

Operational Combat Series:

DAK: Deutsches Afrika Korps, Vol. I

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Introduction

DAK is a simulation covering the entire campaign in the Western Desert theater in World War II. It covers all the actions in Eastern Libya/Western Egypt from September 1940 through November 1942. Units which participated in this campaign are shown in great detail from division down to battalion level (with occasional company-sized formations). The maps, drawn at the scale of 5 miles to the hex, are a compilation of numerous sources including Italian Official records and German wartime military maps.

DAK is an intense and massive simulation of this campaign, but is also intended to be *readily* playable.

This game is the culmination of a lifelong dream for myself and a number of others involved in this project. Enjoy!

The Players: The Axis Player is called the Axis Player. The Allied Player is sometimes called Commonwealth Player or British Player as well as Allied Player in these rules.

1.1 Multiple counters for the same unit.

Take great care in selecting units to use, as a number of units are represented by different counters as those units develop throughout the campaign (new weapons, organizations, etc.). Be sure to select the counter with the correct ratings and symbols as listed in the set up or order of arrival. More detail is provided for those units which frequently change than for those which never do.

See Page 63, volume I for the
DAK Component List...

1.2 Too Much Map Area, Not Enough Table Space...

Some players might find the complete layout of **DAK** beyond their ability to set up due to limited table space and such. These players will be happy to find that the game comes with multiple smaller scenarios and is even arrayed such that the campaign games themselves are not out of reach. Play can easily be done by leaving Map E aside until absolutely necessary (i.e. the war has moved to eastern Egypt). Even this space savings can be done in two ways: First, Map E can be dispensed with entirely and the Commonwealth can run its war from Alexandria. Second, an Abstract of Map E has been provided as a player's aid which can be used in the place of the real Map E. Either method can be easily used.

To save even more space yet still play the campaign scenarios, it is possible (although it is far more clumsy than doing away with Map E!) to play with Map A on a separate table. Given Map A's importance to both the game and especially the Axis logistical effort, one should only attempt this if space is absolutely at a premium.

DAK is an excellent game for those who have gotten into "vertical gaming" (playing the game while mounted on a wall, or ceiling, using magnets or sticky putty materials). Due to its reasonably low counter density, this method of play will work quite well.

1.3 "Simulcast" Turns

Players will find periods in the game where the major activity is logistical build up on both sides. These periods can run much faster by both players declaring the turn to be a "simulcast" turn and following these rules:

- a) Both players execute the turn sequence at the same time
- b) No combat or barrages (land or air) are allowed.
- c) Neither player executes anything which could be construed as an offensive, raid, or other such activities on land or air. If a Random Event comes up that forces activity, the turn immediately stops being a simulcast turn and is instead executed in the normal manner.
- d) The goal of the simulcast turn is to speed up the down periods...don't screw up that goal by attempting anything to gain some sort of silly advantage. If you have some real operations in mind, don't agree to the simulcast turn in the first place; play a real turn. However, don't force your

opponent to play real turns for gimmicks and microscopic reasons—it wastes your time and delays getting to the "good" stuff.

1.4 OCS Standard Marker Sheets

This game contains the standard OCS Marker sheets (actually, two of them). On them you will find the counters you need in abundant numbers—you'll also find some (Level 4 Hedgehogs come to mind) you'll never need here. This is an advantage of standardized parts; use these "extra" counters in other *OCS* games.

The standard Green Repl counters should be used for both Allied and Italian Repl units. The Germans have their own Repl counters on the unit countersheets.

1.5 "Campaign" Rules

Each scenario lists whether or not it uses the "Campaign Rules". These rules are marked with "c" before their case number (as in c 1.10). If a scenario does not require the Campaign Rules, ignore all rules so marked. Furthermore, some optional rules are also marked as Campaign Rules. These cannot be applied to the scenarios which do not use the Campaign Rules.

1.6 Set Up Notations

In addition to the usual OCS notations, scenarios identify Axis unit nationality by typeface:

- Normal typeface Axis units are Italian
- Italic typeface units are German, e.g. *21.Pz Div.*

1.7 Pre-Game Decisions

In addition to the usual things players must decide before playing any game (who gets which side, where to put the pretzels, when to order the pizza...), the following must be determined before beginning any **DAK** game (some of these are Campaign Rules and can be ignored in scenarios not using them):

- Arrival and Departure of the German Flieger Korps by Random Event or Historical schedule?
- Allied withdrawals by Variable Withdrawal and Return Table or by Historical schedule?
- Historical Tiger Convoy or Player Demanded one?
- Determine the Options to be used in Play, if any (see section 6.0)

2.0 Variations to the Series Rules

2.1 Hedgehogs

2.1a Map Printed Hedgehogs. Hedgehogs printed on the map cannot be destroyed, reduced, or improved. EXCEPTION: Tobruk's Hedgehogs (printed as Level 3) start the campaign (September, 1940) as Level 1 and only attain their full printed value on 1 Apr 41. This upgrade occurs regardless of which side owns the Tobruk position (all the hedgehog hexes making up the fortress boundary) at that time—If complete ownership is in doubt on 1 April, delay the upgrade until the end of the first turn in which one player (or the other) clearly owns all of the Tobruk Hedgehog hexes.

Map printed Hedgehogs (and the improvements to the Tobruk fortifications) do not count against the player's Hedgehog limitations below.

Design Note. The Italian Army allowed the pre-war Tobruk fortifications to go to seed. Additionally, they had neight the time or the equipment to improve them after Compass began. The Commonwealth troops occupying these forts began a crash program of improvements only after German intervention in the theater (in late March, 1941). For the sake of simplicity, the improvement of these Hedgehogs occurs **regardless** of which side currently owns them—if the Axis has already regained control of the fortress, one can assume they would be as interested as the Allies in improving the works. In the rare event the Italians don't lose Tobruk in the first place (a pretty impressive performance on their part, if playtesting is any indication!), one can assume they would have swept the cobwebs out of the various bunkers they had built.

2.1b Hedgehog Limits. No player can build a Hedgehog greater than Level 1. Each player can build no more than the following numbers of Hedgehogs during the course of the campaign game (scenarios give the number available, if any, during the course of that scenario). Hedgehogs captured from the enemy do not count against this total—the restriction reflects the number the player himself can build. Players must keep track of the number of Hedgehogs they build out of the total available to them. Hedgehogs captured by the enemy or later destroyed still count against the total the player has built (the limitation is on the number of "starts" made).

- Axis: 20
- Allied: 20

2.2 Fuel Costs

The usual “pay 1 SP for the HQ” and all the independents are fueled rule (series rule 11.5c part B) does not apply in this game. All non-divisional units must be paid for separately. Divisional units are handled normally.

2.3 Optional Rule Usage

The following are the optional rules recommended for use with **DAK**

2.3a From the v2.0i Optionals. I would list Opt.1 and Opt.6 as required for **DAK** (some of the neat unit effects included will be lost if Opt.1a isn't used). Players miss out if they do not use Opt.6 and those rules will become standard for the series before too long. The rest of the optionals listed on pages series rule 34-36 can be used if desired, but of them, I feel only Opt.2 is worth the bother. If Opt 2.c is used, count the Hurri IId as a Heavy Tank Buster. If Opt.9 is used and the scenario is a month long or more, give each player 5 Initiative Points at the start of each calendar month (and on the first game turn, if not at the start of the month).

2.3b DAK Game Specific Optionals. Use these as desired to salt the game to taste. The game can easily be played without any of them, but some might add facets of the campaign players might want to look into or which players feel they cannot play without. For the most part, these are minor historical variants (units that were not there or which have different organizations available), or are minor tactical tweaks which I feel are not worth their weight in rules (hence they are not standard), but feel some players may want to use anyway.

2.3c New OCS Optionals. These are rules which have been developed since the OCS v2.0i rules came out which address some of the play styles I've seen in action which do not conform to real life and I want to discourage players from doing. All of these **should** be used.

c 2.4 Tobruk Unit Rebuilds

This rule allows Pax Repls (not Eq Repls, which must be handled normally) to rebuild units in the Tobruk Hedgehogs, even if adjacent to an enemy unit **and** not adjacent to a friendly HQ. This can be applied to either Axis or Allied units provided the Pax Repl(s) is adjacent to the

unit absorbing it and is **inside** the line of the Tobruk Hedgehogs.

Design Note: This rule allows the player occupying the Tobruk entrenchments to feed replacement men into the front lines without having to pull the entire unit out of line to do so. This can be critical during a long siege of the fortress, as happened historically.

c 2.5 Use of Shipping Calculations (series Optional rule 13.0d)

This game was designed applying the standard rates of RE to SP exchange (1 RE equals 1 SP, regardless of unit type). Players wishing to use this optional rule for a more precise relationship must **invert** its effect. In other words, a 1/2 RE armored unit would cost 1 SP of shipping. This effect is caused by the unloading difficulties involved in heavy equipment units in this theater of operations—a lack of heavy port equipment, especially for the Axis. So, rather than making non-mech units cost x1/2, in this game those units are normal and mech units are x2 instead.

Design Note: The game works best with the standard exchange rate. Players are certainly free to use the fancier method if they like, but I did need to make sure they applied it in a way that would not upset the rather precise calculations involved regarding supply in-flow.

3.0 General Special Rules

3.1 Map and Turn Handling Notes

3.1a Turn Labeling System. **DAK** uses a two-tiered method of turn recording (identical to that used in **Tunisia**). A Month Marker is used to designate the current month. Each month contains a number of “Half-Week” turns based on the normal calendar. Each Half-Week represents one game turn and is recorded using the Turn Marker on the Half-Week Record Track. Place the marker in the first Half-Week of play in the scenario and advance that marker around the track until you play the last turn of the month. Then advance the month marker accordingly.

Half-Weeks are labeled using the date of the first day of the Half-Week. Note that the Feb 29 turn is not used in **DAK**.

3.1b Multiple Terrain Hexes. There are numerous hexes on the map which contain more than one area fill terrain type (low hills, rough, sand desert, whatever). In all such cases, use the terrain in the hex which is the best for the defender for combat and barrage purposes and the worst MP cost for movement purposes. This effect occurs regardless of the amount of symbol in the hex. Note that units moving along roads (to include, railroads and tracks...) can still use the MP cost of the road, even though there are “worse” features present (the units are considered to be moving on the roads).

3.1c Road Distance Chart. This chart (printed in this rulebook) gives the best distances between an assortment of commonly used points on the map. This distance is given in Truck MPs (so the value might vary when other movement types are attempted and the coastal road is involved). Only the one quickest route is given, so if you have any doubts about your route being the shortest, count the MPs to make sure yourself. The distances given are for periods **after** the Italians complete the coastal road to Sidi Barrani from Sollum. Add 1 MP if the Tobruk By-Pass road is used (after becoming a Primary Road) rather than the direct route through Tobruk due to the extra length of the By-Pass.

3.1d Mile Markers. The little Mile Marker symbols along the coastal road show up every 5 Truck MPs (15 hexes) to facilitate the movement of truck convoys. Where other friendly units might obscure these handy little symbols, I suggest orienting the units 90 degrees off the usual way you set up your troops to identify where these hexes are without having to look under the counters to find them.

3.1e Holding Boxes. There are three Off-Map Holding Boxes in the game (Tripoli, Sicily and Crete). There are also numerous boxes related to a number of potential congestion points on the map (such as Tobruk and Alexandria). These latter boxes are not Holding Boxes, but merely blown-up versions of the hex listed allowing units more room to be laid out—the units in those boxes are in the listed hex and all other effects are normal. The Holding Boxes, on the other hand, have the following rules:

a) Tripoli lists a port capacity (6), while the other two have an unlimited port capacity.

b) Crete and Sicily have infinite nominal dumps from which the player can

ship (air or sea) SPs; Tripoli is limited to the SPs the player sends there from elsewhere.

IMPORTANT: Only German transport aircraft can fly SPs out of Crete's nominal dump to the map—Italian transports cannot.

Both German and Italian transport aircraft can fly SPs out of Sicily's nominal dump.

c) Each Holding Box has the airbase capacity and refit capacity listed.

d) No Combat is ever allowed in a Holding Box (air or ground). No enemy units can ever enter a friendly Holding Box.

e) The Axis Player controls Tripoli and Sicily at the start of every scenario and these two boxes are always under his control.

f) The Axis Player also controls the Crete Holding Box the instant the Greek Campaign Status Track Marker enters the "Termination" Box.

g) The Commonwealth Player can never use any of these three Holding Boxes, not even Crete before it falls.

h) The Holding Boxes always have good weather.

c 3.1f Tripoli to Map Movement. All of the Holding Boxes are connected to the map via Air Entry Points and shipping. In addition, Tripoli has a land-based connection the others do not have. Units can move from the map (hex A19.35) to Tripoli and vice versa using the Tripoli Movement Boxes. Only the Axis Player can use this track. As is the case with Holding Boxes, no combat, barrages, or enemy movement can ever occur within these boxes. The following rules control movement along these boxes.

a) All units must make the trip through these boxes in Move Mode. Strat Move Mode is already accounted for in the calculations making up these boxes. No unit can "walk to the war" in Combat Mode (in an effort to save on fuel). The units must be in Move Mode, if they have modes at all.

b) No unit can enter or move along these Boxes in any Phase other than the regular Movement Phase, nor can they take advantage of Reserve Mode to squeeze out extra movement.

c) If the moving unit has 20 MPs or less in Move Mode, place the unit in the Box corresponding to its Movement Allowance. For instance, a unit with a Move Mode MA of 8 would be placed in the 3 Box.

d) If a unit has more than 20 MPs as a Movement Allowance (such as trucks),

treat each box of the track as a big hex with a terrain cost of 4 MPs.

e) If the unit (any MA in this case) wishes to move directly from the map to the track using a portion of its MA, apply this 4 MP per box cost to determine where the unit ends up.

f) **Important:** Once on the track, the unit automatically moves one box per turn in the direction of the arrows on the chosen track (exception: see d) above). No unit can stop along the track or turn around to go back until either the Tripoli Box or the map is reached.

g) There are no weather effects on this movement.

h) For units starting in Box 5 (the last one before the map), place these units into hex A19.35 at the beginning of the Axis Movement Phase and the units can move their full MA on the map that turn (as well as change mode and so on). There is no additional MP cost for this transition, although the units may need to be fueled if they are to move on the map that turn. The instant the player places the units in A19.35, they become regular on-map units which no longer have the fuel status they had while on the track.

i) Units on the track are always supplied. SPs expended to fuel units moving onto the track keeps them fueled until they exit the track's far end.

3.1g Tobruk AT Ditch. The Tobruk AT Ditch follows the entire perimeter of the Fortress. It exists from the very beginning of the game and affects all units attacking across it as per the Terrain Effects Chart. At both ends, the AT Ditch follows just inside a Wadi hexside—for attacks and movement across those hexsides, use the combined "Wadi and Tobruk AT Ditch" terrain type (do not simply add them together).

c 3.1h Railroads. There are but a few railroads in **DAK** as opposed to earlier games in this series. Certainly the Axis player can readily skip any concern over his limited railnet (if indeed the term can be used), unless certain special random events occur. He has a Rail Cap he can use on the railway around Benghazi, but its usefulness is strictly limited.

For both Axis and Allied sides, Points of Interest constitute detrainable hexes.

The Allied player has the relatively extensive railnet of the Nile Delta in addition to the small Western Desert Railway extending toward Tobruk. The Allied player

has two separate Rail Caps—one for the Delta and one for the Western Desert Railroad (WDR).

a) Either Allied Rail Cap can be used in hexes containing the RR Boundary on Map D just west of Alexandria.

b) The WDR Cap can be used on either side of the boundary and is the only Allied Rail Cap capable of carrying SPs.

c) The Delta Rail Cap can **only** be used on or east of the boundary and cannot be used to transport SPs.

d) Using both rail caps in a single phase to move a load constitutes Leap Frogging.

c 3.1i The Unbuilt British Railroad. During the campaign, the WDR was extended from Mersa Matruh almost to Tobruk. Only the Commonwealth Player can build this railroad and it can only be built following the Unbuilt Railroad printed on the map. Before it is built, the Unbuilt Railroad does not exist in any form—it does not even constitute a Track (there is **nothing** there at all). The Commonwealth Player need not build this railroad extension at all if he does not want to do so.

To build the railroad extension, the Commonwealth Player has (or will obtain by reinforcement) two New Zealand Railway Construction Companies. These are the **only** units in the game capable of building this railroad (the Egyptian National RR units cannot do this). There is no SP cost for building this railroad extension. At most one hex can be built per turn (even when both RR Companies are present. Place the RR Company (or Companies) in the current Railhead hex and execute the following:

If one company is present, roll one die and on a 6 move the Railhead forward one hex with the RR Company. Otherwise no effect.

If both companies are present, the Railhead and RR Companies automatically move forward one hex each turn.

Rail construction cannot occur adjacent to enemy units, into enemy occupied hexes, or if the RR Companies are DG or have moved in the current turn.

c 3.1j The Tobruk By-Pass Road. During the Summer of 1941, Italian engineers and construction troops built a hard surface by-pass road around the Tobruk Fortress following existing desert tracks. Rommel praised them for their impressive work under difficult conditions. The Italians made use of specialized equipment which

ground the available rock into a form suitable for concrete. It was quite an engineering achievement.

The Tobruk By-Pass Road automatically becomes active on or after the 1 Oct 41 turn if the Axis Player occupies or was the last to move through each of these hexes. Before being built as a Primary Road, this road is a regular Road.

3.1k Finishing the Coastal Road. Prior to the September, 1940 invasion of Egypt, the hard surface coastal road from Sollum to Sidi Barrani fell into disrepair and the heavy military traffic from the beginning of the war in June had caused its original surface to be destroyed. One of the first tasks the invading Italian 10th Army faced after crossing the border and capturing Sidi Barrani was the resurfacing of this road and the building of a water pipeline to their forward camps. This operation was looked upon as a logistical prerequisite to the next stage of their invasion: the advance on Mersa Matruh. As it turned out, the road was barely finished before the Allied counteroffensive began and was never used for its intended purpose.

Before it is activated as a Primary Road, the Coastal Road is a regular Road. The road activates on or after 1 Dec 40 if the Axis Player occupies or was the last to move through each of its hexes.

Design Note. Both of these “Road Building” rules existed in much more detailed form in early versions of the game. They have been stripped down to this “activation only” level as playtesting progressed. If this abstraction rubs you the wrong way (or you just like complicated road construction rules), feel free to embellish these however you like. For play purposes, we found that these abstractions did the job quite well and eliminated much of the fuss and bother of the earlier rules.

c 3.1L The Suez Canal. Almost all Allied shipping into the eastern Mediterranean has to come through the Suez Canal. A few critical convoys were sent directly through the Straits of Gibraltar, but for the most part all tonnage delivered to the theater, even if unloaded in Alexandria or Port Said, had to come up the Red Sea and through the Canal first. Axis units blocking the Canal would be a strategic matter which would threaten the entire Middle Eastern Theater of Operations.

The Commonwealth cannot use any Mediterranean Port if a supplied Axis Combat unit with a combat strength of 2 or

more (or a combination of units with a combined strength of 2 or more) occupies any hex adjacent to the Canal at the end of any Commonwealth turn (it takes effect on the next turn). If this occurs, the infinite dumps in Port Said and Alexandria immediately disappear and no port inside the Mediterranean can be used for trace supply. Coastal shipping can be used normally but cannot transit the Canal.

When the Canal is reopened (i.e. cleared of enemy units closing it above), the infinite dumps return automatically.

3.1m Bridges. All roads and railroads are assumed to have bridges over any river or wadi feature they might cross.

3.1n “In Hex” Wadis. Certain key locations (around Tobruk and Bardia, for example), have numerous coastal wadis. As these wadis cannot be made to conform to hexsides (except in a few special points where I’ve done exactly that), they are shown as Low Hills within the hexes. Given the washboard nature of the terrain at those points, “Low Hills” is not all that far off as a terrain effect.



3.2 Minefields

Mines became a major feature of the Desert Campaign as it went on. Enormous “Devil’s Gardens” of literally millions of mines were sown in an effort to generate terrain obstacles where there were none naturally.

c 3.2a Minefield Limits and Restrictions. Minefields cannot be built prior to 1 Jan 42 and cannot be built by the Axis Player in any event. The Allied Player can build no more than 25 Minefields during the course of the campaign (scenarios list the number still available at each starting point). The Axis Player can make use of 3.2e and 3.2f to emplace his own Minefields—he just cannot make ones from scratch. If either side has some removed Minefields on hand which can be resown, the scenario will list the number. No more than one Minefield can ever be built in a single hex.



c 3.2b Building Minefields.

Building a Minefield from scratch (not from a Removed Minefield), costs 1 SP per hex and requires any infantry, engineer, or HQ unit in Combat Mode (can’t be DG or Out of Supply) to accomplish. Building is accomplished within the unit’s hex. It takes two turns to complete and can be done adjacent to enemy units. At the end of the

first player turn of construction, place the Minefield Marker in the hex with its Uncompleted (Pick and Shovel) side up. At the end of the second player turn of construction, flip the marker to its finished side. It would be wise then to get the friendly unit or units out of the minefield. The unit attempting to build or complete a Minefield cannot move during any turn in which such construction is done.

3.2c Finished Minefield Effects. A finished Minefield has the following effects:

- -2 to Action Ratings of units in such hexes (attack or defense)
- +4 to MP cost of the hex to Leg MA units, +10 to MP cost of Track/Truck movers
- Units can use series rule 6.1c (units can always move one hex) to enter a Minefield.
- Shift one column right on the Barrage Table for units in such hexes
- No overruns into or out of such hexes
- Units in minefield hexes cannot conduct recons
- No loss effect; units are free to enter (given the above) and exit minefield hexes

3.2d Uncompleted Minefield Effects.

An uncompleted Minefield has the same effects as a finished one except:

- -1 to Action Ratings of units in such hexes (attack or defense)
- +2 to MP cost of the hex to Leg MA units, +5 to MP cost of Track/Truck movers
- Units can use series rule 6.1c (units can always move one hex) to enter a Minefield.

If the one player abandons an Uncompleted Minefield, the other player can either finish it (as per 3.2b) or pull it up for reuse (3.2e), as desired.

c 3.2e Removing Minefields. To remove a Minefield, follow the exact process and requirements of installation, except that when you are done you have a removed Minefield to reuse (the 1 SP is gone forever). The removing unit must be in the Minefield’s hex. Uncompleted Minefields can be removed—but the process is done from that point (one turn to undo)—the uncompleted Minefield counts as one that can be resused.

c 3.2f Reusing Minefields. Removed Minefields can be re-installed by the player who removed them using 3.2e by following the procedure for initial installation. There is no SP cost when installing a “pre-owned”

Minefield. Simply expend the time and use the Minefield marker that was removed earlier. There is no “time delay” between when a Minefield is removed and when it can be reused.



3.2g Scorpions. The Commonwealth player gets two Scorpion Companies toward the end of the game. These can be identified by the letter S inside their Armor symbol. He can use them to help reduce the effects of Minefields he must cross. If a Scorpion is in a Minefield hex, apply the following:

- Reduce the Action Rating effect of the Minefield by 1 (finished Minefields become -1 AR, Uncompleted ones have no effect).
- Halve the additional Movement cost of the Minefield (rounding normally).

All other Minefield effects remain normal despite the presence of the Scorpion unit.

c 3.3 City Captures

Whenever one side captures any of the following (marked on the map with a star in either the hex or holding box—if there is one), the capturing side automatically gets the items listed in addition to anything that might be captured there normally. Everything captured appears in the captured city hex. **EXCEPTION:** 0 MA units brought into play via Tobruk’s capture can be placed in any hex at or within 2 hexes of Tobruk itself, provided the chosen hex is not adjacent to an enemy attack-capable unit. The list below is reproduced on the map near the city listed (except Helwan and Cairo which are by necessity listed in the “sea” north of their locations).

Important: In all cases, the enemy must have owned the feature in question for the preceding two months to “charge up” the award (in other words, the enemy player must have held the city for two months at a minimum for it to develop award value).

“Two months” expires on the game turn exactly two months after the city is taken. Players must make a note to themselves to keep track of this as these locations change hands. If a player captures a city below before the enemy has held it for two months, there is no award.

Unless stated otherwise, awards are made at the instant of capture. If the award requires two turns before appearance and the city is lost before the award appears, The award is not given.

Alexandria (per Hex):

...**Axis Only:** 5 SPs, 1T Truck Point

Bardia:

...**First Time Commonwealth (appears two turns after capture):**

1x Cap It Arm Bn
3 SPs

Benghazi:

...**First Time Commonwealth (appears two turns after capture):**

1x Cap It Arm Bn
3 SPs

Buq Buq:

...**First Time Commonwealth recapture after two months of Axis control :**

2 SPs

Cairo (per Hex):

...**Axis Only:** 5 SPs, 1T Truck Point

Helwan:

...**Axis Only:** 1 SP, 1T Truck Point

Mersa Matruh:

...**Either side:** 1 SP, 1T Truck Point

Port Said:

...**Axis Only:** 5 SPs, 1T Truck Point

Sidi Barrani:

...**First Time Commonwealth recapture after two months of Axis control :**

2 SPs

Suez:

...**Axis Only:** 5 SPs, 1T Truck Point

Tobruk:

...**Either side:** 1 SP, 1T Truck Point

...**First Time Commonwealth (appears two turns after capture):**

Tobruk Command HQ
1 Lib, 2 Lib, 4 Lib Arab Bn
X, 202, 206 Coastal Arty Battery
1x Cap It Arm Bn
3 SPs (in addition to the 1 SP above)

...**Upon First entry into Tobruk of an Australian Unit (turn after entry):**

Bush Arty Bn

3.4 Aircraft

3.4a Air Strips. These are minor airfields which are permanently marked on the map with a little runway and windsock. Air Strips are in addition to the regular series Air Bases. New Air Strips cannot be built. An Air Strip can be upgraded into a regular Level 1 Air Base for 1T (no die roll). In Air Strip hexes, as an exception to

series rule 15.0e, Level 1 Air Bases can be reduced to Air Strip status. Air Strips themselves can never be reduced or destroyed.

Air Strips are the same as Level 1 Airbases except:

- Air Strips provide no Protected Air Units
- Air Strips generate no flak points.
- Air Strips can only refit one air unit per turn.

3.4b Air Entry Points (AEPs). Along the coast there are numerous Air Entry Points (AEPs). These are hexes where air units can enter the map from the various Holding Boxes as well as re-enter the play area after “ducking” out to sea to avoid enemy air cover. Each AEP lists the range to the assorted Holding Boxes which can be accessed from that AEP while the Air Distance Chart in the rules lists the distance from each AEP to any other AEP. To move from a given Holding Box to an AEP hex use the listed amount of range (if that range is too great, apply 3.4f or the trip cannot be made). The player can only use an AEP to travel to a Holding Box his own side controls. Upon exiting an AEP (or interpolated AEP, see 3.4e), straight line flight requirements are in effect with the AEP as the start point. Straight line flight is violated while the air unit moves in the AEP connection—but what goes on there is out of his control anyway.

Following the coast and connecting the 16 AEPs is the AEP line. This line is used for interpolating additional AEPs according to 3.4e.

3.4c Air Unit Stationing and the AEP Line. Air units (of either side) can never take up station anywhere on or seaward of the AEP Line. Air units can traverse the line freely provided they do not end their flight on or seaward of this line.

3.4d Air Distance Chart. These rules contain an Air Distance Chart. It gives the out at sea distance from each AEP to every other AEP. Air units must use straight line flight from their origin hex to the exit AEP and then straight line flight from the entry AEP to the final hex of movement. The Distance Chart gives the additional distance between the two desired AEPs based on the flight paths required to remain at sea and avoid interception zones from land hexes—overland flights in some instances may be far shorter. No air to air combat occurs while any air unit is flying from one AEP to another. Weather does not affect air units moving from AEP to AEP provided the entry and exit maps allow flight.

3.4e Interpolating Additional AEPs. The player can use any hex along the AEP line as an exit AEP (the hex used to enter this process must be a real, printed AEP or Holding Box). To do this, decide on the exact hex to be used as the exit AEP and pick any printed AEP as a reference point. Determine the distance from the entry (printed) AEP (or Holding Box) to the reference AEP (also printed). Add to that distance the number of hexes from the reference AEP to the actual chosen exit AEP counting along the AEP line itself. The result is the total distance of the transfer.

Interpolated AEPs are intentionally less efficient than real ones—use real ones whenever possible. No interception is allowed in the “movement” of the air units along the AEP Line from the reference AEP to the exit hex. (This movement is actually done out at sea and not right along the coast as it would appear.)

EXAMPLE of Interpolation.

A player wants to fly an aircraft from AEP 6 to D33.15 (and then inland for some reason). He chooses AEP 12 as a reference. The Air Distance Chart gives a distance of 73 hexes from AEP 6 to 12. D33.15 is 7 hexes along the AEP line from AEP 12, so the total range consumed by this part of the trip is 80 hexes (which would be in addition to that required to get to an AEP in the first place plus whatever is needed to get to the final destination.

3.4f Out of Range Air Unit Transfers.

Air units can transfer from one base (to include air strips) to another outside their printed range given that all of the following are true:

- a) The range traversed is no greater than 2x the air unit’s printed range and the air unit begins at one base and ends at another base,
- b) the air unit does not engage in any barrage or air to air combat while doing so,
- c) the air unit immediately becomes inactive at the destination base, and
- d) both the beginning and ending bases are friendly.
- e) Regardless of the above, Axis air units can fly between Sicily and Crete even if well out of range. The aircraft are assumed to refuel in Greece, Italy, and Albania as needed to make the trip.

Transport type air units **can** carry a load over this distance.

3.5 Weather

Weather is determined each game turn by rolling two dice on the Weather Table. Use the line appropriate to the month being played. Read the dice as an 11..66 roll with the red die as the first digit and the white die as the second. Read across the table to find the column with the range containing the result and read up to determine the result. The full effects of each Weather Type result are given on the Weather Effects Chart.

Once a result is determined, randomly determine which maps are affected. If the weather is clear, all maps are clear. If a Sandstorm occurs, roll one die to determine the number of affected maps and then randomly determine which maps have a Sandstorm. Rainstorms always affect two maps; randomly determine which two are affected.

3.5a Map Based Weather. Weather never affects Holding Boxes, or AEP to AEP air movement (provided both end points allow flight). Regular air movement (hex by hex) cannot enter a map where flight is not allowed, even if the intention is to land at a further map where flight is allowed (in such cases, use the AEP to AEP method). In every case where a hex is split between two maps, one having Clear Weather and the other a storm of either type, the hex is considered the storm type. The effects of Sandstorms and Rainstorms do not affect supply draw or throw ranges.

3.5b Sandstorms. On a Sandstorm map, apply the following:

- a) Green units and Repls can’t move under their own power—they can use rail or sea movement.
- b) No Barrage or Combat allowed into or out of Sandstorm hexes.
- c) If a Random Event cannot be conducted due to weather (such as a required combat on a Sandstorm map), delay implementing the event until the weather allows it.
- d) All air units on the affected maps become inactive on the affected map (they become stranded at their air base or air strip) if they are on station they must become inactive at any air base or air strip on **that** map or any Holding Box in range, and cannot refit until the Sandstorm is over.
- e) Terrain costs for movement are x2.

3.5c Rainstorms. On a Rainstorm map, apply the following:

- a) Wadis become impassable except where primary roads cross and attacks are only allowed at those points.

b) All air units on the affected maps become inactive at any friendly airbase or air strip. No air unit on the affected map can refit until the Rainstorm is over.

c) Terrain costs for movement are x2.

d) Other than the above, attacks and barrages are handled normally.

3.6 Shipping

Shipping allows players to move units and supplies from the outside world into the Theater of Operations. Beyond that, “Coastal Shipping” allows players to move units and SPs from port to port within the theater.

The Commonwealth Player does not have a regular shipping allowance as the Axis Player does and is only limited on the in-flow of reinforcements by the available Nile Delta Port capacities. Allied withdrawals do not count against port capacity (or shipping allowance if they had one). Axis units and SPs count against both port capacity and their shipping allowance.

Shipping of units which do not have a Move Mode side is done in Combat Mode. Single unit counters larger than a port’s port capacity or the player’s shipping allowance can be shipped at the expenditure of the entire shipping allowance or port capacity involved (depending on which is being exceeded).

Unused Shipping allowance or that in excess of a player’s current port capacity total is lost and cannot be saved for future turns.

3.6a Port Damage Tracks. Those ports which can be damaged are provided with a Port Damage Track on the map. Ports without such a track cannot be damaged. Mark each port’s current status (number of hits, if any) using the marker for that port. Use the track to show damage from the GS vs. Facilities Table. The track gives the port capacity applicable to the amount of damage. All ports start with no hits (zero damage) unless specified differently in the scenario.

c 3.6b Coastal Shipping. Both sides have a limited amount of Coastal Shipping available to use each turn. The Axis Coastal Shipping allowance is given (according to the turn’s month) on the Axis Logistics Charts and Values Table on Map A along with the Cross-Med Shipping allowances. The Allied value is given on the Allied tables on Map D.

Coastal Shipping is the only way to ship SPs and units to ports other than Tripoli (Axis) or the Nile Delta ports (Commonwealth). Commonwealth Coastal

Shipping can be used to ship SPs out of the enormous (nominal) Nile Delta dumps to points on the map. Axis Coastal Shipping can never use the Suez Canal or make use of the Port of Suez, even if the Axis captures it.

c 3.6c Benghazi and Coastal Shipping (Axis Only). For several reasons, Benghazi was the most favored destination for Axis coastal shipping (the shorter distance to Benghazi from Tripoli allowed more frequent trips and it is the only port in Cyrenaica to have adequate off-loading facilities and equipment). This rule only applies to the Axis player.

Coastal shipping costs are $x1/2$ for shipping going from Tripoli to Benghazi (or vice versa), round normally. For example, Benghazi's maximum port capacity is $1+2T$ or $6T$. To ship the maximum to Benghazi from Tripoli would cost the Axis player $3T$ of his Coastal Shipping allowance.

3.6d Reinforcement Entry. Commonwealth reinforcements must enter a Nile Delta Port first (any port on Map E or Alexandria). The Axis must ship to Tripoli first. Once they arrive at the required first stop, they can then move via Coastal Shipping, by land, or rail to a location the player desires, but they cannot do this until the next game turn. Air reinforcements arrive normally (at any air base or air strip) and do so **inactive** (as per the new optional rules).

Designer's Note: Shipping from Italy to Benghazi. Players might ask why no cross-Med shipping is allowed to go directly to Benghazi. I fully acknowledge that some shipping did do exactly that, but on the basis of exact ship by ship figures provided by Mauro De Vita from Italian records, I can safely say that the amount shipped direct was very minor (about 9%). Rather than include a bunch of rules to implement the limited (and very situation dependent) direct shipping, I have chosen instead to bump the coastal shipping to include the direct shipments. On those months, the player will be sending freight to Tripoli which was actually sent directly to Benghazi, but I gave him the extra coastal capacity to ship it out again (given the weak coastal capacities it might not look like it, but I did). Yes, this means the freight might get cross-shipped to a port other than Benghazi, but given the limited port capacities involved and the benefit of using Benghazi, Benghazi will be the most likely shipping location anyway.

3.7 Supply

3.7a Supply Sources. Any friendly port can be used as a trace supply source provided no enemy unit is adjacent to it. Damage to a port does not matter for trace purposes. Neither player can use a port on the "other" side of Tobruk as a supply source if the enemy holds Tobruk ("other" side being east of it for the Axis and west of it for the Allies). No Axis trace is allowed to any port east of Sollum (exclusive) before Crete falls (this restriction does not apply to the use of the port for coastal shipping, only to the port's use as a trace source). No Axis trace to Suez even if owned by the Axis player.

On and after 1 March 41, hex A19.35 becomes an Axis Trace source. Before then it is not.

3.7b Roads for Trace Purposes. With the restrictions below, Primary Roads and Roads (not Tracks) can be used for trace supply exactly like the normal use of Railroads in series rule 11.6. Like the railways, this trace is blocked if an enemy attack capable unit is adjacent to the road being used, but unlike them, this effect is negated by the presence of friendly units. There are no "damaged" or "interdiction" effects on this trace and there is no need for "de-roadable" (or whatever) hexes—any road hex will do as a connection point. A connection between road trace and a later Railroad must be at a detrainable hex, however. Rail Cap cannot be used on roads.

Important: Italians can only trace using Primary Roads or Railroads until 1 March 41 when they begin to use regular Roads like everyone else.

Important: Units which must trace together must do so here as well (as per series rule 11.6h) German and Italian multi-unit divisions must trace together (unless they are within a Kampfgruppe, see 3.10). Allied units have no such requirement and elements of multi-unit divisions can be scattered all over the map without ill-effect.

3.7c Oasis. Oasis hexes can provide a trace supply source for up to 3 REs. Units of either side can trace to an unoccupied Oasis (even on the same turn) as there is no "control" restriction on the use of Oasis provided they are unoccupied. At Giarabub, the Giarabub Senussi do not count against the 3 REs; they are free.

3.7b British Supply Centers.

Alexandria, Port Said and Suez are infinite nominal dumps if their port damage is no greater than 2 hits and the port is operational (no enemy unit adjacent to it and (in the case of Port Said and Alexandria) the Suez Canal is open). If the number of hits is 3 or more or the port is otherwise not operational, the nominal dump ceases to be and can no longer have SPs drawn from it. These hexes always get 1 flak point for a dump even if no actual SPs are in the hex (even if the nominal dump no longer technically exists). The British Player can have all the SPs he wants by using available Trucks, Coastal Shipping, and the WDR Rail Capacity from these hexes. Simply use the capacity (or capacities) desired and move real SPs on to the map from the nominal dump.

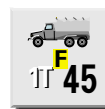
If units or HQs draw off these nominal dumps for Combat or Barrage purposes, the nominal dump is limited to its current port capacity in the amount of SPs it can generate in one turn. This restriction does not apply to SPs used for fuel or air refit purposes. The nominal dump cannot generate unlimited SPs in its hex (so as to make one huge **real** dump—it is limited to what can be "carted" from the hex using the available transportation).

3.8 Trucks

3.8a Organic Trucks. The Organic Trucks for this game are printed with an "F" on one side to indicate fully loaded. There is no need to carry about a 1 SP marker with the truck. Once the load is something other than full, flip the counter over and deploy the appropriate number of Token markers as its current load. *Special Thanks to Mark Milke for this suggestion!*

Organic trucks always arrive "Full" as new reinforcements and they set up "Full" or "Empty" as indicated in the scenarios (their load is in addition to any SPs they might be stacked with).

Organic trucks can never breakdown into Token-sized trucks as per 3.8b.



3.8b Token Truck Breakdowns.

Because of the limited numbers of trucks available to do the numerous jobs the player must perform, this game breaks truck points down into 1T Truck Points (which also use the "F" notation from the above). Other than the strange sizes, these truck points are handled normally. Regular trucks are never loaded for "free" like the Organic, they must be filled.

Regular Truck Point losses are handled on a token basis—50% of 1 Truck Point is 2T. Organic Truck Points do not break

down in this manner when they take loss from a Barrage (50% in that case kills the entire truck). Use the Token Truck breakdowns to figure the capture and loss of Truck Points in either the regular or organic case.

3.9 Units

3.9a Counter Colors and Ownership.

The Axis Player controls:

- All Italian units (Bluish-green)
- All German Wehrmacht units (Light Tan)
- All German Luftwaffe Ground units (Blue-grey)
- Released Flieger Korps Air Units (Luftwaffe Blue with a large white X)
- Luftwaffe (Blue) and Italian (Deeper Bluish-Green) Air Units.

