

Standard Combat Series:

Afrika II

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Introduction

Afrika II is a game covering the campaign in North Africa from 1940 until 1942. This game is the second edition of the Charles S. Roberts Best World War II game of 1993.

1.0 General Rules

1.1 Sequence of Play

The Axis player turn is always first. Some scenarios start with the CW player. In those cases, skip the first turn's Axis player turn and begin with the CW player turn. Continue normally from there.

Important: *Regardless* of which player starts the game, initialize both players' air points to the number they will receive on the first turn of the scenario.

The player moving second always sets up first.

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Axis Player Turn

• Initialization Phase

- Reset the Axis Air Point Marker based on the map's chart.
- Reset the Axis Truck Marker based on the map's chart.
- Roll to determine the available Coastal Shipping.
- Roll for each Axis controlled port to determine its capacity for this turn.

• Reinforcement Phase

- Place any new units from the Order of Arrival in the Tripoli Box.
- Remove any withdrawn units as required by the Order of Arrival.
- Roll on the Variable Reinforcement Table and apply the results.
- Roll two dice for Rommel (if he is on the map). If the roll is 4 or less, remove him from play and place him on the Turn Record Track as a reinforcement for the next game turn.

• Movement Phase

• Combat Phase

• Exploitation Phase

• Supply Phase

- Unit Consolidation
- Expend SPs to supply units.
- Mark any units found Out of Supply as Out of Supply.
- Apply step loss due to attrition to any unit found to be Out of Supply.

Commonwealth Player Turn

• Initialization Phase

- Reset the CW Air Point Marker based on the map's chart.
- Reset the CW Truck Marker based on the map's chart.
- Roll for each CW-controlled port to determine its capacity for this turn.

• Reinforcement Phase

- Determine new SPs via the Supply Chart.
- Place any new units from the Order of Arrival in the Alexandria Box or Restriction Box as the OOA requires.
- Remove any units withdrawn as called for by the Order of Arrival.
- Roll on the Variable Reinforcement Table and apply the results.
- Roll two dice for O'Connor. If the roll is 3 or less, withdraw him permanently from play.

• Movement Phase

• Combat Phase

• Exploitation Phase

• Supply Phase

- Unit Consolidation
- Expend SPs to supply units.
- Mark any units found Out of Supply as Out of Supply.
- Apply step loss due to attrition to any unit found to be Out of Supply.

1.2 Abbreviations

Alex	Alexandria
Arm	Armored
AT	Anti-Tank
Aus	Australian
Bde	Brigade
Carp	Carpathian
CW	Commonwealth
Div	Division
EZOC	Enemy Zone of Control
FF	Free French
FJ	Fallschirmjäger (Airborne)
Gar	Garrison
Gd(s)	Guard(s)
Grp	Group
Hus	Hussars
Inf	Infantry
KDG	Kings Dragoon Guards
LRDG	Long Range Desert Group
LW	Luftwaffe
MA	Movement Allowance
MP	Movement Point
OOA	Order of Arrival
OOS	Out of Supply
PJ	Panzerjäger (Anti-Tank)
Pol	Polish
Pz	Panzer (Armored)
SA	South African
SPT	Support
VP	Victory Point
ZOC	Zone of Control

1.3 Scale

Each turn represents one month. Each hex is about 10 miles across and units represent divisions, brigades, regiments, and a few battalions.

1.4 Multiple Terrain Types

Some hexes have more than one terrain type within them.

In those cases, use only **one**. Terrain effects are not cumulative (Boxes and Fortifications are exceptions).

1) For movement, use the type with the highest MP cost (and remember that roads (of any sort) negate other terrain features for units using them).

2) For combat, use the type which most benefits the defender.

Exception: A Fort or Box counts **in addition** to any other terrain in the hex. A Box in Rough terrain, for example, would mean the defender is x4.

1.5 Fortifications

Map-printed fortifications may never be built or destroyed. Fortifications are hexside features that affect only their hexside. They are essentially terrain. If a hex is attacked through any hexsides that are not fortified, the fort has no effect.

1.6 Boxes

Boxes are all-around Fortifications the player **can** build. Boxes may be built only at the beginning of a friendly Supply Phase. To build a Box, a unit (of any type or size) must occupy the hex. This unit **must** not have moved in that game turn nor be in an EZOC. The unit must be currently in supply.

Expend **one** SP per box built. The SP must be in the normal draw range of the unit and **does not** supply that unit (or others) in addition to building the Box.

Boxes are a Terrain Effect on Combat and have no other effects.

A Box is automatically removed the instant no unit of the side which built it is in the hex at the end of any movement phase.

Boxes may be built in any map hex **except** those which already contain printed fortifications.

The number of Boxes used in play is limited by the countermix. Players may want to split the available markers 50-50 before play begins. In our experience, there has always been enough to allow for both sides to have all they want.

1.7 Tripoli

The Tripoli Box and the box connecting it to the map do not represent any map hex. Instead, they represent areas adjoining the game map.

The Tripoli Box itself (not the box connecting it to the map) has an infinite supply dump. This means that any units in that box are forever in supply for free and the Axis player can use all his trucks and Coastal Shipping to produce SPs from this box to send to the map.

Units in the connecting box (the one without the infinite dump) must draw supply from SPs inside that box normally.

Treat each of these boxes as huge off-map hexes that have no stacking limit and have a hexside terrain cost of 5 MPs. To move from Tripoli to the map costs 10 MPs—5 to enter the connecting box; 5 more to get to the map. When a unit moves from the connecting box to the map, it can enter via any western map edge hex. Alternatively, if the unit is in the farthest west edge, it can move to Tripoli by expending 10 MPs. Units without the needed MPs to fully traverse these boxes can take advantage of the “you can always move one hex” to (slowly) cover this distance. (remember you’ll need to supply them along the way).

No CW unit may ever enter these boxes.

Example: A player that uses three truck points can move three SPs from the infinite dump in Tripoli to the connecting box. At the same time, he could use all four of his Coastal Shipping points that turn to move out another four SPs. There is no limit to the number of SPs he can move out of Tripoli (even though no literal SPs are stacked there) beyond the limited amount of transportation he has.

1.8 On-Map Holding Boxes

On-map Holding Boxes represent individual map hexes in an expanded fashion so as to break up a few congested hexes (such as Tobruk). Units may not overstack in such hexes or in the Holding Box representing the hex. Both the units in the Holding Box and in the hex it represents count for the stacking limit of that hex.

1.9 Ports

Only hexes and boxes which contain the Port Symbol can function as ports. Port capacities change from turn to turn. Each player rolls one die for each of the ports he controls. According to each port’s Port Capacity Box, the die roll determines the port’s capacity for that turn. Roll for each port separately. Port capacity is given in terms of SPs. Port capacity only affects arriving units and SPs, never the **departure** of them. A player may never exceed the capacity of a port for a turn. Once the capacity of the port has been used in a turn, no further arrivals are allowed.

Both Tripoli and Alexandria have an infinite port capacity.

1.9a Capture of Ports. A player can capture another player’s ports by moving a friendly unit into the port’s hex. A captured port has **no** port capacity for the turn of capture. In the next game turn, the port (under new management) begins to function for the capturing player with the same port capacity potential as it did under the former owners—only the capturing player now rolls for it.

A helpful way to record this change over is to place the port capacity marker on the turn record track on the next turn. That turn, the new owner can roll for and use the port.

EZOCs have no effect on a player’s ability to use his ports.

1.9b Damage of Ports using Air Points. Ports cannot be intentionally reduced by air power. The effects of air power are integrated into the variable port capacities.

2.0 Units and Counters











2.1 Counters
















The Commonwealth (CW) player controls all British (Brown), Australian (Tan), Indian (Dark Brown), South African (Orange), New Zealand (Kiwi with Brown center), Free French (Blue), Greek (White), and Polish (Red Checker) units.

The Axis player controls all German Army (Grey), Luftwaffe (Grey-Blue), Italian (Pale Green) and Italian Blackshirt (CCNN) (Medium Green) units.

2.2 "Units"

A "unit" is any combat counter in the game. Rommel, O'Connor, Boxes, SP's, Out of Supply, Port Capacity, Shipping, and Air Point Track Markers are **not** units.

Unit Symbols and Markers	
	Leader
	Artillery with CRT shift capability
	One Supply Point (SP)
	Out of Supply
	Box
	One Step Loss
	Benghazi's Port Capacity Marker
	Truck Point Track Marker
	Coastal Shipping Marker
	Air Point Track Marker

	Infantry
	Armor or Panzer
	Assault Gun
	Pz or Arm Recon
	Arm Car
	Motor Cycle
	Airborne
	Commando
	Machine Gun
	Support
	Garrison
	Camel
	AT or PJ
	Flak
	Artillery

2.3 Stacking

Up to 4 units (any size or type) can stack in one hex. Non-units do not count for stacking.

Stacking is enforced **only** at the **end** of the regular Movement Phase, at the **moment** of an Overrun combat **and** at the **end** of a retreat. Temporary overstacking is allowed at other times. Kill any excess

(owning player's choice) found when checking for overstacking at the times it is actually enforced.

2.4 Exploit-Capable Units

Only those units with a yellow bar at the bottom of their counters are inherently Exploit Capable. Rommel and O'Connor give units temporary exploit capability.

Out of Supply units are **never** Exploit-Capable.

2.5 Steps and Step Losses

Each counter has its number of available steps printed on it. Take the first step loss by flipping the counter (this will destroy any one step units). Additional step losses (for 3 or 4 step units) are shown by that same reduced counter side plus a one or two step loss marker under the unit. Note that the strength of the unit does not degrade further for these additional step losses.

2.6 Retreat to Step Loss Conversion

Both players are free to convert retreat results into step losses (as per SCS 9.2) normally, except that at least one of the retreat results **must** be taken as an actual retreat. So, a D2r2 result could be (at most) converted into a D3r1 by such conversions.

Exceptions: All retreats can be converted into step losses if the defender is in a Box, Fortification, or city of any type.

2.7 Garrison Units

Both sides have a few 0-1-0 rated Garrison units. These help defend their hex (and that's about it). Importantly, they do not count for supply expenditure and are never subject to being Out of Supply. They are destroyed if required to retreat.

