

10.2 Selecting Step Losses
(10.2.1) Who Picks: The owning player selects the unit that will take the step loss unless an **EX, DRX,** or **DS** was rolled. When those results are rolled the *opposing player* selects the opponent's step losses.

(10.2.2) Step Loss Selection Guidelines:
- Step losses must come from a unit that contributed Attack or Defense Strength to the combat.
- Parenthesized Defense Strength (8.6) units and Combat Units that contributed no Attack or Defense Strength may not be selected until all other participating units are eliminated.
- Non-Combat Units are immediately eliminated or captured (17.2.3, 27.1) if all the Combat Units they were stacked with are eliminated or Surrender (12.5).

Within those guidelines any unit can be selected, it doesn't have to be a unit that provided a Tank shift. If both sides are required to remove a step, the defender selects his first.

10.3 Indicating Step Losses
Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated. A 3-step unit forms a Remnant (10.4) on its third step.

10.4 Remnants and the Remnant Display
(10.4.1) 3-Step Units: When a 3-step unit takes a second step loss it *may* be replaced with a Remnant of the appropriate type. Place the regiment or brigade in the Remnant Display and place the Remnant on the map where the unit was. When a remnant is eliminated it goes back to the Remnant Display and the unit's counter is moved from the Remnant Display to the Eliminated Box.

(10.4.2) Remnants Are Not Mandatory: Players may elect not to use a Remnant and put the reduced 3-step unit directly into the Eliminated Box. In this case the unit loses two steps—its 2nd and 3rd step. This option is mandatory if there is no available Remnant in the display.

11.0 DETERMINED DEFENSE

11.1 In General
The defender may attempt to cancel the Retreat portion of a CRT result by using the Determined Defense Table, provided at least one step survived the combat and the Combat Result allows it. A successful result on this table cancels the Retreat, the Disruption, and the Advance After Combat.

11.2 The Determined Defense Table
(11.2.1) Procedure: Step losses from the CRT are implemented before resolving the Determined Defense. If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit (11.2.3). If there is only one eligible unit, then that unit

must be the Lead Unit. The terrain of the defender's hex determines the column to use on the table. Use the "Fortification/City" column for units in Fortifications or City hexes, use the Clear/Rough column for units in Clear, Rough, or Trackless Desert hexes. Use the "Other" column for all other hexes—Jebel, Towns, and Existing Groundworks without Fortifications. Landmarks, Roads, Airfields, and hexside features have no effect on the column determination. Roll one 6-sided die and implement the result.

(11.2.2) CRT Background Colors: If the background color is orange ▢, then the defender suffers a –1 die roll modifier if he conducts a Determined Defense. If the background color is red ▢, then a Determined Defense is not allowed—even if it is a Desperate Defense (11.5) for the defender.

(11.2.3) Lead Units: The Lead Unit determines any possible DRMs and will be the unit to suffer the step loss if one is called for. Any Good Order (13.1.1) Combat Unit can be a Lead Unit except an ASU (17.0). If there are no units in the stack that can be the Lead Unit then a Determined Defense is not possible.

(11.2.4) Die Roll Modifiers:
+1 Lead Unit is Elite (2.3.2)
–1 Lead Unit is Low Quality (2.3.2)
–1 The CRT result is orange ▢
+1 DD Support (11.3).

The maximum modifier for Determined Defense is DD Support (+1) plus an Elite unit (+1) = +2.

11.3 DD Support

The defender may use one Air Unit or ASU within Range to modify the die roll. The defender must declare DD Support before the die is rolled. Only Air and ASUs on their Ready side may be used, and no more than one may be used in each Determined Defense—the maximum modifier for DD Support is +1. Once used, the Air unit or ASU is flipped to its USED/Depleted side. (Note: an ASU can use a stacked SP instead of flipping.) An Italian or German Air unit or ASU may only provide DD Support if a unit of the same nationality is in the defending hex at start of the Determined Defense.

11.4 The Determined Defense Table

Die Roll	Clear, Rough	Other	Fortifications City
≤ 1	F -/1	F -/1	F -/1
2	F -/-	F -/-	F -/-
3	F -/-	F -/-	F -/-
4	F -/-	F -/-	Ⓗ -/1
5	H -/1	H -/1	H 1/1
6	H -/1	H 1/1	H 1*/1
≥ 7	H 1*/1	H 1*/1	H 1/-

(11.4.1) List of Results

F	Determined Defense fails
H	Success—the defender Holds
Ⓗ	Success, but defender's Fortification marker is removed

#/#	Step losses: Attacker/Lead Unit
1*	Attacker's step loss is picked by the defender.

(11.4.2) Successful but Eliminated: If the defender rolls a *successful* Determined Defense but loses his last step in doing so (the hex is now vacant of Combat Units), the attacker receives a Limited Advance (14.2.2).

(11.4.3) Failed Determined Defense: If the result is **F (Fail)**, then the Determined Defense fails and the unit or stack must retreat. Exception, see Desperate Defense (11.5).
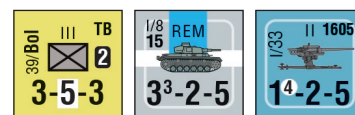
11.5 Desperate Defense

(11.5.1) In General: This occurs when the defending units have no retreat path and would be eliminated if they retreat. At the cost of one step loss per failed attempt, it allows the defender to keep rolling on the Determined Defense Table until all defending units are either eliminated or they succeed in holding.

(11.5.2) Eligibility: A Desperate Defense is only allowed if the CRT result did not have a red background (11.2.2) *and* one of the following applies:

• All the units will be eliminated if they Retreat (12.2.1), or
• they occupy a Port hex and the loss of that Port will cause those units to become OOS.

(11.5.3) Procedure: Declare that the defending units are in a Desperate Defense situation and conduct the Determined Defense in the usual manner. However, if the attempt fails, ignore it, apply a step loss to the Lead Unit and try again. A new Lead Unit may be selected after each attempt. If multiple die rolls are necessary, the DRM for DD Support (11.2.4) applies to each die roll and there is no further expenditure of SPs or Air Units.

EXAMPLE: The three units above must retreat and have no retreat path so the Axis Player declares a Desperate Defense. He flips over an ASU that is within Range to provide a +1 DRM for each die roll. He selects the Italian infantry regiment as his Lead Unit and rolls a die using the Clear column on the Determined Defense Table (the units occupy Clear Terrain). The die roll is modified by +1 for DD Support and –1 for the TQ of the Italian unit. The first die roll is a 2 which is a Fail -/-. Since this is a Desperate Situation he may keep rolling applying a step loss for each Fail result. He flips over the Italian unit and rolls again getting a 3—another Fail. The Italian unit is removed. He declares the Tank Unit as his Lead Unit and rolls again—a 4 which is modified to a 5 which is a Success -/1. The Tank Unit is removed and the Retreat and Advance After Combat is stopped. The only unit remaining in the hex is the 88mm Flak unit.

12.0 RETREATS

12.1 Retreat Procedure

(12.1.1) Length of Retreat: When called upon to retreat, defending units must abandon the hex and be retreated by the owning player. The number of hexes is determined by the CRT result. Supply Points without a Truck to carry them cannot retreat and are susceptible to capture (17.2.3). A Non-Mechanized unit without a Truck to carry it may never retreat more than two hexes (see Surrender 12.5.1). See 12.4 for a method to reduce a retreat length.

(12.1.2) Stacks: A stack of retreating units may split up and retreat to different hexes. Units can retreat through friendly units without disturbing the non-retreating units.

(12.1.3) Retreat Direction Guidelines: All retreats must follow the guidelines below. The guidelines are listed in order of priority (#1 takes priority over #2, etc.).

1. Each hex can only be entered once in a retreat—you cannot retreat back and forth.

2. Retreat to any hex that does not cause elimination (12.2).

3. EZOCs: If possible, the retreat should avoid entering an EZOC. If not possible (i.e., priority #1 or #2 is violated), one hex of the retreat may enter an EZOC as long as the retreating unit does not enter an Overlapping EZOC (7.4). After that, all other hexes in the retreat must be clear of enemy ZOCs. A friendly unit (one that did not retreat in the current combat phase) negates an EZOC in the hex it occupies for this purpose.

4. If possible, each hex of the retreat should move the retreating unit or stack farther away from the hex the units occupied when the combat was resolved.

5. If possible, a unit must end its retreat in Supply.

NOTE: If there is no other path of retreat other than a hex containing only enemy non-combat units, the retreat is allowed and the non-combat units are eliminated.

(12.1.4) Overstacking: Units may end their retreat in violation of stacking restrictions. However, the overstacking must be corrected before the end of the owning player's next Movement Phase when all units in excess of the limit are eliminated (4.4).

(12.1.5) Retreats and Non-Combat Units: Trucks, MSUs, and Replacement Units may retreat; Supply Points may not—they are either captured or destroyed (17.2.3). A Truck may pick up and carry any one Combat Unit or SP during a Retreat.

12.2 Elimination Due to a Retreat

(12.2.1) Elimination: Units are eliminated if they retreat into the hexes listed below:

IMPORTANT: In cases involving EZOCs (including Overlapping EZOCS), friendly Combat Units that are not part of the retreating stack negate EZOCs in the hex they occupy.

- Into a hex occupied by an enemy Combat Unit.
- Into an EZOC if it is the second EZOC the unit has retreated into.
- Into a hex containing Overlapping EZOCs (7.4).
- By ending the Retreat in an EZOC. A Mechanized unit may

retreat one additional hex if that will save it from elimination, but this does not allow a unit that has retreated into two EZOCs to survive.

- Off the map unless it is into a friendly Off Map Box. (Retreating into a friendly Off Map Box automatically fulfills the number of hexes required by the retreat.)

- Into a hex or across a hexside that they are prohibited from entering or crossing in the Movement Phase. *Examples: Units that retreat through three consecutive Trackless Desert hexes, or Mechanized units that retreat across a non-Road Escarpment hexside.*
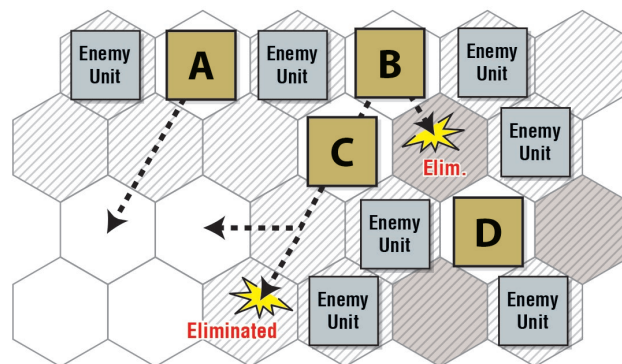
EXAMPLE: Darkened hexes show Overlapping EZOCs. Stack A and B can retreat through one EZOC without penalty. Retreating into an Overlapping EZOC is prohibited, as well as retreating through more than one EZOC. Unit D has no retreat path.

12.3 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack (not Breakthrough Combat [15.3]) in the same Combat Phase, the retreated units do not add their Defense Strength to the combat, may not be selected to satisfy a step loss, and, if required to retreat again, are eliminated. This rule does not apply to Breakthrough Combat (15.3).

12.4 Stopping a Retreat after at Least One Hex

Any unit that retreats into a friendly controlled Port or Fortified hex has the option to stop and end its retreat there with no additional penalty (the unit is still Disrupted or in Full Retreat per the CRT result). The unit must have retreated at least one hex to use this rule.