The Commonwealth (Allied or British) Player controls:

- All British units (Brown)
- All Australian units (Dark Tan)
- All South African units (Orange)
- All New Zealand units (Mauve)
- All Indian units (Dark Brown)
- All Senussi and Arab units (Yellow)
- All Polish units (Red)
- All Captured Italian Tank units (Candy Stripped Green)
- All French units (Bright Blue)
- The Sudanese (Grey), Czech (Grey-Green), Yugoslav (Purple) and Trans-Jordan (Yellow-Tan) units
- All American units (Green)
- All Egyptian Port and ENRR Engineers, and the Egyptian Air Unit (Pale Green)
- All RAF (Rust-Orange) and USAAF (Grey) Air Units

Neither, both, or one player (depending on how things go) controls:

- All remaining Egyptian units (Pale Green)

(Pale Green)

3.9b Effects of Nationalities. All units controlled by a player can stack and fight together without further restrictions (see 3.10 about KG requirements). USAAF and RAF air units of the same type can be freely interchanged to make full strength air units. Keep German and Italian repl units separate by color and only Italian repls can be used to rebuild Italian units; only German repls can be used to rebuild German units. Commonwealth repls can be used to rebuild any rebuildable Commonwealth unit.

Egyptian National Army: Ignore these units entirely unless using the optional rule. See 6.1a. EXCEPTION: The Egyptian RR Battalions and Port Engineer Battalion are regular Allied units, except that they cannot leave Egypt.

3.9c Weird Color Combinations. In order to make full use of the combinations available when using Opt. 1a, a number of units have what will at first look like weird color combinations. For example, many of the British RHA units (artillery) are a red (mech) symbol color. This means (correctly) that they are able to negate light armor from being doubled in the open. (They are not hard targets for purposes of Opt. 2a, though). Also, some RHA units later become yellow and able to negate real tanks—these are the RHA units which for a time were reinforced with additional AT assets in order to make them better able to fight tanks.

3.9d Two-Step Brigades. All Brigade-sized units in this game (including artillery) have two steps. Even though they have two steps, they are 1 RE when at full strength (1/2 RE after losing a step). Their Combat and Barrage strengths are halved after losing a step. Count both steps for Attrition Table Modifier purposes should that become an issue (or any other time when number of steps, rather than RE size, is important). Each step has a flak value, so a full strength brigade has a flak strength of 2.

3.9e Battery- and Company-Sized Units. These small units are handled exactly as battalions except for their rebuild costs. 1/2 RE, 1T for fuel and so on.

3.9f Engineer Capabilities. All HQs, Engineer, Pioneer, and Assault Engineer units have engineer capabilities as per series rule 12.8. However, no Axis unit has the bridging capabilities of 12.8a.

Egyptian RR Battalions and the NZ RR Companies are the only units in the game capable of repairing rail lines. The only capability the Egyptian Port Engineer Bn has is to repair port damage.

3.9g Attack Capable Units. For purposes of this game, the few units with a printed combat strength of 1/2 (not those which get DG to being 1/2, or whatever) are counted as Attack Capable for purposes of series rule 4.1.

3.9h AA vs. AT Units. For historical purposes, some units are marked as Anti-Aircraft rather than Anti-Tank (German

88's are a perfect example). In the game, there is no difference. The AA units have the same abilities as the AT units (especially for those applying the optional combined arms rules). AA units do not get any sort of extra flak benefit when resolving Flak attacks on aircraft.

3.9i Removing or Disbanding of Units. Some units are called on to be "Removed" by the Orders of Arrival. Such units are literally removed directly from play from whatever situation they might be in (on-map, holding box, destroyed) and placed back in the countertray. Just find the correct unit and remove it from play. Once removed, units cannot be rebuilt.

Other units can be "disbanded" to allow another unit to be built. This is a decision the player can make in any of his turns. Remove the unit from play voluntarily just as you would the mandatory removals above. Disbandments do not produce repls and the units themselves cannot be rebuilt.

3.9j Rebuilding Units.

a) Non-Rebuildable Units. Some units cannot be rebuilt at all (for a variety of reasons). Once destroyed they permanently leave the game. These units are coded with a yellow circle with a red border around their Action Rating. Step losses in such units cannot be replaced.

b) 50% Rebuild Cost Units. One repl can rebuild two of these. If only one needs to be rebuilt, roll one die. On a 4-6 the unit is rebuilt for free, on a 1-3 the unit rebuilds but the repl must be expended. In any case the repl must be present in case the roll does not go your way.

c) Tobruk Defenses. See the special rebuild rule for the Tobruk Defenses, 2.4.

3.9k Replacing and Exchanging Units. Numerous unit exchanges occur during the course of the game. These might be for organizational changes, equipment changes, or even simple nomenclature changes. Whatever the reason, exchanges are always handled the same way. Simply pull out the old unit (from whatever its situation) and replace it with the new one. If the unit is in the dead pile, the replacement goes into the dead pile. If the unit is Out of Supply, Exhausted Internals and in Strat Move Mode (what a combination!), the new one acquires just those same traits. Apply this exactly regardless of the precise circumstances of the unit—the replacement assumes whatever traits the old unit had.

Exception: Air unit upgrades always enter alive and at full strength (though Inactive), even if the air unit being upgraded

is in the dead pile or reduced. (Equipped with new machines, the old unit can re-enter the battle as it was probably not short of pilots or ground personnel, but in aircraft.)

3.10 Leaders & Kampfgruppe Markers

This game is the first OCS game to contain both leaders and Kampfgruppen markers. Certainly in the case of leaders (not so much with KGs), the theater itself is responsible for their appearance. The limited numbers of units and free-for-all form of combat lead to a premium on a few special leaders who were able to seize the initiative and exploit limited opportunities. The freedom to be “the man on the spot” is much less pronounced in the more intense theaters of the war.

Kampfgruppen, and the Italian Raggruppamenti (here considered to be the same thing and all referred to as “KGs” for the sake of simplicity), represent the impressive tactical flexibility in the Axis armies (especially in direct contrast to the Allied arms). Just so it is clear, KGs and Raggs are the same thing, both referred to in the rules as KGs and the rules regarding to KGs apply equally to both.

3.10a Rules Applying to Both Leaders and KGs (Only). Both can make “Reactive Rolls” (see 3.10b). They can never be DG and DG has no effect on them (other than an inability to make Reactive Rolls for DG units). They are unaffected by supply concerns, never need fuel for themselves, and never suffer attrition. They have no step or RE size and cannot be used to take step losses. Players can always look under a Leader or KG marker to see the top on-map unit in their stack (if the marker is on top). They can be lost according to the rules below, but can never be “rebuilt”. They incur no shipping cost or port capacity use for themselves when shipped—either cross Med or Coastal. They do not use up Rail Capacity when transported by rail. Provided all restrictions are met, they can be transported by air transport units as well.

3.10b Reserve Effects and Reactive Rolls. The stack containing a Leader or KG at the beginning of a phase requiring Reserve Mode for activation (Exploitation or Reaction) can make a Reactive Roll to see if they can function in that phase even if adjacent to the enemy and/or not in

Reserve Mode. Success at the roll gives the stack (all units and Organic Trucks) full capabilities as if they were in Reserve and were just released (1/2 move in Reaction, full in Exploitation). If the roll isn’t successful, nothing happens. The roll has no effect on regular Trucks or anything else incapable of being placed into Reserve Mode.

To make a Reactive Roll, roll one die for each stack being checked. If the roll is greater than or equal to the Reaction Rating printed on the Leader or KG counter, the roll is successful.

The units being rolled for cannot be DG or Exploit marked (the player can pass on an Exploit result in order to try for a Reactive roll later in the turn). In the case of a mixed stack, the presence of some ineligible units in a hex does not interfere with the ability of eligible units in the hex to take advantage of the roll.

Only one roll per stack per phase, even if multiple Leaders or KGs in the hex. Owing player picks the marker he wants to roll against if there is more than one. The roll can be made at any point in the phase—the player can arrange activities to coordinate what happens with what units he wants to roll for, or actions based on units whose roll is successful.

The player can choose to ignore an Exploitation combat result in order to try for the full movement potential of the Reactive Roll—but he cannot later reclaim his Exploit result if the roll fails.

Once a successful Reactive Roll is made for a stack, the stack need not stay together as it moves during the phase (just like Reserves)—but players are forewarned that if they want the units in a KG to retain their KG’s fuel status (that is, the fuel status of the units making up the KG) after a Reaction Phase movement for the next friendly Movement Phase, the KG will need to stay together.

Players can make a Reactive Roll for a Leader or KG stack to attack a unit that has recon’d them using series rule 6.5d.

3.10c Rules for Leaders (Only). Leaders can help their stack’s Action Rating. If the player chooses to use the Leader’s Action Rating effect (which can be done in any instance where a stack’s Action Rating is called for), then the stack gets a +1 modification. Each time this modifier is used, a Leader Loss check (3.10d) is required; if the modifier is not used, there is no Leader Loss check (the Leader can tag along on overruns, attacks, or defenses, and avoid the roll by not using the mod). The Leader need only be stacked with the

units needing the modifier to modify them; there is no requirement to be stacked with them at the beginning of a phase. (EXCEPTION: the Leader must start the phase stacked with units the player wants to use the Leader modification in an overrun.) Leaders (themselves) can move in any friendly phase (even if they fail their Reactive Roll), but must end every friendly phase stacked with some friendly unit (of any sort). They can move any number of hexes in any weather (as if by air—but no interception is possible) in any of these phases. If all the units in a Leader’s hex are destroyed and enemy units enter the Leader’s hex, roll for loss below, and displace the Leader to any other friendly stack if he survives. If no enemy unit enters the Leader’s hex, do not make the roll, simply displace the Leader.

3.10d Leader Losses. Each time a Leader’s Action Rating modifier is used, roll two dice and compare the result to the following:

- 2-3 Killed
- 4 Captured
- 5 Wounded
- 6-12 Leader Unharmed

+1 if leader is Rommel

If a wounded result occurs, roll one die. The result is the number of months out of action. Regardless of when in the month the Leader is wounded, he comes back on the first turn of the month, that number of months later. For example, if Rommel is wounded on the last turn of April, and a six is rolled, he will return on the first turn of October. The same would be true if he were wounded and made the same roll on any turn of April.

3.10e Captured Leaders and Parole Exchanges. Place captured Leaders in the Captured Leaders Box on the map. Players can cut any deal they like with the enemy to get a captured Leader back (the Leader returns as a reinforcement the turn after the deal is made). While no escapes are possible using the standard rules, players can feel free to embellish this Parole Exchange business any way they like. “Let’s make a deal...”

3.10f Rommel. Rommel gets a number of special rules. He gets the +1 modifier on the Leader Loss Table due to his impressive luck. When Rommel is lost from play (in any manner—including trips out of the theater), he is replaced by the generic “DAK Leader” counter (which represents one of

the following: Crüwell, Nehring, or Bayerlein as appropriate). This Leader instantly disappears should Rommel return to play. If the DAK Leader is killed, captured, or otherwise removed from play, there is **no** replacement for Rommel should he leave the game in the future.

Rommel's health and numerous trips to visit superiors and his wife are integrated into the Random Events Table.

3.10g Rules for KGs (Only). KGs can be used like regular Divisional Markers and can be used to represent units that have been removed from the map in the same way (units off-map, KG marker on-map representing them). KGs can only move by "riding" parasite fashion with any unit they happen to stack with (given the below requirements). KGs are destroyed the instant they "run out of units" and no longer have any unit to stack with of the appropriate type. This is the only way they can be destroyed. They can never exist in a hex without at least one other unit. KGs retreat with the units of their hex and are not destroyed if the retreat kills those units and the KG retreats to a location where it does indeed stack properly—only the end of the retreat matters in this case. If at the end of the retreat the KG is not stacked properly, it is destroyed.

KGs are not limited by nationality. Italian Raggs can have Germans in them and German KGs can have Italians. Any mix is allowed, except for the following:

- A KG must have at least one unit (any type with an Action Rating) in it of the same nationality as the KG at all times (or the KG is destroyed)

and

- The Action Rating chosen from a hex containing a KG must be from the same nationality as the KG

Players can freely assign units into and out of a KG (by moving units into or out of the KG's hex), but only those units in the KG's hex are part of the KG at any one time. All units in the KG's hex are considered part of the KG—although such "membership" is only an administrative concern.

Units in a KG are considered to all be part of a single drawing group for trace supply. This means that if units in the hex belong to some multi-unit division somewhere, they are not penalized for being separate from their parent division—the KG is their parent "division" for the time

they spend belonging to the KG (i.e. in its hex). **Important:** Organic Trucks can be attached to a KG as desired; however they retain their original divisional assignment. So, even if in a KG, Organic Trucks can **only** supply units of their original printed division (whether either or both belong to a KG or several KGs).

Units in a KG hex at the instant the hex's fuel costs are paid **and** which remain in the KG **until** the next friendly Clean Up Phase **retain** their fueled status (just as if they were multi-unit division units which had their division paid for). Units under such special status, can be marked by being the only ones under the KG Marker in the hex or by being held off-map in the KG. This applies to all units remaining with the KG during that period regardless of the divisional attachment (if any) of the KG's units.



c 3.11 Random Events, Greece and the Malta Invasion

c 3.11a Random Events Table. Roll on the Random Event Table at the very beginning of each turn, right after determining the Weather. Begin by rolling on the Common Events Table and follow the table's instructions from there. If a random event cannot be conducted due to weather, delay implementing the event until the weather allows it (do not roll again).

Some of the Random Events occurred historically others did not (some are pretty far-fetched and have probabilities to match). Players interested in a Historical game should play with only those Random Events that come up with the "Hist" designation (meaning they really happened during the campaign). If some other result occurs, ignore the result and

c 3.11b The Greek Campaign. Ignore this section if you are using the Historical Commonwealth Withdrawals. The Greek Campaign will happen in the Spring of 1941; what is in doubt, is the exact timing of its beginning and end as well as duration—all of which indirectly influence the conduct of the North African Campaign.

The Greek Campaign Status Track records the progress of the Greek Campaign. Roll two dice as called for by the Commonwealth Order of Arrival at the beginning of each turn where a roll is listed. Advance the marker if the roll is greater than or equal to the value given. Do not advance the marker again until the first successful roll **after** the roll is automatic.

The **Greek Deployment Progress Track** is used to follow the deployment schedule of Commonwealth troops to Greece. Place the marker on the track when the Greek Campaign Prep Period (as per the Status Track) begins. Advance the marker one box per turn until the Greek Campaign Execution begins. As the marker advances, the required troops must be withdrawn (the player has **four** turns to get them to a port and move them to the Greece Box (simply pick them up and put them there—no shipping cost). If the called for units (as listed on the Deployment Progress Track) are unavailable (due to loss or earlier withdrawal), substitute any unit of the same type, value, and training status. Units can be full or reduced strength when withdrawn.

When the Greek Campaign Execution begins, execute that turn's withdrawals (if any) and remove the marker from the Greek Deployment Progress Track. No additional withdrawals are made to Greece (any units "dragging their heels" on their way off the map must still exit no more than four turns after being called for). If further withdrawals remain on the Deployment Progress Track, they never occur. (This did happen to the Polish Bde and all 7 Aus Div troops in real life.)

When the Greek Campaign Status Track marker reaches the Termination Box, roll for each counter sent to Greece separately on the Greek Return Table and execute the result. Any units "dragging their heels" at this point no longer need to withdraw. This includes any units sent via regular Variable Withdrawals before the Greek Campaign Prep Period. From the turn the marker enters the Termination Box, the Axis player owns and can use the Crete Box.

c 3.11c The Malta Invasion. The Malta invasion "green light" may come up via a random event. Should the event occur, the Axis player must immediately decide to either execute the invasion or to pass. Should he decline the invasion, he cannot later change his mind and do it. The event itself can only happen once.

If the player chooses to perform the invasion, do the following:

a) The Flieger Korps, if active, becomes inactive.

b) Remove all Ju-52 air units, KG Buhse, all 22 LL Division units, all Ramcke Brigade units, and the Folgore Airborne Division from play (if any have not yet arrived, they never do). None of these units ever return.

c) At the end of nine turns (one month), the Malta invasion is successful and the Malta Table base modifier is permanently +3. (During the nine turns that the invasion is in progress, the base modifier is -1.) Once Malta is captured, cross-Med shipping can go to either Tripoli or Benghazi (it is freed from the Tripoli only requirement).

Design Note. One may question the guaranteed success of the Malta invasion. For our purposes here, it was best to (if the matter came up at all) allow the thing to proceed to conclusion with a minimal amount of fuss. Once the Axis decided to take out Malta (in a serious effort), I suspect the forces allocated to the job would be enough to ensure success. It might be a blood bath like Crete (which is why none of the units return to play), but the end result isn't really in doubt. I think players will find that rather than the game winning event some might expect, this result really only allows the already wasteful dumps in the Axis rear (too far back to help) to get even bigger, while being just as useless. But finding this out is half the fun, right?

c 3.12 Desert Raiders— “The Rat Patrol”

“Desert Raiders” refers to any commando-type unit smaller than a regiment. In other words, while specialized troops, the 288 and 287 Sonderverband Commandos are **not** Desert Raiders and the below does not apply to them. The following applies to Desert Raiders:



a) They cannot use their Action Rating as attacker or defender unless they are alone on their side in the combat. EXCEPTION: **Two** Raiders can participate in a single combat using one of their Action Ratings.

b) A Desert Raider can be out of Trace Supply for SIX turns (three weeks) without becoming Out of Supply or checking for Attrition.

c) Desert Raiders have Leg Movement allowances on both sides of their counter (so they do not require fuel). The unit can use either Leg or Truck MP costs (whichever is better) for each hex entered.

4.0 Axis Special Rules

4.1 Hip Shoots

German air units can conduct Hip Shoots (given that the spotting unit is also German). Italian air units cannot do so (even with a German spotter).

4.2 Reserve Markers

The Axis player has two sets of Reserve Markers (one German color, the other Italian color). He can exchange these markers however he likes to keep the color of any Reserve Marker consistent with the units (to keep the enemy guessing), provided he ensures that the total in play at any one time is limited to the number currently available.

4.3 Reinforcement Entry and Axis Supply

c 4.3a **Nominal HQs.** Sicily’s “Old Box”, Tripoli, and Crete can be used as nominal HQs for rebuilding purposes.

c 4.3b **Reinforcements and Shipping.** The Axis Shipping allowance is provided on the Axis Logistical Tables and Figures provided on Map A. The actual Shipping Allowance the player can use is determined by taking this raw allowance and subtracting any losses from the Malta Table from it. This is done each turn before starting the Axis Movement Phase. Determine the current Malta Table Modifier using the list shown and mark it using the provided track. Roll two dice on the Malta Table and add the current modifier. This will determine any loss to shipping. The remaining shipping can be used in the turn to either ship units as outlined below or SPs from the nominal infinite dumps in Sicily to Tripoli. Repeat this process each turn. Weather has no effect on shipping.

Unless stated otherwise, reinforcements first appear in Sicily in the “Old” and “New” Boxes. They are first placed in the “New” Box. If the “Old” Box is empty, instantly shift the units in the New Box into the Old Box—however, no units can move from the New Box to the Old Box if any non-Repl unit remains in the Old Box. Only units in the Old Box can be shipped to the map. Repls are automatically placed in the Repl Box within the Old Box and can be shipped to the map whenever the shipping allowance allows and it is desired (or they can rebuild units right there). Repls do not interfere with the movement of units from the New Box to

the Old Box. Units are always in supply in either box. Air units do not go through this cycle.

c 4.3c **Tripoli Dump Rot.** The ability of the Axis administration to maintain enormous stocks of supplies in Tripoli is limited by the use of these stocks by the various garrisons in Tripolitania as well as inefficiency, waste, and simple shelf life of some items.

Destroy 25% of the total (round to nearest Token if you like...) SPs in the Tripoli Box at the beginning of the **first** Axis Player turn **each** month. Count all SPs in the Box, but **ignore** those loaded on trucks (organic or otherwise).

4.4 Higher Command Requirements

c 4.4a **Mussolini Requirements.** The Italian commanders had no option to refuse to invade Egypt in late 1940. Neither do you (unless you play with the “Italians Turn Turtle” option). In any campaign scenario beginning 12 Sept 40, the Italians must perform the following or they lose the game (sudden death):

- They must capture Sidi Barrani before 15 Oct 40
- They must have the following in Egypt (east of the border) on and after the 15 Sept 40 turn and east of the Mussolini Line (on Map C) on and after the 15 Oct 40 turn: 1x Corps HQ, 3x Inf Divs, 1x Artillery Rgt or Bde and 5 other units
- In **addition** to the above, the following must be in Egypt (east of the border, but they need not be beyond the Mussolini Line) on and after 15 Sept 40: 1x Corps HQ, 4x Inf Div, 5x MG Bn, 2x Artillery Rgt or Bdes.

Note: A unit cannot be used to fulfill both requirements above, also, units which die while fulfilling their portion of a requirement, then fulfill that portion of that requirement for the rest of the game (even if later rebuilt).

The unit requirements above are enforced at the end of each Axis Player Turn. Once a unit crosses the Border or Mussolini Line it cannot recross it (units attempting or forced to do so are destroyed) if such crossing would reduce the force on the correct side of the line below the minimum required. Once destroyed, a unit **still** counts for these requirements (essentially, dead units reduce the minimum by one unit of their type). Units killed fulfilling these requirements (leaving a

“ghost” to take their place) can later be rebuilt without penalty and used normally.

Units **can** cross these lines in **excess** of the minimums. Such Axis units are free to advance or retreat as they please. As long as the required **total** in each group is met, the *actual units* making up that total at the end of each Axis turn can vary freely.

Units used to fulfill the “in Egypt but not necessarily across the Mussolini Line” requirement can retreat into Libya (the requirement ends) if

a) The Allies recapture Sidi Barrani or

b) Any Allied land unit crosses the border into Libya. (Yes, this includes the LRDG raiding to Giarabub to take out the garrison...)

c 4.4b Italian Sudden Death Win. The Italian Player wins a sudden death victory if he captures Mersa Matruh before 1 Jan 41. And good luck in doing so, I might add!

c 4.4c No Running Away. No Axis ground unit, KG, or Leader can move into hex A19.35 from the rest of Map A, or ship back to Tripoli prior to 1 March 41. Axis units in Tripoli can move to the map area, but once there they fall under the restriction above. This rule does not affect trucks, air units, or SPs.

c 4.4d Protecting Italian Private Property. The Axis player cannot damage any port or barrage Benghazi, Tobruk or Bardia until 12 Feb 41—even if occupied by Allied troops.

4.5 Limited Axis Engineer Capabilities

4.5a No Axis Bridging Equipment. Axis HQs and other engineers cannot exercise their bridging capability as per series rule 12.8a...no engineer unit bridges over the Nile, even if you get there. Allied bridging capability is intact, for what its worth. Bridging cannot be used to cross wadis (no water to support the pontoons) even if rain swollen (then too much current).

c 4.5b Limited Port Repair Capabilities. In addition to the requirements of series rule 19.0b, the Axis can **only** repair hits on turns 1 and 15 each month. This slows the speed of port repair reflecting the lack of available heavy equipment and specialized engineers.

4.6 Italian Special Rules

4.6a Italian Infantry Divisions. There are numerous single-counter Italian Infantry Divisions in the game, especially at the start of the campaign. These units **cannot** form Breakdown Regiments.

c 4.6b Pistoia Restrictions. When Pistoia was sent to Rommel in 1942, it was with explicit instructions that it not cross the border into Egypt, but that it must remain in Libya. Your Pistoia has the same requirement.

4.6c The San Giorgio. This cruiser is sitting on the bottom in the Tobruk harbor as the campaign began. It cannot move, is destroyed when any Allied unit enters Tobruk, does not add to the defense strength of the Tobruk hex, can’t be used as a step loss in a combat or barrage result, and can’t be sunk. Other than all that, it is just another zero movement artillery unit.



c 4.6d Littorio Armored Division. Littorio was still in the process of forming when shipped to Africa. As such its units suffer a -1 to their Action Rating until August 42. Units transferred out of Littorio according to the Axis Order of Arrival are freed from this rule. As an option, Littorio can retain the various units transferred out of it, but should the player do this they retain the -1 modifier. Also, as an option, the player can choose to replace the little 133 Artillery Regiment with the 10-point one. Decide on this option when you get to it in the Axis Order of Arrival—it is free.

c 4.6e Pasta Rule. Go eat some. A trip to Fazoli’s Italian Restaurant (or better yet, The Olive Garden) is **required** after playing each 1940 month of **DAK**...No, there really is no such rule here, but everyone asked me if there was going to be one, so I included one. Buon Appetito! No effect—but you’ll miss out on some good food if you leave this rule out!

4.6f Camels. The Sahariano Camel Battalion is cavalry for purposes of Series Optional rule 3. Historically, this unit had 160 camels. While this is not enough to mount every Libyan in the battalion, it is enough to warrant its treatment as ‘fast’ infantry.



c 4.6f Death from Above—Italian Paratroops. All Italian and Libyan Parachute and Commando units are all para-drop capable. However, an additional +1 modifier must be made to the Air Drop Table when these units attempt to air drop prior to March 41.

Design Note. The pre-war Italian Parachute design was very poor. It is a testament to the bravery of these Italian paratroopers that they were willing to jump with such an undependable rag. Suffice it to say, jumping with one of these strapped to one’s back was hazardous to the jumper’s health. In March 1941, these “parachutes” were replaced with a more effective German model.

c 4.6g The Virtual CR.42. Astute players will note that the Axis Order of Arrival calls for one more CR.42 air unit than exists in the counter mix. This was intentional as I cannot imagine a player who does not lose even one CR.42 through the course of over a year of active campaigning. If you get to the point of this reinforcement and you have not lost any CR.42’s, then you don’t get the reinforcement as you don’t need it!

4.7 German Special Rules

4.7a Acclimation to the Desert. From the German entry until Oct 41, all German units have a -1 Modifier to their Action Ratings for all purposes. On 1 Oct 41, begin using the printed value for their units.

Design Note. The German intervention into Africa was an ad hoc affair from the very beginning. Contrary to stories circulated in England of blond-haired youth being marched through greenhouses to prepare them for the heat, the Germans were ill-prepared (at best) for the conditions facing them in the desert. Too arrogant to seek any advice from their more desert-wise allies (the Italians), the Germans showed up with the wrong diet (too heavy on fats), incorrect tire inflation (too full), strange weapon mixes (very heavy on AT guns, little or no artillery), and other mistakes (in a whole array of matters, large and small). Unhappy with the training levels of his forces, Rommel worked in extensive training operations during the summer of 1941 and it wasn’t until the fall before the bugs were worked out of his organization and the tough desert-capable Afrika Korps emerged. This rule simulates the difficulties the German troops had in becoming adjusted to their environment and their hard-willed commander.

c 4.7b The Flieger Korps. The Flieger Korps (FK) operates around the fringes of the play area representing either the 2nd or 10th Flieger Korps at different times. The FK is either active or inactive (referring to the FK, **not** the air units in it) in its basic duties of suppressing Malta and protecting Axis shipping. It activates and deactivates according to Random Events (or the Historical Order of Arrival, choose which before starting play). **EXCEPTION:** The first FK activation **always** occurs on 1 Jan 41.

When the FK is active, its air units can be detached for direct use in Africa (i.e. on the game map) based on the selection of air units listed on the Malta Table Modifier Base listing on Map A. The groupings of air units listed are those that can be chosen. FK units released to the map are shown by those marked with the large white X's. FK units can switch back and forth to Africa only on the first turn of each month (weather is not a concern). The air units being transferred from the FK enter as reinforcements on the first turn of the month of transfer under the usual rules for air unit reinforcements.

FK air units cannot be detached the same month the FK activates. At the earliest, the player can detach air units the month **after** the FK becomes active.

If a detached FK unit is reduced or destroyed, it must immediately be brought back up to full strength in the next Axis Air Refit Phase by exchanging non-FK air units of the same type for it (or the player can expend any German Eq Repl to rebuild it). Exchange steps by reducing the air unit in question and adding that number of steps to the FK unit of the same type. If this does not occur, the dead or reduced FK unit is considered to be permanently detached with whatever Malta Modifier ramifications this might bring.

If the FK becomes inactive, any detached FK air units are immediately removed from play.

c 4.7c Parachute Assaults. All German parachute units are para-drop capable (without the nasty +1 due to Italian parachutes). **No** German Commando unit is para-drop capable.

5.0 Allied Special Rules

5.1 Hip Shoots and the Development of the Desert Air Force

No Allied air unit has Hip Shoot Capability from the beginning of the campaign until the end of September, 1941. On 1 Oct 41, all Commonwealth air units get Hip Shoot capability and retain it until the end of the game. **Note:** US air units never get Hip Shoot capability during this period.

Design Note. The Desert Air Force matured into an excellent and responsive fighting machine in the fall of 1941. During Crusader, it proved its worth, while the British Armored Corps still attempted to come to grips with even rudimentary combined arms techniques. In a precursor to the supremely effective Allied airpower of 1944-45, the Desert Air Force was instrumental in stopping Rommel's advance after Gazala during the late summer of 42. Later, in Tunisia, after a disappointing start, American air commanders revamped their tactical air control doctrine based on methods proven in the Western Desert by the Desert Air Force. These methods would serve the Allies well until the end of the war, although each additional theater (first Tunisia, Italy, and then France) required a new batch of air leaders to set aside their preconceptions and learn the lessons the Desert Air Force had learned years earlier. This was one area where the Allied forces "got it right" early on.

5.2 Allied Movement Restrictions

5.2a Hex A19.35. No Allied ground unit can enter hex A19.35. Any unit forced to do so is destroyed. Allied units can freely attack and barrage this hex, they just cannot physically occupy it or overrun into it. The restriction does not affect air units.

5.2b 6 Aus Division. In scenarios starting 12 Sept 40, the 6 Aus Division is confined to the hex of Helwan (E19.21). They cannot leave this hex until released on 22 Oct 40. At that point it moves to and is restricted within the Restriction Zone described in 5.2d (it must move as rapidly as possible to that area).

5.2c 4 Indian and 2 NZ Divisions. In scenarios starting 12 Sept 40, these units are retained in the area around Mersa Matruh

(the 4 Ind w/i 5 hexes of it, and the New Zealanders at or east of it) until released by the Allied Order of Arrival (5.2d has no effect on these units). Once released they function normally.

5.2d The Restriction Zone. The Restriction Zone is marked on the map and contains the hexes at or within 3 hexes of D36.06. Initially, the Polish Carpathian Brigade is restricted here. Later the 6 Aus Division and Polish Lancers are similarly confined. These units cannot exit the Zone until they are released as per the Allied Order of Arrival. These units are also automatically released if an Axis unit moves adjacent to Mersa Matruh (C39.03) or an Axis unit enters Map E at all. Once released all these units function normally.

5.3 Reinforcement Entry and Supply Sources

c 5.3a Nominal HQs. All friendly city and village hexes can be used by the Allied player as nominal HQs to rebuild units (provided the Repls are located in the hex and the hex is not adjacent to an enemy attack capable unit, etc.).

c 5.3b The Tiger Convoy. Players can elect to either receive the Tiger Convoy historically or on demand, but they must decide which to use before play begins. In the former case, the convoy (as listed below) arrives the turn it did historically (12 May 41). If the players elect to have it on demand, the Allied player can demand it once and that demand can occur any time after April 1941, but must occur **before** Crete falls. (On the odd chance the player fails to demand it before Crete falls, the chance to get it is lost. The convoy arrives the turn after the demand is made (if Crete falls that turn, the convoy turns back never to arrive).

The Tiger Convoy contains 5x Eq Repls and 1x Hurri I as reinforcements. Historical losses have already been deducted. Place the Hurri I at any Allied air base the turn after the main body of the convoy arrives.

Design Note. Historically, the "Tiger Cubs" needed relatively extensive refitting to be ready for the desert and the Hurricanes (especially) came crated and had to be assembled. I chose to allow the Eqs to be used right away (probably to refit after some silly Churchill-ordered attacks and delay the Hurricanes one turn to reflect their more extensive preparation work.

c 5.3c The World Box. Units and Repls arriving as reinforcements can be stored here as desired. This can be done when remaining port capacity does not allow arrival on the turn given on the Order of Arrival, or because the player wants to delay their arrival for reasons I'm not sure I can imagine. At any rate, this is a good place to put next turn's reinforcements while waiting for the enemy to figure out that they are done with their turn. Units and Repls can remain in this box any length of time and can arrive at a Delta port on their scheduled turn or any turn thereafter.

5.4 Withdrawals

c 5.4a General Rules about Withdrawals. Before play begins, the Allied player must choose to use either Historical Withdrawals or Variable Withdrawals. For most campaign play, I suggest using Variable Withdrawals, as these will keep both sides guessing as to what will happen in the "outside world"—a condition that better reflects what the real commanders had to face. In either case, units return (if they do) with the same Internal Stocks status, step losses, and loaded/unloaded (for Organic Trucks) condition as they left with—they lose all mode and DG information they might have had.

c 5.4b Variable Withdrawals. Roll an 11.66 roll on the Allied Variable Withdrawal and Return Table each game turn (right after rolling for Variable Reinforcements each turn). If a result comes up, the player has **four turns** to get the required unit to any friendly port and move it to the appropriate Deployment Box on Map D. This removal has no effect on Allied Coastal Shipping or port capacity. The instant the unit reaches the port, simply move it to the Deployment Box and place it in one of the "slots" provided (see below). Fuel must be expended normally to move the unit to the port. The chosen unit can come from any formation, provided it is of the type required and follows the notes at the bottom of the Table regarding the kinds of substitutions allowed.

Each Deployment Box has one or more brown slots in it. Each slot shows the unit type or types that can be placed in that slot. If all the slots in a box of a particular unit type are filled and another withdrawal of that unit type is called for, the box is said to have reached its limit for that unit type and the withdrawal is ignored. No further withdrawals of that type can occur until unit returns empty one or more slots. Note that units within their four turn grace period which have not left a port for the

Deployment Box **do not count** as filling slots, so an extra withdrawal or more might occur while the unit is moving—all the more reason not to dawdle. Should such an event occur, Deployment Boxes can "overflow" and have more units in them than they have slots. Also note that the Greek Deployment Box only has a slot for one Variable Brigade. This slot has nothing to do with the Greek Deployment system nor does it remove any Greek Deployment requirements because it might be filled.

In every case where a Deployment Box becomes empty leaving nothing but one or more Organic Trucks and no combat units, the Organic Trucks automatically return with the last departing combat unit. The trucks are never left behind in a box by themselves—even if other combat units are on their way to the box but have not yet made it there. If the first withdrawal from a formation is its Organic Truck, withdraw the Truck normally and it returns (if ever) with the last combat unit of that formation to return from the Box.

c 5.4c Historical Withdrawals. Historical withdrawals rigorously follow the Allied Historical Withdrawal Schedule in this rulebook. If a withdrawal is called for on a given turn, simply yank the unit out of whatever situation it might be in on the map and set it aside. This removal does not cost fuel, port capacity, or shipping. If the unit called for has been destroyed, immediately rebuild it if possible out of existing repls and remove the rebuilt unit from play. If rebuilding is not possible, exchange a like unit (living) for the one in the dead pile and remove the resurrected unit. Ignore Organic Truck withdrawals if the Organic Truck in question has been captured or destroyed.

5.5 Other Allied Special Rules

5.5a Divisional Integrity. Series rule 11.6h (multi-unit division trace requirement) does not apply to **any** Allied unit.

Design Note. In the Western Desert Force and later 8th Army, the Division was an administrative beast, while the Brigade was the tactical element of maneuver. While the Division was supposedly in the chain of command of the Brigade (and was for administrative dealings, maintenance, and such), in practice Army and Corps commanders directed the activities of the Brigades, by-passing the Divisional echelon. The net result was that Brigades were sent willy-nilly all over the theater and, indeed, all over the Middle Eastern

Command (at one point, the 7 Australian Division had troops in Cyprus, Syria, and Cyrenaica all at the same time!). Naturally, I wanted the player to be able to indulge in all the chaos his stomach could handle, hence this rule.

5.5b The 7th Arm Division: The Early Model and the Later One. Aside from the usual organizational changes inflicted on the British player, the 7th Arm Division offers a special case entirely. It begins the campaign with its armor and support elements broken down into battalions. Until these are destroyed (or disbanded), the player cannot rebuild their parent brigades (4 Arm, 7 Arm, and 7 Support). Once the little units are destroyed, or pulled from play by the player (by "disbanding" see 3.9i), these larger units can be built using Repls, but not until then.

Design Note. Exceptionally trained and proud, the original 'Desert Rats' were molded by General Hobart into an elite desert mobile force. This finely honed organization acquired additional experience during the period between June 1940 and the Italian invasion in September—the 11 Hussars was particularly active in cross border operations. By the opening of Operation Compass in December it had reached a level of training and independent leadership that the British army would not see again until late in the war—if it did at all.

In spite of shoddy pre-war equipment (and serious shortages of it as well), this division was able to spearhead the advance all the way across Cyrenaica. Its tattered remnants defeated the retreating Italian Army at Beda Fomm after having left much of its strength along the tracks leading to the coast. The exhausted formation then retired to Cairo to refit, leaving the front to the newly deployed 2nd Arm Division (and some guy named Rommel...). The rebuilt division was still among the best British formations, but it was not able to recapture the independent drive it showed in the early days.

One might say that the earlier performance was due to the disdain the British felt for their Italian adversaries, but I do not feel this attitude was reflected by the troops at the time (more an invention of later historians) and such a statement is a disservice to the troops and their skills. One thing that can be said is that in those early days the lack of effective Italian Anti-tank weapons allowed the British to "get away with" a lack of a combined arms doctrine in a way that was no longer possible

once effective AT guns (Italian as well as German) arrived on the scene.

5.5c Brigade and Support Groups. A number of organizational changes are reflected in the Allied Order of Arrival—the development and later abandonment of Brigade and Support Groups being the most important. These are the effects of the different organizations:

- While in Brigade Groups, all Commonwealth Infantry Brigades have an **Intrinsic Artillery** barrage strength of 5 and a range of 1 while at full strength (3 barrage points after losing a step). With the exceptions below, Brigade Groups are in effect from 12 Sept 40 until 26 Aug 42 (with Armor Brigade Groups added 8 Feb 42). There are two exceptions to this standard rule:

a) Green units do not fall under Brigade Groups (they become so when they finally become Normal) and do not get the intrinsic artillery.

b) Until 1 Jan 41, the 4th Indian Division is not organized into Brigade Groups and its brigades have no intrinsic artillery. Until that date, this division does have (unlike the Green units above) its Divarty Brigade. On 1 Jan 41, as per the Allied Order of Arrival, the division's brigades reform into Brigade Groups, get their intrinsic artillery, and lose the Divarty Brigade.

- Support Group units have their intrinsic artillery strength printed on their counters and such units have a range of 3, not 1.

- Armor Brigades form into Brigade Groups on 8 Feb 42 and have the same intrinsic artillery as infantry Brigade Groups at that point. They also become "Red" Armor at that point rather than "Yellow" armor (one brigade, 2 Arm Bde/1 Arm Div is **always** like that, so its counter has been printed red). The color change is the result of the assignment of organic infantry to the brigades at that point. These conditions (Red coloring) last until the end of the campaign, although, on 26 Aug 42, the intrinsic artillery vanishes.

