

North Africa '40

RULES OF PLAY



TABLE OF CONTENTS

1. Introduction	2	14. Advance After Combat	16	26. Victory	26
2. Contents	2	15. Breakthrough Combat	16	27. Additional Optional Rules	26
3. Sequence of Play Outline	3	16. Supply and Attrition	18	28. 1940 Special Rules	28
4. Stacking	4	17. ASUs and SPs	19	29. 1940 Optional Rules	31
5. Land Movement	5	18. Special Units	20	Scenarios	32
6. Off Map Boxes	7	19. Replacements	22	Hints on Play	34
7. Zones of Control	7	20. Reinforcements, Removals, and Conversions	23	Rating the Tank (the M11/39)	34
8. Combat	8	21. Naval Transport and Ports	24	Extended Examples of Play	35
9. Combat Modifiers	10	22. Convoy Attacks	25	Credits	41
10. Combat Results	12	23. Event Tables and Resource Pts	26	Historical Notes	42
11. Determined Defense	13	24. Delay Markers	26	Bibliography	46
12. Retreats	14	25. The Supply Attrition Phase	26	Unit Abbreviations	47
13. Disruption and Recovery	15			Index	48



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*Illustration by
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1.0 INTRODUCTION

This is not a complete game—ownership of *North Africa '41* (NA41) is necessary to play. This expansion covers September 1940 to December 1941. Use all of the rules in this booklet for both NA40 and NA41—significant modifications to the original NA41 rules are indicated with this symbol: ► and highlighted in yellow, while all 1940 specific rules start on page 28.

The following abbreviations are used in these rules:

CRT: Combat Results Table	OOS: Out of Supply
EZOC: Enemy Zone of Control	SP: Supply Point
LOS: Line of Supply	TEC: Terrain Effects Chart
MA: Movement Allowance	TQ: Troop Quality
MPs: Movement Points	VP: Victory Point
MSU: Mobile Supply Unit	ZOC: Zone of Control

2.0 CONTENTS

2.1 Inventory

A complete game of *North Africa '40* contains:

- 1 counter sheet
- This Rules of Play booklet
- Two Setup and Reinforcement cards
- Two NA40 Player Aid Cards (PAC)
- One Space Saver Map
- One Turn Track

2.2 The Map

(2.2.1) Scale and Terrain: Each hex represents an area approximately 8 miles across and each Game Turn represents 15-16 days.

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

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

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

2.3 The Game Pieces

(2.3.1) Types: There are three types of game pieces:

- **COMBAT UNITS:** Any unit with a Defense Strength ≥ 1 .
- **NON-COMBAT UNITS:** Any unit with a Defense Strength of 0, being Trucks, MSUs, Supply Points and Replacements.
- **MARKERS:** These are simply play aids and status indicators.

(2.3.2) How to Read the Units

Attack Strength: The strength of the unit when attacking.

Defense Strength: The strength of the unit when defending.

Movement Allowance (MA): Is the maximum number of Movement Points (MPs) the unit may expend for movement and still enter an EZOC.

Troop Quality (TQ): All units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are Low Quality. All other units are normal. This rating is used for:

- Elite Combined Arms Shift (9.3)
- Determined Defense (11.2.4)
- The Rally Table (13.5)
- Isolation Attrition (16.5)
- Disengagement (27.5)

Sample Infantry Unit

Sample Non-Combat Unit

Sample Mechanized Units

Sample ASU (17.1)

Sample Markers

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

Unit Size:

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

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

Non-Mechanized

-  Infantry†
-  Machine Gun†
-  Cavalry†
-  Airborne Infantry†
-  Commando†

Mechanized

-  Motorized Infantry†
-  Machine Gun Motorized†
-  Airborne Infantry Motorized†
-  Motorcycle Infantry†
-  Reconnaissance (Recon)*
-  Artillery Group (ASU)
-  88mm Flak (Silhouetted)*
-  Tank (Silhouetted)*
-  Army HQ
-  Corps HQ (ASU)

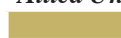
† = **Infantry-Type:** Important for the Combined Arms Rule (9.3) and Replacements (19.2.3).

***Vehicle Type:** Tank, 88mm Flak, and Reconnaissance are collectively called Vehicle units. These units have specific penalties and restrictions moving and attacking across Escarpment hexsides, the Tobruk Perimeter (9.6) and attacking Fortifications (9.5).

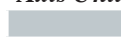
Silhouetted Units: 88mm Flak and Tank Units are collectively called Silhouetted Units. This term is used in the Stacking rules (4.3).

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

Allied Units

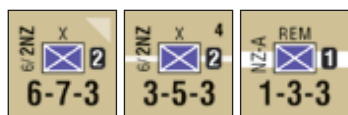
	light brown	British
	khaki	Commonwealth*
	green	South African
	white	Polish
	red	Czechoslovak

Axis Units

	gray	Wehrmacht
	medium blue	Luftwaffe
	yellow	Italian

*Commonwealth includes Australia, India and New Zealand. Each is considered a different nationality for rules 8.4.2 and 19.3.2.

(2.3.5) Steps: Units have 1-3 steps. 3-step units are indicated with a thin stripe across the reverse side of their counter (multi-step units on their last step are indicated with a much wider stripe). When a 3-step unit takes a second step loss it may be replaced with a Remnant (10.4) of the appropriate unit type (if available).



Shown above are the three steps of the 6th Brigade of the 2nd New Zealand Division.

3.0 SEQUENCE OF PLAY OUTLINE

3.1 Game Turns

Each Game Turn must be conducted in this order:

A. Preparation Phase

1. Roll 1d6 to see if the Malta Status marker is moved (22.3).
2. Each player places two Supply Points and the Reinforcements and Replacement Units received this turn in their Base (6.1.3).
► **Exception:** During 1940 turns each player receives only one Supply Point per Preparation Phase. The British start receiving 2 SPs at the start of 1941 and the Axis start receiving 2 SPs/Turn when the DAK HQ arrives.
3. Flip leader markers to their Ready side (18.5, 28.6).
4. Advance units in the Surrender Box (12.5.2).
5. Any Removals (20.2), Withdrawals (20.3), or Upgrades & Conversions (20.4) are performed at this time.
6. ► Italians may build the Victory Road (S1.2) NA40.

B. Action Phase

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

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

C. Supply Attrition Phase (25.0)

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

D. Victory Point Phase (S2.3)

Record any VP gains or losses on the Victory Point Track if applicable.

3.2 Sequence of an Impulse

A. Allied Player Turn

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

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

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

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

3. Allied Combat Phase

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

4. Allied Recovery Phase (13.4)

- Allied units that are Disrupted (13.2) or in Full Retreat (13.3) and not in an EZOC recover one level. Those in an EZOC must roll for Rally (13.5).
- All Replacement markers on Combat Units are removed (19.5).

5. Allied Supply Phase (16.0)

- ➤ Flip any MSU used to Extend Supply to its Truck side (16.3.4).
- Check the supply status of all Allied units (16.1).
- Roll for Isolation Attrition of all affected Allied units (16.5).
- Spend SPs to flip Allied ASUs (17.1.4).

➤ 6. Allied Delay Phase

Strafing and LRDG markers (18.7.5, 18.8) are placed and removed at this time. Delay markers (24.0) are no longer used.

B. Axis Player turn

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

4.0 STACKING

4.1 Stacking Limits

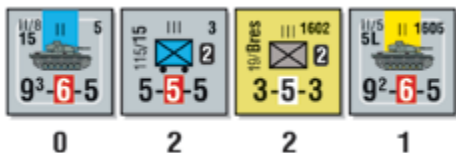
Stacking refers to the placing of more than one game piece in a hex. The stacking limit for both sides is **5 Stacking Points**. Markers do not affect stacking and may freely stack in a hex without limit.

4.2 Stacking Value

The stacking point value of most units is indicated with a number between 0-2 in a black box. Any number of units with a Stacking Value of 0 may stack in a hex. All Non-Combat Units (2.3.1) and ASUs (17.1) have a stacking value of 0.

4.3 Free Stacking Units

Tank and 88mm Flak units (Silhouetted Units) have no Stacking Value printed on their counter—they are Free Stacking units. One can stack for free in each hex, all other Silhouetted Units in the hex count as 1 Stacking Point each. The white border on the counter indicates that.



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

4.4 Stacking Restrictions

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

(4.4.2) Stacking and Nationalities: German and Italian units may stack together without penalty. Likewise, all Allied nationalities may stack together without penalties, however see 8.4.

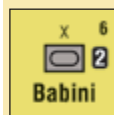
➤ 4.5 Division Stacking

Units of the same division stacked together are never valued at more than three stacking points total. Units belonging to the same division have their division number or name shown in bold font as part of their unit I.D. (2.3.2).

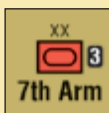
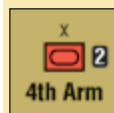
EXAMPLE: Two brigades stacked together, each belonging to a different division, would have a stacking value of four. Three brigades stacked together, where all brigades belong to the same division, would have a stacking value of only three.

➤ 4.6 Formation Markers and Sleds

(4.6.1) In General: There are three Formation markers included in *North Africa '40*. Each has a sled to hold their units. Each Formation may hold a number of units as indicated on their sled. You may either stack the units below the Formation marker or place them on the sleds provided. Units on the sleds are always considered in the hex with the Formation marker. The Formation marker has the same properties as the units it represents except the Stacking Value of the Formation is used and not the Stacking Values of the individual units. Players may place or remove the Formation marker at any time, or take units in and out of the Formation at any time during their player turn at no MP cost (to join the Formation you must be in the hex with the marker).



(4.6.2) Babini Group: Up to three Italian Tank Units (of any type) and one motorized Infantry-type unit may make up the Babini Group marker. The Babini Group marker is removed when Collapse occurs (28.5.2). Also note the Italian Command & Control rule (28.3.1).



(4.6.3) The 4th Armoured Brigade and the 7th Armoured Division: These two Formations may hold the number of units that are shown on their sled. They also serve as a reminder of rule 8.4.2 for the Allied player: “No more than three Tank Units may participate in each attack.”

DESIGN NOTE: All British Tank Units are battalions with no division or brigade affiliation—you may assign them to either armored brigade.

5.0 LAND MOVEMENT

5.1 The Basics

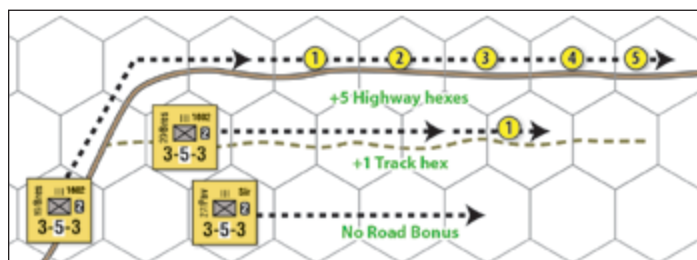
Each unit has a Movement Allowance (MA) which is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase. Each hex entered costs a certain number of MPs to enter as specified on the TEC. Movement may be made by individual unit or by stack. If units are moved as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

5.2 Road Movement

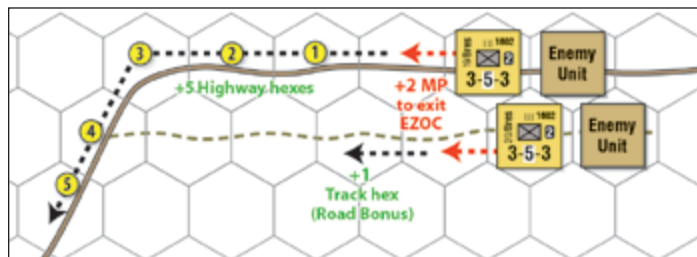
(5.2.1) In General: Highways (the Via Balbia) and Tracks are collectively called Roads. A unit that follows the path of a Road may use the reduced rate of the Road. Mechanized units may combine Road and off-road movement in the same move.

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

► Units may now start adjacent to an enemy unit and still use the Road Bonus.



Examples of Non-mechanized movement.



The Road Bonus is allowed even if the unit exited an EZOC.

5.3 Extended Movement for Mechanized Units

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

5.4 Tactical Movement

Any unit may use Tactical Movement to move one or two hexes instead of using its MA. Tactical Movement does not use MA or MPs. Units that use Tactical Movement *may* attack in the Combat



EXAMPLES: Unit A pays 1 MP to cross the Escarpment hexside and 1 MP per Rough hex. Unit B moves entirely along Highway hexes and so can use the 5 hex Highway Bonus. Unit C moves along Tracks and so can use the 1 hex Track Bonus. Mechanized Unit

D does not enter an EZOC and so can use Extended Movement to increase its Movement Allowance by 3 MPs—it moves a total of 8 MPs. Unit E spends 2 MPs to exit the EZOC it starts in, and uses a total of 8 MPs to arrive at its ending hex.

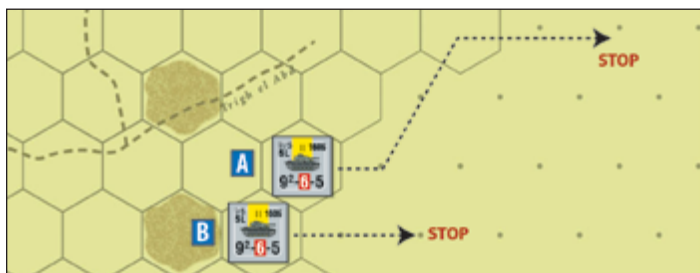
Phase. Units using Tactical Movement must abide by the other rules of movement, specifically:

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

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

5.5 Trackless Desert Hexes

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



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

5.6 Exiting the Map

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

5.7 Escarpment Hexside Movement Effects

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

5.8 Trucks



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

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

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

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

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

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

➤ Truck Special Transfer may now go to Port hexes.

(5.8.5) Other Rules Regarding Trucks:

- Trucks have no ZOCs: 7.1
- Attacking a Truck: 8.7 and 10.2.2
- Replacing Eliminated Trucks: 19.1.2
- Captured by Axis: 27.1

5.9 Rail Movement



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

(5.9.2) Extending the Egyptian Railroad: On Turn 17 (NA41) the railroad is extended from Mersa Matruh to Misheifa (hex 2351). The presence of Axis units has no effect on the completion of this section.

6.0 OFF MAP BOXES

6.1 In General

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

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

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

6.2 Properties of Off Map Boxes

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

6.3 Off Map Boxes and Movement

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

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

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

► *Mechanized units may enter the map from the Nile Delta or Tripoli OMBs via any west (Axis) or east (Allied) edge hex, something that may be necessary if enemy units are nearby.*

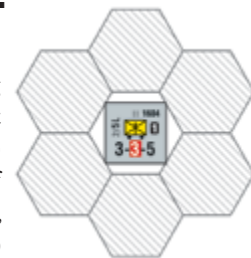
(6.3.4) Restrictions on Exiting an Off Map Box:

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

7.0 ZONES OF CONTROL

7.1 General Rule

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



7.2 ZOCs and Movement

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



7.3 Limited ZOCs

A ZOC is downgraded to a Limited ZOC if it extends up and over an Escarpment hexside (TEC) or into an enemy Fortification (9.5.2). A Limited ZOC does not stop movement of enemy units and it costs enemy units only +1 MP to leave a hex in a Limited ZOC. Besides these properties, Limited ZOCs are treated like regular ZOCs in all respects.

7.4 Other Effects of ZOCs

- EZOCs and Retreats: see 12.1.3, 12.2.1.
- EZOCs and Recovery: see 13.4.
- EZOCs and Advance After Combat: see 14.4.
- EZOCs and Lines of Supply: see 16.3.2.

► 7.5 ZOC Bonds

The Overlapping ZOC rules have been replaced with ZOC Bond rules that are common to other games in this series. At the time I wrote the Overlapping rules it didn't occur to me that I could simply use the ZOC Bond rules and achieve the same effect if I allowed units in supply to cross/enter a ZOC Bond during Movement and Advance After Combat.

(7.5.1) How They are Formed: Any Combat Unit that is in Good Order (13.1) can form a ZOC Bond. When two such units (or stacks) are two hexes apart (with one vacant intervening hex) they create a bond between them. Due to the pattern of a hex grid there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds (see illustration on page 8). Disrupted units have a ZOC but cannot form ZOC Bonds.

(7.5.2) Effects of ZOC Bonds:

- Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.
- Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.
- Units **that are Out of Supply** (marked with an OOS marker from a previous Supply Phase) may not enter an enemy Hex Bond nor cross an enemy Hexside Bond. Units not marked OOS may do so.

➤ *The above change makes the ZOC Bond rules behave practically the same way as the old Overlapping EZOC rules.*

(7.5.3) Breaking ZOC Bonds: A Hexside Bond is broken when enemy units are located on each side of the intervening hexside (as between units D and E in the illustration at the bottom of the page). A Hex Bond is broken when the intervening hex contains an enemy unit (as between units E and F). A Bond is broken as soon as the condition occurs.

(7.5.4) ZOC Bonds with the Sea and Map Edge:

- WITH THE SEA:** A unit can form a Hexside Bond (but not a Hex Bond) with the sea as long as the hex vertex lies completely within the sea (as allowed in *Normandy '44*).
- WITH THE MAP EDGE:** Axis units can form a Hexside Bond with the West map edge and Allied units can form a Hexside Bond with the East map edge.

(7.5.5) ZOC Bonds and Terrain: There is no terrain that breaks a ZOC Bond—units may form ZOC Bonds across Escarpment and Ridge hexsides.

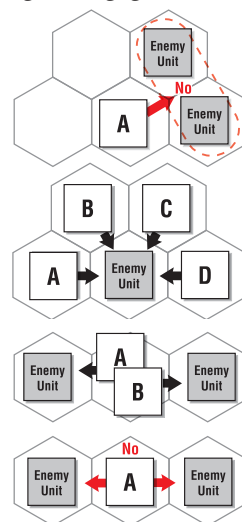
8.0 COMBAT

8.1 The Basics

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

8.2 Multi-Hex Combat

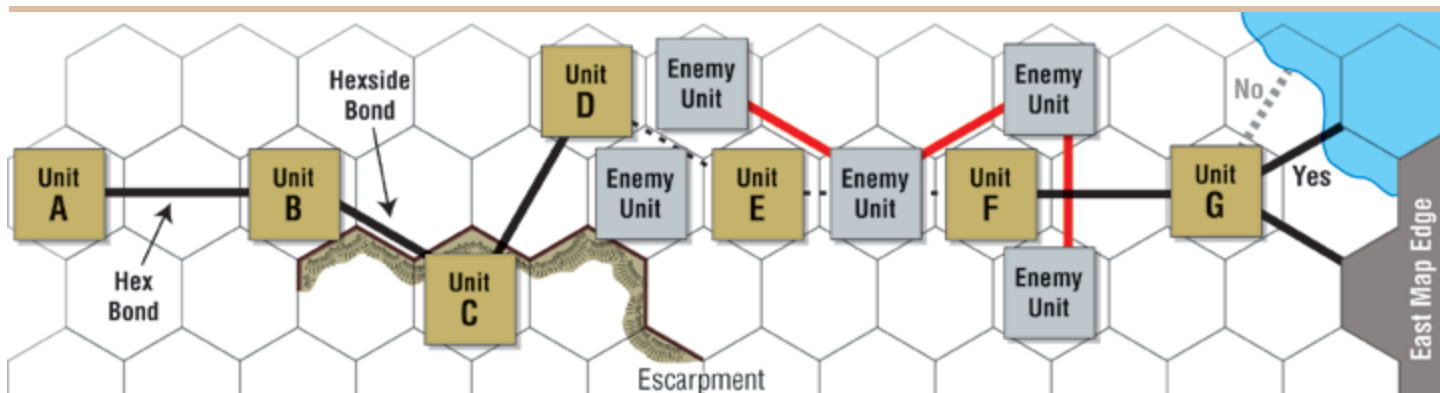
- The attacker may attack only one hex in *each* combat.
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its Attack Strength to attack multiple hexes.



8.3 Combat Procedure

Follow these steps for each combat:

STEP 1: Compare the combined Attack Strength of the attacking units (capped at 9 [8.51] or 30 [8.8.1]) against the total Defense Strength of the defending units (capped at 15 [8.8.2]) and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT). Attacks at less than 1-3 are not allowed.