2.8 Unit Consolidation

At the start of the player's Supply Phase, he can combine his units to make fewer actual counters on the map (and reduce his supply requirements). Units of the same type and unit values in a stack (or

Box) can consolidate as desired so that one or more of them are placed in the dead pile and the remaining unit is brought closer to full strength. If two units are combined and there are some "left-over steps", the left-over steps are lost.

Example: The player has two 6-4-8 Italian Armor Battalions in a hex, both flipped to their reduced sides. Before expending supply for the turn, the Axis player can combine them into one, full-strength 6-4-8 and send the second unit to the dead pile.

3.0 Combat Results Table Shift Systems

There are a number of different systems that apply themselves as shifts to the CRT (such as Rommel, O'Connor, Artillery, Air Points, Divisional Integrity, and Combined Arms).

Regardless of the reason (including terrain), the maximum net shift in either direction is **three** columns. Any excess column shift is lost.

These shifts are based on the actual CRT column, not the raw odds, when it comes to the columns that have more than one odds ratio associated with them.

3.1 Artillery

Artillery "units" are abstract representations of the artillery assets available to both sides. While they move, stack, and are supplied like any other "unit" and can contribute their defensive strength of 1 to the defense of their hex, their primary function is to provide column shifts for offensive and defensive combat. Each artillery unit can shift odds one column on the CRT. To apply to a combat the artillery must be either adjacent to the defender (for the attacker) or in the defender's hex (for the defender).

Artillery in defense can contribute **both** its defensive strength **and** column shift to that combat. To participate in an overrun, attacking artillery must move with the overrunning stack (defensive artillery is handled normally).

Artillery **can** advance after combat with their stack.

3.2 Air Points

Each player is given one or more Air Points each turn. A player can use his points to support any friendly attack or defense. A player may never expend more Air Points in a given turn than he has available. Keep track of available Air Points on the player's Air Point Track. Unused air points are wasted when the number is again initialized.

3.2a Restrictions on Use. Air Points can be used in any phase in which friendly units are either attacking or defending—including overrun attacks and defenses.

Air Points can be used on any map hex, but never in Tripoli or its connecting box.

3.2b Use as Combat Odds Shifts—as Attacker and Defender. When any combat is announced, either player can opt to apply Air Points to affect the battle. The defender must announce his Air Points **before** the attacker needs to decide, and both must commit desired Air Points **before** computing any odds.

Each Air Point shifts the odds one column in that side's favor.

3.3 Divisional Integrity

In any attack (or defense) where one or more multi-unit divisions participate using **all** of their currently on-map components, shift the combat odds one column in that side's favor. If both sides are eligible, the shifts cancel each other out. Each side can only get one shift for Divisional Integrity no matter how many divisions qualify.

If a division currently has **only** one counter on the map, it is **not** eligible for this shift. No side ever gets a shift of more than one column in its favor for this reason, even if more than one eligible division participates. In the attack, the participating elements from a given division **need not stack** together, provided they are all involved in the combat.

Ignore units of a division in the Restriction Box for purposes of this rule (they neither ensure that a division has more than one counter, nor do they negate the ability to get all the unit's counters in one combat).

3.4 Combined Arms

A stack in a combat (attack or defense) can qualify for a shift on the CRT for Combined Arms.

For a stack to qualify, the side must have at least one Armor **and** one Infantry unit stacked together.

No more than three attacking stacks can apply shifts for Combined Arms in a single combat.

For this rule:

“Armor” includes Armor, AT, Flak, Arm Car, Arm Recon, Camel, Motorcycle, and AG units.

“Infantry” includes Infantry, Airborne, MG, Garrison, and Support.

4.0 Coming and Going

4.1 Reinforcements

Reinforcements automatically show up in the Tripoli Box or in Alexandria, as appropriate. They can overstack on placement. If Alexandria is not controlled by the CW player, CW reinforcements arrive on any east map edge hex or any hex of Cairo. Some CW reinforcements are sent directly to the Restriction Box.

4.2 Replacements

Each player has a Variable Reinforcement Table. The player rolls two dice on his table once each turn in the Reinforcement Phase to determine what he might get. With the exception of no effect (and Allied withdrawals) the results from these tables consist of Replacements.

A player must use his Replacements immediately upon their acquisition. Any excess is lost. Each Replacement can be used to rebuild one friendly unit regardless of nationality or type to full strength (regardless of how many or few step losses it might have), subject to the following.

4.2a Requirements to Replace Step Losses in Living Units. To replace step losses on a living unit, the unit must **not** be marked Out of Supply **AND must** be stacked with or adjacent to an SP. Units in EZOCs **can** rebuild steps. Regardless of the number of steps the unit is missing, **one** Replacement allows the unit to return to full strength.

4.2b Replacements and Dead Units. These units reappear in either Alexandria or Tripoli (as appropriate). Withdrawn units can be rebuilt in this way; in that case, the rebuild represents the return of the unit from wherever it went. If Alexandria is unavailable, the CW cannot rebuild. As with replacing steps in damaged units above, the dead unit returns at full strength.

Just because it must be said... O'Connor and Rommel cannot be rebuilt using replacement steps.

4.3 Withdrawals

A number of units are to be withdrawn from play, as listed on each Reinforcement Chart or the CW Variable Reinforcement Table. Players can withdraw any unit of the listed type (use the same definitions as Combined Arms) currently in play. The unit chosen can be at reduced strength, in an EZOC, or Out of Supply. The player can choose to withdraw a dead unit **only** if **no** living units of the type are on the map. The chosen unit need not be able to trace any path to escape (i.e. it might be surrounded). These units are considered to be “dead.” These units are free to be rebuilt starting the turn **after** they are withdrawn.

5.0 Supply

This game has a slightly more involved supply system than the usual SCS game. The nature of the campaign demanded a more explicit treatment. It has been designed to make operations follow logistical constraints without becoming a playability burden.

5.0a Supply Points. The supply system in this game uses Supply Points (SPs) which are placed on the map. SPs remain under the control of their owning player until such time as they are expended or captured by the enemy. SPs may be freely added together or broken down to conserve SP markers. SPs **cannot** move on their own. They are moved by Trucks and Coastal Shipping.

5.1 Arrival of Supplies

The Axis Player has an infinite supply dump in Tripoli; he can get all the supply he wants from there, limited by his available Coastal Shipping and Trucks. The Allied player gets a set amount according to the current turn from his Supply Chart. These SPs may be moved by any combination of Coastal Shipping and Trucks in that same turn.

5.1a Use of Supply. During his Supply Phase, a player must expend SPs to place his units into supply. Any unit which does not have supply expended for it is **automatically** marked Out of Supply.

Units of both sides are automatically in-supply at the start of every scenario in that ‘grey-zone’ before their first Supply Phase.

A player may *choose* to not supply units if he desires, with the understanding that they will suffer the Out of Supply effects.

Every SP on the map has a supply range in MPs. Supply range is always counted from the SPs to the units. The range for a player's SPs differs according to the following:

Axis (turns 1 through 6): 3 MPs
Axis (turn 7 and beyond): 5 MPs
CW (always): 5 MPs

Supply range MPs may never enter hexes containing EZOCs **unless** negated by a friendly unit.

To determine the number of required SPs to supply the local units, the player counts **one** per unit (**Exceptions: Italian divisions count as two; the LRDG unit, all Garrison ('Gar') units, and all “non-**

units” *never* count for supply) drawing from a given SP hex, and then divides by 10. Units count as per the preceding, regardless of step losses. Round the result normally. All units drawing from a given hex must be in the supply range of that hex.

For instance, a player counts 14 units drawing from some SPs and would need to expend one SP to supply them.

Exception: Do not round 0.4 or less down to zero—if a SP hex is used at all, at least one SP **must** be expended.

A player can expend **more** SPs than required by his units in order to not leave SPs for the enemy (this includes expending SPs where there are no units)—but this can only be done in a friendly Supply Phase.

Important: Players are expected to assign units to groups in a way to take advantage of the rounding rule. In other words, a player with 28 units drawing for supply may divide them into two-fourteen unit groups and pay only 2 SPs to supply them.

OCS Player Note: OCS game players should take note that “adjacent is **not** good enough” here. Supply trace counts must be made counted **into** the unit’s hex.

5.1b Combat Supply. There is no specific supply cost for combat operations.

5.1c Oasis. An oasis can provide supply (without any SP expenditure) for up to two units. When used in conjunction with real SPs, subtract 2 from the unit total before dividing by 10.

5.2 Out of Supply Effects

A unit is found to be Out of Supply (OOS) in a Supply Phase apply the following until the each turn until the marker is removed. The step loss occurs in the Supply Phase itself.

- 1) Defense and Movement values are x1/2.
- 2) Attack values are x1/4.
- 3) Delete one step from the unit (destroy it if necessary) due to attrition.
- 4) Out of Supply units are no longer Exploit Capable and do not have ZOCs.
- 5) Out of Supply units cannot absorb replacements.

5.3 Supply Point Capture

SPs have no combat strength or movement ability of their own. SPs may never advance or retreat as a part of a combat result affecting the units in their hex. There is no provision for destroying one’s own SPs—although in a player’s Supply Phase he can expend more SPs than is required of his units in order to eliminate an excess.

SPs are captured when an enemy unit enters their hex. SPs can never be attacked by enemy units if no friendly unit is in the hex—in such a case, enemy units must wait to move into the hex using their own Movement Allowance. Entry into an unoccupied enemy SP hex does not cost additional Movement Points.

Immediately upon entry into an enemy SP’s hex, the moving player rolls one die.

On a 1-3, the SPs are destroyed and no SPs are captured.

On a 4-6, half of the SPs are captured (round this portion normally) and destroy the rest.

Example: *The player enters a hex containing 3 enemy SPs and rolls successfully. He captures 1.5 rounded to 2 SPs and 1 SP is destroyed.*

5.4 Moving Supplies

5.4a Trucks. Each player is given one or more Trucks to use each turn. A player may never expend more Trucks than he has available for the given turn. Each player records his available Trucks on his Truck Track. Subtract Trucks from this track as they are expended. Refill the track with Trucks during each friendly Initialization Phase. Unused Trucks cannot be saved from turn to turn. Trucks have one purpose, to move SPs.

One Truck can move one SP up to 5 MPs. Trucks can move any friendly SP, regardless of where it is on the map. More than one Truck may be used on a single SP so as to move it further—for instance, two Trucks may be used to move an SP up to 10 MPs. Proportional use is allowed; One Truck can move five SPs 1 MP each (No, I don’t know why you’d want to do this) and unused MPs generated by a Truck can be saved for future use **in that same game turn**.