On 26 Aug 42, when Brigade Groups end, all of the above ceases to be and the Commonwealth Divisions get their Divarty Brigades. All of these changes are noted with reminders on the Allied Order of Arrival.

c) Each 5 Barrage points available to a unit intrinsically represents one battalion

firing (for those paying SPs for artillery Barrages the 'old-fashioned' way).

d) Intrinsic artillery is in Reserve (or not) as per the entire Brigade. The intrinsic fire strength of a Brigade in Move Mode (other than Support Groups) is 3 at full strength.

c 5.5d Unit Training. Some Commonwealth units arrive or set up with "Training" Markers. These markers indicate that the division is not fully trained at that point and that additional time is needed before the division's units are ready to operate at their normal performance levels. Units which do not have such markers and those whose markers are in the "Normal" Box on the Training Track function normally at all times. This system only tracks divisional formations; there is no such system for independent units (which always function normally).

Once trained (meaning the marker is in the Normal Box), the unit remains that way for the rest of the game. Leave this marker in the Normal Box even if the unit is withdrawn, as its normal status remains should it later return.

a) **Green Units.** A Green unit is any unit which has a Divisional Training Marker and that marker is in any Training Track Box **other** than Normal (even in the two boxes between the one labeled "Green" and the Normal Box). Green units suffer three effects—all of which disappear instantly when the unit becomes Normal:

- Green units have their Action Rating reduced by 1.

- Green units do not have intrinsic artillery even during the period of Brigade Groups.

- Green units cannot move during a Sandstorm.

b) **Training Upgrades.** Unlocked Training Markers (see below for Locked ones), advance one box up the Training Track at the start of the first game turn of each calendar month (regardless of when the marker arrived as a reinforcement, how many units of the division are in play, if the division has been withdrawn, etc.). Once the marker reaches the Normal Box, it remains there for the rest of the game.

The player is free to use the "division in training" (given that no special restrictions apply) in any manner he likes. Given the Green unit effects above, there are no further restrictions because a unit is not fully trained. Furthermore, nothing the

unit might do (or have happen to it) on the map affects the steady advance of the training marker—even if isolated in a pocket and starving to death, the marker **still** advances each month. There is no requirement to sit in the Delta (or wherever) to train—these divisions are free to OJT (On-the-Job-Training) all they like.

c) **Locked Training Markers.** Some training markers enter play as "Green & Locked". This means they are placed into the Locked Box within the Green Box. Locked markers do not advance with the others on the track each month. When the Order of Arrival announces that the marker is "Unlocked", slide it out of the Locked Box into the regular Green Box. Once unlocked, the marker advances normally.

Design Note. Originally the training system was much more elaborate and involved more units, more conditions, and more effects. As playtesting wore on, it became painfully clear that the system needed some serious simplifications if it was going to pass muster and become a useful addition to the game. The above is the cleaned up version after things like acclimatization and multiple levels of "greenness" were removed. I believe it captures the feel and spirit of the original rules without the degree of complication they entailed.

Training was a necessary feature to be included in this game as the immense theater (both in time and space) meant the appearance of numerous units that were not quite ready for the "big leagues" upon arrival. Part of this was the simple fact that the Delta itself was a support and training base of immense proportions—something never before seen in an OCS game (and unlikely to be seen again). On top of that, the extended time period involved meant units could perform at one level for a time (while they learned the ropes), but would later perform at a higher level. Rather than generate duplicate counters for all these units as they gained experience (as if there wasn't enough unit exchanging going on already!), I chose the above system.

Units which have their training markers locked are in that status for the simple reason that the bulk of the division has yet to arrive. In a number of cases, a lone brigade (or whatever) shows up literally months before the rest of its division. Rather than let that brigade spend that time acquiring the training for the entire division (guys still waiting for their enlistment records to be checked in Australia or wherever), I chose to refuse to allow a division to start serious training

until the majority of the division shows up and the marker is unlocked.

c 5.5e Captured Italian Tanks.

Numerous Italian vehicles were found in workshops in Bardia, Tobruk, and Benghazi in various states of disrepair. As the Commonwealth found its own vehicles falling by the wayside due to overuse, some of these were pressed into the service of the Crown. These were used to remount the 6 RTR as well as other units, including elements of the 6 Aus Div.

These units are awarded to the Commonwealth player via the City Capture awards (3.3). While they cannot be rebuilt, they otherwise function exactly like any other Allied unit.

c 5.5f The Delta Base Repair Operations.

The British player has four Delta Base Engineer units. These are the three Egyptian National Railway Rail Repair Battalions and the single Egyptian Port Engineer Battalion (whose only function is to repair port hits). Unlike other Egyptian units, these can be rebuilt, and in all ways behave as regular Commonwealth units. The special rules pertaining to the Egyptian National Army do not apply to these, nor are these units optional as are the ENA troops. These units are restricted in that they cannot enter Libya or any Libyan Border hex.

c 5.5g The Trans-Jordan Arab Mechanized Legion.

This unit is restricted to the area east of the Suez Canal (meaning it can be safely ignored unless the Axis is doing quite well). It has a box around its movement allowance so that it is clear that this unit is tracked (it has no other significance). This unit draws supply via the railway leading off the east edge of Map E (and is the only unit allowed to do so).

Design Note. This unit was originally a police force which grew in equipment and training until (in late 1941) it became the equivalent of a mechanized brigade. It participated in the operations in Iraq, but generally the unit was involved in garrison and security duties. With Rommel's advance in the summer of 1942, this unit briefly concentrated in the Sinai, but was again dispersed when that threat ended.



c 5.5h Parachute Assaults. No Commonwealth unit is paradrop-capable. The SAS technically is, but function here truck mounted.

c 5.5i Senussi Tribesmen. The Senussi Libyans were openly hostile to the Italian colonial troops and welcomed the British invasion of Libya in early 1941.

Four battalions of troops formed in their home villages to help the British effort. These units collectively make up the "Libyan Arab Force" (not to be confused with the Arab Refugee Pioneer Battalions formed in Tobruk).

One Senussi Battalion forms the instant any Commonwealth attack capable unit enters the following hexes for the first time: Tobruk, Giarabub, Msus, and Mechili. Place the Senussi Battalion with the location's designation on it in the location's hex. These units are automatically in Trace Supply if they can draw (5 MPs) from their home location—which **does not** count against the limit of units which can draw off an Oasis, if applicable. If they move away from their home location, they must trace as any other Commonwealth unit. If they need combat supply, the Commonwealth player must provide it in the usual fashion (it is not free).

The Senussi location hexes are marked on the map. Each hex can only generate one such unit during the course of the game.

Design Note. My outstanding British researcher (Steve Rothwell) identified what appears to be a fifth Senussi battalion of the Libyan Arab Force which only made its appearance in the drive into Cyrenaica after Crusader. At the same time, there exists the Tobruk Senussi Battalion which was evacuated from Fortress Tobruk (along with the Arab Refugee Labor Battalions) during the summer of 1941 (too many mouths to feed). At the same time as this phantom battalion shows up, the Tobruk one disappears from the radar screen. I might be wrong, but I decided that this fifth battalion was actually the Tobruk guys and that there was only four such battalions formed. Feel free to disagree.

c 5.5j The Egyptian Air Unit. Their is one Egyptian Royal Airforce air unit (a Gladiator). This air unit is effectively "just another Commonwealth air unit" in that the Commonwealth player can use it as desired. The **only** restriction on this air unit is that it cannot be based (or fly out) more than 25 hexes from the Suez Canal.



6.0 Optional Rules

6.1 General Optional Rules

Players can handle the optional rules in this game in one of three ways. They can select specific optionals to try (just to see what the game is like with change X to history), they can ignore the optionals that do not come up as part of the Random Events Table, or they can choose to not apply any of them. Some of the optionals, especially those here in 6.1, are optional in that, while historically correct (the Egyptian Army was there...) they add significantly to the workload of the player without a great deal of return. Several of the options presented in 6.2 and 6.3 also fall under this same blanket. I have marked them as "Historical" if they really happened. So, a player seeking a strictly historical game would use the Historical Allied Withdrawal Schedule, apply only those Random Events which historically occurred, and some of these options (depending on the amount of extra work he is willing to do for the extra detail). Players less interested in strictly following history, more interested in having a good time, might choose Variable Withdrawal and Return, Random Events, and the options below that suit the desired workload. I would recommend the latter as the "standard" way to play **DAK**.

For the first few games: I recommend playing **DAK** with Variable Withdrawals and Returns as well as Random Events, but **none** of the options listed below. That way you'll be involved in playing quicker and won't have to spend time deciding on which options to try before having a feel for what effect (if any) they might have.

Some of these options do come up as part of the Random Event Table. Should an option come up via that table that you have already ruled out, ignore it and its result and continue on. Do not re-roll, effectively a no result occurred.

Most of these can be considered campaign rules, but players can integrate some of them into smaller scenarios if they like—there are an enormous number of combinations that can be attempted. Players should reason through which they would like to try—some combinations work, others do not (based on the units involved, time period of the scenario and so on).

6.1a The Egyptian National Army.

Egypt is neutral unless a random event announces that it joins the war on one side or the other. Until then, its units **cannot** move (see exception below), attack, or barrage unless an Axis attack-capable ground unit moves adjacent to them or the Axis units enter any hex east of the Nile River. Neutral Egyptian units are ignored for supply purposes (they are considered to be supplied “behind the scenes”).

In the case of the former, the unit or units which had an Axis attack-capable ground unit adjacent must check to see which side they choose to join. Roll one die per Egyptian unit; if greater than the unit’s action rating, the unit joins the Axis, otherwise, it becomes a regular Allied combat unit (yes, some will be automatic).

If a supplied Axis unit crosses the Nile River, and it is a Panzer Battalion or Italian Tank Battalion which is in Trace Supply in the next Axis Supply Phase, roll one die. On a 4-6, Egypt chooses to join the Axis, on a 2-3, it joins the Allies, on a 1 it remains neutral. Only one such roll can be made per game and it is not made if Egypt has already joined the war. Also, the Random Events regarding Egypt can no longer occur if this roll has taken place and Egypt is no longer neutral.

In any of the above cases, should an Egyptian unit choose to join to a side and it is currently stacked with units belonging to the enemy, the Egyptians must leave that hex in the next Friendly Movement Phase (should the unit require fuel to move, it is assumed they expended enough Egyptian National Army Supply (nominal and only for this purpose to be fueled). There are no other effects—and the new “bad” guys are happy to see them go.

Should a random event or the Nile Crossing cause Egypt to join the war, any units which have already chosen sides, remain with the sides chosen even if different than the direction Egypt itself went. Once Egypt joins the war, stop making checks for individual units choosing sides. Individual checks continue until either Egypt is no longer neutral, or all units have chosen sides.

Once an Egyptian unit joins one side or the other, it becomes a **permanent** part of that side’s army and acts just like any other of the side’s units. It can be used in combat, barrage, movement, be put into any mode, supplied by any friendly HQ, and so on just like any other friendly unit. It no longer has any particular ties to Egypt in that it must draw supply from its new host nation.

a) Neutral Movement Exception.

At the beginning of any Commonwealth Player Turn (before Egypt joins the war), the Commonwealth player can announce that he is evacuating Egyptian troops from the war zone. This can only be done once in the game. Simply pick up all neutral Egyptian National Army units (regardless of location or situation, ignoring any that have joined the war) and move them to any hex of Map D or Map E (including half hexes and those potentially overlapped by Map C). **All** Egyptian units must leave Map C, the player cannot pick and choose. Once the units have been moved, they cannot be “relocated” again.

b) The Egyptian National Army Organic Truck. This truck does **nothing** until it (or the Egyptian Army as a whole) joins one side or the other. For check purposes, the truck has an Action Rating of 3. In that case, the truck can be used by only Egyptian units belonging to the same side as the truck. The truck is reloaded from the stocks of the new host nation.

c) The 287 Sondervverband Regiment. If an Egyptian unit must check to choose sides and it is adjacent to the 287.Snd Commando Rgt, then it automatically joins the Axis (no die roll required). This unit included Arab Nationalists and had the skills needed to persuade the Egyptians to cast off the yoke of British Imperialism and join the advance of the Fascist nations into Islam—which, they believed, would be better for them in the long run—Ahem...

6.1b Escarpments. These features have a number of special effects:

- ZOCs do not extend up escarpment hexsides **even** where they are passable for movement because of a road or track.
- ZOCs extend down off an escarpment regardless of the passability of the hexside.
- Units adjacent to the “high escarpment” (see below) can spot for artillery and air barrages out to three hexes into the coastal plain in clear weather. Furthermore, such spotters get an additional shift to the right (one column) on the Barrage Table for targets they spot on the plain which are two hexes away and an additional shift of two columns right should the target be adjacent to them on the plain.

Positions on the High Escarpment for which this spotting rule would apply are the following hexes:

C43.29, C42.29, C41.29, C40.28, C39.27

The “plain” referred to above is the zone between these escarpments and the sea and does not include any hexes separated from those hexes along the sea by some other escarpment.

Note that appearances to the contrary, C40.28 can “see” C39.26. While the escarpment seems to bulge out there (at C39.27), this is a property of the hex grid alone—in real life the escarpment is mostly linear.

6.1c Stripping Units of Trucks. I only suggest this one for experimental purposes. In early testing it was found that this truck stripping was easily abused and generally far more pain than it was worth. In the campaign units **did** have their trucks stripped away from them for special purposes, but unlike game players, historically they got their trucks back relatively quickly and the idea of stealing all the trucks from restricted or green units didn’t seem to be a viable plan for them. So forewarned and forearmed, use this rule amongst **only** the most reasonable of players.

Each side can strip multi-unit motorized or semi-motorized infantry divisions of their trucks. The stripped divisions must remain in Tripoli (Axis) or anywhere on Map E (stacked in one hex) (Allied). Stripped divisions cannot move—if forced to retreat, it is destroyed. It can fight and barrage normally from its hex. A Stripped division is never released from any restriction it might be under and its training marker (if any) never advances.

A fully motorized division generates 2T of regular trucks, a semi-motorized division generates 1T of trucks. The generated truck cannot move on the turn it is created and the Organic Trucks of the division cannot move or be stripped. Divisions become unstripped by starting a turn stacked with the appropriate amount of trucks.

6.1d Armored Cars, Truck MPs, and Recon. Armored Car units are exempt from the restriction in series rule 6.5c stating that truck MP units can only make one recon before stopping or overrunning. These units can conduct a recon and continue moving (and do additional recons).

6.1e Advanced Trace Supply. Allow only ports with 1 SP or more capacity to provide full trace capability. Smaller ports can provide trace supply for 2 REs per token of port capability.

6.2 Axis Options

6.2a Italian AT Units. A number of fairly good Italian AT units were in or shipped to Tripoli early on. Many of these were in fact AA guns (90mm) and were not released to active ground campaigning until much later in the campaign, if at all. If this option is chosen, allow them to arrive when first listed in the Axis order of Arrival.

6.2b Pistoia is Free! The Italian High Command sends Pistoia without strings attached—ignore 4.6b.

6.2c 220 PJ Bn (164.Le Div): Heavy or Light?. Historically, the 220 PJ Bn was shipped to Africa without part of its weapons (a company of 50mm guns). If this option is chosen, allow the (5) strength battalion to arrive instead of the (4) strength one. Not a big difference, but we are going for accuracy here...

6.2d Lehr Para Bn: Weak or Strong?. The Lehr Parachute Battalion was to be seriously beefed up for its role in the proposed invasion of Malta. Here you can opt to get it that way anyway. Allow the 4 strength battalion to show up instead of the 2 strength one.

6.2e Case Blue and the 287 Sondervverband Regiment. As part of the grandiose (and completely unreasonable) plan that Case Blue (in Russia) was supposed to turn into according to Adolf “Hey! Its easy to draw lines on maps!” Hitler, the Afrika Korps was supposed to link arms with German forces advancing south of the Caucasus Mountains in preparation for an eventual advance into India. Regardless of what happens (or doesn’t happen) in Russia, this option presupposes that the 287 Sondervverband (which was preparing to spearhead the advance into the Middle East) was in fact deployed for use by the Afrika Korps. Allow it to show up when called for.

6.2f Balbo Lives! Marshal Balbo was to be placed in charge of the invading Italian army rather than Graziani. Unlike Graziani, Balbo was a real leader and would have led from the front. If this option is used, place the Balbo Leader counter with the Italian army. It is presumed that the AA guns of the *San Giorgio* did not blow him out of the air over Tobruk harbor on 29 June 40.

6.2g Free use of German Organics. Allow German Organic Trucks to be used as if they were regular trucks. All Organic Truck restrictions (and the couple of benefits they get) are removed. This can **dramatically** increase the supply flow to the Axis army and will dramatically tilt the balance of the game (try it if you want to see Rommel cross the Suez in style...).

6.2h Early German Intervention. As early as 3 Nov 40, Hitler offered German assistance to Mussolini’s stalled offensive in North Africa. Il Duce declined as he did not want to share the credit (and spoils) with the bully to the north (probably as a result of the limited attention and rewards given Italy for its part in the fall of France). In this option, he decides to take the offer. All German reinforcements from February 41 and March 41 arrive early. Those for Feb 41 arrive in Dec 40, the March 41 group shows up in Jan 41. No effect to later arrivals or the activation of the Flieger Korps or the limited reinforcements arriving in Jan 41 historically.

6.2i No German Intervention. Ignore all German units and Flieger Korps. Hitler declares hands off and doesn’t become involved at all. (A good one to mix with the Italians Turn Turtle Option in 6.2m).

6.2j Pyramid and Sphinx Desecration. (Historically Occurred, Watch Raiders of the Lost Arc! Just kidding!). The first time a German unit enters the Sphinx hex, roll on the Pyramid and Sphinx Desecration Table on Map E. One time only. Apply the result (or just check it, laugh, and resume play...)

6.2k Battaglione Speciale Arditi. This unit was formed on 15 May 42 in Italy as an SAS-style commando unit. It consists of three companies each with its own special function. These are:

- 101st Parachute Company
- 102nd Swimmer Company
- 103rd Scout Car Company

Each company was designed for specific functions in specific environments. The Battalion was later renamed the Regiment Arditi and later the 10th Regiment Arditi. When formed as a regiment it consisted of two such battalions—later a third (1 March 43) and fourth (1 July 43) battalions were added. The 1st Battalion was used in Tunisia to destroy Allied rail bridges (making raids in Algeria on 16 Jan 43, 2 and 12 Feb 43). The 2nd Battalion fought in Sicily

If this option is used, the original battalion is considered to have been rushed into service as rapidly as possible—allow it to arrive when called for by the Axis Order of Arrival.

6.2L The Italian Truck Shuffle. (Historically Occurred). The Italian army worked out an elaborate system of rotating truck use which would (in theory) allow them to fully motorize each of their infantry divisions for at least some of the time. This concept was tried in both Russia and Africa. It didn’t work as planned in either case. Allow any two non-motorized infantry divisions (per turn) to move with a Move Mode MA of 14 Truck Movement Points. The player can pick any two divisions to do this with, but if a division was not picked for this treatment the turn before, it must not move this turn (while the trucks get organized). If picked again next turn (and succeeding turns), it gets the bonus MA. The one turn delay occurs any time the chosen divisions change (and **no** division can have the trucks for more than three turns in a row (two usable, one turn expended in preparation)...the corps commander must be fair about this!). Good Luck!

6.2m Italians Turn Turtle. A common game play technique in our little game *Afrika* was to hide in Libya with the Italians and wait for the Germans to arrive. I ruled that technique out here (by the Higher command restrictions in 4.4a). Using this option, you can free yourself from such distractions as listening to the head of your nation who is ordering you to advance. Do whatever you like instead.

6.2n Motorized Trento. Non-motorized version assumed in all set ups unless this option is chosen before play. If so, replace the non-motorized version with the motorized one.

6.2o Fully Motorizing the Light Divisions. (Historically Occurred—attempted, anyway, if never finished). Both the 90 Light and 164 Light were planned to become fully motorized as the campaign wore on. Some progress was made on the 90 Light, the 164 Light lost what trucks it did have to the Afrika Korps upon arrival (in terms of motorization, it regressed). This option allows you to upgrade these divisions using your scarce truck assets. The 90 Light can be converted on any turn July 42 and after, the 164 Light can only be converted in Oct and Nov 42. Remove 1 Truck Point (4T, that is...) per division to

motorize it. Increase the Move Mode MA of all the division's units by 4 MPs. This can only be done once and cannot be later revoked.

6.2p Panzer Supply Columns. (Historically Occurred). The German supply system (already ad hoc) was flexible enough to strip armored vehicles (halftracks and so on) from formations to allow the resupply of isolated units. If this option is used, allow German units to draw supply directly up to 5 MPs (as always), but allow these MPs to be tracked as opposed to truck MPs. This will allow a freer draw of supply to partially cut off units. These tracked MPs do not apply in any way to HQs or SPs thrown from HQs.

6.2q KG Hecker. (Historically Occurred). In April, 1942, the Axis player has the option of exchanging several units in order to form the single Hecker Amphibious Battalion. The player need not make the choice to do this option until that time. If the exchange is made, he gets the Hecker unit to use and the following special rules apply to it:

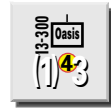
- It can make one amphibious landing during the game. This landing can be on any coastal hex no more than 30 hexes traced along the coast from the port from which the operation is launched (Hecker must begin this movement from a port).

- The amphibious operation places Hecker in Combat Mode in any desired coastal hex (given the above) that is not occupied or adjacent to an enemy unit. Hecker cannot move the turn the amphibious operation occurs and cannot attack, but defends normally. The operation is carried out during the regular Axis Movement Phase during a turn in which all the maps involved (if more than one) have Clear Weather.

- Up to 2 SPs (which must be stacked with Hecker at the port of origin when the operation starts) can arrive with Hecker when the landing occurs. No further shipping to the beach is allowed. This entire operation does not use any Axis Shipping Allowance; it is free.

- On any future turn, the player can split KG Hecker back up into the units that formed it in the first place.

6.2r 300 zvb Oasis Battalion. (Historically Occurred). Each Oasis company within the draw range of a group needing to subsist off the map (i.e. which cannot trace), reduces the SP requirement of the group by 1T. More than one company can combine to



give additional effects. No draw requirement is ever reduced to zero in this manner, regardless of the group's size or number of Oasis companies involved, each such group must expend at least 1T of real supply. Additionally, these units never need to be in Trace Supply themselves (they are automatically in supply of their own accord) and do not count toward the total number of REs in the group they are helping supply (in addition to making cute little units to have in cut-off locations).

6.2s The Bordello. (Historically Occurred). The 10 Armata Mobile Bordello (24 women) was a 'unit' captured at Beda Fomm. It appears here only to show the luxury with which Italian officers lived in during the initial campaign. Use any desired Mobile Bordello Rule. :-)



6.2t Battlefield Vehicle Recovery. (Historically Occurred). Due to their excellent record at battlefield recovery and repair, the Germans can use this special rule. Allied and Italian recovery operations are integrated into the Variable Reinforcements they get. Each time a German Panzer Battalion is destroyed, roll a die for it: on a 1-4 nothing happens, on a 5-6 the dead unit returns the next turn as a reinforcement in the DAK HQ's hex. If the DAK HQ is not in play, the roll is not made and the battalion dies normally. The conditions regarding the loss (ZOCs, terrain, supply status, location) are not a concern. This roll occurs for any combat or barrage result requiring loss, but does not occur if the loss is due to attrition.

If the KstA Pz Company (or its exchanged battalion if later brought into play) is currently dead, it returns with the first successful recovery roll (along with the unit being rolled for).

6.2u 2nd Libyan Parachute Infantry Battalion. Before 1 June 1940, the initial Italian OOB includes both a 1st Libyan Para Bn and the 2nd Libyan Para Bn (in addition to the Italian National Para Bn formed in January, 1940). The 2nd Libyan Para Bn was merged with the 1st Libyan Para Bn to bring the latter up to strength

(600 men). In reality it was never reformed and the Italian and 1st Lib Para Battalions later fought together as the Tonini Parachute Regiment.

This option supposes that rather than merging the two Libyan Para Battalions, the Italians aggressively recruited more Libyan Nationals to fill out the 2nd Lib Para Bn. Allow this unit to set up or enter play with the 1st Lib Para Bn if that unit is in play.

6.3 Allied Options

6.3a Strafer Gott Lives! Historically, Strafer Gott died after a plane crash on 7 August 42 on his way to take command of the 8th Army. Sadly, he was killed when the German fighters that shot his transport down, returned to strafe the wreck. Gott was on the ground attempting to save the others in the wrecked aircraft when this occurred and was killed. Had he lived, the history of the 8th Army in the fall of 1942 would have been different (one cannot say better or worse). If this option is used, set up Gott in any scenario with a start date after his plane crash as another leader to use.

6.3b Vyvyan Pope Lives! Pope, one of the original minds behind the British armored force, was slated to take over 30 Corps before Crusader. He, too, died in a plane wreck on his way to take command. If this option is chosen, allow him to enter when called for on the Allied Order of Arrival.

6.3c No Brigade Groups. In this case, the option frees the Commonwealth player from ever having to mess with Brigade Groups or their intrinsic artillery. Set the Divarty Brigades up with the divisions in play and allow reinforcements to bring their Divarty along when they get their Organic Trucks. Support Group use remains the same and armor units never get their "Red" designation—except for the 2 Arm Bde which always has it.

6.3d Greater Freedom of Action. The Axis has a much greater freedom of action in DAK than the Allies—not only do they have more reserve markers, but they have a plethora of KG markers and the best (most reactive, anyway) leader on the map (Rommel). This option evens the score somewhat, but must be used with care given that the Allies do have an advantage in combat and logistical power. Apply this if you like, but realize game balancing was done without it during the design process.

If this option is used, double the

number of Reserve Markers given the Allied player both at start and when any additional markers are given. Given the limited number of reserve markers available in the counter mix (I gave the number the standard game needs), markers will need to be made or borrowed from another game to use this particular option.

6.3e Ignoring Greece. The Allied player can choose to ignore Greece. This is a big change and must be used with care. To do this, ignore any Variable Withdrawals slated for Greece and follow the Greek Campaign Progress Track procedure with the following changes:

- Do not use the Greek Deployment Track and send no troops to Greece.
- When the Greek Campaign Execution begins, immediately move the marker to Termination and the Axis can begin using Crete. The Allies didn't provide anything to the Greeks and the Axis juggernaut ripped right through them. Crete fell without much of a whimper.

6.3f The 8th Arm Division (Dummy). (Historically Occurred). The Commonwealth player has one Dummy Divisional Marker (8 Arm Div). It was formed as a phony division by Montgomery as part of the Commonwealth deception plan in the fall of 1942. If this option is chosen, the player is free to use this marker, the following rules pertain to its use:

- This marker can be placed on the map without any units at all in it (unlike normal divisional markers).
- The marker can be moved on map however the Allied player wants (it is up to him how to best fool the Axis player).
- The player can put up to 4 REs of units into the marker if desired (and take the units off the map). He need not do this at all, but it will greatly assist his deception if the Axis player knows he can. The units can be from any division or independents, or any desired mix.

6.3g British Amphibious Operation. (Historically Occurred). The British were planning and actually began to implement a plan to land the 4 RTR tank battalion (infantry tanks, at the time Valentines) near Derna to disrupt Axis rear areas. The historical operation was canceled when Rommel began his Gazala Offensive. If this option is used, the Allied player can launch one amphibious raid on any clear weather (on the map of landing) turn of May or June 1942. The landing can be in

any coastal hex of Maps B or C. Execute the landing in the Allied Movement Phase and the landing units cannot move further on the turn of landing (place them into the desired coastal hex and then they stop for the turn). Units must land in Combat Mode, cannot "attack from the sea", and cannot attack during the turn of landing (they defend normally).

The Commonwealth can execute this operation with both or one of the following: 4 RTR Arm Bn and/or 11 Royal Marines Bn. The invasion units land with 2 SPs of supply.

No evacuation by sea is possible, once landed, the units are on their own.

7.0 Scenarios Campaign Victory Conditions

If it isn't obvious, it is a draw. If you are still eyeballing each other over the Libya-Egypt Border at the end of 1942 waiting for the other side to make the first move, try again. Your goals are the same as those of the historical commanders (you are running a theater of operations, remember?). While Rommel wasn't ordered to go and conquer the Nile Delta and the Suez Canal—he chose those objectives for himself. The Allies, meanwhile, must protect the Nile and Canal, but must also force the Axis back to the west edge of Map A in order to clear Africa. In either case, if you don't conquer the ground, you must clean the other player's clock to "win" the game (it is safe to say if you have an army at the end of the game and he doesn't, you've won). Don't think you can "win" the campaign by counting points for border settlements captured near Bardia. Come back with your shield or on it. Good luck!

7.1 Operation Compass—Training Scenario #1

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 8 Dec 40
Last Turn: 26 Dec 40
Game Length: 6 Turns
Maps in Play: Map C only
Use Campaign Rules?: No
Port Damage: None

One-Time Random Events which have occurred:

- None

Timed Rules in Effect:

- Brigade Groups
- Italians Can't use non-Primary Roads for Trace (3.7b)

General Special Rules:

- 1) No Rebuilding of units allowed.
- 2) For more variation, play the scenario without the Mussolini Line restrictions on the Italians.

Commonwealth Information:

City Ownership: Two Months (+): Mersa Matruh
Reserve Markers Available: 3
Hedgehogs Remaining: NA
Minefields Remaining: NA
Senussi Hexes remaining: NA
Training Marker Positions: 6 Aus (Training #1 Box), 2 NZ (Green, Locked)
Greek Campaign Status Track Marker: No Operations Yet
Greek Deployment Progress Track Marker: NA
Dead Units: NA

Set Up:
C40.10:
 3 SPs

C38.02:
 Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2 NZ Div (6-4-3 Inf Bde (4 NZ, 6 NZ))
 4 Ind Div (6-4-3 Inf Bde (7 Ind))
 2-4-3 Inf Bn (3 Cldst)
 5-2-3 Arty Bn (Red) (8 Fld)
 3-2-3 Arty Bn (no color) (107 RHA)
 1T Truck Point
 Level 2 Airbase
 11 SP

C34.14:

3 SPs

C41.15:

4-4-3 Inf Bde (Selby)

C38.20:

4 Ind Div (1-3-6 Cav Bn (CIH))

C38.20:

4 Ind Div (6-4-3 Inf Bde (5 Ind))

C38.19:

4 Ind Div (6-4-3 Inf Bde (11 Ind))
 4 Ind Div (18-2-3 Arty Bde (Divarty))
 6-5-3 Arm Bn (7 RTR)
 9-2-3 Arty Bn (7 Med)

C37.20:

Strafer Gott Leader
 7 Arm Div (3-5-8 Arm Car Bn (11 Hus))
 7 Arm Div (4-5-8 Arm Bn (6 RTR))
 7 Arm Div (3-4-10 Arm Bn (2 RTR))
 7 Arm Div (2-4-10 Lt Arm Bn (7 Hus))
 5-2-3 Arty Bn (Red) (1 RHA)

C36.20:

Jock Campbell Leader
 7 Arm Div (2-4-3 Inf Bn (1 KRRC, 2 Rifle))
 5-2-3 Arty Bn (Red) (4 RHA)
 2-0-3 French Marine Bn (BIM)

w/i 1 C35.18:

O'Connor Leader
 8-0 Corps HQ (W.Desrt)
 (2)-2-3 AT Bn (3 RHA, 106 RHA)
 6-4-3 Inf Bde (16)
 1-3-8 Arm Car Co (2 RAF)
 4 Ind Div Organic Truck (Full)
 7 Arm Div Organic Truck (Full)
 7 Arm Div (2-4-10 Lt Arm Bn (1 RTR, 3 Hus))
 7 Arm Div (4-5-8 Arm Bn (8 Hus))

Anywhere East of the Italians:

3x Reserve Markers
 1x Blen IV
 1x Gladiator
 1x Hurri 1

Special Rules or Restrictions:

1) 4 Ind Div Infantry Bdes are not formed as Brigade Groups when the campaign begins and do not have the intrinsic artillery ability.

2) Withdrawals as per the Historical Withdrawl Chart.

3) 2 SPs per turn at C39.03.

4) The following cannot move further West than Mersa Matruh:

2 NZ Inf Div

5) Reinforcements:

15 Dec 40 at C37.01:

6 Aus Div (6-4-3 Inf Bde (16 Aus, 17 Aus, 19 Aus))
 6 Aus Div (3-3-8 Arm Recon Bn (6 Aus))
 6 Aus Div Organic Truck (Full)

6) One 12 Barrage Point Naval Bombardment on any coastal hex on the 8 Dec 40 and 12 Dec 40 turns.

Axis Information:

City Ownership: Two Months (+):
 Buq Buq, Sidi Barrani, Bardia

Reserve Markers Available: 2

Hedgehogs Remaining: NA

Minefields Available for Reuse:

NA

Dead Units: NA

Set Up:

All are Italian

w/i 1 C48.34:

Raggruppamento Brigata Corazzata Speciale (Babini) Marker
 2-1-6 Lt Arm Bn (21 Lt, 60 Lt)
 4-3-6 Arm Bn (3 Med)

w/i 2 C45.29:

9-1-3 Blackshirt Inf Div (23 Mar)
 3-1-2 GAF Rgt (30)
 26-2-2 Arty Bde (30 GAF)
 9-3-2 Arty Bn (23 Corps)
 2-1-2 Blackshirt MG Bn (201)
 2-0-0 Coastal Arty Bn (5)
 2x 1T Truck Points
 2+3T SPs

C42.28:

8-0 Corps HQ (23 It)
 9-1-3 Blackshirt Inf Div (28 Oct)
 2-1-2 Blackshirt MG Bn (202)
 10-3-2 Arty Rgt (22 Corps)

C39.31:

2-2-3 MG Bn (62)

C40.29:

12-2-3 Inf Div (Marm)
 2-0-6 Lt Arm Bn (62 Lt)

C41.23:

12-1-3 Inf Div (Ctnzro)
 2-1-6 Lt Arm Bn (63 Lt)
 1 SP

C36.24:

Level 1 Hedgehog
 2-2-3 Mg Bn (63)

C36.23:

Level 1 Hedgehog
 3-3-3 MG Bn (VEC)

C37.23:

Level 1 Hedgehog
 8-0 Corps HQ (21 It)
 12-2-3 Inf Div (Cirene)
 2-1-6 Lt Arm Bn (20 Lt)

C42.20:

2-3-3 MG Bn (64)

C43.19:

8-0 Corps HQ (LibOp)
 9-1-3 Blackshirt Div (3 Jan)
 2-1-2 Blackshirt MG Bn (204)
 11-3-2 Arty Rgt (21 Corps)
 3 SPs

C42.17:

Level 1 Hedgehog
 8-1-3 Inf Div (1 Lib)

C41.18:

Level 1 Hedgehog
 8-2-3 Inf Div (2 Lib)
 2-0-6 Lt Arm Bn (9 Lt)

C41.19:

Level 1 Hedgehog
 3-2-3 Inf Rgt (5 Lib)

C40.19:

Level 1 Hedgehog
 Maletti Leader
 3-4-5 Camel Bn (Sahariano)
 3-3-6 Arm Bn (2 Med)
 4-3-3 Inf Rgt (1 Lib)
 7-2-3 Arty Rgt (Maletti)

Anywhere in Libya OR in Egypt (stacked with any Italian unit):

2x Reserve Markers
 1x CR.42
 1x SM.79
 1x Ca309

Special Rules or Restrictions:

- 1) Mussolini Line requirements in force or not in force as desired.
- 2) No Reinforcements.
- 3) 2 SPs per turn arrive in Bardia.

Victory:

Commonwealth player wins if he destroys the Italian Army in Egypt such that no Italian units remain within Egypt at the end of play. Commonwealth player wins a “Smashing” victory if he takes Bardia as well.

The Axis player wins if he avoids the Commonwealth conditions.

7.2 Italian Offensive Sept 1940 to Dec 1940

General Information:

- Set Up Order:** Commonwealth, Axis
- First Player:** Axis
- First Turn:** 12 Sept 40
- Last Turn:** 29 Dec 40
- Game Length:** 33
- Maps in Play:** Maps B, C. **Map A needed for its Off-map Boxes and shipping data.**
- Use Campaign Rules?:** Yes
- Port Damage:** None

One-Time Random Events which have occurred:

- None

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- Protecting Italian Private Property (c4.4d)
- No Running Away (c4.4c)
- Italians Can't use non-Primary Roads for Trace (3.7b)
- Italian Parachute Design Modifier in Effect (c4.6f)
- Mussolini Requirements (c4.4a)

General Special Rules:

- 1) No Rebuilding of units allowed.
- 2) For more variation, play the scenario without the Mussolini Line restrictions on the Italians.

Commonwealth Information:

- City Ownership:** Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez
- Reserve Markers Available:** 3
- Hedgehogs Remaining:** NA
- Minefields Remaining:** NA
- Senussi Hexes remaining:** NA
- Training Marker Positions:** 6 Aus (Green, Locked), 2 NZ (Green, Locked)
- Greek Campaign Status Track Marker:** No Operations Yet
- Greek Deployment Progress Track Marker:** NA
- Dead Units:** NA

Set Up:

- Anywhere in Egypt West of Cxx.15, inclusive:**
- Strafer Gott Leader
- Jock Campbell Leader
- 7 Arm Div (3-5-8 Arm Car Bn (11 Hus))
- 7 Arm Div (2-4-3 Inf Bn (1 KRRC, 2 Rifle))
- 7 Arm Div (2-4-10 Lt Arm Bn (1 RTR))
- 2-4-3 Inf Bn (3 Cldst)
- 5-2-3 Arty Bn (Red) (4 RHA)
- (2)-2-3 AT Bn (3 RHA)
- 2-0-3 French Marine Bn (BIM)
- 2 SPs

C4.22:

- 1-2-8 Egyptian Ford Co (s-FDA)
- 2-3-5 Egyptian Camel Bn (Siwa)

C37.05:

- 7 Arm Div (4-5-8 Arm Bn (8 Hus, 6 RTR))
- 7 Arm Div (2-4-10 Lt Arm Bn (7 Hus))
- 7 Arm Div Organic Truck (Full)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

- (4)-3-1 Fort Bde (Matruh)
- 9-2-3 Arty Bn (7 Med)
- 5-2-3 Arty Bn (Red) (8 Fld)
- 3-2-3 Arty Bn (no color) (107 RHA)
- (2)-2-3 AT Bn (106 RHA)
- Level 2 Airbase
- 1 SP

C37.01:

- O'Connor Leader
- 8-0 Corps HQ (W.Desrt)
- 4 Ind Div (6-4-3 Inf Bde (5 Ind, 11 Ind))
- 4 Ind Div (1-3-6 Cav Bn (CIH))
- 4 Ind Div Organic Truck (Full)
- 2 NZ Div (6-4-3 Inf Bde (4 NZ))
- 3-2-3 Arty Bn (no color) (104 RHA)
- 3T SP

Anywhere in Egypt:

- 3x Reserve Markers
- 1x Blen IV
- 1x Wellington
- 1x Gladiator
- 1x Hurri 1

Special Rules or Restrictions:

1) This Division cannot move further West than Mersa Matruh:

2 NZ Inf Div

2) This Division cannot move further than 5 hexes from Mersa Matruh until released:

4 Ind Inf Div

3) 4 Ind Div Infantry Bdes are not formed as Brigade Groups when the campaign begins and do not have the intrinsic artillery ability.

