WESTERN DESERT FORCE

A GAME BY WILLIAM SARIEGO

1.0 INTRODUCTION

WESTERN DESERT FORCE is a two-player game simulating the campaign waged in eastern Libya and western Egypt from December 1940 to October 1942. One player takes the role of the Axis and the other the Allies.

2.0 COMPONENTS

WESTERN DESERT FORCE includes one 17x33-inch map in three sections, at a scale of 15 miles across each hexagon ("hex"). Most of the 140 playing pieces represent the units that fought in the campaign and the rest are markers required for play. Units represent divisions, regiments and battalions. All the charts needed for the game are included on the map and player aid cards.

Unit sizes are division (XX), brigade (X), regiment (III) and battalion (II). Most units have two steps with fullstrength values on the front side and reduced-strength values on the reverse side. There are several one-step units that have no reduced (reverse) values. A two-step, reducedstrength unit that loses another step is eliminated as is a one-step unit that loses a step.

Credits

Design: William Sariego Development: Paul Dangel Art Direction: Susan Robinson Map: Guy Riessen Cover: Susan Robinson Playing Pieces: Susan Robinson Play Aid/Rulebook Layout: Susan Robinson Editing: Mike Bennighof, Ph.D. Playtest: John Herrington, Tim Owens, Lori Sariego, Tim Taylor, Pat Long

© 2013 Avalanche Press™, Ltd. • 1820 First Ave. S., Suite H, Irondale, AL 35210 USA

www.AvalanchePress.com

3.0 SETTING UP THE GAME

Each side's player card lists the units that begin the game on the map and their setup locations. Units cannot set up in excess of stacking limits (9.2). All the pieces of a multiunit division are shown in a single box for that division on the setup display. For example, the German 21st Panzer Division has five units.

3.1 Turn 1 Conditions.

The game begins on Turn 1 with the Allied Player Turn. The Turn 1 Random Events and Air/Naval Support Phase are skipped. The Allied player begins with 4 Attack Points, 4 Air Superiority Points and has Naval Support. The Axis player begins with 2 Attack Points. Tobruk and Benghazi fortresses are Axis-controlled and begin the game Intact (16.0).

3.2 Mussolini's No Retreat Orders.

On Turns 1 and 2 Italian units may not retreat to satisfy hit losses (see 10.2).

4.0 SEQUENCE OF PLAY

WESTERN DESERT FORCE is played in a series of turns, each representing one month. A complete game lasts 23 turns at the conclusion of which a winner is determined unless an automatic victory is achieved (17.1) before then. Throughout the rules the term "active player" refers to the player whose turn is being performed.

Each turn is played in the order outlined below:

I. Random Events Dice Roll (5.0) [Skip on Turn 1]

II. Air/Naval Support Phase (6.0) [Skip on Turn 1] Each player rolls one die to determine who receives Air Superiority Points and if there is Allied Naval Support.

III. Allied Player Turn [Turn 1 begins here] 1. Organization Phase:

a. Depot Removal Segment (7.13): Remove the Allied depot from the map if it is cut off from its supply source and set its Attack Point track marker to 0.

b. Depot Placement Segment (7.11): The Allied player places or relocates his depot marker on the map.

c. Allied Attack Point & Reserves Segment: The Axis player declares how many (if any) of his Air Superiority Points he will expend (7.2) to reduce the Allied Attack Point and Reserves die roll. The Allied player rolls one die and subtracts from it the Air Superiority Points expended by the Axis player. This modified result is used to determine the Allies new attack points (7.3) and reserve requirements (7.4) for this turn.

d. Replacements Segment (7.6): Allied replacements for this turn are used to bring reduced units back to full strength or return recoverable eliminated units back into play. One reduced armor unit in the Reserves box may refit to full strength (7.62).

e. Reinforcement-Withdrawal Segment (7.7-7.8): Allied reinforcements are placed on the map or in Reserve Box to meet reserve requirements. On-map supplied units are withdrawn to the Reserve Box to meet reserve requirements. Surplus full-strength reserve units may be transferred to the map as reinforcements.

f. Major Offensive Declaration Segment (7.9): The Allied player decides if this turn will be a Major Offensive (giving his units enhanced abilities). Declaring a Major Offensive immediately expends the Attack Points cost corresponding to his Depot's location (2, 3, or 4 APs; see 7.11) and his Attack Point track marker is flipped to the "Major Offensive" side. He rolls one die to see if the Major Offensive is a surprise (7.92).

2. Regular Movement Phase (9.0):

Allied units using Strategic Movement (9.4) and Sea Transfer (9.7) move. Units that did not use Strategic Movement or Sea Transfer move normally. Units that have not moved may build or upgrade Improved Positions (12.0).

3. Regular Combat Phase (10.0): The Allied player may attack adjacent Axis units. Each attack costs one Attack Point (see 10.3).

4. Exploitation Movement Phase (9.5): Only exploitation-capable Allied units (see 9.5) are allowed to move and the Allied depot may relocate only if a Major Offensive is in effect.

5. Exploitation Combat Phase (10.0): Only exploitation-capable Allied units may attack adjacent Axis units. Each attack costs one Attack Point (see 10.3).

6. Attrition Phase (8.3): Currently unsupplied Allied units suffer attrition losses (8.3).

IV. Axis Player Turn

- 1. Organization Phase:
- a. Depot Removal Segment (7.13): Remove the Axis de-

pot from the map if it is cut off from its supply source and set its Attack Point track marker to 0.

b. Depot Placement Segment (7.11): The Axis player places or relocates his depot marker on the map.

c. Attack Point & Supply Level Segment: The Allied player declares how many (if any) of his Air Superiority Points he will expend (7.2) to reduce the Axis Attack Point and Supply Level die roll. The Axis player rolls one die and subtracts from it the Air Superiority Points expended by the Axis player. This modified result is used to determine the Axis new attack points (7.3) and supply level (7.5) for this turn.

d. Replacements Segment (7.6): Axis replacements for this turn are used to bring reduced units back to full strength or return recoverable eliminated units back into play.

e. Reinforcement Segment (7.7): Axis reinforcements are placed on the map.

f. Major Offensive Declaration Segment (7.9): The Axis player decides if this turn will be a Major Offensive (giving his units enhanced abilities) or not in which case his units use their normal abilities. Declaring a Major Offensive immediately expends the Attack Points cost corresponding to his Depot's location (2, 3, or 4 APs) and his Attack Point track marker is flipped to the "Major Offensive" side. He rolls one die to see if the Major Offensive is a surprise (7.92).

2. Regular Movement Phase (9.0):

Axis units using Strategic Movement (9.4) move. Units that did not use Strategic Movement move normally. Units that have not moved may build or upgrade Improved Positions (12.0).

3. Regular Combat Phase (10.0): The Axis player may attack adjacent Allied units.

4. Exploitation Movement Phase (9.5): Only exploitationcapable Axis units are allowed to move and the Axis depot may relocate if a Major Offensive is in effect.