Trucks can be used only in a player’s Movement Phase—never during the Exploitation Phase.

Truck MPs can never enter hexes containing EZOCs which are not negated by a friendly unit. Unnegated EZOCs block all Truck movement.

5.4b Coastal Shipping.

Shipping may only be used during a player’s Movement Phase, never during the Exploitation Phase. Coastal Shipping is given in terms of SPs. Each unit of **any size or type** also counts as one SP for shipping.

Units and SPs can be moved by Coastal Shipping **and** move under their own power in the same phase, or vice versa, and are not penalized for doing so.

For instance, a unit with an MA of 10 can move 3 MPs to a port, have one Coastal Shipping point expended for it, be transferred to another port, and then move using the remaining 7 MPs. Likewise, an SP could be trucked 5 MPs to a port, use Coastal Shipping to another port, and then be trucked again (using another Truck) 5 MPs.

There is no MP cost for loading or unloading from Coastal Shipping. Coastal Shipping may only pick up and drop off SPs and units at ports—there is no amphibious landing capability. Neither Rommel nor O’Connor need or use Coastal Shipping.

5.4c Axis Shipping. At the same time he rolls for his port capacities, the Axis player also rolls to determine the amount of Coastal Shipping available to him in the coming turn by rolling one die on his Coastal Shipping Track (just like the ports).

5.4d Allied Shipping. The Allied player has all the Coastal Shipping he needs to make full use of all his available port capacities.

In other words, if the Allied player controls three ports each with a capacity of two, he’ll have 6 points worth of coastal shipping.

Ignore the capacity of Alexandria when calculating the coastal shipping available to the Allied player!

Example: *A player has a port with a capacity of three for a turn. During his Movement Phase, he uses one point of Coastal shipping to move 1 SP of supplies to the port. Later in that phase, he decides to ship an infantry division into the port, which costs another SP worth of capacity—leaving one left. He then ships another unit **out** of the port (using more coastal shipping, but no port capacity). Just before the end of this phase, the player takes a quick look around to see if he has set himself up correctly for the next Supply Phase. To his horror, he finds himself 2 SPs short at the above port. While he has enough coastal shipping to do the job, his one point of remaining port capacity will not let him do it. He then ships in the one SP he can and prepares to be short for a turn.*

6.0 Axis Special Rules

6.1 Mussolini Requirements

The Mussolini Line extends through the A47.xx hex column. By the end of turn 2 until the end of turn 5, the Axis player must have the listed number of units east of the Mussolini Line (not inclusive). Italian units destroyed east of the line **continue** to count, even if rebuilt. Once turn 6 begins, the Italian player can ignore the requirement.

If at any time the Axis player fails to fulfill this requirement, he forfeits the game in a sudden death defeat and returns to Rome to explain his neglect to El Duce.

Mussolini Requirement units:
5x Infantry Divisions
3x Exploit Capable units

6.2 Rommel

Rommel is effectively a “higher activity emphasis” marker. Rommel is not a unit, so he does not count for stacking or supply, has no combat strength, and is not eligible to take step losses.

Rommel **must** always stack with at least one **German** unit (he cannot stack in a stack of units which are exclusively Italian; a mix is OK). If Rommel’s stack is destroyed or no longer has the required German unit, the Axis player must displace Rommel to any German occupied hex he prefers. If there is no such hex, remove Rommel from play permanently because you have lost.

6.2a Storch Movement. Rommel moves in two ways: Storch Movement and Piggy Back. Rommel can use both in a single phase. Storch Movement can be done in **any** Axis Phase. Rommel **must** not have moved or been involved in a combat in the current phase. Simply pick Rommel up and place him in any other Axis occupied hex. That completes his Storch Movement for that phase.

6.2b Piggy-Back Movement. During any phase allowing Axis units to move, Rommel must move with the units with which he is stacked. If that stack splits (some stay in place, others move in different directions, whatever), Rommel can pick any of the formerly stacked units with which to remain (even if it means he stays in the original hex). Rommel goes wherever his unit goes and can be dropped off with some unit he did not start the phase (where he could conceivably Piggy Back again with them). Rommel has no Movement Allowance and can go as far as any number of units can carry him. Rommel can (and sometimes must) Piggy Back in Advances after Combat and/or Retreats.

6.2c Rommel Movement Effects. At the moment a stack begins to move, if it is also stacked with Rommel, it can do the following:

- 1) The stack can conduct overruns even if it is in an EZOC.
- 2) The stack can move in the Exploitation Phase and advance after combat like an Exploit Capable unit even if in an EZOC or not Exploit Capable.

6.2d Rommel Combat Effects. If Rommel is stacked with a defending unit, he gives it one column shift to the left in support. If he is stacked with any of the units attacking a given hex (regular or overrun), the attack gets one column shift to the right.

6.2e Rommel Gets Sick. Roll two dice each Axis Reinforcement Phase after he enters play. On a 4 or less, withdraw him from the map and place him as a reinforcement on the Turn Record Track for the next game turn. He returns that turn as a reinforcement.

6.3 Trento Truck Option

There are two versions of the Italian Motorized division “Trento” in this game. Before play begins, the Axis player must decide if he wants to use the Trento Truck option or not. If he uses the option, he gets one truck point beyond what the Axis Truck Point Chart lists each turn. When the Trento division enters play, use the single-counter version of the division and flip the Axis Truck Marker to its ‘Trento +1’ side as a reminder.

If he decides **not** to use the option, *do not* add to the Axis Truck Point total and bring on the two counter version of Trento.

In all scenarios where Trento has already come into play (Turn 7 and after starts), the Trento Truck Option is automatically in play.

***Historical Note:** Historically, Trento’s trucks were reassigned to increase the available truck tonnage for the Italian 1940 offensive. Here, the player can choose between the added truck point and the usefulness of an Italian semi-motorized division.*

7.0 Allied Special Rules

7.1 O’Connor

O’Connor is identical to Rommel with the following exception:

7.1a O’Connor Gets Captured. Roll two dice each CW Reinforcement Phase. On a 3 or less, withdraw him from **permanently** from play. O’Connor never gets sick (this rule replaces the corresponding Rommel Sick rule).

7.1b Option 1: Early Game Safety Net. Do not roll for O’Connor **before** turn 6. Players using this option forego the LRDG Raid on Rommel (7.4).

7.1c Option 2: Fair Playing Field. Change the dice roll to 4 or less, but O’Connor leaves for only one turn just like Rommel. Using this option foregoes the LRDG Raid on Rommel (7.4).

***Play Note:** Losing O’Connor is a big deal to the CW player and seems dreadfully unfair when compared to Rommel’s rule (even if it is historically accurate). Option one allows the player to defuse the unlikely event of O’Connor driving over a mine (or something) before he is able to conduct the Compass offensive. The second merely makes the two men identical in game terms and is recommended for games where the fun is the thing, not a strictly historical model.*

7.2 The Restriction Box

The Restriction Box (on map B) is a repository for numerous units floating around Egypt undergoing training or otherwise unavailable to the player for active operations. While in the Restriction Box, CW units do not need to be supplied, have no stacking limit, and cannot be affected by any Axis unit or combat. The CW player can never **send** units to the Restriction Box, only the Order of Arrival can do so. Units in the Restriction Box **can** be used to satisfy Variable Reinforcement Table Withdrawal results.

Units can be released from the Restriction Box during the CW Reinforcement Phase either because of a listing in the OOA or because the player desires them. In either case, take the units out of the Restriction Box and put them into Mersa Matruh, Alexandria or any hex of Cairo as desired and controlled by the CW player.

The player can intentionally release units from the Restriction Box in any CW Reinforcement Phase he desires (even if not listed as such on the OOA), but each unit arrives as above with its first step destroyed.

Units released from the Restriction Box via the OOA **do not** lose a step as do the above.

7.3 The Long Range Desert Group (LRDG)

This unit represents an amalgamation of all the Special Service Commando units (Layforce, Sterling, the SAS) which roamed all over the desert during the period covered by the game. Once in play, the unit functions like any other **except** that it ignores all EZOC MP costs and supply considerations (it is **always** in supply).

7.4 The LRDG Raid on Rommel

After a time in play, the Allied player usually gets a little fed up with that chap Rommel and wants to be able to do something about him (aside from hoping he gets sick again). This rule allows a method of dealing with that pesky bugger with the Blue Max.

Once per game (**only once**) during any Allied Movement Phase, the Allied player can announce a "Raid on Rommel". When he does so, place the LRDG in the dead pile. A raid on Rommel cannot occur if it is already in the dead pile, or not yet in play. Once dead, the LRDG can be rebuilt like any other unit.

Roll one die.

On a 6, Rommel is captured (or killed) and permanently removed from play.

On a 5, Rommel is injured and returns as a reinforcement three turns later.

On any other roll, there is no effect.

Do not use this rule if either 7.1 optional is in play.

8.0 Scenarios

Set ups are German or British units unless specifically noted otherwise.

8.1 Campaign Victory Conditions

Use these for any scenario ending on turn 28.

Axis: The Axis player wins a Sudden Death victory if, at the end of any Allied Player Turn, he occupies both Alexandria and Cairo. (That is the only way to win a victory which *might* be meaningful in a historical sense.) In strictly game terms, the Axis player also wins if he occupies Bardia, Tobruk, and Benghazi at the end of the game.

Allied: The Allied player wins if he occupies Mersa Matruh, Bardia, and Tobruk at the end of the game (as well as avoiding the sudden death conditions for the entire game).

Draw: Other than the above.

8.2 Short Scenarios

All the main scenarios extend until the campaign ends (with the campaign victory conditions) on turn 28. Several, however, offer shorter versions with their own short scenario victory conditions. When you decide to play a scenario, choose either the campaign or the short version and use the appropriate ending turn and victory conditions. All game rules are in play regardless of the type selected.

8.3 The Italian Invasion

First Turn: Turn 1

Turn Length: 28 turns

Map Area: Both

First Player: Axis

Short Version:

Play turns 1 through 3. The Italians win if they take Mersa Matruh; otherwise it is a CW win. This scenario bogs down into a series of suicide assaults by the Italians against the on-coming set of CW units released from the Restriction Box. Not much in terms of finesse, but can be a good warm up.