4) Additional Reinforcements (apply the regular Order of Arrival plus the following. Regular OOA units are delayed two turns before reaching C37.01.) (all arrive at C37.01)

1 Dec 40:

- 6-4-3 Inf Bde (16)
- 4 Ind Div (18-2-3 Arty Bde (Divarty))

15 Dec 40:

- 6 Aus Div (6-4-3 Inf Bde (16 Aus, 17 Aus))
- 6 Aus Div (3-3-8 Arm Recon Bn (6 Aus))

5) 1 SP per turn at C39.03 until 1 Nov 40, 2 SPs thereafter.

Axis Information:

City Ownership: Two Months (+):
Tobruk, Bardia

Reserve Markers Available: 2

Hedgehogs Remaining: 7

Minefields Available for Reuse:

NA

Dead Units: NA

Set Up:

All are Italian

Tripoli Box:

8-0 Corps HQ (20 It)
2-3-3 MG Bn (17, 25)
2-1-6 Lt Arm Bn (60 Lt)
7 SPs

B60.24:

3-0-3 Territorial Rgt (54)

B49.09:

17-0-0 Arty Rgt (R.Mar)
Level 2 Airbase

B46.08:

9-1-3 Blackshirt Inf Div (3 Jan)
2-1-2 Blackshirt MG Bn (204)
Level 2 Airbase

B48.05:

12-1-3 Inf Div (Ctnzro)
2-3-3 MG Bn (64)

w/i 2 B50.08:

12-2-3 Inf Div (Sirte)
2-2-3 MG Bn (61)
1-3-12 Motorcycle Co (22 Brs, 61 Brs)
3-1-2 GAF Rgt (31, 32)
2-0-3 Coastal Defense Bn (31 Lib)
8-2-2 Arty Rgt (31 GAF)
4-2-2 Arty Rgt (32 GAF)
2x Pax Repls
3 SPs

B50.08:

8-0 Corps HQ (22 It)
8-0-0 Stranded Cruiser (San Giorgio)
0-0-0 Mobile Bordello (10 Armata)

B12.01:

2-1-1 MG Bn (3 Lib Frt)

C19.34:

1-2-2 GAF Co (E.GuG)

C31.30:

1-2-2 GAF Co (B.Sceggia)

C39.32:

Maletti Leader
3-3-6 Arm Bn (2 Med)
3-4-5 Camel Bn (Sahariano)
4-3-3 Inf Rgt (1 Lib)
3-2-3 Inf Rgt (5 Lib)
7-3-2 Arty Rgt (Maletti)

C44.31:

9-1-3 Blackshirt Inf Div (23 Mar)
2-1-2 Blackshirt MG Bn (201)

C42.31:

1 Raggruppamento Carri Leggeri
(Aresca) Marker
3-3-6 Arm Bn (1 Med)
2-1-6 Lt Arm Bn (21 Lt)

C42.30:

12-2-3 Inf Div (Marm)
2-2-3 MG Bn (62)
2-0-6 Lt Arm Bn (62 Lt)

C42.29:

8-0 Corps HQ (LibOp)
8-1-3 Inf Div (1 Lib)

C41.31:

8-2-3 Inf Div (2 Lib)
2-0-6 Lt Arm Bn (9 Lt)

C43.30:

8-0 Corps HQ (23 It)
12-2-3 Inf Div (Cirene)
2-2-3 MG Bn (63)
2-1-6 Lt Arm Bn (63 Lt)
11-3-2 Arty Rgt (21 Corps)
10-3-2 Arty Rgt (22 Corps)

w/i 1 C45.29:

8-0 Corps HQ (21 It)
2 Raggruppamento Carri Leggeri
(Trivoli) Marker
9-1-3 Blackshirt Inf Div (28 Oct)
2-1-6 Lt Arm Bn (20 Lt)
2-0-6 Lt Arm Bn (61 Lt)
3-3-3 MG Bn (VEC)
2-1-2 Blackshirt MG Bn (202)
3-1-2 GAF Rgt (30)
26-2-2 Arty Bde (30 GAF)
9-3-2 Arty Bn (23 Corps)
2-0-0 Coastal Arty Bn (5)
7 SPs

Anywhere in Libya:

3x 1T Truck Points
2x Reserve Markers
2x CR.42
2x SM.79
1x SM.82
1x Ba.65
1x Ca.309

Special Rules or Restrictions:

1) Handle incoming units, SPs, and shipping normally (nothing “drives” from Tripoli...everything must be shipped to Tripoli and then use Coastal Shipping to arrive at the on-map ports.

2) Normal reinforcements plus the following (arriving at B57.35):

15 Oct 40:

10-3-2 Arty Rgt (10 Corps)
3-3-3 Para Bn (It)
2-4-3 Para Bn (1 Lib)

Victory:

The Axis player wins if he takes Mersa Matruh before the end of the game.

The Commonwealth player wins if he avoids the Axis conditions and there are no Italian units in Egypt at the end of play.

Any other result is a draw.

7.3 The Battle of Sidi Barrani— Training Scenario #2

General Information:

Set Up Order: Axis, Commonwealth

First Player: Commonwealth

First Turn: 8 Dec 40

Last Turn: 12 Dec 40

Game Length: 2 Turns

Maps in Play: Map C only

Port Damage: None

Use Campaign Rules?: No

One-Time Random Events which have occurred:

- None

Timed Rules in Effect:

- Brigade Groups
- Italians Can't use non-Primary Roads for Trace (3.7b)

General Special Rules:

- 1) No Rebuilding of units allowed.
- 2) For more variation, play the scenario without the Mussolini Line restrictions on the Italians.

Commonwealth Information:

City Ownership: Two Months (+): Mersa Matruh

Reserve Markers Available: 3

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: NA

Training Marker Positions: 2 NZ (Green, Locked)

Greek Campaign Status Track

Marker: No Operations Yet

Greek Deployment Progress

Track Marker: NA

Dead Units: NA

Set Up:

C40.10:

3 SPs

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2 NZ Div (6-4-3 Inf Bde (4 NZ, 6 NZ))

4 Ind Div (6-4-3 Inf Bde (7 Ind))

2-4-3 Inf Bn (3 Cldst)

5-2-3 Arty Bn (Red) (8 Fld)

3-2-3 Arty Bn (no color) (107 RHA)

1T Truck Point

Level 2 Airbase

11 SP

C34.14:

3 SPs

C41.15:

4-4-3 Inf Bde (Selby)

C38.20:

4 Ind Div (1-3-6 Cav Bn (CIH))

C38.20:

4 Ind Div (6-4-3 Inf Bde (5 Ind))

C38.19:

4 Ind Div (6-4-3 Inf Bde (11 Ind))

4 Ind Div (18-2-3 Arty Bde (Divarty))

6-5-3 Arm Bn (7 RTR)

9-2-3 Arty Bn (7 Med)

C37.20:

Strafer Gott Leader

7 Arm Div (3-5-8 Arm Car Bn (11 Hus))

7 Arm Div (4-5-8 Arm Bn (6 RTR))

7 Arm Div (3-4-10 Arm Bn (2 RTR))

7 Arm Div (2-4-10 Lt Arm Bn (7 Hus))

5-2-3 Arty Bn (Red) (1 RHA)

C36.20:

Jock Campbell Leader

7 Arm Div (2-4-3 Inf Bn (1 KRRC, 2 Rifle))

5-2-3 Arty Bn (Red) (4 RHA)

2-0-3 French Marine Bn (BIM)

w/i 1 C35.18:

O'Connor Leader

8-0 Corps HQ (W.Desrt)

(2)-2-3 AT Bn (3 RHA, 106 RHA)

6-4-3 Inf Bde (16)

1-3-8 Arm Car Co (2 RAF)

4 Ind Div Organic Truck (Full)

7 Arm Div Organic Truck (Full)

7 Arm Div (2-4-10 Lt Arm Bn (1 RTR, 3 Hus))

7 Arm Div (4-5-8 Arm Bn (8 Hus))

Anywhere East of the Italians:

3x Reserve Markers

1x Blen IV

1x Gladiator

1x Hurri 1

Special Rules or Restrictions:

1) 4 Ind Div Infantry Bdes are not formed as Brigade Groups when the campaign begins and do not have the intrinsic artillery ability.

2) 2 SPs per turn at C39.03, No reinforcements.

3) One 12 Barrage Point Naval Bombardment per turn on any coastal hex.

4) The following cannot move further West than Mersa Matruh:

2 NZ Inf Div

Axis Information:

City Ownership: Two Months (+):

Buq Buq, Sidi Barrani, Bardia

Reserve Markers Available: 2

Hedgehogs Remaining: NA

Minefields Available for Reuse:

NA

Dead Units: NA

Set Up:

All are Italian

w/i 1 C48.34:

Raggruppamento Brigata Corazzata

Speciale (Babini) Marker

2-1-6 Lt Arm Bn (21 Lt, 60 Lt)

4-3-6 Arm Bn (3 Med)

w/i 2 C45.29:

9-1-3 Blackshirt Inf Div (23 Mar)

3-1-2 GAF Rgt (30)

26-2-2 Arty Bde (30 GAF)

9-3-2 Arty Bn (23 Corps)

2-1-2 Blackshirt MG Bn (201)

2-0-0 Coastal Arty Bn (5)

2x 1T Truck Points

2+3T SPs

C42.28:

8-0 Corps HQ (23 It)

9-1-3 Blackshirt Inf Div (28 Oct)

2-1-2 Blackshirt MG Bn (202)

10-3-2 Arty Rgt (22 Corps)

C39.31:

2-2-3 MG Bn (62)

C40.29:

12-2-3 Inf Div (Marm)

2-0-6 Lt Arm Bn (62 Lt)

C41.23:

12-1-3 Inf Div (Ctnzro)

2-1-6 Lt Arm Bn (63 Lt)

1 SP

C36.24:

Level 1 Hedgehog

2-2-3 Mg Bn (63)

C36.23:

Level 1 Hedgehog

3-3-3 MG Bn (VEC)

C37.23:

Level 1 Hedgehog

8-0 Corps HQ (21 It)

12-2-3 Inf Div (Cirene)

2-1-6 Lt Arm Bn (20 Lt)

C42.20:

2-3-3 MG Bn (64)

C43.19:

8-0 Corps HQ (LibOp)

9-1-3 Blackshirt Div (3 Jan)

2-1-2 Blackshirt MG Bn (204)

11-3-2 Arty Rgt (21 Corps)

3 SPs

C42.17:

Level 1 Hedgehog

8-1-3 Inf Div (1 Lib)

C41.18:

Level 1 Hedgehog

8-2-3 Inf Div (2 Lib)

2-0-6 Lt Arm Bn (9 Lt)

C41.19:

Level 1 Hedgehog

3-2-3 Inf Rgt (5 Lib)

C40.19:

Level 1 Hedgehog
 Maletti Leader
 3-4-5 Camel Bn (Sahariano)
 3-3-6 Arm Bn (2 Med)
 4-3-3 Inf Rgt (1 Lib)
 7-2-3 Arty Rgt (Maletti)

Anywhere in Libya OR in Egypt (stacked with any Italian unit):

2x Reserve Markers
 1x CR.42
 1x SM.79
 1x Ca.309

Special Rules or Restrictions:

- 1) Mussolini Line requirements in force or not in force as desired.
- 2) No Reinforcements.
- 3) 2 SPs per turn arrive in Bardia.

Victory:

The Commonwealth player wins if he destroys at least three Italian Infantry Divisions, captures Sidi Barrani and Buq Buq, and Sollum by the end of the game.

The Axis player wins if he avoids the Commonwealth conditions.

**7.4 Operation
 Compass
 Campaign Start, 8
 Dec 40**

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 8 Dec 40
Last Turn: 29 Nov 42
Game Length: 213
Maps in Play: All
Use Campaign Rules?: Yes
Port Damage: None

One-Time Random Events which have occurred:

- None

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- Protecting Italian Private Property (c4.4d)
- No Running Away (c4.4c)
- German Acclimitation to the Desert (4.7a)
- Italians Can't use non-Primary Roads for Trace (3.7b)
- Italian Parachute Design Modifier in Effect (c4.6f)

Commonwealth Information:

City Ownership: Two Months (+): Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez

Reserve Markers Available: 3
Hedgehogs Remaining: 20
Minefields Remaining: 25
Senussi Hexes remaining: All
Training Marker Positions: 6 Aus (Training #1 Box), 2 NZ (Green, Locked)

Greek Campaign Status Track

Marker: No Operations Yet

Greek Deployment Progress

Track Marker: na

Units in Deployment Boxes:

14 Inf Bde in Greece
Dead Units: To be rebuilt when the listed units are destroyed or disbanded. (To "disband" simply remove the unit from play when desired.)
 7-4-8 Arm Bde (7 (7 Arm))—3 Hus, 8 Hus
 5-4-8 Arm Bde (4 (7 Arm))—2 RTR, 6 RTR, 7 Hus
 5-4-3 Support Bde (7 Support (7 Arm))—1 KRRC, 2 Rifle, 4 RHA
 6-2-3 Arm Bn (7 RTR)—7 RTR (no rebuild)
 3-2-8 Arm Bn (1 RTR)—1 RTR (7 Arm Div, no rebuild)

Set Up:

C40.10:
 3 SPs

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2 NZ Div (6-4-3 Inf Bde (4 NZ, 6 NZ))
 4 Ind Div (6-4-3 Inf Bde (7 Ind))
 2-4-3 Inf Bn (3 Cldst)
 5-2-3 Arty Bn (Red) (8 Fld)
 3-2-3 Arty Bn (no color) (107 RHA)
 2-3-6 Egyptian Cav Bn (Mob F)
 1-2-8 Egyptian Ford Co (n-FDA)
 3-3-8 Egyptian Ford Bn (FDA)
 1T Truck Point
 Level 2 Airbase
 11 SP

C34.14:

3 SPs

C41.15:

4-4-3 Inf Bde (Selby)

C38.20:

4 Ind Div (1-3-6 Cav Bn (CIH))

C38.20:

4 Ind Div (6-4-3 Inf Bde (5 Ind))

C38.19:

4 Ind Div (6-4-3 Inf Bde (11 Ind))
 4 Ind Div (18-2-3 Arty Bde (Divarty))
 6-5-3 Arm Bn (7 RTR)
 9-2-3 Arty Bn (7 Med)

C37.20:

Strafer Gott Leader
 7 Arm Div (3-5-8 Arm Car Bn (11 Hus))
 7 Arm Div (4-5-8 Arm Bn (6 RTR))
 7 Arm Div (3-4-10 Arm Bn (2 RTR))
 7 Arm Div (2-4-10 Lt Arm Bn (7 Hus))
 5-2-3 Arty Bn (Red) (1 RHA)

C36.20:

Jock Campbell Leader
 7 Arm Div (2-4-3 Inf Bn (1 KRRC, 2 Rifle))
 5-2-3 Arty Bn (Red) (4 RHA)
 2-0-3 French Marine Bn (BIM)

w/i C35.18:

O'Connor Leader
 8-0 Corps HQ (W.Desrt)
 (2)-2-3 AT Bn (3 RHA, 106 RHA)
 6-4-3 Inf Bde (16)
 1-3-8 Arm Car Co (2 RAF)
 4 Ind Div Organic Truck (Full)
 7 Arm Div Organic Truck (Full)
 7 Arm Div (2-4-10 Lt Arm Bn (1 RTR, 3 Hus))
 7 Arm Div (4-5-8 Arm Bn (8 Hus))

C4.22:

1-2-8 Egyptian Ford Co (s-FDA)
 2-3-5 Egyptian Camel Bn (Siwa)

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

D36.06:

Level 2 Airbase

w/i 3 D36.06:

6-4-3 Polish Inf Bde (Carp)
 2-4-3 Polish Cav Bn (Lancer)
 6 Aus Div (6-4-3 Inf Bde (16 Aus, 17 Aus, 19 Aus))
 6 Aus Div (3-3-8 Arm Recon Bn (6 Aus))
 6 Aus Div Organic Truck (Full)

D38.06:

Level 2 Airbase

w/i 1 D39.05:

(4)-3-1 Fort Bde (Alex A, Alex B)
 2-1-3 Egyptian Inf Bde (2)
 1x Eq Repl
 Two 1T Truck Points
 6-2-0 Coastal Arty Battery (204)
 Level 3 Airbase

D41.03:

Level 2 Airbase

In or adjacent to any hex of Cairo:

(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
 1-5-8 Commando Bn (LRDG)
 4-2-3 Egyptian Inf Bde (1)
 3-0-5 Egyptian Arty Bn (1 Lt Mule)
 Egyptian National Army Organic Truck (Full)
 Level 2 Airbase
 Level 3 Airbase

E21.23:

9-2-3 Arty Bn (64 Med, 68 Med)

E20.22:

5-2-3 Arty Bn (Red) (51 Fld, 104 RHA)

E19.21:

Level 3 Airbase

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

E43.11:

6-2-2 Coastal Arty Battery (19 Hvy)
 Level 2 Airbase

E32.10:

Level 2 Airbase

E32.12:

Level 3 Airbase

E22.06:

Level 2 Airbase

Anywhere in Egypt:

3x Reserve Markers
 1x Blen IV
 1x Wellington
 1x Gladiator
 1x Egyptian Gladiator
 1x Hurri 1
 3x Egyptian ENRR RR Bns
 1x Egyptian Port Engineer Bn

Special Rules or Restrictions:

1) The following cannot move further West than Mersa Matruh until released:
 2 NZ Inf Div

2) These cannot move outside the "Restriction Zone" Boundary until released:

6 Aus Inf Div
 Carp Polish Inf Bde
 Polish Lancer Cav Bn

3) 4 Ind Div Infantry Bdes are not formed as Brigade Groups when the campaign begins and do not have the intrinsic artillery ability, but the division does have a Divarty Bde.

Axis Information:

City Ownership: Two Months (+):
 Buq Buq, Sidi Barrani, Benghazi, Tobruk, Bardia

Reserve Markers Available: 2
Hedgehogs Remaining: 13
Minefields Available for Reuse: 0
Fliegerkorps Active: No
Dead Units:

3-3-6 Arm Bn (1 Med)
 2-0-6 Lt Arm Bn (61 Lt)

Set Up:
All are Italian

Tripoli Box:

8-0 Corps HQ (10 It)
 12-3-3 Inf Div (each less 2 steps) (Pavia, Sabrtha, Savona)
 12-3-3 Inf Div (less 1 step) (Brescia)
 12-2-3 Inf Div (each less 2 steps) (Bologna)
 1-2-3 Inf Bn (18 Lib, 36 Lib)
 3-3-3 MG Bn (Aosta, Genova)
 2-3-3 MG Bn (17, 25, 60)
 1-1-2 GAF Bn (35)
 10-3-3 Arty Rgt (10, 26)
 22-3-2 Arty Bde (5 Army)

10-2-2 Arty Rgt (340 GAF)
 4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)
 3x Pax Repls
 12 SPs

A1.05:

1-1-1 MG Bn (Gialo)

A48.18:

Level 2 Airbase

A48.20:

2-0-3 Territorial Bn (226)
 2-3-12 Motorcycle Bn (ProvBrs)
 14-3-2 Arty Bde (20 Corps)
 3-0-0 Coastal Arty Bn (4)
 3+2T SPs

A41.18:

15-3-2 Arty Rgt (di Mnvra)

A55.15:

2-0-3 Territorial Bn (225)

A55.05:

Level 2 Airbase

B60.24:

8-0 Corps HQ (20 It)
 3-0-3 Territorial Rgt (54)
 3-3-3 Para Bn (It)
 2-4-3 Para Bn (1 Lib)

B49.09:

17-0-0 Arty Rgt (R.Mar)
 Level 2 Airbase

B46.08:

Level 2 Airbase

B46.02:

12-2-3 Inf Div (Sirte)
 2-2-3 MG Bn (61)

w/i 2 B50.08:

1-3-12 Motorcycle Co (22 Brs, 61 Brs)
 22-3-2 Arty Rgt (25 Corps)
 2-0-3 Coastal Defense Bn (31 Lib)
 3-1-2 GAF Rgt (31, 32)
 8-2-2 Arty Rgt (31 GAF)
 4-2-2 Arty Rgt (32 GAF)
 10-3-2 Arty Rgt (10 Corps)
 2x 1T Truck Points
 2x Pax Repls
 3 SPs

B50.08:

8-0 Corps HQ (22 It)
 8-0-0 Stranded Cruiser (San Giorgio)
 0-0-0 Mobile Bordello (10 Armata)

B12.01:

2-1-1 MG Bn (3 Lib Frt)

C19.34:

1-2-2 GAF Co (E.GuG)

C31.30:

1-2-2 GAF Co (B.Sceggia)

w/i 1 C48.34:

Raggruppamento Brigata Corazzata
Speciale (Babini) Marker
2-1-6 Lt Arm Bn (21 Lt, 60 Lt)
4-3-6 Arm Bn (3 Med)

w/i 2 C45.29:

9-1-3 Blackshirt Inf Div (23 Mar)
3-1-2 GAF Rgt (30)
26-2-2 Arty Bde (30 GAF)
9-3-2 Arty Bn (23 Corps)
2-1-2 Blackshirt MG Bn (201)
2-0-0 Coastal Arty Bn (5)
2x 1T Truck Points
2+3T SPs

C42.28:

8-0 Corps HQ (23 It)
9-1-3 Blackshirt Inf Div (28 Oct)
2-1-2 Blackshirt MG Bn (202)
10-3-2 Arty Rgt (22 Corps)

C39.31:

2-2-3 MG Bn (62)

C40.29:

12-2-3 Inf Div (Marm)
2-0-6 Lt Arm Bn (62 Lt)

C41.23:

12-1-3 Inf Div (Ctnzro)
2-1-6 Lt Arm Bn (63 Lt)
1 SP

C36.24:

Level 1 Hedgehog
2-2-3 Mg Bn (63)

C36.23:

Level 1 Hedgehog
3-3-3 MG Bn (VEC)

C37.23:

Level 1 Hedgehog
8-0 Corps HQ (21 It)
12-2-3 Inf Div (Cirene)
2-1-6 Lt Arm Bn (20 Lt)

C42.20:

2-3-3 MG Bn (64)

C43.19:

8-0 Corps HQ (LibOp)
9-1-3 Blackshirt Div (3 Jan)
2-1-2 Blackshirt MG Bn (204)
11-3-2 Arty Rgt (21 Corps)
3 SPs

C42.17:

Level 1 Hedgehog
8-1-3 Inf Div (1 Lib)

C41.18:

Level 1 Hedgehog
8-2-3 Inf Div (2 Lib)
2-0-6 Lt Arm Bn (9 Lt)

C41.19:

Level 1 Hedgehog
3-2-3 Inf Rgt (5 Lib)

C40.19:

Level 1 Hedgehog
Maletti Leader
3-4-5 Camel Bn (Sahariano)
3-3-6 Arm Bn (2 Med)
4-3-3 Inf Rgt (1 Lib)
7-2-3 Arty Rgt (Maletti)

**Anywhere in Libya OR in Egypt
(stacked with any Italian unit):**

2x Reserve Markers
3x CR.42
1x Ba.65
3x SM.79
1x G.50
1x Ca.309
1x SM.82

Special Rules or Restrictions:

1) Mussolini Line requirements in force.

Victory:

Campaign Victory Conditions

7.5 The Race to the Wire—German Intervention Campaign Start, 29 March 41

General Information:

Set Up Order: Commonwealth,
Axis

First Player: Axis
First Turn: 29 March 41
Last Turn: 29 Nov 42
Game Length: 180

Maps in Play: All

Use Campaign Rules?: Yes

Port Damage: 4 Hits on Benghazi

Airfield Status: Except for the
airstrip at El Aghelia, the Common-
wealth player controls all air bases and
air strips within the hex play area.

**One-Time Random Events which have
occurred:**

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- German Acclimation to the Desert (4.7a)
- A19.35 as an Axis Supply Source (3.7a)

**Commonwealth
Information:**

City Ownership:

Two Months (+): Buq Buq,
Sidi Barrani, Mersa Matruh, Alexandria
(all), Cairo (all), Helwan, Port Said,
Suez, Tobruk, Bardia

Since 5 Feb 41: Benghazi

Reserve Markers Available: 3

Hedgehogs Remaining: 20

Minifields Remaining: 25

Senussi Hexes remaining: None

Training Marker Positions: 6 Aus
Div (Normal), 2 Arm Div (Training #2),
2 NZ Div (Green), 9 Aus Div (Green), 7
Aus Div (Green and Locked)

Greek Campaign Status Track

Marker: Prep Period Box

Greek Deployment Progress

Track Marker: Box 8

Dead Units: To be rebuilt when the
listed units are destroyed or disbanded.
(To “disband” simply remove the unit
from play when desired.)

7 Arm Div (5-4-3 Support Bde (7
Support))—1 KRRC, 2 Rifle, 4 RHA
6-2-3 Arm Bn (4 RTR)—6-4-3 Arm
Bn (4 RTR)

Available for Rebuilding:

7 Arm Div (7-4-8 Arm Bde (7))

7 Arm Div (5-4-8 Arm Bde (4))

3-2-8 Arm Bn (1 RTR)

Set Up:

Sudan Box:

4 Ind Div (6-4-3 Inf Bde (5 Ind, 7 Ind, 11
Ind))

4 Ind Div (2-4-6 Arm Car Bn (CIH))

4 Ind Div (Organic Truck (Full))

Greece Box:

Variable Slot: 6-4-3 Inf Bde (14)

Greek Campaign Prep Deployments:

2 Arm Div (7-3-8 Arm Bde (1))
 6 Aus Div (6-4-3 Inf Bde (16 Aus))
 2 NZ Div (6-4-3 Inf Bde (4 NZ, 5 NZ, 6 NZ))
 2 NZ Div (2-5-3 Inf Bn (28 Maori))
 2 NZ Div (2-5-8 Arm Recon Bn (2 NZ))
 2 NZ Div (Organic Truck (Full))

w/i 4 A20.25:

2 Arm Div (2-4-6 Arm Car (KDG))
 2 Arm Div (5-3-3 Support Bde (2 Support))
 5-2-3 Arty Bn (Red) (104 RHA)
 3 SPs

w/i 5 A19.21:

2-3-10 Lt Arm Bn (3 Hus)
 3-2-8 Arm Bn (5 RTR)
 5-2-3 Arty Bn (Red) (1 RHA)
 1 SP

A33.17:

2-3-5 Arm Bn (Cap It)
 2 SPs

A40.09:

2-0-3 French Marine Bn (BIM)
 1-2-3 Senussi Bn (Msus)
 2 SPs

A48.18:

Level 2 Airbase

A49.16:

9 Aus Div (6-5-3 Inf Bde (20 Aus))
 5-2-3 Arty Bn (Red) (51 Fld)

A55.11:

9 Aus Div (6-5-3 Inf Bde (26 Aus))
 1-5-8 Commando Bn (LRDG)
 2 SPs

A55.05:

Level 2 Airbase

B50.28:

1-2-3 Senussi Bn (Mechili)
 3 SPs

B49.09:

Level 2 Airbase

B46.08:

6-4-3 Ind Inf Bde (3 Ind)
 2-4-3 Ind Cav Bn (18 Ind)
 Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)
 (1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
 1-2-3 Senussi Bn (Tobruk)
 6-2-0 Coastal Arty Battery (X, 202, 206)
 9 Aus Div (6-4-3 Inf Bde (24 Aus))
 9 Aus Div (Organic Truck (Full))
 2-3-5 Arm Bn (Cap It)
 8-3-0 Arty Bn (Bush)
 2x 1T Truck Points
 13 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
 2-3-5 Egyptian Camel Bn (Siwa)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

6-4-3 Inf Bde (22 Gd, 16)
 5-2-3 Arty Bn (Red) (8 Fld)
 2-3-6 Egyptian Cav Bn (Mob F)
 1-2-8 Egyptian Ford Co (n-FDA)
 3-3-8 Egyptian Ford Bn (FDA)
 Level 2 Airbase
 2x 1T Truck Points
 18 SPs

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

w/i 3 D36.06:

6-4-3 Polish Inf Bde (Carp)
 2-4-3 Polish Cav Bn (Lancer)
 6 Aus Div (3-3-8 Arm Recon Bn (6 Aus)) (not restricted)
 7 Aus Div (6-4-3 Inf Bde (18 Aus)) (not restricted)

D39.05:

Level 3 Airbase
 6-2-0 Coastal Arty Battery (204)
 (4)-3-1 Fort Bde (Alex A, Alex B)
 2-1-3 Egyptian Inf Bde (2)
 6 Aus Div (6-4-3 Inf Bde (17 Aus, 19 Aus))
 6 Aus Div (Organic Truck (Full))

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Level 2 Airbase
 Level 3 Airbase
 O'Connor Leader
 Strafer Gott Leader
 Jock Campbell Leader
 7 Arm Div (3-5-8 Arm Car Bn (11 Hus))
 7 Arm Div (Organic Truck (Full))
 1-3-8 Arm Car Co (2 RAF)
 6-4-3 Arm Bn (4 RTR)
 6-2-3 Arm Bn (7 RTR)
 (4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
 4-2-3 Egyptian Inf Bde (1)
 3-0-5 Egyptian Arty Bn (1 Lt Mule)
 Egyptian National Army Organic Truck (Full)

E19.21:

Level 3 Airbase

E21.23:

5-2-3 Arty Bn (Red) (4 RHA)

E22.06:

7 Arm Div (2-4-3 Inf Bn (1 KRRC))
 Level 2 Airbase

E23.20:

2-4-8 Arm Car Bn (Royals)

E26.07:

5-2-3 Arty Bn (Red) (107 RHA)

E32.12:

Level 3 Airbase

E32.10:

7 Arm Div (2-4-3 Inf Bn (2 Rifle))
 Level 2 Airbase

E43.11:

Level 2 Airbase
 6-2-2 Coastal Arty Battery (19 Hvy)

At any Allied controlled Airbase or Airstip:

2x Hurri I
 1x Blen IV
 1x Wellington

Anywhere inside Egypt:

1x Egyptian Gladiator
 3x Egyptian RR Bn (ENRR)
 1x Egyptian Engineer Bn (Port)

Special Rules or Restrictions:

1) The following cannot move outside the "Restriction Zone" Boundary until released:

Carp Polish Inf Bde
 Polish Lancer Cav Bn

Axis Information:

City Ownership: None
Reserve Markers Available: 5
Hedgehogs Remaining: 13
Flieger Korps Active: Yes
Minefields Available for Reuse: 0
Dead Units:
 Italian:

8-0 Corps HQ (LibOp, 21 It, 22 It, 23 It)
 9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)
 12-2-3 Inf Div (Cirene, Marm, Sirte)
 12-1-3 Inf Div (Ctnzro)
 8-1-3 Inf Div (1 Lib)
 8-2-3 Inf Div (2 Lib)
 4-3-3 Inf Rgt (1 Lib)
 3-2-3 Inf Rgt (5 Lib)
 2-3-3 Inf Bn (34 Lib)
 5-3-3 Inf Rgt (10 Brs)
 2-3-3 Blackshirt Inf Bn (Vd.Lib)
 3-1-2 GAF Rgt (30, 31, 32)
 1-2-2 GAF Co (B.Scegga, E.GuG)
 3-0-3 Territorial Rgt (54)
 2-0-3 Territorial Bn (225, 226)
 2-0-3 Coastal Defense Bn (31 Lib)
 2-0-6 Lt Arm Bn (61 Lt, 62 Lt)
 2-1-6 Lt Arm Bn (20 Lt, 60 Lt, 63 Lt)
 4-3-6 Arm Bn (3 Med)
 4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
 3-3-6 Arm Bn (1 Med, 2 Med)
 3-3-3 MG Bn (VEC)
 2-1-1 MG Bn (3 Lib Frt)
 1-1-1 MG Bn (Gialo)
 2-1-2 Blackshirt MG Bn (201, 202, 204)
 2-3-3 MG Bn (17, 25, 55, 64)
 2-2-3 MG Bn (27, 61, 62, 63)
 2-3-12 Motorcycle Bn (ProvBrs)
 1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
 10-3-3 Arty Rgt (10, 12, 26)
 10-3-2 Arty Rgt (10 Corps, 22 Corps)

26-2-2 Arty Bde (30 GAF)
 22-3-2 Arty Rgt (25 Corps)
 15-3-2 Arty Rgt (di Mnvra)
 14-3-2 Arty Bde (20 Corps)
 13-3-3 Arty Bde (Mtrizzato)
 11-3-2 Arty Rgt (21 Corps)
 9-3-2 Arty Bn (23 Corps)
 8-2-2 Arty Rgt (31 GAF)
 7-3-2 Arty Rgt (Maletti)
 4-2-2 Arty Rgt (32 GAF)
 17-0-0 Coastal Arty Rgt (R. Mar)
 3-0-0 Coastal Arty Bn (4)
 2-0-0 Coastal Arty Bn (5)
 2x SM.79
 2x CR.42
 1x Ba.65

German:

3-5-8 Pz Co (KStA)

Set Up:

Sicily Box:

1x Ju.88
 1x Ju.52

Tripoli Box:

Italians:
 8-0 Corps HQ (10 It, 20 It)
 12-3-3 Inf Div (Pavia)
 12-3-3 Inf Div Less 2 steps (Sabratha)
 12-3-3 Inf Div Less 1 step (Savona)
 12-2-3 Inf Div Less 2 steps (Bologna)
 Trento Inf Div (5-3-3 Inf Rgt (61, 62))
 5-4-3 Inf Rgt (7 Brs)
 2-3-3 MG Bn (60, 551)
 3-3-3 MG Bn (Aosta, Genova)
 1-2-3 Inf Bn (18 Lib)
 1-1-2 GAF Bn (35)
 3-4-3 Assault Engineer Bn (32)
 (6)-4-5 AT Bn (1 Mil)
 (4)-4-5 AT Bn (2 Mil)
 2-1-6 Lt Arm Bn (4 Lt)
 2-0-6 Lt Arm Bn (5 Lt)
 22-3-2 Arty Bde (5 Army)
 11-3-2 Arty Rgt (16 Corps, 24 Corps)
 10-2-2 Arty Rgt (340 GAF)
 8-3-3 Arty Rgt (3 Cel)
 7-3-3 Arty Rgt (2 Cel)
 4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)
 1x CR.42
 1x SM.79
 1x G.50
 1x Ca.309
 1x SM.82

Germans:

(3)-3-3 Koriück Bn (556)
 (7)-5-3 Luftwaffe Flak Bn (1-18)
 4-3-2 Coastal Arty Battery (4-772)
 1x Bf.110
 1x Ju.87b

Axis General:
 28 SPs
 5x 1T Truck Points

Tripoli to Map Track:

Box 3:
 1-2-3 It Inf Bn (36 Lib)

Box 2:

5 Le Div (5-5-8 Pz Bn (1-5, 2-5))
 5 Le Div (Organic Truck (Full))
 Ariete Arm Div (2-3-6 Lt Arm Bn (1 Lt, 2 Lt, 3 Lt))
 Ariete Arm Div (5-4-7 Arm Bn (7 Med))
 Ariete Arm Div (5-4-3 Inf Rgt (8 Brs))
 Ariete Arm Div (10-3-3 Arty Rgt (132))
 Ariete Arm Div (Organic Truck (Full))

A19.35:

KG Marcks Marker
 5 Le Div (5-5-3 MG Bn (2))
 5 Le Div (3-5-3 Pioneer Bn (200))
 5 Le Div (4-3-3 Arty Bn (1-75))

A18.34:

14-0 Corps HQ (DAK)
 3-5-8 PJ Bn (605)
 2 SPs

A18.33:

12-3-3 Inf Div (Brescia)
 7-3-3 Arty Rgt (1 Cel)

w/i 1 A18.30:

Rommel Leader
 KG 3 Aufk Marker
 3-4-3 It MG Bn (S.Maria)
 5 Le Div (4-5-8 Pz Recon Bn (3))
 5 Le Div (5-5-3 MG Bn (8))
 5 Le Div ((3)-4-3 PJ Bn (39 PJ))
 (7)-5-3 Luftwaffe Flak Bn (1-33)

Victory:

Campaign Victory Conditions

7.6 Operation Brevity, 15 May 41

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 15 May 41
Last Turn: 26 May 41
Game Length: 4 turns
Maps in Play: Map C only
Use Campaign Rules?: No
Port Damage: None

Airfield Ownership: The Axis controls all airbases and air strips in Libya. It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- German Acclimation to the Desert (4.7a)

Commonwealth Information:

City Ownership: NA

Reserve Markers Available: 3

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: NA

Training Marker Positions: 7 Aus Division is still Green.

Greek Campaign Status Track Marker: NA

Greek Deployment Progress

Track Marker: NA

Dead Units: NA (no rebuilds allowed)

Set Up:

C40.26:

7 Arm Div (2-4-3 Inf Bn (2 Rifle))

5-2-3 Arty Bn (Red) (8 Fld)

C39.27:

6-2-3 Arm Bn (4 RTR)

6-4-3 Inf Bde (22 Gd)

2 SPs

w/i 1 C37.28:

Stafer Gott Leader

Jock Campbell Leader

7 Arm Div (2 RTR Arm Bn, 2-4-3 Inf Bn

(1 KRRC), 3-5-8 Arm Car Bn (11 Hus),

Organic Truck (Full))

5-2-3 Arty Bn (Red) (4 RHA)

2 SPs

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)

2-3-5 Egyptian Camel Bn (Siwa)

1-5-8 Commando Bn (LRDG)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2-3-6 Egyptian Cav Bn (Mob F)

1-2-8 Egyptian Ford Co (n-FDA)

3-3-8 Egyptian Ford Bn (FDA)

7 Aus Inf Div (21 Aus, 25 Aus Inf Bde,

Organic Truck (Full))

0-2-1 RR Co (10 NZ)

Level 2 Airbase

4T Truck Points

18 SPs

At any Allied controlled Airbase or Airstip:

2x Hurri I

2x Blen IV

1x Gladiator

Special Rules or Restrictions:

1) The Tiger Convoy has arrived. 1x Hurri I (from the Convoy) comes in as a reinforcement on the 15 May 41 turn.

2) **Reinforcements:**

a) 1 SP per turn in Matruh (by rail) also 1 SP of coastal shipping exists per turn which can bring in an additional 1 SP per turn depending on port ownership.

b) No units arrive as reinforcements.

Axis Information:

City Ownership: NA

Reserve Markers Available: 3

Hedgehogs Remaining: NA

Flieger Korps Active: NA

Minefields Available for Reuse:

NA

Dead Units: No rebuilds allowed.

Set Up:

C44.31:

15 Pz Div (4-5-8 Arm Recon Bn (33))

C45.29:

5.Le Div (5-5-8 Pz Bn (2-5))

2-3-3 MG Bn (551)

Trento Div (62 Inf Rgt)

3 SPs

C42.28:

15 Pz Div ((3)-4-3 PJ Bn (33 PJ))

C42.29:

Ariete Arm Div (8 Brs Inf Rgt)

C42.30:

15 Pz Div (4-5-3 Pio Bn (33))

(7)-5-3 Luftwaffe Flak Bn (1-18)

With any other Axis unit or in C45.35 and/or C47.35

DAK HQ

5.Le Div ((3)-4-3 PJ Bn (39 PJ))

With any other Axis unit:

KG Markers (Linau, 3 Aufk)

At Any Axis controlled Airbase or Air Strip:

Italian:

1x CR.42

2x SM.79

German:

1x Bf.109e

1x Ju.87b

1x Bf.110

Special Rules or Restrictions:

1) **Reinforcements:**

a) 2T per turn in Bardia (representing coastal shipping). 1 SP per turn in the DAK HQ hex provided the HQ can trace via road a path to the west map edge without coming passing through any Allied unit.

b) **15 May 41 at C45.35 or C47.35:**

15 Pz Div (5-5-8 Pz Bn (1-8))

2) **Off-Map Airbases**

The Axis player can place all or some of his air units at a nominal base that is 20 hexes northwest of C45.35 (center of mass of the airstrips west of Tobruk). These airstrips have a free refit capability of 4 air units per turn. It costs the air units 20 of their range to be placed into C45.35 or any west map edge hex at or within 5 hexes of that hex.