12.5 Surrender

(12.5.1) How Units Surrender: Units Surrender under the following conditions:

- Non-Mechanized units Surrender if they are ever forced to retreat more than two hexes (or Displace by the Full Retreat rules) or if forced to retreat twice in the same Combat Phase unless they can be carried by a Truck (12.1.1). A non-mechanized unit cannot retreat 1 or 2 hexes to a truck and then hop on to finish a 3- or 4-hex retreat. To avoid surrendering, the unit must be mechanized from the beginning of the retreat.

- Any Combat Unit that is Out of Supply (judged at that instant) when it is eliminated in combat or retreat. For retreat purposes use the final hex of its retreat.

- Units eliminated while in a Port hex and drawing Port Supply from that port, surrender if the enemy advances into the port.

Any Allied trucks in the stack are captured.

(12.5.2) Surrender Box: Any unit that Surrenders is out of play for two turns. Place it in the left-half of the Surrender Box. In the next Preparation Phase it is moved to the right half of the box. If a unit is already in the right-half of the Surrender Box it is moved to the player's Eliminated Box. Once in the Eliminated Box it may be replaced like any other unit.

12.5.3 Units may voluntarily Surrender during the owning player's Movement Phase.

12.6 Elimination Does Not Reduce the Advance

If the defender is eliminated, the attacker still receives the full Advance After Combat allowance.

13.0 DISRUPTION & RECOVERY

13.1 Disrupted, Full Retreat and Good Order

(13.1.1) Combat Units are always in one of three states: Disrupted, Full Retreat, or Good Order. A unit that is neither Disrupted nor in Full Retreat is classified as being in Good Order. Units that are Disrupted or in Full Retreat may stack with Good Order units without causing them to lose their Good Order status.

(13.1.2) How Units become Disrupted: Any Combat Unit that retreats due to a D1, A1/D1, DR2, DRX, or A1/DR2 result is Disrupted.

(13.1.3) How Units go into Full Retreat:
- Any Combat Unit that suffers a DR4 or DS result goes into Full Retreat.
- Any Disrupted unit that is forced to retreat again has its Disrupted status upgraded to Full Retreat.
- Voluntarily (13.3.4).

13.2 Penalties of Disruption

(13.2.1) A Disrupted unit:
- MOVEMENT: May only use Tactical Movement. May not use Rail Movement, Naval Transport, or exit an Off Map Box.
- COMBAT: May not attack, and if attacked have their Defense Strength halved (rounded up).
- May not be the Lead Unit in a Determined Defense (11.2.1).
- ASUs: May not be flipped to their Ready side nor give Combat benefits (Shifts or DD Support).
- REPLACEMENTS: Cannot receive Replacements (19.3.1).

(13.2.2) Abilities Retained: Disrupted units retain their ZOC and Tank Shift abilities in defense.

(13.2.3) Disruption and Non-Combat Units: Non-Combat Units are always in Good Order. Trucks that carry Disrupted units may only use Tactical Movement.

13.3 Effects of Full Retreat

(13.3.1) Full Retreat Benefit: Units in Full Retreat may move their full MA.

(13.3.2) Full Retreat Penalties: Units in Full Retreat suffer all the penalties of Disruption (except the movement penalty) plus the following additional penalties:
- ZOCs: Units in Full Retreat have no ZOC.
- EZOCS: May only remain or move into an EZOC if there are other friendly Combat Units in the hex that are not in Full Retreat. A unit in Full Retreat is eliminated if it retreats into an EZOC.
- MOVEMENT: They may not exit an Off Map Box, nor may they enter an *enemy* controlled Port, Airfield, Fortification, City hex, or a hex containing enemy Combat or Non-Combat Units.
- AUTOMATIC RETREAT: If an enemy Combat Unit moves, advances, Retreats, or starts its move adjacent to a unit in Full Retreat, and the Full Retreat unit is not stacked with friendly Combat Units not in Full Retreat, then the units in Full Retreat must immediately be retreated two hexes (or one hex if the retreat ends with a friendly unit not in Full Retreat) by the owning player and the enemy unit may then continue moving/advancing/retreating.
- COMBAT: They have a Defense Strength of 0. If stacked with other units they contribute nothing to the defense (including Tank Shifts). Non-Mechanized units are susceptible to Surrender (12.5.1) if they cannot be carried by Trucks.
- RECOVERY: They take longer to recover (13.4).
- SUBSEQUENT RETREATS: There is no additional penalty if units in Full Retreat suffer another retreat.

PLAY NOTE: Once a unit goes into Full Retreat it is difficult to eliminate it since it is automatically retreated two hexes if an enemy Combat Unit moves adjacent.

(13.3.3) Abilities Retained: None, except its Full MA.

(13.3.4) Voluntary Full Retreat: During a friendly Movement Phase, a player may put any of his Good Order or Disrupted units that has not yet moved into Full Retreat. He might do this so a Disrupted unit can use its full MA or he wants the unit to automatically retreat if an enemy unit moves adjacent. Units that voluntarily go into Full Retreat may be moved their full MA that same Movement Phase.

13.4 The Recovery Phase

During the Recovery Phase all friendly Disrupted and Full Retreat units that are not in an EZOC may recover one level—Disrupted markers are removed and Full Retreat are flipped to their Disrupted side. If a Disrupted/Full Retreat unit is in an EZOC (or Limited EZOC) then recovery is determined by a die roll on the Rally Table.

13.5 The Rally Table

Die Roll	Result
1-4	Unit remains at its present state
5-6	Unit recovers one level

DIE ROLL MODIFIERS:
- +2 Unit occupies a Port or Fortified hex (these two are not cumulative)
- +1 Unit is Elite
- –1 Unit is Low Quality

Treat results less than 1 as 1, and greater than 6 as 6.

14.0 ADVANCE AFTER COMBAT

14.1 The Basics

If the defender is eliminated or retreats, then all units that participated in the attack (except ASUs that provided a CRT shift) may Advance After Combat. Advance After Combat expends no MPs, you just count the hexes. Stacking limits must be observed at the end of each advance.

See also Optional Rule 27.3.1 regarding Tag-along Advance After Combat.

14.2 Length of Advance

(14.2.1) Length of Advance: The length of Advance After Combat for Mechanized units (with the exception of Matilda Tank Units) and Non-Mechanized units carried by Trucks is determined by the CRT result:

CRT result	Number of hexes
DS, DR4	4 hexes*
D1	3 hexes*
A1/DR2, DR2, DRX, and A1/D1	2 hexes

*Matilda Tank Units and Non-Mechanized units without Trucks may never advance more than two hexes.

(14.2.2) Limited Advance: This occurs when the defender's hex has been cleared of Combat Units by an EX result or by a costly Determined Defense—the attacker may only occupy the defender's vacated hex.

14.3 Advance in Any Direction

Units may advance in any direction (except in a Limited Advance) and do not have to enter the defender's vacated hex.

14.4 Advance and Enemy ZOCs

No unit can advance from one EZOC directly into another EZOC of the same enemy unit, unless it is entering or exiting the defender's vacated hex. Units must stop upon entering an EZOC (even if the hex contains a friendly unit) with one exception: units may ignore EZOCs in the defender's vacated hex. Overlapping EZOCs are treated as regular EZOCs during Advance After Combat.
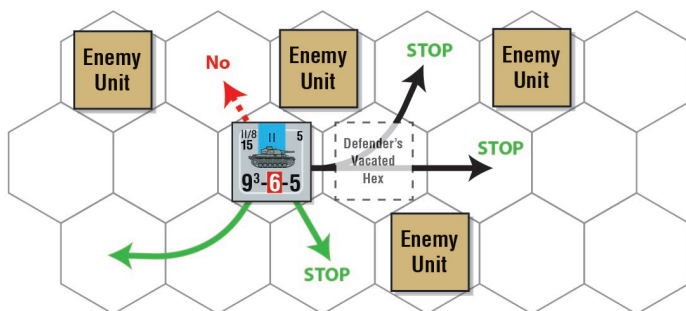
EXAMPLE: The Tank Unit can advance two hexes ignoring EZOCs in the Defender's vacated hex. Green paths are shown to demonstrate units may advance in any direction.

14.5 Terrain and Advance

- No unit may advance into a hex or across a hexside that is prohibited to it in regular movement.
- JEBEL: Mechanized Units must stop and end their advance if they enter a Jebel hex unless they exit the hex via a Road.
- DESERT HEXES: Units must stop and end their advance in the second consecutive Trackless Desert Hex they enter.
- ESCARPMENT HEXSIDES: Mechanized units may only advance across using a Road. Non-Mechanized units may only cross if it is the first hex of their advance and they attacked the hex they are entering. *Note that Infantry-type Mechanized units are allowed to attack across a non-Road Escarpment hexside, but they may not advance across it.*

14.6 Advance and Non-Combat Units

Enemy Non-Combat Units do not stop or slow Advance After Combat. If a unit advances into their hex they are eliminated or captured (17.2.3, 27.1).

15.0 BREAKTHROUGH COMBAT

15.1 In General

Any combat that achieves an Advance After Combat of two or more hexes allows the attacker to conduct Breakthrough Combat. Only Mechanized units, and Non-Mechanized units with Trucks, may use Breakthrough Combat. Breakthrough Combat allows units to conduct an attack during their Advance After Combat.

15.2 Procedure

(15.2.1) Sequence:

1. Declare which stack will be the Breakthrough Group (15.2.2). If the Breakthrough Group will be formed in the Defender's vacated hex, do that now (15.2.3, 15.2.4).

2. Conduct the Advance After Combat of the Breakthrough Group and resolve any Breakthrough Combats as they occur.

3. Conduct the Advance After Combat of the other units in the attack that were not part of the Breakthrough Group. These units may not conduct Breakthrough Combat.

(15.2.2) The Breakthrough Group: In each attack, only *one* stack may conduct Breakthrough Combat—that stack is called the Breakthrough Group. The Breakthrough Group *must* complete its entire Advance After Combat and all Breakthrough Combats before the other units that participated in the attack can advance.

(15.2.3) Restrictions to the Breakthrough Group:

- Stacking Limits apply to the Breakthrough Group: 5 Stacking points plus one Silhouetted unit.
- All the units in the Breakthrough Group with the exception of one unit (which will be termed the "Attached Unit") must be from the same Formation (15.4).
- The Attached unit can be an Independent unit or a unit from another division. An Italian unit may be attached to a German Formation (and vice-versa) as long as Comando Supremo is in effect.
- *Important:* All units in the Breakthrough Group must be either

Mechanized or a Non-Mechanized unit carried by a Truck.

• Only units that participated in the combat (or are Tag-alongs [27.3.1]) may be part of the Breakthrough Group.

(15.2.4) Forming a Breakthrough Group: The Breakthrough Group may be formed in the defender's vacated hex by advancing units that participated in the attack (up to the Stacking Limit). This movement into the defender's vacated hex costs one hex from their Advance After Combat allowance.
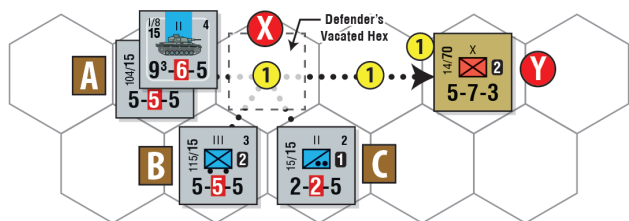
EXAMPLE: The Axis has achieved a D1/Advance 3 against hex X and the defender retreats off to the north (not shown). The four Axis units in hexes A, B and C form the Breakthrough Group by advancing into the defender's vacated hex. With their second hex they advance adjacent to unit Y, and use their third hex to conduct Breakthrough Combat against hex Y. If successful they may advance into hex Y.