5. Exploitation Combat Phase (10.0): Only exploitationcapable Axis units may attack adjacent Allied units. Each attack costs one Attack Point (see 10.3).

6. Attrition Phase (8.3): Currently unsupplied Axis units suffer attrition losses (8.3).

At the completion of the Axis player turn, advance the Turn Marker, flip any depot markers on their Moved side over and repeat the process for the subsequent turn. Unless an Automatic Victory is scored, the game ends at the conclusion of Turn 23 (October 1942) at which point victory is assessed (see 17.0).

5.0 RANDOM EVENTS

Each player rolls one die. The Allied player's result is the tens digit and the Axis player's is the one digit. Find the result on the Random Events list and apply the effects. A number following the Event name means the event cannot occur before that game turn. If the event is rolled before the game turn it can be implemented, treat it as "No Event" (for example, the "Special Allied Convoy" event cannot occur until Turn 7 or later. The "Tobruk Reconstruction" event can happen on any turn). Events marked with an asterisk (*) can occur only once a game. If a "once per game" event is rolled again, treat it as "No Event." If an event is impossible to implement, treat it as "No Event" (for example, the "Rommel Assassination" becomes "No Event" if the Rommel leader unit is not on the map).

6.0 AIR/NAVAL SUPPORT

Air Superiority Points (ASP) represent the side's relative air power, tactical and strategic. Only one side receives ASPs for a turn and it is possible that neither side will receive any. The number of ASPs received is determined in the Air & Naval Support Phase at the beginning of each turn. A player expends ASPs (14.0) in his opponent's Organization Phase and his own Combat Phases. ASPs may not be accumulated and are lost if not used each turn. Allied Naval Support (see 15.0) affects Allied movement and combat and Axis supply (8.4).

6.1 Procedure.

Each player rolls one die and cross-references the result with the current turn on the Air Superiority Table. The die roll range to the left of the slash is for the Axis side and the range to the right is for the Allies. The road zone (7.12) containing the player's depot marker can modify the die result. Modified die results less than 1 are treated as 1 and greater than 6 as 6.

The number at the top of the column is that player's score. If the score for both players is equal then neither side receives ASPs for the turn. When one player has a higher score, that player receives ASPs equal to the difference between his result and that of his opponent's (the lower number). Record the air superiority points by flipping the ASP marker to the player's side and place it on the Air & Attack Points track in the appropriate number box.

6.2 Naval Support.

If the Allied player's unmodified die roll result is 6 and he receives the turn's ASPs, then the Allied player also has Naval Support for this turn. (There is no Axis Naval Support.)

Example 1: It's the beginning of Turn 6 and the players both roll for ASPs. The Axis player rolls a 5 and with his depot in zone B adds 1 to his result for a 6. On the 4-8 turn row he scores a 5. The Allied player rolls a 3 which is unchanged since his depot is in zone C and he scores a 2. The Axis player will get 3 (5 minus 2) ASPs to use this turn.

Example 2: On turn 14 the Allied player rolls a 6 and the Axis player a 3. The Allied depot is in zone E and reduces his result to 5. The Axis depot is in zone B and increases his result to 4. The Allied score is 4 and the Axis score is 3. The Allies have 1 ASP and Naval Support for the turn because he rolled an unmodified 6.

7.0 ORGANIZATION PHASE

In the Organization Phase the active player sets the location of his depot, the number of new Attack Points received, what reinforcements arrive, which units receive replacements and what withdrawals must be made (Allies) or the level of supply (Axis). The active player makes one die roll that is used to determine both new Attack Points and Reserve Requirements (Allies)/Supply Level (Axis) – not one die roll for each procedure. This die roll is called the "Organization Phase die roll."

7.1 Depots.

Each side has a depot marker. Its map location determines the number of new Attack Points (AP) received each turn and which units may attack without penalty in the Combat Phase. It can also influence the Air Superiority Point procedure results.

7.11 Placement.

In his Depot Placement Segment a player places his depot marker on any road hex not adjacent to an enemy unit (this includes the enemy depot and leader units alone in a hex) and from which a path of contiguous road hexes can be traced to a supply source - Alexandria (6508) for the Allies and hex 1019 for the Axis. Tobruk cannot be used as a supply source for depot placement. This path may be any length and may not include any road hex occupied by an enemy unit (including leaders and depot) or enemy Zone of Control (9.3). Friendly units negate enemy Zones of Control for this purpose. A player may also relocate his depot in his Exploitation Movement Phase if he has declared a Major Offensive (see 7.16). Depots do not count for stacking (9.2) and may be stacked with friendly units but not with units adjacent to enemy units.

7.12 Road Zones.

The map's road hexes are divided into twelve zones, six for each side and are labeled A through F. A depot must always be on a road hex in one of these zones. Regardless of where a depot begins the Organization Phase it may be moved to any permitted road hex; however if it moves two or more zones (in either direction) it is placed with its Moved side facing up.

Example: Axis road zone C covers all the road hexes from 2306 to 3209. Allied road zone C covers road hexes 4009 to 2809 including road hexes 3409, 3510 and 3609.

7.13 Cut-Off Depots.

If the depot begins the Organization Phase cut off from its supply source (not able to trace a path along a road to a supply source) it is removed from the map and the AP total set to zero. The only time a depot is removed for being cut off is at the beginning of its Organization Phase regardless of its relationship to its supply source during the rest of the turn.

7.14 Captured Depots.

Depots do not block enemy combat unit movement or enemy advance after combat. When an enemy combat unit enters a depot's hex, the depot is removed from the map its AP total is set to zero. The capturing player rolls one die and the result is immediately added to his AP total regardless of the depot's actual AP total before it was captured, even if the captured depot's AP total is zero. Leaders moving alone cannot capture the enemy depot.

7.15 Returning Depots.

A depot may only be removed from the map if it is either cut off or captured. It may not be voluntarily removed. When removed its AP total is set to zero and is placed back on the map in the Depot Placement Segment of the next friendly Organization Phase with its Moved side up.

Example: The Allied depot is cut off from Alexandria during the Axis Regular Movement Phase. If it is still cut off at the beginning of the Allied Organization Phase it is removed from the map and its AP total is set to zero. It returns in the Depot Placement Segment on its Moved side (see below).

7.16 Depot Exploitation Movement.

If the active player declared a Major Offensive (7.9) and his depot is not on its Moved side, the depot may be

moved anywhere within its current zone or to an adjacent road zone during the player's Exploitation Movement Phase. The new location must meet all the requirements for depot placement (7.11).

7.2 Enemy Air Superiority.

If the non-active player has ASPs available, he may expend any or all of them to reduce the active player's Organization Phase die roll result. Before the active player makes his Organization Phase die roll, the non-active player states how many points will be expended and that number cannot be changed regardless of the active player's Organization Phase die roll.