EXAMPLES OF ZOC BONDS: Black lines indicate friendly ZOC Bonds, red lines indicate enemy ZOC Bonds, thin dashed lines indicate broken ZOC Bonds. There is no Hexside Bond between units D and E—it has been broken; likewise the Hex Bond between units E and F. The ZOC Bond between units C and D is not broken

by the Escarpment hexside. Units F and G still have a ZOC Bond even though it is intersected by an enemy ZOC Bond. Unit G has a Hexside Bond with the Mediterranean Sea and his friendly map edge (the east edge), but not a hex bond with either.

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

STEP 2: Players determine if the Elite Combined Arms Shift applies (9.3). The attacker must then declare if he is using Attack Supply (8.5), Tank Shifts (9.2), Artillery Support (9.4), and/or Air Support (18.7.4). The odds ratio can be higher than 10-1 before applying column shifts.

STEP 3: The defender then decides if he will use Artillery Support and/or Defensive Air Support (18.7.4), and if a defensive Tank Shift applies (9.2).

STEP 4: After adjusting for column shifts, roll a 6-sided die. Use the applicable column on the CRT, cross-reference the die roll number and implement the results. Players immediately remove any step losses (10.2) and either conduct a Determined Defense (11.0) if allowed, or else conduct any Retreats (12.0) if necessary. Units that retreat are marked Disrupted or in Full Retreat (13.0).

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

8.4 Command and Control



(8.4.1) Comando Supremo: German and Italian units may not participate in the same attack unless the Axis Player uses his Comando Supremo marker. Comando Supremo can arrive as an event or can be purchased for one Resource Point. The effects last for one Axis Player Impulse. Return the marker to the Axis marker display after it is used. Comando Supremo is not necessary in defense—German and Italian units may stack together and defend together without penalty. An Auto DS Attack is considered an “attack”, and therefore requires Comando Supremo to combine Germans and Italians. This marker may be saved for a future Impulse or Turn (23.2.3).

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

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



DESIGN NOTE: In 1940–41 the British were still under the influence of Liddell Hart's belief that armor should be dispersed and did not mass their tanks.

8.5 Attack Supply

(8.5.1) In General: All attacks in which the attacker wishes to use Tank Shifts (9.2) and/or use 10 or more points of Attack Strength require Attack Supply. Attack Supply costs 1 SP—either remove one Supply Point or flip one ASU (17.1.4) that is in Good Order to its Depleted side. The 1 SP or ASU provides Attack Supply to all attacks in Range (17.3). Only one Combat Unit in each attack needs to be in Range of the SP or ASU. If Attack Supply is not purchased or available, then attacks without Attack Supply are capped at an Attack Strength of 9 (applied after halving and doubling) and all of the attacker's Tank Units in that combat have their Tank Ratings

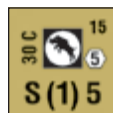
reduced to 0. Attack Supply is determined for each attack at the moment of combat. The Supply Point is removed or the ASU is flipped at the end of the Combat Phase. The defender does not need to spend SPs for defending.

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

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

(8.5.3) Overwhelming Odds: Any attacks at 10-1 odds or higher and Automatic DS attacks (8.9) **require the availability of, but** do not consume Attack Supply even if Tank Shifts are used. If the 10-1 attack leads to a Breakthrough Combat where Attack Supply would be necessary then an available Attack Supply SP (8.51) is consumed (traced to the hex the units were in at the start of the regular combat).

8.6 Parenthesized Units



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

8.7 Combat Against Non-Combat Units



Non-Combat Units alone in a hex without any Combat Unit to protect them may not be attacked. Replacement units are eliminated if an enemy unit enters the hex they are in (exception: 12.1.5) or if all the Combat Units they were stacked with are eliminated or Surrender (10.2.2). Trucks, SPs and MSUs may be either eliminated or captured, due to enemy movement or during combat (exception: 12.1.5), as described in 10.2.2, 12.5, 14.6, 17.2.3 and 27.1. Elimination or capture of Non-Combat Units does not stop movement (or Advance) nor cost any extra MPs. Eliminated Trucks are placed in the Eliminated Box and Replacements and SPs are placed back in their pools.

8.8 Minimums and Maximums

(8.8.1) 30 Attack Factors: The attacker can use a maximum of 30 Strength Points in a given combat, provided there is Attack Supply (8.5.1). All Strength Points in excess of this are ignored. This limit applies after halving and doubling (9.1).

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

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

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

(8.8.4) Column Shifts: When applying column shifts beyond the 7-1 column assume that 8-1, 9-1, etc., columns exist. Apply the 7-1

column limit after calculating the net effect of both the attacker's and defender's column shifts.

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

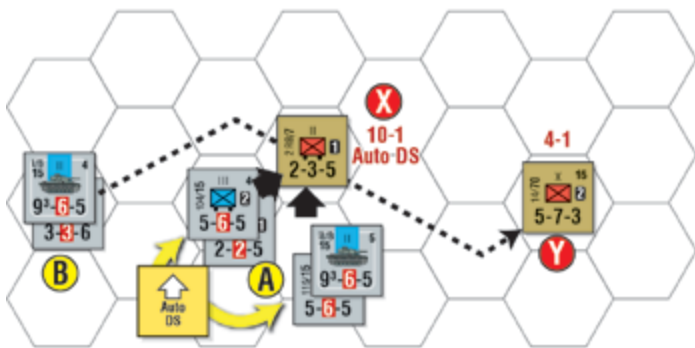
8.9 Automatic DS



(8.9.1) Procedure: Defending units can suffer an Automatic Defender Shattered (Auto DS) result during a Movement Phase when the Phasing Player has enough participating units adjacent to the defender's hex to ensure 10-1 odds against it. Tank and Elite Combined Arms shifts (9.2, 9.3) may be used but not Air or Artillery shifts (which are only allocated in the Combat Phase). At that point the Phasing Player *may* declare an Auto DS against the hex. The defending unit(s) immediately suffer a DS result and any surviving units are retreated **4 hexes** by the defender abiding by the Retreat Direction Guidelines (12.1.3). All units that made the 10-1 possible are marked with "Auto DS" markers—they cannot move any farther that Movement Phase nor take part in regular combat in the upcoming Combat Phase.

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

(8.9.2) Advance After Combat: During the Combat Phase the units marked with Auto DS markers may, after all combats and Disengagement Attempts (27.5) have been resolved, conduct their Advance After Combat at their full Advance rate (14.2), at which time the markers are removed. As in regular combat, only one stack in each Automatic DS attack may conduct Breakthrough Combat (15.0).



EXAMPLE: During the Axis Movement Phase the Axis player moves the four units shown above adjacent to the British battalion. At A the odds are 21 to 3 with two Tank Shifts and one Elite Combined Arms shift = 10-1. The British battalion suffers a DS result and is eliminated. The four German units are indicated with Auto DS markers. Stack B can now move and set up a 4-1 (12 to 7 with three shifts) attack against hex Y for the Combat Phase.

After all other combats and Disengagement Attempts have been resolved, the 4 units marked with DS markers may conduct their Advance After Combat (8.9.2).

9.0 COMBAT MODIFIERS

9.1 Halving and Doubling

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

Units are halved for the following reasons:

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

Units are doubled for the following reasons:

- Defending in a City or Fortification, except Vehicle Units (TEC).
- Attacking down a Ridge or Escarpment (9.6).

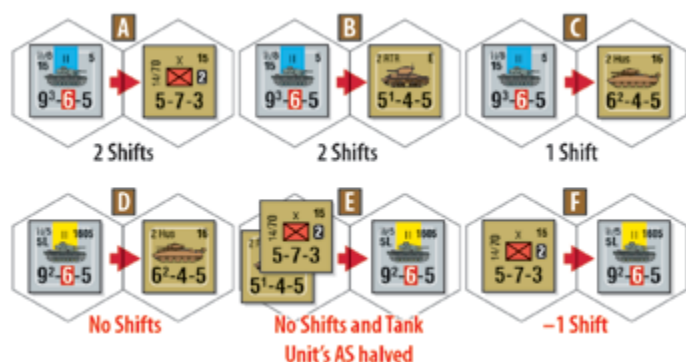
9.2 Armor Superiority

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

(9.2.2) Tank Shifts and Terrain: Tank Shifts can never be earned if the defender is in a Fortification, Jebel, or City hex. Tank Units attacking across an Escarpment or into and across the Tobruk Perimeter hexside (9.6) cannot be used to gain a Tank Shift, but their presence is enough to prevent the defender from gaining the Tank Shift.

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

► **DESIGN NOTE:** The changes in the paragraph above was to downgrade the value of 0-rated Tank Units. They can never earn or cancel a Tank Shift.



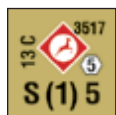
EXAMPLES: [A] Tank Rating of 3 against an infantry unit = 2 shifts right (maximum). [B] Tank Rating of 3 vs 1 = 2 shifts right. [C] Tank Rating of 3 vs 2 = 1 shift right. [D] Equal Tank Ratings = no shifts. [E] Defender has superior Tank Rating = Attacker's Attack Strength halved. [F] Attacker without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

(9.2.4) 88mm Flak Units: These units can never earn the Tank Shift—only deny it. These units have their tank rating inside a white circle as a reminder of this. See 18.2 for full details. An attacking 88mm Flak unit provides a Tank Rating of 4 that will ensure friendly Tank Units in its hex are not halved due to a British Matilda Tank Unit in the defender's hex (9.2.3).

9.3 Elite Combined Arms Shift

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

9.4 Artillery Support Shifts



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

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

(9.4.2) Artillery Support Restrictions:

- An Italian or German ASU may only be used for Artillery Support if at least one unit of their nationality is involved in the combat.
- An ASU may only provide offensive Artillery Support if it moved no more than 2 hexes in the preceding Movement Phase.

There are a few “No Artillery Shifts” markers supplied if a reminder is needed.



9.5 Fortifications



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

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

(9.5.3) Building Fortifications: It costs one Resource Point (23.2) to build a Fortification. The construction hex must contain or be adjacent to a friendly Combat Unit in Full or Port Supply (16.2) that has not yet moved in that Movement Phase. Construction is a two part process—it is begun in the Movement Phase of the Phasing Player's Impulse (place the counter on its reverse “Under Construction” side) and may be completed in the owning player's next Initial Phase. How quickly a Fortification is built is determined by a die roll or if Existing Groundworks (9.5.5) are present.

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

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

(9.5.6) Building Restrictions:

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

(9.5.7) Removal: A Fortification marker is removed if an enemy Combat Unit enters its hex (see also Retreat 12.1.5). It may also be voluntarily removed by the owning player at any time during his Player Turn. A vacant Fortification does not impede enemy movement in any way.

➤ In NA40, the Axis may not build Fortifications until Turn 14.

9.6 Terrain

- **CITY:** No Tank Shifts and all Combat Units except Vehicle Units have their Defense Strength doubled. *Note, Alexandria is the only city on the map.*
- **JEBEL:** No Tank Shifts and defender earns one shift left.
- **RIDGE:** All units are halved when attacking up and are doubled when attacking down (even if a Road is used).
- **ESCARPMENT:** All units are halved when attacking up and are doubled when attacking down (even if a Road is used). Vehicle Units may only attack across an Escarpment if attacking along a Road. Infantry-type Mechanized units may attack across a non-Road Escarpment hexside, but may not advance across (14.5).
- **TOBRUK PERIMETER:** Tank Units attacking across the Tobruk Perimeter (towards the port) cannot earn Tank Shifts (9.2.2) and Vehicle Units have their Attack Strength halved. *This feature represents an anti-tank ditch and becomes superfluous when Fortifications are built inside the Tobruk Perimeter. Note that the anti-tank ditch has no effect on units attacking out of the Tobruk Perimeter.*

9.7 Other Combat Modifiers

The following modifiers are cumulative.

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

10.0 COMBAT RESULTS

10.1 Explanation of Combat Results

The words “attacker” and “defender” refer only to the units participating in the combat in question—not to the strategic situation.

DS = DEFENDER SHATTERED: The defender loses one step—the unit selected is determined by the *attacker*. Surviving defenders must Retreat 4 hexes and are marked in Full Retreat (13.3).* No Determined Defense is possible (11.1). The attacker may Advance After Combat (14.0) up to 4 hexes.**

DR4 = The defenders must Retreat 4 hexes and are marked in Full Retreat (13.3).* No Determined Defense is possible (11.1). The attacker may Advance up to 4 hexes.**

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

**Non-Mechanized units (without Trucks) Surrender (12.5) if they retreat more than 2 hexes.*

***Non-Mechanized units and Matilda tanks may advance only 2 hexes (14.2.1).*

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

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

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

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

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

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

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

10.2 Selecting Step Losses

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

(10.2.2) Step Loss Selection Guidelines:

- Step losses must come from a unit that contributed Attack or Defense Strength to the combat.
- Parenthesized Defense Strength (8.6) units and Combat Units that contributed no Attack or Defense Strength may not be selected until all other participating units are eliminated.
- Defending Non-Combat Units are immediately eliminated or captured (8.7, 12.5.1, 17.2.3, 27.1) if all the Combat Units they were stacked with are eliminated or Surrender (12.5).

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

10.3 Indicating Step Losses

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

10.4 Remnants and the Remnant Display

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

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

11.0 DETERMINED DEFENSE

11.1 In General

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

11.2 The Determined Defense Table

(11.2.1) Procedure: Step losses from the CRT are implemented before resolving the Determined Defense. If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit (11.2.3). If there is only one eligible unit, then that unit must be the Lead Unit. The terrain of the defender's hex determines the column to use on the table. Use the "Fortification/City" column for units in Fortifications or City hexes, use the Clear/Rough column for units in Clear, Rough, or Trackless Desert hexes. Use the "Other" column for all other hexes—Jebel, Towns, Camps (NA40), and Existing Groundworks without Fortifications. Landmarks, Roads, Airfields, and hexside features have no effect on the column determination. Roll one 6-sided die and implement the result.

(11.2.2) CRT Background Colors: If the background color is orange , then the defender suffers a -1 die roll modifier if he conducts a Determined Defense. If the background color is red , then a Determined Defense is not allowed.

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

(11.2.4) Die Roll Modifiers:

- +1 Lead Unit is Elite (2.3.2)
- 1 Lead Unit is Low Quality (2.3.2)
- 1 The CRT result is orange 
- +1 DD Support (11.3).

► -1, -2 Italian Demoralization and Collapse (28.5).

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

11.3 DD Support

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

Important: Air Support Units may *not* be used for DD Support if your opponent has Air Superiority (18.6).

11.4 The Determined Defense Table

(11.4.1) List of Results

- F Determined Defense fails
- H Success—the defender Holds
-  Success, but defender's Fortification/Camp marker is removed
- ## Step losses: Attacker/Defender's Lead Unit
- 1* Attacker's step loss is picked by the defender.

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

► **(11.4.3) Failed Determined Defense:** If the Determined Defense fails then the defender must retreat unless it has no retreat path. If the stack has no retreat path (all units in the defender's stack will be eliminated if they retreat), then the defender reduces his Lead Unit by one step (if it did not already lose a step in a -1 F result) and rolls again on the Determined Defense Table. The defender may keep rolling on the Determined Defense Table treating every failed result as an -1 F result (taking a step loss on his Lead Unit for each Failed attempt) until all defending units are either eliminated or they succeed in holding. If the defender had a +1 DD Support DRM he uses that for each die roll.

DESIGN NOTE: The term "Desperate Defense" found in the previous edition is no longer used. The term is not needed and only caused confusion. If your units can't retreat, just keep rolling on the DD Table until successful or all units are eliminated.



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

(11.4.4) A Determined Defense of a Port: If the defender is in a port hex and the loss of that Port will cause those units to become OOS, then the defender may treat it as defending stack with no retreat path and can continue to do a DD until it succeeds or all units are eliminated.

(11.4.5) Vehicle Units with No Retreat: After a failed Determined Defense, if some units can retreat and others can't then the defender must retreat those that can and have the others do Determined Defenses until they hold or are all eliminated.

12.0 RETREATS

12.1 Retreat Procedure

(12.1.1) Length of Retreat: When called upon to retreat, defending units must abandon the hex and be retreated by the owning player. The number of hexes is determined by the CRT result. Supply Points without a Truck to carry them cannot retreat and are susceptible to capture (17.2.3). A Non-Mechanized unit without a Truck to carry it will Surrender if forced to retreat more than two hexes (12.5.1). See 12.4 for a method to reduce a retreat length.

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

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

1. Retreat to any hex that does not cause elimination (12.2).
2. Each hex can only be entered once in a retreat—you cannot retreat back and forth.
3. EZOCs: If possible, the retreat should avoid entering an EZOC. If not possible, one hex of the retreat may enter an EZOC as long as the retreating unit does not enter or cross an enemy ZOC Bond (7.5). After that, all other hexes in the retreat must be clear of enemy ZOCs. A friendly Combat Unit (one that did not retreat in the current Combat Phase) negates an EZOC in the hex it occupies for this purpose.
4. If possible, each hex of the retreat should move the retreating unit or stack farther away from the hex the units occupied when the combat was resolved.
5. If possible, a unit must end its retreat in Supply.

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

(12.1.5) Retreats and Non-Combat Units and Markers:

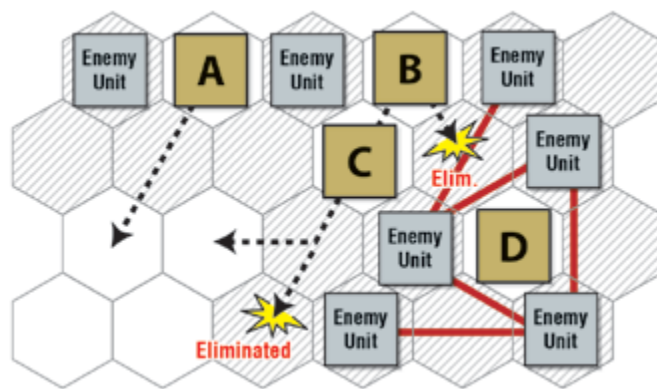
- Trucks, MSUs, and Replacement Units may retreat; SPs may not—they are either destroyed or captured (17.2.3). An empty Truck may pick up and carry any one Combat Unit or SP during a Retreat.
- Enemy Non-Combat Units (2.3.1), empty enemy Fortifications, Camps (NA40), and Existing Groundworks do not block Retreats. However, the retreating units must avoid retreating into those hexes if a different retreat path is available. If unavailable, then the retreating units may enter or pass through those hexes. Any enemy Trucks, MSUs, and Replacements are displaced one or two hexes by the owning player. SPs, Fortifications, and Camps remain in the hex and are only removed if the retreat ends in their hex—no capture is possible.

12.2 Elimination Due to a Retreat

(12.2.1) Elimination: Units are eliminated if they cannot retreat the full length of their retreat or retreat into the hexes listed below:

IMPORTANT: In cases involving EZOCs, friendly Combat Units that have not retreated in the current Combat Phase negate EZOCs in the hex they occupy.

- Into a hex occupied by an enemy Combat Unit.
- Into an EZOC if it is the second EZOC the unit has retreated into.
- ➤ Into or across an enemy ZOC Bond (7.5).
- By ending the Retreat in an EZOC. A Mechanized unit may retreat one additional hex if that will save it from elimination, but this does not allow a unit that has retreated into two EZOCs to survive.
- Off the map unless it is into a friendly Off Map Box. (Retreating into a friendly Off Map Box automatically fulfills the number of hexes required by the retreat.)
- Into a hex or across a hexside that they are prohibited from entering or crossing in the Movement Phase. *Examples: Units that retreat through three consecutive Trackless Desert hexes, or Mechanized units that retreat across a non-Road Escarpment hexside.*



EXAMPLE: Red lines indicate enemy ZOC bonds. Stack A and B can retreat through one EZOC without penalty. Retreating into or across an enemy ZOC Bond is prohibited, as well as retreating through more than one EZOC. Unit D has no retreat path.