Victory:

The player controlling (last to move through) Ft. Capuzzo, Sollum, and both hexes adjoining Halfaya Pass wins. If neither player controls all these hexes, the game is a draw.

7.7 Operation Brevity Campaign Start

General Information:

Set Up Order: Axis, Commonwealth

First Player: Commonwealth

First Turn: 15 May 41

Last Turn: 29 Nov 42

Game Length: 166

Maps in Play: All

Use Campaign Rules?: Yes

Port Damage: 2 Hits on Benghazi

Airfield Ownership: The Axis controls all airbases and air strips in Libya except Giarabub. It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- German Acclimation to the Desert (4.7a)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez, Tobruk

Reserve Markers Available: 3

Hedgehogs Remaining: 20

Minefields Remaining: 25

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Training #2), 2 NZ Div (Training #2), 7 Aus Div (Training #1), 1 SA Div (Green and Locked)

Greek Campaign Status Track

Marker: Campaign Execution Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units: To be rebuilt when the listed units are destroyed or disbanded. (To “disband” simply remove the unit from play when desired.)

7 Arm Div (5-4-3 Support Bde (7 Support))—1 KRRC, 2 Rifle

Available for Rebuilding:

7 Arm Div (7-4-8 Arm Bde (7))

7 Arm Div (5-4-8 Arm Bde (4))

6-4-3 Ind Inf Bde (3 Ind)

2-3-10 Lt Arm Bn (3 Hus)

3-4-8 Arm Car Bn (KDG)

5-2-3 Arty Bn (Yellow) (2 RHA)

O'Connor Leader: **Captured**

Set Up:

Near East Box:

4 Ind Div (5 Ind Inf Bde)

Greece Box:

Variable Slot: 6-4-3 Inf Bde (14)

Greek Campaign Prep Deployments:

6 Aus Div (16 Aus, 17 Aus, 19 Aus,

Organic Truck (Full))

2 NZ Div (4 NZ, 5 NZ Inf Bde)

2 NZ Div (28 Maori Inf Bn)

2 NZ Div (2-5-8 Arm Recon Bn (2 NZ))

2 NZ Div (Organic Truck (Full))

B49.09:

Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)

9 Aus Inf Div (20 Aus, 24 Aus, 26 Aus

Inf Bde, Organic Truck (Full))

7 Aus Inf Div (18 Aus Inf Bde)

2-4-3 Ind Cav Bn (18 Ind)

1-2-3 Senussi Bn (Tobruk)

(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)

3-2-8 Arm Bn (1 RTR)

6-2-3 Arm Bn (7 RTR)

2-3-5 Arm Bn (Cap It)

6-2-0 Coastal Arty Battery (X, 202, 206)

5-2-3 Arty Bn (Red) (1 RHA, 104 RHA, 107 RHA, 51 Fld)

8-3-0 Aus Arty Bn (Bush)

1x Pax Repl

18 SPs

C40.26:

7 Arm Div (2-4-3 Inf Bn (2 Rifle))

5-2-3 Arty Bn (Red) (8 Fld)

C39.27:

6-2-3 Arm Bn (4 RTR)

6-4-3 Inf Bde (22 Gd)

2 SPs

w/i 1 C37.28:

Stafer Gott Leader

Jock Campbell Leader

7 Arm Div (2 RTR Arm Bn, 2-4-3 Inf Bn

(1 KRRC), 3-5-8 Arm Car Bn (11 Hus),

Organic Truck (Full))

5-2-3 Arty Bn (Red) (4 RHA)

2 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)

2-3-5 Egyptian Camel Bn (Siwa)

1-5-8 Commando Bn (LRDG)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2-3-6 Egyptian Cav Bn (Mob F)

1-2-8 Egyptian Ford Co (n-FDA)

3-3-8 Egyptian Ford Bn (FDA)

7 Aus Inf Div (21 Aus, 25 Aus Inf Bde,

Organic Truck (Full))

0-2-1 RR Co (10 NZ)

Level 2 Airbase

4T Truck Points

18 SPs

D37.32:

8-0 Corps HQ (W.Desrt)

4 Ind Inf Div (7 Ind, 11 Ind Inf Bde, 2-4-

6 Arm Car Bn (CIH), Organic Truck

(Full))

9-2-3 Arty Bn (68 Med)

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

w/i 3 D36.06:

6-4-3 Polish Inf Bde (Carp)

2-4-3 Polish Cav Bn (Lancer)

1 SA Inf Div (5 SA Inf Bde) (not

restricted)

D39.05:

Level 3 Airbase

6-2-0 Coastal Arty Battery (204)

(4)-3-1 Fort Bde (Alex A, Alex B)

2-1-3 Egyptian Inf Bde (2)

6-4-3 Inf Bde (16, 23)

2 NZ Inf Div (6 NZ Inf Bde)

5x Eq Repls

1x Pax Repl

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Level 2 Airbase
 Level 3 Airbase
 2-4-8 SA Arm Car Bn (7 SA)
 (4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
 4-2-3 Egyptian Inf Bde (1)
 3-0-5 Egyptian Arty Bn (1 Lt Mule)
 Egyptian National Army Organic Truck (Full)

E19.21:

Level 3 Airbase

E22.06:

5-2-3 Arty Bn (Red) (149 Fld)
 Level 2 Airbase

E23.20:

2-4-8 Arm Car Bn (Royals)

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase

E43.11:

Level 2 Airbase
 6-2-2 Coastal Arty Battery (19 Hvy)

At any Allied controlled Airbase or Airstrip:

3x Hurri I
 2x Blen IV
 1x Beaufgtr
 1x Gladiator
 1x Wellington

Anywhere inside Egypt:

1x Egyptian Gladiator
 3x Egyptian RR Bn (ENRR)
 1x Egyptian Engineer Bn (Port)

Special Rules or Restrictions:

1) The Tiger Convoy has arrived. 1x Hurri I (from the Convoy) comes in as a reinforcement on the 15 May 41 turn.

2) The following cannot move outside the "Restriction Zone" Boundary until released:

Carp Polish Inf Bde
 Polish Lancer Cav Bn

Axis Information:

City Ownership: Two Months (+): Benghazi, (Bardia was captured on 12 April 41)

Reserve Markers Available: 5

Hedgehogs Remaining: 13

Flieger Korps Active: Yes

Minefields Available for Reuse: 0

Dead Units:

Italian:

8-0 Corps HQ (LibOp, 21 It, 22 It, 23 It)
 9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)
 12-2-3 Inf Div (Cirene, Marm, Sirte)
 12-1-3 Inf Div (Ctnzro)
 8-1-3 Inf Div (1 Lib)
 8-2-3 Inf Div (2 Lib)
 4-3-3 Inf Rgt (1 Lib)
 3-2-3 Inf Rgt (5 Lib)
 2-3-3 Inf Bn (34 Lib)
 5-3-3 Inf Rgt (10 Brs)
 2-3-3 Blackshirt Inf Bn (Vd.Lib)
 3-1-2 GAF Rgt (30, 31, 32)
 1-2-2 GAF Co (B.Scegga, E.GuG)
 3-0-3 Territorial Rgt (54)
 2-0-3 Territorial Bn (225, 226)
 2-0-3 Coastal Defense Bn (31 Lib)
 2-0-6 Lt Arm Bn (61 Lt, 62 Lt)
 2-1-6 Lt Arm Bn (20 Lt, 60 Lt, 63 Lt)
 5-4-7 Arm Bn (8 Med (Ariete))
 4-3-6 Arm Bn (3 Med)
 4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
 3-3-6 Arm Bn (1 Med, 2 Med)
 3-3-3 MG Bn (VEC)
 2-1-1 MG Bn (3 Lib Frt)
 1-1-1 MG Bn (Gialo)
 2-1-2 Blackshirt MG Bn (201, 202, 204)
 2-3-3 MG Bn (17, 25, 55, 64)
 2-2-3 MG Bn (27, 61, 62, 63)
 2-3-12 Motorcycle Bn (ProvBrs)
 1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
 10-3-3 Arty Rgt (10, 12, 26)
 10-3-2 Arty Rgt (10 Corps, 22 Corps)
 26-2-2 Arty Bde (30 GAF)
 22-3-2 Arty Rgt (25 Corps)
 15-3-2 Arty Rgt (di Mnvra)
 14-3-2 Arty Bde (20 Corps)
 13-3-3 Arty Bde (Mtrizzato)
 11-3-2 Arty Rgt (21 Corps)
 9-3-2 Arty Bn (23 Corps)
 8-2-2 Arty Rgt (31 GAF)

7-3-2 Arty Rgt (Maletti)
 4-2-2 Arty Rgt (32 GAF)
 17-0-0 Coastal Arty Rgt (R. Mar)
 3-0-0 Coastal Arty Bn (4)
 2-0-0 Coastal Arty Bn (5)
 2x SM.79
 2x CR.42
 1x Ba.65

German:
 3-5-8 Pz Co (KStA)
 15 Pz Div (5-5-5 Pz Bn (2-8))
 15 Pz Div (3-5-3 Motorcycle Bn (15 Krd))
 5.Le Div (5-5-5 Pz Bn (1-5))
 5.Le Div (5-5-3 MG Bn (8))

Set Up:

Sicily Box:

1x Ju.88
 1x Ju.52
 1x It SM.82

Old Shipping Box:

Afrika Div (155 Inf Rgt)
 3-3-3 Arty Bn (408)

Tripoli Box:

18 SPs
 5T Truck Points
 1x It Pax Repl
 1x It Eq Repl
 8-0 Corps HQ (20 It)
 12-3-3 Inf Div (Pavia, Savona (less one step), Sabrtha (less two steps))
 3-3-3 MG Bn (Aosta, Genova)
 2-3-3 MG Bn (60)
 (4)-4-5 AT Bn (2 Mil)
 1-2-3 Inf Bn (18 Lib)
 1-1-2 GAF Bn (35)
 8-3-3 Arty Rgt (3 Cel)
 22-3-2 Arty Bde (5 Army)
 10-2-2 Arty Rgt (340 GAF)
 4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)

A41.21:

1-2-3 Inf Bn (36 Lib)

A48.20:

8-0 Corps HQ (10 It)
 (6)-4-5 AT Bn (1 Mil)
 4T Truck Points
 4 SPs

A48.18:

Level 2 Airbase

A55.11:

12-2-3 Inf Div (Bologna)
 2-1-6 Lt Arm Bn (4 Lt)

A55.05:

Level 2 Airbase

w/i 1 B60.24:

(3)-3-3 *Koriück Bn (556)*
5.Le Div (Organic Truck (Full))
 Ariete Arm Div (5-4-7 Arm Bn (7 Med))
 2-0-6 Lt Arm Bn (5 Lt)
 5 SPs

B50.15:

Rommel Leader
14-0 Corps HQ (DAK)
 3-5-8 *PJ Bn (605)*
15 Pz Div (Organic Truck (Full))
 2 SPs

B50.12:

12-3-3 Inf Div (Brescia)
 3-4-3 Assault Engineer Bn (32)

B50.13:

7-3-3 Arty Rgt (1 Cel)
 11-3-2 Arty Rgt (16 Corps)

B49.12:

15 Pz Div (6-5-3 Inf Rgt (104, 115))

B48.11:

5.Le Div (5-5-3 MG Bn (2))
(7)-5-3 Lufwaffe Flak Bn (1-33)

B48.12:

15 Pz Div (17-3-3 Arty Rgt (33))
 11-3-2 Arty Rgt (24 Corps)

B47.12:

5.Le Div (3-5-3 Pio Bn (200))
 3-3-3 *Flak Bn (606)*
 7-3-3 Arty Rgt (2 Cel)

B46.12:

5.Le Div (4-3-3 Arty Bn (1-75))

B46.11:

Ariete Arm Div (2-3-6 Lt Arm Bn (3 Lt))

B46.10:

Ariete Arm Div (2-3-6 Lt Arm Bn (2 Lt),
 10-3-3 Arty Rgt (132), Organic Truck
 (Full))

B46.09:

Ariete Arm Div (2-3-6 Lt Arm Bn (1 Lt))

B46.08:

5.Le Div (4-5-8 Arm Recon Bn (3))
 Level 2 Airbase

B46.07:

15 Pz Div (5-5-8 Pz Bn (1-8))
5.Le Div ((3)-4-3 PJ Bn (39 PJ))

B46.06:

3-4-3 MG Bn (S.Maria)

B47.06:

5-4-3 Inf Rgt (7 Brs)
 Trento Div (46 Arty Rgt)

B48.05:

Trento Div (61 Inf Rgt)
 (3)-3-3 AT Bn (551)

C44.31:

15 Pz Div (4-5-8 Arm Recon Bn (33))

C45.29:

5.Le Div (5-5-8 Pz Bn (2-5))
 2-3-3 MG Bn (551)
 Trento Div (62 Inf Rgt)

C42.28:

15 Pz Div ((3)-4-3 PJ Bn (33 PJ))

C42.29:

Ariete Arm Div (8 Brs Inf Rgt)

C42.30:

15 Pz Div (4-5-3 Pio Bn (33))
(7)-5-3 Lufwaffe Flak Bn (1-18)

With any other Axis unit:

KG Markers (Bach, Marcks, Linau, 3 Aufk)

At Any Axis controlled Airbase or Air Strip:

Italian:
 1x Ju.87b (reduced)
 1x CR.42
 2x SM.79
 1x Ca.309
 2x G.50

German:

1x Bf.109e
1x Ju.87b
1x Bf.110

Victory:

Use Campaign Victory conditions.

7.8 Operation Battleaxe, 15 June 1941 – Two Map, Short Scenario

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 15 June 41
Last Turn: 19 June 41
Game Length: 2
Maps in Play: Maps B and C only
Use Campaign Rules?: No
Port Damage: None
Airfield Ownership: The Axis controls all airbases and air strips in Libya except Giarabub. It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- German Acclimation to the Desert (4.7a)

Commonwealth Information:

City Ownership: NA
Reserve Markers Available: 4
Hedgehogs Remaining: NA
Minefields Remaining: NA
Senussi Hexes remaining: NA
Training Marker Positions: 7 Aus and 1 SA Divisions are still Green.
Greek Campaign Status Track Marker: NA
Greek Deployment Progress Track Marker: NA
Dead Units: NA (no rebuilds allowed)

Set Up:

B49.09:
 Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)
 9 Aus Inf Div (20 Aus, 24 Aus, 26 Aus
 Inf Bde, Organic Truck (Full))
 7 Aus Inf Div (18 Aus Inf Bde)
 2-4-3 Ind Cav Bn (18 Ind)
 3-2-8 Arm Bn (1 RTR)
 6-2-3 Arm Bn (7 RTR)
 6-2-0 Coastal Arty Battery (X, 202, 206)
 5-2-3 Arty Bn (Red) (1 RHA, 104 RHA,
 107 RHA, 51 Fld)
 8-3-0 Aus Arty Bn (Bush)
 20 SPs

C37.29:

Jock Campbell Leader
 7 Arm Div (7 Support Bde)
 5-2-3 Arty Bn (Red) (4 RHA)

C38.28:

2-4-8 Arm Car Bn (Royals)
 7 Arm Div (11 Hus Arm Car Bn, 7-4-8
 Arm Bde (7))

C39.27:

Strafer Gott Leader
 7 Arm Div (5-4-8 Arm Bde (4))
 6-2-3 Arm Bn (4 RTR)
 9-2-3 Arty Bn (7 Med)
 5-2-3 Arty Bn (Red) (8 Fld)
 2 SPs

C39.25:

4 Ind Div (11 Ind Inf Bde)

C40.24:

4 Ind Div (CIH Arm Car Bn)

C37.23:

6-4-3 Inf Bde (22 Gd)
 4 Ind Div (Organic Truck (Full))
 7 Arm Div (Organic Truck (Full))
 5 SPs

C43.19:

8-0 Corps HQ (W.Desrt)
 4 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
 2-3-5 Egyptian Camel Bn (Siwa)
 1-5-8 Commando Bn (LRDG)

C38.02:

Railhead Marker

Railline west of and including C38.02
 does not exist.

C39.03:

2-4-8 Arm Car Bn (4 SA)
 2-4-3 Inf Bn (11 Czech)
 6-4-3 Inf Bde (23)
 1 SA Div (2 SA, 5 SA Inf Bde)
 Level 2 Airbase
 6T Truck Points
 16 SPs

**At any Allied controlled Airbase or
 Airstrip:**

3x Hurri I
 2x Blen IV
 1x Beaufgtr

Special Rules or Restrictions:

1) Reinforcements: None

2) Incoming Supply: 1 SP per turn at
 Mersa Matruh, 1 SP per turn at Tobruk

Axis Information:

City Ownership: NA
Reserve Markers Available: 5
Hedgehogs Remaining: NA
Flieger Korps Active: NA
Minefields Available for Reuse:
 NA
Dead Units: No Rebuilds Allowed.

Set Up:

w/i 1 B60.24:

(3)-3-3 *Koriück Bn (556)*
5.Le Div (Organic Truck (Full))
 Ariete Arm Div (5-4-7 Arm Bn (7 Med))
 2-0-6 Lt Arm Bn (5 Lt)
 6 SPs

B50.15:

Rommel Leader
14-0 Corps HQ (DAK)
3-5-8 PJ Bn (605)
15 Pz Div (Organic Truck (Full))
 4 SPs

B49.15:

Ariete Arm Div (2-3-6 Lt Arm Bn (1 Lt,
 2 Lt, 3Lt), 10-3-3 Arty Rgt (132))

B47.12:

5.Le Div (5-5-8 Pz Bn (2-5))

B50.11:

12-3-3 Inf Div (Brescia)
 7-3-3 Arty Rgt (1 Cel)

B49.11:

3-4-3 Assault Engineer Bn (32)

B49.12:

11-3-2 Arty Rgt (16 Corps)

B48.10:

5.Le Div (5-5-3 MG Bn (2))
3-3-3 Flak Bn (606)

B47.10:

5.Le Div (3-5-3 Pio Bn (200))
5.Le Div ((3)-4-3 PJ Bn (39 PJ))

B47.09:

12-3-3 Inf Div (Pavia)
 3-3-3 MG Bn (Aosta)

B46.08:

8-3-3 Arty Rgt (3 Cel)
 11-3-2 Arty Rgt (24 Corps)
 Level 2 Airbase

B46.07:

Ariete Arm Div (5-4-7 Arm Bn (8 Med),
 8 Brs Inf Rgt, Organic Truck (Full))

B47.08:

3-4-3 MG Bn (S.Maria)
 (3)-3-3 AT Bn (551)

B47.07:

5-4-3 Inf Rgt (7 Brs)
 Trento Div (61 Inf Rgt)

B48.06:

Trento Div (46 Arty Rgt)
 2-3-3 MG Bn (551)

B45.02:

*5.Le Div (4-5-8 Arm Rec Bn (3), 5-5-8 Pz
 Bn (1-5), 4-3-3 Arty Bn (1-75))*

C45.29:

Trento Div (62 Inf Rgt)

C39.31:

15 Pz Div (4-5-8 Arm Rec Bn (33))
 7-3-3 Arty Rgt (2 Cel)

C40.28:

Level 1 Hedgehog
KG Marker (Bach)
15 Pz Div (6-5-3 Inf Rgt (104))

C41.30:

Level 1 Hedgehog
15 Pz Div (6-5-3 Inf Rgt (115))
(7)-5-3 Luftwaffe Flak Bn (1-18)

C42.28:

15 Pz Div ((3)-4-3 PJ Bn (33 PJ))

C42.29:

15 Pz Div (4-5-3 Pio Bn (33))

C42.30:

Level 1 Hedgehog
(7)-5-3 *Luftwaffe Flak Bn (1-33)*
(1)-4-3 *Oasis Co (2-300)*

C44.29:

15 Pz Div (5-5-8 Pz Bn (1-8, 2-8), 17-3-3 Arty Rgt (33))

C44.31:

15 Pz Div (3-5-3 Motorcycle Bn (15 Krd))

With any other Axis unit:

KG Markers (Marcks, Linau, 3 Aufk)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
1x SM.79
1x Ca.309
2x G.50

German:

1x Bf.109e
2x Ju.87b
1x Bf.110
1x Ju.88

Special Rules or Restrictions:

1) Reinforcements:

- a) 2 SP per turn in Derna (representing coastal shipping as well as overland SP movement).
- b) No unit reinforcements.

Victory:

The player controlling (last to move through) Ft. Capuzzo, Sollum, and both hexes adjoining Halfaya Pass wins. If neither player controls all these hexes, the game is a draw.

7.9 Operation Battleaxe Campaign Start

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 15 June 41
Last Turn: 29 Nov 42
Game Length: 157
Maps in Play: All
Use Campaign Rules?: Yes
Port Damage: 1 Hit on Benghazi

Airfield Ownership: The Axis controls all airbases and air strips in Libya except Giarabub. It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- German Acclimation to the Desert (4.7a)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+):
Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez, Tobruk

Reserve Markers Available: 4
Hedgehogs Remaining: 20
Minefields Remaining: 25
Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Training #2), 1 SA Div (Green)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress Track Marker: No longer in use.

Dead Units:
6-4-3 Ind Inf Bde (3 Ind)
2-3-10 Lt Arm Bn (3 Hus)
3-4-8 Arm Car Bn (KDG)
2 NZ Div (2-5-8 Arm Rec Bn (2 NZ))
2 NZ Div (6-4-3 Inf Bde (4 NZ, 5 NZ))
5-2-3 Arty Bn (Yellow) (2 RHA)

O'Connor Leader: **Captured**

Set Up:

Near East Box:
4 Ind Div (5 Ind Inf Bde)
7 Aus Div (21 Aus, 25 Aus Inf Bde, Organic Truck (Full))
9 Aus Div (9 Aus Recon Bn)

B49.09:

Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)
9 Aus Inf Div (20 Aus, 24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
7 Aus Inf Div (18 Aus Inf Bde)
2-4-3 Ind Cav Bn (18 Ind)
3-2-8 Arm Bn (1 RTR)
6-2-3 Arm Bn (7 RTR)
6-2-0 Coastal Arty Battery (X, 202, 206)
5-2-3 Arty Bn (Red) (1 RHA, 104 RHA, 107 RHA, 51 Fld)
8-3-0 Aus Arty Bn (Bush)
1x Pax Repl
20 SPs

C37.29:

Jock Campbell Leader
7 Arm Div (7 Support Bde)
5-2-3 Arty Bn (Red) (4 RHA)

C38.28:

2-4-8 Arm Car Bn (Royals)
7 Arm Div (11 Hus Arm Car Bn, 7-4-8 Arm Bde (7))

C39.27:

Strafer Gott Leader
7 Arm Div (5-4-8 Arm Bde (4))
6-2-3 Arm Bn (4 RTR)
9-2-3 Arty Bn (7 Med)
5-2-3 Arty Bn (Red) (8 Fld)
2 SPs

C39.25:

4 Ind Div (11 Ind Inf Bde)

C40.24:

4 Ind Div (CIH Arm Car Bn)

C37.23:

6-4-3 Inf Bde (22 Gd)
4 Ind Div (Organic Truck (Full))
7 Arm Div (Organic Truck (Full))
5 SPs

C43.19:

8-0 Corps HQ (W.Desrt)
4 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
2-3-5 Egyptian Camel Bn (Siwa)
1-5-8 Commando Bn (LRDG)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

2-4-8 Arm Car Bn (4 SA)
 2-4-3 Inf Bn (11 Czech)
 6-4-3 Inf Bde (23)
 1 SA Div (2 SA, 5 SA Inf Bde)
 2-3-6 Egyptian Cav Bn (Mob F)
 1-2-8 Egyptian Ford Co (n-FDA)
 3-3-8 Egyptian Ford Bn (FDA)
 0-2-1 RR Co (10 NZ)
 Level 2 Airbase
 6T Truck Points
 16 SPs

D37.32:

4 Ind Inf Div (7 Ind Inf Bde)
 9-2-3 Arty Bn (64 Med, 68 Med)

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

w/i 3 D36.06:

6-4-3 Polish Inf Bde (Carp)
 2-4-3 Polish Cav Bn (Lancer)

D39.05:

1-2-3 Senussi Bn (Tobruk)
 (1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
 Level 3 Airbase
 6-2-0 Coastal Arty Battery (204)
 (4)-3-1 Fort Bde (Alex A, Alex B)
 2-1-3 Egyptian Inf Bde (2)
 6-4-3 Inf Bde (14, 16)
 2 NZ Inf Div (6 NZ Inf Bde, 28 Maori Inf Bn, Organic Truck (Full))
 3x Eq Repls
 2x Pax Repl

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

E27.33:

2-4-8 Arm Car Bn (6 SA, 7 SA)

w/i 1 any hex of Cairo:

Level 2 Airbase
 Level 3 Airbase
 (4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
 4-2-3 Egyptian Inf Bde (1)
 3-0-5 Egyptian Arty Bn (1 Lt Mule)
 Egyptian National Army Organic Truck (Full)

E19.21:

Level 3 Airbase

E22.06:

5-2-3 Arty Bn (Red) (149 Fld)
 Level 2 Airbase

E26.07:

50 Inf Div (150 Inf Bde)

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase

E43.11:

Level 2 Airbase
 6-2-2 Coastal Arty Battery (19 Hvy)

At any Allied Controlled Airbase or Airstrip:

4x Hurri I
 3x Blen IV
 1x Beaufgtr
 1x Gladiator
 1x Wellington

Anywhere inside Egypt:

1x Egyptian Gladiator
 3x Egyptian RR Bn (ENRR)
 1x Egyptian Engineer Bn (Port)

Special Rules or Restrictions:

1) The following cannot move outside the "Restriction Zone" boundary until released:

Carp Polish Inf Bde
 Polish Lancer Cav Bn

Axis Information:

City Ownership: Two Months (+):
 Benghazi, Bardia

Reserve Markers Available: 5

Hedgehogs Remaining: 10

Flieger Korps Active: Yes

Minefields Available for Reuse: 0

Dead Units:

Italian:

8-0 Corps HQ (LibOp, 21 It, 22 It, 23 It)

9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)

12-2-3 Inf Div (Cirene, Marm, Sirte)

12-1-3 Inf Div (Ctnzro)

8-1-3 Inf Div (1 Lib)

8-2-3 Inf Div (2 Lib)

4-3-3 Inf Rgt (1 Lib)

3-2-3 Inf Rgt (5 Lib)

2-3-3 Inf Bn (34 Lib)

5-3-3 Inf Rgt (10 Brs)

2-3-3 Blackshirt Inf Bn

(Vd.Lib)

3-1-2 GAF Rgt (30, 31, 32)

1-2-2 GAF Co (B.Sceggia,

E.GuG)

3-0-3 Territorial Rgt (54)

2-0-3 Territorial Bn (225, 226)

2-0-3 Coastal Defense Bn

(31 Lib)

2-0-6 Lt Arm Bn (61 Lt, 62 Lt)

2-1-6 Lt Arm Bn (20 Lt, 60 Lt, 63 Lt)

4-3-6 Arm Bn (3 Med)

4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)

3-3-6 Arm Bn (1 Med, 2 Med)

3-3-3 MG Bn (VEC)

2-1-1 MG Bn (3 Lib Frt)

1-1-1 MG Bn (Gialo)

2-1-2 Blackshirt MG Bn (201, 202, 204)

2-3-3 MG Bn (17, 25, 55, 64)

2-2-3 MG Bn (27, 61, 62, 63)

2-3-12 Motorcycle Bn

(ProvBrs)

1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)

8-0-0 Stranded Cruiser

(San Giorgio)

10-3-3 Arty Rgt (10, 12, 26)

10-3-2 Arty Rgt (10 Corps,

22 Corps)

26-2-2 Arty Bde (30 GAF)

22-3-2 Arty Rgt (25 Corps)

15-3-2 Arty Rgt (di Mnvra)

14-3-2 Arty Bde (20 Corps)

13-3-3 Arty Bde (Mtrizzato)

11-3-2 Arty Rgt (21 Corps)

9-3-2 Arty Bn (23 Corps)

8-2-2 Arty Rgt (31 GAF)

7-3-2 Arty Rgt (Maletti)

4-2-2 Arty Rgt (32 GAF)

17-0-0 Coastal Arty Rgt

(R. Mar)

3-0-0 Coastal Arty Bn (4)

2-0-0 Coastal Arty Bn (5)

2x SM.79

2x CR.42

1x Ba.65

German:

3-5-8 Pz Co (KStA)

5.Le Div (5-5-3 MG Bn (8))

Set Up:

Old Shipping Box:

4-3-3 Arty Bn (864)
2-3-3 Inf Bn (3-255, 3-347)
1-3-2 Mtn Arty Battery (362, 363, 364)

Tripoli Box:

10 SPs
6T Truck Points
3x It Pax Repl
8-0 Corps HQ (20 It)
12-3-3 Inf Div (Savona (less one step),
Sabrtha (less two steps))
3-3-3 MG Bn (Genova)
2-3-3 MG Bn (60)
(4)-4-5 AT Bn (2 Mil)
1-1-2 GAF Bn (35)
22-3-2 Arty Bde (5 Army)
10-2-2 Arty Rgt (340 GAF)
4-2-2 Arty Bn (332 GAF)
3-2-2 Arty Bn (291 GAF)
3-3-3 Arty Bn (408)

A18.30:

1-2-3 Inf Bn (18 Lib)

A41.21:

1-2-3 Inf Bn (36 Lib)

A48.20:

8-0 Corps HQ (10 It)
(6)-4-5 AT Bn (1 Mil)
5T Truck Points
8 SPs

A48.18:

Level 2 Airbase

A55.11:

12-2-3 Inf Div (Bologna)
2-1-6 Lt Arm Bn (4 Lt)

A55.05:

Level 2 Airbase

w/i 1 B60.24:

(3)-3-3 Koriück Bn (556)
5.Le Div (Organic Truck (Full))
Ariete Arm Div (5-4-7 Arm Bn (7 Med))
2-0-6 Lt Arm Bn (5 Lt)
6 SPs

B50.15:

Rommel Leader
14-0 Corps HQ (DAK)
3-5-8 PJ Bn (605)
15 Pz Div (Organic Truck (Full))
4 SPs

B49.15:

Ariete Arm Div (2-3-6 Lt Arm Bn (1 Lt,
2 Lt, 3Lt), 10-3-3 Arty Rgt (132))

B47.12:

5.Le Div (5-5-8 Pz Bn (2-5))

B50.11:

12-3-3 Inf Div (Brescia)
7-3-3 Arty Rgt (1 Cel)

B49.11:

3-4-3 Assault Engineer Bn (32)

B49.12:

11-3-2 Arty Rgt (16 Corps)

B48.10:

5.Le Div (5-5-3 MG Bn (2))
3-3-3 Flak Bn (606)

B47.10:

5.Le Div (3-5-3 Pio Bn (200))
5.Le Div ((3)-4-3 PJ Bn (39 PJ))

B47.09:

12-3-3 Inf Div (Pavia)
3-3-3 MG Bn (Aosta)

B46.08:

8-3-3 Arty Rgt (3 Cel)
11-3-2 Arty Rgt (24 Corps)
Level 2 Airbase

B46.07:

Ariete Arm Div (5-4-7 Arm Bn (8 Med),
8 Brs Inf Rgt, Organic Truck (Full))

B47.08:

3-4-3 MG Bn (S.Maria)
(3)-3-3 AT Bn (551)

B47.07:

5-4-3 Inf Rgt (7 Brs)
Trento Div (61 Inf Rgt)

B48.06:

Trento Div (46 Arty Rgt)
2-3-3 MG Bn (551)

B45.02:

5.Le Div (4-5-8 Arm Rec Bn (3), 5-5-8 Pz
Bn (1-5), 4-3-3 Arty Bn (1-75))

C45.29:

Trento Div (62 Inf Rgt)

C39.31:

15 Pz Div (4-5-8 Arm Rec Bn (33))
7-3-3 Arty Rgt (2 Cel)

C40.28:

Level 1 Hedgehog
KG Marker (Bach)
15 Pz Div (6-5-3 Inf Rgt (104))

C41.30:

Level 1 Hedgehog
15 Pz Div (6-5-3 Inf Rgt (115))
(7)-5-3 Luftwaffe Flak Bn (1-18)

C42.28:

15 Pz Div ((3)-4-3 PJ Bn (33 PJ))

C42.29:

15 Pz Div (4-5-3 Pio Bn (33))

C42.30:

Level 1 Hedgehog
(7)-5-3 Luftwaffe Flak Bn (1-33)
(1)-4-3 Oasis Co (2-300)

C44.29:

15 Pz Div (5-5-8 Pz Bn (1-8, 2-8), 17-3-3
Arty Rgt (33))

C44.31:

15 Pz Div (3-5-3 Motorcycle Bn (15
Krd))

With any other Axis unit:

KG Markers (Marcks, Linau, 3 Aufk)

At Any Axis controlled Airbase or Air Strip:

Italian:

1x Ju.87b (reduced)
1x CR.42
2x SM.79
1x Ca.309
3x G.50
1x SM.82

German:

1x Bf.109e
2x Ju.87b
1x Bf.110
2x Ju.88
1x Ju.52

Victory:

Use Campaign Victory conditions.

7.10 Operation Crusader—Smaller Scenario

General Information:

Set Up Order: Axis,

Commonwealth

First Player: Commonwealth

First Turn: 19 Nov 41

Last Turn: 15 Dec 41

Game Length: 9

Maps in Play: Maps B and C only

Use Campaign Rules?: No

Port Damage: None

Airfield Ownership: The Axis controls all airbases and air strips in Libya except Giarabub, Es Scegga (C31.31), Gseien (C27.33). It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- Allied Hipshoots Allowed (5.1)

Special Rules:

1) Weather: There was a Rainstorm on map B on the 15 Nov 41 turn. All air units that set up on either of those two maps must set up inactive.

2) Surprise: Rommel steadfastly refused to believe that a major Allied offensive was underway (concentrating on his own plan to take Tobruk). This results in the following:

a) The first turn of the game is 19 Nov 41, even though the battle technically began on the 18th and the Commonwealth has already begun its movement into Axis territory.

b) The Commonwealth is the first player.

c) (Important) There is no Axis Reaction Phase in the Commonwealth 19 Nov 41 turn.

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Tobruk

Reserve Markers Available: 6

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Green & Locked)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units: No rebuilds allowed.

Set Up:

B49.09:
Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)
6-4-3 Inf Bde (14, 16, 23)
6-4-3 Polish Inf Bde (Carp)
2-4-3 Polish Cav Bn (Lancer)
2-4-3 Czech Inf Bn (11 Czech)
3-2-8 Arm Bn (1 RTR)
6-2-3 Arm Bn (4 RTR, 7 RTR)
6-2-0 Coastal Arty Battery (X, 202, 206)
5-2-3 Arty Bn (Red) (1 RHA, 104 RHA, 107 RHA, 144 Fld)
8-3-0 Aus Arty Bn (Bush)
(2)-2-3 AT Bn (Red) (149 AT)
19 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)
2-4-8 Arm Car Bn (6 SA, 7 SA)
1-5-8 Commando Bn (1 SAS, LRDG)
5 Ind Div (29 Ind Inf Bde)

B30.04:

1 SA Div (5 SA Inf Bde)

B34.05:

1 SA Div (1 SA Inf Bde, Organic Truck (Full))
2-4-8 Arm Car Bn (3 SA)

B35.02:

12-0 Corps HQ (30)
6-4-3 Inf Bde (22 Gd)
4T Truck Points
5 SPs

B38.06:

1 Arm Div (7-4-8 Arm Bde (22), Organic Truck (Full))

B38.03:

7 Arm Div (7 Support Bde, Organic Truck (Full))
5-2-3 Arty Bn (Red) (60 Fld)

B40.05:

2-4-8 Arm Car Bn (4 SA)

B39.02:

Strafer Gott Leader
7 Arm Div (5-4-8 Arm Bde (4))
(2)-2-3 AT Bn (Red) (102 AT)
5-2-3 Arty Bn (Yellow) (2 RHA)

B41.04:

Jock Campbell Leader
7 Arm Div (7-4-8 Arm Bde (7))
5-2-3 Arty Bn (Red) (4 RHA)

B42.04:

7 Arm Div (11 Hus Arm Car Bn)

B42.02:

3-4-8 Arm Car Bn (KDG)

w/i 1 C37.32:

2 NZ Div (2-5-8 Arm Recon Bn (2 NZ), 28 Maori Inf Bn, 4 NZ, 5 NZ, 6 NZ Inf Bde, Organic Truck (Full))

C37.31:

12-0 Corps HQ (13)
6-2-3 Arm Bn (8 RTR, 42 RTR, 44 RTR)

C38.31:

4 Ind Div (7 Ind Inf Bde)
(2)-2-3 AT Bn (Red) (65 AT)

C39.29:

4 Ind Div (CIH Arm Car Bn)

C37.26:

4 Ind Div (5 Ind Inf Bde, Organic Truck (Full))

C36.23:

5 SPs

w/i 1 C40.26:

4 Ind Div (11 Ind Inf Bde)
9-2-3 Arty Bn (7 Med)
3 SPs

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
2-3-5 Egyptian Camel Bn (Siwa)

C36.24:

Railhead Marker
0-2-1 RR Co (10 NZ, 13 NZ)

Railline west of and including C36.25 does not exist.

C39.03:

1 SA Div (2 SA Inf Bde)
5-2-3 Arty Bn (Red) (8 Fld)
2 SA Div (Organic Truck (Full))
2-3-6 Egyptian Cav Bn (Mob F)
1-2-8 Egyptian Ford Co (n-FDA)
3-3-8 Egyptian Ford Bn (FDA)
Level 2 Airbase
6x Pax Repl
9x Eq Repl
5T Truck Points
25 SPs

At any Allied Controlled Airbase or Airstrip:

5x Hurri I
4x Blen IV
1x Beaufgtr
2x Wellington
2x Maryld
1x Ktyhk

Reinforcements:

Each turn place 2 SPs in hex C39.03.

Axis Information:

City Ownership: Two Months (+):

Bardia

Reserve Markers Available: 5

Hedgehogs Remaining: NA

Flieger Korps Active: NA

Minefields Available for Reuse:

NA

Dead Units: No Rebuilds allowed.