7.3 New Attack Points.

Attack Points (APs) allow attacks to be conducted without penalty (see 10.3). Each Organization Phase the active player receives new APs which are added to his current total recorded on the Air & Attack Point track. A player may have zero APs but never more than twelve (any exceeding 12 are lost) or less than zero.

7.31 Procedure.

On the Attack Points Table the active player finds the row corresponding to his depot's zone. This row can be modified up or down (see below). The player rolls one die and subtracts from it the number of enemy ASPs that were expended (7.2). Find the column on that row containing the modified die roll and the new APs received are at the column top.

NOTE: The Allied player's modified die result is also used for this turn's Allied Reserve Requirements procedure (7.4) and the Axis player's modified die result is also used for Axis Supply Level (7.5) procedure.

7.32 Modifiers.

If the depot is on its Moved side the road zone row which is used is lowered one level (for example, use zone B row if the depot is in zone A). If the active player controls Tobruk and Tobruk is included in the path of contiguous road hexes from the depot to the supply source (see 7.11) then the zone row is increased by one level (so use zone A row if the depot is in zone B). If the active player controls Benghazi and Benghazi is part of the depot-supply source path add one to the die roll result. Die results less than 1 are treated as 1 and results greater than 6 are treated as 6.

Example: The Allied player's depot is at Gazala (3109) in Allied Road Zone C and he has four APs accumulated. During Depot Placement he decides to relocate the depot to hex 3709, on a road connected to Alexandria and still in Zone C. He also controls Tobruk which has a clear line

to Alexandria. The depot did not move two or more zones so it stays on its un-Moved side. Next, the Axis player chooses to expend one of his three ASPs to affect the Allied Organization Phase die roll. The Allied player rolls a 6 which is reduced to a 5. On the Attack Points Table the zone B row (up from the C row because the Allies control Tobruk) the 3-5 result range column (Allied ranges on the right) yields four APs giving the Allies a new total of eight APs.

7.4 Allied Reserve Requirements.

The Allied player meets the demands of other theaters and fronts by maintaining the minimum number of combat units in his Reserve Box. Using his Organization Phase modified die result the Allied player finds the result column for the current turn on the Allied Reserves Requirement table. The number at the top of the column is the minimum number of Reserve units that are required. (Note: The Benghazi control die roll modifier does not apply here. That was only for APs.) Each full-strength two-step unit counts as one reserve unit. Each reduced two-step unit is worth one-half of a Reserve unit as is a one-step unit. If the Allied player has six or fewer units on the map or if the reserve requirements would cause him to have six or fewer units, the deficit required reserve units are ignored; however, each turn the Allied player fails to meet the reserve requirement the Axis player gains three victory points (make a note of these). The reserve requirement is mandatory; the Allied player may not choose to suffer the victory point penalty and ignore the requirement.

7.5 Axis Supply Level.

The Axis player must cope with variable degrees of supply which primarily affect the movement abilities of his units. (The Axis supply level has nothing to do with Axis APs.) Using his Organization Phase modified die result the Axis player finds the result column for the current turn on the Axis Supply Level table. The number at the column's top is the Supply level for that turn. (Note: The Benghazi control die roll modifier does not apply here. That was for APs only.) Any movement penalties that result apply to both the Regular and Exploitation Movement Phases.

Example: On Turn 13 the Axis player rolls a 6 for his New Attack Points die roll against which the Allied player committed two ASPs giving the Axis player a modified result of 4. For this turn a 4 still gives him a "Normal" supply level. His movement allowances are unaffected and he gets an extra non-armor replacement point in addition to the two points for this turn.

7.6 Replacements.

The Game Turn Track shows how many replacements a side receives each turn. The Axis Supply Levels Excellent and Normal provide an extra replacement. Replacements are used to bring a reduced unit back to full strength, an eliminated unit back as a reduced unit, or by expending two replacements, bringing it back to full strength. A replacement is good for that turn only and may not be accumulated from turn to turn. A unit on the map must be supplied (see Supply 8.0) to receive a replacement and may not be in an EZOC (9.3). Recoverable eliminated units may receive replacements and return to the game as reinforcements.

7.61 Allied Replacements.

When the Allies receive two replacements per turn one may be used for armor and one for non-armor units or both for non-armor units, never both for armor. Replacements may be applied to reduced units in the Reserve box.

7.62 Allied Armor Refit.

Each turn the Allied player may automatically refit one reduced armor unit in the Reserve Box to full strength. This reserve unit refit does not count as a replacement. The refit is lost if there is no reduced armor available.

Example: On Turn 8 the Allied player receives two replacement points. He has one recoverable eliminated armor unit, one reduced armor unit in reserves and two reduced infantry units on the map. He spends one point to bring back the eliminated armor units as a reduced unit and one point to restore one of the on map reduced infantry units to full strength. The armor refit allows him to restore the reduced armor unit in reserves to full strength. The two armor units can return to the game in the Allied Reinforcement Phase.

7.63 Axis Replacements.

When the Axis player receives two replacements per turn one is for Italian units and one for Germans, never both for the same nationality. On turns when the Axis Supply Level is at Normal or Excellent there is one additional non-armor replacement which may be German or Italian (Axis player's choice).

Example: The Axis player has two two-step units in his Recoverable Eliminated box – one Italian infantry unit and one German armor unit. He gets two replacement points this turn plus an extra non-armor point for a Normal supply level. He can bring back the armor as a reduced unit and the Italian unit at full strength. Both units return to the map in the Axis Reinforcement Phase.

7.7 Reinforcements.

Each player aid chart shows which units are reinforcements and the turns/dates they arrive. Allied reinforcements are placed on the map at Alexandria or in the Reserve box to meet reserve requirements. Axis reinforcements are placed on hex 1019. Full-strength reserve units may transfer to the map as Allied reinforcements but reduced reserves may not until they are brought back to full strength. Reinforcements may "overstack" on their entry hex but must conform to stacking limits (9.2) by the end of their first Movement Phase on the map.

7.8 Allied Withdrawals.

Units sent to Reserve come from that turn's reinforcements or from units withdrawn from the map. Units withdrawn from the map must be supplied (see Supply 8.0) at the beginning of the Reinforcement-Withdrawal Segment. They may be in an EZOC. During the Reinforcement-Withdrawal Segment, the units are picked up and placed in the Reserve box. Units withdrawn from the map may be either full-strength or reduced but reduced units (and one-step units) count for only one-half of a reserve unit. When the Reserve requirement is less than the number of units in Reserve the Allied player may treat the surplus as reinforcements for this turn. Provided the Reserve requirement is met, full-strength and one-step units in the Reserve box may transfer to the map as reinforcements. The Allied player is not forced to remove surplus units from the Reserve Box and may keep them there indefinitely. Reduced reserve units may not be used as reinforcements.