12.3 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex will be attacked in the same Combat Phase (not by Break-through Combat [15.3]), the retreated units do not add their Defense Strength to the combat, may not be selected to satisfy a step loss, and, if required to retreat again, are eliminated.

12.4 Stopping a Retreat after at Least One Hex

Any unit or stack that retreats into a friendly controlled Port, City, Camp (NA40), or Fortified hex has the option to stop and end its retreat there by paying 1 step for each hex not retreated (reducing any Combat Unit that was part of the retreat). The retreating unit or stack is still Disrupted or in Full Retreat per the CRT result. The unit must have retreated at least one hex and the destination hex is not in an EZOC, unless that EZOC is negated by a friendly unit that has not retreated (12.2.1).

➤ *Stopping a Retreat now costs 1 step per stack, per hex.*

12.5 Surrender

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

- **OVERRUN:** Non-Mechanized units Surrender if they are ever forced to retreat more than two hexes in a single enemy Movement or Combat Phase unless they can be carried by a Truck (12.1.1). A Non-Mechanized unit cannot retreat 1 or 2 hexes to a truck and then hop on to finish a 3- or 4-hex retreat. To avoid surrendering, the unit must be mechanized from the beginning of the retreat.
- Any Combat Unit that is Out of Supply (judged at that instant) when it is eliminated in combat or retreat. For retreat purposes use the final hex of its retreat.
- Units eliminated while in a Port hex and drawing Port Supply from that port, surrender if the enemy advances into the port. Any Allied trucks in the stack are captured.

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

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

12.6 Elimination Does Not Reduce the Advance

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

13.0 DISRUPTION & RECOVERY

13.1 Disrupted, Full Retreat and Good Order

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

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

(13.1.3) How Units go into Full Retreat:

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



13.2 Penalties of Disruption

(13.2.1) A Disrupted unit:

- **MOVEMENT:** May only use Tactical Movement. May not use Rail Movement, Naval Transport, or exit an Off Map Box.
- **COMBAT:** May not attack, and if attacked have their Defense Strength halved (rounded up).
- May not be the Lead Unit in a Determined Defense (11.2.1).

- **ASUs:** May not be flipped to their Ready side nor give Combat benefits (Shifts or DD Support).
- **REPLACEMENTS:** Cannot receive Replacements (19.3.1).

(13.2.2) Abilities Retained: Disrupted units retain their ZOC and Tank Shift abilities in defense, but may not form a ZOC Bond (7.5.1).

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

13.3 Effects of Full Retreat

(13.3.1) Full Retreat Benefit: Units in Full Retreat may move their full MA and may use Extended Movement or the Road Bonus. They also do not need to pay the +2/+1 to exit an EZOC/Limited EZOC.



(13.3.2) Full Retreat Penalties: Units in Full Retreat suffer all the penalties of Disruption (except the movement penalty) plus the following additional penalties:

- **ZOCs:** Units in Full Retreat have no ZOC.
- **EZOCs:** May only remain or move into an EZOC if there are other friendly Combat Units in the hex that are not in Full Retreat.
- **MOVEMENT:** They may not exit an Off Map Box, nor may they move or Retreat into an *enemy* controlled Port, Airfield, Fortification, Camp (NA40), City hex, or a hex containing enemy Combat or Non-Combat Units.
- **AUTOMATIC RETREAT:** If an enemy Combat Unit moves, advances, Retreats, or starts its move adjacent to a unit in Full Retreat, and the Full Retreat unit is not stacked with friendly Combat Units not in Full Retreat, then the units in Full Retreat must immediately be retreated two hexes (or one hex if the retreat ends with a friendly unit not in Full Retreat) by the owning player and the enemy unit may then continue moving/advancing/retreating.
- **Reminder:** Non-Mechanized units (without a Truck to carry them) will Surrender (12.5.1) if they retreat more than two hexes in a single enemy Movement or Combat Phase (12.5.1).
- **COMBAT:** They have a Defense Strength of 0. If stacked with other units they contribute nothing to the defense (including Tank Shifts).
- **RECOVERY:** They take longer to recover (13.4).
- **SUBSEQUENT RETREATS:** There is no additional penalty if mechanized units in Full Retreat suffer another retreat.

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

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

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

13.4 The Recovery Phase

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

13.5 The Rally Table

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

DIE ROLL MODIFIERS:

- +2 Unit occupies a Port, Camp, or Fortified hex (these are not cumulative)
- +1 Unit is Elite
- 1 Unit is Low Quality

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

14.0 ADVANCE AFTER COMBAT

14.1 The Basics

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

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

14.2 Length of Advance

(14.2.1) Length of Advance: Matilda Tank Units and Non-Mechanized units without Trucks may never advance more than two hexes. The length of Advance After Combat for Mechanized units (with the exception of Matilda Tank Units) which includes Non-Mechanized units carried by Trucks is determined by the CRT result:

CRT result	Mechanized	Matilda Tanks, Non-Mechanized
DS, DR4	4 hexes	2 hexes
D1	3 hexes	2 hexes
A1/DR2, DR2, DRX, and A1/D1	2 hexes	2 hexes

Note: Units that are OOS may only advance 1 hex (16.4).

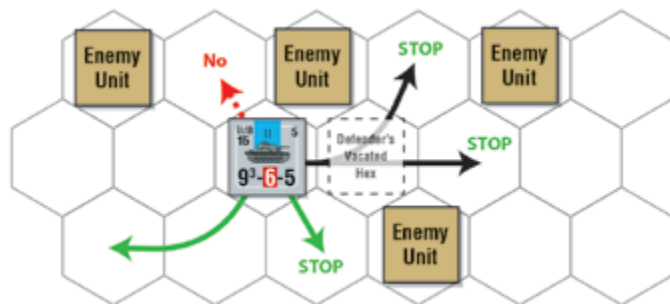
(14.2.2) Limited Advance: This occurs when the defender's hex has been cleared of Combat Units by an EX result or by a successful but costly Determined Defense (11.4.2)—the attacker may only occupy the defender's vacated hex.

14.3 Advance in Any Direction

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

14.4 Advance and Enemy ZOCs

No unit can advance from one EZOC directly into another EZOC of the same enemy unit, unless it is entering or exiting the defender's vacated hex. Units must stop upon entering an EZOC (even if the hex contains a friendly unit) with one exception: units may ignore EZOCs in the defender's vacated hex. Limited EZOCs are treated as regular EZOCs during Advance After Combat. Ignore ZOC Bonds in Advance After Combat.



EXAMPLE: The Tank Unit can advance two hexes ignoring EZOCs in the Defender's vacated hex. Green paths are shown to demonstrate units may advance in any direction.

14.5 Terrain and Advance

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

14.6 Advance and Non-Combat Units

Enemy Non-Combat Units do not stop or slow Advance After Combat. If a unit advances into their hex they are eliminated or captured (8.7, 17.2.3, 27.1).

15.0 BREAKTHROUGH COMBAT

15.1 In General

Any combat that achieves an Advance After Combat of two or more hexes allows the attacker to conduct Breakthrough Combat. Breakthrough Combat allows units to conduct an attack during their Advance After Combat. The Advance After Combat allowance determines how many actions the Breakthrough Group may do.

List of actions (each cost 1 hex):

- Advancing units into the Defender's vacated hex and forming the Breakthrough Group (15.2.2, 15.2.4).
- Advancing 1 hex.
- Conduct Breakthrough Combat. If the attack is successful, the advance into the defender's vacated hex is free.

15.2 Procedure

(15.2.1) Sequence:

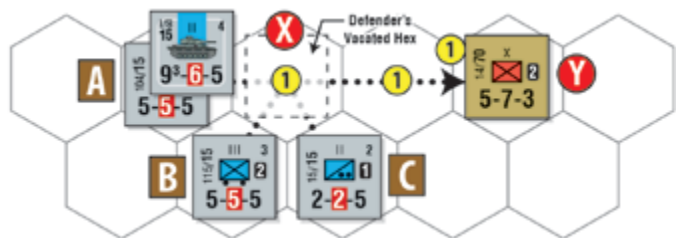
1. Declare which stack will be the Breakthrough Group (15.2.2). If the Breakthrough Group will be formed in the Defender's vacated hex, do that now (15.2.3, 15.2.4).
2. Conduct the Advance After Combat of the Breakthrough Group and resolve any Breakthrough Combats as they occur.
3. Conduct the Advance After Combat of the other units in the attack that were not part of the Breakthrough Group. These units may not conduct Breakthrough Combat.

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

RESTRICTIONS:

- All units in the Breakthrough Group must be either Mechanized, or Non-Mechanized carried by Trucks.
- Only units that participated in the combat (or are Tag-alongs [27.3.1]) may be part of the Breakthrough Group.
- Stacking (4.1), Command and Control (8.4), and Attack Factor Limits (8.8.1) apply to the Breakthrough Group.

(15.2.3) Forming a Breakthrough Group: The Breakthrough Group can be either one of the stacks that attacked, or it may be formed in the defender's vacated hex by advancing units that participated in the attack (up to the Stacking Limit). This movement into the defender's vacated hex and forming the Breakthrough Group costs only one hex from their Advance After Combat allowance. This method is the only way to increase the size of the Breakthrough Group—the stack may not pick up friendly units as it advances.



EXAMPLE: The Axis player has achieved a D1/Advance 3 against hex X and the defender retreats off to the north (not shown). The four Axis units in hexes A, B and C form the Breakthrough Group by advancing into the defender's vacated hex. With their second hex they advance adjacent to unit Y, and use their third hex to conduct Breakthrough Combat against hex Y. If successful they may advance into hex Y.

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

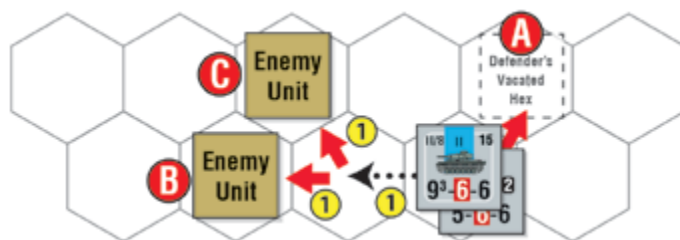
(15.2.5) Resolving Breakthrough Combat: Calculate odds and use the CRT just like any other combat with the exception that the attacker or defender **may not use Artillery, Air Support, or DD**

Support. All other Combat Modifiers apply (including Tank and Elite Combined Arms Shifts).

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

(15.2.6) Failed Breakthrough Combat: If a Breakthrough Combat does not eliminate the defender or force the defender to retreat then the Breakthrough Group must end its advance. A defender eliminated by a *successful* but costly Determined Defense ends the Breakthrough with a Limited Advance (14.2.2).

(15.2.7) Successful Breakthrough Combat: If the Breakthrough Combat succeeds in eliminating or retreating the defender (exception: Limited Advance [15.2.6]), then the Breakthrough Group may continue its Advance After Combat if it has hexes remaining in its allowance (and may even conduct more Breakthrough Combats [15.2.5]). The phasing player has the choice of continuing the advance from the defender's vacated hex or from the hex the Breakthrough Combat was launched from. If continued from the defender's vacated hex the movement into that hex does not cost another hex of the advance—that price was already paid for by the 1-hex cost of the Breakthrough Combat.



EXAMPLE: The two German units have just attacked hex A and achieved an Advance After Combat of 3 hexes. Instead of entering the defender's vacated hex, they move one hex to the left and attack hex B. The Breakthrough Attack at B results in the defender retreating and allowing the Breakthrough Group to continue. The Axis player does not advance into hex B, but instead attacks hex C. If unit C retreats, then the Breakthrough Group may advance into the vacated hex at C. The yellow numbers in circles indicate the cost in hexes to perform each action.

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

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

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

15.3 Breakthrough Combat Against Previously Retreated Units

Unlike retreats from regular Combat (12.3), units that have already retreated (they are currently marked Disrupted) may defend against Breakthrough Combat (using half their strength [13.2.1]) and are not eliminated if forced to retreat again (but are placed in Full Retreat). If the defender's hex exceeds the Stacking Limit (12.1.4), then all units in excess of the Stacking Limit (defender's choice) contribute nothing to the defense.

PLAY NOTE: Non-Mechanized units without Trucks will Surrender if they retreat more than two hexes in the same Combat Phase (12.5.1), so will likely Surrender if forced to retreat twice.

15.4 Definition of Formations

► This rule has been deleted from the game.

16.0 SUPPLY AND ATTRITION

16.1 The Supply Phase



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

16.2 Supply Sources

- **FULL SUPPLY:** Units in an Off Map Box or units on the map that can trace a Line of Supply to a friendly Off Map Box are considered in Full Supply.
- **PORT SUPPLY:** Units that cannot trace a Line of Supply to an Off Map Box but can trace it to a friendly controlled Port are considered in Port Supply. Port Supply is identical to Full Supply except Ports may only supply a limited number of Combat Units. The number of Combat Units a Port can provide Supply to is equal to twice its current Port Capacity (21.3). The owning player may decide which units are in Supply and which are not during each friendly Supply Phase.

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

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

16.3 Line of Supply

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

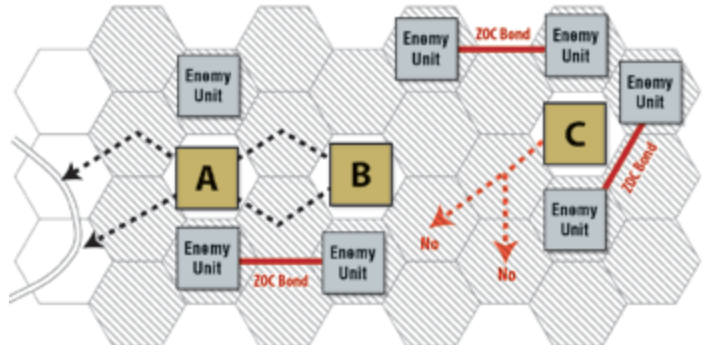
(16.3.2) The Overland Portion of the LOS may be up to **five hexes** long, not counting the hex the unit is in. Count each Jebel or Rough hex the LOS enters that does not follow the path of a Road as **two hexes**. The path may not:

- Cross an all-sea hexside or enter a Marsh hex.
- Cross an Escarpment hexside except along a Road. Exception: The LOS may be traced across a non-Road Escarpment hexside if the unit tracing the path is adjacent to that hexside.
- Enter more than two consecutive Trackless Desert hexes.
- Enter an *enemy-controlled* City, Port, Airfield, Camp (NA40), or Fortified hex.
- Enter an enemy-occupied hex.
- ► Enter or cross an enemy ZOC Bond (7.5.2).

- ► Enter two consecutive vacant hexes in an EZOC. An Overland LOS may enter one or more vacant hexes in an EZOC as long as they are not consecutive, each EZOC hex is adjacent to a friendly unit, and the restrictions above are followed (see example below).

PLAY NOTE: Friendly units negate EZOCs in the hex they occupy for the purpose of tracing an LOS.

(16.3.3) The Road Portion of the Line of Supply may be of any length but must follow a path of contiguous Road hexes (Highway and Track). The same restrictions of the Overland Portion apply to the Road Portion.



EXAMPLE: Tinted hexes indicate EZOCs. Allied units A and B are in Supply. Unit C is not. Notice that the LOS for Unit B passes through two EZOCs but they are not consecutive and both are adjacent to a friendly unit.



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

- Any MSU used to extend a Supply Line expends its SP (becoming just a Truck) in that Supply Phase.

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

16.4 Out of Supply Penalties

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

- **MOVEMENT:** Units may only use Tactical Movement (5.4) and may not enter or cross an enemy ZOC Bond (7.5).
- **COMBAT:** Attack Strength is halved (fractions are rounded up so 1 halved is still 1).
- **ADVANCE AFTER COMBAT:** Limited to one hex.
- **REPLACEMENTS:** It cannot receive Replacements (19.0).

ABILITIES RETAINED: Out of Supply units retain their full Defense Strength, ZOC, Tank Rating, and Troop Quality. For ASUs see 17.1.5.

16.5 Isolation Attrition



(16.5.1) In General: A Combat Unit that has been Out of Supply for two consecutive friendly Supply Phases (exception, Italian Demoralization [28.5.1]) and is **adjacent to an enemy unit** (exception: No Source of Water) will suffer Isolation Attrition unless the following applies:

- It is an ASU (see 16.5.2).
- It can trace an Overland LOS to a friendly unit in Full Supply.

➤ **NO SOURCE OF WATER:** A Combat Unit that is marked with a red OOS marker and cannot trace an Overland LOS to a Source of Water will still suffer Isolation Attrition even if it is **not adjacent to an enemy Combat Unit**. A Source of Water is defined as a hex containing a City, Town, Port, Oasis, or Landmark that they control or that is uncontrolled (16.3.5).

DESIGN NOTE: This rule was added to make it difficult for OOS units to survive in the deep desert.



EXAMPLE: The seven Allied units shown above have been Out of Supply for two friendly Supply Phases. All must roll for Isolation Attrition except for unit A—because it is not adjacent to an enemy unit, and unit B—because it is an ASU unit. The ASU will be eliminated when the other six units are gone (16.5.2). All seven have a Source of Water at hex W (Acroma).

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

Attrition. Place units that have been eliminated by Isolation Attrition in the Surrender Box.

(16.5.3) The Isolation Attrition Table

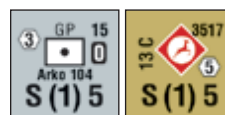
Die Roll	Result
1-4	Unit loses 1 Step
5, 6	No effect

(16.5.4) Die Roll Modifiers (all are cumulative)

- +1 **AIRFIELD:** If the unit can trace an LOS to at least one friendly Airfield or ASU that is *not adjacent* to any enemy Combat Units. *This represents a functioning airfield inside the pocket. Airfields adjacent to enemy units are not usable.*
- +1 If the unit can trace an LOS to at least one friendly Fortification or Camp (NA40).
- +1 Unit's TQ is Elite.
- 1 Unit's TQ is Low.

17.0 ASUs AND SPs

17.1 Artillery Support Units (ASUs)



(17.1.1) ASUs in General: Artillery Groups (18.3) and Army/Corps HQs are collectively called Artillery Support Units (ASUs). Any ASU on its Ready side can provide

Attack Supply (8.5). An ASU with an S and on its Ready side may also be used to provide Artillery Support (9.4) or DD Support (11.3). Once used, an ASU is either flipped to its Depleted side or a Supply Point stacked with it is removed. Depleted ASUs may be flipped back to their Ready side by removing a Supply Point (17.1.4).

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

(17.1.2) Properties of ASUs:

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

(17.1.3) ASU Support Restrictions:

- Only ASUs that are in Range (17.3), on their Ready side (or stacked with a Supply Point), and in Good Order (13.1) may provide the benefits listed in 17.1.1.
- ➤ Only ASUs that have not moved or only used Tactical Movement may provide Artillery or DD Support (9.4.2).
- An ASU may use Extended Movement on the turn it provides Attack Supply.

- Italian and German ASUs can only provide Attack Supply, DD Support, or Artillery Support if at least one unit of their nationality is participating in the combat.



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

DESIGN NOTE: ASUs cannot move, pick up an SP, then continue moving like Trucks can—this is to discourage using them as Trucks.

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

17.2 Supply Points (SPs)



(17.2.1) Supply Point Properties: Their main function is to flip ASUs to their Ready side or provide Attack Supply. SPs may be freely combined and broken down during play at any time as long as the total quantity remains the same. Thus, two 1-SP units may be combined into one 2-SP unit, and vice-versa. SPs are not limited by the counter mix. SPs have the following properties:

- Are Non-Combat Units and have no Stacking Value and no step to lose in combat.
- Have a Range (17.3) of three hexes if not stacked with an ASU. If stacked with an ASU use the Range of the ASU.
- May not move by themselves. They may only move if carried by a Truck (17.2.4), Railed (5.9), or shipped by Naval Transport (21.0).
- May never Advance After Combat or Retreat, unless there is a Truck to carry it.

(17.2.2) Indicating SP Consumption: When an SP is used either remove the SP, reduce the value of the SP, or flip the ASU to its Depleted side (17.1.1).