Axis Information:

Set Up:

Tripoli Box:

5-6-4 It Inf Div (Bologna, less 1 step)
6-7-4 It Inf Div (Brescia, less 1 step)
6-7-4 It Inf Div (Pavia, less 1 step)
6-7-4 It Inf Div (Sabrtha, less 1 step)
6-7-4 It Inf Div (Savona, less 1 step)
0-1-4 It Arty

A7.23: 2 SPs

A36.23: 5-6-4 It Inf Div (Sirte), 0-2-0 Gar Grp (Tobruk), 2 SPs

A36.22: 0-1-0 It Arty

A36.19: 4-5-4 CCNN Inf Div (3 Jan)

A38.21: 5-5-4 It Inf Div (Catnzro)

A44.21: 3-2-6 It Arm Grp (2 Lib), 4-5-4 CCNN Inf Div (28 Oct), 0-1-0 Gar Grp (Bardia), 3 SPs

A44.20: 5-6-4 It Inf Div (Cirene)

A44.19: 4-5-4 It Inf Div (1 Lib), 0-1-4 It Arty

A43.20: 5-6-4 It Inf Div (Marmrca). 3-2-6 It Arm Grp (1 Lib)

A43.19: 4-5-4 It Inf Div (2 Lib)

A42.20: 4-5-4 CCNN Inf Div (23 Mar)

A42.18: 5-4-5 It Arm Grp (1 Med), 2-2-10 Camel Grp (Maletti)

CW Information:

Set Up:

B30.10: 1-1-15 Commando Grp (LRDG), 0-5-0 Gar Grp (Cairo), 10 SPs

B19.19: 0-3-0 Gar Grp (Alex), 3 SPs

A61.19: Box, 0-2-0 Gar Grp (Matruh), 0-1-7 Arty, 2 SPs

A60.17: O'Connor, 9-6-8 Arm Bde (4/7 Arm, less 1 step), 8-5-8 Arm Bde (7/7 Arm, less 1 step)

Anywhere in Egypt, east of A51.xx, inclusive: 3-3-12 Arm Car Bn (11 Hus/7 Arm), 4-5-10 SPT Bde (7/7 Arm)

Restriction Box:

3-5-7 NZ Inf Bde (4 NZ/2 NZ)
3-5-7 Ind Inf Bde (5 Ind/4 Ind)
3-5-7 Ind Inf Bde (11 Ind/4 Ind)
3-5-7 Aus Inf Bde (16 Aus/6 Aus)
3-5-7 Aus Inf Bde (17 Aus/6 Aus)
3-5-7 Aus Inf Bde (19 Aus/6 Aus)
3-5-5 Polish Inf Bde (Carp)
3-5-7 Inf Bde (16)

8.4 Operation Compass

First Turn: Turn 4

Turn Length: 25 turns

Map Area: Both

First Player: CW

Short Version:

Play turns 4 through 6. The CW wins if they destroy all Italian units fulfilling the Mussolini Line requirements and take Tobruk and Benghazi. Otherwise the Axis wins. Not a bad warm up scenario and good training for the skills needed to run a hard hitting shoe-string offensive.

Axis Information:

Set Up:

Tripoli Box:

5-6-4 It Inf Div (Bologna, less 1 step)
6-7-4 It Inf Div (Brescia, less 1 step)
6-7-4 It Inf Div (Pavia, less 1 step)
6-7-4 It Inf Div (Sabrtha, less 1 step)
6-7-4 It Inf Div (Savona, less 1 step)
2-3-6 It Inf Rgt (10 Brs)
0-1-4 It Arty

A36.23: 0-2-0 It Gar Grp (Tobruk), 2 SPs

A36.22: 0-1-0 It Arty

A40.21: 5-6-4 It Inf Div (Sirte)

A41.22: 3-2-6 It Arm Grp (2 Lib)

A44.21: 4-5-4 CCNN Inf Div (23 Mar), 0-1-0 It Gar Grp (Bardia), 0-1-4 It Arty

A45.20: 4-5-4 CCNN Inf Div (28 Oct)

A44.18: 5-6-4 It Inf Div (Marmra)

A48.19: 5-5-4 It Inf Div (Catnzro), 3-2-6 Arm Grp (1 Lib)

A48.17: 5-6-4 It Inf Div (Cirene)

A50.18: Box, 2-2-10 It Camel Grp (Maletti), 5-4-5 It Arm Grp (1 Med)

A51.19: Box, 4-5-4 It Inf Div (2 Lib)

A51.20: 4-5-4 CCNN Inf Div (3 Jan), 1 SP

A52.19: Box, 4-5-4 It Inf Div (1 Lib)

CW Information:

Dead or Withdrawn:

3-5-7 Inf Bde (14)
3-5-7 Ind Inf Bde (7 Ind/4 Ind)

Set Up:

B30.10: 0-5-0 Gar Grp (Cairo), 5 SPs

B19.19: 0-3-0 Gar Grp (Alex), 4 SPs

A61.19: Box, 0-2-0 Gar Grp (Matruh), 1 SP

A48.02: 1-1-15 Commando Grp (LRDG)

A50.15: 4-5-10 SPT Bde (7/7 Arm), 0-1-7 Arty

A50.16: 8-5-8 Arm Bde (7/7 Arm), 3-3-12 Arm Car Bn (11 Hus/7 Arm), 3-5-7 Ind Inf Bde (5 Ind/4 Ind), 3-5-7 Ind Inf Bde (11 Ind/4 Ind)

A51.17: O'Connor, 9-6-8 Arm Bde (4/7 Arm), 3-5-7 Inf Bde (16), 3 SPs

Restriction Box:

3-5-7 NZ Inf Bde (4 NZ/2 NZ)
3-5-7 NZ Inf Bde (6 NZ/2 NZ)
3-5-7 Aus Inf Bde (16 Aus/6 Aus)
3-5-7 Aus Inf Bde (17 Aus/6 Aus)
3-5-7 Aus Inf Bde (19 Aus/6 Aus)
3-5-5 Polish Inf Bde (Carp)

8.5 The Race to the Wire

First Turn: Turn 8

Turn Length: 21 turns

Map Area: Both

First Player: Axis

Short Version:

Play turns 8 through 10. The Axis wins if they retake two of the following: Benghazi, Tobruk, and/or Bardia. Any other result is a CW win. Similar to the "hair on fire" requirements of the short Compass scenario, both scenarios teach how to run fast operations with limited assets.

Axis Information:

Dead or Withdrawn:

2-2-10 It Camel Grp (Maletti)
3-2-6 It Arm Grp (1 Lib)
3-2-6 It Arm Grp (2 Lib)
5-4-5 It Arm Grp (1 Med)
5-4-5 It Arm Grp (2 Med)
2-3-6 It Inf Rgt (10 Brs)
4-5-4 CCNN Inf Div (3 Jan)
4-5-4 CCNN Inf Div (23 Mar)
4-5-4 CCNN Inf Div (28 Oct)
4-5-4 It Inf Div (1 Lib)
4-5-4 It Inf Div (2 Lib)
5-5-4 It Inf Div (Catnzro)
5-6-4 It Inf Div (Cirene)
5-6-4 It Inf Div (Marmra)
5-6-4 It Inf Div (Sirte)
0-2-0 Gar Grp Tobruk
0-1-0 Gar Grp (Bardia)
0-1-0 It Arty
0-1-4 It Arty

Set Up:

Tripoli Box:

6-7-4 It Inf Div (Pavia)
5-6-4 It Inf Div (Trento)
5-6-4 It Inf Div (Bologna, less 1 step)
6-7-4 It Inf Div (Sabrtha, less 1 step)
6-7-4 It Inf Div (Savona, less 1 step)
3-4-6 It Inf Rgt (7 Brs)
1-5-9 It AT Bn (5)
0-1-4 It Arty
2-6-8 LW Flak Bn (1-18)

Tripoli Map Connection Box:

6-4-8 It Arm Bn (7 Med/Ariete)
4-3-8 It Arm Bn (Light/Ariete)
3-4-10 It Inf Rgt (8 Brs/Ariete)
6-7-4 It Inf Div (Brescia)
0-1-6 It Arty
8-6-9 Pz Bn (1-5/21.Pz)
8-6-9 Pz Bn (2-5/21.Pz)
3-4-12 MG Bn (2)
3-3-8 PJ Bn (605)
3 SPs

A1.08: Rommel, 4-4-12 Pz Recon Bn (3 Aufk/21.Pz), 3-4-12 MG Bn (8), 2-6-8 LW Flak Bn (1-33), 2 SPs

Trento option is in play.

CW Information:

Dead or Withdrawn:

O'Connor
3-5-7 Inf Bde (14)
3-4-9 Inf Bde (Selby)
7-4-8 Arm Bde (1/2 Arm)
3-5-7 Ind Inf Bde (5 Ind/4 Ind)
3-5-7 Ind Inf Bde (7 Ind/4 Ind)
3-5-7 Ind Inf Bde (11 Ind/4 Ind)
3-5-7 Aus Inf Bde (16 Aus/6 Aus)
3-5-7 NZ Inf Bde (4 NZ/2 NZ)
4-6-7 NZ Inf Bde (5 NZ/2 NZ)
3-5-7 NZ Inf Bde (6 NZ/2 NZ)

Set Up:

B31.11: 2-2-12 Arm Car Bn (Royals)

B30.10: 0-5-0 Gar Grp (Cairo), 0-1-7 Arty, 5 SPs

B29.10: 9-6-8 Arm Bde (4/7 Arm, less 1 step), 3-3-12 Arm Car Bn (11 Hus/7 Arm), 4-5-10 SPT Bde (7/7 Arm)

B19.19: 3-5-7 Aus Inf Bde (17 Aus/6 Aus), 3-5-7 Aus Inf Bde (19 Aus/6 Aus), 0-3-0 Gar Grp (Alex), 4 SPs

A61.19: Box, 3-5-7 Inf Bde (22 Gd), 3-5-7 Inf Bde (16), 0-2-0 Gar Grp (Matruh), 1 SP

A36.21: 3-5-8 Ind Inf Bde (3 Ind)

A36.23: 3-6-7 Aus Inf Bde (24 Aus/9 Aus), 0-1-7 Arty, 2 SPs

A13.26: 4-7-7 Aus Inf Bde (26 Aus/9 Aus), 1-1-15 Commando Grp (LRDG), 1 SP

A10.23: 4-7-7 Aus Inf Bde (20 Aus/9 Aus)

A7.09: 8-5-8 Arm Bde (7/7 Arm, less 1 step), 1 SP

A4.09: 3-3-12 Arm Car Bn (KDG), 3-4-8 SPT Bde (2/2 Arm)

Restriction Box:

3-5-7 Aus Inf Bde (18 Aus/7 Aus)
3-5-5 Polish Inf Bde (Carp)

Note: Both of the 4-5 roll withdrawals have occurred.