Example: On Turn 6 (5/41) the Allied player checks his Reserve Requirements using the New Attacks Points modified die roll (this was a 3 against which the Axis player committed two ASPs giving a modified result of 1). On the Turn 6 row of the Reserve Table a 1 requires that 12 units be sent to reserves! The Allies began the turn with seven units in the Reserve Box: five full-strength two-step units (these count as one unit each), three reduced twostep units and one single-step unit (these count as one-half a unit each). He must come up with five more units to put into reserves. Luckily for him the 1st South African Division arrives this turn (that's three full-strength two-step units he can use right there). He has to withdraw two supplied units from the map (or four reduced ones). If he has only seven units on the map he will be unable to meet the reserve requirement and the on-map six-unit minimum. He will have to withdraw only one unit, bringing him to the minimum, and the remaining required unit is ignored. This gives the Axis three victory points.

7.9 Major Offensive.

A player declares a Major Offensive in his Major Offensive Declaration segment. Major Offensives may occur each turn and both sides may execute Major Offensives in the same turn. Declaring a Major Offensive costs the number of APs listed next to the road zone containing the player's depot on the Attack Points Table. The Tobruk control modifier applies for determining the row to be used. This AP cost is immediately deducted from the player's AP total. If there are not sufficient APs to pay the cost the Major Offensive may not be declared.

Example 1: The Allied depot is in hex 4110 (Sollum) in Allied Zone B when the Allied player declares a Major Offensive. The AP cost is two points. If the depot were in adjacent hex 4009 (Bardia) the Major Offensive cost would three points because Bardia is in Zone C.

Example 2: The Axis depot is in 3609 (Axis Zone C) and he controls Tobruk. The Major Offensive cost for him would be two APs instead of three because he controls Tobruk (one row shift up).

7.91 Major Offensive Effects.

A Major Offensive enhances the active player's combat units' abilities for Regular Combat, Exploitation Movement and Combat (see Unit Type & Capabilities Chart). The Major Offensive effects last only for the Player Turn in which it was declared. When a Major Offensive has been declared all attacks in both combat phases are treated as Major Offensive attacks. In the Exploitation Movement Phase when a Major Offensive is in effect the active player can relocate his depot to any eligible road hex within its current road zone or adjacent road zone (see Depot Exploitation Movement 7.16). A Normal Offensive is automatically in effect when no Major Offensive has been declared.

7.92 Surprise Major Offensive.

When the offensive is declared the active player rolls one die and on a 1 or 2 result he has achieved a surprise offensive. Add one to the die roll result for every three APs over six on his AP total before the Major Offensive deduction is made from the AP total. With surprise the attacking player is not obligated to attack every adjacent enemy-occupied hex when he attacks any one of them but is allowed to attack as many or as few of those hexes as he wishes. Only the defending hexes actually attacked are allowed to "shoot back."



Units A and B are attacking as part of a Major Offensive. Normally unit A would have to attack units 3 and 2 while B attacked 1, or B would attack 1 and 2 while A attacked 3. If the attacking player successfully rolled for a Surprise Major Offensive, A and B could both attack 2 and ignore 1 and 3.

8.0 SUPPLY

Units are either supplied or not supplied. Supply rules do not apply to recoverable eliminated units and reserve units. To be supplied, a unit must trace a path of hexes to its supply source free of enemy units and their zones of control.

A unit's supply is checked at the following times:

1) At the beginning of the Replacement Segment if it's to receive a replacement;

2) At the beginning of the Allied Reinforcement-Withdrawal Segment, if it's to be withdrawn from the map;3) At the instant the active player's unit begins its move in either Movement Phase;

4) At the instant of combat resolution in either Combat Phase for the units of both sides;

5) At the beginning of the Attrition Phase when all the active player's units are checked.

NOTE: Supply for movement and combat is NOT determined at the beginning of the phase but at instant the unit begins its move or the instant combat is resolved.

A unit's supply condition is not static for an entire turn and can change at each of these points. For instance, a friendly unit's elimination in combat that breaks the supply path to other friendly units would make them unsupplied.

8.1 Supply Paths.

A supply path consists of a path of up to four movement points' (at the non-Strategic Movement motorized movement rate) length leading from the unit either:

1) directly to a friendly supply source, or

2) to a road hex from which a contiguous path of road hexes (any number) leads to a friendly supply source, or

3) to a track hex from which a contiguous path of track hexes (10 maximum) leads to a supply source or to a road hex which leads to a supply source.

Path types cannot start as one type, transition to another, then return to the initial type. For example, a path may NOT be traced across two clear hexes, then onto a track for six hexes, then onto another clear hex, then onto a road; but the path could go from the clear hexes to the track to the road. The route from the unit to its supply source may NOT be occupied by enemy units (solitary enemy leaders have no effect) nor contain enemy Zones of Control (EZOC 9.3) unless the hex is occupied by a friendly unit. It may not enter or cross terrain prohibited to motorized units. A supply path may be traced from a unit in an EZOC. A unit that traces a path is in supply and functions normally. A unit that cannot trace a path is unsupplied. A leader's supply range value extends the non-track supply path beyond four movement points for the units in his stack (see Leaders 13.0). Axis Supply Level penalties do not affect supply path requirements.

8.2 Effects.

A unit must be supplied to receive a replacement or be withdrawn to reserves. In both Movement Phases supply status is determined by each individual unit before using its first movement point, and its status (supplied or not supplied) applies to its entire move. A supplied unit has its full movement allowance while an unsupplied unit has its movement allowance is halved (round any fraction up). In combat, an unsupplied unit's combat value is halved and rounded fractions up individually by unit.

8.3 Attrition.

In the Attrition Phase the active player checks the supply status of all his combat units. Leaders and depots do not check for attrition. In the Attrition Phase every unsupplied unit loses one step or is eliminated if it is already reduced. A unit eliminated by attrition that cannot trace a path of hexes, of any length, free of enemy units or EZOCs to its supply source is permanently eliminated.

Example 1: A unit in 3617 is supplied because it can trace a path three movement points in length to track hex 3819 from which a path of 10 track hexes can be traced to road hex 4110 which in turn has a clear path to Alexandria.

Example 2: An Axis unit in 3117 would be unsupplied because it is more than four movement points from any track, road or supply source hex. However, the unit would be supplied if it were stacked with the Rommel leader unit whose supply range (13.5) is six movement points.

Example 3: The Axis player occupies Tobruk which has been bypassed by the Allies and the un-negated Axis zones of control extend into road hexes 3309 and 3409. An Allied unit in 1709 would be unsupplied because

it cannot trace an unlimited road supply path to 3109 (Gazala) and then along the eight track hexes to 3609 and back to the road because this would be returning to a path type previously used (road-track-road). If the Allied unit were in Barce (1908) it would be supplied because it could trace eight track hexes (its four movement points) to 2710 and then the 10 track hexes to 3609 to the road. This uses different path types but doesn't return to a previously used type.