(15.2.6) Breakthrough Combat Cost: Each Breakthrough Combat conducted by the Breakthrough Group costs one hex from their Advance After Combat allowance. However, if the Breakthrough Combat is successful in retreating the defender, the advance into the defender's vacated hex is free.

(15.2.7) Eligible Targets: Breakthrough Combat can target any enemy units that the Breakthrough Group moves adjacent to (including those that retreated in the initial combat). The target must be in a hex that the Breakthrough Group could legally advance into.

(15.2.8) Resolving Breakthrough Combat: Calculate odds and use the CRT just like any other combat with the exception that the attacker or defender **may not use Artillery, Air Support, or DD Support.** All other Combat Modifiers apply (including Tank and Elite Combined Arms Shifts).

ATTACK SUPPLY: If the original attack had Attack Supply (8.5), then the Breakthrough Group also has Attack Supply. If a 10-1 Overwhelming Odds [8.5.3] attack where no Supply Point was consumed leads to a Breakthrough Combat where the Phasing Player wants to use Attack Supply, then he either declares the original attack used Attack Supply or he selects a friendly supply point in range to provide Attack Supply to the Breakthrough Combat.

(15.2.9) Failed Breakthrough Combat: If a Breakthrough Combat does not eliminate the defender or force the defender to retreat then the Breakthrough Group must end its advance. A defender eliminated by a successful Determined Defense ends the Breakthrough with a Limited Advance.

(15.2.10) Successful Breakthrough Combat: If the Breakthrough Combat succeeds in eliminating or retreating the defender, then the Breakthrough Group may continue its Advance After Combat if it has hexes remaining in its allowance. The owning player has the choice of continuing the advance from the defender's vacated hex or from the hex the Breakthrough Combat was launched from.

If continued from the defender's vacated hex the movement into that hex does not cost another hex of the advance—that price was already paid for by the 1-hex cost of the Breakthrough Combat.
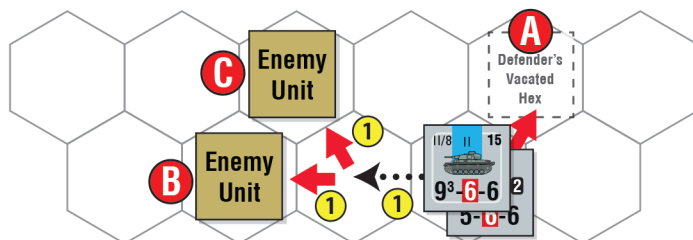
EXAMPLE: The two German units have just attacked hex A and achieved an Advance After Combat of 3 hexes. Instead of entering the defender's vacated hex, they move one hex to the left and attack hex B. The Breakthrough Attack at B results in the defender retreating and allowing the Breakthrough Group to continue. The Axis player does not advance into hex B, but instead keeps the stack in its current hex and attacks hex C. If unit C retreats, then the Breakthrough Group may advance into the vacated hex. The yellow numbers in circles indicate the cost in hexes to perform each action.

(15.2.11) No Additional Hexes: A Breakthrough Group never earns additional hexes to its allowance by a Breakthrough Combat—it always uses the Advance Allowance from its initial attack.

(15.2.12) EZOCs Stop the Breakthrough: If the Breakthrough Group advances into an EZOC other than the initial "defender's vacated hex", the Breakthrough Group must either end its advance there or conduct Breakthrough Combat. If that Breakthrough Combat clears away the EZOCs, or the Breakthrough Group frees itself from the EZOCs by advancing into the defender's vacated hex, then it may continue its advance if the CRT result allows.

(15.2.13) Splitting the Breakthrough Group: The Breakthrough Group may drop off but not pick up units as it advances. Units dropped off must stop and end their advance.

15.3 Breakthrough Combat Against Previously Retreated Units

Unlike retreats from regular Combat (12.3), units that have already retreated (they are currently marked Disrupted) may defend against Breakthrough Combat and are not eliminated if forced to retreat again (but are placed in Full Retreat). If the defender's hex exceeds the Stacking Limit (12.1.4), then all units in excess of the Stacking Limit (defender's choice) contribute nothing to the defense.

PLAY NOTE: Non-Mechanized units without Trucks will Surrender if they retreat twice in the same Combat Phase (12.5.1).

15.4 Definition of Formations

(15.4.1.) Purpose: This term is important in Breakthrough Combat since only one Formation (plus any one other unit) may take part in each Breakthrough Combat (restrictions: 15.2.3). It is the only time when the term Formation is important.

(15.4.2) Definition: A Formation can be a division as well as a brigade, regiment, or single battalion. All the units belonging to the same division are considered one Formation.

(15.4.3) British Armored Divisions: Since the British shuffled

their battalions around between their armored divisions the Allied player may consider any 6 British Mechanized battalions (Tank Units, motorized infantry, and Reconnaissance units) as belonging to the same British armored division, even if the unit has a different Divisional I.D. The composition of a British armored division can change at any time and does not have to be predetermined.

16.0 SUPPLY AND ATTRITION

16.1 The Supply Phase

Combat Units, Trucks, and Replacement Units are checked for Supply during the owning player's Supply Phase. Units able to trace a Line of Supply (16.3) to a Supply Source (16.2) are in Supply. If any unit or stack cannot trace a Line of Supply, it receives an Out of Supply marker. If the unit was already marked Out of Supply then flip its marker to the red side to indicate this is the second turn of being Out of Supply (important for Isolation Attrition [16.5]). If any friendly unit or stack bearing an Out of Supply marker can now trace a Line of Supply, the marker is removed.

16.2 Supply Sources

- **FULL SUPPLY:** Units in an Off Map Box or units on the map that can trace a Line of Supply to an Off Map Box are considered in Full Supply.

- **PORT SUPPLY:** Units that cannot trace a Line of Supply to an Off Map Box but can trace to a friendly controlled Port are considered in Port Supply. Port Supply is identical to Full Supply except Ports may only supply a limited number of units. The number of units a Port can provide Supply to is equal to twice its current Port Capacity. The owning player may decide which units are in Supply and which are not during each friendly Supply Phase.

EXAMPLE: If Tobruk's Port Capacity is at 4 it can provide supply to any 8 units that could trace a LOS to the port. If the capacity is at zero, it can not provide supply to any units.

DESIGN NOTE: Supply Points are used for Combat and extending a Supply Line (16.3.4) and are not a source of Supply.

16.3 Line of Supply

(16.3.1) In General: A Line of Supply (LOS) is a path of contiguous hexes. It starts in the hex of a friendly unit, runs via an Overland Path (16.3.2) to a Road (16.3.3). From there it will be traced an unlimited distance along Roads to a Supply Source. The Overland Portion (if any) must always come before the Road Portion. The Overland Portion may trace directly to a Supply Source without using a Road.

(16.3.2) The Overland Portion of the Line of Supply may be up to **five hexes long.** Count each Jebel or Rough hex the Line of Supply enters that does not follow the path of a Road as **two hexes.** It may traverse all types of terrain but the path may not:

- Cross an all-sea hexside or enter a Marsh hex.
- Cross an Escarpment hexside except along a Road. Exception: The Overland portion of a Supply Path may be traced across a non-Road Escarpment hexside as long as the unit tracing the path is adjacent to that hexside.

- Enter more than two consecutive Trackless Desert hexes.
- Enter an enemy-occupied hex.
- Enter an EZOC hex with one exception: the very first hex can be into an EZOC as long as it is not an Overlapping EZOC (7.4)—a Supply Path may never enter an Overlapping EZOC. Friendly units negate EZOCs in the hex they occupy for tracing a Line of Supply.
- Enter an *enemy-controlled* City, Port, Airfield, or Fortified hex.

(16.3.3) The Road Portion of the Line of Supply may be of any length but must follow a path of contiguous Road hexes. At no time may the Road Portion of the Line of Supply:

- Enter an enemy-occupied hex.
- Enter a hex in an EZOC (any type). Friendly units negate EZOCs in the hex they occupy for this purpose.
- Enter a vacant but enemy controlled Port, Airfield, or Fortified hex.
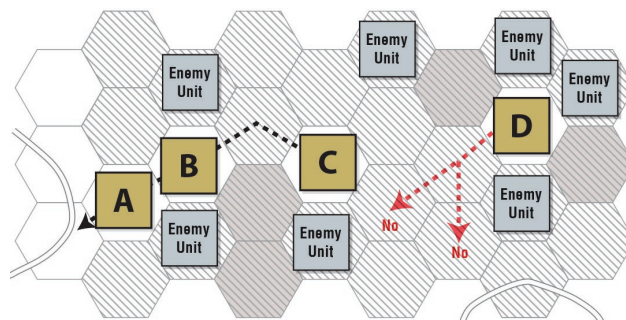
EXAMPLE: Tinted hexes indicate EZOCs. Dark tinted hexes indicate Overlapping EZOCs. Allied units A, B, and C are in Supply. Unit D is not.

(16.3.4) Extending a Supply Line: MSUs (17.2.4) can be used to extend a Supply Line. Any friendly unit that can trace a Supply Line (Overland or Overland + Road) to a friendly MSU is considered in Supply as long as the MSU is itself in supply or can trace to another MSU in a network. The final MSU in the network must have a Line of Supply to a Supply Source. A unit in supply via a MSU has Full Supply if all the MSUs of the network have Full Supply.

(16.3.5) Hex Control: The last player to occupy or pass through a City, Airfield, or Port controls it (assume the hex is garrisoned by units not represented by a counter). All other vacant hexes free of ZOCs are friendly to both players when tracing a Line of Supply.

16.4 Out of Supply Penalties

A unit bearing an Out of Supply marker (white or red) suffers the following penalties:

- MOVEMENT: Units may only use Tactical Movement (5.4) and may not enter an enemy Overlapping ZOC (7.4).
- COMBAT: Attack Strength is halved (fractions are rounded up so 1 halved is still 1).
- ADVANCE AFTER COMBAT: Limited to one hex.
- REPLACEMENTS: It cannot receive Replacements (19.0).

ABILITIES RETAINED: Out of Supply units retain their full Defense Strength, ZOC, Tank Rating, and Troop Quality. For ASUs see 17.1.

16.5 Isolation Attrition

(16.5.1) In General: A Combat Unit that has been Out of Supply for two consecutive friendly Supply Phases (indicated by a red Out of Supply marker) and cannot trace a LOS to a friendly unit in Full or Port supply will suffer Isolation Attrition unless the following applies:

- It is an ASU (see 16.5.2)
- The unit is *not adjacent* to an enemy unit and is within 3 hexes of a source of water—which can be a Town, Landmark, MSU, Supply Point, or non-depleted ASU.
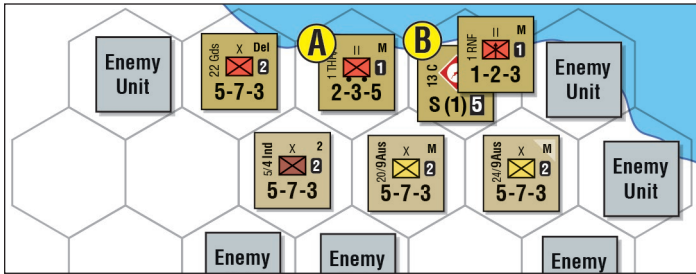
EXAMPLE: The seven Allied units shown above have been Out of Supply for two friendly Supply Phases. All must roll for Attrition except for unit A—because it is not adjacent to an enemy unit, and unit B—because it is an ASU unit. The ASU will be eliminated when the other six units are gone (16.5.2).