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

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

See this

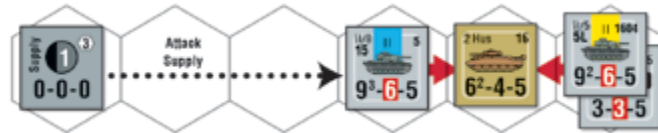


Think this



17.3 Range

Range is the maximum distance (measured in hexes) that the MSU, SP, Airfield, or ASU may be from at least one friendly Combat Unit participating in the combat. Use the same procedure as tracing an Overland Portion of the LOS (16.3.2)—tracing from the MSU, SP, or ASU to at least one friendly unit in the combat.



EXAMPLE: The Axis SP provides Attack Supply to the Tank Unit. The two other units are not in Range, but since only one Combat Unit is used to determine Attack Supply it does not matter.

17.4 Free Supply Point

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

- He conducted no attacks or Automatic DS (8.9).
- None of his units used regular land movement or Truck Special Transfer. (They either did not move or used only Tactical Movement, Rail Movement, Naval Transport, or Air Transport.)

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

► The Free Supply Point may also be placed at a friendly controlled Port that is in Full Supply (not Port Supply).

18.0 SPECIAL UNITS

18.1 Reconnaissance Units



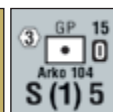
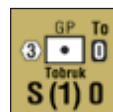
A hex containing only Reconnaissance units that is attacked may ignore the step loss requirement (but not the retreat portion) on a D1 or DS result (including in an Auto DS). All step losses from an EX, DRX, and A1/D1 results are applied normally. A Reconnaissance unit may not conduct a Determined Defense if it uses this ability.

18.2 88mm Flak Units



These units can never earn the Tank Shift—they can only deny it to attacking or defending Allied Tank Units. If participating in a combat when an EX or DRX is rolled (attacking or defending), then the Allied units participating in that combat lose an additional tank step (Allied player's choice and he must select before the Axis player selects his step loss). If the Allied player has no Tank Units involved then this additional step loss is ignored. See also 9.2.4.

18.3 Artillery Groups



Artillery Groups are distinguished by their artillery NATO symbol. These units are treated as an ASU except they are not an Entry Location for units returning from the Eliminated Box and do not give Range to Air Units (18.7.3). When used for the Artillery Shift or Attack Supply the ASU must be

flipped over or an SP stacked with the Artillery Group must be removed. Artillery Groups with an MA of 0 may not be replaced if eliminated.

18.4 DAK HQ



This Corps HQ did not have artillery assets so it may not provide Artillery Support or DD Support. It may only be used to provide Attack Supply (8.5), serve as an Airfield (16.5.4, 18.7.3), and as an entry location for units returning from the Eliminated Box (19.4.1).

18.5 Rommel



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

18.6 Air Superiority

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

- He may not *purchase* Air Support or Strafing markers with RPs, however, he may receive and use the markers if they arrive via an Event dice roll.
- He may not use his Air Support marker for Defensive Air Support (18.7.4) or DD Support (11.3). It may only be used offensively.

CONTESTED: If neither side has Air Superiority, then it is considered Contested and both sides may ignore the two restrictions above.

1 MAR II Axis 3rd Impulse only Axis starts with Air Superiority	2 APR I Germany invades Yugoslavia and C.	6 JUN I Axis gain Crete Airfield (DDM) Flip Malta Status to Allied side Allies invade Syria.	7 JUN II Germany invades Soviet Union. Neither side has Air Superiority	15 OCT II Allies gain Air Superiority
0	1	3	3	3

The Axis starts the (NA42) game with Air Superiority. Starting on Turn 7 neither side has Air Superiority (Contested). On Turn 15 the Allies gain Air Superiority.

18.7 Air Units

(18.7.1) How to Acquire: Air Support, Strafing, and Air Transport can be purchased with Resource Points or become available due to an Event. When this happens, place the marker on its Ready side on the Available Assets disk. Each side has a limited number of Air

Support markers (one Italian, one German, and two Allied). If an Air marker is received but there is none available, it is forfeited.

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

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



(18.7.4) Air Support: May not be *purchased* or used for *Defensive Air Support* if your opponent has Air Superiority (18.6). Provides one shift right (Offensive Air Support) or one shift left (Defensive Air Support) in any one combat that is in Range (traced from the Airfield/ASU to the defender's hex). Air Support can also be used for DD Support. The Italian Air Support marker may only be used if an Italian unit is participating in the combat, while the German Air Support marker may only be used if a German unit is participating.



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



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

18.8 Long Range Desert Group



Can be purchased by the Allied Player with Resource Points or become available due to an Event. May be placed in any hex that is not currently occupied or adjacent to an enemy unit. The movement cost of that hex for Axis units is increased by +2 MPs. It has no effect on Tactical Movement, combat, Advance After Combat, Retreat and Supply Paths. Effects last only one Impulse. It is placed in a friendly Delay Phase and removed in the next friendly Delay Phase. This marker may be saved for a future Impulse or Turn (23.2.3).

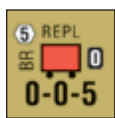
19.0 REPLACEMENTS

19.1 The Basics

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

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

19.2 Replacement Units



(19.2.1) **Properties:** Replacements are Non-Combat Units (2.3.1)—they do not have a ZOC or a Defense Strength and can in no way impede enemy units. They are immediately placed in the Replacement Pool if caught alone by an enemy Combat Unit (by moving into the hex containing the Replacement Unit). Replacement Units can move by themselves or be transported by Rail (5.9) and Naval Transport (21.2). Non-Mechanized Replacements can also use Trucks and Air Transport (18.7.6).

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

(19.2.3) Types of Replacements:

- ☒ **Tank/Panzer:** Used for any Tank Unit except Matildas (19.2.5).
- ☒ **Heavy Tank:** Used for any Tank Unit *including* Matildas.
- ☐ **Infantry:** Used for any Infantry-type, Reconnaissance, or 88mm Flak unit.

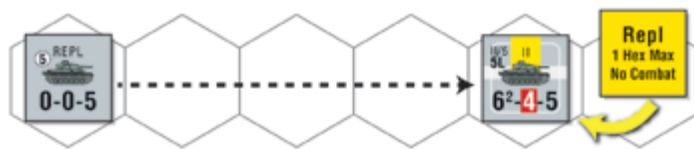
(19.2.4) **Any or Br/Ind:** If the Turn Track says “Any” then the owning player may pick an Infantry replacement from any nationality. If the Turn Track says “Br/Ind” then the Allied player may take a British or Indian Infantry Replacement—his choice.



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

19.3 Replacement Procedure

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



EXAMPLE: All Mechanized Replacements have a Range of 5 hexes—the Tank Replacement can restore one step to the German Tank Unit.

(19.3.2) Restrictions:

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

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

19.4 Units Returning from the Eliminated Box

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

- A friendly Off Map Box containing the Replacement Unit.
- A hex containing both the Replacement Unit being used and a friendly HQ that is in Good Order and in Full Supply (determined at that instant). HQs with only Port Supply may not be the arrival location of returning units.
- 3-step units have to be placed in the Remnant Display first and then the Remnant is placed in the Off Map Box or HQ.

(19.4.2) Arrival Restrictions:

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

19.5 Replacement Markers



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

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

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

19.6 Remnants and Replacements

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

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

20.0 REINFORCEMENTS, REMOVALS, AND CONVERSIONS

20.1 Reinforcements

Reinforcements are placed during the Preparation Phase at the player's Base (6.1.3). ASUs arriving as a Reinforcement arrive on their Ready side.

20.2 Removals

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

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

20.3 Withdrawals

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

20.4 Upgrades and Conversions

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

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

STEP 2: Then in the same Preparation Phase remove a different Allied Tank Unit from play. The removed Tank Unit can be in the Eliminated Box, the Nile Delta Box, or anywhere on the map, but it must be in Full Supply. The removed Tank Unit provides the personnel for the new Upgrade. *The removed Tank Unit does not have to have the same unit I.D. as the Upgrade—that is provided for historical interest only.*

STEP 3: Skip this step if the removed Tank Unit was in the Eliminated Box. If the removed Tank Unit had one or two steps to it, then it may pass on those steps (their old tanks) to a reduced or eliminated

Tank Unit in need of Replacements. The Tank Unit receiving the Replacements must be in Full Supply and have a Tank Rating **equal to or less than** the Tank Rating of the removed Tank Unit. Distance is not a factor. Any Tank Unit receiving Replacements in this way is marked with a Replacement marker. If there is no eligible Tank Unit to take the “old” tanks, then those old tank steps are forfeited.

NOTE: The Allied player may delay the upgrade to a later Preparation Phase by simply sliding the upgrade unit to the next turn.



EXAMPLE: On Turn 6 the Allied player receives the 6 RTR Crusader upgrade (6²-4-5) and places it in the Nile Delta Box. The old 6 RTR unit (5¹-4-4) is currently besieged inside Tobruk with only Port Supply—so it can't be removed. So the Allied player removes his reduced 3 Hus Tank Unit instead (with Vickers Mark VIB tanks [2²-2-5]). The 3 Hus gives its old tanks to the reduced 7th Hus (2²-2-5) Tank Unit on the map in Full Supply. It is flipped to full strength and is marked with a Replacement marker.

(20.4.2) Turn 10 (NA41) Axis Conversions: In the Preparation Phase of Turn 10 the 5th Light Division becomes the 21st Panzer Division. Wherever the units are on the map, replace them with the new units. If the unit was reduced or eliminated, the new unit is also reduced or eliminated. No Replacement Marker is required—the units may move and attack on the turn they are converted.



(20.4.3) Turn 13 (NA41) Axis Conversions: In the Preparation Phase of Turn 13 (or later) three new units may be created from four existing units. Each pair of units to be removed must be in Full Supply and stacked together. If this happens, remove the two old units and replace them with the new unit(s). The step value of the new unit(s) must match the current combined step value of the two units removed. No Replacement Marker is required—the units may attack on the turn they are converted. The conversion can be delayed any number of turns.



If one of the two units in the pair is in the Eliminated Box then the stacking together is not required. If both units are in the Eliminated Box then remove them and place the new unit(s) in the Eliminated Box.



(20.4.4) 22nd Guards Motorized Brigade: In the Preparation Phase of Turn 6 (NA41) the 22nd Guards Brigade becomes motorized. Wherever the unit is on the map (including the Eliminated Box), replace it with the new unit at the same step value. Remove the old unit from play.

21.0 NAVAL TRANSPORT AND PORTS

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

21.1 Naval Transport Procedure

(21.1.1) In General: Units using Naval Transport must start and end their movement in a friendly Port hex. Each Convoy runs the risk of being attacked (22.2). There are two types of Naval Transport—Coastal Convoys and the Italy to Africa Convoy.

(21.1.2) Coastal Convoys: This refers to shipping between one Port in Africa to another Port in Africa. Each player may conduct one free Coastal Convoy per Impulse. Each Coastal Convoy may carrying up to 2 Shipping Points (21.2). The Allied player may purchase a second Coastal Shipping marker at the cost of one Resource Point. The second Coastal Shipping marker can be used for either a second 2-point convoy or to increase the regular convoy to 4 points. The purchased Coastal Shipping marker is removed once used. The maximum limit of Coastal Convoys per Impulse is one for the Axis player and two for the Allied player.

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

(21.1.4) Restrictions:

- Only Ports in friendly control (16.3.5, 27.4) at the start of the phasing player's Movement Phase may be used.
- Naval Transport may be used into or out of a Port that will conduct demolition (21.4.2) that friendly Movement Phase.
- Naval Transport is allowed into and out of enemy ZOCs as long as the Port hex is friendly controlled.



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

21.2 Shipping Points and Shipping Limits

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

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

21.3 Ports and Port Capacity

(21.3.1) In General: Naval Transport into and out of Ports is limited by the Port Capacity. Port Capacity can change due to Port damage and repair (21.4). Port Capacity also limits Port Supply (16.2).

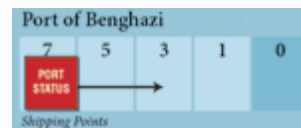
(21.3.2) Port Capacities: Printed near each Port is a Port Track to record the current Port Capacity. The Port Capacity is the number of Shipping Points that can be both embarked and debarked per Movement Phase. If the Port is undamaged, the Port Capacity is the far left number. If the Port is damaged,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

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

21.4 Port Damage and Repair

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

(21.4.2) Port Demolition: Players may demolish their own ports to reduce their value to the enemy player (if captured). Demolition occurs at the end of a player's Movement Phase. There must be a friendly Combat Unit in or adjacent to the Port and the Port must have been in his control at the start of his Movement Phase. The Phasing player may roll one die for each box to the right of the capacity marker; he may roll less dice than that if he wants to keep some of the Port usable. Port demolition may occur in the same Movement Phase that the Port was used for Naval Transport.



EXAMPLE: The Allied player attempts to destroy the Port of Benghazi which currently has a Port Capacity of 7. He rolls four dice—

one for each of the boxes to the right of the Port Status marker—and rolls a 5, 4, 2, and 1. The 5 and the 4 are hits, the 1 and 2 have no effect. The Benghazi Port marker slides two boxes to the right and now has a capacity of 3.

(21.4.3) Bombing Raid: This can be purchased with a Resource Point or become available due to an event. It must be used immediately. Select any one enemy Port and roll once on the Port Demolition and Bombing Table. The Range to the target is not an issue. A hit damages the Port by one box.

➤ Alternatively, the player may bomb Tripoli or the Nile Delta applying a -2 DRM. A hit on those targets reduces the opponent's accumulated Resource Points (RPs) by one. If your opponent has no accumulated RPs then flip his Resource Track marker to the back side as a reminder he loses the next RP he receives.

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

22.0 CONVOY ATTACKS

22.1 Convoys

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

22.2 Convoy Attack Procedure

(22.2.1) In General: All convoys must undergo a detection procedure by rolling on the Anti-Shipping Table (AST). Roll two dice for each Convoy and modify that dice roll by your Anti-Shipping Modifiers. Coastal Shipping uses the Coastal Convoy modifiers (22.2.2), while the Italy to Tripoli Convoys use the Malta Convoy modifier (22.3.2). The result of the AST roll determines if the convoy is attacked and how strong the attack will be. The AST has a column for each Port. A Convoy must use the column of the Port of embarkation or debarkation—whichever is least favorable to the Phasing Player (i.e., farthest to the right). Italy has no column, always use the port column of debarkation for convoys from Italy (which can only be Tripoli or Benghazi [22.3.5]).

(22.2.2) Coastal Convoy Modifiers:

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



–1 if Crete Airfield is friendly controlled.

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

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

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



(22.2.5) Troop Convoys DRM: Allied and Axis Combat Units using Naval Transport get a special +1 DRM to each “To Hit” die roll to represent additional escorts (such as cruisers and battleships) assigned to their protection. The +1 DRM does not apply to Replacements, Supply Points, and Trucks within the same convoy.

► A marker is provided in NA40 as a reminder of this important DRM.

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

22.3 Malta and Convoys from Italy

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



(22.3.2) The Malta Status Track: The Malta Convoy Modifier is recorded on the Malta Status Track with the Malta Status marker. Each Preparation Phase, one player will have the opportunity to either increase (Allied Player) or decrease (Axis Player) the modifier. If the marker is on its “Luftwaffe” side, then the Axis Player attempts to decrease the modifier. If the marker is on its Allied side, then the Allied Player attempts to increase the modifier. The arrow on the marker indicates the direction it moves if the die roll is successful.

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

Malta Convoy Modifier						
-3	-2	-1	0	+1	+2	+3
		Malta				
	≤ 6	≤ 5	≤ 4	≤ 3	≤ 2	Auto
Auto	≥ 2	≥ 3	≥ 4	≥ 5	6	

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

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

► **(22.3.5) Italy to Benghazi:** At the cost of one Resource Point the Axis player may sail his Convoy from Italy directly to Benghazi. In this case, the Axis player uses the Benghazi column of the AST and the airfield modifiers (including Crete). The Malta Track is completely ignored for convoys straight to Benghazi.

DESIGN NOTE: An Italy to Benghazi convoy would not sail near Malta but would consume more fuel oil.

23.0 EVENT TABLES AND RESOURCE POINTS

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

23.1 Event Table and Resource Points and Assets

Each Impulse, during each player's Initial Phase, the active player rolls two dice and consults his Event Table on the Player Aid Card. The result is a Resource Point or Asset that he receives immediately. Players are not required to use their event. Players keep track of accumulated Resource Points on their Resource Points Track. No player may accumulate more than four Resource Points—all Resource Points received in excess of this are forfeited.

23.2 Using Resource Points

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

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

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

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

24.0 DELAY MARKERS

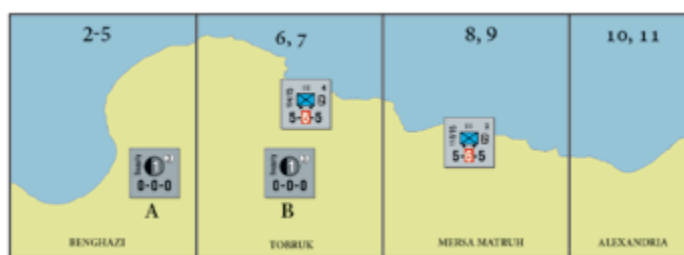
► *DESIGN NOTE: The Delay marker rules have been deleted from the game. Their effect was too often minimal and always time consuming.*

25.0 THE SUPPLY ATTRITION PHASE

25.1 The Supply Attrition Phase

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

DESIGN NOTE: If this happens the units will likely be back in Supply in the player's next Supply Phase.



EXAMPLE: The Axis player has Combat Units in the Tobruk and the Mersa Matruh sectors of the map and SPs in the Benghazi and Tobruk sector. If he rolls a 2–5 he will have to remove Supply Point A because he has units east of that sector. If he rolls a 6–9 he will have to remove Supply Point B. If he rolls a 10–12 no SP is removed.

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

26.0 VICTORY

26.1 Automatic Victory

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

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

27.0 OPTIONAL RULES

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

27.1 Truck Capture



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

27.2 Oasis Supply

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

27.3 Tag-along Advances and Retreats

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

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

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

27.4 Port Garrisons

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

27.5 Disengagement

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

(27.5.2) The Disengagement Table

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

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

Die Roll Modifiers:

+1 if the unit/group is Mechanized*

+1 if the unit/group's TQ is Elite*

-1 if the unit's TQ (or at least one unit in the group) is Low Quality

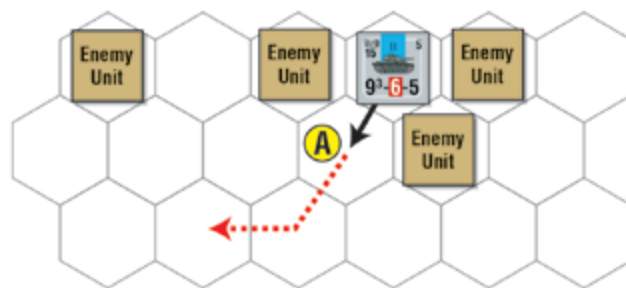
*If disengaging as a group, these positive modifiers apply only if all units in the group qualify.

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

► Units must now be in Good Order to use Disengagement.

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

PLAY NOTE: Units that use Disengagement recover like any other unit in the Recovery Phase.



EXAMPLE: During the Movement Phase the Panzer unit moves to hex A (it has to stop when entering an EZOC). During the Combat Phase it conducts a Disengagement Attempt with a +2 DRM, which is successful, allowing it to retreat two hexes. (This movement would not be possible if the German tank unit was Out of Supply—3rd bullet, 7.5.2).

28.0 1940 SPECIAL RULES

28.1 The One Way Marker



(28.1.1) Purpose: This marker is placed in hex 1602 to signify that no Allied or Axis unit located east of the marker may move into or west of it until the marker is removed. The marker is immediately removed when the German DAK HQ unit enters hex 1602.