8.4 Supply Sources.

Alexandria is the Allied supply source. Hex 1019 is the supply source for the Axis. Tobruk functions as limited supply source for the side controlling it (the side that occupies or was the last to occupy Tobruk). When the Allies control Tobruk, up to six Allied units may trace their supply path to Tobruk instead of Alexandria. When the Axis control Tobruk, up to four Axis units may use Tobruk on turns in which there is no Allied Naval Support, and up to two Axis units on turns in which there is Allied Naval Support. Leaders can use Tobruk for supply and do not count against their side's limits.

9.0 MOVEMENT

During the movement phases, a player may move some, none, or all of his or her eligible units. Units are moved individually. Each unit has a movement allowance that determines how far it may move. A unit may not exceed this number, though a unit may always move one hex as long as it is capable of movement and does not enter or cross terrain that prohibits movement. A unit may never enter a hex containing an enemy combat unit. Leaders and depots are not combat units and do not block enemy movement. Depots do not have movement allowances and do not move like leaders and combat units.

9.1 Moving Units.

The moving player moves his or her units one at a time from hex to adjacent hex expending movement points from the unit's movement allowance according to the movement costs of the terrain in the hex and of the terrain on the hexside as noted on the Terrain Effects Chart. Hexes containing more than one terrain feature or type are considered to have the terrain that fills the majority of the hex for movement purposes. Note that retreats and advances after combat do not count against a unit's movement allowance. Supply, terrain and the presence of enemy zones of control affects a unit's movement allowance.

9.2 Stacking.

Multiple units occupying the same hex is called "stacking." Each combat unit is worth a fixed number of stacking points whether it is full-strength or reduced. A maximum of four stacking points may stack in one hex. Each Italian division is worth two stacking points. All other combat units are worth one stacking point. In addition, one battalion may stack for free regardless of the total stacking points in a hex.

Stacking limits must be observed at the end of each phase when any units in excess of stacking limits are eliminated (opposing player's choice). Because limits apply only at the end of a phase, any number of units may move through a hex during movement, advances or retreats (10.26-10.27). Leaders and depot markers do not count for stacking.

9.3 Zones of Control.

All units exert a ZOC, except battalions, leaders and depots. A Zone of Control (ZOC) represents the influence a unit exerts into the six hexes surrounding the hex it occupies provided movement across the hexside is possible. A ZOC does not extend across any escarpment hexside except where the escarpment hexside is crossed by a road or track.

9.31 Movement Effects.

A unit must stop moving as soon as it enters an enemy ZOC (EZOC) unless another friendly unit is currently in the hex. Most units may not move directly from one EZOC to another EZOC, unless each hex entered is currently occupied by another friendly unit. All armor, German motorized and German recon units do not have to stop when entering an EZOC, and may move directly from EZOC to EZOC, paying one additional movement point for every EZOC hex entered. Other unit types that begin movement in an EZOC cannot move directly to another un-negated EZOC without first moving to a hex not in an EZOC.

9.32 Retreats.

Units may not retreat into an EZOC unless the hex is occupied by a friendly unit.

9.4 Strategic Movement.

Both sides can move units strategically. Strategic movement represents rapid movement. Units move up to three times their normal movement allowance only in their Regular Movement Phase, and not the Exploitation Movement Phase. A unit must be in supply, not in an EZOC, on a road or track hex and moves only on contiguous road and track hexes. It may not enter an EZOC hex even if occupied by friendly units. It cannot attack in the Combat Phase but is eligible for Exploitation Movement and Combat. The Axis "None" supply level reduces the Strategic Movement rate from three to two times the normal movement allowance for all Axis armor, motorized and reconnaissance units.

9.5 Exploitation Movement.

During the Exploitation Movement Phase in which no Major Offensive (7.9) had been declared the active player's armor, motorized and recon units may move up to one-half their movement allowance, rounded up. (Remember to check the supply status too.) If a Major Offensive has been declared the active player's armor, motorized and recon units may move their full movement allowance and all other units up to one-half their movement allowance. During the Exploitation Phase of a Major Offensive the active player can relocate his depot (see 7.16 Depot Exploitation Movement).

9.6 Axis Supply Level Effects.

The "Poor," "Bad" and "None" levels adversely affect the movement ability of every Axis armor, motorized and reconnaissance units in addition to any unsupplied affects for individual units' supply states. At the "Poor" level these unit types have their printed movement points reduced by one and reduced by two at the "Bad" and "None" levels. Also, at the "None" level, the Axis Strategic Movement rate reduced to two times the printed allowance, instead of three times. Supply level reductions are applied before unsupplied effects.

9.7 Allied Sea Transfer.

If the Allied player controls Tobruk he may move one unit (two if there is Allied Naval Support) between Tobruk and Alexandria. The unit must begin the Regular Movement Phase in either port. The transfer consumes the unit's entire regular move for the turn (it may not use Strategic or Exploit Movement). It may participate in combat if its arrival hex is adjacent to an enemy unit and it may advance after combat.

10.0 COMBAT

During both Combat Phases, the active player may attack enemy units adjacent to his or her units. Attacking is voluntary; however, all defending units adjacent to an attacker must be attacked if any are attacked. In the Regular Combat Phase any active units may attack. In the Exploitation Combat Phase, but only units capable of Exploitation Movement may attack.

10.1 Attacking.

A stack must attack or defend as a whole: individual units in a stack may not be held out of a combat (exception: units in improved positions 12.0). A unit can make only one attack per combat phase and a defending hex may be attacked only once per combat phase (exception: see air/naval bombardments). A single unit cannot split its combat strength into two or more attacks and a stack cannot split its units into two or more attacks (though a single unit or stack may attack enemy units in more than one hex, as long as the combat is resolved as one attack). If there are multiple enemy-occupied hexes adjacent to a friendly attacker, all those adjacent enemy hexes must be attacked in the Combat Phase either by that attacker or some other friendly units. (Exception: There is no requirement to attack adjacent defending hexes when terrain prohibits the attack such as an escarpment hexside not crossed by a road or track.) Multiple attacking hexes may combine into one attack only if all the attackers are adjacent to all the defenders. In a multiple-hex attack, an attacking unit that is not adjacent to every defending unit must attack separately as a different combat if it is to attack at all.

Attacks do not have to be pre-designated unless there are multiple defending hexes that must be attacked and are being attacked by different attacking units.



If A attacks alone then it must attack 1, 2 and 3 as one attack. If B attacks alone it must attack both 1 and 2. A and B can divide up the three defenders into two separate attacks, such as B attacking unit 1 and A attacking 2 and 3, so long as all the defenders are attacked. B cannot be part of an attack that includes 3.