8.6 Operation Crusader

First Turn: Turn 15

Turn Length: 14 turns

Map Area: Both

First Player: CW

Short Version:

Play turns 15 and 16. The CW wins if they relieve Tobruk (defined as a land path free of EZOCs and enemy units from Tobruk to Mersa Matruh that never goes west of Tobruk). The Axis wins otherwise. This is just a big battle at this point. The victory conditions are fairly easy on the CW, so be sure to let the player with less experience play them. Then go out and stir up a lot of dust and sand!

Axis Information:

Dead or Withdrawn:

- 2-2-10 It Camel Grp (Maletti)
- 3-2-6 It Arm Grp (1 Lib)
- 3-2-6 It Arm Grp (2 Lib)
- 5-4-5 It Arm Grp (1 Med)
- 5-4-5 It Arm Grp (2 Med)
- 2-3-6 It Inf Rgt (10 Brs)
- 4-5-4 CCNN Inf Div (3 Jan)
- 4-5-4 CCNN Inf Div (23 Mar)
- 4-5-4 CCNN Inf Div (28 Oct)
- 4-5-4 It Inf Div (1 Lib)
- 4-5-4 It Inf Div (2 Lib)
- 5-5-4 It Inf Div (Catnzro)
- 5-6-4 It Inf Div (Cirene)
- 5-6-4 It Inf Div (Marmrca)
- 5-6-4 It Inf Div (Sirte)
- 0-2-0 Gar Grp Tobruk
- 0-1-0 Gar Grp (Bardia)
- 0-1-0 It Arty
- 0-1-4 It Arty
- 3-4-12 MG Bn (8)

Set Up:

Tripoli Box:

- 6-7-4 It Inf Div (Sabrtha, less 1 step)
- 1-5-9 It AT Bn (5)

A7.23: 3-5-10 It Arm Recon Grp (RECAM), 3 SPs

A32.21: 3-4-6 It Inf Rgt (9 Brs), 3-3-7 It Inf Rgt (66/Trieste), 2 SPs

A33.20: 3-3-7 It Inf Rgt (65/Trieste)

A35.20: 4-3-8 It Arm Grp (Light/Ariete), 6-4-8 It Arm Bn (8 Med/Ariete), 6-4-8 It Arm Bn (9 Med/Ariete)

A36.19: 6-4-8 It Arm Bn (7 Med/Ariete), 3-4-10 It Inf Rgt (8 Brs/Ariete), 0-1-6 It Arty, 2 SPs

A34.23: 6-7-4 It Inf Div (Brescia), 0-1-6 It Arty

A34.22: 5-6-4 It Inf Div (Trento), 0-1-4 It Arty

A35.22: 3-4-6 It Inf Rgt (7 Brs), 0-1-6 It Arty

A36.21: 5-6-4 It Inf Div (Bologna)

A37.22: 4-5-7 Inf Rgt (155/90.Le), 3-5-7 Inf Rgt (361/90.Le), 3-5-9 Inf Rgt (288 Snd)

A37.23: 6-7-4 It Inf Div (Pavia), 0-1-7 Arty

A40.22: 8-6-9 Pz Bn (2-8/15.Pz), 3-4-12 MG Bn (2), 0-1-9 Arty

A40.21: Rommel, 8-6-9 Pz Bn (1-8/15.Pz), 4-5-10 Inf Rgt (115/15.Pz), 2-6-8 LW Flak Bn (1-33)

A41.21: 3-3-10 Pz Recon Bn (580 Aufk/90.Le)

A42.20: 4-4-12 Pz Recon Bn (33 Aufk/15.Pz), 4-4-12 Pz Recon Bn (3 Aufk/21.Pz)

A43.21: 8-6-9 Pz Bn (1-5/21.Pz), 8-6-9 Pz Bn (2-5/21.Pz), 3-3-12 Motorcycle Bn (15), 0-1-9 Arty

A43.20: 2-6-8 LW Flak Bn (1-18)

A44.21: 3-3-8 PJ Bn (605), 2 SPs

A44.19: Box, 6-7-4 It Inf Div (Savona)

A44.18: Box, 4-5-10 Inf Rgt (104/21.Pz)

Trento option is in play.

CW Information:

Dead or Withdrawn:

- O'Connor
- 2-2-12 Arm Car Bn (Royals)
- 3-4-8 SPT Bde (2/2 Arm)
- 3-5-7 Inf Bde (69/50)
- 3-5-7 Inf Bde (150/50)
- 3-5-7 Inf Bde (151/50)
- 3-4-9 Inf Bde (Selby)
- 7-4-8 Arm Bde (1/2 Arm)
- 3-5-7 Ind Inf Bde (9 Ind/5 Ind)
- 3-5-7 Ind Inf Bde (10 Ind/5 Ind)
- 3-5-8 Ind Inf Bde (3 Ind)
- 3-4-7 Ind Inf Bde (161 Ind)
- 3-5-7 Aus Inf Bde (16 Aus/6 Aus)
- 3-5-7 Aus Inf Bde (17 Aus/6 Aus)
- 3-5-7 Aus Inf Bde (19 Aus/6 Aus)
- 3-5-7 Aus Inf Bde (18 Aus/7 Aus)
- 4-7-7 Aus Inf Bde (20 Aus/9 Aus)
- 3-6-7 Aus Inf Bde (24 Aus/9 Aus)
- 4-7-7 Aus Inf Bde (26 Aus/9 Aus)

Set Up:

B30.10: 0-5-0 Gar Grp (Cairo), 0-1-7 Arty, 5 SPs

B19.19: 0-3-0 Gar Grp (Alex), 4 SPs

B8.16: 3-4-6 SA Inf Bde (6 SA/2 SA)

B2.17: 3-4-6 SA Inf Bde (3 SA/2 SA)

A61.19: Box, 3-5-6 SA Inf Bde (2 SA/1 SA), 0-2-0 Gar Grp (Matruh), 3 SPs

A40.05: 1-1-15 Commando Grp (LRDG), 3-5-8 Ind Inf Bde (29 Ind/5 Ind)

A47.19: 3-5-7 Ind Inf Bde (11 Ind/4 Ind), 0-1-7 Arty

A46.17: 3-5-7 Ind Inf Bde (5 Ind/4 Ind)

A44.17: 3-5-7 Ind Inf Bde (7 Ind/4 Ind), 0-1-7 Arty

A42.18: 3-3-12 Arm Car Bn (KDG)

A42.17: 5-6-6 Arm Bde (1 Army), 3-5-7 NZ Inf Bde (4 NZ/2 NZ), 4-6-7 NZ Inf Bde (5 NZ/2 NZ), 3-5-7 NZ Inf Bde (6 NZ/2 NZ), 3 SPs

A40.18: 9-6-8 Arm Bde (4/7 Arm), 8-5-8 Arm Bde (7/7 Arm), 3-3-12 Arm Car Bn (11 Hus/7 Arm)

A40.17: 4-5-10 SPT Bde (7/7 Arm), 0-1-7 Arty

A40.16: 3-5-7 Inf Bde (22 Gd)

A39.18: 3-3-12 SA Arm Car Bn (4+6)

A39.17: 9-5-8 Arm Bde (22/1 Arm)

A38.17: 3-5-6 SA Inf Bde (5 SA/1 SA)

A38.16: 3-5-6 SA Inf Bde (1 SA/1 SA)

Any hex(es) of Tobruk Fortress: 3-5-7 Inf Bde (14), 3-5-7 Inf Bde (16), 3-5-7 Inf Bde (23), 3-5-5 Polish Inf Bde (Carp), 5-6-6 Arm Bde (32 Army), 0-1-7 Arty, 2 SPs

Restriction Box:

- 3-5-7 Aus Inf Bde (21 Aus/7 Aus)
- 3-5-7 Aus Inf Bde (25 Aus/7 Aus)
- 3-4-6 SA Inf Bde (4 SA/2 SA)

Note: Both of the 4-5 roll withdrawals have occurred.

8.7 Gazala

This scenario starts on 1 Jun 42, instead of the late May historical start for the battle of Gazala. Unlike the case in Crusader, where the high tempo can be considered to make the last week or so of November “look” like a month of action, here the available days are just too short to make the same abstraction.

First Turn: Turn 22

Turn Length: 7 turns

Map Area: Both

First Player: Axis

Short Version:

Play turns 22 through 24. The Axis wins if they take Tobruk, Mersa Matruh, and El Alamein. The CW wins otherwise. This represents the last summer campaign for the Axis. It is a tough puzzle to pull off. Good luck!