(16.5.2) Procedure: Isolation Attrition occurs during each friendly Supply Phase. Roll one die for each applicable Combat Unit (except ASUs) and consult the Isolation Attrition Table. ASUs are immune from attrition as long as they are stacked with or can trace a LOS (use the 16.3 procedure) to a friendly unit that is not an ASU. ASUs marked with a red OOS marker are *immediately* eliminated if they cannot do so. A unit can lose its last remaining step due to Isolation Attrition. Place units that have been eliminated by Isolation Attrition in the Surrender Box.

(16.5.3) The Isolation Attrition Table

Die Roll	*Result*
1-4	Unit loses 1 Step
5, 6	No effect

(16.5.4) Die Roll Modifiers (all are cumulative)

+1 AIRFIELD: If the unit can trace an LOS to at least one friendly Airfield or Corps HQ that is *not adjacent* to any enemy Combat Units. *This represents a functioning airfield inside the pocket. Airfields adjacent to enemy units are not usable.*

+1 If the unit can trace an LOS to at least one friendly Fortification.

+1 Unit's TQ is Elite.

–1 Unit's TQ is Low.

17.0 ASUs AND SPs

17.1 Artillery Support Units (ASUs)
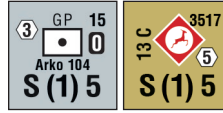
(17.1.1) ASUs in General: Artillery Groups and Corps HQs are collectively called Artillery Support Units (ASUs). Any ASU on its ready side can provide Attack Supply (8.5). An ASU with an S and on its Ready side may also be used to provide Artillery Support (9.4) or DD Support (11.3). Once used, an ASU is either flipped to its Depleted side or a Supply Point stacked with it is removed. Used ASUs may be flipped back to their Ready side by picking up a Supply Point (17.1.4).

NOTE: An ASU can provide Artillery Support and DD Support to more than one combat, but each costs one SP or flips the ASU.

(17.1.2) Properties of ASUs:

- Are Mechanized Combat Units (2.3.3).
- STACKING: Have a stacking value of 0.
- MOVEMENT: May use Extended Movement, Tactical Movement, Rail Movement, or Naval Transport. The Tobruk ASU may not move and if forced to retreat is eliminated.
- ISOLATION ATTRITION: Corps HQs provide the Airfield DRM on the Isolation Attrition Table (16.5.4).
- REPLACEMENT: If eliminated, Corps HQs may be replaced by purchasing it with a Resource Point. Replaced Corps HQs arrive on their Depleted side. Artillery Groups may not be replaced.
- ENTRY LOCATION: Corps HQs are an entry location for units returning from the Eliminated Box (19.4.1).

(17.1.3) ASU Support Restrictions:

- Only ASUs that are in Range (17.3), on their Ready side (or stacked with a Supply Point), and in Good Order (13.1) may provide the benefits listed in 17.1.1. An ASU can use Extended Movement on the turn it provides one of those three benefits.
- Italian and German ASUs can only provide Attack Supply, DD Support, or Artillery Support if at least one unit of their nationality is participating in the combat.

(17.1.4) Ready and Depleted Sides: ASUs have only one step; the reverse side is used to indicate the unit is Depleted. A Good Order ASU may flip back to its Ready side if stacked with an SP and that SP is removed. This can occur in the owning player's Movement Phase (if neither the Supply Point or ASU has moved yet) or his Supply Phase. An ASU may never be depleted in order to drop off an SP or give the SP to another ASU.

(17.1.5) Out of Supply ASUs: Good Order ASUs that are marked OOS may still provide Attack Supply, Artillery Support, and DD Support as long as they are on their Ready side. See also 16.5.

17.2 Supply Points (SPs)
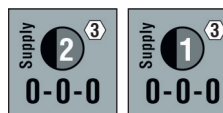
(17.2.1) Supply Point Properties: Their main function is to flip ASUs to their Ready side or provide Attack Supply. SPs may be freely combined and broken down during play at any time as long as the total quantity remains the same.

Thus, two 1-SP units may be combined into one 2-SP unit, and vice-versa. SPs are not limited by the counter mix. SPs have the following properties:

- Are Non-Combat Units and have no Stacking Value and no step to lose in combat.

- Have a Range (17.3) of three hexes if not stacked with an ASU. If stacked with an ASU use the Range of the ASU.

- May not move by themselves. They may only move if carried by a Truck, Railed (5.9), or shipped by Naval Transport (21.0).

- May never Advance After Combat or Retreat, unless there is a Truck to carry it.

(17.2.2) Indicating SP Consumption: When an SP is used either remove the SP, reduce the value of the SP, or flip the ASU to its depleted side (8.5).

(17.2.3) SP Destruction and Capture: If an enemy unit enters a hex containing an SP via Movement or Advance After Combat, then roll one die for each SP to see if the SP is captured. A roll of 3-6 captures the SP, a roll of 1 or 2 destroys the SP. Replace captured SPs with your own SPs. There is no MP cost to capture or destroy enemy SPs, units may continue moving if they have MPs remaining. The owning player may destroy (remove) a Supply Point at any time during his Player Turn—no die roll is necessary.

(17.2.4) Mobile Supply Units (MSUs): When a Truck picks up an SP, remove the SP and flip the Truck to its MSU side. If the Truck drops off its SP or the SP is consumed, then flip the Truck over to its regular side. An MSU has a Range of 5 and also has the special ability to extend a Supply Line (16.3.4). An MSU cannot use Truck Special Transfer (5.8.4).

See this   Think this
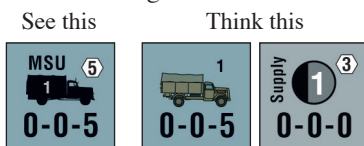
17.3 Range

Range is the maximum distance (measured in hexes) that the MSU, SP, or ASU may be from at least one friendly Combat Unit participating in the combat. Use the same procedure as tracing an Overland LOS (16.3.2).
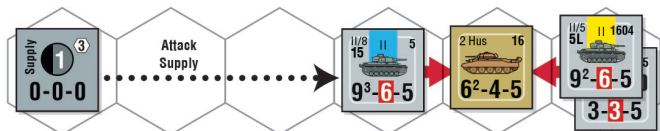
EXAMPLE: The Axis Supply Point provides Attack Supply to the Tank Unit. The two other units are not in Range, but since only one Combat Unit is used to determine Attack Supply it does not matter.

17.4 Free Supply Point

A player earns one free Supply Point at the end of his Combat Phase if during his player turn:

- He conducted no attacks or Automatic DS (8.9).

- None of his units used regular land movement or Truck Special Transfer. (They either did not move or used only Tactical Movement, Rail Movement, Naval Transport, or Air Transport.)

If those restrictions were followed then he may place one Supply Point at a friendly Off Map Box or with a friendly Corps HQ that is in Full Supply (16.2), judged at that instant.

18.0 SPECIAL UNITS

### 18.1 Reconnaissance Units
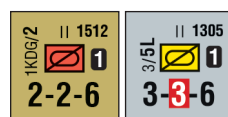
 A hex containing only Reconnaissance units that is attacked may ignore the step loss requirement (but not the retreat portion) on a D1 or DS result (including in an Auto DS). All step losses from an EX, DRX, and A1/D1 results are applied normally.

18.2 88mm Flak Units

 These units can never earn the Tank Shift—they can only deny it to attacking or defending Allied Tank Units. If participating in a combat when an EX or DRX is rolled (attacking or defending), then the Allied units participating in that combat lose an additional tank step (Allied player's choice and he must select before the Axis player selects his step loss). If the Allied player has no Tank Units involved then this additional step loss is ignored.

18.3 Artillery Groups
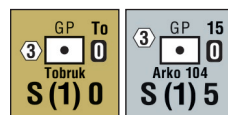
 These units are treated as an ASU except they are not an Entry Location for units returning from the Eliminated Box, do not provide a DRM on the Isolation Attrition Table, and do not give Range to Air Units. When used for the Artillery Shift or Attack Supply the ASU must be flipped over or an SP stacked with the Artillery Group must be removed. Artillery Groups may not be replaced if eliminated.

18.4 DAK HQ

 This HQ did not have artillery assets so it may not provide Artillery Support or DD Support. It may only be used to provide Attack Supply (8.5), serve as an Airfield (16.5.4, 18.7.3), and as an entry location for units returning from the Eliminated Box (19.4).

18.5 Rommel

 Once per Game Turn the Axis player can use his Rommel marker to either reroll one Axis attack die roll, reroll one Axis Determined Defense die roll, or increase the Movement Allowance of *one mechanized* stack of *German* units by 2 MPs. The units that benefit from the +2 MPs must remain with Rommel throughout their movement, but they may be dropped off if Rommel moves further with other units. Trucks, MSUs, and Replacement Units may benefit from the +2 MPs. Units under a Replacement marker, Disrupted, Out of Supply, or using Tactical Movement may not benefit from the +2 MPs. Flip the Rommel marker to its used side and return it to the Axis Marker Display after it is used. It flips back over to its ready side during each Preparation Phase. The Rommel marker is not a Combat or Non-Combat Unit so it is never adversely affected by enemy units or supply.

18.6 Air Superiority

The Turn Track indicates which side has Air Superiority or if it is Contested. If one side has Air Superiority, then the other side is restricted in the following ways:

- He may not *purchase* Air Support or Strafing markers with RPs, however, he may receive and use the markers if they arrive via an Event dice roll.

- He may not use his Air Support marker for Defensive Air Support (18.7.4) or DD Support (11.3). It may only be used offensively.

These restrictions do not apply to the side with Air Superiority or to either side when it is Contested. There are no additional benefits to Air Superiority other than enjoying the freedom to ignore the restrictions above.

18.7 Air Units

(18.7.1) How to Acquire: Air Support, Strafing, and Air Transport can be purchased with Resource Points or become available due to an Event. When this happens, place the marker on its Ready side on the Available Assets disk. Each side has a limited number of Air Support markers (one Italian, one German, and two Allied). If an Air marker is received but there is none available, it is forfeited.

(18.7.2) Saving: Air units do not have to be used on the Impulse they are acquired—they may be saved for a future Impulse.

(18.7.3) Air Range: Air Support and Strafing may only be used within **16 hexes** of either a friendly Corps HQ or friendly Airfield in Full Supply (16.2). The Corps HQ must be in Good Order.

(18.7.4) Air Support: May not be *purchased* or used for *Defensive Air Support* if your opponent has Air Superiority (18.6). Provides one shift right (Offensive Air Support) or one shift left (Defensive Air Support) in any one combat that is in Range. The Italian Air Support marker may only be used if an Italian unit is participating in the combat, while the German Air Support marker may only be used if a German unit is participating.

(18.7.5) Strafing Markers: *May not be purchased if your opponent has Air Superiority.* When purchased the owning player receives two markers which may be placed in any hex within Range of a friendly Airfield or Corps HQ. No more than one per hex and they may not be placed on a friendly Delay marker. The cost to enter that hex is increased by 1 MP (same as a Delay marker). It has no effect on Tactical Movement, combat, Advance After Combat, Retreat, and Supply Paths. Effects last only one Impulse—they are placed in a friendly Delay Phase (before the removal dice roll) and removed in the next friendly Delay Phase.