10.11 Combat Resolution Procedure.

For each combat the attacking and the defending players each roll a number of dice equal to the final combat strength total of all his or her units involved in the combat. Each side's final combat strength is determined by adding together all of that side's units' combat strengths (CS) and applying modifiers (10.12). Die rolls are made for each combat: there is no option to allow one set of die rolls to cover multiple combats. Hits are scored on enemy units for each 5 or 6 die roll result for some units, or 6 die roll result for others, depending on the units involved (see 10.21). The die rolls for units that hit on either 5 or 6 must be kept separate from those that hit on only a 6 (using different colored dice for each type makes this easier).

10.12 Combat Modifiers.

Combat modifiers apply to individual units' CS values, to the final CS value for individual stacks, and to a side's final CS attacking value for an entire combat. The Terrain Effects Chart notes if the modification applies at the unit, the stack, or the combat level and modifications should be applied in that order. An attacking unit's CS can be modified to 0 but never lower (treat a negative CS as 0). Modifiers to a unit's CS are cumulative with plus and minus modifiers being applied first followed by any halving for supply, if required.

10.13 Stack Modifiers.

The modifiers for leaders, division integrity, rough and salt marsh terrain apply only to the stacks that meet those conditions. Air and naval support apply to the attacking side's total of all the combat units and they are never affected by terrain or supply. When an attacker has a final 0 CS the combat is still resolved but the attacker rolls no dice (though the defender does so). Division integrity modifiers apply even if the stack contains units not belonging to the division.

Example: Two Italian units are attacked by a British armored division. The Italians are in an IP-1, one is a CS 2 and the other is a CS 3. The British stack is a CS 12. Each Italian unit gets a +1 modifier making the CS 3 and 4. The Italian final CS total is 7. The British CS is increased by one to 13 for division integrity.

10.2 Combat Results. 10.21 Hits.

In a Normal Offensive, all units hit on each 6 rolled except for attacking German armor, defending German motorized units and defending German infantry units which hit on each 5 or 6.

In a Major Offensive, all units hit on each 5 or 6.

Ground support (air and naval), naval bombardment and leaders hit only on each 6 regardless of offensive type.

Air Bombardment hits on every two 6's rolled regardless of offensive type; "leftover" 6's are ignored.

Defenders in fortresses hit on each 5 and 6 rolled and are only hit by an attacker's 6 regardless of the attacking unit type or offensive type.

Defenders in IP-2 hexes hit on each 5 and 6 rolled.

Each friendly hit inflicts either an enemy step loss or retreat.

A step loss requires a full-strength two-step unit to be flipped to its reduced reverse side OR a reduced two-step unit to be eliminated OR a one-step unit to be eliminated. The owning player selects which units will be reduced and how those hits will be distributed among the units involved: a unit can take two hits before another unit suffers any. If an eliminated unit cannot trace a path of any length free of enemy units, EZOCs, or prohibited terrain to its supply source (not including Tobruk) it is placed in the Permanent Eliminated box. All other eliminated units are placed in the Recoverable Eliminated box.

10.22 Attacker Hits.

Hits suffered by the attacker are always resolved first. The attacker has the option to:

1) take all the hits as step losses, or;

2) satisfy one hit by retreating all attacking units one hex and take all remaining hits as step losses.

Regardless of which option is chosen the attacker must take a minimum of one hit as a step loss.

10.23 Defender Hits.

After the attacker hits have been resolved the defender may either:

1) Take all the hits as step losses, or;

2) Take a minimum one hit as a step loss and satisfy the remaining hits as any combination of retreated hexes or step losses. However, if the attacker did not retreat the defender must take at least half (rounded down) the hits as step losses before retreating any units.

Example 1: The defender suffers four hits. The defender could take four step losses; or, take one step loss and retreat all units three hexes, or take two step losses and retreat all two hexes, etc.

Example 2: The attacker suffers four hits and the defender three hits. The attacker elects to retreat one hex and take three step losses. The defender could take all three hits as step losses or, since the attacker retreated, take one hit as a step loss and retreat two hexes or take two step losses and retreat one hex. If the attacker had not retreated the defender would have to take at two step losses if he wanted to retreat at all.

10.24 Overwhelming Attacks.

If the number of hits the attacker scores equals at least 150 percent (rounded up) of the defender's final CS, all defending units are immediately eliminated. There is no retreat, the defender rolls no dice and the attacker is refunded the AP spent (if any) to execute the attack. In at-

tacks involving multiple defending hexes the sum of their final CS values is used.

Example: Two hits are required to achieve an overwhelming attack against a defending final CS of 1, three if the CS is 2, five if the CS is 3, six if the CS is 4, and so on. Using the Combat Modifiers example, the British player would have to roll at least 11 6's out of his 13 dice to win an overwhelming attack against the Italians 7 CS.

10.25 Retreats.

Instead of losing steps, both sides may retreat the units involved in the combat. At least one hit must be satisfied by step loss before all the surviving units retreat. If a side elects to retreat, all that side's units involved in the combat must retreat even if they are in multiple hexes. For combats with multiple attacking and/or defending hexes, the minimum one step loss may come from any involved hex.

Example: Two full-strength Italian units are attacked and suffer four hits. The Axis player flips one unit to its reduced side and can retreat the stack three hexes to satisfy the rest of the losses. He could elect to reduce both units and retreat them two hexes or eliminate one unit and retreat the other unit two hexes. Or he could eliminate one unit, reduce the other and retreat it one hex.

10.26 Retreat Procedure.

Retreats must be made away from the original hex attacked and toward a friendly supply source if possible (not retreating forward). Stacking limits must be observed at the end of the retreat. If no other choice is available, retreat the minimum number of units the fewest number of hexes to another hex until the stacking limit is met. If a unit retreats to a hex occupied by a friendly unit and that hex is subsequently attacked in the same Combat Phase, the retreated unit contributes nothing to the hex's defense but is subject to any hits suffered in the combat, including any additional retreats. Terrain prohibited to the retreating units blocks retreats. EZOCs block retreats unless a friendly unit occupies the hex. Units must take step reductions rather than retreating if retreating is not possible.

10.27 Advance After Combat.

If a defending hex is vacated, whether by retreats or step losses, the attacker may occupy the hex with surviving attacking units (stacking limits still apply). Advance after combat is voluntary. It costs no movement points and ZOCs have no effect. In order to advance, all attacker losses must have been satisfied by step losses. If the attacker retreats, defending units may not occupy an attacker's hex. All armor, motorized and recon unit types may advance one additional hex. Infantry may only advance one hex. The first hex must be the hex attacked. If multiple hexes are vacated the attacker chooses which ones to enter. The second hex entered may be any empty hex adjacent to the attacked hex and into which movement from the attacked hex is possible.

10.3 Attack Points.

Attack Points are expended to declare a Major Offensive (7.9), build and upgrade Improved Positions (12.1) and to initiate attacks without a penalty.

An "attack" is a single combat resolution executed by the active player regardless of the number of units attacking or hexes being attacked. For example, an attack with five units costs one AP as does an attack with just one unit.

All attacks cost one AP regardless of offensive type. APs are not expended for defense.