Axis Information:**Dead or Withdrawn:**

2-2-10 It Camel Grp (Maletti)
 3-2-6 It Arm Grp (1 Lib)
 3-2-6 It Arm Grp (2 Lib)
 5-4-5 It Arm Grp (1 Med)
 5-4-5 It Arm Grp (2 Med)
 3-5-10 It Arm Recon Grp (RECAM)
 2-3-6 It Inf Rgt (10 Brs)
 4-5-4 CCNN Inf Div (3 Jan)
 4-5-4 CCNN Inf Div (23 Mar)
 4-5-4 CCNN Inf Div (28 Oct)
 4-5-4 It Inf Div (1 Lib)
 4-5-4 It Inf Div (2 Lib)
 5-5-4 It Inf Div (Catnzro)
 5-6-4 It Inf Div (Cirene)
 5-6-4 It Inf Div (Marmra)
 6-7-4 It Inf Div (Savona)
 5-6-4 It Inf Div (Sirte)
 1-5-9 It AT Bn (5)
 0-2-0 Gar Grp Tobruk
 0-1-0 Gar Grp (Bardia)
 0-1-0 It Arty
 0-1-4 It Arty
 3-4-12 MG Bn (2)
 3-4-12 MG Bn (8)
 3-3-12 Motorcycle Bn (15)
 3-3-8 PJ Bn (605)

Set Up:**Tripoli Box:**

5-6-4 It Inf Div (Bologna, less 1 step)
 5-6-4 CCNN Inf Div (GGFF)
 4-3-7 Arm Bn (1-133/Littorio)
 4-3-7 Arm Bn (2-133/Littorio)
 3-4-10 Inf Rgt (12 Brs/Littorio)
 0-1-4 Arty

A27.27: 2-3-5 LW FJ Bn (Lehr), 2 SPs

A27.21: 4-4-12 Pz Recon Bn (33 Aufk/15.Pz), 8-6-9 Pz Bn (1-8/15.Pz), 8-6-9 Pz Bn (2-8/15.Pz), 0-1-9 Arty

A27.22: 4-4-12 Pz Recon Bn (3 Aufk/21.Pz), 8-6-9 Pz Bn (1-5/21.Pz), 2-6-8 LW Flak Bn (1-18), 0-1-9 Arty

A28.19: 3-3-10 Pz Recon Bn (580 Aufk/90.Le), 4-5-7 Inf Rgt (155/90.Le), 3-5-9 Inf Rgt (288.Snd), 0-1-7 Arty

A28.20: 4-5-10 Inf Rgt (115/15.Pz), 3-3-8 PJ Bn (33 PJ/15.Pz), 2-6-8 LW Flak Bn (1-33)

A28.21: Rommel, 8-6-9 Pz Bn (2-5/21.Pz), 4-5-10 Inf Rgt (104/21.Pz), 4 SPs

A28.22: 6-4-8 It Arm Bn (8 Med/Ariete), 2-2-8 It AG Bn (AG/Ariete), 3-4-10 It Inf Rgt (8 Brs/Ariete), 1-5-9 It AT Bn (6)

A28.23: 3-3-12 It Arm Car Bn (Nizza/Ariete), 4-3-8 It Arm Grp (Light/Ariete), 6-4-8 It Arm Bn (7 Med/Ariete), 6-4-8 It Arm Bn (9 Med/Ariete)

A31.21: 3-3-7 It Inf Rgt (65/Trieste), 3-3-7 It Inf Rgt (66/Trieste), 0-1-6 It Arty

A30.21: 6-7-4 It Inf Div (Brescia), 6-7-4 It Inf Div (Pavia), 3-4-6 It Inf Rgt (9 Brs), 0-1-6 It Arty

A30.22: 6-7-4 It Inf Div (Sabrtha), 5-6-4 It Inf Div (Trento), 3-4-6 It Inf Rgt (7 Brs), 0-1-6 It Arty

A30.23: 3-5-7 Inf Rgt (200/90.Le), 0-1-7 Arty

A30.24: 3-5-7 Inf Rgt (361/90.Le)

Trento option is in play.

CW Information:**Dead or Withdrawn:**

O'Connor
 3-3-12 Arm Car Bn (11 Hus/7 Arm)
 8-5-8 Arm Bde (7/7 Arm)
 3-4-8 SPT Bde (2/2 Arm)
 3-4-8 SPT Bde (1/1 Arm)
 3-5-7 Inf Bde (14)
 3-5-7 Inf Bde (16)
 3-5-7 Inf Bde (23)
 3-4-9 Inf Bde (Selby)
 7-4-8 Arm Bde (1/2 Arm)
 3-5-7 Ind Inf Bde (5 Ind/4 Ind)
 3-5-7 Ind Inf Bde (7 Ind/4 Ind)
 3-5-5 Polish Inf Bde (Carp)
 3-4-7 Ind Inf Bde (161 Ind)
 3-5-7 Aus Inf Bde (16 Aus/6 Aus)
 3-5-7 Aus Inf Bde (17 Aus/6 Aus)
 3-5-7 Aus Inf Bde (19 Aus/6 Aus)
 3-5-7 Aus Inf Bde (18 Aus/7 Aus)
 3-5-7 Aus Inf Bde (21 Aus/7 Aus)
 3-5-7 Aus Inf Bde (25 Aus/7 Aus)
 4-7-7 Aus Inf Bde (20 Aus/9 Aus)
 3-6-7 Aus Inf Bde (24 Aus/9 Aus)
 4-7-7 Aus Inf Bde (26 Aus/9 Aus)
 3-5-6 SA Inf Bde (5 SA/1 SA)
 3-5-7 NZ Inf Bde (4 NZ/2 NZ)
 4-6-7 NZ Inf Bde (5 NZ/2 NZ)
 3-5-7 NZ Inf Bde (6 NZ/2 NZ)

Set Up:

B31.11: 5-6-6 Arm Bde (21 Army), 7-4-7 Arm Bde (8/10 Arm), 7-4-7 Arm Bde (9/10 Arm)

B30.10: 0-5-0 Gar Grp (Cairo), 5 SPs

B19.19: 0-3-0 Gar Grp (Alex), 4 SPs

A61.19: Box, 0-2-0 Gar Grp (Matruh), 0-1-7 Arty, 3 SPs

A45.20: 3-5-7 Ind Inf Bde (11 Ind/4 Ind)

A44.21: 2-3-4 FF Inf Bde (2 FF), 1 SP

A41.23: 2-2-12 Arm Car Bn (12 Lanc/1 Arm)

A40.21: 3-5-7 Ind Inf Bde (10 Ind/5 Ind), 0-1-7 Arty

A38.21: 3-5-7 Ind Inf Bde (21 Ind/10 Ind)

A36.21: 5-6-6 Arm Bde (1 Army), 0-1-7 Arty

Any hex(es) of Tobruk Fortress: 3-4-6 SA Inf Bde (4 SA/2 SA), 3-4-6 SA Inf Bde (6 SA/2 SA), 3-5-7 Ind Inf Bde (9 Ind/5 Ind), 0-1-7 Arty, 4 SPs

A36.19: 3-5-8 Ind Inf Bde (29 Ind/5 Ind)

A35.20: 4-5-10 SPT Bde (7/7 Arm)

A34.20: 9-6-8 Arm Bde (4/7 Arm)

A34.21: 7-4-8 Arm Bde (2/1 Arm), 9-5-8 Arm Bde (22/1 Arm), 5-6-6 Arm Bde (32 Army), 0-1-7 Arty

A33.19: 3-5-8 Ind Inf Bde (3 Ind)

A33.20: Box, 4-6-8 FF Inf Bde (1 FF), 0-1-7 Arty

A33.22: Box, 3-5-7 Inf Bde (22 Gd), 2-2-12 Arm Car Bn (Royals)

A32.19: 3-3-12 Arm Car Bn (KDG)

A32.21: Box, 3-5-7 Inf Bde (150/50), 0-1-7 Arty

A32.22: Box, 3-5-7 Inf Bde (69/50), 3-5-7 Inf Bde (151/50)

A32.23: 3-3-12 SA Arm Car Bn (4+6)

A31.22: Box, 3-5-6 SA Inf Bde (1 SA/1 SA), 0-1-7 Arty

A31.23: Box, 3-5-6 SA Inf Bde (2 SA/1 SA)

A31.24: Box, 3-4-6 SA Inf Bde (3 SA/2 SA)

A16.00: 1-1-15 Commando Grp (LRDG)

Restriction Box:
None

Note: Both of the 4-5 roll withdrawals have occurred.

Designer's Notes (Original)

The heart of the main game is the supply system. In most campaigns, supply is critical—here it is more so. As the Axis player (as in real life) you have tons of supply in Tripoli and no way to move it to the front. In real life, contrary to many myths about the campaign, the Italian Navy did an acceptable job of moving supplies from Italy to North Africa—even with losses due to Allied activity. The problem was that most of this supply was dumped at Tripoli. Rommel's coastal shipping never lived up to expectations, and he never had enough trucks, so therefore most of it stayed there. In the game, the player's challenge is to get enough supply forward to maintain a credible offensive. It's not easy.

2nd Edition Note: This was so true (immense dump building in Tripoli, with the player unable to empty it), I finally decided to remove the monkey-drill and put in the infinite dump. The simple mathematical certainty of what was going on (no matter what the player chose to do) and the rules needed to do the cross-Med shipping process made this an easy decision. The result is the same amount of SPs at the front, less rules, no counting drill in Tripoli, and no ineffectual player decisions to puzzle over (at least until the light goes on that they don't really matter). In this process the diversion of Axis airpower to Malta Reduction was eliminated. Once the dump in Tripoli started to grow, the player had no decision to make, since his actual choice was adding one SP or three he couldn't use to Tripoli. Here, I eliminated the decision and took the middle of the road amount of air points off the top to devote to Malta behind the scenes. This also makes the player more in the shoes of Rommel and less the whole Med.

Be wary of rapid pendulum swings! Frequently corrosion will build up unseen in a force (losses, supply difficulties) and only make themselves known in one giant chaos-like collapse. I've seen this happen a couple of times now and it isn't pretty. Remember this when the other guy looks unstoppable—he might be on the verge of a complete disaster!

A few simplification decisions were made with respect to the OB which should be noted here.

The entire withdrawal system for the Allies is based on my desire not to see yet again the standard North African game

mind-set: "Well, I'm getting the 4th Indian Division next turn, but they are only going to be here a turn, so why move them to the front where they will cost supply?" The way it is, you can't tell when or how much will be drawn from your theater to others by your superiors (just like real life). In the game's world, we can't predict what (if anything) is going on outside the game's area of operations, we shouldn't be able to predict when we will be called on to protect the home isles, the Balkans, or India from a real (or illusionary) Axis threat. The variable withdrawals take care of all this as well as allowing our superiors to have their whims and what-not.

The Giarabub Garrison was left out on purpose because it rarely (if ever) had any effect on play during playtesting, was difficult to remember that it was down there, and was forever being knocked off the table by unknowing elbows.

In general, units which changed names, but kept the same organization, were left with one name and a significant counter wastage was avoided—as well as many unnecessary counter exchanges! Most notable here is the 5th Light Division and its conversion to the 21st Panzer Division. In the original game, I left them as 5 Le, here I opted for 21 Pz.

The two MG battalions have been left as *heerestruppen* for the sake of simplicity. Both acted as part of the 5th Light until April, 1941 when the 8th MG was destroyed. The 2nd MG was later used as replacement troops for the 115 Shutzen. To avoid a great deal of pointless dancing with these units, I left them independent—assume that they are attached to whomever they stack with, heck, that's what the Germans did!