(18.7.6) Axis Air Transport: Allows the Axis Player to move an Axis Infantry Replacement or a 1-step Non-Mechanized unit from the Italy Box to any friendly controlled Airfield on the map that is in Full Supply and not adjacent to an enemy unit. This costs the unit its entire Movement Allowance. Place the marker on the unit—the marker is removed in the next friendly Initial Phase. It has the same effect as a Rail marker (5.9).

18.8 Long Range Desert Group

Can be purchased by the Allied Player with Resource Points or become available due to an Event. May be placed in any hex that is not currently occupied or adjacent to an enemy unit. The movement cost of that hex for Axis units is increased by +2 MPs. It has no effect on Tactical Movement, combat, Advance After Combat, Retreat and Supply Paths. Effects last only one Impulse. It is placed in a friendly Delay Phase (before the removal dice roll) and removed in the next friendly Delay Phase.

19.0 REPLACEMENTS

19.1 The Basics

(19.1.1) Each Replacement can restore a reduced Combat Unit one step or bring a unit out of the Eliminated Box on its lowest step (the Remnant for 3-step units). Replacements are received in the Preparation Phase and used during a player's Initial Phase. Replacements are listed on the Turn Track. Any Replacement Units received are taken from the Replacement Pool (19.2.2) and placed in the player's Base (6.1.3).

(19.1.2) Replacing Special Units: Trucks and ASUs do not use Replacements. To replace a Truck or ASU the player must expend one Resource Point (23.2). Captured Trucks may not be replaced. ASUs replaced arrive on their depleted side.

19.2 Replacement Units

(19.2.1) Properties: Replacements are Non-Combat Units—they do not have a ZOC or a Defense Strength and can in no way impede enemy units. They are immediately placed in the Replacement Pool if caught alone by an enemy Combat Unit (by moving into the hex containing the Replacement Unit). Replacement Units can move by themselves or be transported by Rail (5.9). Non-Mechanized Replacements can also use Trucks or Air Transport (18.7.6).

(19.2.2) Replacement Pools: Once used or eliminated a Replacement Unit is returned to the Replacement Pool. If the Replacement Table allows a player to receive a Replacement, but none of that type is available in the Pool, then the Replacement is forfeited.

(19.2.3) Types of Replacements:

- **Tank/Panzer:** Used for any Tank Unit except Matildas (19.2.5).
- **Heavy Tank:** Used for any Tank Unit *including* Matildas.
- **Infantry:** Used for any Infantry-Type, Reconnaissance, or 88mm Flak unit. The Replacement unit uses this symbol = ☐.

(19.2.4) Any or Br/Ind: If the Turn Track says "Any" then the owning player may pick an Infantry replacement from any nationality. If the Turn Track says "Br/Ind" then the Allied player may take a British or Indian Infantry Replacement—his choice.

(19.2.5) Matildas: These Tank Units may use only Heavy Tank replacements. The heavy tank replacements are on the back side of the regular Tank Replacement Units. The black stripe identifies a tank unit as a Matilda tank.

19.3 Replacement Procedure

(19.3.1.) Replacements are used during the owning player's Initial Phase. The Combat Unit must be in Good Order (13.1.1) and either stacked with the Replacement, in the same Off Map Box as the Replacement, or has an Overland Supply Path (16.3.2) of no more than 5 hexes from the Combat Unit to the Replacement. The Combat Unit is restored by one step and the Replacement Unit is returned to the Replacement Pool.
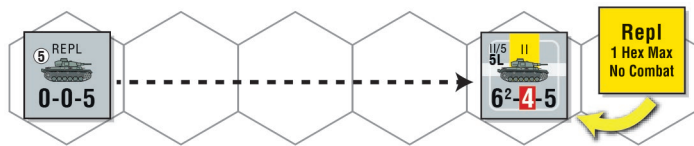
EXAMPLE: All Replacements have a Range of 5 hexes—the Tank Replacement can restore one step to the German Tank Unit.

(19.3.2) Restrictions:

- No unit may receive more than one Replacement per Initial Phase.
- Replacements may only be used with units of the same nationality.

(19.3.3) Withdrawn and Reserve Box: For Replacement purposes, treat units in the Withdrawn or Reserve Box as being located in the Nile Delta Box.

19.4 Units Returning from the Eliminated Box

(19.4.1) Arrival Locations: Units that come out of the Eliminated Box must be placed in one of the two locations listed below:

- A friendly Off Map Box containing the Replacement Unit.
- A hex containing both the Replacement Unit being used and a friendly Corps HQ that is in Good Order and in Full Supply (determined at that instant). Corps HQs with only Port Supply may not be the arrival location of returning units.

3-step units have to be placed in the Remnant Display first and then the remnant is placed in the Off Map Box or Corps HQ.

(19.4.2) Arrival Restrictions:

- Units may not be placed in a hex adjacent to an enemy Combat Unit, even if the placement hex contains a friendly Combat Unit.
- German and Italian units may only use a Corps HQ of their own nationality.
- Overstacking is allowed when the unit is placed, but it must be corrected by the end of the player's Movement Phase.
- Trucks and Corps HQs brought back from the Eliminated Box start in your Base (Corps HQs on their Depleted side).

19.5 Replacement Markers

Indicate each unit that receives a Replacement (including Combat and Non-Combat Units that come out of the Eliminated Box) with a Replacement marker. That unit may move a maximum of one hex in the Movement Phase and may not exit an Off Map Box or use Rail, Air, or Naval Transport. The unit receiving the Replacement may not attack, Advance After Combat, or Disengage in the Combat Phase. A unit with a Replacement marker prevents ALL combat out of the hex—not just combat involving the unit receiving the Replacement. However, ASUs in the hex may still provide their benefits (Attack

Supply and Artillery Support).

DESIGN NOTE: This rule allows units to remain in the front line and take replacements as long as that hex has no combat.

REMOVAL: All Replacement markers are removed during the Recovery Phase.

19.6 Remnants and Replacements

If a Remnant receives a Replacement, the Remnant is placed back in the Remnant Display (10.4) and the unit it was representing is brought back into the game on its reduced side.

PLAY NOTE: Please be careful that the 3-step unit and the Remnant are not both in play at the same time—there should always be a unit in the Remnant Display, either the Remnant or the unit it is representing.

20.0 REINFORCEMENTS, REMOVALS, AND CONVERSIONS

20.1 Reinforcements

Reinforcements are placed during the Preparation Phase. Allied Reinforcements are placed in the Nile Delta Box. Axis Reinforcements are placed in Italy. ASUs arriving as a Reinforcement arrive on their Ready side.

20.2 Removals

Removals occur during the Preparation Phase. If a unit is called on to be Removed, the unit is picked up from its current position on the map and removed from play. The owning player does not need to remove the exact unit—he may remove any unit of the same type, nationality, and that has the same Tank Rating (if applicable). Priority for selection is as follows:

- Full strength or reduced unit in Full or Port Supply
- Full strength or reduced unit Out of Supply
- Remnant (priority to one in Supply over one Out of Supply)
- Eliminated unit

PLAY NOTE: Between Turns 12 and 16 four Australian brigades are removed—the Allied player must be careful and be ready for it.

20.3 Withdrawals

A Withdrawal is identical to a Removal except the unit will eventually return to play later in the game. Follow the same priority for removal as in 20.2. Pick it up and place it in the Withdrawn Units Box at its current step level no matter where it is on the map. A unit may receive replacements while in this box. If the only unit available is in the Eliminated Box then move it to the Withdrawn Units Box at its lowest step level.

20.4 Upgrades and Conversions

(20.4.1) Allied Tank Upgrades: *These represent new tanks arriving in the Nile Delta but without tank crews—for each upgrade that arrives, the Allied Player must remove one Tank Unit from play.*

STEP 1: Upgrades occur during the Preparation Phase. When a Tank Upgrade arrives place it in the Nile Delta Box. It may move normally in the upcoming Allied Movement Phase.

STEP 2: Then in the same Preparation Phase remove a different

Allied Tank Unit from play. The removed Tank Unit can be in the Eliminated Box, the Nile Delta Box, or anywhere on the map, but it must be in Full Supply. The removed Tank Unit provides the personnel for the new Upgrade. *The removed Tank Unit does not have to have the same unit I.D. as the Upgrade—that is provided for historical interest only.*

STEP 3: Skip this step if the removed Tank Unit was in the Eliminated Box. If the removed Tank Unit had one or two steps to it, then it may pass on those steps (their old tanks) to a reduced or eliminated Tank Unit in need of Replacements. The Tank Unit receiving the Replacements must be in Full Supply and have a Tank Rating **equal to or less than** the Tank Rating of the removed Tank Unit. Distance is not a factor. Any Tank Unit receiving Replacements in this way is marked with a Replacement marker. If there is no eligible Tank Unit to take the "old" tanks, then those old tank steps are forfeited.

NOTE: The Allied player may delay the upgrade to a later Preparation Phase by simply sliding the upgrade unit to the next turn.
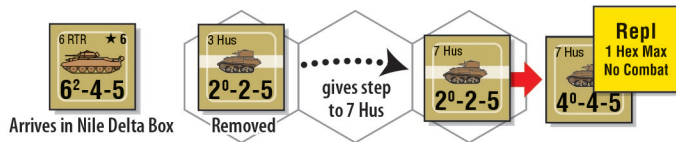
EXAMPLE: On Turn 6 the Allied player receives the 6 RTR Crusader upgrade (6^2-4-5) and places it in the Nile Delta Box. The old 6 RTR unit (5^1-4-4) is currently besieged inside Tobruk with only Port Supply—so it can't be removed. So the Allied player removes his reduced 3 Hus Tank Unit instead (with Vickers Mark VIB tanks [2^0-2-5]). The 3 Hus gives its old tanks to the reduced 7th Hus (2^0-2-5) Tank Unit on the map in Full Supply. It is flipped to full strength and is marked with a Replacement marker.

(20.4.2) Turn 10 Axis Conversions: In the Preparation Phase of Turn 10 the 5th Light Division becomes the 21st Panzer Division. Wherever the units are on the map, replace them with the new units. If the unit was reduced or eliminated, the new unit is also reduced or eliminated. No Replacement Marker is required—the units may move and attack on the turn they are converted.
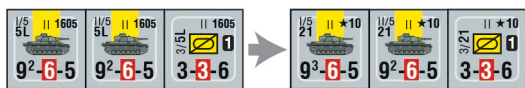

(20.4.3) Turn 13 Axis Conversions: In the Preparation Phase of Turn 13 (or later) three new units may be created from four existing units. Each pair of units to be removed must be in Full Supply and stacked together. If this happens, remove the two old units and replace them with the new unit(s). The step value of the new unit(s) must match the combined step value of the two units removed. No Replacement Marker is required—the units may attack on the turn they are converted. The conversion can be delayed any number of turns.

If one of the two units in the pair is in the Eliminated Box then the stacking together is not required. If both units are in the Eliminated

Box then remove them and place the new unit(s) in the Eliminated Box.
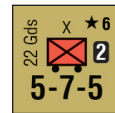
(20.4.4) 22nd Guards Motorized Brigade: In the Preparation Phase of Turn 6 the 22nd Guards Brigade becomes motorized. Wherever the unit is on the map (including the Eliminated Box), replace it with the new unit at the same step value. Remove the old unit from play.