(28.1.2) Effects: While this marker is present the following applies:

- Hexes west of the One Way marker inclusive (which includes the Marble Arch and all hexes with hex codes ending in 00, 01, and 02) are off limits to both sides. Axis units may pass through this area from the Tripoli Box to enter the map but may not remain in that area.
- The Axis may not ship via Coastal Convoy from an on-map port to Tripoli (*i.e. no evacuating units and SPs from the map to the safe haven of Tripoli*).
- Italian Trucks may use the Truck Special Transfer (5.8.4) to return to the Tripoli box.
- The Italian LOS rule is in effect (28.4).
- The Italian Command and Control restrictions are in effect (28.3.1).

28.2 Italian Camps



(28.2.1) In General: The Axis player may not build Fortifications until Turn 14. Until then they may only build Camps. There are 10 Italian Camp markers in the counter mix

and that is a strict limit. Italian units in a hex with a Camp marker are subject to the following rules:

- **COMBAT:** Receive a favorable CRT column shift left if attacked. Unlike Fortifications, Camps do not cancel Tank Shifts.
- Use the Other column on the Determined Defense Table.
- **RETREAT:** Can be used to stop a retreat after 1 hex in the same way as Fortifications (12.4).
- Provide the same +1 DRM to Isolation Attrition as Fortifications.
- **RECOVERY:** Provides a +2 DRM (13.5).
- **LIMITED ZOC:** all ZOCs extending *into* or *out* of a hex with a Camp marker are reduced to Limited ZOCs (7.3).

NOTE: This is a liability for the Italians—it means that Allied units do not have to stop moving if they move adjacent to a Camp hex. They can pay +1 MP to exit the Limited ZOC and keep moving.

(28.2.2) Camp Construction: Camp construction and removal use all the same rules as Fortification construction and removal except they are automatically completed in the owning player's next Initial Phase without a completion die roll if the Camp hex is in Full Supply. They cost 1 RP to build.

(28.2.3) Camp Removal: Remove all Italian Camp markers in the Preparation Phase of Turn 14—they are no longer used. The Axis player may now build Fortifications.

28.3 Italian Tank Units

(28.3.1) Italian Command & Control: Prior to the removal of the One Way marker (28.1), no more than three Italian Tank Units may participate in each attack.

DESIGN NOTE: This is the same restriction the Allied player is under in rule 8.4.2.



(28.3.2) Half (0.5) Tank Rating: Consider this a rating between 0 and 1. These units gain 1 CRT column shift right when attacking units with a 0 Tank Rating or no Tank Rating. When defending against Allied Tanks, the Allied player would gain one shift right if his best tank unit has a rating of 1, and 2 shifts right if his best tank unit has a Tank Rating of 2 or 3.

28.4 LOS for Italian Units

28.4.1 Overland LOS: Prior to the removal of the One Way marker, Italian units may not use Tracks in the **road** portion of their LOS (16.3.1)—only Highway hexes that are connected to Tripoli or a friendly Port hex. Furthermore, the Overland portion of their LOS is only 4 hexes. The 4-hex Overland portion of an Italian LOS may count Track and Highway hexes as half a hex if the LOS follows the path of that road.



EXAMPLE: Numbers in the yellow circles indicates the cost in hexes of the LOS. Unit A does not have a 4-hex Overland LOS to a Highway hex so is Out of Supply. Units B and C can trace 4 hexes to the first available Highway hex, counting Track hexes as half of a hex, so are in supply.



(28.4.2) Italian MSUs: These units have a range of only 4 hexes which affects their ability to provide Attack Supply and Extend an Overland LOS (16.3.4). In all other regards, Italian Truck/MSUs operate per NA41 rules.

DESIGN NOTE: Except for the Italian made AS-37 light trucks utilized mostly by the Saharan and GaF units in North Africa, the Italian wheeled vehicles being used in North Africa in 1940 predominantly performed very poorly when not on a hard surface road. In 1941 new, more capable or upgraded model vehicles became more readily available and were utilized by the Axis forces in North Africa.

28.5 Italian Demoralization and Collapse

ITALIAN ARMY DEMORALIZED

Determined Defense: -1 DRM
Isolation Attrition starts first turn of Isolation (16.5.1).

(28.5.1) Demoralization: On the Impulse *after* the first time the 7 RTR (Matilda) tank unit makes an attack that eliminates or causes an Italian unit to retreat, the *Italian Army Demoralization* occurs. When the Impulse arrives place the marker on the map in full view as a reminder. The effects of Italian Army Demoralization are as follows:

- Italian Determined Defense attempts incur a -1 DRM penalty.
- Italian units no longer receive the standard one turn grace period before Isolation Attrition occurs—they suffer Isolation Attrition on the first turn they become Isolated (16.5.1). *In other words, they don't wait until the OOS marker turns red.*

ITALIAN ARMY COLLAPSE

Determined Defense: -2 DRM
Axis attacks: 1L CRT shift
OOS Italian units surrender

(28.5.2) Collapse: If at the end of an Axis Player Impulse both Tobruk and Mechili are controlled by the Allied player, then *Italian Army Collapse* occurs—flip the

Demoralized marker to its Collapse side. Collapse has the following effects:

- Italian Determined Defense attempts incur a -2 DRM penalty.
- All Axis attacks incur a one column shift left penalty.
- Italian units out of supply in the Axis Supply Phase will surrender.
- Remove the Babini marker upon collapse.

(28.5.3) Ending Demoralization and Collapse: The effects above immediately end when the “One Way marker” is removed (28.1).

28.6 O'Connor



(28.6.1) Properties: The O'Connor marker has similar properties as the Rommel marker. It is not a Combat or Non-Combat Unit, so it is never adversely affected by supply or enemy units. Once per Game Turn the Allied player can use it for either its “Attack” or its “Delay” bonus. The O'Connor marker is removed in the Preparation Phase of Turn 12.

(28.6.2) Attack Bonus: A reroll on the CRT die roll as per Rommel when making attacks (only). The bonus may be used in Breakthrough Combat. If a reroll is done, the second result must be used.

(28.6.3) Delay Bonus: Before the die is rolled to resolve combat, the Allied player may use O'Connor to give a defending Allied stack the same special ability to ignore step losses on D1 and DS results as if it was a stack of reconnaissance units (18.1). The stack must consist only of Mechanized units and the ability applies for the duration of the player turn—even if the stack is not in Good Order and attacked again in Breakthrough Combat. Units using the Delay Bonus may not use Determined Defense (11.0) this impulse.

(28.6.4) Used Side: Upon use (for Attack or Delay) flip the O'Connor marker to its Used side and return it to the Allied Markers Display. It is flipped back to its Ready side in each Preparation Phase.

28.7 Special Units for North Africa '40



(28.7.1) The British 7 RTR: *This unit was a critical element of O'Connor's Offensive. It was composed of Matilda tanks and their armor's near invulnerability to Italian anti-tank weapons was a shock to the Italians.*

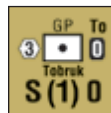
An attack including the 7 RTR that eliminates or causes an Italian unit to retreat will trigger Italian Demoralization (28.5.1). After the 7 RTR participates in combat as either an attacker or a defender, the Allied player may no longer declare the Surprise Attack (28.8).



(28.7.2) The British 6 RTR: *This unit was reequipped with captured Italian tanks.* When at least two Italian M13/40 tank battalions (indicated with a green



stripe) are eliminated the British 6 RTR M13/40-equipped tank battalion becomes available. It arrives at full strength at any friendly controlled Port that is in Full Supply during the Allied player's Initial Phase. Place a Replacement marker on the unit. In exchange, an Allied tank unit must be removed as per 20.4.1 steps 2 and 3. There is no additional effect when/if additional M13/40 battalions are eliminated.

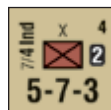


(28.7.3) The Tobruk ASU: The Allies gain this unit two Game Turns after the following occurs: Tobruk is Allied controlled and in Full Supply and there are no Axis units within two hexes of Tobruk. Place this unit at Tobruk on its Ready side.

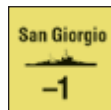


(28.7.4) Garrison Units: The Garrison units supplied on the NA40 counter sheet have their At Start hex in a blue box. The others (from the NA41 game) are indicated with a Garrison marker. Units identified as Garrisons may not move until released. They are released if an enemy unit moves within 3 hexes of the Garrison unit's location or moves past the Garrison (being closer to the Garrison unit's Base than the Garrison). Use the hex column (last two digits of the hex number) to determine if it is “closer”. The three Italian Garrison units at Tobruk may freely move inside the four hexes of the Perimeter.

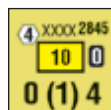
PLAY NOTE: *Italian units with a blue NATO symbol box are actual garrison-type units. This is for informational purposes only.*



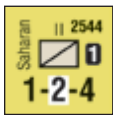
The 7/4 Ind and the 4/2NZ brigades are Garrison units which usually never get into play, but through aggressive and successful Italian play they could be released. If they do, they may not operate west of Charing Cross (2459).



(28.7.5) The San Giorgio: This marker provides a -1 DRM to any Bombing raid against the Tobruk port (hex 3138). Remove this marker immediately if the Tobruk port hex becomes Allied controlled.

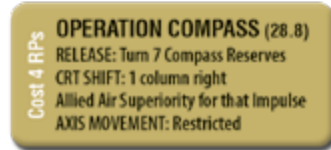


(28.7.6) Italian 10th Army HQ: Similar to the DAK HQ, this unit may not provide Artillery Shifts. Its Range is for Attack Supply only. Remove this unit on Turn 13 (MAR I 1941). If this HQ is on its Ready side when removed you do not drop off its SP (17.1.4).



(28.7.7) Italian Saharan Bn: This unit is Non-Mechanized and eligible for the Road Bonus (5.2.2). The Saharan Battalion has the special ability to remain in Supply as long as it can trace an *Overland* LOS to two different hexes that have a Source of Water (16.5.1).

28.8 Operation Compass (Surprise Attack)



Once per game the Allied player may declare a Surprise Attack. A Surprise Attack cannot be declared if the 7 RTR has already participated in combat as either an attacker or a defender. A Surprise Attack costs **4 Allied Resource Points** and may only be declared on or after Turn 5 during an Allied Initial Phase. It does not need to be used on the turn of purchase. The benefits last for one full Impulse (Allied and Axis). When declared, the following occurs:

- The Allied Player receives a favorable one column shift right on all his attacks that Impulse—including Breakthrough Combat.
- The Allies have Air Superiority for that Impulse, after which it is Contested (18.6) until NA40 Turn 11.
- The six Allied units marked “Reserve Turn 7 Compass” are released. They are automatically released at no cost in RPs at the start of Turn 7 if a Surprise Attack has not yet been declared.
- In the Axis Player turn of that Impulse all Axis units that are not in Full Retreat (or voluntarily go into Full Retreat) are restricted to Tactical Movement or Naval Transport only.

28.9 British Naval Assets



(28.9.1) British Inshore Squadron and the Australian Destroyer Flotilla: This 2-sided marker begins both scenarios (Operazione E and Operation Compass) on its

Inshore side as an Allied Available Asset. Once used place it back in the marker display—it may not be used again until repurchased, or received as an Event.

FLIP/REMOVE: On NA40 Turn 12 flip the British Inshore Squadron marker to its “Australian Destroyer Flotilla” side (*due to the HMS Terror’s 15-inch guns wearing out*). The marker is removed on NA40 Turn 14.

PURCHASE COST: 1 RP.

EFFECTS: This naval asset may be used for any one of the purposes listed below, with the exception of bombarding a port which only the Inshore Squadron may do.

- Bombard any one on map Port using rule 21.4.3.
- To add Attack Strength to any attack on a coastal hex (+4 or +2). It may NOT be used in Breakthrough Combat.
- To transport one Supply Point from the Nile Delta Box or Mersa Matruh to Tobruk, Bardia, or Sollum Port (28.11) without having to roll on the Anti-Shipping Table (AST)



(28.9.2) The British Med. Fleet: This marker begins both scenarios (Operazione E and Operation Compass) as an Allied Available Asset. Once used place it back in the marker display—it may not be used again until

purchased or received as an event. The Med. Fleet is removed on Turn 14 (MAR II 1941).

PURCHASE COST: 2 RP.

EFFECTS: It adds a one column right CRT shift to an attack on a coastal hex. It may be used in combination with the “British Inshore Squadron /Australian Destroyer Flotilla”. It may NOT be used in Breakthrough Combat.

DESIGN NOTE: *This marker represents a task force including three battleships conducting a Naval Bombardment.*

28.10 Map Notations

Disregard the map notations in hexes 2561 (Release Reserves 2SA) and 2751 (Release Reserves 2NZ) for the 1940 scenarios—those only apply to the NA41 game.

28.11 Sollum Port



If during an Allied Movement Phase, the town of Sollum (hex 2646) is Allied controlled, in Full Supply, and there are no Axis units adjacent to Sollum, then the Allied player may pay 1 RP to place in that hex the “Sollum Port” marker on its “Under Construction” side. In the following Allied Initial Phase it may be flipped to its completed side without a completion die roll. Sollum port has 1 Shipping Point capacity as long as there are no Axis Combat Units adjacent to it. (*Sollum is easily observed from the top of the escarpment.*) Use the Bardia column of the AST when resolving Convoy Attacks. The port may be reconstructed (1 RP cost) if successfully bombed. Permanently remove the port marker if it becomes Axis controlled or in the Preparation Phase of Turn 14 (MAR II 1941), whichever occurs first.



A truck and a Matilda tank moving up Halfaya Pass with the port of Sollum in the distance.

28.12 Reserves



(28.12.1) Reserves In General: The units outlined in black on the Setup cards are Reserves. These units may not move until released when indicated on the Setup cards. Units in Reserve may receive replacements. A Reserve can be released early if an enemy unit moves within 3 hexes of it, or past it (moving west of an Italian Reserve or east of an Allied Reserve). Once released the Reserve marker is removed and the unit no longer has that movement restriction.

**RESERVE
Turn 7
Compass**

(28.12.2) Reserve Turn 7 Compass: These units are released on Impulse 1 of Turn 7 or when Operation Compass is declared (28.8)—whichever occurs first. They are also released per 28.12.1.

(28.12.3) Forward to Reserves: Forward to Reserve reinforcements are placed (not moved) at the indicated map location where they are in Reserve until released.

28.13 Axis Troop Convoy Immunity



Axis Combat units sailing from Italy to North Africa (Tripoli or Benghazi) are immune to AST losses during Turns 1-12. Place the “Troop Convoy Immune” marker on the Malta Box as a reminder of this rule. The immunity does not apply to Supply Points and Replacements. This immunity ends at the start of Turn 13.

28.14 Asset Markers and Resources Not Used

The following are not available for purchase at scenario start (Operazione E or Operation Compass):



- Malta Reinforced
- Axis Air Transport
- Comando Supremo
- U-Boats in the Med
- LRDG
- German Air Support and Strafing

Those become available for purchase as follows:

- **TURN 11 (FEB I 1941):** Malta Reinforced.
- **TURN 14 (MAR II 1941):** All remaining items as listed on the NA41 Resource List.

29. ADDITIONAL OPTIONAL RULES

29.1 Oasis Supply

The Oasis Supply rule is in effect (27.2) with the change that each Oasis hex can supply 2 Stacking Points.

29.2 Truck Carrying Capacity

A truck unit may carry two Non-Mechanized units if one of them is a battalion sized unit (II).

29.3 British Commando Raid



(29.3.1) The British MEC Commando Battalion becomes available on Turn 7. If in the Nile Delta Box it may attempt to conduct an amphibious raid during any Allied Movement Phase. The attempt costs 1 RP whether successful or aborted. Remove this unit on Turn 9 if still in play.

(29.3.2) Procedure: It must land at a coastal hex within EGYPT that is neither enemy occupied, contains a Camp, nor is in an EZOC. To determine if the MEC lands, roll on the table below. If a 4-6 is rolled the MEC lands and may then be moved inland one hex. If it was not Disrupted it may engage in combat in the Combat Phase per standard rules. It must trace Supply like any other Allied Combat Unit.

Die Roll Result

- | | |
|------|--|
| 1, 2 | Mission unsuccessful—remove MEC from game |
| 3 | Mission aborted—return to the Nile Delta Box |
| 4, 5 | MEC lands but is Disrupted |
| 6 | MEC lands in Good Order |

SCENARIOS

S1. OPERAZIONE E

S1.1 Set Up and Scenario Data

- **Setup:** Use the OPERAZIONE E Setup and Reinforcement Cards. Overstacking of Axis units is allowed at setup but must be corrected by the end of the first Axis Movement Phase.
- Set up the Replacement Pools and Remnant Displays per the NA41 Setup and Reinforcement Card.
- **Malta Track:** -3 with the Royal Navy side displayed and place the Axis Troop Convoy Immune marker (28.13) in the Malta Box.
- **Air Superiority:** Axis has Air Superiority.
- **Crete:** Neither side controls Crete, marker to be placed on Turn 6 (NA40).
- **Ports that are Damaged:** None.
- **Victory Points:** Starts in the 0 space (S1.3).
- **Accumulated Resource Points:** Axis = 1, Allies = 0
- **Event Tables:** Use the NA40 Event Tables.
- All 1940 Special Rules are in effect (28.1–28.14).
- **Start and End Dates:** This scenario starts at the beginning of the Axis Movement Phase of the 3rd Impulse of Turn 1 (*there is no Allied 3rd Impulse on Turn 1*) and ends at the completion of Turn 12 (NA40).



S1.2 Via Della Vittoria (“Victory Road”)



The six Highway hexes marked with a Track marker at the start of this scenario represent the construction of the coastal highway and the building of a water pipeline to Sidi Barrani. Graziani was reluctant to move further into Egypt until this road was repaired. Treat these hexes as Track hexes for the purpose of movement and the Italian Line of Supply (28.4) until the Track marker is removed. Starting on Turn 2, each Preparation Phase the Axis player must remove one Track marker (his choice). Additionally, a Track marker may be removed due to an Axis Event.

PLAYNOTE: When moving along the highway, it costs Mechanized Units 1/2 MP to enter a hex with a Track marker and 1/4 MP to enter a hex without a Track marker.

S1.3 Victory Points (VPs) and Victory Conditions

(S1.3.1) Awarding VPs: In the bottom row of the Turn Track is a benchmark number indicating the number of Airfields the Axis Player should control on each turn. Count only the five Airfields on the map: Benina, Martuba, Gambut, Sidi Barrani, and Fuka. During the Victory Point Phase of each Game Turn if the Axis player controls more than the number he earns 1 VP for each Airfield above the benchmark; if he controls less than the number then he loses 1 VP for each Airfield he is short. The Airfield *does not* need to be in Full or Port Supply for the Axis player to count it.

► *Airfields no longer need to be in Supply to be counted. This applies to the NA 41 scenarios too.*

(S1.3.2) Temporary Objective Hexes: On some turns in NA40 the VP benchmark also lists a town hex—these are bonus objectives. If the town name is printed in black ink, then the Axis player earns an extra VP if he occupies or was the last one to pass through the hex (regardless of supply status). If the town name is red, then the Allied player will earn an extra VP if he occupies or was the last one to pass through the hex (regardless of supply status). These bonus VPs are earned in the Victory Point Phase and apply to that turn only. The opposing player does not earn VPs if he controls his opponent's bonus objective.

(S1.3.3) Victory Conditions: If neither player has achieved an Automatic Victory (26.1) by the last turn of the game, then the Axis player is declared the winner if the VP count is positive, and the Allied player wins if the VP score is negative. If the VP score is 0, then the side that has more Tank Unit Defense Strength on map wins.

S2. OPERATION COMPASS

S2.1 Set Up and Scenario Data

- **Setup:** Use the OPERATION COMPASS Setup and Reinforcement Cards. Any assets listed as “Available” are placed on your Available Assets disk as they are already purchased. Set up the Allied Replacement Pool and Remnant Display per the NA41 Setup and Reinforcement Card.
- **Malta Track:** +1 with Royal Navy side displayed and place the Axis Troop Convoy Immune marker (28.13) in the Malta Box.
- **Air Superiority:** On the first Impulse of the scenario the Allies have Air Superiority due to the Operation Compass Surprise Attack rules (28.8). After that neither side has Air Superiority until Turn 11 (NA40).
- **Crete:** Allies control Crete Airfield.
- **Ports that are Damaged:** None.
- **Victory Points:** Starts in the 0 space (S1.3).
- **Accumulated Resource Points:** Axis = 0, Allied = 2
- **Event Tables:** Use the NA40 Event Tables.
- **Start and End Dates:** This scenario starts at the beginning of the Allied Movement Phase of the 2nd Impulse on Turn 7 (NA40) and ends at the completion of Turn 12 (NA40).