The heavy flak units in the game are a representative sample of those available. Quite a few of these units were in the campaign and an earlier version of the game included all of them. The result was a brutal WWI slugfest which was nothing like the real campaign. As well as cluttering up the map, their importance was exaggerated beyond belief. I opted to take a little liberty in the form of "consolidation" of these units and the result is, I think, a much better representation.

The British 22 Gds Bde changed names a number of times. I kept it the 22 Gds. A number of British Brigades changed from "Indian" to "British" designations (or vice versa) I ignored these changes.

In order to avoid building a whole set of rules regarding the British Egyptian railroad, I increased the Allied Truck Point total a little to cover for its effects.

All these little things put together

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would have been an unneeded headache for the player and detracted from the fun of the game without adding (even slightly) to the game's simulation of events. I hope you agree. Feel free to add in any homespun rules you like.

Second Edition Designer's Notes

Working on Afrika II was a fun experience. Not only did I get to revisit a game I loved, but I got a good chance to see how much my design concepts (what I liked and what I didn't) have changed in the past 13 years.

When the original was made, I was heavily involved in the initial (in other words, 1st edition) work on the *OCS*. Many of those concepts wormed their way in here and needed revision in this edition. For example, the old Supply Capture Table was taken almost completely from the *OCS* table of the same sort. This, I feel now, was an unneeded complication and this edition uses a much simpler single die roll to capture or not. The new way is not only simpler, but eliminates the "jumping dump" problem that existed in the *OCS* table of that time as well.

Artillery was handled much more explicitly in the old **Afrika** game, much along the lines of *OCS*. Handling it as column shifts greatly simplified the mechanics of play. Doing so eliminated some of the functions players could do in the past (such as direct port bombardment—a function I feel is handled in the abstract by the rolls for port function), but these "costs" were more than covered by the streamlined play effect of **not** having to do these things.

The original count units, divide by 10, pay SPs supply system worked great before, so I kept it pretty much the same as it was. One change I did make was to have Italian divisions worth 2 points instead of the old 3. This was done because the Italian divisions were too heavy to use in the original. Now, the costs versus the ability to bring supply forward is more in line with real life—enough so that the Axis player will be willing to use them as they were historically.

I replaced the old short scenarios with the new ones (as well as added a number of new campaign starts). As a number of players commented to me, the old ones (which tried to show the high tempo operations using a "different" scale) seemed "wrong" and the more I thought about it the more I came to agree with them. Those old scenarios also seemed to carry a high price in rules to use or not use as the case

may be. I decided to can those scenarios and replace them with shorter versions of the campaign which started and stopped at reasonable points in the campaign (with victory conditions based on doing better than they did historically).

The old game suffered from the ability of the Italian player to "turn turtle" and hide in Libya until the Germans showed up. The game worked anyway, but numerous players complained that this was a situation that was both uninteresting and historically invalid. Mussolini would not have tolerated a failure to expand his New Rome into Egypt. Here I adopted the Mussolini Line requirements from **DAK**. They force you to do the job El Duce wants of you.

Likewise, the original had an "Italian Surrender Rule" lasting for the first seven turns. This was included at the time because the Italian Divisions in the 1940 invasion had a completely inappropriate amount of staying power in the old game. When they were attacked in December 1940, they melted away almost instantly. Here, I've chosen to show them as two-step units that have very little inherent staying power. As such, the *Deus ex machina* rule was no longer needed. This also put an end to endless schemes on the part of the CW player who would pull blatant stunts to take advantage of the rule before it expired.

Taking a cue from the change to some Italian Divisions above, I very carefully examined the number of steps in each unit as a reflection of staying power in addition to raw unit size. This resulted in the three-step German Panzer battalions (units that could still be viable on the battlefield with mere handful of tanks) and the one-step CW Army Tank Brigades (which showed an ability to stop being combat effective in one day's fighting). This whole process, plus the requirement to take a least one retreat as a retreat, resulted in eliminating the static frontline effect that happened all-too-often before. Now, both sides will find themselves in tatters after a major battle and one (or both!) will need to break contact in a hurry to regroup and rebuild.

Some players of the original were put off by the very high (20+) movement rates of many of the original units. While numerically correct, this value could easily be used cross-country in ways that were ahistorical. Here I opted to make the road movement rates faster and reduce the unit MA to give the same movement **if** done along high-speed roads. Not only did this fix the original problem of too high/flexible MAs, but injected something I tried to introduce in the original but failed—the difficulty of cross-desert navigation in those pre-GPS days. Now we have both!

One of the tricky matters in any North Africa game is the Commonwealth Order of Arrival. Numerous units are already in the Delta or arrive later which are in no condition to go to the front (either they have not yet completed training or they have political or military requirements that preclude active operations at the moment). The designer can deal with this in three ways: 1) Postpone their arrival until they were historically "activated", 2) Allow them to arrive on the map, but list areas they cannot exit, or 3) Allow them to arrive but put them into some sort of abstract "holding cell" until they could be released. The first plan perverts the historical information and might confuse a player interested in the history who later finds out that Division X actually shows up in Egypt months before the game allows (suggesting that some error exists). This method also means that should the situation become radically different, even though the unit is in Giza on the firing range, it cannot join the fight in an emergency. The second plan (one I used in **DAK**) is rather rules and memory heavy. Literally, it is the best explicit representation of what was really going on—but is, I think, a bit much for an *SCS* game. The last course is the one I chose here. The units are in the Delta "someplace" and cannot be used except in an emergency without needing to remember a bunch of specific restrictions.

I added O'Connor (with much the same abilities as Rommel while he lasts). This gives the CW player some of the extra fun and tools the Axis always had). The goal here was to give the CW a bit more color (and to give more attention to this fine leader players may not fully appreciate). Expect some serious gnashing of teeth when he fails his roll and goes away forever (I know I did...), if it eases the pain some, remember in the original CW players had no such leader. Obviously, some players will take exception to the fact that while Rommel goes back to a hospital bed in Germany, their guy exits forever. I can't help you there, the man just didn't have Rommel's luck. The optional rules exist for those who want to even up the playing field.

The new map is, obviously, a reduced version of the **DAK** map. While it does add significant detail that was not present on the original, its biggest effect is to add much more in the way of terrain which makes the tactical maneuvering more intriguing. I really enjoyed the extra depth it gives play and hope you do as well.

Axis Order of Arrival	
1	Sept 1940
2	Oct 1940
3	Nov 1940
4	Dec 1940 Italian: 2-3-6 Inf Rgt (10 Brs)
5	Jan 1941 Italian: 3-4-10 Inf Rgt (8 Brs/Ariete) 5-4-5 Arm Grp (2 Med) 0-1-6 Arty
6	Feb 1941 German: Rommel 3-4-12 MG Bn (8) 4-4-12 Pz Recon Bn (3 Aufk/21.Pz) 2-6-8 LW Flak Bn (1-33) 3-3-8 PJ Bn (605) Italian: 3-4-6 Inf Rgt (7 Brs) 4-3-8 Arm Grp (Light/Ariete) 1-5-9 AT Bn (5) Trento Truck Option in play: 5-6-4 Inf Div (Trento) Trento Truck Option NOT in play: 3-3-7 Inf Rgt (61/Trento) 3-3-7 Inf Rgt (62/Trento)
7	March 1941 German: 8-6-9 Pz Bn (1-5/21.Pz) 8-6-9 Pz Bn (2-5/21.Pz) 3-4-12 MG Bn (2) 2-6-8 LW Flak Bn (1-18) Italian: 6-4-8 Arm Bn (7 Med/Ariete)
8	April 1941 German: 3-3-12 Motorcycle Bn (15) 4-4-12 Pz Recon Bn (33 Aufk/15.Pz) 4-5-10 Inf Rgt (115/15.Pz) 4-5-10 Inf Rgt (104/21.Pz)
9	May 1941 German: 8-6-9 Pz Bn (1-8/15.Pz) 0-1-9 Arty
10	June 1941 German: 8-6-9 Pz Bn (2-8/15.Pz) Italian: 6-4-8 Arm Bn (8 Med/Ariete)
11	July 1941 German: 3-5-9 Inf Rgt (288.Snd) 0-1-9 Arty
12	August 1941 Italian: 3-5-10 Arm Recon Grp (RECAM) 6-4-8 Arm Bn (9 Med/Ariete) 0-1-6 Arty
13	Sept 1941 German: 4-5-7 Inf Rgt (155/90.Le)
14	Oct 1941 German: 3-5-7 Inf Rgt (361/90.Le) 0-1-7 Arty
15	Nov 1941 German: 3-3-10 Pz Recon Bn (580 Aufk/90. Le) Italian: 3-4-6 Inf Rgt (9 Brs) 3-3-7 Inf Rgt (65/Trieste) 3-3-7 Inf Rgt (66/Trieste) 0-1-6 Arty
16	Dec 1941
17	Jan 1942 Italian: 2-2-8 AG Bn (AG/Ariete)
18	Feb 1942 Italian: 4-3-7 Arm Bn (1-133/Littorio) 3-4-10 Inf Rgt (12 Brs/Littorio)
19	March 1942 German: 3-3-8 PJ Bn (33 PJ/15.Pz) Italian: 4-3-7 Arm Bn (2-133/Littorio)

20	<p>April 1942</p> <p>German: 3-5-7 Inf Rgt (200/90.Le) at any supplied Axis occupied hex</p> <p>Italian: 3-3-12 Arm Car Bn (Nizza/Ariete)</p>
21	<p>May 1942</p> <p>German: 2-3-5 FJ Bn (Lehr) 0-1-7 Arty</p> <p>Italian: 5-6-4 CCNN Inf Div (GGFF) 1-5-9 AT Bn (6)</p> <p>Withdraw: 3-5-10 Arm Recon Grp (RECAM)</p>
22	<p>June 1942</p>
23	<p>July 1942</p> <p>German: 3-5-8 Inf Rgt (125/164.Le)</p>
24	<p>August 1942</p> <p>German: 2-2-9 Pz Recon Bn (220 Aufk/164. Le) 3-5-4 Inf Rgt (382/164.Le) 3-5-4 Inf Rgt (433/164.Le) 5-7-5 FJ Bde (Ramcke)</p> <p>Withdraw: 2-3-5 FJ Bn (Lehr)</p> <p>Italian: 6-7-4 Inf Div (Pistoia) 2-4-5 Para Inf Rgt (186/Folgore) 2-4-5 Para Inf Rgt (187/Folgore)</p>
25	<p>Sept 1942</p>
26	<p>Oct 1942</p> <p>German: 4-5-8 Inf Rgt (Buhse)</p>
27	<p>Nov 1942</p> <p>Italian: 6-7-4 Inf Div (L.Spezia)</p>
28	<p>Dec 1942</p>