21.0 NAVAL TRANSPORT AND PORTS

Each player has a limited capacity to move units by sea from one friendly port to another.

21.1 Naval Transport Procedure

(21.1.1) In General: Units using Naval Transport must start and end their movement in a friendly Port hex. Simply take the units you wish to move by Naval Transport from the Port hex and place them outside the port of debarkation. At this time resolve the Convoy Attack procedure (22.2) and then move the survivors into the Port. There are two types of Naval Transport—Coastal Convoys and the Italy to Africa Convoy.

(21.1.2) Coastal Convoys: This refers to shipping between one Port in Africa to another Port in Africa. Each player may conduct one free Coastal Convoy per Impulse. The Allied player may purchase a second Coastal Convoy at the cost of one Resource Point. Each Coastal Convoy may move up to 2 Shipping Points (21.2).

(21.1.3) Italy to Africa Convoy: Naval Transport from the Italy Box (22.3) is only allowed in the 1st Impulse of the Axis Player turn and Tripoli must be its destination Port unless a Resource Point is spent for a Benghazi destination (22.3.5). The size of the convoy is only limited by the capacity of the Port at the destination.

(21.1.4) Restrictions:
- Only Ports in friendly control (27.4) at the start of the phasing player's Movement Phase may be used.
- Units that use Naval Transport defend at half strength (9.1), may not use normal movement (including Truck and Rail) or attack during that Impulse.
- Naval Transport may be used into or out of a Port that will conduct demolition (21.4.2) that friendly Movement Phase.
- Naval Transport is allowed into and out of enemy ZOCs as long as the Port hex is friendly controlled.

(21.1.5) Naval Transport Marker: Place the Coastal Shipping marker on any unit that uses Naval Transport, it remains on the unit until it is removed in the owning player's Initial Phase. The marker serves to remind players that each Coastal Convoy is limited to two Shipping Points and units transported may not be used for any purpose (attack, Attack Supply, or replacement), and defends at half strength until the marker is removed. The marker is not used for convoys to the Tripoli Off Map Box—use the Tripoli Box instead. A large convoy can be a 4-point convoy or two separate convoys.

21.2 Shipping Points and Shipping Limits

The unit of measure for Naval Transport is Shipping Points. Shipping Point values are calculated as follows:

- 2 points for each Combat Unit with a Stacking Value of 2.
- 1 point for each Combat Unit with a Stacking Value of 1.
- 1 point for each *step* of a unit with a Stacking Value of 0 (Tank steps, ASUs, 88mm Flak, Replacement, Truck, or Supply Point). An MSU counts as 2 points.

21.3 Ports and Port Capacity

(21.3.1) In General: Naval Transport into and out of Ports is limited by the Port Capacity. Port Capacity can change due to Port damage and repair (21.4).

(21.3.2) Port Capacities: Printed near each Port is a Port Track to record the current Port Capacity. The Port Capacity is the number of Shipping Points that can be both embarked and debarked per Movement Phase. If the Port is undamaged, the Port Capacity is the far left number. If the Port is damaged, place the Port Status marker on the current Capacity.

EXAMPLE: At full capacity Tobruk can debark four and embark four Shipping Points per Impulse.

21.4 Port Damage and Repair

(21.4.1) In General: A Port may be damaged by the owning player or the enemy player, in both cases the procedure is the same—roll one die and consult the Port Demolition and Bombing Table. Each hit moves the Port Capacity marker one to the right on the Port Track. A Port may never be damaged beyond 0 (the far right box).

(21.4.2) Port Demolition: Demolition occurs at the end of a player's Movement Phase. There must be a friendly Combat Unit in or adjacent to the Port and the Port must have been in his control at the start of his Movement Phase. The Phasing player may roll one die for each box to the right of the capacity marker; he may roll less dice than that if he wants to keep some of the Port usable. Port demolition may occur in the same Movement Phase that the Port was used for Naval Transport. Italy, Tripoli, Alexandria, and the Nile Delta Ports can never be damaged.
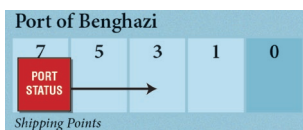
EXAMPLE: The Allied player attempts to destroy the Port of Benghazi which currently has a Port Capacity of 7. He rolls four dice—one for each of the boxes to the right of the Port Status marker—and rolls a 5, 4, 2, and 1. The 5 and the 4 are hits, the 1 and 2 have no effect. The Benghazi Port marker slides two boxes to the right and now has a capacity of 3.

(21.4.3) Bombing Raid: This can be purchased with a Resource Point or become available due to an event. It must be used immediately. Select any one enemy Port and roll once on the Port Demolition and Bombing Table. The Range to the target is not an issue. A hit damages the Port by one box. Alternatively, the player may bomb Tripoli or the Nile Delta. A hit on those targets reduces the opponent's accumulated Resource Points by one. If your opponent has no accumulated Resource Points then flip his Resource Track marker to the back side as a reminder he loses the next Resource Point he receives.

(21.4.4) Port Repair: At the end of a friendly Movement Phase the owning player may raise the Port Capacity of any one friendly Port *that he controlled at the start of his Movement Phase* by one box, at a cost of one Resource Point (23.2). There must be a friendly Combat Unit in or adjacent to the Port to do this. Supply and Enemy ZOCs have no effect on Port Repair. A Port may never be Repaired more than one box per friendly Impulse and never repaired beyond the far left box. The repaired portion of a Port's Capacity may *not* be used in the same Impulse it is repaired.

22.0 CONVOY ATTACKS

22.1 Convoys

Each Naval Transport of a single unit, or group of units embarking from the same Port and with the same destination is considered a Convoy. A Convoy from one Port may not combine with a Convoy from another.

22.2 Convoy Attack Procedure

(22.2.1) In General: All convoys must undergo an interception procedure by rolling on the Anti-Shipping Table (AST). Roll two dice for each Convoy and modify that dice roll by your Anti-Shipping Modifiers. Coastal Shipping uses the Coastal Convoy modifiers (22.2.2), while the Italy to Africa Convoys use the Malta Convoy modifier (22.3.2). The result of the AST determines if the convoy is attacked and how strong the attack will be. The AST has a column for each Port. A Convoy must use the column of the Port of embarkation or debarkation—whichever is least favorable to the Phasing Player (i.e., farthest to the right). Italy has no column, always use the port column of debarkation for convoys from Italy (which can only be Tripoli or Benghazi).

(22.2.2) Coastal Convoy Modifiers:

–1 for each of the five Airfields printed on the map that are friendly controlled. Use the Airfield markers to keep track of how many Airfields the player controls. Airfield DRMs may be used on the turn of capture.

–1 if Crete is friendly controlled. *Crete starts in Allied control but becomes Axis controlled at the start of Turn 6.*

–1 if it is the 3rd Impulse of a turn due to waning moon or favorable weather conditions (22.2.3).

(22.2.3) Waning Moon or Favorable Weather: Coastal Shipping conducted in the 3rd Impulse receives a –1 DRM on the AST due to favorable sailing conditions (waning or no moon, cloud cover, etc.) that will help the convoy avoid detection.

(22.2.4) Resolving the Convoy Attack: If the AST result is a number (2-5), then the convoy will be attacked. If the result is a " -" then it is not spotted (or not attacked) and the convoy arrives safely at port. If attacked, the owning player must roll one die for each step, SP, or Truck that is in the Convoy. If the modified result of that die is less than or equal to that number from the AST, then that step, SP, or Truck is eliminated (sunk). A Combat Unit totally sunk and Trucks are placed in the Eliminated Box. Eliminated SPs and Replacement Units are returned to their respective pools.

PLAY NOTE: Please see the full page example on page 27.

(22.2.5) Troop Convoy DRM: Combat Units using Naval Transport get a special +1 DRM to each "To Hit" die roll to represent additional escorts (such as cruisers and battleships) assigned to their protection. The +1 DRM does not apply to Replacements, Supply Points, and Trucks.

EXAMPLE: If a convoy consisting of two Supply Points and one 3-step brigade was spotted with a 2 result, then the Supply Points would be hit on a die roll of 1 or 2, while each step of the brigade would be hit only on a die roll of 1.

22.3 Malta and Convoys from Italy

(22.3.1) In General: Axis Convoys from Italy do not use the Coastal Convoy modifiers when determining if a Convoy has been spotted, instead use the current Malta Convoy Modifier. Convoys from Italy must land in Tripoli unless a Resource Point is spent to divert it to Benghazi (22.3.5).

(22.3.2) The Malta Status Track: The Malta Convoy Modifier is recorded on the Malta Status Track with the Malta Status marker. Each Preparation Phase, one player will have the opportunity to either increase (Allied Player) or decrease (Axis Player) the modifier. If the marker is on its "Luftwaffe" side (Turns 1-5 and 19), then the Axis Player attempts to decrease the modifier. If the marker is on its Allied side (Turns 6-18), then the Allied air and naval forces on Malta are recovering and the Allied Player attempts to increase the modifier.

(22.3.3) Procedure: If a player has the opportunity to change the modifier, he rolls one die and compares his result to his Success Numbers at the bottom of the Malta Status Track under the current modifier value. If the result is equal to or greater than the number, the Interdiction Value changes one box in the appropriate direction.

Malta Convoy Modifier							
−3	−2	−1 (Malta)	0	+1	+2	+3 ◄	
	◄ 6	◄ ≥5	◄ ≥4	◄ ≥3	◄ ≥2	◄ Auto	◄ If Luftw
Auto ►	≥2 ►	≥3 ►	≥4 ►	≥5 ►	6 ►		◄ No Luf

Malta Status Track

EXAMPLE: The Malta Status marker is currently in the −1 DRM box on its Luftwaffe side. The Axis player will need to roll a 5 or 6 (≥5) to change the Malta Convoy Modifier to the −2 box. It gets progressively harder for the Axis to move the modifier to the left and progressively harder for the Allies to move it to the right.

(22.3.4) U-Boats and Malta Reinforcements: The Malta Status may also be changed during a Player Turn if a player spends Resource Points—*U-Boats in the Med* and *Malta Reinforced* (see Resource List).

(22.3.5) Benghazi Convoy: At the cost of one Resource Point the Axis player may sail his Convoy from Italy directly to Benghazi (this must be declared before the Convoy leaves the Italy Box). In this case, the Axis player rolls twice on the AST—once using the Tripoli column and once using the Benghazi column. Use the

Malta modifier for the first roll and the Coastal Convoy modifiers for the second roll. The Convoy must abide by the Port Capacity of Benghazi. Not every unit in the Italy Convoy needs to land at Benghazi, the convoy can split after it passes Malta and some can land at Tripoli. If the convoy splits, only the units heading for Benghazi have to check AST twice.

23.0 EVENT TABLES AND RESOURCE POINTS

Items that would require precious resources or the constant badgering of High Command require Resource Points.

23.1 Event Table and Resource Points and Assets

Each Impulse, during each player's Initial Phase, the active player rolls two dice and consults his Event Table on the Player Aid Card. The result is a Resource Point or Asset that he receives immediately. Players keep track of accumulated Resource Points on their Resource Points Track. No player may accumulate more than four Resource Points—all Resource Points received in excess of this are forfeited.