Set Up:**B60.30:**

3-4-3 Para Bn (1 Cara)

B60.29:

RECAM Ragg Marker

4-2-3 MG Bn (R.Gessi)

2-3-12 Motorcycle Bn (PAI)

Ariete Arm Div (2-3-6 Lt Arm Bn (3 Lt))

3-3-7 Lt Arm Bn (52 Mx)

3-4-3 Inf Rgt (GGFF)

1 SP

w/i 1 B50.16:

2T Truck Points

(3)-3-3 *Koriück Bn (556)*

1-5-8 Commando Co (v.Könen)

9-3-2 Coastal Arty Bn (523, 528)

2x German Pax Repl

2x German Eq Repl

8 SPs

w/i 1 B42.13:

8-0 Corps HQ (CAM)

Trieste Div (65 Inf Rgt, 21 Arty Rgt,

Organic Truck (Full))

3-2-3 MG Bn (101)

2 SPs

B45.15:

Trieste Div (66 Inf Rgt)

B44.13:

5-4-3 Inf Rgt (9 Bns) (Semi-Motorized)

B50.11:

12-3-3 Inf Div (Brescia)

7-3-3 Arty Rgt (1 Cel)

B49.11:

2-3-3 MG Bn (551)

2-1-6 Lt Arm Bn (4 Lt)

11-3-2 Arty Rgt (24 Corps)

10-2-2 Arty Rgt (340 GAF)

B49.12:

9-3-2 *Coastal Arty Bn (529, 532)*

B48.10:

Trento Div (61 Inf Rgt)

10-3-5 Arty Rgt (Volanti)

B48.11:

3-4-3 Assault Engineer Bn (31)

22-3-2 Arty Bde (5 Army)

2 SPs

B47.10:

5-4-3 Inf Rgt (7 Bns)

Trento Div (46 Arty Rgt)

B47.09:

Trento Div (62 Inf Rgt)

3-3-3 MG Bn (Aosta)

B47.08:

12-3-3 Inf Div (Pavia)

B47.07:

Afrika Div (155, 361 Inf Rgt)

B48.06:

12-2-3 Inf Div (Bologna)

(3)-3-3 AT Bn (551)

B46.09:

30-3-2 Arty Bde (8 Ragg)

11-3-2 Arty Rgt (16 Corps)

B46.08:

8-0 Corps HQ (21 It)

2-0-6 Lt Arm Bn (5 Lt)

8-3-3 Arty Rgt (3 Cel)

2 SPs

Level 2 Airbase

B46.07:

Afrika Div (900 Pio Bn)

7-3-3 Arty Bn (2-115)

3-3-3 Arty Bn (408)

2-3-3 Arty Battery (902)

4-3-2 Coastal Arty Battery (4-772)

B46.06:

6-5-3 Commando Rgt (288.Snd)

4-3-2 Coastal Arty Battery (4, 4-149)

B47.06:

Afrika Div (580 Exp Co, 361 Arty Bn,

Organic Truck (Full))

2 SPs

B46.02:

Rommel Leader

14-0 Corps HQ (DAK)

3-5-8 Pz Co (KStA)

3-3-3 AA Bn (606)

Level 2 Airbase

2 SPs

C42.29:

Level 1 Hedgehog

21 Pz Div ((3)-4-3 PJ Bn (39 PJ), 4-5-3

Pio Bn (200))

C39.32:

Level 1 Hedgehog

3-4-3 Assault Engineer Bn (32)

C40.28:

Level 1 Hedgehog

21 Pz Div (6-5-3 Inf Rgt (104))

1 SP

C41.30:

Level 1 Hedgehog

12-3-3 Inf Div (Savona)

w/i 1 C45.29:

2-3-3 Inf Bn (3-255, 3-347)

3-3-3 MG Bn (Genova)

3-3-3 AA Bn (617)

7-3-3 Arty Rgt (2 Cel)

2 SPs

C44.31:

21 Pz Div (3 Arm Recon Bn)

C43.30:

3-5-8 PJ Bn (605)

C43.34:

15 Pz Div (33 Arm Recon Bn, (3)-4-3 PJ Bn (33 PJ))

w/i 1 B41.08:

(6)-4-5 AT Bn (1 Mil)

Ariete Arm Div (5-4-7 Arm Bn (7 Med,

8 Med), 4-3-6 Arm Bn (9 Med), 2-3-6 Lt

Arm Bn (1 Lt, 2 Lt), 8 Bns Inf Rgt, (2)-3-

3 AT Bn (Red) (AT), 132 Arty Rgt,

Organic Truck (Full))

1 SP

w/i 1 C45.34:

1-4-4 Inf Gun Co (708)

(7)-5-3 Luftwaffe Flak Bn (1-18)

21 Pz Div (5-5-8 Pz Bn (1-5, 2-5), 3-5-3

Motorcycle Bn (15 Krd), 155 Arty Rgt,

Organic Truck (Full))

2 SPs

w/i 1 B48.03:

(7)-5-3 Luftwaffe Flak Bn (1-33)

1-4-4 Inf Gun Co (707)

15 Pz Div (5-5-8 Pz Bn (1-8, 2-8), 6-5-3

Inf Rgt (115), 5-5-3 MG Bn (2), 4-5-3

Pio Bn (33), 33 Arty Rgt, Organic Truck

(Full))

2 SPs

With any other Axis unit:

KG Markers (Marcks, Linau, 3 Aufk, Bach, Schütte, Wechmar, Voss) (1)-4-3 Oasis Co (2-300, 6-300, 10-300, 12-300, 13-300)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
2x SM.79
1x Ca.309
1x SM.82
1x Br.20
1x MC.202

German:
2x Bf.109e
2x Bf.109f
2x Ju.87b
2x Bf.110
2x Ju.88
2x Ju.52
1x He.111h

Reinforcements:

Each turn place 2 SPs in hex B50.16 or B60.24.

Victory:

The Commonwealth player wins by destroying three of the four German Panzer Division Panzer Battalions and by opening a route by which Truck points can move from Mersa Matruh to Tobruk **without** passing adjacent to any enemy unit (even if the hex is occupied by a friendly unit).

If the Commonwealth opens the corridor to the fortress but doesn't kill the Panzer Battalions, it is a draw.

Any other result is an Axis win.

7.11 Operation Crusader Campaign Start

General Information:

Set Up Order: Axis, Commonwealth
First Player: Commonwealth
First Turn: 19 Nov 41
Last Turn: 29 Nov 42
Game Length: 112
Maps in Play: All
Use Campaign Rules?: Yes
Port Damage: None

Airfield Ownership: The Axis controls all airbases and air strips in Libya except Giarabub, Es Scegga (C31.31), Gseien (C27.33). It also controls Sollum. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Special Rules:

1) Weather: There was a Rainstorm on maps A and B on the 15 Nov 41 turn. All air units that set up on either of those two maps must set up inactive.

2) Surprise: Rommel steadfastly refused to believe that a major Allied offensive was underway (concentrating on his own plan to take Tobruk). This results in the following:

a) The first turn of the game is 19 Nov 41, even though the battle technically began on the 18th and the Commonwealth has already begun its movement into Axis territory.

b) The Commonwealth is the first player.

c) (Important) There is no Axis Reaction Phase in the Commonwealth 19 Nov 41 turn.

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez, Tobruk

Reserve Markers Available: 6
Hedgehogs Remaining: 20
Minefields Remaining: 25
Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Green & Locked)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units:

6-4-3 Ind Inf Bde (3 Ind)
2-3-10 Lt Arm Bn (3 Hus)

O'Connor Leader: **Captured**

Set Up:

Near East Box:

5 Ind Div (9 Ind, 10 Ind Inf Bde, Organic Truck (Full))
7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf Bde, Organic Truck (Full))
9 Aus Div (9 Aus Recon Bn, 20 Aus, 24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
50 Inf Div (69, 150, 151 Inf Bde, Organic Truck (Full))
6-3-3 Inf Bde (161 British)

B49.09:

Level 2 Airbase

w/i 2 B50.08:

4-0 Command HQ (Tobruk)
6-4-3 Inf Bde (14, 16, 23)
6-4-3 Polish Inf Bde (Carp)
2-4-3 Polish Cav Bn (Lancer)
2-4-3 Czech Inf Bn (11 Czech)
3-2-8 Arm Bn (1 RTR)
6-2-3 Arm Bn (4 RTR, 7 RTR)
6-2-0 Coastal Arty Battery (X, 202, 206)
5-2-3 Arty Bn (Red) (1 RHA, 104 RHA, 107 RHA, 144 Fld)
8-3-0 Aus Arty Bn (Bush)
(2)-2-3 AT Bn (Red) (149 AT)
19 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)
2-4-8 Arm Car Bn (6 SA, 7 SA)
1-5-8 Commando Bn (1 SAS, LRDG)
5 Ind Div (29 Ind Inf Bde)

B30.04:

1 SA Div (5 SA Inf Bde)

B34.05:

1 SA Div (1 SA Inf Bde, Organic Truck (Full))
2-4-8 Arm Car Bn (3 SA)

B35.02:

12-0 Corps HQ (30)
6-4-3 Inf Bde (22 Gd)
4T Truck Points
5 SPs

B38.06:

1 Arm Div (7-4-8 Arm Bde (22), Organic Truck (Full))

B38.03:

7 Arm Div (7 Support Bde, Organic Truck (Full))
5-2-3 Arty Bn (Red) (60 Fld)

B40.05:

2-4-8 Arm Car Bn (4 SA)

B39.02:

Strafer Gott Leader
7 Arm Div (5-4-8 Arm Bde (4))
(2)-2-3 AT Bn (Red) (102 AT)
5-2-3 Arty Bn (Yellow) (2 RHA)

B41.04:

Jock Campbell Leader
7 Arm Div (7-4-8 Arm Bde (7))
5-2-3 Arty Bn (Red) (4 RHA)

B42.04:

7 Arm Div (11 Hus Arm Car Bn)

B42.02:

3-4-8 Arm Car Bn (KDG)

w/i 1 C37.32:

2 NZ Div (2-5-8 Arm Recon Bn (2 NZ),
28 Maori Inf Bn, 4 NZ, 5 NZ, 6 NZ Inf
Bde, Organic Truck (Full))

C37.31:

12-0 Corps HQ (13)
6-2-3 Arm Bn (8 RTR, 42 RTR, 44 RTR)

C38.31:

4 Ind Div (7 Ind Inf Bde)
(2)-2-3 AT Bn (Red) (65 AT)

C39.29:

4 Ind Div (CIH Arm Car Bn)

C37.26:

4 Ind Div (5 Ind Inf Bde, Organic Truck (Full))

C36.23:

5 SPs

w/i 1 C40.26:

4 Ind Div (11 Ind Inf Bde)
9-2-3 Arty Bn (7 Med)
3 SPs

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
2-3-5 Egyptian Camel Bn (Siwa)

C36.24:

Railhead Marker
0-2-1 RR Co (10 NZ, 13 NZ)

Railline west of and including C36.25
does not exist.

C39.03:

1 SA Div (2 SA Inf Bde)
5-2-3 Arty Bn (Red) (8 Fld)
2 SA Div (Organic Truck (Full))
2-3-6 Egyptian Cav Bn (Mob F)
1-2-8 Egyptian Ford Co (n-FDA)
3-3-8 Egyptian Ford Bn (FDA)
Level 2 Airbase
6x Pax Repl
9x Eq Repl
5T Truck Points
25 SPs

D37.32:

2 SA Div (3 SA Inf Bde)
9-2-3 Arty Bn (68 Med)

D35.29:

2 SA Div (4 SA Inf Bde)
5-2-3 Arty Bn (Red) (51 Fld)

D35.23:

2 SA Inf Div (6 SA Inf Bde)
3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

D33.11:

1-2-3 Senussi Bn (Tobruk)

w/i 1 D39.05:

1-5-8 Commando Bn (Layforce)
3-5-3 Marine Bn (11 RM)
(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4
Lib)
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)
3x Eq Repls
4x Pax Repl

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Level 2 Airbase
Level 3 Airbase
(4)-3-1 Fort Bde (Cairo A, Cairo B,
Cairo C)
4-2-3 Egyptian Inf Bde (1)
3-0-5 Egyptian Arty Bn (1 Lt Mule)
Egyptian National Army Organic Truck
(Full)

E19.21:

Level 3 Airbase

E22.06:

Level 2 Airbase

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase

E43.11:

Level 2 Airbase
6-2-2 Coastal Arty Battery (19 Hvy)
6-2-0 Coastal Arty Battery (F)

At any Allied Airbase or Airstrip:

6x Hurri I
4x Blen IV
1x Beaufgrt
1x Gladiator
2x Wellington
2x Maryld
1x Ktyhk

Anywhere inside Egypt:

1x Egyptian Gladiator
3x Egyptian RR Bn (ENRR)
1x Egyptian Engineer Bn (Port)

Axis Information:

City Ownership: Two Months (+):
Benghazi, Bardia

Reserve Markers Available: 5

Hedgehogs Remaining: 8

Flieger Korps Active: No

Minefields Available for Reuse: 0

Dead Units:

Italian:

8-0 Corps HQ (LibOp, 22 It,
23 It)
9-1-3 Blackshirt Inf Div (3 Jan,
23 Mar, 28 Oct)
12-2-3 Inf Div (Cirene, Marm,
Sirte)
12-1-3 Inf Div (Ctnzro)
8-1-3 Inf Div (1 Lib)
8-2-3 Inf Div (2 Lib)
4-3-3 Inf Rgt (1 Lib)
3-2-3 Inf Rgt (5 Lib)
2-3-3 Inf Bn (34 Lib)
5-3-3 Inf Rgt (10 Brs)
2-3-3 Blackshirt Inf Bn
(Vd.Lib)
3-1-2 GAF Rgt (30, 31, 32)
1-2-2 GAF Co (B.Sceggia,
E.GuG)
3-0-3 Territorial Rgt (54)
2-0-3 Territorial Bn (225, 226)

2-0-3 Coastal Defense Bn (31 Lib)
 2-0-6 Lt Arm Bn (61 Lt, 62 Lt)
 2-1-6 Lt Arm Bn (20 Lt, 60 Lt, 63 Lt)
 4-3-6 Arm Bn (3 Med)
 4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
 3-3-6 Arm Bn (1 Med, 2 Med)
 3-3-3 MG Bn (VEC)
 2-1-1 MG Bn (3 Lib Frt)
 1-1-1 MG Bn (Gialo)
 2-1-2 Blackshirt MG Bn (201, 202, 204)
 2-3-3 MG Bn (17, 25, 55, 64)
 2-2-3 MG Bn (27, 61, 62, 63)
 2-3-12 Motorcycle Bn (ProvBrs)
 1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
 10-3-3 Arty Rgt (10, 12, 26)
 10-3-2 Arty Rgt (10 Corps, 22 Corps)
 26-2-2 Arty Bde (30 GAF)
 22-3-2 Arty Rgt (25 Corps)
 15-3-2 Arty Rgt (di Mnvra)
 14-3-2 Arty Bde (20 Corps)
 13-3-3 Arty Bde (Mtrizzato)
 11-3-2 Arty Rgt (21 Corps)
 9-3-2 Arty Bn (23 Corps)
 8-2-2 Arty Rgt (31 GAF)
 7-3-2 Arty Rgt (Maletti)
 4-2-2 Arty Rgt (32 GAF)
 17-0-0 Coastal Arty Rgt (R. Mar)
 3-0-0 Coastal Arty Bn (4)
 2-0-0 Coastal Arty Bn (5)
 2x SM.79
 4x CR.42
 1x Ba.65
 2x G.50
 1x MC.200

German:
 21.Pz Div (5-5-3 MG Bn (8))
 1x Bf.109e

Set Up:

Tripoli Box:

12 SPs
 9T Truck Points
 3x It Pax Repl
 3x It Eq Repl
 8-0 Corps HQ (20 It)
 12-3-3 Inf Div (Sabrtha (less two steps))
 3-4-3 Marine Bn (4-SM)
 2-3-3 MG Bn (60)
 (4)-4-5 AT Bn (2 Mil)
 1-1-2 GAF Bn (35)
 4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)
 1-3-2 Mtn Arty Battery (362, 363, 364)

A1.05:
 1-2-3 Inf Bn (18 Lib)

A41.21:
 1-2-3 Inf Bn (36 Lib)

A48.20:
 8-0 Corps HQ (10 It)
 5T Truck Points
 10 SPs

A48.18:
 Level 2 Airbase

A55.05:
 Level 2 Airbase

B60.30:
 3-4-3 Para Bn (1 Cara)

B60.29:
 RECAM Ragg Marker
 4-2-3 MG Bn (R.Gessi)
 2-3-12 Motorcycle Bn (PAI)
 Ariete Arm Div (2-3-6 Lt Arm Bn (3 Lt))
 3-3-7 Lt Arm Bn (52 Mx)
 3-4-3 Inf Rgt (GGFF)
 1 SP

w/i 1 B50.16:
 (3)-3-3 Koriück Bn (556)
 1-5-8 Commando Co (v.Könen)
 9-3-2 Coastal Arty Bn (523, 528)
 2x German Pax Repl
 2x German Eq Repl
 8 SPs

w/i 1 B42.13:
 8-0 Corps HQ (CAM)
 Trieste Div (65 Inf Rgt, 21 Arty Rgt, Organic Truck (Full))
 3-2-3 MG Bn (101)
 2 SPs

B45.15:
 Trieste Div (66 Inf Rgt)

B44.13:
 5-4-3 Inf Rgt (9 Brs) (Semi-Motorized)

B50.11:
 12-3-3 Inf Div (Brescia)
 7-3-3 Arty Rgt (1 Cel)

B49.11:
 2-3-3 MG Bn (551)
 2-1-6 Lt Arm Bn (4 Lt)
 11-3-2 Arty Rgt (24 Corps)
 10-2-2 Arty Rgt (340 GAF)

B49.12:
 9-3-2 Coastal Arty Bn (529, 532)

B48.10:
 Trento Div (61 Inf Rgt)
 10-3-5 Arty Rgt (Volanti)

B48.11:
 3-4-3 Assault Engineer Bn (31)
 22-3-2 Arty Bde (5 Army)
 2 SPs

B47.10:
 5-4-3 Inf Rgt (7 Brs)
 Trento Div (46 Arty Rgt)

B47.09:
 Trento Div (62 Inf Rgt)
 3-3-3 MG Bn (Aosta)

B47.08:
 12-3-3 Inf Div (Pavia)

B47.07:
 Afrika Div (155, 361 Inf Rgt)

B48.06:
 12-2-3 Inf Div (Bologna)
 (3)-3-3 AT Bn (551)

B46.09:
 30-3-2 Arty Bde (8 Ragg)
 11-3-2 Arty Rgt (16 Corps)

B46.08:
 8-0 Corps HQ (21 It)
 2-0-6 Lt Arm Bn (5 Lt)
 8-3-3 Arty Rgt (3 Cel)
 2 SPs
 Level 2 Airbase

B46.07:
 Afrika Div (900 Pio Bn)
 7-3-3 Arty Bn (2-115)
 3-3-3 Arty Bn (408)
 2-3-3 Arty Battery (902)
 4-3-2 Coastal Arty Battery (4-772)

B46.06:
 6-5-3 Commando Rgt (288.Snd)
 4-3-2 Coastal Arty Battery (4, 4-149)

B47.06:
 Afrika Div (580 Exp Co, 361 Arty Bn, Organic Truck (Full))
 2 SPs

B46.02:
 Rommel Leader
 14-0 Corps HQ (DAK)
 3-5-8 Pz Co (KStA)
 3-3-3 AA Bn (606)
 Level 2 Airbase
 2 SPs

C42.29:

Level 1 Hedgehog
21 Pz Div ((3)-4-3 PJ Bn (39 PJ), 4-5-3 Pio Bn (200))

C39.32:

Level 1 Hedgehog
3-4-3 Assault Engineer Bn (32)

C40.28:

Level 1 Hedgehog
21 Pz Div (6-5-3 Inf Rgt (104))
1 SP

C41.30:

Level 1 Hedgehog
12-3-3 Inf Div (Savona)

w/i 1 C45.29:

2-3-3 Inf Bn (3-255, 3-347)
3-3-3 MG Bn (Genova)
3-3-3 AA Bn (617)
7-3-3 Arty Rgt (2 Cel)
2 SPs

C44.31:

21 Pz Div (3 Arm Recon Bn)

C43.30:

3-5-8 PJ Bn (605)

C43.34:

15 Pz Div (33 Arm Recon Bn, (3)-4-3 PJ Bn (33 PJ))

w/i 1 B41.08:

(6)-4-5 AT Bn (1 Mil)
Ariete Arm Div (5-4-7 Arm Bn (7 Med, 8 Med), 4-3-6 Arm Bn (9 Med), 2-3-6 Lt Arm Bn (1 Lt, 2 Lt), 8 Bns Inf Rgt, (2)-3-3 AT Bn (Red) (AT), 132 Arty Rgt, Organic Truck (Full))
1 SP

w/i 1 C45.34:

1-4-4 Inf Gun Co (708)
(7)-5-3 Luftwaffe Flak Bn (1-18)
21 Pz Div (5-5-8 Pz Bn (1-5, 2-5), 3-5-3 Motorcycle Bn (15 Krd), 155 Arty Rgt, Organic Truck (Full))
2 SPs

w/i 1 B48.03:

(7)-5-3 Luftwaffe Flak Bn (1-33)
1-4-4 Inf Gun Co (707)
15 Pz Div (5-5-8 Pz Bn (1-8, 2-8), 6-5-3 Inf Rgt (115), 5-5-3 MG Bn (2), 4-5-3 Pio Bn (33), 33 Arty Rgt, Organic Truck (Full))
2 SPs

With any other Axis unit:

KG Markers (Marcks, Linau, 3 Aufk, Bach, Schütte, Wechmar, Voss)
(1)-4-3 Oasis Co (2-300, 6-300, 10-300, 12-300, 13-300)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
2x CR.42
2x SM.79
1x Ca.309
1x G.50
1x SM.82
1x MC.200
1x Br.20
1x MC.202

German:

2x Bf.109e
2x Bf.109f
2x Ju.87b
2x Bf.110
2x Ju.88
2x Ju.52
1x He.111h

Victory:

Use Campaign Victory conditions.

7.12 The 2nd Italo-German Offensive, 22 Jan 42, Campaign Start

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis
First Turn: 22 Jan 42
Last Turn: 29 Nov 42
Game Length: 93
Maps in Play: All
Use Campaign Rules?: Yes
Port Damage: Benghazi has four hits.

Airfield Ownership: The Axis controls all air strips occupied by or west of their units. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster

Timed Rules in Effect:

- Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez, Tobruk

Not yet held for Two Months: Benghazi (captured 26 Dec 41), Bardia (captured 5 Jan 42)

Reserve Markers Available: 6

Hedgehogs Remaining: 19

Minefields Remaining: 25

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Training #2)

Greek Campaign Status Track

Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units:

4-0 Command HQ (Tobruk)
6-4-3 Ind Inf Bde (3 Ind)
2-3-10 Lt Arm Bn (3 Hus)
3-2-8 Arm Bn (1 RTR)
2-4-8 Arm Car Bn (Royals)
1 Arm Div (2-5-8 Arm Car Bn (12 Lcr), 7-4-8 Arm Bde (22))
2 NZ Div (4 NZ, 6NZ Inf Bde)
2x Hurri I
1x Blen IV

O'Connor Leader: **Captured**

Set Up:

Near East Box:

5 Ind Div (9 Ind, 10 Ind Inf Bde, Organic Truck (Full))
7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf Bde, Organic Truck (Full))
9 Aus Div (9 Aus Recon Bn, 20 Aus, 24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
50 Inf Div (69, 151 Inf Bde, Organic Truck (Full))
6-3-3 Inf Bde (161 Ind)

A1.05:

1-5-8 Commando Bn (LRDG, 1 SAS)
1 SP

A21.23:

6-4-3 Inf Bde (200 Gd)
5-2-3 Arty Bn (Red) (51 Fld)
1 SP

w/i 2 A 19.20:

1 Arm Div (1 Support Bde)
1 SP

A20.14:

2-4-8 SA Arm Car Bn (6 SA)
1T SP

A26.11:

2-4-8 SA Arm Car Bn (7 SA)
1T SP

A31.12:

(2)-2-3 AT Bn (Red) (102 AT)
2 SPs

w/i 2 A33.14:

12-0 Corps HQ (13)
1-3-8 Arm Car Co (1 RAF, 2 RAF)
1 Arm Div (7-3-8 Arm Bde (2), Organic Truck (Full))
5-2-3 Arty Bn (Red) (8 Fld)
5-2-3 Arty Bn (Yellow) (2 RHA)
5 SPs
Level 2 Airbase

A40.09:

7 Arm Div (3-5-8 Arm Car Bn (11 Hus))
6-2-3 Arm Bn (8 RTR)
3-4-8 Arm Car Bn (KDG)
2x Eq Repl
1 SP

A48.20:

1-2-3 Senussi Bn (Tobruk)
4 Ind Div (2-4-6 Arm Car Bn (CIH), 7 Ind Inf Bde, Organic Truck (Full))
(2)-2-3 AT Bn (Red) (65 AT)
9-2-3 Arty Bn (7 Med)
2 SPs

Benghazi Port Damage: 4 Hits

A48.18:

Level 2 Airbase

A55.05:

Level 2 Airbase

B42.27:

2-4-8 SA Arm Car Bn (4 SA)
1T SP

B60.24:

4 Ind Div (5 Ind Inf Bde)
6-4-3 Polish Inf Bde (Carp)
2-4-3 Polish Cav Bn (Lancer)
2 SPs

B46.08:

Level 2 Airbase
1 FF Inf Bde
1 Leg French Inf Bn

B46.02:

Level 2 Airbase

B49.09:

Level 2 Airbase

w/i 2 B50.08:

2-4-3 Czech Inf Bn (11 Czech)
6-2-0 Coastal Arty Battery (X, 202, 206)
4 Ind Div (11 Ind Bde)
5 Ind Div (29 Ind Bde)
6-2-3 Arm Bn (42 RTR, 44 RTR)
(2)-2-3 AT Bn (Red) (149 AT)
5-2-3 Arty Bn (Red) (144 Fld)
4T Truck Points
5 SPs

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-2-8 Egyptian Ford Bn (s-FDA)
2-3-5 Egyptian Camel Bn (Siwa)

C36.24:

Railhead Marker
0-2-1 RR Co (10 NZ, 13 NZ)

Railline west of and including C36.25
does not exist.

C45.29:

2 SA Div (3 SA Inf Bde, Organic Truck (Full))

C42.28:

Level 1 Hedgehog
2 SA Div (6 SA Inf Bde)
9-2-3 Arty Bn (68 Med)
5 SPs

C42.29:

Level 1 Hedgehog

C40.28:

Level 1 Hedgehog
2 SA Div (4 SA Inf Bde)
9-2-3 Arty Bn (64 Med)

C41.23:

12-0 Corps HQ (30)
5 SPs
1x Eq Repl

C39.03:

1 SA Div (1 SA, 2 SA Inf Bde, Organic Truck (Full))
2-4-8 SA Arm Car Bn (3 SA)
5T Truck Points
30 SPs
4x Pax Repls
2x EQ Repls
2-3-6 Egyptian Cav Bn (Mob F)
1-2-8 Egyptian Ford Co (n-FDA)
3-3-8 Egyptian Ford Bn (FDA)
Level 2 Airbase

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egyt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

w/i 1 D39.05:

(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
3-4-3 French Marine Bn (BFM)
6-3-3 French Arty Bn (1 Bn FF)
3-5-3 Marine Bn (11 RM)
1-5-8 Commando Bn (Layforce)
2x Pax Repls
1x Eq Repl
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Jock Campbell Leader
Strafer Gott Leader
7 Arm Div (5-4-8 Arm Bde (4), 5-4-3 Support Bde (7 Support), Organic Truck (Full))
5-2-3 Arty Bn (Red) (4 RHA, 60 Fld)
2 NZ Div (2-5-8 Arm Recon Bn (2 NZ), 5 NZ Bde, 28 Maori Bn, Organic Truck (Full))
Level 2 Airbase
Level 3 Airbase
(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
4-2-3 Egyptian Inf Bde (1)
3-0-5 Egyptian Arty Bn (1 Lt Mule)
Egyptian National Army Organic Truck (Full)

E19.21:

Level 3 Airbase

E22.06:

Level 2 Airbase
6-2-3 Arm Bn (4 RTR, 7 RTR)
2-4-8 Arm Car Bn (Greys)

E26.07:

6-4-3 Inf Bde (16)
(2)-2-3 AT Bn (Red) (95 AT)
5-2-3 Arty Bn (Red) (1 RHA, 104 RHA)

E27.10:

6-4-3 Inf Bde (14)

E29.10:

50 Inf Div (150 Inf Bde)

E31.15:

7 Arm Div (7-4-8 Arm Bde (7, less one step))
5-2-3 Arty Bn (Red) (107 RHA)

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase
6-4-3 Inf Bde (23)

E43.11:

Level 2 Airbase
6-2-2 Coastal Arty Battery (19 Hvy)
6-2-0 Coastal Arty Battery (F)

At Any Allied controlled Airbase or Airstrip:

4x Hurri I
1x Hurri IIa
4x Blen IV
2x Beaufgtr
1x Gladiator
2x Wellington
2x Maryld
3x Ktyhk
2T Truck Points

Anywhere inside Egypt:

1x Egyptian Gladiator
3x Egyptian RR Bn (ENRR)
1x Egyptian Engineer Bn (Port)

Axis Information:

City Ownership: Two Months (+):
None

Reserve Markers Available: 5

Hedgehogs Remaining: 8

Flieger Korps Active: Yes

Minefields Available for Reuse: 0

Dead Units:

Italian:

8-0 Corps HQ (LibOp, 22 It, 23 It)
Ariete Arm Div (1 Lt, 2 LT, 3 Lt Arm Bn, 7 Med Arm Bn, (2)-3-3 AT Bn (AT))
9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)
12-3-3 Inf Div (Savona)
12-2-3 Inf Div (Cirene, Marm, Sirte)
12-1-3 Inf Div (Ctnzro)
8-1-3 Inf Div (1 Lib)
8-2-3 Inf Div (2 Lib)
4-3-3 Inf Rgt (1 Lib)
3-2-3 Inf Rgt (5 Lib)
2-3-3 Inf Bn (34 Lib)
5-3-3 Inf Rgt (10 Brs)
2-3-3 Blackshirt Inf Bn (Vd.Lib)
3-1-2 GAF Rgt (30, 31, 32)
1-2-2 GAF Co (B.Sceggia, E.GuG)
3-0-3 Territorial Rgt (54)
2-0-3 Territorial Bn (225, 226)
2-0-3 Coastal Defense Bn (31 Lib)
2-0-6 Lt Arm Bn (5 Lt, 61 Lt, 62 Lt)
2-1-6 Lt Arm Bn (4 Lt, 20 Lt, 60 Lt, 63 Lt)
3-3-7 Lt Arm Bn (52 Mx)
4-3-6 Arm Bn (3 Med)
4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
3-3-6 Arm Bn (1 Med, 2 Med)
4-2-3 MG Bn (R.Gessi)
3-2-3 MG Bn (101)
3-3-3 MG Bn (VEC, Genova)
2-1-1 MG Bn (3 Lib Frt)
1-1-1 MG Bn (Gialo)
2-1-2 Blackshirt MG Bn (201, 202, 204)
2-3-3 MG Bn (17, 25, 55, 64, 551)
2-2-3 MG Bn (27, 61, 62, 63)
2-3-12 Motorcycle Bn (ProvBrs, PAI)
1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
10-3-3 Arty Rgt (10, 12, 26)
10-3-2 Arty Rgt (10 Corps, 22 Corps)
26-2-2 Arty Bde (30 GAF)

22-3-2 Arty Rgt (25 Corps)
15-3-2 Arty Rgt (di Mnvra)
14-3-2 Arty Bde (20 Corps)
13-3-3 Arty Bde (Mtrizzato)
11-3-2 Arty Rgt (16 Corps, 21 Corps)
10-3-5 Arty Rgt (Volanti)
10-2-2 Arty Rgt (340 GAF)
9-3-2 Arty Bn (23 Corps)
8-2-2 Arty Rgt (31 GAF)
7-3-2 Arty Rgt (Maletti)
4-2-2 Arty Rgt (32 GAF)
17-0-0 Coastal Arty Rgt (R. Mar)
3-0-0 Coastal Arty Bn (4)
2-0-0 Coastal Arty Bn (5)
2x SM.79
5x CR.42
1x Ba.65
2x G.50
2x MC.200
1x MC.202

German:

2-3-3 Inf Bn (3-255, 3-347)
3-5-8 PJ Bn (605)
4-3-2 Coastal Arty Co (4)
21.Pz Div (5-5-3 MG Bn (8))
1x Bf.109e
1x Bf.109f
1x Bf.110
1x Ju.87b
1x Ju.52

Set Up:

Tripoli Box:

1-3-2 Mountain Arty Battery (362, 363, 364)
1-5-3 Amphibious Co (778 Ldg)
(7)-4-3 Luftwaffe Flak Bn (1-43, 1-53)
8-0 Corps HQ (20 It)
1-2-3 Inf Bn (18 Lib, 36 Lib)
3-4-3 Para Inf Bn (1 Cara)
3-1-3 Engineer Rgt (1 Spc)
1-1-2 GAF Bn (35)
3-3-3 MG Bn (Aosta)
3-4-3 Assault Engineer Bn (31)
(4)-4-5 AT Bn (2 Mil)
8-3-3 Arty Rgt (3 Cel)
4-2-2 Arty Bn (332 GAF)
3-2-2 Arty Bn (291 GAF)
12T Truck Points (3 "full" Truck Points)
26 SPs

A19.27:

12-3-3 Inf Div (Sabratha)
3-4-3 Inf Rgt (GGFF)

A18.27:

2-3-3 MG Bn (60)
3-4-3 Marine Bn (4-SM)

A17.27:

Trento Div (61 Inf Rgt)

A16.26:

5-4-3 Inf Rgt (7 Brs)
Trento Div (46 Arty Rgt)

A16.27:

22-3-2 Arty Bde (5 Army)

A15.26:

Trento Div (62 Inf Rgt)

A14.26:

12-3-3 Inf Div (Pavia, less one step)

A3.31:

1-5-8 Commando Co (v.Könen)

A12.29:

12-2-3 Inf Div (Bologna, less one step)

A18.28:

8-0 Corps HQ (21 It)
30-3-2 Arty Bde (8 Ragg)
3 SPs

A18.29:

KG Marcks Marker
90.Le Div (5-5-3 Inf Rgt (361), 10-3-3 Arty Bn (361))
21.Pz Div (6-5-3 Inf Rgt (104))
7-3-3 Arty Rgt (2 Cel)

A14.29:

8-0 Corps HQ (10 It)
12-3-3 Inf Div (Brescia)
7-3-3 Arty Rgt (1 Cel)

w/i 1 A15.30:

(7)-5-3 Luftwaffe Flak Bn (1-33)
15.Pz Div (4-5-8 Arm Recon Bn (33), 5-5-8 Pz Bn (1-8, 2-8), 5-5-3 MG Bn (2), 6-5-3 Inf Rgt (115), (3)-4-3 PJ Bn (33 PJ), 4-5-3 Pio Bn (33), 17-3-3 Arty Rgt (33), Organic Truck (Full))

w/i 1 A16.30:

(7)-5-3 Luftwaffe Flak Bn (1-18)
21.Pz Div (4-5-8 Arm Recon Bn (3), 5-5-8 Pz Bn (1-5, 2-5), 3-5-3 Motorcycle Bn (15 Krd), (4)-4-3 PJ Bn (39 PJ), 4-5-3 Pio Bn (200), 17-3-3 Arty Rgt (155), Organic Truck (Full))

w/i 1 A17.30:

8-0 Corps HQ (CAM)
5-4-3 Inf Rgt (Fully Motorized) (9 Brs)
3-4-3 Assault Engineer Bn (32)
Trieste Div (65, 66 Inf Rgt, 21 Arty Rgt, Organic Truck (Full))
11-3-2 Arty Rgt (24 Corps)

w/i 1 A17.31:

(6)-4-5 AT Bn (1 Mil)
Ariete Arm Div (5-4-7 Arm Bn (8 Med), 4-3-6 Arm Bn (9 Med), 5-3-6 AG Bn (551, 552), 8 Brs Inf Rgt, 132 Arty Rgt, Organic Truck (Full))

A18.30:

Rommel Leader
14-0 Corps HQ (DAK)
3-5-8 Pz Co (KStA)
3-3-3 Flak Bn (617)
(3)-3-3 Koriück Bn (556)
5 SPs

A18.31:

3-3-3 Flak Bn (606)
6-5-3 Commando Rgt (288.Snd)
90.Le Div (3-5-8 Arm Recon Bn (580), 7-4-3 Inf Rgt (155), 5-5-3 Pioneer Bn (900), Organic Truck (Full))

With any other Axis unit:

KG Markers (Linau, 3 Aufk, Schützte, Wechmar, Voss)
(1)-4-3 Oasis Co (12-300, 13-300)
9-3-2 Coastal Arty Bn (523, 528, 532, 529)
4-3-2 Coastal Arty Battery (4-149, 4-772)
7-3-3 Arty Bn (2-115)
3-3-3 Arty Bn (408)
2-3-3 Arty Battery (902)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
2x CR.42
3x SM.79
1x Ca.309
1x G.50
1x SM.82
2x MC.200
2x Br.20
2x MC.202

German:

1x Bf.109e
2x Bf.109f
1x Ju.87d
1x Bf.110
2x Ju.88
2x Ju.52
1x He.111h

Victory:

Use Campaign Victory conditions.

7.13 Gazala— Smaller Scenario, 26 May to 29 June 42

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis

First Turn: 26 May 42

Last Turn: 29 June 42

Game Length: 11

Maps in Play: Maps B and C only

Use Campaign Rules?: No

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster

Timed Rules in Effect:

- Brigade Groups
- Armor Brigade Groups
- Allied Hipshoots Allowed (5.1)

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Tobruk, Bardia

Reserve Markers Available: 6

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: All units are Normal

Greek Campaign Status Track Marker: NA

Greek Deployment Progress

Track Marker: NA

Dead Units: NA (No rebuilds allowed)

Set Up:

B50.16:

Level 1 Hedgehog

2 SA Div (3 SA Inf Bde)

B50.14:
2-4-8 SA Arm Car Bn (6 SA, 7 SA)

B49.16:
Level 1 Hedgehog
1 SA Div (2 SA Inf Bde)
2 SPs

B49.14:
6-2-3 Arm Bn (7 RTR)

B48.16:
Minefield

B48.17:
Minefield

B47.14:
6-2-3 Arm Bn (42 RTR)

B47.15:
Level 1 Hedgehog
50 Inf Div (69 Inf Bde)

B47.16:
Level 1 Hedgehog
50 Inf Div (151 Inf Bde)
(2)-2-3 AT Bn (Red) (65 AT)
2 SPs

B47.17:
Level 1 Hedgehog
1 SA Div (1 SA Inf Bde)

B47.18:
Minefield

B46.16:
Minefield

B46.17:
Minefield

B45.15:
Level 1 Hedgehog
50 Inf Div (150 Inf Bde)
6-2-3 Arm Bn (44 RTR)
9-2-3 Arty Bn (7 Med)
2 SPs

B45.16:
Minefield

B44.15:
Minefield

B44.13:
Minefield

B43.15:
Minefield

B43.13:
Minefield

B42.16:
2-4-8 SA Arm Car Bn (3 SA)
1T SP

B42.14:
Minefield

B42.13:
Level 1 Hedgehog
7-5-3 FF Inf Bde (1 FF)
2-4-3 FF Inf Bn (1 Leg)
6-3-3 FF Arty Bn (1 Bn FF)
3 SPs

B40.16:
3-4-8 Arm Car Bn (KDG)
1T SP

B38.17:
2-4-8 SA Arm Car Bn (4 SA)
1T SP

B41.14:
Minefield

B41.13:
Minefield

B42.12:
Minefield

B39.13:
6-4-3 Ind Inf Bde (3 Ind)

B50.12:
Minefield

B49.12:
Minefield

B48.11:
Level 1 Hedgehog
6-2-3 Arm Bn (8 RTR)

B46.12:
Level 1 Hedgehog
6-4-3 Inf Bde (201 Gd)
5-2-3 Arty Bn (Yellow) (2 RHA)
2-4-8 Arm Car Bn (Royals)

B46.10:
1 Arm Div (9-3-5 Arm Bde (2))
5-2-3 Arty Bn (Yellow) (11 RHA)

B46.08:
Level 2 Airbase

B45.09:
Level 1 Hedgehog
Strafer Gott Leader
12-0 Corps HQ (13)
1-3-8 Arm Car Co (1 RAF)
5 SPs

B45.12:
1 Arm Div (9-4-5 Arm Bde (22))
5-2-3 Arty Bn (Red) (107 Fld)

B49.09:
Level 2 Airbase

w/i 2 B50.08:
20 SPs
6-2-4 Coastal Arty Battery (X, 202, 206)
9-2-3 Arty Bn (68 Med)
5 Ind Div (9 Ind Inf Bde, Organic Truck (Full))
2 SA Div (4 SA, 6 SA Inf Bde, Organic Truck (Full))
1 SA Div (Organic Truck (Full))
1 Arm Div (Organic Truck (Full))
50 Inf Div (Organic Truck (Full))
2T Truck Points

B43.11:
7 Arm Div (9-4-6 Arm Bde (4), Organic Truck (Full))
5-2-3 Arty Bn (Red) (1 RHA)

B41.10:
Level 1 Hedgehog
7 Arm Div (7 Motor Bde)
5-2-3 Arty Bn (Red) (4 RHA)
1 SP

B41.08:
12-0 Corps HQ (30)
5 Ind Div (29 Ind Inf Bde)
(2)-2-3 AT Bn (Red) (102 AT)
3 SPs

B47.06:
Railhead Marker (The railline is complete)

B46.02:
1-3-8 Arm Car Co (2 RAF)
5 Ind Div (10 Ind Inf Bde)
3 SPs
Level 2 Airbase

B12.01:
1-2-3 Senussi Bn (Giarabub)

C49.34:
1 Arm Div (12 Lcr Arm Car Bn)

C45.29:

5-3-3 FF Inf Bde (2 FF)
 (4)-4-3 FF AT Bn (CAC)
 3-4-3 FF Marine Bn (BFM)

C44.31:

6-2-3 Arm Bn (4 RTR)

C42.29:

Level 1 Hedgehog

C42.28:

Level 1 Hedgehog
 4 Ind Div (11 Ind Inf Bde, Organic Truck (Full))
 2-3-3 Yugoslav Inf Bn (Yugoslav Gd)
 5 SPs

C40.28:

Level 1 Hedgehog

C39.03:

0-2-1 NZ RR Co (10 NZ, 13 NZ)
 3-5-3 Marine Bn (11 RM)
 6T Truck Points
 Level 2 Airbase
 10 SPs

Any Allied Controlled Airbase or Air Strip:

1x Hurri I
 2x Hurri IIa
 2x Blen IV
 1x Beaufgtr
 3x Wellington
 2x Maryld
 4x Ktyhk
 1x Hurri IIc
 1x Boston
 1x Baltimore

Special Rules and Restrictions:

a) Reinforcements: 1 SP at any point along the railline each turn. 1 SP via coastal shipping (total) to any port or combination of ports per turn. 1 SP at Mersa Matruh per turn (via trucking from Alexandria). No unit reinforcements.