S2.2 Special Rules

(S2.2.1) All 1940 Special Rules are in effect (28.1–28.14).

(S2.2.2) Surprise Attack: Start the game with the Surprise Attack (28.8)—it has already been paid for so all Allied attacks receive one shift right and the Italians will be restricted to Tactical Movement or Naval Transport on their first Impulse (unless in Full Retreat).

S2.3 Victory Conditions

Same as in Scenario #1, Operazione E (S1.3).

S3. 1940-1941 CAMPAIGN GAME

Important! The rules below are not necessary to play either of the two short scenarios (S1 and S2). They are only used if players would like to combine *North Africa '40* with *North Africa '41*.

S3.1 Set Up and Scenario Data

- **Setup:** You may start a Campaign Game with either the Operazione E or Operation Compass scenario. A campaign game ends at the completion of the DEC II 1941 Turn. This entails 32 turns in total for a campaign game starting at Operazione E or 26 turns if starting at Operation Compass.
- **Transition:** In order to transition from NA40 to NA41, use Turn 13 and Turn 14 on the NA40 Turn Track.
 - ◊ All of the Scenario data (for example the Malta Status Track, Air Superiority, Port Damage, accumulated Resource Points and VPs) carries over as is.
 - ◊ At the beginning of Turn 14 (NA40) implement the Post Compass Refit (S3.2).
 - ◊ Then for the next turn use Turn 2 on the NA41 Turn Track and start implementing the changes/additions as per S3.4.

S3.2 Post Compass Refit

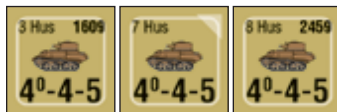
At the start of Turn 14 (MAR II 1941) conduct the following procedure to transition from NA40 to NA41:

- Unless currently in the Allied Eliminated Box, Surrender Box, or Withdrawn Units Box, pick up these six counters and place them in the Nile Delta Box: 1RTR, 2RTR, 6RTR (cruiser), 11Hus/7, 1KRRC/7, and 2RB/7.



Transfer these six units to the Nile Delta Box.

- Unless the 7 RTR is currently in the Allied Eliminated Box or Surrender Box, pick up that unit counter and place it in the Allied Eliminated Box.
- If a British machine gun battalion is in the Allied Eliminated Box, pick it up and place it in the Nile Delta Box.
- If any of the 3Hus, 7Hus, or 8Hus machine gun tank battalions are in the Allied Eliminated Box pick one of those units and place it in the Nile Delta Box at reduced strength.
- All Post Compass Refit units in the Nile Delta are placed in reserve and released on NA41 Turn 2. The 16/70 and 22 Gds Brigades currently in Reserve in the Delta are also released on NA41 Turn 2.
- Return any on map British heavy tank, Australian, and New Zealand infantry replacements to the Allied replacement pool.



- Remove all Italian units currently in the Axis Eliminated Box or the Surrendered Box; they are no longer used.
- All Italian 3-6-3/1-3-3 Infantry Regiment units and the Italian 10 Bers Motorized Infantry Regiment now become Non-replaceable, Non-rebuildable units.
- Remove all camps. Axis player can now build fortifications.
- See also 28.14 for Asset marker and Resource availability.

S3.3 German Movement Restrictions

Prior to Impulse 3 of Turn 14 (MAR II 41), German Combat Units may not enter an enemy ZOC during movement and may not be shipped via Coastal Convoy.

DESIGN NOTE: The initial arriving elements of the German DAK were to reconnoiter the British forward positions and marshal their forces until 15th Panzer Division arrived in May. Rommel violated his orders and attacked early out of fear that the British would build impregnable fortifications at Mersa Brega.

S3.4 The 1941 Turn Track

The following changes/additions to the *North Africa '41* Turn Track apply:

- **NA41 Turn 1:** Skip—use Turn 14 of NA40 instead.
- **NA41 Turn 2:**
 - ◊ Ensure all Remnant Displays and Replacement pools are set-up per NA41.
 - ◊ NA41 Asset markers (28.14) are all now available for purchase.
 - ◊ Begin utilizing the NA41 Event Tables.
 - ◊ RELEASE all Allied units currently in the Nile Delta Box.
 - ◊ RETURN one Allied Truck unit.
- **NA41 Turn 3:**
 - ◊ Disregard the 2 RB/7 motorized infantry battalion reinforcement (as it is already in play).
- **NA41 Turn 4:** REMOVE the French “BIM” motorized infantry battalion.
- **NA41 Turn 5:** Add two Allied Heavy Tank Replacement units on the Turn Track.
- **NA41 Turn 6:**
 - ◊ Disregard the 7RTR tank battalion reinforcement (as it is already in play).
 - ◊ REMOVE the Italian 1L and NLib Airborne infantry battalions.
- **NA41 Turn 8:** REMOVE the Italian 21C Artillery Group.
- **NA41 Turn 19:**
 - ◊ REMOVE Australian Destroyer Flotilla.

S3.6 Victory Conditions

As per S2.3 in NA41. Note that both sides start the campaign game with 0 VPs.

HINTS ON PLAY

Operazione E

Allied Hints:

1. Try to earn a free supply point (17.4) as often as you can so you can build up for a long and uninterrupted offensive when Turn 7 arrives. You should try to have about 12 by Turn 7 (some at the front and some in the Nile Delta).
2. Building a few Fortifications to protect Mersa Matruh is a good idea but saving up 4 RPs to buy the Operation Compass Surprise Attack is a game changer. Once the Axis player sees you have that he will probably (and should) back away from Mersa Matruh.
3. Use O'Connor to reroll EX and DRX results that involve your Matilda tank unit. You want that unit to survive the entire campaign.

Axis Hints:

1. The same applies to you for earning free SPs. The more you have in Tobruk, Bardia, and around Side Barrani, the better chance you will have of slowing down the Allied offensive. But be careful, they may end up being captured.
2. Build some Camps around Bardia and at the top of Halfaya Pass. Since they can be used to stop a retreat (12.4), building them adjacent to one another has merit.
3. Don't forget to build Camps inside the Tobruk Perimeter—at the start there is just the perimeter defense that only halves Vehicle Units and prohibits Tank Shifts.
4. Keep a mobile force in the rear to attack any British deep raid or foolish incursion.
5. Taking Mersa Matruh is very hard to do, but you should make the Allied player believe you intend to capture it. Make him waste RPs building Fortifications and buying Air Support.
6. Try to keep the Allied player busy so he doesn't always earn a free supply point every Impulse.
7. Trading one step for one Allied step is always a good deal.

Operation Compass

ALLIED:

1. The Allied player should try to trigger Italian Demoralization on the first impulse of this scenario so the Italians will be Demoralized for the rest of the game.
2. Once Italian Demoralization starts, all Italian Low Quality units will suffer a -2 DRM to their DD rolls. Take advantage of that and surround Italian stacks when you can.

Axis:

1. Try to get a few counterattacks in because disrupting an Allied stack puts it out of action for an Impulse.
2. Your best bet is to delay because the Allied player is under extreme time pressure to get across the map.
3. Read the Hints above.

RATING THE TANK (THE M11/39)

By Robert Fabbro



During much of the desert fighting, the *Regio Esercito* was famously (or infamously) equipped with two types of tanks: the light L3/35 and the medium M13/40 (itself improved with the M14/41). However during the early fighting, the Italians were unfortunate enough to field a third type: the M11/39.

The M11/39 was considered a medium tank, and was slated for a production run of 400, but with the arrival of the M13/40, the increasingly obsolescent M11/39 was limited to a run of 100. Of these, some 70+ were sent to North Africa and the remaining two dozen went to East Africa. In the event all would be quickly lost in their respective theatres.



Simply put, the M11/39 was another terrible design, obsolete even before it entered front line service. Its main armament was a mediocre 37mm gun, further hamstrung by its placement in a hull sponson, limiting its field of fire. It did have a turret, but this was only armed with a pair of machine guns, and so of limited utility.

Its armor was reasonable for the day, on par with the earliest British cruiser tanks, but suffered from poor quality and riveted construction.

Finally, though the prototype had been fitted with a radio, production models lacked these. Bizarrely, the two M11/39 equipped battalions would have to rely on radio-equipped motorcycles for communication!



For *North Africa '40*, the M11/39 is rated as a single-step 3[0.5]-2-4. The somewhat unusual Tank Rating was required to represent its unique hull mounted 37mm gun. It was inherently inferior to the M13/40's turret mounted 47mm in every way, but it was nonetheless superior to the machine gun armed L3/35. So a Tank Rating between 0 and 1 was needed, and 0.5 was chosen. Some players may find this a little awkward, but those that do can take heart that these weird little beasts will not be in the game for long! Attack and defence values for the M11/39 equipped battalions were also lowered to reflect a smaller overall unit size compared to the M13/40 equipped battalions.

[illegible]

The game starts on the 3rd Impulse of Turn 1. The Allied Player Turn is skipped and so only the Axis player gets a Player Turn in this Impulse. The illustration above shows the Italian 10th Army about to invade Egypt. The road from the frontier to Sidi Barrani has not been built yet so six Track markers have been placed to indicate this.

Axis Initial Phase

Axis Movement Phase

A. Unit A is a Garrison unit so it cannot move until an Allied unit moves within three hexes.

B. The Italian cavalry unit is not a mechanized unit so it can not use Extended Movement.

C. These two stacks are composed of non-mechanized units so can only move 3 hexes and cannot use the Road rate or the Road Bonus. The Road Bonus (5.2.2) is only available to non-mechanized units if the unit uses its entire MA moving along a road.

D. The units moving along these Track hexes received the Road Bonus of +1 hex.

E. The Axis player used both of his Truck units to carry two non-mechanized infantry units. They were allowed to use the Track rate of 1/2 MP per hex.

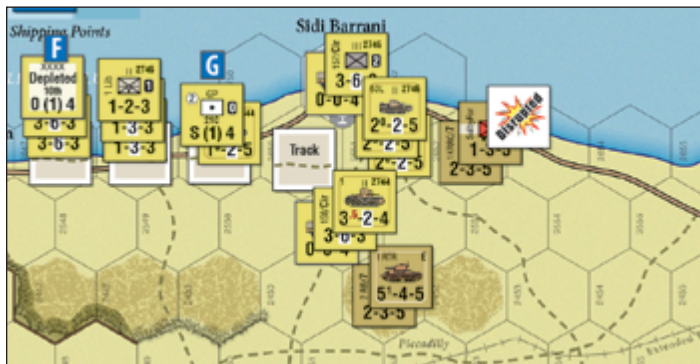
The Axis attacks the Allied units at Sidi Barrani and has four Tank Units participating but can only count three due to the Italian Command & Control restriction (28.3.1). The extra tank will be eligible to “Tag Along” during the Advance After Combat. The odds are 13 to 6 with shifts for tank and the Air Unit; final odds are 4-1.

The Axis player rolls 1d6 and gets a 2 = DR2. The Allied player retreats two hexes and becomes Disrupted. The participating Italian units may Advance After Combat 2 hexes. There is a Breakthrough

Combat opportunity to attack the Disrupted units but the Axis player plays it safe and advances to protect his flank.

F. The Italian 10th Army ASU is flipped to its Depleted side because it provided Attack Supply.

G. The Italian 21C Artillery Group was not able to provide Artillery Support since it moved more than 2 hexes.



Situation after Retreat and Advance After Combat.

Axis Recovery Phase

There are no Italian units Disrupted or in Full Retreat, so there is nothing to do in this phase.

Axis Supply Phase

In the 1940 scenarios, Italian units have a very restrictive Line of Supply rule. The Overland portion of their Line of Supply is limited to 4 hexes to a connected Highway hex. They can count Tracks and unconnected Highway hexes as half of a hex when tracing to a Highway. From the Highway it may be traced an unlimited distance to a Supply Source.

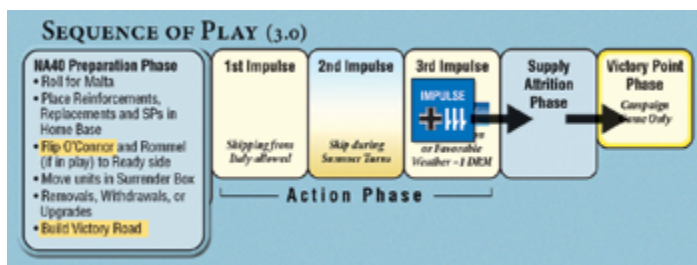
All Italian units are in Supply—they can trace 4 (equivalent) hexes to a connected Highway hex. This ends the Action Phase.

Axis Delay Phase

The two Delay markers each side had in NA41 are no longer part of the game. This phase is only used now to place the Strafing and the LRDG markers. The Axis player has no Strafing markers available on his Assets Disk so this phase is skipped.

SUPPLY ATTRITION PHASE

Play proceeds to the Supply Attrition Phase where both sides roll 2d6, check their Supply Attrition Tables, and see if they lose a Supply Point (SP). The Axis player rolls a 2 = Benghazi Sector and the Allied player rolls a 7 = Tobruk Sector. The Axis player removes his SP at Benghazi and the Allied player remove no SPs since he has no units in the Tobruk Sector.



VICTORY POINT PHASE

On Turn 1 the Benchmark number is 4 (the number in the yellow bar below Turn 1). This is the number of Airfields the Axis player should control. If he has less than this he loses a VP, if he has more he gains a VP. After taking Sidi Barrani he controls 4, so no VP is lost or gained.

This ends the Game Turn.

TURN RECORD TRACK, 1940-41							
1 SEP I Axis starts with Air Support 4	2 SEP II Axis starts with Air Support 4	3 OCT I Axis starts with Air Support 4	4 OCT II Axis starts with Air Support 4	5 NOV I Axis starts with Air Support 4	6 NOV II Axis starts with Air Support 4	7 DEC I Axis starts with Air Support 4	8 DEC II Axis starts with Air Support 4
9 JAN I Axis starts with Air Support 4	10 JAN II Axis starts with Air Support 4	11 FEB I Axis starts with Air Support 4	12 FEB II Axis starts with Air Support 4	13 MAR I Axis starts with Air Support 4	14 MAR II Axis starts with Air Support 4	15 APR I Axis starts with Air Support 4	16 APR II Axis starts with Air Support 4

TURN 2

PREPARATION PHASE

During this phase both players do some preparations before starting the next Action Phase.

- **ROLL FOR MALTA:** The Malta marker is currently in the –3 space on the Malta Status Track with the Allied side up. Players check the bottom of the track to see what die roll (1d6) is necessary to move the marker in the direction of the arrow on the marker. In this case it automatically moves one box to the right—no die roll is required.

Malta Convoy Modifier						
-3	-2	-1	0	+1	+2	+3
Auto ▶	≥2 ▶	≥3 ▶	≥4 ▶	≥5 ▶	6 ▶	Auto ▶
Malta Status Track (22.3.2)						

The Allied Malta marker is moved to the –2 DRM box.

- **PLACE REINFORCEMENTS AND SPS:** In the 1940 turns (2–8), both sides get only 1 SP per turn, (not enough to sustain an offensive). Each side places 1 SP in their Base (Italy for the Italians and the Nile Delta for the Allies). There are no Reinforcements for either side on Turn 2.
- **FLIPO'CONNOR:** O'Connor is flipped back to his Ready side.
- **MOVE UNITS IN THE SURRENDER BOX:** There are no units in this box, so this is skipped.
- **REMOVALS, WITHDRAWALS, AND UPGRADES:** None on Turn 2.
- **BUILD VICTORY ROAD:** Each Preparation Phase the Axis player must remove one Track marker along the Victory Road. This represents the hex being improved to a Highway hex. The Axis player decides to remove the first one (hex 2645).

ACTION PHASE, 1ST IMPULSE

ALLIED PLAYER TURN

Allied Initial Phase

- **EVENTS:** The Allied player rolls 2d6 and gets a 7 = “Record 1 Resource Point on your Resource Track.” The Allied player started with 0 RPs, he now has 1.
- **REPLACEMENTS:** He has no Replacements to use.
- **FORTIFICATION COMPLETION:** None are being built.
- **Remove any Rail (5.9) or Coastal Shipping markers (21.1.5) on the map:** None are placed yet.

Allied Movement Phase

The Allied player does not have enough forces to take on the Italian army just yet and due to the unfinished Victory Road, the Italians are close to being at the limit of their Supply Line. It is best to back up a little, wait for some reinforcements and start accumulating Supply and Resource Points.

A. The Allied player places his stack of Disrupted units into Full Retreat so they can use their full MA and moves them to the rear.

B. He forms up his three Tank Units at Charing Cross into the 4th Armoured Brigade and moves it forward to hex 2555. He marches his 16/70 Infantry Brigade from Mersa Matruh to the same hex taking advantage of the +5 hexes for the Road Bonus (5.2.2).

C. The three units marked C back up a bit and form a line.

D. The 13th Corps moves to a nice central location so it can be in range of all stacks in case the Allied player wants to provide Artillery Support (9.4).

E. He rails 1 SP from the Nile Delta to Mersa Matruh and places the Rail marker on it to signify it cannot be used in the Combat Phase or defensively in the opponent's Combat Phase. The marker comes off in the Allied player's next Initial Phase.



Situation at the end of the Allied Movement Phase.

Allied Combat Phase

There is no combat so this phase is skipped.

Allied Recovery Phase

The Full Retreat marker on the Allied stack is flipped to its Disrupted side.

Allied Supply Phase

The Allied player has a much easier time tracing supply—each unit needs to trace 5 hexes to a Highway or Track hex and then along that Road an unlimited distance to a Supply Source. All Allied units in this example can do that so all are in supply.

Allied Delay Phase

No Strafing or LRDG markers, so this phase is skipped.

AXIS PLAYER TURN

Axis Initial Phase

- **EVENTS:** The Axis player rolls 2d6 and gets a 6 = “Marshal Graziani.” The Axis player begins to build a Camp at Sidi Barrani.
- **REPLACEMENTS:** He has no Replacements to use.
- **FORTIFICATION COMPLETION:** The Camp started this phase will be completed in the next Axis Initial Phase.
- **REMOVE TRANSPORT MARKERS:** None were used in the last Impulse.

Axis Movement Phase

The Axis player has just about reached the limit of his Supply Line. He can wait until the Victory Road is completed or he can be bold and do some attacking. The problem with that is his units will be out of supply after they attack unless they can Advance After Combat backwards to get back in supply. Alternatively, the Axis player can use an MSU to extend his supply line by 4 hexes. Using an MSU this way is very expensive—causing the MSU to lose its SP and flip to its Truck side.



The Axis player decides to limit his units to Tactical Movement in order to earn the free SP (17.4).

A. These two stacks move using Tactical Movement and are now at the limit of their supply line (4 hexes back to the first available Highway Hex at 2645).

B. These units also move forward using Tactical Movement.

C. This unit is a Garrison so it cannot move until released (28.7.4).

Axis Combat Phase

No Combat and since all Axis units only used Tactical Movement the Axis player earns a free Supply Point (17.4) which he places with his 10th Army HQ.

—Continued on page 41

OPERATION COMPASS — EXTENDED EXAMPLE OF PLAY



TURN 7, IMPULSE 2

The scenario starts on the 2nd Impulse of Turn 7. The illustration above shows the At Start situation.

ALLIED PLAYER TURN

Allied Initial Phase

The Initial Phase is skipped on the first turn.

Allied Movement Phase

The rules for the Surprise Attack (28.8) are in effect for this Impulse—the Allied player gets Air Superiority, the Surprise Shift, and the Axis player is penalized in his Movement Phase with land movement restricted to Tactical Movement. The Allied player should make it his goal to trap the 11 Italian units around Sidi Barani in a pocket on the first impulse. Shown on the right is his movement with the following notes:

A., B. Displays the composition of those two Italian stacks.



The situation at the completion of Allied movement.