23.2 Using Resource Points

(23.2.1) When: Resource Points (RP) can only be used (spent) during a friendly player turn. The counter mix is the only limit on using resource points. The same assets can be bought multiple times during a turn if you have enough resource points.

NOTE: Air Support which is purchased during a friendly player turn may be saved to use in an enemy player turn or a later friendly player turn.

(23.2.2) Resource List: The list on the Player Aid Card indicates everything that Resource Points can purchase and its cost. Items shaded in light brown can only be purchased by the Allied player, items in gray can only be purchased by the Axis player.

NOTE: Some of the items also become available due to events.

(23.2.3) Saved for Future Turns: Any item that has a marker may be saved for a future Impulse—Air Support, Strafing, Air Transport, LRDG, Comando Supremo, and Coastal Shipping. The number of markers is an absolute limit—if another arrives as an event it is forfeited. Markers are saved on the "Available Assets" disk and once used are placed back on the player's marker display.

24.0 DELAY MARKERS

24.1 Delay Markers In General

 Each player may place available Delay markers in an attempt to slow the movement of the opposing player's units. These markers represent fog of war, supply issues, SNAFUs, and enemy road blocks. Each player has two to use each Impulse at no cost in Resource Points.

24.2 Effects of Delay Markers

Delay markers increase the entry cost of the hex by one MP for all enemy units. Delay markers have no effect on Tactical Movement, Rail Movement, combat, Advance After Combat, Retreat and Supply Paths. Axis Delay markers have no effect on Axis units and Allied Delay markers have no effect on Allied units.

24.3 The Delay Phase

(24.3.1) Placement: During this phase the Phasing Player may take any of his Delay markers that are on his Marker Display and place them on the map. Only those markers in the display may be placed—the ones already on the map may not be repositioned at this time. Delay markers may not be placed:

- on or adjacent to an enemy Combat or Non-Combat Unit or a Fortification marker.
- on or adjacent to another friendly Delay marker.
- in an enemy controlled Port or Airfield hex.

(24.3.2) Random Removal: After placement he rolls two dice and removes his Delay markers with the ID of those die rolls (for example, if a 2 and a 3 were rolled, he would remove his Delay marker numbered 2). There is a chance no markers will be removed. Place the removed Delay marker(s) back in the Marker Display.

(24.3.3) Voluntary Removal: The owning player may remove his own Delay markers but only during his Delay Phase and only after he has done his Random Removal die roll. *A player might do this if a Delay marker was in a hex that would unlikely see an enemy unit for a while.*

(24.3.4) Mandatory Removal: During every Delay Phase (friendly and enemy) after the Random Removal die roll, remove all Delay markers stacked with enemy Combat or Non-Combat Units.

(24.3.5) Strafing and LRDG Markers: Strafing and the LRDG markers are also placed and removed during the Delay Phase.

25.0 THE SUPPLY ATTRITION PHASE

25.1 The Supply Attrition Phase

(25.1.1) During the Supply Attrition Phase each player rolls two dice and consults their Supply Attrition Table. The result will indicate a section of the map. If the player has a Combat Unit on that section of the map or beyond it (east of that sector for the Axis player or west of that sector for the Allied player) then he must either remove 1 SP from that section of the map or flip an ASU in that section to its Depleted side. If he has no SP or ASU in that section, then he must pick the SP or ASU that is closest in land hexes to that sector. If there are neither SPs nor ASUs to flip, then all of the player's units are marked Out of Supply.

DESIGN NOTE: If this happens the units will likely be back in Supply in the player's next Supply Phase.
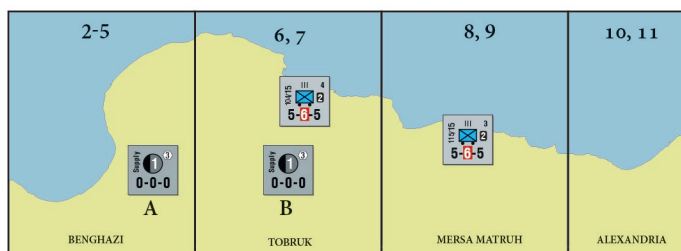
EXAMPLE: The Axis player has Combat Units in the Tobruk and the Mersa Matruh sections of the map and SPs in the Benghazi and Tobruk sections. If he rolls a 2–5 he will have to remove Supply Point A because he has units east of that section. If he rolls a 6–9 he will have to remove Supply Point B. If he rolls a 10–12 no SP is removed.

(25.1.2) Benghazi and Alexandria Sectors: The Axis Off Map Boxes are not considered in the Benghazi sector, and the Nile Delta is not considered in the Alexandria sector.

26.0 VICTORY

26.1 Automatic Victory

(26.1.1) Axis Automatic Victory: The Axis Player earns an Automatic Victory if he controls Alexandria (hex 2478) at the end of the Supply Phase of the *Allied Player Turn* with at least one Combat Unit that is in Full Supply.

(26.1.2) Allied Automatic Victory: The Allied Player earns an Automatic Victory if he controls El Agheila (hex 1604) at the end of the Supply Phase of the *Axis Player Turn* with at least one Combat Unit that is in Full Supply.

27.0 OPTIONAL RULES

All these rules are recommended, but are not necessary when playing the game the first time.

27.1 Truck Capture

If an Allied Truck is present when an Allied stack Surrenders (12.5) then the Axis player gains a Captured Truck. If the Truck is an MSU also roll to see if the Supply Point is captured (17.2.3). Only two captured Truck units are allowed in play at any time. The Captured Truck is treated like an Axis Truck in all ways except—it cannot be replaced and it is removed from play when the Axis player rolls an 11 or 12 on his Supply Attrition roll *(due to a lack of spare parts).*

27.2 Oasis Supply

Oasis Supply is identical to Port Supply except an Oasis may not be bombed or destroyed. Each Oasis hex can provide Port Supply to one unit of any size.

27.3 Tag-along Advances and Retreats

(27.3.1) Tag-along Advance: Units that did not contribute Attack Strength or Combat Shifts to an attack may still Advance After Combat. All Good Order Combat and Non-Combat Units that did not participate in an attack but are stacked with attacking units may Advance After Combat with the participating units (as long as the Tag-along units have not attacked or advanced previously in the Combat Phase). Tag-along units are eligible to be part of, or all of, the Breakthrough Group. Italian/German units may Tag-along together at any time but may only contribute to Breakthrough Combat together if Comando Supremo is in effect.

(27.3.2) Tag-along Retreat: A unit or stack that is retreating may pick up friendly Combat Units, Trucks, and MSUs in its path and those units may retreat with them. Units that are currently adjacent to an enemy unit may not be picked up. A Combat Unit that is picked up increases its Disruption level by one—Good Order units become Disrupted and Disrupted units go into Full Retreat. Units already in Full Retreat do not suffer any further disruption effects. Stacking Limits may be exceeded during a pickup but must be corrected by the end of the owning player's next Movement Phase.

Trucks cannot pick up SPs in a Tag-Along retreat; pick up is only possible if they start the retreat stacked together. A non-mechanized unit can tag along retreat for 2 hexes and then drop off while the stack goes on to complete its required retreat.

27.4 Port Garrisons

Due to the threat of naval commando raids and a local population that was often hostile to both sides, players must garrison their on-map ports if they want to retain control of the hex. Ports without a garrison of at least one Combat Unit *in or adjacent* to the Port become uncontrolled. An uncontrolled Port may not be the destination for a Convoy or a source of Port Supply, but a Line of Supply and Rail Movement may still be traced into and through the hex.

27.5 Disengagement

(27.5.1) Purpose: A way for the Phasing Player to retreat during the Combat Phase.

(27.5.2) The Disengagement Table

Die Roll	Result
1-3	No
4	Yes (–1 step)
5, 6	Yes

Treat results greater than 6 as 6, and results less than 1 as 1.

Die Roll Modifiers:

+1 if the unit/group is Mechanized*
+1 if the unit/group's TQ is Elite*
–1 if the unit's TQ (or at least one unit in the group) is Low Quality

*If disengaging as a group, these positive modifiers apply only if all units in the group qualify.

(27.5.3) Procedure: Any unit with an MA of 2 or more (including Disrupted units, but not units that received a Replacement) that does not attack in the Combat Phase can attempt Disengagement. A unit may either attack or roll for Disengagement—it cannot do both. Disengagement can be resolved at any time in the friendly Combat Phase—before, during, or after all combats. To resolve the attempt use the Disengagement Table. The owning player can roll once for each unit in a stack or divide the stack into groups and roll once for each group. The Phasing Player may see the result of each attempt before deciding to conduct the next Disengagement Attempt. Disengagement is only allowed if you are adjacent to an enemy unit. No tag-alongs are allowed.

(27.5.4) Explanation of Results: A "No" result means the Disengagement fails and the unit remains in place. A "Yes" result allows the unit to retreat **1 or 2 hexes** and become Disrupted or in Full Retreat (his choice). Full Retreat is mandatory if the unit was already Disrupted. Follow all rules of Retreat except a unit using Disengagement may not retreat into an EZOC unless the hex contains a friendly unit. If the result is "Yes –1" then the unit or group loses a step (owning player's choice) before it retreats.

PLAY NOTE: Units that use Disengagement recover like any other unit in the Recovery Phase.
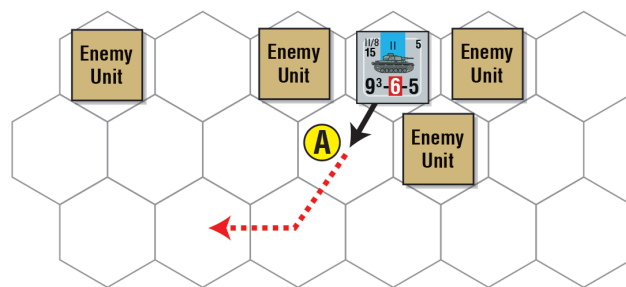
EXAMPLE: During the Movement Phase the Panzer unit moves to hex A (it has to stop when entering an EZOC). During the Combat Phase it conducts a Disengagement Attempt with a +2 DRM, which is successful, allowing it to retreat two hexes.

SCENARIOS

S1. ENTER ROMMEL

S1.1 Set Up and Scenario Data

- **Setup:** Use the *Campaign Game* Setup and Reinforcement Cards.
- **Malta Track:** The Malta Status marker starts on the Luftwaffe (gray) side in the –2 box.
- **Airfield Markers:** All six (including Crete) start in the Allied Coastal Shipping Modifiers Box.
- **Ports that are Damaged:** Benghazi (starts at 3), all others are at full capacity.
- **Accumulated Resource Points:** None
- **Other Markers:** Place the Game Turn marker on Turn 1 of the Turn Track, place the Impulse marker (Axis side up) on the 3rd Impulse of the Impulse Track, and place the Phase marker (Axis side up) in the Initial Phase of the Player Turn Track.
- There are no Fortifications in Bardia or within the Tobruk perimeter.
- The Axis start with Air Superiority.
- Place unused SPs and Replacements in the Replacements and Supply Pool. Set all other markers aside or on the Marker Displays.

S1.2 Special Rules

- **Game Length:** 7 Game Turns.
- **Game Turn 1:** Starts on the Axis Player Turn of the 3rd Impulse, the Allies having already completed their Player Turn (their 3rd Impulse is skipped). Begin with the Axis Initial Phase—the first action is to roll for the Axis Event for the 3rd Impulse.
- **Reserves:** All three units labeled "To Reserve", i.e. the 6/2NZ, the 3/2SA and the 6/2SA are not used in this scenario.
- **The Polish Brigade:** This brigade must remain in Alexandria until Turn 11 (outside the length of this scenario).