An attack may be made without expending an AP but each attacking unit is penalized -2 CS before any other combat modifications are made.

10.31 AP Range.

To expend an AP for an attack all attacking units must be within four hexes of their side's depot, counted from the depot to the unit. Terrain, EZOCs and enemy units are ignored when counting these hexes. A leader stacked with the depot extends this range up to the leader's AP range. A leader stacked with a combat unit extends the range from the depot to the leader's hex up to the leader's AP range. If only some attacking units are within range of their side's depot, units that are not within range suffer the -2 CS penalty (one AP is expended for all attacking units within their depot's range while attacking units outside their depot's range suffer -2 CS per unit).

10.32 AP & Supply.

APs should not be confused with supply status. An unsupplied unit in an attack for which an AP has been expended still has its CS value halved. A supplied attacking unit for which no AP is expended attacks with a -2 CS penalty. A unit that is unsupplied and for which no AP is expended is first penalized -2 CS and then that CS value is halved.

10.5 Divisional Integrity.

A stack qualifies for the division integrity modifier (+2 CS) when at least three units of the same division regardless of their current strength are in the same hex when a combat is resolved. Division integrity applies to attacking and defending stacks. Divisions composed of fewer than three units cannot qualify for division integrity (some Italian divisions have only one or two units). Units that are not part of the division may stack in the same hex.

10.51 British Armored Divisions.

British armor and motorized brigades typically formed armored divisions on an ad hoc basis. These units do not have parent division indicators on their pieces. At the moment combat is resolved, a stack of any two British armor brigades and any one British (not Commonwealth or other Allied) motorized brigade qualifies for a +1 CS division integrity modifier, not +2.

11.0 TERRAIN

Terrain effects on movement and combat are listed on the Terrain Effects Chart. Movement terrain effects state the cost a unit pays in movement points to enter a hex. Hexside movement costs are in addition to the cost of the hex being entered. Terrain effects that modify a unit's combat strength are made per individual unit, except for Salt Marsh and Rough terrain where it is made for the stack's total combat strength. Add or subtract CS before any required halving of strength.

Example: Two defending unsupplied units in a Mountain hex stacked with a leader would have one added to each of their CS values, then each value halved and then the leader's defense value added to the total.

11.1 Hex Terrain Effects

Clear: One movement point to enter; no combat effect.

Alexandria & Benghazi: One movement point to enter; each armor unit defending in, attacking into or from modifies its CS by -1; IPs are not permitted.

Tobruk & Bardia (fortress status): One movement point to enter; IPs are not permitted; each armor unit attacking into or defending in the hex modifies its CS by -1; each unit (except armor) defending in the hex modifies its CS by +1; attackers hit on 6 only regardless of offensive type; defenders hit on 5 or 6.

When Tobruk loses its fortress status it treated the same as Alexandria and Benghazi; when Bardia loses its fortress status it is treated as a town

Town: The other terrain in the hex determines movement cost; there are no combat effects.

Rough: Two movement points to enter for armor and motorized, one for all others; each defending hex modifies its CS total by +1.

Salt Marsh: Three movement points to enter for armor and motorized, two for all others; each defending hex modifies its CS total by +1; IPs are not permitted.

Quattara Depression: Two movement points to enter for recon, all others prohibited; no combat effects.

Mountain: Three movement points to enter for armor and motorized, two for all others; each defending unit modifies its CS by +1.

Road: The other terrain in the hex determines the movement cost unless the unit enters from another connected road or track hex; in that case the cost is 1/3 movement point per hex. There are no combat effects.

Track: The other terrain in the hex determines the movement cost unless the unit enters from another connected road or track hex; in that case the cost is 1/2 movement point per hex. There are no combat effects.

11.2 Hexside Terrain Effects.

Escarpment: Moving across is prohibited unless the hexside is crossed by a road or track; combat across is prohibited unless the hexside is crossed by a road or track then each unit attacking across modifies its CS by -1.

Ridge: Unless moving along a road or track, two additional movement points for armor and motorized and one

additional movement point for all others to cross; each unit attacking across modifies its CS by -1.

River: One additional movement point to cross unless moving along a road; each unit attacking across modifies its CS by -1.

12.0 IMPROVED POSITIONS

Improved positions (IPs) represent defensive positions enhanced with fieldworks, anti-tank ditches, mines, barbedwire, etc. The IP marker sides represent two levels of IP strength. IP-1 is for lighter, more hastily prepared positions and IP-2 for extensively engineered and integrated defensive works such as "boxes."

12.1 IP Construction — Destruction.

A player may place an IP-1 marker on a supplied unit that does not move during its Regular Movement Phase (never during Exploitation). A player may flip the IP-1 marker to its IP-2 side if the unit remains supplied and does not move during its next Regular Movement Phase. Each IP created or upgraded costs the player one AP. The hex does not have to be within depot range to expend the AP. IP markers are removed when no units are stacked under them. An IP-1 marker is removed when the units stacked under it attack. When an IP is removed the AP is not refunded.

12.2 IP Limits.

IPs may not be built in EZOCs and friendly units do not negate EZOCs for this purpose. IPs may not be built in Tobruk, Benghazi, Alexandria, and salt marshes. They may not be built in Bardia when its fortress status is intact. There may only be one IP marker per hex and only units in the IP (stacked beneath the IP marker) receive its benefits. Other units that are stacked with the building unit when the IP is created must be placed on top of the marker. Units outside an IP enter it by paying one movement point and are placed under the marker.

12.3 IP Effects.

A +1 defense CS modifier is applied to every unit in an IP of either type. Defending units in the hex but outside the IP (stacked on top of the marker) IP do not receive this modifier. Units in an IP are not required to attack even if units stacked outside the IP do attack (this is an exception to the rule that all units in an attacking stack must attack). Attacks made by units inside an IP-1 cause the IP marker to be immediately removed. Attacks by units inside an IP-2 do not cause its removal provided there are still units in it after the attack. Defenders in an IP-1 hit on a result of 6, in an IP-2 on a result of 5 or 6.

13.0 LEADERS

Leaders represent influential generals and their staffs. A leader is not necessarily the historical overall commander.

13.1 Leader Pieces.

Each piece represents two leaders (front and back). The front side is the primary leader who starts the game and the reverse side is the secondary leader who is used if the primary leader becomes a casualty. Leader values are shown on the unit diagram. Only three leaders, one each for the Allies, Germans, and Italians, may be on the map at any one time.

13.2 Leader Stacking.

A leader may be alone in a hex. Two Axis leaders may stack together but only one leader's values are used (player's choice) and that leader is subject to casualty checks.

13.3 Combat Effects.

The leader's attack/defense values are the number of additional dice rolled by the active when the leader is stacked with attacking or defending units. Leader only hit on an unmodified 6 regardless of any other hit number modifiers or specific unit type hit number. To differentiate the hits, make the leader die roll(s) after the combat unit rolls or use different colored dice. A leader cannot be withheld from combat unless the two Axis leaders are stacked together but one must still participate. If the Axis player has leaders in two different hexes involved in the same combat, both leaders use their AP range values for their respective stacks (if necessary) but only one leader contributes his combat value. Leader combat values are not affected by supply.