Axis Information:

City Ownership: Two Months (+):

None

Reserve Markers Available: 5

Hedgehogs Remaining: NA

Flieger Korps Active: NA

Minefields Available for Reuse:

NA

Dead Units: NA (No Rebuilds allowed)

Set Up:

B60.24:
 (3)-3-3 *Koriück Bn* (556)
 2x *German Eq Repls*
 3x *German Pax Repls*
 6T Truck Points
 20 SPs

B57.23:

2-5-3 *Luftwaffe Para Inf Bn (Lehr)*

B55.19:

5-5-3 *Amphibious Bn (Hecker)*
 1 SP

B51.21:

8-0 Corps HQ (21 It)
 3-4-3 Assault Engineer Bn (32)

B52.17:

90.*Le Div* (6-5-3 *Inf Rgt* (361), 10-3-3 *Arty Bn* (361))

B51.18:

90.*Le Div* (6-4-3 *Inf Rgt* (200))
 4-3-3 *AA Bn* (612)

B50.18:

12-3-3 *Inf Div* (Sabrtha)
 8-3-3 *Arty Rgt* (3 Cel)

B49.19:

5-4-3 *Inf Rgt* (7 Brs)
 Trento Div (46 *Arty Rgt*)

B48.19:

Trento Div (61, 62 *Inf Rgt*)

B47.20:

12-3-3 *Inf Div* (Brescia)
 7-3-3 *Arty Rgt* (1 Cel)

B47.21:

8-0 Corps HQ (10 It)
 5-4-3 *Inf Rgt* (Fully Motorized) (9 Brs)
 3-4-3 Assault Engineer Bn (31)
 11-3-2 *Arty Rgt* (16 Corps)

B46.19:

12-3-3 *Inf Div* (Pavia)

w/i 1 B46.20:

Ariete Arm Div (Nizza Arm Car Bn, 5-5-8 Arm Bn (8 Med), 5-4-7 Arm Bn (9 Med), 4-3-6 Arm Bn (10 Med), 8 Brs *Inf Rgt*, 3-3-6 Lt Arm Bn (Novara), 5-3-6 AG Bn (551, 552), (6)-4-3 AT Bn (AT), 132 *Arty Rgt*, Organic Truck (Full))
 (6)-4-5 AT Bn (501)
 (7)-4-3 AT Bn (6)

B46.21:

8-0 Corps HQ (20 It)
 30-3-2 *Arty Bde* (8 Ragg)

B45.22:

Trieste Div (11 Med Arm Bn, 8 Brs Arm Car Bn, 65, 66 *Inf Rgt*, 21 *Arty Rgt*, Organic Truck (Full))

w/i 2 B45.24:

Rommel Leader
 14-0 Corps HQ (DAK)
 3-5-8 Pz Co (KStA)
 3-3-3 AA Bn (617)
 15 SPs

w/i 1 B45.23:

21.*Pz Div* (3 Arm Recon Bn, 6-5-8 Pz Bn (1-5, 2-5), 10-5-8 PG Rgt (104), (4)-4-3 PJ Bn (39 PJ), 4-5-3 Pioneer Bn (200), 155 *Arty Rgt*, Organic Truck (Full))
 (7)-5-3 *Luftwaffe Flak Bn* (1-18)

w/i 1 B44.23:

15.*Pz Div* (33 Arm Recon Bn, 6-5-8 Pz Bn (1-8, 2-8), 10-5-8 PG Rgt (115), 4-5-8 PJ Bn (Yellow) (33 PJ), 4-5-3 Pioneer Bn (33), 33 *Arty Rgt*, Organic Truck (Full))
 (7)-5-3 *Luftwaffe Flak Bn* (1-33)

w/i 1 B42.23:

90.*Le Div* (4-5-8 Arm Recon Bn (580), 6-4-3 *Inf Rgt* (155), 5-5-3 Pioneer Bn (900), 190 *Arty Rgt*, Organic Truck (Full))
 3-3-3 AA Bn (606)
 6-5-3 *Commando Rgt* (288.Snd)

With any other Axis unit:

KG Markers (Criüwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marcks)
 9-3-2 Coastal *Arty Bn* (523, 528, 532, 529)
 4-3-2 Coastal *Arty Battery* (4-149, 4-772)
 7-3-3 *Arty Bn* (2-115)
 3-3-3 *Arty Bn* (408)
 2-3-5 Arm *Arty Battery* (902)
 1-3-2 Mountain *Arty Battery* (362, 363, 364)

At Any Axis controlled Airbase or Air Strip:

Italian:

1x Ju.87b (reduced)
 2x CR.42
 3x SM.79
 1x Ca.309
 1x G.50
 2x MC.200
 1x Br.20
 1x MC.202

German:
 3x Bf.109f
 1x Ju.87d
 1x Bf.110
 1x Ju.88

Special Rules and Restrictions:

a) **Reinforcements:** 2 SPs per turn at B60.24 (Derna).

Victory:

The Axis Player wins if he takes Tobruk and/or Mersa Matruh. The Allied Player wins if he avoids the Axis conditions and can still trace off the east map edge for the supply of the units holding Tobruk (i.e. the siege has not started again). Any other result is a draw.

7.14 The Battle of Gazala, 26 May 42, Campaign Start

General Information:

Set Up Order: Commonwealth, Axis

- First Player:** Axis
- First Turn:** 26 May 42
- Last Turn:** 29 Nov 42
- Game Length:** 57
- Maps in Play:** All
- Use Campaign Rules?:** Yes
- Port Damage:** None
- Airfield Ownership:** The Axis

controls all air strips occupied by or west of their units (except Jalo). All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster

Timed Rules in Effect:

- Brigade Groups
- Armor Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez, Tobruk, Bardia

Reserve Markers Available: 6
Hedgehogs Remaining: 8
Minefields Remaining: 9

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Normal)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress Track Marker: No longer in use.

Dead Units:
 2-3-10 Lt Arm Bn (3 Hus)
 4-0 Command HQ (Tobruk)
 2x Hurri I
 2x Blen IV

O'Connor Leader: **Captured**

Set Up:

Near East Box:
 2 NZ Div (4-5-8 Arm Recon Bn (2 NZ), 4 NZ, 5 NZ, 6 NZ Inf Bde, Organic Truck (Full))
 9 Aus Div (9 Aus Arm Recon Bn, 20 Aus, 24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
 7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf Bde, Organic Truck (Full))
 4 Ind Div (5 Ind, 7 Ind Inf Bde)
 6-4-3 Inf Bde (14)
 6-3-3 Ind Inf Bde (161 Ind)

Far East Box:

6-4-3 Inf Bde (16, 23)
 7 Arm Div (7-4-8 Arm Bde (7))

A1.05:

1-5-8 Commando Bn (LRDG, 1 SAS)

B50.16:

Level 1 Hedgehog
 2 SA Div (3 SA Inf Bde)

B50.14:

2-4-8 SA Arm Car Bn (6 SA, 7 SA)

B49.16:

Level 1 Hedgehog
 1 SA Div (2 SA Inf Bde)
 2 SPs

B49.14:

6-2-3 Arm Bn (7 RTR)

B48.16:

Minefield

B48.17:

Minefield

B47.14:

6-2-3 Arm Bn (42 RTR)

B47.15:

Level 1 Hedgehog
 50 Inf Div (69 Inf Bde)

B47.16:

Level 1 Hedgehog
 50 Inf Div (151 Inf Bde)
 (2)-2-3 AT Bn (Red) (65 AT)
 2 SPs

B47.17:

Level 1 Hedgehog
 1 SA Div (1 SA Inf Bde)

B47.18:

Minefield

B46.16:

Minefield

B46.17:

Minefield

B45.15:

Level 1 Hedgehog
 50 Inf Div (150 Inf Bde)
 6-2-3 Arm Bn (44 RTR)
 9-2-3 Arty Bn (7 Med)
 2 SPs

B45.16:

Minefield

B44.15:

Minefield

B44.13:

Minefield

B43.15:

Minefield

B43.13:

Minefield

B42.16:

2-4-8 SA Arm Car Bn (3 SA)
 1T SP

B42.14:

Minefield

B42.13:

Level 1 Hedgehog
7-5-3 FF Inf Bde (1 FF)
2-4-3 FF Inf Bn (1 Leg)
6-3-3 FF Arty Bn (1 Bn FF)
3 SPs

B40.16:

3-4-8 Arm Car Bn (KDG)
1T SP

B38.17:

2-4-8 SA Arm Car Bn (4 SA)
1T SP

B41.14:

Minefield

B41.13:

Minefield

B42.12:

Minefield

B39.13:

6-4-3 Ind Inf Bde (3 Ind)

B50.12:

Minefield

B49.12:

Minefield

B48.11:

Level 1 Hedgehog
6-2-3 Arm Bn (8 RTR)

B46.12:

Level 1 Hedgehog
6-4-3 Inf Bde (201 Gd)
5-2-3 Arty Bn (Yellow) (2 RHA)
2-4-8 Arm Car Bn (Royals)

B46.10:

1 Arm Div (9-3-5 Arm Bde (2))
5-2-3 Arty Bn (Yellow) (11 RHA)

B46.08:

Level 2 Airbase

B45.09:

Level 1 Hedgehog
Strafer Gott Leader
12-0 Corps HQ (13)
1-3-8 Arm Car Co (1 RAF)
5 SPs

B45.12:

1 Arm Div (9-4-5 Arm Bde (22))
5-2-3 Arty Bn (Red) (107 Fld)

B49.09:

Level 2 Airbase

w/i 2 B50.08:

20 SPs
6-2-4 Coastal Arty Battery (X, 202, 206)
9-2-3 Arty Bn (68 Med)
5 Ind Div (9 Ind Inf Bde, Organic Truck (Full))
2 SA Div (4 SA, 6 SA Inf Bde, Organic Truck (Full))
1 SA Div (Organic Truck (Full))
1 Arm Div (Organic Truck (Full))
50 Inf Div (Organic Truck (Full))
2T Truck Points

B43.11:

7 Arm Div (9-4-6 Arm Bde (4), Organic Truck (Full))
5-2-3 Arty Bn (Red) (1 RHA)

B41.10:

Level 1 Hedgehog
7 Arm Div (7 Motor Bde)
5-2-3 Arty Bn (Red) (4 RHA)
1 SP

B41.08:

12-0 Corps HQ (30)
5 Ind Div (29 Ind Inf Bde)
(2)-2-3 AT Bn (Red) (102 AT)
3 SPs

B47.06:

Railhead Marker (The railline is complete)

B46.02:

1-3-8 Arm Car Co (2 RAF)
5 Ind Div (10 Ind Inf Bde)
3 SPs
Level 2 Airbase

B12.01:

1-2-3 Senussi Bn (Giarabub)

C42.2:

1-2-8 Egyptian Ford Bn (s-FDA)
2-3-5 Egyptian Camel Bn (Siwa)

C49.34:

1 Arm Div (12 Lcr Arm Car Bn)

C45.29:

5-3-3 FF Inf Bde (2 FF)
(4)-4-3 FF AT Bn (CAC)
3-4-3 FF Marine Bn (BFM)

C44.31:

6-2-3 Arm Bn (4 RTR)

C42.29:

Level 1 Hedgehog

C42.28:

Level 1 Hedgehog
4 Ind Div (11 Ind Inf Bde, Organic Truck (Full))
2-3-3 Yugoslav Inf Bn (Yugo Gd)
5 SPs

C40.28:

Level 1 Hedgehog

C39.03:

0-2-1 NZ RR Co (10 NZ, 13 NZ)
3-5-3 Marine Bn (11 RM)
11T Truck Points
2-3-6 Egyptian Cav Bn (Mob F)
1-2-8 Egyptian Ford Co (n-FDA)
3-3-8 Egyptian Ford Bn (FDA)
Level 2 Airbase
10 SPs
2x Eq Repl
2x Pax Repl

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

w/i 1 D39.05:

1-5-8 Commando Bn (Layforce)
(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
2-4-3 Inf Bn (11 Czech)
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)
6x Pax Repl
5x Eq Repl

D36.06:

Level 2 Airbase

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Level 2 Airbase
Level 3 Airbase
2-4-6 Ind Arm Car Bn (Skinner)
5-2-3 Arty Bn (Red) (104 RHA)
(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
4-2-3 Egyptian Inf Bde (1)
3-0-5 Egyptian Arty Bn (1 Lt Mule)
Egyptian National Army Organic Truck (Full)

E19.21:

Level 3 Airbase

E22.06:

Level 2 Airbase

(2)-2-3 AT Bn (Red) (95 AT, 149 AT)

E27.10:

10 Arm Div (8, 9 Arm Bde)

2-4-8 Arm Car Bn (Greys)

E29.10:

5-2-3 Arty Bn (Red) (12 Fld)

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase

E43.11:

Level 2 Airbase

6-2-2 Coastal Arty Battery (19 Hvy)

6-2-0 Coastal Arty Battery (F)

Any Allied Controlled Airbase or Air Strip:

4x Hurri I

3x Hurri IIa

5x Blen IV

2x Beaufgtr

1x Gladiator

3x Wellington

2x Maryld

7x Ktyhk

1x Hurri IIc

1x Boston

2x Baltimore

Anywhere inside Egypt:

1x Egyptian Gladiator

3x Egyptian RR Bn (ENRR)

1x Egyptian Engineer Bn (Port)

Axis Information:

City Ownership: Two Months (+):
Benghazi

Reserve Markers Available: 5

Hedgehogs Remaining: 8

Flieger Korps Active: Yes

Minefields Available for Reuse: 0

Dead Units:

Italian:

8-0 Corps HQ (CAM, LibOp,
22 It, 23 It)

Ariete Arm Div (1 Lt, 2 LT, 3
Lt Arm Bn, 7 Med Arm Bn)

Littorio Arm Div (12 Med Arm
Bn)

9-1-3 Blackshirt Inf Div (3 Jan,
23 Mar, 28 Oct)

12-3-3 Inf Div (Savona)

12-2-3 Inf Div (Cirene, Marm,
Sirte)

12-1-3 Inf Div (Ctnzro)

8-1-3 Inf Div (1 Lib)

8-2-3 Inf Div (2 Lib)

4-3-3 Inf Rgt (1 Lib)

3-2-3 Inf Rgt (5 Lib)

2-3-3 Inf Bn (34 Lib)

5-3-3 Inf Rgt (10 Brs)

2-3-3 Blackshirt Inf Bn

(Vd.Lib)

3-1-2 GAF Rgt (30, 31, 32)

1-2-2 GAF Co (B.Sceggia,

E.GuG)

3-0-3 Territorial Rgt (54)

2-0-3 Territorial Bn (225, 226)

2-0-3 Coastal Defense Bn (31
Lib)

2-0-6 Lt Arm Bn (5 Lt, 61 Lt,
62 Lt)

2-1-6 Lt Arm Bn (4 Lt, 20 Lt,
60 Lt, 63 Lt)

3-3-7 Lt Arm Bn (52 Mx)

4-3-6 Arm Bn (3 Med)

4-2-6 Arm Bn (5 Med, 6 Med,
21 Med)

3-3-6 Arm Bn (1 Med, 2 Med)

2-3-12 Motorcycle Bn

(ProvBrs, PAI)

1-3-12 Motorcycle Co (22 Brs,
61 Brs, 201 Brs,
202 Brs)

10-3-3 Arty Rgt (10, 12, 26)

10-3-2 Arty Rgt (10 Corps,
22 Corps)

26-2-2 Arty Bde (30 GAF)

22-3-2 Arty Rgt (25 Corps)

15-3-2 Arty Rgt (di Mnvra)

14-3-2 Arty Bde (20 Corps)

13-3-3 Arty Bde (Mtrizzato)

11-3-2 Arty Rgt (21 Corps,
24 Corps)

10-2-2 Arty Rgt (340 GAF)

9-3-2 Arty Bn (23 Corps)

8-2-2 Arty Rgt (31 GAF)

7-3-3 Arty Rgt (2 Cel)

7-3-2 Arty Rgt (Maletti)

4-2-2 Arty Rgt (32 GAF)

17-0-0 Coastal Arty Rgt (R.
Mar)

3-0-0 Coastal Arty Bn (4)

2-0-0 Coastal Arty Bn (5)

(6)-4-5 AT Bn (1 Milmart)

2x SM.79

5x CR.42

1x Ba.65

2x G.50

2x MC.200

1x MC.202

German:

2-3-3 Inf Bn (3-255)

3-5-8 PJ Bn (605)

4-3-2 Coastal Arty Co (4)

2x Bf.109f

1x Bf.110

1x Ju.87b

1x Ju.52

Set Up:

Tripoli Box:

3-1-3 Engineer Rgt (1 Spc, 7 Spc)

Littorio Arm Div (5-3-6 Arm Bn (51

Med), 12 Brs Inf Rgt, 3-3-3 Arty Rgt

(133), Organic Truck (Full))

(4)-4-5 AT Bn (2 Mil)

3-0-3 Inf Rgt (350)

1-1-2 GAF Bn (35)

4x Italian Eq Repls

5x Italian Pax Repls

22 SPs

**w/i 10 of the Via Balbia A19.35
through A48.20:**

4-2-2 Arty Bn (332 GAF)

3-2-2 Arty Bn (291 GAF)

GGFF Div (9 Inf Bn, 4 Lib Inf Bn,

GGFF Inf Rgt, 136 Arty Rgt)

12-2-3 Inf Div (Bologna, less one step)

1-2-3 Inf Bn (18 Lib, 36 Lib)

22-3-2 Arty Bde (5 Army)

A48.20:

8T Truck Points

2 SPs

A33.14:

Level 2 Airbase

A48.18:

Level 2 Airbase

A55.05:

Level 2 Airbase

B60.24:

(3)-3-3 Koriück Bn (556)

2x German Eq Repls

3x German Pax Repls

6T Truck Points

20 SPs

B57.23:

2-5-3 Luftwaffe Para Inf Bn (Lehr)

B55.19:

5-5-3 Amphibious Bn (Hecker)

1 SP

B51.21:

8-0 Corps HQ (21 It)

3-4-3 Assault Engineer Bn (32)

B52.17:

90.Le Div (6-5-3 Inf Rgt (361), 10-3-3 Arty Bn (361))

B51.18:

90.Le Div (6-4-3 Inf Rgt (200))
4-3-3 AA Bn (612)

B50.18:

12-3-3 Inf Div (Sabrtha)
8-3-3 Arty Rgt (3 Cel)

B49.19:

5-4-3 Inf Rgt (7 Brs)
Trento Div (46 Arty Rgt)

B48.19:

Trento Div (61, 62 Inf Rgt)

B47.20:

12-3-3 Inf Div (Brescia)
7-3-3 Arty Rgt (1 Cel)

B47.21:

8-0 Corps HQ (10 It)
5-4-3 Inf Rgt (Fully Motorized) (9 Brs)
3-4-3 Assault Engineer Bn (31)
11-3-2 Arty Rgt (16 Corps)

B46.19:

12-3-3 Inf Div (Pavia)

w/i 1 B46.20:

Ariete Arm Div (Nizza Arm Car Bn, 5-5-8 Arm Bn (8 Med), 5-4-7 Arm Bn (9 Med), 4-3-6 Arm Bn (10 Med), 8 Brs Inf Rgt, 3-3-6 Lt Arm Bn (Novara), 5-3-6 AG Bn (551, 552), (6)-4-3 AT Bn (AT), 132 Arty Rgt, Organic Truck (Full))
(6)-4-5 AT Bn (501)
(7)-4-3 AT Bn (6)

B46.21:

8-0 Corps HQ (20 It)
30-3-2 Arty Bde (8 Ragg)

B45.22:

Trieste Div (11 Med Arm Bn, 8 Brs Arm Car Bn, 65, 66 Inf Rgt, 21 Arty Rgt, Organic Truck (Full))

w/i 2 B45.24:

Rommel Leader
14-0 Corps HQ (DAK)
3-5-8 Pz Co (KStA)
3-3-3 AA Bn (617)
15 SPs

w/i 1 B45.23:

21.Pz Div (3 Arm Recon Bn, 6-5-8 Pz Bn (1-5, 2-5), 10-5-8 PG Rgt (104), (4)-4-3 PJ Bn (39 PJ), 4-5-3 Pioneer Bn (200), 155 Arty Rgt, Organic Truck (Full))
(7)-5-3 Luftwaffe Flak Bn (1-18)

w/i 1 B44.23:

15.Pz Div (33 Arm Recon Bn, 6-5-8 Pz Bn (1-8, 2-8), 10-5-8 PG Rgt (115), 4-5-8 PJ Bn (Yellow) (33 PJ), 4-5-3 Pioneer Bn (33), 33 Arty Rgt, Organic Truck (Full))
(7)-5-3 Luftwaffe Flak Bn (1-33)

w/i 1 B42.23:

90.Le Div (4-5-8 Arm Recon Bn (580), 6-4-3 Inf Rgt (155), 5-5-3 Pioneer Bn (900), 190 Arty Rgt, Organic Truck (Full))
3-3-3 AA Bn (606)
6-5-3 Commando Rgt (288.Snd)

Anywhere west of the main Axis Line:

(7)-4-3 Luftwaffe Flak Bn (1-53, 1-43, 2-25)

With any other Axis unit:

KG Markers (Criüwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marcks)
9-3-2 Coastal Arty Bn (523, 528, 532, 529)
4-3-2 Coastal Arty Battery (4-149, 4-772)
7-3-3 Arty Bn (2-115)
3-3-3 Arty Bn (408)
2-3-5 Arm Arty Battery (902)
1-3-2 Mountain Arty Battery (362, 363, 364)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
3x CR.42
4x SM.79
1x Ca.309
1x G.50
1x SM.82
2x MC.200
2x Br.20
3x MC.202
1x Z.1007

German:

1x Bf.109g
3x Bf.109f
1x Ju.87d
2x Bf.110
2x Ju.88
2x Ju.52
1x He.111h

Victory:

Use Campaign Victory conditions.

7.15 1st Alamein, 1 July 42, Campaign Start

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis

First Turn: 1 July 42

Last Turn: 29 Nov 42

Game Length: 46

Maps in Play: All

Use Campaign Rules?: Yes

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units (except Giabarub and Siwa). All other on-map airbases and air strips are controlled by the Commonwealth.

Special Note on Airfield use and set up: Due to the rapid Axis advance, no Axis air units can set up or use airbases or air strips east of Cxx.15 until 15 July 42. On the 15 July 42 turn, the Axis player can begin to use these bases normally.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster

Timed Rules in Effect:

- Brigade Groups
- Armor Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+): Alexandria (all), Cairo (all), Helwan, Port Said, Suez

Reserve Markers Available: 6

Hedgehogs Remaining: 6

Minefields Remaining: 9

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Normal)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units:

2-3-10 Lt Arm Bn (3 Hus)
 4-0 Command HQ (Tobruk)
 6-2-3 Arm Bn (4 RTR, 7 RTR)
 1 Arm Div (9-3-5 Arm Bde (2))
 10 Arm Div (9-3-5 Arm Bde (8, 9))
 6-4-3 Inf Bde (201 Gd)
 50 Inf Div (150 Inf Bde)
 4 Ind Div (11 Ind Inf Bde)
 5 Ind Div (10 Ind, 29 Ind Inf Bde)
 10 Ind Div (20 Ind, 21 Ind Inf Bde)
 6-4-3 Ind Inf Bde (3 Ind)
 7-5-3 FF Inf Bde (1 FF)
 9-2-3 Arty Bn (68 Med)
 5-2-3 Arty Bn (Red) (107 Fld)
 2x Hurri I
 1x Blen IV

O'Connor Leader: **Captured**

Set Up:

Near East Box:

7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf Bde, Organic Truck (Full))
 4 Ind Div (7 Ind Inf Bde, Organic Truck (Full))
 6-4-3 Inf Bde (14)
 6-3-3 Ind Inf Bde (161 Ind)

Far East Box:

6-4-3 Inf Bde (16, 23)
 7 Arm Div (7-4-8 Arm Bde (7))

B12.01:

1-2-3 Senussi Bn (Giarabub)

C4.22:

1-5-8 Commando Bn (LRDG, 1 SAS)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

D26.19:

5 Ind Div (9 Ind Inf Bde (less one step), Organic Truck (Full))

D28.19:

7 Arm Div (7 Motor Inf Bde, Organic Truck (Full))
 2-4-8 SA Arm Car Bn (4 SA)
 5-2-3 Arty Bn (Red) (4 RHA)

D29.19:

Level 1 Hedgehog
 2 NZ Div (6 NZ Inf Bde)
 4 SPs

w/i 1 D26.16:

Strafer Gott Leader
 2 NZ Div (4-5-8 Arm Recon Bn (2 NZ), 28 Maori Inf Bn, 4 NZ, 5 NZ Inf Bde (each Bde less one step))
 12-0 Corps HQ (13)
 4 SPs

D30.17:

10 Ind Div (Guides Arm Car Bn)
 6-2-3 Ind Inf Bde (18 Ind)
 5-2-3 Arty Bn (Yellow) (11 RHA)

D30.16:

1 SA Div (1 SA Bde)

D31.16:

7 Arm Div (9-4-6 Arm Bde (4))
 1 SA Div (2 SA Inf Bde)
 6-2-3 Arm Bn (8 RTR)
 5-2-3 Arty Bn (Yellow) (1 RHA)

Historical Note: The 4 Arm Bde spent the night of 30 June-1 July caught in the soft sand around D32.20. It left that hex (with the Afrikakorps slowly following at first light only to get stranded again in the above hex. Rather than let the Brigade get clobbered out in front, or heavily modify the sequence of play for this one unit to get away, I chose to push them forward and out of the way to the place they ended up on 1 July. Even with that, I feel the unit should function normally for the remaining 2.5 days of the turn.

D32.16:

Level 1 Hedgehog
 2-4-8 SA Arm Car Bn (6 SA)
 2 SA Div (3 SA Inf Bde)
 9-2-3 Arty Bn (7 Med)
 4 SPs

D28.14:

1 Arm Div (12 Lcr Arm Car Bn)

D30.14:

3-4-8 Arm Car Bn (KDG)
 2-4-8 Arm Car Bn (Royals)
 1 Arm Div (9-4-5 Arm Bde (22))
 5-2-3 Arty Bn (Yellow) (2 RHA)

D30.12:

12-0 Corps HQ (30)
 (2)-2-3 AT Bn (Red) (95 AT)
 1 Arm Div (Organic Truck (Full))
 5 SPs

D33.11:

4 Ind Div (5 Ind Inf Bde)
 10 Ind Div (25 Ind Inf Bde, Organic Truck (Full))

D34.09:

12-0 Corps HQ (10)
 50 Inf Div (69, 151 Inf Bde (each less one step), Organic Truck (Full))
 10 SPs

w/i 1 D39.05:

6-2-3 Arm Bn (42 RTR, 44 RTR)
 5-3-3 FF Inf Bde (2 FF)
 (4)-4-3 FF AT Bn (CAC)
 3-4-3 FF Marine Bn (BFM)
 3-5-3 Marine Bn (11 RM)
 1-5-8 Commando Bn (Layforce)
 8T Truck Points
 2-3-3 Yugoslav Inf Bn (Yugo Gd)
 2 NZ Div (Organic Truck (Full))
 1 SA Div (Organic Truck (Full))
 (1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
 Level 3 Airbase
 6-2-0 Coastal Arty Battery (204)
 (4)-3-1 Fort Bde (Alex A, Alex B)
 2-1-3 Egyptian Inf Bde (2)

D36.06:

Level 2 Airbase

w/i 1 D36.06:

2-4-3 Czech Inf Bn (11 Czech)
 1-3-8 Arm Car Co (1 RAF, 2 RAF)
 9 Aus Div (24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
 2-4-8 SA Arm Car Bn (3 SA)

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

w/i 1 any hex of Cairo:

Level 2 Airbase
 Level 3 Airbase
 9 Aus Div ((Aus Arm Recon Bn, 20 Aus Inf Bde)
 0-2-1 NZ RR Co (10 NZ, 13 NZ)
 2-4-8 Arm Car Bn (Greys)
 2-4-6 Ind Arm Car Bn (Skinner)
 (5)-3-3 AT Bn (65 AT)
 (2)-2-3 AT Bn (102 AT)
 5-2-3 Arty Bn (Red) (12 Fld, 121 Fld, 104 RHA)
 (4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
 2-3-6 Egyptian Cav Bn (Mob F)
 3-3-8 Egyptian Ford Bn (FDA)
 1-2-8 Egyptian Ford Bn (n-FDA, s-FDA)
 3-2-3 Egyptian MG Bde (1 MG)
 2-3-5 Egyptian Camel Bn (Siwa)
 4-2-3 Egyptian Inf Bde (1)
 4-0-3 Egyptian Arty Bn (Egypt)
 3-0-5 Egyptian Arty Bn (1 Lt Mule)

Egyptian National Army Organic Truck (Full)

4x Eq Repls
4x Pax Repls

E19.21:

Level 3 Airbase

E22.06:

Level 2 Airbase
5-2-3 Arty Bn (Red) (149 Fld)

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase
6-1-3 Sud Inf Bde (1 Sud)

E43.11:

Level 2 Airbase
6-2-2 Coastal Arty Battery (19 Hvy)
6-2-0 Coastal Arty Battery (F)

Any Allied Controlled Airbase or Air Strip:

4x Hurri I
4x Hurri IIA
6x Blen IV
4x Beaufgtr
1x Gladiator
4x Wellington
2x Maryld
8x Ktyhk
1x Hurri IIC
1x Boston
3x Baltimore

Anywhere inside Egypt, east of the Axis Line:

1x Egyptian Gladiator
3x Egyptian RR Bn (ENRR)
1x Egyptian Engineer Bn (Port)

Axis Information:

City Ownership: Two Months (+):
Benghazi

City Ownership, Less than 2 Months: Buq Buq (26 June 42), Sidi Barrani (26 June 42), Mersa Matruh (29 June 42), Tobruk (22 June 42), Bardia (26 June 42)

Reserve Markers Available: 5
Hedgehogs Remaining: 8
Flieger Korps Active: Yes, but air units have been detached

Minefields Available for Reuse: 0
(Those left from Gazala have not yet been pulled up, but are available after being removed.)

Dead Units:

Italian:

8-0 Corps HQ (CAM, LibOp, 22 It, 23 It)
Ariete Arm Div (1 Lt, 2 LT, 3 Lt Arm Bn, 5-5-8 Arm Bn (7 Med, 8 Med), 5-4-7 Arm Bn (9 Med), Nizza Arm Car Bn, 132 Arty Rgt, 551 AG Bn, Novara Lt Arm Bn)
Littorio Arm Div (12 Med Arm Bn, 51 Med Arm Bn, 133 Arty Rgt (3-3-3), Organic Truck)
Trieste Div (8 Brs Arm Car Bn, 66 Inf Rgt)
9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)
12-3-3 Inf Div (Savona)
12-2-3 Inf Div (Cirene, Marm, Sirte)
12-1-3 Inf Div (Ctnzro)
8-1-3 Inf Div (1 Lib)
8-2-3 Inf Div (2 Lib)
4-3-3 Inf Rgt (1 Lib)
3-2-3 Inf Rgt (5 Lib)
2-3-3 Inf Bn (34 Lib)
5-3-3 Inf Rgt (10 Brs)
2-3-3 Blackshirt Inf Bn (Vd.Lib)
3-1-2 GAF Rgt (30, 31, 32)
1-2-2 GAF Co (B.Scegga, E.GuG)
3-0-3 Territorial Rgt (54)
2-0-3 Territorial Bn (225, 226)
2-0-3 Coastal Defense Bn (31 Lib)
2-0-6 Lt Arm Bn (5 Lt, 61 Lt, 62 Lt)
2-1-6 Lt Arm Bn (4 Lt, 20 Lt, 60 Lt, 63 Lt)
3-3-7 Lt Arm Bn (52 Mx)
4-3-6 Arm Bn (3 Med)
4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
3-3-6 Arm Bn (1 Med, 2 Med)
2-3-12 Motorcycle Bn (ProvBrs, PAI)
1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
10-3-3 Arty Rgt (10, 12, 26)
10-3-2 Arty Rgt (10 Corps, 22 Corps)
26-2-2 Arty Bde (30 GAF)
22-3-2 Arty Rgt (25 Corps)
15-3-2 Arty Rgt (di Mnvra)
14-3-2 Arty Bde (20 Corps)
13-3-3 Arty Bde (Mtrizzato)
11-3-2 Arty Rgt (21 Corps, 24 Corps)
10-2-2 Arty Rgt (340 GAF)
9-3-2 Arty Bn (23 Corps)
8-2-2 Arty Rgt (31 GAF)
7-3-3 Arty Rgt (2 Cel)

7-3-2 Arty Rgt (Maletti)
4-2-2 Arty Rgt (32 GAF)
17-0-0 Coastal Arty Rgt (R. Mar)
3-0-0 Coastal Arty Bn (4)
2-0-0 Coastal Arty Bn (5)
(6)-4-5 AT Bn (1 Milmart)
2x SM.79
5x CR.42
1x Ba.65
2x G.50
2x MC.200
1x MC.202

German:

21.Pz Div (6-5-8 Pz Bn (2-5))
15.Pz Div (6-5-8 Pz Bn (2-8), 10-5-8 PG Rgt (115))
90.Le Div (6-4-3 Inf Rgt (200))
6-5-3 Inf Rgt (288.Snd)
2-3-3 Inf Bn (3-255)
4-3-2 Coastal Arty Co (4)
2x Bf.109f
1x Bf.110
1x Ju.52

Set Up:

Tripoli Box:

(4)-4-5 AT Bn (2 Mil)
1-1-2 GAF Bn (35)
3-0-3 Inf Rgt (350)
3-1-3 Engineer Rgt (1 Spc, 7 Spc)
5x Italian Pax Repls
4x Italian Eq Repls
15 SPs

A26.18:

12-2-3 Inf Div (Bologna, less one step)
4-2-2 Arty Bn (332 GAF)
3-2-2 Arty Bn (291 GAF)

A33.14:

Level 2 Airbase

A48.18:

Level 2 Airbase

A48.20:

1-2-3 Inf Bn (18 Lib)
22-3-2 Arty Bde (5 Army)
8T Truck Points
2 SPs

A55.05:

Level 2 Airbase

B60.24:

1-2-3 Inf Bn (36 Lib)

B46.08:

Level 2 Airbase

B46.02:
Level 2 Airbase

B47.06:
Railhead Marker (Railline is complete)

B49.09:
Level 2 Airbase

w/i 2 B50.08:
2-5-3 Luftwaffe Para Bn (Lehr)
(3)-3-3 Koriück Bn (556)
90.Le Div (Organic Truck (Empty))
1x German Eq Repl
1x German Pax Repl
3-4-3 Marine Bn (4-SM)
Ariete Arm Div (Organic Truck (Empty))
Trieste Div (Organic Truck (Empty))
GGFF Div (4 Lib Inf Bn, 9 Inf Bn,
GGFF Inf Rgt, 136 Arty Rgt)
8T Truck Points
5 SPs

B50.16:
Level 1 Hedgehog

B49.16:
Level 1 Hedgehog

B48.16:
Minefield

B48.17:
Minefield

B47.15:
Level 1 Hedgehog

B47.16:
Level 1 Hedgehog

B47.17:
Level 1 Hedgehog

B47.18:
Minefield

B46.16:
Minefield

B46.17:
Minefield

B45.15:
Level 1 Hedgehog

B45.16:
Minefield

B44.15:
Minefield

B44.13:
Minefield

B43.15:
Minefield

B43.13:
Minefield

B42.14:
Minefield

B42.13:
Level 1 Hedgehog

B41.14:
Minefield

B41.13:
Minefield

B42.12:
Minefield

B50.12:
Minefield

B49.12:
Minefield

B48.11:
Level 1 Hedgehog

B46.12:
Level 1 Hedgehog

B45.09:
Level 1 Hedgehog

B41.10:
Level 1 Hedgehog

C45.29:
12-3-3 Inf Div (Sabrtha)

C42.29:
Level 1 Hedgehog

C42.28:
Level 1 Hedgehog

C40.28:
Level 1 Hedgehog

C39.03:
Level 2 Airbase
3-3-3 AA Bn (617)
30-3-2 Arty Bde (8 Ragg)
11-3-2 Arty Rgt (16 Corps)
3-4-3 Assault Engineer Bn (32)
Trento Div (61 Inf Rgt)
2T Truck Points
3 SPs

D37.32:
3-4-3 Assault Engineer Bn (31)

D35.29:
14-0 Corps HQ (DAK)
4-5-8 PJ Bn (605)
2 SPs

D35.26:
7-3-3 Arty Rgt (1 Cel)

D34.24:
8-0 Corps HQ (10 It)
12-3-3 Inf Div (Brescia, less one step)

D33.23:
5-4-3 Inf Rgt (9 Brs)
12-3-3 Inf Div (Pavia, less one step)

D35.24:
Trieste Div (65 Inf Rgt, 11 Med Arm Bn,
21 Arty Rgt)

D35.23:
8-0 Corps HQ (20 It)
Ariete Arm Div (4-3-6 Arm Bn (10 Med),
8 Brs Inf Rgt, 552 AG Bn, (6)-4-3 AT Bn (AT))
(7)-4-3 AT Bn (6)
(6)-4-5 AT Bn (501, 503)

D35.21:
3-5-8 Pz Co (KStA)
21.Pz Div ((4)-4-3 PJ Bn (39 PJ), 4-5-3 Pioneer Bn (200))
(7)-5-3 Luftwaffe Flak Bn (1-18)

Historical Note: During the night march of 30 June 42, the columns of the 15th and 21st Panzer Divisions became intermixed. Several 21st Pz units fell in and followed behind other formations. In this manner, the odd locations of the 104 PG Rgt, the Pioneers, and the division's AT attachments resulted.