S1.3 Victory Conditions

Victory is determined at the end of the June II turn. If the Axis player controls 7 out of the 10 Objective Hexes he wins. If not, then the Allied player wins. The following are Objective Hexes:

- AIRFIELDS: Benina, Martuba, Gambut, Sidi Barrani, and Fuka.
- PORTS: Benghazi, Derna, Tobruk, Bardia, and Mersa Matruh. Port Capacity does not affect the Port's VP value.

S2. THE CAMPAIGN GAME

S2.1 Set Up and Scenario Data:

Same as S1.1.

S2.2 Special Rules

- Same as S1.2 except the game length is 19 Turns and ignore the bullet point about Reserves.
- **Reserves:** All three units of the 2nd South African Division and the first three units of the New Zealand Division that arrive are

placed in the Reserve Box when they arrive. The 2nd NZ units remain in the box until Turn 12 or when an Axis unit enters Sidi Barrani—whichever occurs first. The 2nd SA remains in the box until either Turn 14 or when an Axis unit enters Mersa Matruh—whichever occurs first. For replacement purposes, the units are considered in the Nile Delta Box. When released they are placed in the Nile Delta box.

S2.3 Victory Points (VPs) and Victory Conditions

(S2.3.1) Awarding VPs: In the bottom row of the Turn Track is a benchmark number indicating the number of Airfields the Axis Player should control on each turn. Count only the five Airfields on the map: Benina, Martuba, Gambut, Sidi Barrani, and Fuka. During the Victory Point Phase of each Game Turn if the Axis player controls more than the number he earns 1 VP for each Airfield above the benchmark; if he controls less than the number then he loses 1 VP for each Airfield he is short. The Airfield must be in Full Supply for the Axis player to count it.

(S2.3.2) Recording VPs: Keep track of VPs using the VP marker on the VP Track. The marker starts at 0. If the VP marker reaches the 12 box then the Axis Player wins immediately. If the VP marker enters the –12 box then the Allied player wins immediately.

(S2.3.3) Victory Conditions: If neither player has achieved a win by the last turn of the game (Turn 19), then the Axis player is declared the winner if the VP count is positive and the Allied player wins if the VP score is negative. A VP score of 0 is a tied game.

S3. CRUSADER

S3.1 Set Up and Scenario Data

- **Setup:** Use the *Crusader* At Start Cards.
- **Malta Track:** The Malta Status Marker starts on the Allied (red) side in the +3 box.
- **Airfield Markers:** The Axis player starts with Benina, Martuba, Gambut, and Crete. The Allied player starts with the other two.
- **Ports that are Damaged:** None.
- **Accumulated Resource Points:** None
- **Who Moves First:** The Allied Player.
- **Other Markers:** Place the Game Turn marker on Turn 17, place the Impulse marker on the 1st Impulse (Allied side up). Place all unused Supply Points in the pool. The Allies start with Air Superiority. Set all other markers aside or on the Marker Displays.

S3.2 Special Rules

- The Preparation Phase is skipped on Turn 1. The scenario starts with the Allied Initial Phase.
- **Game Length:** 3 Game Turns (9 Impulses). Starts on Turn 17 and ends at the completion of Turn 19.

S3.3 Victory Conditions

Victory is determined at the end of Turn 19. The player who controls three out of the five hexes listed below wins the game—supply to the VP hexes is not an issue. The five hexes are marked with blue stars on the map: Tobruk (3138), El Adem (2937), Gambut airfield (3041), Martuba airfield (3629) and Tmimi (3332).

HINTS ON PLAY

Axis Player

1. Use most of your Trucks early on to get the Italians in the Tripoli Off Map Box onto the map so they can start marching to the front.

2. Repair Benghazi so you can use Coastal Shipping to send Supply Points there from Tripoli.

3. The two 88mm Flak units are some of the best units you have. Stack them with your Non-Mechanized units to help defend against Allied Tank Units or include them in an attack for a chance to inflict two Tank step losses against the defender.

4. Use Rommel's ability to add 2 MPs to a stack of Mechanized unit to surround and destroy a misplaced Allied unit.

5. If the Allied player puts too many units inside Tobruk, then go for Sidi Barrani.

6. Build fortifications around Tobruk and along the Egyptian frontier to help defend against Allied counterattacks.

Allied Player

1. Strengthen Tobruk as quickly as possible—build Fortifications within the perimeter. The anti-tank ditch is not sufficient to stop a strong Axis attack.

2. Keep your Non-Mechanized units in Fortifications or accompany them with tanks and a Truck. A stack of Non-Mechanized units without tank support and outside of Fortifications is susceptible to a German attack with 3 column shifts (2 from tanks and 1 from the Elite Combined Arms).

3. You have to be very careful not to put too many units inside Tobruk. If you put in too many then the Axis player will bypass Tobruk and go for Sidi Barrani. In the early game I recommend no more than four brigades plus a Tank Unit. I would also fortify the Tobruk harbor hex when you can afford it.

4. Be aware that the Australians have to leave Tobruk eventually so be ready to ship in brigades to replace them.

5. The Matilda tank regiments are your most important units. I recommend you get one inside Tobruk as soon as possible to lead any counterattack in case the Axis player is able to capture one of the perimeter hexes.

Both Players

1. Use the 3rd Impulse (Waning Moon/Favorable Weather) to run your convoys to the dangerous ports.

2. Use your Recon units to protect your flanks and prevent your opponent from using Extended Movement to get behind your lines.

3. Watch out for the D1 result—the attacker can advance his Mechanized units three hexes but your Non-Mechanized units can only retreat two hexes so are in jeopardy of being attacked again in Breakthrough Combat and causing them to surrender.

4. Don't overlook the benefit of getting a free Supply Point with rule 17.4.

Abbreviations found on Units

TRD: The Royal Dragoons
Aosta: Lancieri d'Aosta
Ar: Ariete
Arko: Artilleriekommando
Aus: Australian
B: Bersaglieri
Bach: KG Bach
Bol: Bologna
BR: British
Bre: Brescia
Carp: Carpathian
CLY: County of London Yeomanry
DAK: Deutsches Afrikakorps
GAF: Guardia alla Frontiera
Gds: Guards
GGFF: Giovani Fascisti
Hus: Hussars
Ind: Indian
KDG: King's Dragoon Guards
KRRC: King's Royal Rifle Corps
L: Lancers

LRDG: Long Range Desert Group
MSU: Mobile Supply Unit
NZ: New Zealand
Oa: Oasis
Pav: Pavia
Pz: Panzer
QuBay: Queen's Bays
RB: Rifle Brigade
RC: Royal Carabinieri
RE: Raggruppamento Esplorante
REM: Remnant
REPL: Replacement
RG: Romolo Gessi
RL: Royal Lancers
RNF: Royal Northumberland Fusiliers
RTR: Royal Tank Regiment
SA: South African
Sav: Savona
THR: Tower Hamlets Rifles
Tren: Trento
Triest: Trieste

CONVOY EXAMPLE

Italy (A)

Axis Replacements and Supply Pool (2.2.3)

Axis Remnant Display (10.4)

Die Rolls	Result
5,1,2	one hit
4,6	both misses
2	hit (sunk)
1, 4	1 SP sunk

+1 Troop Convoy DRM (22.2.5) (D)

Malta Convoy Table (C)

Dice Roll	Result
2	–
3	–
4	–
5	–
6	–
7	–
8	2
9	2
10	2
11	3
12	3

Resource Points (23.0) | 1 | 2 | 3 | 4 |

MALTA

Port of Benghazi

| 7 | 5 | | 3 | 1 | | 0 |

PORT STATUS (F)

Shipping Points

Malta Convoy Modifier

–3	–2	–1	0	+1	+2	+3
	Malta (B)					

| | ◄6 | ◄≥5 | ◄≥4 | ◄≥3 | ◄≥2 | ◄ Auto | ◄ If Luftwaffe is suppressing Malta |
| Auto ► | ≥2 ► | ≥3 ► | ≥4 ► | ≥5 ► | 6 ► | | ◄ No Luftwaffe suppression |

Malta Status Track (22.3.2)

To Benghazi — Cost 1 Resource Point

BENGHAZI

Coastal Shipping (G)

Place units arriving from Italy here (21.) (E)

Port Capacity:

Tripoli Port Box

ANTI-SHIPPING TABLE (22.2)

Allied Convoys →	Mersa Matruh	Bardia	Tobruk	Derna	Benghazi	
Axis Convoys ↓	Tripoli	Benghazi	Derna	Tobruk	Bardia	Mersa Matruh
≤ 2	–	–	–	–	–	2
3	–	–	–	–	2	2
4	–	–	–	2	2	3
5	–	–	2	2	3	3
6	–	2	2	3	3	4
7	–	2	3	3	4	4
8	2	3	3	4	4	5
9	2	3	4	4	5	5
10	2	4	4	5	5	5
11	3	4	5	5	5	5
≥ 12	3	5	5	5	5	5

Modify dice roll by Airfield modifiers except convoys from Italy.

Airfields: Benina –1, Martuba –1, Gambut –1, Sidi Barrani –1, Fuka –1, Crete –1

CONVOY EXAMPLES: *It is the Axis Player Turn of the 1st Impulse of Turn 4. He has two convoys — the Italy-to-Africa convoy that must sail past Malta to Tripoli and a Coastal Convoy that will sail from Tripoli to Benghazi.*

A) THE ITALY CONVOY: *The convoy from Italy to Tripoli consists of his Turn 4 Reinforcements, two Supply Points, and one Italian tank Replacement he received this turn. A total of 8 Shipping Points. Tripoli has a Port Capacity of 14 so this is not a problem.*

B) *The Luftwaffe marker on the Malta Track is in the –2 box, so he will modify his AST roll by –2.*

C) *The Axis player moves his units out to sea and rolls two dice and consults the Tripoli column of the AST. He rolls a 10 and subtracts 2 from 10 to get 8. An 8 result on the Tripoli column is a 2. The convoy will be attacked and for every 1 or 2 rolled the Replacement step or Supply Point will be sunk. The five steps of the Combat Units will only be hit on die rolls of 1 due to escorts (22.2.5). He lines up his units and rolls one die for each step, replacement, or Supply Point.*

The net result is one Supply Point sunk, one German tank step sunk

and the Italian Tank Replacement sunk. The German Tank Unit is reduced by one step and the surviving units are moved into the Tripoli Off Map Box.

E) CONVOY TO BENGHAZI: *Now the Axis player conducts his Coastal Convoy. For this convoy it is the Airfield modifiers that apply. He has three: Benina (3212), Martuba (3629), and Gambut (3041). He rolls two dice using the Benghazi column and rolls an 8. Subtracting 3 (for the Airfields) is a 5. The result is a miss—the Supply Point and Replacement arrive safely in Benghazi.*

F) *Note that the Port of Benghazi is damaged and has a current Port Capacity of 3 Shipping Points. Since the Axis player can only ship 2 Shipping Points using Coastal Shipping the damaged port does not matter. However, at some point he may want to sail his Italy convoy directly to Benghazi and at that time the damaged port may become a nuisance.*

G) *After the convoys land place a Naval Transport marker on them to indicate they cannot attack, and if attacked defend at half strength. No marker is necessary in Tripoli if you place the units in the small box indicated with dashed blue lines.*

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