C. The 4th Indian Division with the 7 RTR (Matildas) moves to attack Italian stack B. The two Trucks are there to motorize the two infantry brigades in the stack. This allows them to be part of the Breakthrough Group if the opportunity arises—only Mechanized units are allowed to be in a Breakthrough Group (15.2.3).

D. The 4th Armoured Brigade (whose composition is shown on the brigade's sled) penetrates the Italian Camp network taking advantage of the rule that Axis units in Camp hexes exert a Limited ZOC which only slows enemy movement (+1 MP to exit).

E. The two battalions of the 7th Armoured Division's Support Group and Birks Force move to provide flank protection.

F. The three tank units join the 4th Indian Division's attack.

G. Selby Force moves up the coast.

H. The 13th Corps ASU is moved forward two hexes.

The Allied player rails one of his SPs from the Nile Delta to Mersa Matruh (not shown in the illustration).

Allied Combat Phase

There are two attacks—A and B. The Allied ASU at N (13C) provides Attack Supply to both attacks.



AIR SUPERIORITY

Since the Allied player enjoys Air Superiority this Impulse, the Axis player may not use his Air Support marker in defense. Allied Air Superiority only last for one Impulse and will return to “Contested” in the next Impulse.

COMBAT A

The Allied player attacks hex A with stack J. The 4th Armoured Brigade and the 11th Hussars has a combined strength of 16 vs 5 = 3-1. The Allied player uses his Air Unit for a shift. Shifts for the Italian Camp (-1), Tank Shift, the Air Unit, and the Surprise Shift brings it to a 5-1. He rolls a 2 = A1/D1, which is the one result he doesn't want due to the step loss. He therefore uses O'Connor for his reroll special ability and rolls a 5 = DR4. The Axis unit surrenders because non-mechanized units may not retreat more than 2 hexes and a Determined Defense is not allowed on a DR4 result.

ADVANCE AFTER COMBAT: The Allied player may now Advance 4 hexes. He considers advancing into the defender's vacated hex and conduct Breakthrough Combat against the Italian units at Buq Buq. The odds would be $16 \text{ to } 9 = 1\text{-}1$ with shifts for Camp (-1), Tank, and Surprise = $2\text{-}1$. He decides that is too risky and advances to the coastal hex instead, establishing a hex bond to stack F. Note he is not required to advance into the defender's vacated hex.

COMBAT B

Now for the big attack. The Allied player has the units in hexes K, L, and M attack hex B. He has four Tank units participating but only three can count due to Allied Command and Control (8.4.2). The extra tank will be eligible to “Tag Along” during the Advance After Combat. The odds are 30 to 10 = 3-1, with CRT shifts for Camp (-1), Tank (x2 for the Matildas), and Surprise = 5-1. The Allied player rolls a 4 = D1. The Axis player must remove a step and retreat either 2 or 3 hexes and become Disrupted.

RETREAT: The Axis player has a couple of non-mechanized units in his stack and so he doesn't want to retreat more than 2 hexes. He cannot retreat across an enemy ZOC Bond (J-K), therefore he retreats two hexes to Sidi Barrani and becomes disrupted. Note that overstacking is allowed after a retreat but must be corrected in the owning player's next Movement Phase.

ADVANCE AFTER COMBAT: The Allied player can now Advance After Combat 3 hexes but only 2 hexes with his slow Matilda tanks (14.2.1). He decides to form his Breakthrough Group in the defender's vacated hex using the Matildas, the two Indian infantry brigades with Trucks, and two tank units from stack K. Once in the defender's vacated hex they attack the adjacent enemy stack (C) with Breakthrough Combat.



Situation after advancing into the defender's vacated hex.

BREAKTHROUGH COMBAT: The odds are 23 to 8 = 2-1, with shifts for Camp (-1), Tank (x2) and Surprise = 4-1. The die roll is a 4 = A1/D1. Both sides lose a step and the defender must either do a Determined Defense (DD) or retreat 2 hexes. He attempts a DD by selecting a Lead Unit. Both surviving units are Low Quality so the die roll will be modified by -1. The die roll is a 4 which is a fail. He retreats his units into the crowded Sidi Barrani hex paying another step loss to stop the retreat after 1 hex. After removing his step loss, the Allied player advances most of his Breakthrough Group into the defender's hex and then stops.

At this point the three Allied units involved in Combat B that were not part of the Breakthrough Combat can advance up to three hexes. The final position after combat is shown in the next illustration. Note that the 16/70 British Infantry Brigade leaves behind its Truck and only advances two hexes. The 2RB/7 and 8 Hus advance one hex to the west.



The situation at the end of the Allied Combat Phase. Some ZOC Bonds are shown to remind players that ZOC Bonds can anchor to an all sea hex vertex.

TRIGGER DEMORALIZATION: Since the British 7th RTR (Matilda tanks) was involved in an attack that forced the Italians to retreat it triggers Italian Demoralization (28.5.1). It starts in the next Impulse so the Demoralization marker is placed on the 3rd Impulse as a reminder.

Allied Recovery Phase

All Allied units are in Good Order so this phase is skipped.

Allied Supply Phase.

All Allied units can trace 5 hexes to a Road and then along roads to a Supply Source—so all units are in supply.

Allied Delay Phase

Since both players no longer receive their two Delay markers and are unlikely to purchase Strafing markers, this phase is often skipped throughout the scenario.

AXIS PLAYER TURN

Axis Initial Phase

- **EVENTS:** The Axis player rolls 2d6 and gets a 4 = “Bombardamento Aereo”. He can bomb a port and targets Mersa Matruh, he rolls 1d6 and gets a 5 = hit. The Port Capacity of Mersa Matruh drops by one box to 0.
- **REPLACEMENTS:** None to use.
- **FORTIFICATION COMPLETION:** No Camps were being built.
- **COASTAL SHIPPING MARKER:** Not currently on the map.

Movement Phase

What does the Axis player do? Build a strong line? Fall back and leave speed bumps? Quickly fall back to Bardia? Quickly fall back to Tobruk and leave a small garrison in Bardia? It is hard to say, but this turn is easy because due to the Surprise rule he is only allowed to use Naval Transport and Tactical Movement.

TACTICAL MOVEMENT:

A. The Babini Group moves forward 2 hexes. This will be the Axis player’s main mobile strike force.



The Axis Movement Phase.

B. Three units from Bardia move south including the important artillery unit which will be able to provide Artillery Support to any combat within 2 hexes.

C. The tankette unit moves back 2 hexes and leaves a speed bump of two units at the camp.

D. To rectify the overstacking at Sidi Barrani one of the infantry regiments moves one hex to the west. That crosses an Allied ZOC Bond with the coast but that is legal since the Italian unit is not yet marked Out of Supply.

E. Since Sidi Barrani will probably fall in the next Impulse the Axis player removes the SP there so it won't be captured.

F. Another regiment is moved back and leaves one unit to slow down the Allies.

All units with their At Start hex in blue are Garrison units and so cannot move (28.7.4) until an Allied unit moves within 3 hexes.

Axis Combat Phase

No combat, and since the Axis player used only Naval and Tactical Movement in his Movement Phase he earns a free SP (17.4) which he places in Bardia.

Axis Recovery Phase

The three Disrupted units at Sidi Barrani must roll for recovery since they are adjacent to an enemy unit. If they were not adjacent recovery would be automatic. Three dice are rolled (one for each unit) and each is modified by +1 (–1 for the Low Quality units and +2 for being in a Camp). The dice rolls are 1, 3, and 6. Only the bottom unit recovers.

Axis Supply Phase

All Axis units, except those in the Sidi Barrani pocket, are in Supply—4 hexes to a Highway hex that is connected to a Supply Source (counting Tracks as half a hex). An OOS marker is placed on hexes 2750, 2751, and 2752.

Axis Delay Phase

Skipped

SUMMARY

We can end the extended example here with Operation Compass off to a good start. The Allied player has lost one tank step but he has pocketed a large number of Italian units. A devastating blow to the Italians. However, the Allied player no longer has the Surprise CRT shift and Air Superiority. So high odds attacks will be a lot less common for the Allied player.

The good news for the Allied player is Italian Demoralization has now kicked in and successful Determined Defenses will become very rare for the Axis player.

—*Operazione-E*, continued from page 37

Axis Recovery Phase

No units need to Recover.

Axis Supply Phase

All Axis units are in Supply. The 10th Army ASU absorbs the recent SP earned and is flipped back to its Ready side.

Axis Delay Phase

Skipped.

SUMMARY

We can end the extended example here with the invasion of Egypt inching forward. In the following turns the Allied player will need to slowly back up and collect free Supply Points. He should always be careful of a sneaky Axis attack because the Axis player would be happy to trade unit for unit or step for step.

For the Axis player look to surround and destroy an Allied unit that has moved too close to your line. If you can, harass the Allied player so he cannot afford to earn a free SP. But be careful! You can get smashed too by his Tank Units. And don't trigger the release of the Compass Reserves unless you have a good chance at taking Mersa Matruh.

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HISTORICAL NOTES

Italian Forces

On 10 June 1940 Italy declared war against the Allies. The Italian leader, Mussolini, felt the war situation would soon be resolved by negotiated settlement. In May 1940, Mussolini had already declared to his Chief of Staff of the Armed Forces “I assure you the war will be over in September, and that I need a few thousand dead so as to be able to attend the peace conference as a belligerent” (Ryan K. Noppen, *Malta 1940-42*, (2018) pg. 26). Accordingly, Italy used an attack everywhere approach in seeking advantage at the ‘inevitable’ peace conference. The Italian invasion of Egypt in September 1940 (Operazione E) is one of those offensives.

In June 1940 most of Italy’s forces in North Africa were aligned along the Tunisia-Libya border under the Italian 5th Army command. The Italian forces that were in eastern Libya were under the Italian 10th Army command. With the French surrender to the Axis in June 1940, French forces in Tunisia were no longer a threat to Libya. Mussolini demanded an offensive into Egypt! Accordingly, units were then transferred from the 5th Army to eastern Libya under the 10th Army (Riccio & Afiero, *‘Luck was Lacking’*, pg. 89).

Here are the Italian forces in eastern Libya in late August 1940:

A light forces naval base at Tobruk which included the old, armored cruiser, *San Giorgio*, in harbor.

Their Air Force was mainly based at Benina (bombers) and their airfield at El Adem (biplane fighters.)

Ten binary (2 regiments) infantry divisions—three Libyan, three Blackshirt (militia), and four Metropolitan.



Mussolini inspects the first produced M11/39 tank.

339 L3 machinegun tanks organized in seven battalions + 72 M11/39 tanks organized in two battalions, and one Bersaglieri motorcycle infantry battalion.

Other units included: two colonial Blackshirt militia bns. (54th Territorial Regt.), two airborne infantry bns. (one Libyan and one Italian), the “Saharan Battalion”, and various second line frontier guard units (GaF, Guardia alla Frontiera) which included two machinegun bns. (one of which is part of the 31+32 Infantry (GaF) Regiment as well as the 10th LVE MG battalion), one independent Blackshirt militia bn. (‘Volontari della Libia’ which is part of the 31+32 Infantry (GaF) Regiment in the game), two frontier guard (GaF) battalions (30b-1 and 30b-2) and a myriad of positional artillery at Tobruk and Bardia of which much was antiquated WW1 stock (von Borries, *The Italian Army in North Africa*, pgs. 6–8).

The Libyan Divisions: (1st, 2nd, and Raggruppamento Maletti) each comprise of two regiments of Libyans (infantry) that were officered by Italians (7326 total personnel.) These divisions had limited heavy weapons (24 antiquated 77mm guns from Austro-Hungarian WW1 stock and 8 anti-tank guns (47mm).)

The Blackshirt Divisions: 1st, 2nd and 4th (each with 7895 personnel at full strength) although these militia units had more support and heavy weapons compared to a Libyan division. These divisions also had 100mm artillery, 81mm mortars, and an organic machinegun battalion.

The Metropolitan (regular) Divisions: Each had 10,506 personnel at full strength. These divisions had more organic support weapons (mortars, machineguns, and infantry (65mm) guns) compared to the Blackshirt divisions. Additionally these divisions had a motorcycle infantry company. The Italian infantry regiments in NA41 have a lower defense strength (5) compared to the NA40 like regiments (defense 6) because largely the NA41 Italian infantry divisions do not have a machinegun battalion. As the war continued the Italian industrial base could not produce enough 8mm machineguns and 8mm ammo to afford having a machinegun battalion in each division.

The Saharan Battalion although it had three motorized companies, it also had a camel troop element within it. This is reflected in its movement type and allowance. Also notable was that each of the Saharan companies had three directly assigned tactical transport/support aircraft. This was then later copied by the Allied LRDG (use of directly assigned support aircraft.)

The **two airborne infantry battalions** are rated as normal quality as they performed well in the campaign.

The **motorized machinegun battalions** that are placed in Tripoli on turns 9 & 10 were the elements within their respective Metropolitan divisions (that arrive in NA41) that were motorized (machinegun, artillery and antitank) and were sent forward to eastern Libya to reinforce the Italian 10th Army.

The 10th Bersaglieri (motorized) infantry regiment is rated highly (4-6-5) as it performed admirably against the Australians in the campaign. It consists of three motorized infantry battalions.

The Libya Tank Command was an administrative organization. The L3 machinegun tank battalions were often assigned one each per infantry division. One of these battalions (9L) has a lower attack strength as that battalion lost one of its companies in a skirmish with the British prior to September. Otherwise, the Italians organized their armor into two groups (brigades). One of these groups proved to be effective, Gruppo Babini, and is reflected in game with a formation marker!

The Italian M13/40 tank battalions in NA40 have 37 tanks each, except the 21M tank battalion which had 36 tanks. Moreover, the 21M tank battalion arrived without crew personnel. Upon arrival at Benghazi port it received crew personnel from the 21L machinegun tank battalion. Those personnel had never operated a turreted cannon tank and were totally unfamiliar with the M13/40 tank. The ratings of that unit are reflected in game accordingly.

The machinegun tanks on both sides had been in service for some years, and both sides had ample repair parts for their MG tanks. The British Matilda tanks were brand new and did not have any appreciable reliability issues that were unfixable. However, the medium tanks, on both sides, had unusual and significant reliability issues in 1940. The British Cruiser tanks were all well past their scheduled overhaul and the lack of Cruiser tank engine, track and suspension parts was so acute that by the time the 5 RTR tank unit arrived (turn 10), although at full strength, it could only keep approx. 50% of its tanks operational. When the Cruiser repair parts became available after the campaign those parts went to the 7th Armoured Division refit. This is why 5RTR arrives as a reduced unit and was not repaired prior to April 1941. The Italian M11/39 and the earlier produced M13/40 tanks had a significant defective issue with their diesel fuel injection pump. These tanks were difficult to even keep running. With the assistance of a German company, Bosch, the defective issue was fixed by the time the Ariete Tank Division units arrived in eastern Libya (Parri, *History of the Tankers*, chapter IV).

Lastly, the Italian commander, Governor-General of Libya, Marshal Rodolfo Graziani, was an able administrator but lacked insight into mobile warfare. He is most known for leading the brutal repression of the Libyan (Senussi) rebellion in 1932.

ALLIED FORCES

Middle East Command (MEC) was formed in Cairo in June 1939 with a staff of 5 officers. General Archibald Wavell took command in July and his area of responsibility extended to Egypt, the Sudan, Palestine, Transjordan, and Cyprus. In the event of war MEC would further be responsible for British Somaliland, Aden, Iraq, and the shores of the Persian Gulf. By the time of Operation Compass, the Allied December 1940 raid-turned-counteroffensive, General Headquarters Middle East had grown to over 225 officers (Wavell, *despatch 1*, para. 2).

The MEC, just prior to Operazione E, the invasion of Egypt by the Italian 10th Army in September 1940, raised two battalions of commando infantry in Egypt (No. 50 and No. 52 Commando) from volunteers. A commando raid utilizing elements of those forces was planned for Operation Compass. The raiding force would

land in lighters and create havoc to the rear of the forward Italian camps. Due to poor weather on the planned day of the landing (10 December) the commando raid was cancelled, but in the game (optional rule 29.3) there is a chance for the raid to go forward (Playfair, *Vol I*, pg. 271).

In January 1941, the MEC in conjunction with the British Royal Navy, were planning for amphibious operations against Italian held Islands, utilizing “Glen ships” (fast cargo-liners capable of 18 knots converted into infantry landing ships). Upon conversion to a landing ship, a Glen ship carried 12 LCA (landing craft, assault) and one LCM (landing craft, mechanized). In February 1941 only one “Glen ship” was available for use, *HMS Glengyle*.

The *Glengyle* would find use with **Layforce**, a commando force of approx. 2000 men commanded by Colonel Robert Laycock. This force was formed in Egypt in February 1941 from commando battalions out of England and MEC. Much of Layforce then conducted a commando raid near Bardia in April 1941. The raid was a failure for many reasons, most notable was the complete inadequacy of a singular LCM delivering Glen ship. It is because of that you do not see Layforce in *North Africa '40* or *North Africa '41*.

Other Allied naval forces, primarily from the British Inshore Squadron & Australian Destroyer Flotilla conducted numerous bombardment missions against the Italians, as well as resupply missions for the Allied ground forces.

The **Inshore Squadron** consisted of a 15-inch gun Erebus-class monitor, *HMS Terror*, and three Insect-class gunboats, *HMS Gnat*, *Aphis*, and *Ladybird*. (Playfair, *Vol I*, pg. 290) Those gunboats each had two 6-inch guns that they would bring as close to shore as possible. Amazingly, on 17 December 1940, the *HMS Aphis* entered Bardia harbor and remained inside for an hour as she engaged targets at point blank range! (Playfair, *Vol I*, pg. 278 and photo #17) The primary armament of the *Terror* was two 15-inch guns. The *Terror* fired its main guns bombarding Italian positions so often that by February 1941 the rifling on her main guns had worn out and they could no longer be fired accurately. Thereafter, the British loaded her deck with captured Breda 20mm anti-aircraft guns and used her as an anti-aircraft platform. The German Luftwaffe damaged the *Terror* while she was attempting to defend Benghazi harbor from air attack. Upon being ordered to return to Tobruk, the *Terror* was again damaged by air attack and subsequently scuttled by her crew. Only the *Aphis* survived the war and was scrapped in 1946.

The five ships of the **Australian Destroyer Flotilla** (19th Destroyer Division) were all veterans of World War I: *HMAS Waterhen*, *Vampire*, *Voyager*, *Stuart*, and *Vendetta*. These destroyers were used to bombard Italian forces as well as to conduct resupply and escort missions for the Allies in the Mediterranean in 1940-41. German Propaganda Minister Goebbels derided them as the “Scrap Iron Flotilla”, which the Australians turned into a badge of honor; only two of these destroyers survived the war.

The Inshore Squadron, plus three Queen Elizabeth-class battleships (*HMS Valiant*, *Barham*, and *Warspite*), and aircraft from the *HMS Illustrious* participated in the bombardment of Fortress Bardia during the assault on that fortress by the Allies' Western Desert Force (WDF) in January 1941. (Playfair, *Vol I*, pg. 286).

The battleships' 15-inch guns bombarded the northern sector of the fortress for nearly an hour, and it was said during this time nothing moved above ground there. The secondary guns of the battleships concentrated their fire on the harbor defenses. After the battleship bombardment, the *Terror* and the gun boats continued bombarding the Italians there for the remainder of the day.

The WDF was a corps-level command formed in June 1940 under Lieutenant General Richard O'Connor and it comprised one understrength armored division (7th Armoured Division), a fortress garrison brigade (Mersa Matruh), and two brigades of the 4th Indian Infantry Division. A third Indian brigade arrived in October. One New Zealand infantry brigade was also available but was still being equipped and would only be utilized by the MEC if the Italians attacked toward Mersa Matruh. The New Zealand government preferred that the New Zealand Division be employed as a complete formation. (Letter from General Freyberg to HQ, British Troops in Egypt (BTE), 19 October 1940, nzetc.victoria.ac.nz) The New Zealand infantry replacement unit that arrives on turn 6 represents the sufficient arrival of equipment for the 4th New Zealand Infantry Brigade.