D29.23:
90.Le Div (4-5-8 Arm Recon Bn (580))
Littorio Arm Div (12 Brs Inf Rgt)

D33.21:
Rommel Leader
21.Pz Div (3 Arm Recon Bn, 6-5-8 Pz Bn (1-5), 155 Arty Rgt, Organic Truck (Full))

D32.21:
21.Pz Div (10-5-8 PG Rgt (104))
(7)-5-3 Luftwaffe Flak Bn (1-33)
15.Pz Div (33 Arm Recon Bn, 6-5-8 Pz Bn (1-8), 4-5-8 PJ Bn (33 PJ), 4-5-3 Pioneer Bn (33), 33 Arty Rgt, Organic Truck (Full))

D34.19:

8-0 Corps HQ (21 It)
Trento Div (46 Arty Rgt)

D33.19:

90.Le Div (6-4-3 Inf Rgt (155), 6-5-3 Inf Rgt (361), 5-5-3 Pioneer Bn (900), 361 Arty Bn, 190 Arty Rgt)
4-3-3 AA Bn (612)
3-3-3 AA Bn (606)

D33.18:

Trento Div (62 Inf Rgt)

D33.17:

5-4-3 Inf Rgt (7 Brs)
8-3-3 Arty Rgt (3 Cel)

Anywhere west of Cxx.01:

(7)-4-3 Luftwaffe Flak Bn (2-25, 1-53, 1-43)
9-3-2 Coastal Arty Bn (523, 528, 532, 529)
4-3-2 Coastal Arty Battery (4-149, 4-772)
7-3-3 Arty Bn (2-115)
3-3-3 Arty Bn (408)
2-3-5 Arm Arty Battery (902)
1-3-2 Mountain Arty Battery (362, 363, 364)

With any other Axis unit:

KG Markers (Criüwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marcks, Gräff)

At Any Axis controlled Airbase or Air Strip:

Italian:

1x Ju.87b (reduced)
3x CR.42
4x SM.79
1x Ca.309
1x G.50
1x SM.82
2x MC.200
2x Br.20
3x MC.202
1x Z.1007

German:

1x Bf.109g
3x Bf.109f
2x Ju.87d
2x Bf.110
2x Ju.88
3x Ju.52
1x He.111h

Flieger Korps Detached (All German):

1x Bf.110
1x Ju.87b
1x Ju.87d
1x Ju.88

Victory:

Use Campaign Victory conditions.

**7.16 El Alamein—
The First Battle, 1
July 1942—One-
Map Version**

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis

First Turn: 1 July 42

Last Turn: 26 July 42

Game Length: 9

Maps in Play: Map D Only

Use Campaign Rules?: No

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units (except Giarabub and Siwa). All other on-map airbases and air strips are controlled by the Commonwealth.

Special Note on Airfield use and set up: Due to the rapid Axis advance, no Axis air units can set up or use airbases or air strips on the game map. His air units are all stationed at nominal air bases 25 hexes west of the map edge with a refit capacity of 4 per turn. The Axis Player can also base air units in Crete.

Timed Rules in Effect:

- Brigade Groups
- Armor Brigade Groups
- Allied Hipshoots Allowed (5.1)

**Commonwealth
Information:**

City Ownership: NA

Reserve Markers Available: 6

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: All are Normal

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units: No rebuilds allowed.

Set Up:

D26.19:

5 Ind Div (9 Ind Inf Bde (less one step), Organic Truck (Full))

D28.19:

7 Arm Div (7 Motor Inf Bde, Organic Truck (Full))

2-4-8 SA Arm Car Bn (4 SA)
5-2-3 Arty Bn (Red) (4 RHA)

D29.19:

Level 1 Hedgehog
2 NZ Div (6 NZ Inf Bde)
4 SPs

w/i 1 D26.16:

Strafer Gott Leader
2 NZ Div (4-5-8 Arm Recon Bn (2 NZ), 28 Maori Inf Bn, 4 NZ, 5 NZ Inf Bde (each Bde less one step))
12-0 Corps HQ (13)
4 SPs

D30.17:

10 Ind Div (Guides Arm Car Bn)
6-2-3 Ind Inf Bde (18 Ind)
5-2-3 Arty Bn (Yellow) (11 RHA)

D30.16:

1 SA Div (1 SA Bde)

D31.16:

7 Arm Div (9-4-6 Arm Bde (4))
1 SA Div (2 SA Inf Bde)
6-2-3 Arm Bn (8 RTR)
5-2-3 Arty Bn (Yellow) (1 RHA)

D32.16:

Level 1 Hedgehog
2-4-8 SA Arm Car Bn (6 SA)
2 SA Div (3 SA Inf Bde)
9-2-3 Arty Bn (7 Med)
4 SPs

D28.14:

1 Arm Div (12 Lcr Arm Car Bn)

D30.14:

3-4-8 Arm Car Bn (KDG)
2-4-8 Arm Car Bn (Royals)
1 Arm Div (9-4-5 Arm Bde (22))
5-2-3 Arty Bn (Yellow) (2 RHA)

D30.12:

12-0 Corps HQ (30)
(2)-2-3 AT Bn (Red) (95 AT)
1 Arm Div (Organic Truck (Full))
5 SPs

D33.11:

4 Ind Div (5 Ind Inf Bde)
10 Ind Div (25 Ind Inf Bde, Organic Truck (Full))

D34.09:

12-0 Corps HQ (10)
50 Inf Div (69, 151 Inf Bde (each less one step), Organic Truck (Full))
10 SPs

w/i 1 D39.05:

6-2-3 Arm Bn (42 RTR, 44 RTR)
 5-3-3 FF Inf Bde (2 FF)
 (4)-4-3 FF AT Bn (CAC)
 3-4-3 FF Marine Bn (BFM)
 3-5-3 Marine Bn (11 RM)
 1-5-8 Commando Bn (Layforce)
 8T Truck Points
 2-3-3 Yugoslav Inf Bn (Yugo Gd)
 2 NZ Div (Organic Truck (Full))
 1 SA Div (Organic Truck (Full))
 (1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
 Level 3 Airbase
 6-2-0 Coastal Arty Battery (204)
 (4)-3-1 Fort Bde (Alex A, Alex B)

D36.06:

Level 2 Airbase

w/i 1 D36.06:

2-4-3 Czech Inf Bn (11 Czech)
 1-3-8 Arm Car Co (1 RAF, 2 RAF)
 9 Aus Div (24 Aus, 26 Aus Inf Bde, Organic Truck (Full))
 2-4-8 SA Arm Car Bn (3 SA)

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

Any Allied Controlled Airbase or Air Strip:

3x Hurri I
 3x Hurri IIa
 4x Blen IV
 3x Beaufgtr
 3x Wellington
 6x Ktyhk
 2x Baltimore

Special Rules:

a) Reinforcements: None. Alexandria functions normally to provide SPs.

b) Players can use the Map E Abstract to provide the Commonwealth Player with additional Airbases.

Axis Information:

City Ownership: NA
Reserve Markers Available: 5
Hedgehogs Remaining: NA
Flieger Korps Active: NA
Minefields Available for Reuse:

NA

Dead Units: No rebuilds allowed.

Set Up:

D37.32:
 3-4-3 Assault Engineer Bn (31)

D35.29:

14-0 Corps HQ (DAK)
 4-5-8 PJ Bn (605)
 6 SPs
 2T Truck Points

D35.26:

7-3-3 Arty Rgt (1 Cel)

D34.24:

8-0 Corps HQ (10 It)
 12-3-3 Inf Div (Brescia, less one step)

D33.23:

5-4-3 Inf Rgt (9 Brs)
 12-3-3 Inf Div (Pavia, less one step)

D35.24:

Trieste Div (65 Inf Rgt, 11 Med Arm Bn, 21 Arty Rgt)

D35.23:

8-0 Corps HQ (20 It)
 Ariete Arm Div (4-3-6 Arm Bn (10 Med), 8 Brs Inf Rgt, 552 AG Bn, (6)-4-3 AT Bn (AT))
 (7)-4-3 AT Bn (6)
 (6)-4-5 AT Bn (501, 503)

D35.21:

3-5-8 Pz Co (KStA)
 21.Pz Div ((4)-4-3 PJ Bn (39 PJ), 4-5-3 Pioneer Bn (200))
 (7)-5-3 Luftwaffe Flak Bn (1-18)

D29.23:

90.Le Div (4-5-8 Arm Recon Bn (580))
 Littorio Arm Div (12 Brs Inf Rgt)

D33.21:

Rommel Leader
 21.Pz Div (3 Arm Recon Bn, 6-5-8 Pz Bn (1-5), 155 Arty Rgt, Organic Truck (Full))

D32.21:

21.Pz Div (10-5-8 PG Rgt (104))
 (7)-5-3 Luftwaffe Flak Bn (1-33)
 15.Pz Div (33 Arm Recon Bn, 6-5-8 Pz Bn (1-8), 4-5-8 PJ Bn (33 PJ), 4-5-3 Pioneer Bn (33), 33 Arty Rgt, Organic Truck (Full))

D34.19:

8-0 Corps HQ (21 It)
 Trento Div (46 Arty Rgt)

D33.19:

90.Le Div (6-4-3 Inf Rgt (155), 6-5-3 Inf Rgt (361), 5-5-3 Pioneer Bn (900), 361 Arty Bn, 190 Arty Rgt)
 4-3-3 AA Bn (612)
 3-3-3 AA Bn (606)

D33.18:

Trento Div (62 Inf Rgt)

D33.17:

5-4-3 Inf Rgt (7 Brs)
 8-3-3 Arty Rgt (3 Cel)

With any other Axis unit:

KG Markers (Criiwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marcks, Gräf)

Based off-map as per the special rule above:

Italian:

1x CR.42
 3x SM.79
 1x G.50
 1x MC.200
 2x MC.202

German:

2x Bf.109f
 2x Ju.87d
 2x Bf.110
 2x Ju.88
 1x He.111h

Special Rules:

a) Reinforcements: 2 SPs per turn at D37.35. Also, on 1 July 42, at D37.35 the Organic Trucks from 90.Le, Ariete and Trieste arrive fully loaded.

Victory:

a) The Axis player wins if he captures D30.16, D30.17, D29.15, D29.14, and D32.16.

b) The Allied player wins if he avoid the Axis conditions and retains control of D29.19, D28.15, and D26.19 as well.

c) Any other result is a draw.

7.17 Alam Halfa— 29 Aug 42, Campaign Start

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis

First Turn: 29 Aug 42

Last Turn: 29 Nov 42

Game Length: 29

Maps in Play: All

Use Campaign Rules?: Yes

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units (except Siwa). All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster
- Allies Crack Wehrmacht Code
- Offer of US Assistance

Timed Rules in Effect:

- No Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months (+): Alexandria (all), Cairo (all), Helwan, Port Said, Suez

Reserve Markers Available: 6

Hedgehogs Remaining: 0

Minefields Remaining: 3

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: 6 Aus Div (Normal), 2 Arm Div (Normal), 9 Aus Div (Normal), 2 NZ Div (Normal), 7 Aus Div (Normal), 1 SA Div (Normal), 2 SA Div (Normal), 1 Arm Div (Normal)

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units:

2-3-10 Lt Arm Bn (3 Hus)

4-0 Command HQ (Tobruk)

6-2-3 Arm Bn (4 RTR, 7 RTR)

50 Inf Div (150 Inf Bde)
4 Ind Div (11 Ind Inf Bde, Divarty Bde)
5 Ind Div (29 Ind Inf Bde)
10 Ind Div (20 Ind Inf Bde)
6-2-3 Ind Inf Bde (18 Ind)
9-2-3 Arty Bn (68 Med)
5-2-3 Arty Bn (Red) (107 Fld)
3x Hurri I
1x Hurri IIc
3x Blen IV
2x Ktyhk
1x Beafgtr
1x Wellington

O'Connor Leader: **Captured**
Strafer Gott: **Killed**

Set Up:

Near East Box:

7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf Bde, Divarty Arty Bde, Organic Truck (Full))
6-4-3 Inf Bde (14)
5 Ind Div (10 Ind Inf Bde)
10 Ind Inf Div (25 Ind Inf Bde, Organic Truck (Full))
6-4-3 Ind Inf Bde (3 Ind)

Far East Box:

6-4-3 Inf Bde (16, 23)
7 Arm Div (7-4-8 Arm Bde (7))

C4.22:

1-5-8 Commando Bn (LRDG, 1 SAS)

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

D25.17:

7 Arm Div (11 Hus Arm Car Bn, 9-4-6 Arm Bde (4))

D26.16:

2-4-8 SA Arm Car Bn (4 SA)
1 Arm Div (12 Lcr Arm Car Bn)

D26.15:

7 Arm Div (Divarty Bde)
3-4-8 Arm Car Bn (KDG)

D27.17:

7 Arm Div (7 Motor Inf Bde)

D27.15:

Minefield

D27.13:

(5)-3-3 AT Bn (65 AT)
10 Arm Div (9-3-5 Arm Bde (8))

D28.17:

Level 1 Hedgehog
2 NZ Div (5 NZ, 6 NZ Inf Bde, Organic Truck (Full))

D28.16:

2-4-8 Arm Car Bn (Greys)
1 Arm Div (9-4-5 Arm Bde (22))
2 NZ Div (4-5-8 Arm Recon Bn (2 NZ))

D28.15:

Level 1 Hedgehog
44 Div (133 Inf Bde)

D28.14:

Minefield

D28.13:

Minefield

D29.18:

Level 1 Hedgehog
44 Div (132 Inf Bde)
2 NZ Div (28 Maori Inf Bn)

D29.17:

6-3-4 Arm Bn (40 RTR, 46 RTR, 50 RTR)
5-2-3 Arty Bn (Red) (5 RHA)

D29.16:

2 NZ Div (Divarty Bde)
10 Arm Div (Divarty Bde)
4 SPs

D29.15:

12-0 Corps HQ (13)
44 Div (Divarty Bde, Organic Truck (Full))
10 SPs

D29.14:

44 Div (131 Inf Bde)

D30.17:

Level 1 Hedgehog
5 Ind Div (9 Ind Inf Bde)
6-3-3 Ind Inf Bde (161 Ind)

D30.16:

5 Ind Div (Divarty Bde, Organic Truck (Full))
4 SPs

D30.15:

4 Ind Div (5 Ind Bde)
(5)-3-3 AT Bn (149 AT)

D31.17:

Level 1 Hedgehog
2-4-8 SA Arm Car Bn (6 SA)
1 SA Div (1 SA, 2 SA Inf Bde)

D31.16:
Minefield**D31.15:**
Minefield**D33.11:**
10 Ind Div (Guides Arm Car Bn, 21 Ind Inf Bde)**D33.12:**
Minefield**D32.13:**
12-0 Corps HQ (30)
9-2-3 Arty Bn (7 Med)
10 SPs**D32.15:**
9 Aus Div (26 Aus Inf Bde, Divarty Bde, Organic Truck (Full))
1 SA Div (Divarty Bde)
4 SPs**D32.16:**
Level 1 Hedgehog
2 SA Div (3 SA Inf Bde)
9 Aus Div (24 Aus Inf Bde)**D33.17:**
Level 1 Hedgehog
9 Aus Div (3-4-8 Arm Recon Bn (9 Aus), 20 Aus Inf Bde)**w/i 1 D39.05:**
6-2-3 Arm Bn (8 RTR, 42 RTR, 44 RTR)
3-5-3 Marine Bn (11 RM)
1-5-8 Commando Bn (Layforce)
10T Truck Points
2-3-3 Yugoslav Inf Bn (Yugo Gd)
7 Arm Div (Organic Truck (Full))
1 SA Div (Organic Truck (Full))
(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)
4x Eq Repl
2x Pax Repl**D36.06:**
Level 2 Airbase**w/i 1 D36.06:**
12-0 Corps HQ (10)
1-3-8 Arm Car Co (1 RAF, 2 RAF)
4 Ind Div (7 Ind Inf Bde, Organic Truck (Full))
50 Div (69, 151 Inf Bde (each less one step), Divarty Bde, Organic Truck (Full))**D33.05:**
10 Arm Div (9-3-5 Arm Bde (9))**D38.06:**
Level 2 Airbase**D41.03:**
Level 2 Airbase**E34.28:**
6-2-3 Ind Inf Bde (26 Ind)**E28.27:**
2-4-8 Arm Car Bn (Royals)
5-2-3 Arty Bn (Yellow) (11 RHA)
1 Arm Div (9-3-5 Arm Bde (2), Divarty Bde, Organic Truck (Full))**E24.24:**
51 Div (154 Inf Bde)**E22.23:**
6-1-3 Greek Inf Bde (1 Greek)**E22.22:**
(5)-3-3 AT Bn (95 AT)
51 Div (152 Inf Bde, Divarty Bde)**E21.23:**
2 NZ Div (4 NZ Inf Bde)**E20.23:**
51 Div (153 Inf Bde)**w/i 1 any hex of Cairo:**
Level 2 Airbase
Level 3 Airbase
0-2-1 NZ RR Co (10 NZ, 13 NZ)
6-0-3 Greek Inf Bde (2 Greek)
7-5-3 FF Inf Bde (1 FF)
3-4-3 FF Marine Bn (BFM)
(4)-4-3 FF AT Bn (CAC)
5-3-3 FF Inf Bde (2 FF)
6-4-3 Inf Bde (201 Gd)
51 Div (Organic Truck (Full))
2-4-6 Ind Arm Car Bn (Skinner)
(5)-3-3 AT Bn (102 AT)
5-2-3 Arty Bn (Red) (121 Fld)
(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
2-3-6 Egyptian Cav Bn (Mob F)
3-3-8 Egyptian Ford Bn (FDA)
1-2-8 Egyptian Ford Bn (n-FDA, s-FDA)
3-2-3 Egyptian MG Bde (1 MG)
2-3-5 Egyptian Camel Bn (Siwa)
4-2-3 Egyptian Inf Bde (1)
4-0-3 Egyptian Arty Bn (Egypt)
3-0-5 Egyptian Arty Bn (1 Lt Mule)
Egyptian National Army Organic Truck (Full)
3x Eq Repls
3x Pax Repls**E19.21:**
Level 3 Airbase
2-4-8 SA Arm Car Bn (3 SA)**E10.22:**
6-1-3 Sudanese Inf Bde (1 Sud)**E22.06:**
Level 2 Airbase**E32.12:**
Level 3 Airbase**E32.10:**
Level 2 Airbase
5-2-3 Arty Bn (Red) (12 Fld)**E31.15:**
8-3-6 Arm Bde (24)
5-2-3 Arty Bn (Red) (53 Fld)**E43.11:**
Level 2 Airbase
6-2-2 Coastal Arty Battery (19 Hvy)
6-2-0 Coastal Arty Battery (F)**Any Allied Controlled Airbase or Air Strip:**1x Spit Vb
3x Hurri I
4x Hurri IIa
1x Hurri IId
8x Blen IV
4x Beaufgtr
1x Gladiator
4x Wellington
2x Maryld
6x Ktyhk
2x Hurri IIc
1x Boston
4x Baltimore
1x US B-24**Anywhere inside Egypt, east of the Axis Line:**1x Egyptian Gladiator
3x Egyptian RR Bn (ENRR)
1x Egyptian Engineer Bn (Port)**Axis Information:****City Ownership:** Two Months (+):
Benghazi, Buq Buq, Sidi Barrani, Mersa Matruh, Tobruk, Bardia**Reserve Markers Available:** 5**Hedgehogs Remaining:** 8**Flieger Korps Active:** Yes, but air units have been detached**Minefields Available for Reuse:** 6
(More remain near the Gazala lines which can be pulled up for use.)

Dead Units:
 Italian:
 8-0 Corps HQ (CAM, LibOp,
 22 It, 23 It)
 Ariete Arm Div (1 Lt, 2 LT, 3
 Lt Arm Bn, 5-5-8 Arm Bn (7 Med, 8
 Med), 551 AG Bn, Novara Lt Arm Bn)
 Littorio Arm Div (51 Med Arm
 Bn, 133 Arty Rgt (3-3-3), Organic
 Truck)
 Trieste Div (66 Inf Rgt)
 9-1-3 Blackshirt Inf Div (3 Jan,
 23 Mar, 28 Oct)
 12-3-3 Inf Div (Savona)
 12-2-3 Inf Div (Cirene, Marm,
 Sirte)
 12-1-3 Inf Div (Ctnzro)
 8-1-3 Inf Div (1 Lib)
 8-2-3 Inf Div (2 Lib)
 4-3-3 Inf Rgt (1 Lib)
 3-2-3 Inf Rgt (5 Lib)
 2-3-3 Inf Bn (34 Lib)
 5-3-3 Inf Rgt (10 Brs)
 2-3-3 Blackshirt Inf Bn
 (Vd.Lib)
 3-1-2 GAF Rgt (30, 31, 32)
 1-2-2 GAF Co (B.Sceggia,
 E.GuG)
 3-0-3 Territorial Rgt (54)
 2-0-3 Territorial Bn (225, 226)
 2-0-3 Coastal Defense Bn (31
 Lib)
 2-0-6 Lt Arm Bn (5 Lt, 61 Lt,
 62 Lt)
 2-1-6 Lt Arm Bn (4 Lt, 20 Lt,
 60 Lt, 63 Lt)
 3-3-7 Lt Arm Bn (52 Mx)
 4-3-6 Arm Bn (3 Med)
 4-2-6 Arm Bn (5 Med, 6 Med,
 21 Med)
 3-3-6 Arm Bn (1 Med, 2 Med)
 2-3-12 Motorcycle Bn
 (ProvBrs, PAI)
 1-3-12 Motorcycle Co (22 Brs,
 61 Brs, 201 Brs, 202 Brs)
 10-3-3 Arty Rgt (10, 12, 26)
 10-3-2 Arty Rgt (10 Corps, 22
 Corps)
 26-2-2 Arty Bde (30 GAF)
 22-3-2 Arty Rgt (25 Corps)
 15-3-2 Arty Rgt (di Mnvra)
 14-3-2 Arty Bde (20 Corps)
 13-3-3 Arty Bde (Mtrizzato)
 11-3-2 Arty Rgt (21 Corps,
 24 Corps)
 10-2-2 Arty Rgt (340 GAF)
 9-3-2 Arty Bn (23 Corps)
 8-2-2 Arty Rgt (31 GAF)
 7-3-3 Arty Rgt (2 Cel)
 7-3-2 Arty Rgt (Maletti)
 4-2-2 Arty Rgt (32 GAF)
 17-0-0 Coastal Arty Rgt
 (R. Mar)

3-0-0 Coastal Arty Bn (4)
 2-0-0 Coastal Arty Bn (5)
 (6)-4-5 AT Bn (1 Milmart)
 2x SM.79
 5x CR.42
 1x Ba.65
 2x G.50
 2x MC.200
 1x MC.202

German:

90.Le Div (6-4-3 Inf Rgt (200))
2-3-3 Inf Bn (3-255)
4-3-2 Coastal Arty Co (4)
2x Bf.109f
1x Bf.110
1x Ju.52

Set Up:

Tripoli Box:

2x Italian Pax Repls
 2x Italian Eq Repls
 10 SPs

A26.18:

4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)

A33.14:

Level 2 Airbase

A48.18:

Level 2 Airbase

A48.20:

1-2-3 Inf Bn (18 Lib)
 3-3-3 Inf Bn (57 Brs)
 22-3-2 Arty Bde (5 Army)
 8T Truck Points
 2 SPs

A55.05:

Level 2 Airbase

B60.24:

1-2-3 Inf Bn (36 Lib)

B46.08:

Level 2 Airbase

B46.02:

Level 2 Airbase

B47.06:

Railhead Marker (Railline is complete)

B49.09:

Level 2 Airbase

w/i 2 B50.08:

2-5-3 Luftwaffe Para Bn (Lehr)
(3)-3-3 Koriuck Bn (556)
 3-4-3 Marine Bn (4-SM)
 12-3-3 Inf Div (Pistoia)
 8T Truck Points
 10 SPs

B47.15:

Level 1 Hedgehog

B47.16:

Level 1 Hedgehog

B47.17:

Level 1 Hedgehog

B46.16:

Minefield

B46.17:

Minefield

B45.15:

Level 1 Hedgehog

B45.16:

Minefield

B44.15:

Minefield

B44.13:

Minefield

B43.15:

Minefield

B43.13:

Minefield

B42.14:

Minefield

B42.13:

Level 1 Hedgehog

B41.14:

Minefield

B41.13:

Minefield

B42.12:

Minefield

B50.16:

Level 1 Hedgehog

B49.16:

Level 1 Hedgehog

B48.11:

Level 1 Hedgehog

B46.12:

Level 1 Hedgehog

B45.09:

Level 1 Hedgehog

B41.10:

Level 1 Hedgehog

C45.29:12-3-3 Inf Div (Sabrtha)
GGFF Div (136 Arty Rgt)**C42.29:**

Level 1 Hedgehog

C42.28:

Level 1 Hedgehog

C40.28:

Level 1 Hedgehog

B12.01:GGFF Div (4 Lib Inf Bn, 9 Inf Bn,
GGFF Inf Rgt)**C39.03:**Level 2 Airbase
3-3-3 AA Bn (617)
12-3-3 Inf Div (Pavia, less one step)
2T Truck Points
5 SPs**D37.32:**

3-4-3 Assault Engineer Bn (31)

D35.23:4-5-8 PJ Bn (605)
4-3-3 PJ Bn (612)
4 SPs**D34.19:**3-5-8 Pz Co (KStA)
8-0 Corps HQ (21 It)
3-4-3 Assault Engineer Bn (32)
10 SPs**D34.17:**

5-4-3 Inf Rgt (7 Bns)

D34.18:Trento Div (46 Arty Rgt)
8-3-3 Arty Rgt (3 Cel)**D33.18:**164.Le Div (6-3-3 Inf Rgt (125))
Trento Div (62 Inf Rgt)**D33.19:**

30-3-2 Arty Bde (8 Ragg)

D32.17:164.Le Div (6-3-3 Inf Rgt (382), (4)-3-3
PJ Bn (220))**D32.18:**164.Le Div (3-4-3 Pioneer Bn (220), 5-2-
3 Arty Bn (220))**D32.20:**

164.Le Div (220 Arm Recon Bn)

D31.18:164.Le Div (6-3-3 Inf Rgt (433))
Trento Div (61 Inf Rgt)**D30.18:**

12-2-3 Inf Div (Bologna)

D30.19:11-3-2 Arty Rgt (16 Corps)
7-3-3 Arty Rgt (1 Cel)**D30.20:**14-0 Corps HQ (DAK)
Ramcke FJ Bde (vdH, Kroh, Hüber Inf
Bn, 2-7 Arty Bn)**D29.19:**Level 1 Hedgehog
8-0 Corps HQ (10 It)
12-3-3 Inf Div (Brescia)**D29.20:**90.Le Div (4-5-8 Arm Recon Bn (580), 6-
4-3 Inf Rgt (155), 6-5-3 Inf Rgt (361), 5-
5-3 Pioneer Bn (900), 10-3-3 Arty Bn
(361), 14-3-3 Arty Bn (190), Organic
Truck (Full))
6-5-3 Commando Rgt (288.Snd)
3-3-3 AA Bn (606)**D28.18:**Ariete Arm Div (8 Bns Inf Rgt)
(6)-4-5 AT Bn (501)**D28.19:**8-0 Corps HQ (20 It)
5-3-6 Arm Bn (13 Med)
Ariete Arm Div (5-4-7 Arm Bn (9 Med),
4-3-6 Arm Bn (10 Med), 5-3-6 AG Bn
(552), (6)-4-3 AT Bn (AT), 132 Arty
Rgt, Organic Truck (Full))**D28.20:**Littorio Arm Div (5-3-6 Arm Bn (12
Med), 4-3-6 Arm Bn (4 Med), 5-3-6 AG
Bn (554, 556), 12 Bns Inf Rgt)**D28.21:**Trieste Div (4-3-6 Arm Bn (11 Med), 65
Inf Rgt, 21 Arty Rgt, Organic Truck
(Full))**D27.18:**(7)-4-3 AT Bn (6)
Folgore Para Div (186 Para Rgt, 185
Para Arty Bn)**D27.21:**Rommel Leader
(7)-5-3 Luftwaffe Flak Bn (1-18)
21 Pz Div (3 Arm Recon Bn, 6-5-8 Pz Bn
(1-5, 2-5), 10-5-8 PG Rgt (104), 4-5-3
Pioneer Bn (200), 305 Flak Bn, (4)-4-3
PJ Bn (39 PJ), 155 Arty Rgt, Organic
Truck (Full))**D26.18:**Folgore Para Div (187 Para Rgt)
(6)-4-5 AT Bn (503)**D26.19:**Ariete Div (Nizza Arm Car Bn)
Trieste Div (8 Bns Arm Car Bn)
Folgore Para Div (8 Para Assault
Engineer Bn)**D26.20:**(7)-5-3 Luftwaffe Flak Bn (1-33)
15 Pz Div (33 Arm Recon Bn, 6-5-8 Pz
Bn (1-8, 2-8), 10-5-8 PG Rgt (115), 4-5-8
PJ Bn (33 PJ), 4-5-3 Pioneer Bn (33), 33
Arty Rgt, Organic Truck (Full))**D25.19:**

5-4-3 Inf Rgt (9 Bns)

**Anywhere west of the Axis Frontline
(inclusive):**(7)-4-3 Luftwaffe Flak Bn (1-6, 2-25, 1-
46, 1-53, 1-43)
9-3-2 Coastal Arty Bn (523, 528, 532,
529)
4-3-2 Coastal Arty Battery (4-149, 4-
772)
7-3-3 Arty Bn (2-115)
3-3-3 Arty Bn (408)
2-3-5 Arm Arty Battery (902)
1-3-2 Mountain Arty Battery (362, 363,
364)**Anywhere in Libya:**(4)-4-5 AT Bn (2 Mil)
1-1-2 GAF Bn (35)
3-0-3 Inf Rgt (350)
3-1-3 Engineer Rgt (1 Spc, 7 Spc)**With any other Axis unit:**KG Markers (Criiwell, Linau, 3 Aufk,
Schütte, Wechmar, Voss, Marcks, Gräf)

At Any Axis controlled Airbase or Air Strip:

Italian:

- 1x Ju.87b (reduced)
- 3x CR.42
- 4x SM.79
- 1x Ca.309
- 1x G.50
- 1x SM.82
- 3x MC.200
- 2x Br.20
- 4x MC.202
- 1x Z.1007

German:

- 2x Bf.109g
- 4x Bf.109f
- 2x Ju.87d
- 2x Bf.110
- 2x Ju.88
- 3x Ju.52
- 1x He.111h

Flieger Korps Detached (All German):

- 1x Bf.110
- 2x Ju.87d
- 1x Ju.88

Victory:

Use Campaign Victory conditions.

Scenarios continued in Volume II...

A Complete Copy of DAK Includes:

- 1x Box
- 1x OCS Series Rulebook (v2.0i)
- 2x OCS v2.0i Charts & Tables Booklets
- 3x Game Specific Rulebooks (Volumes I, II, & III)
- 2x Dice (one red, one white)
- 5x 22x 34" Maps
- 1x Map E Abstract
- 4x 280-counter countersheet
(incl. two identical Marker Sheets)
- 1x 140-counter countersheet
- 3x Countertrays
- 1x Registration Card
- 1x Current Price List
- Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

(OCS Optional Rules Continued from page 64)

8) Spotters and Artillery Barrages

In addition to the Modifier #4 (no spotter shift) to the Barrage Table and add the following:

- 1) If there is one or more friendly units adjacent to the target but all of these units are in Reserve Mode, shift 2 columns left.
- 2) If there is one or more friendly units adjacent to the target but all of these units are DG, shift 1 column left.
- 3) If there is one or more friendly units adjacent to the target but none of these units are Attack-Capable, shift 1 column left.

Note that in all cases, trucks and wagons do not qualify as units and can never count as the spotter for a barrage.

9) All Known, Series Errata

Make special note of 9 below.

OCS Series (ver 2.0i) (10 April 97)

1. RR Repair units can use rail movement through hexes repaired/converted in that phase, but such units cannot then be used to repair/convert rail hexes beyond that section of track. Such movement and repair constitutes leapfrogging.
2. An airbase can be repaired (to eliminate damage) one level at a time until the base is back to the highest actually built level it ever held (it cannot be improved beyond that limit in this way) by any 1 RE unit with the expenditure of 2T. There is no die roll for this method of repair—regardless of terrain. The repairing unit need not be engineer or attack capable—but it must be classed as a unit according to 3.1.
3. DG units **cannot** do recons.
4. If a breakdown regiment is stacked with a division capable of absorbing breakdowns (but not this one, due to action ratings, etc.), then the breakdown does not add to the combat strength of the hex. The breakdown becomes a 1-step, zero strength, zero action rating unit while it remains in the hex.
5. In situations where units must “eat off the map” (i.e. they cannot trace) pay 1T per 2 REs or fraction thereof. This is a change to 11.6d. 11.6d is dropped entirely and replaced with “Pay 1T per 2 REs (or fraction thereof).” In effect, the player is now paying as if 4 REs equaled a division under the old rule (eliminating the anomaly when multiple non-divisionals are present). It is also simpler to deal with. Change references to 11.6d and its effects in 11.6f and 11.6h.
6. HQs cannot use their draw and throw abilities while in Strategic Move or Reserve Mode.
7. When optional rule #4 Destroying Hedgehogs is used, no more than one level can be destroyed in a hex per turn, even if more than one “unit” is available (two if an engineer capable unit is in the hex).
8. Future reinforcements, and breakdown regiments which have not yet entered play in the normal manner cannot be “rebuilt” using Pax and Eq Repls before they do so.
9. The following require an **attack** capable unit to perform (and—just so it is clear—units in Strategic Move Mode are **not** attack capable, regardless of the counter’s strength): capture of an enemy Dump, Truck, Wagon, or airfield OR entry into an enemy controlled Hedgehog, Port, Village, Minor or Major City hex. “Control” is defined here as belonging to the last player to pass a friendly attack capable unit through the hex—apply common sense to those areas obviously behind friendly lines and so on.
10. “Breakdown” Regiments are infantry regiments marked with either “Brkdn” or no unit identification at all.

New OCS Optional Rules

1) Combat Density & Coordination Modifications

a) Small Unit Screening defenses:

Should the defender have only one **step**, is not DG or Strat Move, **and** the owning player rolls one die getting a result of the unit's Action Rating or less, execute the following:

Convert one L1 result into one o1. (DL2o1 becomes DL1o2, etc.)

Note: The small unit screen defense rule **cannot** be applied to a unit in a hedgehog hex.

Multi-Step Units: Multi-step units (such as infantry divisions) cannot take advantage of this rule when they have only one step remaining—even though they only have one step.

b) Complex Attack Coordination and Flexibility Issues...

If a hex is attacked from any two non-adjacent hexsides **OR** three or more hexsides, all Exploit results from the combat are negated and no Exploit awards are made.

2) Revised Barrage Table Density Mods

REs in Hex (don't round)	Shifts
1 or less	left 1
Greater than 1, up to 3	none
Greater than 3, up to 4	right 1
Greater than 4, up to 5	right 2
Greater than 5, up to 6	right 3
Greater than 6	right 4

3) Hedgehogs

A) Hogs negate the armor effects as if they add a nominal anti-tank unit to the stack (as per OCS Opt 1a.).

...but at a price:

B) Each level of Hedgehog built costs 2 SPs, not 1 SP

C) If any defender option results must be taken, half (rounded up) of all option combat results **must** be taken as step losses, remaining Option results are normal. If the attacker takes his option, ignore all defender options as you would normally—if the defender decides to apply his options anyway, he must take these losses.

D) Only Artillery-type units can be in Reserve in a hedgehog hex. Other unit types cannot be inside such a hex and be in Reserve at the same time.

4) Artillery Barrage Supply

Determine the initial (before shifts) table Column to be used in the barrage (by totaling the firing barrage points available). Pay according to that table column. Payment is made based on the column used **before** any shifts are made. All supply needed to fire a consolidated barrage must come from either the same Corps HQ or same direct draw point (if no HQ is used). Note that now that aircraft must make separate barrages, there is no reason to worry about air points mixed with artillery points—aircraft barrages are free (except for refit, below). Mark the Charts and Tables with the following:

Barrage Table:

1 or Less, 2, 3-4, 5-7, 8-11: 1T
12-16: 2T
17-24: 3T
25-40: 4T
41-68: 6T
69-116: 8T
117+: 12T

GS & Barrage vs Facility Table:

1-4, 5-10: 1T
11-20: 2T
21-40: 4T
41-80: 6T
81+: 8T

GS & Barrage vs. Dump/Truck Table:

1, 2-4, 5-8: 1T
9-12: 2T
13-24: 3T
25-48: 4T
49-62: 6T
63+: 8T

Notes:

1) DG Units fire 1/2 their fire strength and yes, they might end up on a lower, cheaper, table than usual because of it. In effect, the unit spent a lot more time than usual **not** firing.

2) No unit can “split” its fires or fire less than the full strength it has available. A unit either fires or it doesn't.

3) Do not double the cost of Rocket Artillery as was done before...it is already taken care of by the new rates.

5) Air Unit Refit

Dispense with the current die roll system of refit. Pay to refit air units (per the schedule below), each air base can refit up to 2x its level in air units (6 at a level 3) per turn. An air unit is an air unit for this purpose—no distinction is made between Full Strength or Reduced air units for refit purposes.

Pay 1T per two air units (any type) via either a corps throw or direct draw.

If two air units for a token is unavailable (or the final total at an air base is odd), then use the following (in each case 1T must be available to expend should the roll go the “wrong” way...no rolling to see if you can get it for free when no token is available.

•For one air unit, expend 1T on a roll of 1-3, refit is free on 4-6

Backfit to Games before DAK (this rule is standard for DAK and beyond): Use this rule directly, no additional SPs or transportation becomes available.

Air Base Supply: Because of this rule, ignore 15.0f regarding the supply of air bases. If the tokens are there to pay for refits, then the base is supplied, otherwise, it is not. For purpose of 14.5 (air units exempt from Return requirements), the air base is supplied (allowing active air units to remain active) if a token (or more) is available which would allow refit.

6) Arrival of Reinforcing Air Units

New air units show up at any air base (as they always have), but they do so **Inactive**, not active.

7) Coordination of Air and Artillery Barrages

Artillery and air are not allowed to Barrage together in one attack. They can hit the same target in succession (different phases), but they cannot add their points together to make a single larger barrage attack.

continued on page 63...