Commonwealth Order of Arrival	
1	<p>Sept 1940</p> <p>To Restriction Box: 3-5-7 NZ Inf Bde (6 NZ/2 NZ)</p>
2	<p>Oct 1940</p> <p>To Restriction Box: 3-5-7 Ind Inf Bde (7 Ind/4 Ind)</p> <p>3-5-7 Inf Bde (14)</p>
3	<p>Nov 1940</p> <p>Release from Restriction Box: 3-5-7 Inf Bde (16) 3-5-7 Ind Inf Bde (5 Ind/4 Ind) 3-5-7 Ind Inf Bde (7 Ind/4 Ind) 3-5-7 Ind Inf Bde (11 Ind/4 Ind)</p>
4	<p>Dec 1940</p> <p>3-4-9 Inf Bde (Selby) 0-1-7 Arty</p> <p>Release from Restriction Box: 3-5-7 Aus Inf Bde (16 Aus/6 Aus) 3-5-7 Aus Inf Bde (17 Aus/6 Aus) 3-5-7 Aus Inf Bde (19 Aus/6 Aus)</p>
5	<p>Jan 1941</p> <p>3-3-12 Arm Car Bn (KDG)</p> <p>To Restriction Box: 7-4-8 Arm Bde (1/2 Arm) 3-4-8 SPT Bde (2/2 Arm)</p> <p>Release from Restriction Box: 3-5-7 NZ Inf Bde (4 NZ/2 NZ)</p>
6	<p>Feb 1941</p> <p>3-5-7 Inf Bde (22 Gd) 3-5-6 Ind Inf Bde (3 Ind)</p>
7	<p>March 1941</p> <p>2-2-12 Arm Car Bn (Royals) 4-6-7 NZ Inf Bde (5 NZ/2 NZ) 4-7-7 Aus Inf Bde (20 Aus/9 Aus) 3-6-7 Aus Inf Bde (24 Aus/9 Aus) 4-7-7 Aus Inf Bde (26 Aus/9 Aus)</p> <p>To Restriction Box: 3-5-7 Aus Inf Bde (18 Aus/7 Aus)</p> <p>Release from Restriction Box: 3-5-7 NZ Inf Bde (6 NZ/2 NZ) 7-4-8 Arm Bde (1/2 Arm) 3-4-8 SPT Bde (2/2 Arm)</p> <p>Withdraw: 3-4-9 Inf Bde (Selby)</p>

<p>8 April 1941 To Restriction Box: 3-5-7 Aus Inf Bde (21 Aus/7 Aus) 3-5-7 Aus Inf Bde (25 Aus/7 Aus)</p> <p>Released from Restriction Box: 3-5-7 Aus Inf Bde (18 Aus/7 Aus)</p>	<p>15 Nov 1941 2x 0-1-7 Arty</p> <p>To Restriction Box: 2-2-12 Arm Car Bn (12 Lanc/1 Arm) 7-4-8 Arm Bde (2/1 Arm)</p>
<p>9 May 1941 3-5-7 Inf Bde (23) 0-1-7 Arty</p> <p>To Restriction Box: 3-5-6 SA Inf Bde (5 SA/1 SA)</p> <p>Tiger Convoy: 3x Replacements</p>	<p>16 Dec 1941 3-4-8 Spt Bde (1/1 Arm) 4-6-8 FF Inf Bde (1 FF)</p> <p>Released from Restriction Box: 3-4-6 SA Inf Bde (4 SA/2 SA) 2-2-12 Arm Car Bn (12 Lanc/1 Arm) 7-4-8 Arm Bde (2/1 Arm)</p>
<p>10 June 1941 3-5-7 Inf Bde (150/50) 3-5-7 Ind Inf Bde (9 Ind/5 Ind) 5-6-6 Arm Bde (1 Army) 0-1-7 Arty</p> <p>To Restriction Box: 3-5-6 SA Inf Bde (1 SA/1 SA) 3-5-6 SA Inf Bde (2 SA/1 SA) 3-4-6 SA Inf Bde (3 SA/2 SA) 3-4-6 SA Inf Bde (6 SA/2 SA) 3-3-12 SA Arm Car Bn (4+6)</p>	<p>17 Jan 1942</p> <p>18 Feb 1942 7-4-7 Arm Bde (8/10 Arm) 0-1-7 Arty</p> <p>Withdraw: 3-5-7 Aus Inf Bde (21 Aus/7 Aus) 3-5-7 Aus Inf Bde (25 Aus/7 Aus)</p>
<p>11 July 1941 3-5-7 Inf Bde (69/50) 3-5-7 Inf Bde (151/50) 3-4-7 Ind Inf Bde (161 Ind) 3-5-7 Ind Inf Bde (10 Ind/5 Ind) 3-5-8 Ind Inf Bde (29 Ind/5 Ind)</p>	<p>19 March 1942 5-6-6 Arm Bde (21 Army)</p> <p>20 April 1942 2-3-4 FF Inf Bde (2 FF)</p>
<p>12 August 1941 To Restriction Box: 3-4-6 SA Inf Bde (4 SA/2 SA)</p> <p>Released from Restriction Box: 3-5-5 Polish Inf Bde (Carp)</p>	<p>21 May 1942 3-5-7 Ind Inf Bde (21 Ind/10 Ind) 7-4-7 Arm Bde (9/10 Arm) 0-1-7 Arty</p> <p>22 June 1942 2-3-6 Ind Inf Bde (18 Ind) 3-5-7 Ind Inf Bde (20 Ind/10 Ind) 3-5-7 Ind Inf Bde (25 Ind/10 Ind)</p>
<p>13 Sept 1941 5-6-6 Arm Bde (32 Army)</p>	<p>23 July 1942 3-4-7 Inf Bde (131/44) 3-4-7 Inf Bde (132/44) 3-4-7 Inf Bde (133/44) 8-4-8 Arm Bde (24)</p>
<p>14 Oct 1941 9-5-8 Arm Bde (22/1 Arm)</p> <p>Released from Restriction Box: 3-3-12 SA Arm Car Bn (4+6) 3-5-6 SA Inf Bde (1 SA/1 SA) 3-5-6 SA Inf Bde (2 SA/1 SA) 3-5-6 SA Inf Bde (5 SA/1 SA) 3-4-6 SA Inf Bde (3 SA/2 SA) 3-4-6 SA Inf Bde (6 SA/2 SA)</p>	<p>24 August 1942 3-5-7 Inf Bde (152/51) 3-5-7 Inf Bde (153/51) 3-5-7 Inf Bde (154/51) 3-4-4 Greek Inf Bde (Greek) 0-1-7 Arty</p> <p>25-28 None</p>

Terrain Effects Chart

Terrain	Movement	Combat	Notes
Open	1	ne	
Primary Road	1/4	ne	
Secondary Road	1/2	ne	
Track	1	ne	
Rocks	2	Shift Left 1 Col	
Hills	1	Shift Left 1 Col	
Rough	2	Dx2	
Mountain	5	Dx3	
Salt Marsh	2 ^b	Dx2	Truck MPs and Supply Range: P
Sand Desert	P	Dx3	
Wadi	+1	ne	
Escarpment	P	P ^a	
Fort or Box	ne	Dx2	Forts & Boxes count <i>in addition</i> to other hex terrain (e.g. a Box in a Rough hex would give Dx4)
Minor City	ne	Dx2	
Major City	ne	Dx3	
River	All	P ^a	Truck MPs and Supply Range: P
Major River & Sea Line	P	P ^a	
Delta	2	Dx2	Truck MPs and Supply Range: P

ne — No Effect
 P — Prohibited
 A — Attacker Multiplier
 D — Defender Multiplier

^a Ax1/3 if attacking UP (Ax1/2 if attacking DOWN) via a road or track

^b Armor, Armored Recon, Armored Car, AG, and Artillery **cannot** enter Salt Marsh Hexes.

Combat Results Table

Dice	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1 6:1	7:1 8:1	9:1+
2	A3r1	A2r1	A2r1	A2r1	A2	A2	A2	A2 D1	A1 D1	A1 D1
3	A2r1	A2r1	A2	A2	A2	A2	A1 D1	A1 D1	A1 D1	A1 D1
4	A2r1	A2	A2	A2	A2	A1 D1	A1 D1	A1 D1	A1 D1	A1 D1r1
5	A2	A2	A2	A2	A1 D1	A1 D1	A1 D1	A1 D1r1	A1 D1r1	D2r1
6	A2	A2	A2	A1 D1	A1 D1	A1 D1	A1 D1r1	A1 D1r1	D2r1	D3r2
7	A2	A2	A2	A1 D1	A1 D1	A1 D1r1	A1 D2r1	D2r2	D2r2	D3r3
8	A2	A2	A1 D1	A1 D1r1	A1 D2r1	A1 D2r1	D2r2	D2r2	D3r3	D3r4
9	A2	A1 D1	A1 D1r1	A1 D2r1	D2r1	D2r2	D2r2	D3r3	D3r4	D4r4
10	A1 D1	A1 D2r1	A1 D2r2	D2r2	D2r2	D2r2	D3r3	D3r4	D4r4	D4r5
11	A1 D2r1	A1 D2r2	A1 D2r2	D3r2	D3r3	D3r3	D3r4	D4r4	D4r5	D5r5
12	D3r2	D3r3	D3r3	D3r3	D3r4	D3r4	D4r4	D4r5	D5r5	D6r5

Combined Arms Unit Types:

Armor = Armor, AT, Flak, Arm Car, Arm Recon, Camel, Motorcycle, or AG
 Infantry = Infantry, Airborne, MG, Garrison, or Support

Shift one for Rommel, each artillery unit, each air point, one Divisional Integrity and/or Combined Arms (max one for the defender, three for the attacker) for each player. Max net shift is **Three** in either direction.