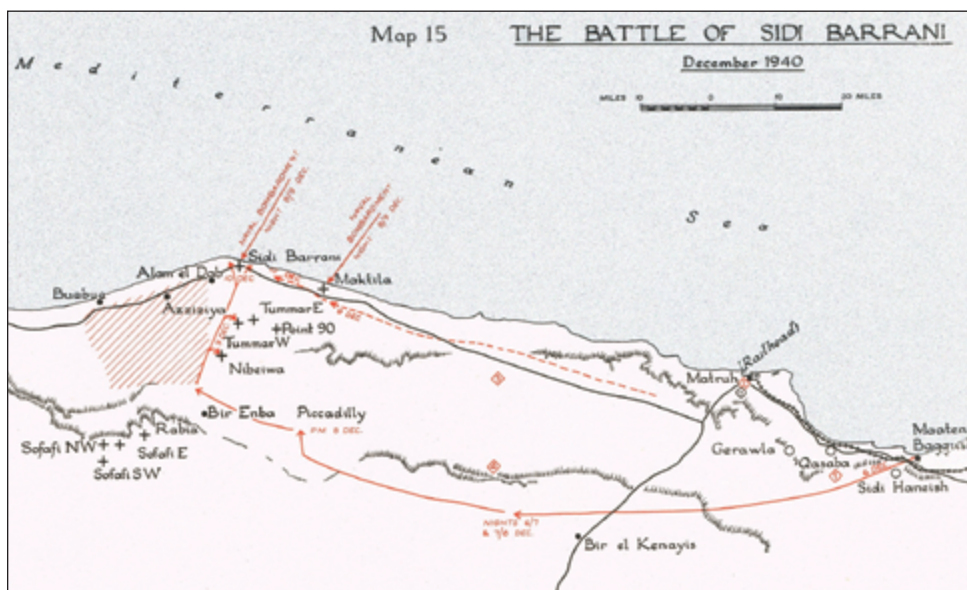
The 4th Indian Division, as a colonial unit of that time, was comprised of three brigades, each with two Indian battalions and one British battalion. The 7th Indian Infantry Brigade of this division was held in reserve to guard lines of communication but quickly found itself processing enemy prisoners of war (POW.) (Wavell, *despatch 2*, para. 16).

At the start of Operation Compass, the all-volunteer **6th Australian Infantry Division** was arriving in reserve with its lead brigade at the Baggush Box (Maaten Baggush) and the 4th Indian Division would be part of the Allied forces raiding the Italian camps in Egypt. (Long, *To Benghazi*, pg. 143). Wavell planned to move the 4th Indian Division to the Sudan immediately after the raid to join the 5th Indian Division in attacking Italian-held Eritrea. (Bisheshwar, *India and the War*, pg. 87). Due to the success of the initial attacks it became evident to the Allied leadership that the 5-day raid could go on further, but the 4th Indian Division would still

be withdrawn according to the original schedule. 7th Armoured Division and 16th Infantry Brigade would be on their own until the Australians arrived. The assault on Bardia was the first ground action by Australians in World War II.

The lead element of the **7th Armoured Division**, the 11th Hussars reconnaissance regiment was commanded by Lieutenant Colonel John Combe. It comprised three recon squadrons equipped with armored cars. In October 1940, the 11th Hussars was reinforced with Number 2 Armoured Car Co. RAF (Royal Air Force), which was designated D Squadron (*11th Hussars war diary*, warlinks.com). The RAF unit had previously been used for air base security and returned to that role after the completion of Operation Compass.

Now with four squadrons in the 11th Hussars, O'Connor had the 11th Hussars organized into different task forces with directly assigned combat and combat support units in force. To complete the structure of these two forces, each had assigned to it an anti-tank gun company (nine 37mm Bofors AT guns in portée) and a howitzer battery (six 25-pdr howitzers, towed). These forces were named **CombeForce** and **Birksforce**. Colonel H.L. Birks was the acting commander of the British 4th Armoured Brigade and BirksForce by plan was to support the 4th Armoured Brigade. CombeForce, led by the commander of the 11th Hussars, would support the 7th Armoured Brigade. During the initial camp attack of Operation Compass the 7th Armoured Brigade was in reserve, so the two recon forces operated together. Thereafter, each force was always tailored with further assets as per WDF need. One or two tank regiments or motorized infantry battalions, for example, could be assigned to the force and then later changed as needed. The 2 RB motorized infantry battalion was with CombeForce through most of the Operation Compass campaign. At the culminating battle, Beda Fomm, CombeForce consisted of two squadrons of armored cars of the 11th Hussars, one squadron of armored cars from 1 KDG of the 2nd Armoured Division, a 37mm AT gun battery (portée), a howitzer battery 25-pdr towed, and the 2 RB motorized infantry battalion which itself was being supported by a section of light AA guns and a section of 2-pdr AT guns (in portée). (Wavell, *despatch 2*, para. 47).



Wavell's official despatch regarding Operation Compass singled out the 11th Hussars for praise:

"Special mention must be made of one unit, the 11th Hussars. As the only armored car regiment in the force, it was continually in the Western Desert for a period of about nine months, from the entry of Italy into the war till the fall of Benghazi. During this period, it always supplied the most advanced elements in close contact with the enemy. Seldom can a unit have had a more prolonged spell of work in the front line or performed it with greater skill and boldness."

The Support Group of the 7th Armoured Division had two motorized infantry battalions: 1 KRRC and 2 RB. The two armored brigades, combined, initially only had four tank regiments. One of those regiments (6 RTR) was understrength, as some of its tanks were sent to the Sudan in September 1940, prior to the Italian invasion of Egypt. In late September 1940, 2 RTR, 3rd Hussars, and 7 RTR arrived to bring the division up to strength. In November 1940 the WDF received 18 A10 cruiser tank replacements. The British tank replacement unit that arrives on turn 5 represents that inflow of cruiser tanks. At the completion of Operation Compass, Wavell wrote in his despatch “...the 7th Armoured Division had been fighting continuously for eight months and was mechanically incapable of further action; only a fraction of its tanks had succeeded, thanks to the most skillful maintenance, in reaching Beda Fomm...For all practical purposes the 7th Armoured Division had ceased to be available as a fighting formation.”

The remaining element of the WDF is the **Matruh Fortress garrison**. In September 1940 the 16th British Infantry Brigade was the primary force of the Matruh Fortress garrison. However, for Operation Compass the 16th British Infantry Brigade was attached to the 4th Indian Division. (Playfair, *Vol I*, pg. 269). After the capture of Sollum, the primary role of the 16th British Infantry Brigade was POW processing. The remaining elements of the Matruh Garrison consisted of the 1st South Staffordshire infantry battalion, 3rd Coldstream Guards motorized infantry battalion, 2nd King’s Own Royals battalion, 1st Durham Light Infantry battalion, plus the 1st Royal Northumberland Fusiliers machine gun battalion (1 RNF) and 1st Cheshire machine gun battalion (1 CHES). The Matruh Garrison was commanded by Brigadier A.R. Selby, an Australian who at the start of the war was a staff officer with British Troops in Egypt (BTE). The **Selbyforce** unit in September 1940 reflects the 3rd Coldstream Guards reinforced with portions of other elements from the Matruh Garrison, such as the 1 RNF, plus a howitzer battery. By the time of Operation Compass, Selbyforce had increased in size to include an additional artillery battery, and a company each from 1st South Staffordshire infantry battalion, 1st Durham Light Infantry battalion, 1st Royal Northumberland Fusiliers machine gun battalion, and the 1st Cheshire machine gun battalion. (Wavell, *despatch 2*, para. 21). The British infantry replacement that arrives on turn 6 reflects these additional assets assigned to Selbyforce.

Regarding southern Libya (not in game) the key Italian position there, Kufra Oasis, was captured by a Free French force. With Kufra under Allied control, the LRDG would be more able to roam the desert unfettered to reconnoiter and harass the Axis. **The 1st BIM French infantry battalion** was the first Free French unit used in the Western Desert campaign.

The Allied replacements that arrive at turn 8 represent tank repair and return of unit cohesion after a short period of rest and refit. The Post-Compass Refit on turn 14 represents mechanical overhaul and repair as well as rest, reorganization, and refit of the involved Allied forces, notably the 7th Armoured Division.

O’Connor is removed on turn 12 as historically he had fallen ill and was recalled to Cairo to convalesce and then serve as Commander

BTE. Lieutenant General Wilson, the previous Commander BTE, became Military Governor of Cyrenaica and then commanded W Force in Greece.

O’Connor proved to be an excellent corps commander. The delay withdrawal action at Operazione E, the WDF collective training in October and November, the identification of the “Enba Gap” in the Italian camp positions, the Allied hidden forward supply dumps prior to Operation Compass, the deep desert approach to the Enba Gap at Operation Compass, the diversion tactics at each fortress assault, the Battle at Mechilli enabling the run of CombeForce to Beda Fomm, and many other operational details overseen by O’Connor indicate superb leadership.

Lastly, the greatest impact on the 1940 North Africa campaign were the 50 Matilda tanks of the **7th Battalion, Royal Tank Regiment**, commanded by Lieutenant Colonel R.M. Jerram. He was the proverbial right man at the right place and at the right time. Having served in armored units since 1917 where he was a section leader of Mark V tanks of the 16th Battalion in the assault



on the Hindenburg Line, his skill as a leader and his ability to keep his unit intact and moving forward while the enemy would fire upon his unit with literally every weapon system they could bring to bear upon her was the key factor in the Allied victory in Cyrenaica in 1940. In his book *The Matilda* Bryan Perrett wrote “Paying attention to detail and applying the lessons of history, he (Jerram) made 7th RTR one of the most formidable formations ever to enter a battlefield”. He went on to describe the effect of the 7th RTR Matilda tanks in the campaign, noting that “the average Italian was presented with several terrifying facts:

- 1) It was invulnerable to anything he could fire at it.
- 2) The slow speed of advance...implied unstoppable destruction.
- 3) It could knock out with impunity any armored (Italian) vehicle.
- 4) It was sufficiently agile to crawl over defenses.
- 5) ...the Matilda crews deliberately went looking for trouble.”

It is that last point that the artist of the cover of *North Africa '40* is conveying to us!

Perrett concluded, “Naturally, news of these qualities (of the Matilda tanks) spread like wildfire throughout the Italian Army, and the Matilda became a terror-weapon of a power quite unrelated to the numbers actually available for any one engagement”.

—Arthur Dieterly

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Summary of Non-Combat Units

(Trucks, MSUs, Replacements, and Supply Points)



Stacking: Have a stacking value of 0.

Movement: Do not slow down or prevent enemy Movement, Extended Movement, or the Road Bonus in any way. May not enter a hex containing enemy Non-Combat units nor enter an EZOC unless accompanied by a friendly Combat Unit.

ZOCs: Have no ZOC.

Combat (8.7): May not be attacked—they are eliminated or Captured (17.2.3, 27.1) if an enemy Combat Unit enters their hex via Movement or Advance After Combat. Do not stop or slow Advance After Combat. They do block units in Full Retreat. Have no step to lose in a battle.

Retreat: See 12.1.5

Disruption: Are always in Good Order. Trucks that carry Disrupted units may only use Tactical Movement.

Summary of Non-Mechanized Units that are not carried by a Truck Unit:



- May not use Extended Movement (5.3), only the Road Bonus.
- May cross Escarpment hexsides (5.7).
- May only exit an Off Map Box via Truck, Rail, or Air/Naval Transport (6.3.4).
- Maximum Advance After Combat of 2 hexes (14.2.1).
- Maximum Retreat length of 2 hexes (12.5.1). If forced to retreat more than 2 hexes they Surrender (12.5).
- May not participate in Breakthrough Combat (15.2.3).

EXTRAS

Space Saver Map

If table space is an issue, players may use the Space Saver Map so they do not have to fold out the far eastern part of the map which seldom comes into play. On the counter-sheet, there is also a sled supplied for the Allied Replacements and Supply Pool.



New Markers



A new Malta marker is supplied to help players remember in which direction the marker moves. A Troop Convoy marker is supplied to remind players to apply a +1 DRM against Combat Units when a convoy is attacked (22.2.5).

Preparation and Delay Phases

Two markers are supplied to remind players of the changes to the Preparation and Delay Phases. Place these on the map to cover up the old phases.



NA40 Preparation Phase

- Roll for Malta
- Place Reinforcements, Replacements and SPs in Base
- Flip O'Connor and Rommel (if in play) to Ready side
- Move units in Surrender Box
- Removals, Withdrawals, or Upgrades
- Build Victory Road (S1.2)

ABBREVIATIONS ON UNITS

Aosta	Lancieri d'Aosta	LRDG	Long Range Desert Group
Ar	Ariete		
Arko	Artilleriekommando	LVE	Lancieri Vittorio Emanuele II
Aus	Australian	Mar	Marmarica
Bach	KG Bach	MC	Motorcycle
Bers	Bersaglieri	MEC	Middle East Commando
BIM	Bataillon d'Infanterie de Marine	MSU	Mobile Supply Unit
BirksFor	Birks Force	NLib	National Libyan
Bol	Bologna	NZ	New Zealand
Br	British	Oa	Oasis
Bres	Brescia	Pav	Pavia
Carp	Carpathian	QuBay	Queen's Bays
Cata	Catanzaro	RB	Rifle Brigade
CN	Camiciere Nere (Blackshirts)	RC	Royal Carabinieri
Ches	Cheshire	RE	Raggruppamento Esplorante
Cir	Cirene	REM	Remnant
CLY	County of London Yeomanry	REPL	Replacement
C	Corps (21C Arty)	RG	Romolo Gessi
DAK	Deutsches Afrika-korps	RL	Royal Lancers
GAF	Guardia alla Frontiera	RM	Raggruppamento Maletti
Gds	Guards	RNF	Royal Northumberland Fusiliers
GGFF	Giovani Fascisti	RTR	Royal Tank Regiment
GP	Group	SA	South African
Hus	Hussars	Sab	Sabratha
Ind	Indian	Sav	Savona
KDG	King's Dragoon Guards	SelbyFor	Selby Force
KRRC	King's Royal Rifle Corps	Sirt	Sirte
L	Light	TB	Tripoli Box
Lib	Libyan	THR	Tower Hamlets Rifles
		TRD	The Royal Dragoons
		Tren	Trento
		Triest	Trieste

3-step units	2.3.5, 10.3, 10.4	Formation Markers	4.6	Reconnaissance Units	18.1
7 RTR (1940)	28.7.1	Fortifications	9.5	Recovery Phase	13.4
30 Attack Factor Limit	8.8.1	Free Stacking Units	4.3	Reinforcements	20.1
88mm Flak Units	9.2.4, 18.2	Free Supply Point	17.4	Remnants	10.4, 19.6
Advance After Combat	8.9.2, 14.0, 27.3	Full Retreat	13.3, 27.3	Removals	20.2
Air Superiority	18.6	Garrison Units (1940)	28.7.4	Replacement Markers	19.5
Air Support	9.7, 11.3, 18.7.4, 23.2.3	Good Order	13.1.1	Replacement Units	19.2
Air Transport	18.7.6	Halving and Doubling	9.1	Reserves (1940)	28.12
Air Units	18.7, 23.2.3	Isolation Attrition	16.5, 28.5	Resource Points	23.0, 21.4.3
Airfields	16.5.4, 16.3.5	Italian (1940)		Retreats	12.0, 17.1.2
Artillery Groups	17.1, 18.3	Collapse	28.5.2	Road Bonus	5.2.2
Armor Superiority	9.2	Demoralization	28.5	Road Movement	5.2
Artillery Support	9.4, 17.1.3	Italian 10th Army	28.7.6	Rommel	18.5
ASUs	9.4, 11.2.3, 17.1	LOS	28.4	San Giorgio (1940)	28.7.5
Attack Supply	8.5, 9.4	MSUs	28.4.2	Sequence of Play	3.0
Automatic DS	8.4.1, 8.9	Tank Units	28.3, 28.7.2	Shipping Points	21.2
Automatic Retreat	13.3.2	Italy Convoys	21.1.3, 22.3, 28.13	Silhouetted Units	2.3.3, 4.3
Automatic Victory	26.1	Jebel	2.2.2, 9.2.2, 9.6, 14.5, 16.3.2	Sollum Port (1940)	28.11
Babini Group	4.6.2	Lead Units	11.2.3	Stacking	4.0, 14.1, 15.2, 15.3, 27.3.2
Bases	6.1.3	Limited Advance	14.2.2	Step Losses	10.2, 10.3, 18.2
Benghazi Convoys	22.3.5	Limited ZOCs	7.3	Steps	2.3.5
Bombing Raids	21.4.3	Line of Supply (LOS)	16.3, 28.4	Strafing Markers	18.7.5, 23.2.3
Breakthrough Combat	15.0	Long Range Desert Group	18.8, 23.2.3	Supply	16.0, 27.2
Br. Commando Raid (1940)	29.3	Malta	22.3	Supply Attrition Phase	25.0
Br. Naval Assets (1940)	28.9	Matildas	19.2.3, 19.2.5, 28.5.1, 28.7.1	Supply Points	6.1.3, 16.2, 17.2
Camps (1940)	28.2	Mechanized	2.3.3	Supply Sources	16.2, 27.2
Coastal Convoys	21.1.2	Minimums & Maximums	8.8	Surrender	12.5, 27.1
Comando Supremo	8.4.1	MSUs	16.3.4, 17.2.4, 28.4.2	Stopping a Retreat	12.4
Combat	8.0	Movement (Land)	5.0	Tactical Movement	5.4
Combat Modifiers	9.0, 9.7	Movement Allowance	2.3.2	Tag-along Adv/Retreats	27.3
Combat Results	10.0	Naval Transport	21.0, 28.1.2	Tank Shifts	9.2, 28.3.2
Combat Units	2.3.1	Non-Combat Units	2.3.1, 5.2.2, 5.3, 5.8, 7.1, 8.7, 10.2.2, 12.5, 13.2.3, 14.6, 17.2, 17.4, 19.2, 27.1, 27.3	Terrain Modifiers/Effects	9.6, 14.5
Command and Control	8.4, 28.3.1	Oasis Supply	27.2	Tobruk Perimeter	2.3.3, 9.1, 9.2.2, 9.6
Commonwealth	2.3.4	O'Connor (1940)	28.6	Trackless Desert Hexes	5.5, 12.2.1
Control (Hex)	16.3.5	Off Map Boxes	6.0	Troop Convoy Immunity	28.13
Conversions	20.4	One Way marker (1940)	28.1	Troop Quality	2.3.2
Convoy Attacks	22.0	Operation Compass (1940)	28.8	Truck Capture	27.1, 12.5.1
Corps HQ	16.5.4, 17.1	Out of Supply Penalties	16.4	Truck Special Transfer	5.8.4, 28.1.2
DAK HQ	18.4	Overstacking	10.2.2, 12.1.4, 19.4.2	Trucks	5.8, 29.2
DD Support	11.3	Overwhelming Odds	8.5.3	Unit Size	2.3.2
Delay Markers	24.0	Parenthesized Units	8.6	Upgrades	20.4
Desert Hexes (Trackless)	5.5, 14.5	Ports and Port Capacity	21.3	Vehicle Type Units	2.3.3
Determined Defense	11.0, 28.5	Port Damage/Repair	21.4	Victory Points (VPs)	51.3
Disengagement	27.5	Port Garrisons	27.4	Voluntary Full Retreat	13.3.4
Disruption	13.0, 13.2	Port Supply	16.2, 19.4.1	Waning Moon	22.2.3
Division Stacking	4.5	Rail Movement	5.9	Withdrawals	20.3
Elite Combined Arms Shift	9.3	Railroad Extended Section	5.9.2	ZOC Bonds	7.5
Escarpment Hexsides	2.3.3, 5.7, 7.3, 9.1, 9.2.2, 9.6, 14.5, 16.3.2	Rally Table	13.5	Zones of Control	7.0
Event Tables	23.1	Range	9.4, 17.3, 18.7.3		
Existing Groundworks	9.5.5, 12.1.5				
Exiting the Map	5.6				
Extended Movement	5.3				
Extending a Supply Line	16.3.4, 28.4.2				