13.4 Movement Effects.

Leaders move at the motorized movement rate and are affected by supply for movement. Leaders alone do not block enemy movement and when an enemy unit enters a leader's hex a leader casualty check is made (13.6). A leader cannot enter an enemy leader's hex or the enemy depot's hex.

13.5 Leader AP & Supply Ranges.

A leader's AP/Supply range value overrides the four-hex depot-to-unit AP range and the four-movement-point range to a road hex for supply checks. The leader's ranges apply to all the combat units in his stack. A leader stacked with a depot overrides the depot-to-unit AP range for all that side's units.

If the Axis player has two leaders in play, one stacked with combat units and the other with the depot, the depot leader's AP range applies to all units expect for those stacked with the other leader. Those units use the leader's range value.

13.6 Leader Casualties.

If any of the units stacked with a leader is eliminated, the owning player rolls one die and on a result of 1 the leader becomes a casualty. If all of the units stacked with a leader are eliminated or the leader's hex was entered by enemy units, the owning player rolls one die and on a result of 1 through 3 the leader becomes a casualty. If the leader survives, the leader is placed on the nearest friendly unit ignoring all enemy units and EZOCs. If the Axis player has two leaders in the hex, the leader that participated in the combat is the one subject to casualty checks but both are subject if all the combat units in the hex are eliminated. When a primary leader because a casualty, the counter is flipped to the secondary leader side and placed on the Turn Record Track as a reinforcement for the next turn. When the secondary leader becomes a casualty the piece is removed from the game. It is possible for a side to have no leaders in the game.

13.7 Montgomery Arrival.

On the Turn 21 (8/42) Allied Reinforcement-Withdrawal Phase, Montgomery becomes available. The Allied player must choose to either keep the O'Connor/Ritchie leader (if still in play) or replace it with the Montgomery/Lumsden leader. If Montgomery is chosen the replacement is handled just as a combat unit withdrawal and reinforcement would be. If O'Connor/Ritchie is replaced it never returns to play. If by Turn 21 O'Connor/Ritchie has already been eliminated, Montgomery arrives regardless.

14.0 AIR SUPERIORITY POINTS (ASP)

The inactive player may expend any number of his ASPs to modify the active player's Organization Phase die roll. The active player expends his ASPs in either combat phase as ground support for friendly attacks or to bombard enemy units. ASPs are never used by the defender in the combat phases. ASPs are unaffected by terrain and supply.

14.1 Ground Support.

Up to two ASPs can be expended per friendly attack in either combat phase as ground support. For each ASP expended, an extra die is rolled. Ground support hits on a result of 6 regardless of what type of offensive may be in effect.

14.2 Air Bombardment.

In either combat phase the active player may expend ASPs to bombard enemy units within five hexes of a friendly combat unit or depot. Each bombardment requires a minimum of two ASPs but any number over two may be expended. Each ASP equals one CS and one hit is scored for every two results of 6 (odd hits are ignored) regardless of offensive type. Bombarded units do not fire back. A hex may be bombarded in addition to being attacked normally and the bombardment may occur anytime in the combat phase; however a unit may never be bombarded more than once in a combat phase. Bombardment hits must be taken as step losses, never retreats.

Example: The Axis player has five ASPs. In his regular combat phase he uses three of them to bombard an Allied full-strength unit in an IP-2 and rolls one 2 and two 6's causing one hit (a step loss). Then he attacks that reduced unit with adjacent ground units and the remaining two ASPs. The ground units roll only 3's and 4's but one of the ASPs rolls a 6 and the Allied unit is eliminated.

15.0 ALLIED NAVAL SUPPORT

On turns during which there is Allied Naval Support, Tobruk's capacity as an Axis supply source is reduced and Allied sea transfer between Tobruk and Alexandria is possible. The Allied player may also conduct one 2-CS naval attack against one enemy-occupied hex per turn in the Regular Combat Phase only. This can be used as either naval ground support or naval bombardment. Either way it is used exactly as air ground support/bombardment except that the defending hex must be a coastal hex. Naval ground support may be used in conjunction with air ground support. Naval ground support hits on a result of 6 regardless of offensive type. Naval bombardment is always separate from air bombardment. Unlike air bombardment, naval bombardment hits on every result of 6 regardless of offensive type.

16.0 FORTRESSES

Tobruk and Bardia are the only fortresses in the game. The Terrain Effects Chart lists the movement and combat effects of each fortress.

16.1 Fortress Status.

Each fortress has a marker to record its current status. Bardia has two states: intact and destroyed. Tobruk has three: intact, reduced and destroyed. The game begins with both fortresses intact. Place the appropriate marker in each fortress status box on the map. Each time a fortress changes hands due to combat its status is lowered (there is no change in status if an unoccupied fortress is captured). Since Bardia has only two states its defenses are destroyed the first time it is taken in combat while Tobruk must change hands twice before it is destroyed. When Bardia loses fortress status it becomes a town hex. When Tobruk loses its fortress status it is treated like Alexandria and Benghazi. Tobruk at the reduced state retains its fortress status.

16.2 Combat Effects.

An armor unit's CS is modified by -1 when attacking a fortress hex. Each unit's CS is modified by +1 when defending in a fortress (even armor). A unit's CS is unchanged when attacking from a fortress hex. A defending unit in a fortress hex is only hit on a result of 6, regardless of the attacker's offensive type, and while defending hits attacking units on a result of 5 or 6. A defending leader in a fortress hex only obtains a hit on a result of 6. Units attacking from a fortress hex obtain hits on their usual die roll results.

17.0 WINNING THE GAME

Play begins with the December 1940 turn and ends at the conclusion of the October 1942 turn unless an automatic victory occurs first.

17.1 Automatic Victory.

If at the end of any turn a player has a supplied combat unit on the opponent's supply source (excluding Tobruk) that player wins an Automatic Victory and the game ends.

17.2 Victory by Points.

At the conclusion of Turn 23 (October 1942), the game's winner is determined by the number of reduced/eliminated units and control of Tobruk. Count all reduced units in play including those in the Eliminated and Reserve Boxes.

A player is awarded points for reduced/eliminated enemy units as follows:

- Four for each reduced armor unit.
- Eight for each eliminated armor unit.
- One for each reduced non-armor unit.
- Two for each eliminated non-armor unit.
- Three for each eliminated leader.

• Three (Axis only) for each turn the Allied player fails to meet his Reserve Requirements.

To win a player must have a higher point total than his opponent and control Tobruk.

Avalanche Press Ltd.

1820 First Ave. S., Suite H Irondale, AL 35210 USA



www.AvalanchePress.com