

Operational Combat Series:

DAK-II: Deutsches Afrika Korps, Vol. III

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Weather Table

Month	Clear	Sandstorm	Rainstorm
January	11..61	-	62..66
February	11..62	63	64..66
March	11..62	63..64	65..66
April	11..61	62..65	66
May	11..61	62..65	66
June	11..62	63..66	-
July	11..56	61..66	-
August	11..55	56..66	-
September	11..62	63..65	66
October	11..63	64..65	66
November	11..56	61	62..66
December	11..56	-	61..66

Roll one die to determine the number of Sandstorm maps when a Sandstorm result occurs, then randomly determine which maps are affected. No flight on, into, or out of a map with a sandstorm...hexes split between sandstorm map and non-sandstorm map are considered sandstorm.

The same goes for Rainstorm except that Rainstorm **always** affects only two maps. Randomly determine which ones they are.

In either Sandstorm or Rainstorm, air units can return from station to bases in these maps.

Weather Effects

Weather	Flight	Effects
Clear	Yes	Normal
Sandstorm	No	Terrain costs x2 (Green units & Repls cannot move under their own power), Combat and barrage cannot be conducted into or out of Sandstorm hexes. All on-map air units on affected maps become inactive and no refitting allowed on a Sandstorm Map
Rainstorm	No	Terrain costs x2, Wadis become impassable at all points except where crossed by Primary Roads. All on-map air units on affected maps become inactive and no refitting allowed on a Rainstorm Map

Sandstorm and Rainstorm have no effect on Draw or Throw ranges.

DAK Terrain Effects on Combat (Special Modifiers)

<i>Type</i>	<i>Combat Line</i>	<i>Armor</i>	<i>Mech</i>	<i>Other</i>
Open	Open	[x2]	[x2]	x1
Rocky	Open	[x2]	[x2]	x1
Delta	Open	x1	x1	x1
Swamp	Very Close	x1/2*	x1/2*	x1
City (Major or Minor)	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Point of Interest	ot	ot	ot	ot
Nile River	ot	P	P	P
Major River / Suez Canal	ot	[x1/4]	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Tobruk AT Ditch	ot	[x1/2]	[x1/2]	[x1/2]
Mountain	Very Close	x1/3*	[x1/2]*	x1
Rough	Close	[x1/2]	[x1/2]	x1
Low Hills	Close	x1	x1	x1
Escarpment	ot	[x1/4]*	[x1/3]*	[x1/2]*
Slope (defender is up)	ot	[x1/2]	[x1/2]	[x1/2]
Slope (defender is down)	ot	x1	x1	x1
Salt Marsh	Close	x1/2*	[x1/2]*	x1
Wadi	ot	[x1/2]	[x1/2]	x1
Wadi and Tobruk AT Ditch	ot	P	P	[x1/2]
Wadi in Rainstorm	ot	[x1/4]*	[x1/3]*	[x1/2]*
Sand Desert	Open	x1/2	x1/2	x1
Railroad	ot			
Primary Road	ot			
Road	ot		use other terrain for these...	
Track	ot			
Ferry	ot			
Port	ot			
Sea	p			
Pyramids	Destroy any infidel units entering these hexes...just kidding, no effect			
Oasis	ot			

* Primary Road, Road or Track Only

[#] affects attackers only, defending units are x1.

p = Prohibited

ot = Other Terrain in hex

DAK Terrain Effects on Movement

<i>Type</i>	<i>Track</i>	<i>Truck</i>	<i>Leg</i>	<i>Notes:</i>
Open	1	1	1	
Rocky	1	2	1	
Delta	4	5	2	
Swamp	p	p	3	
City (Major or Minor)	2	1	1	Negate if using a road
Village		no effect		
Point of Interest		no effect		
Nile River	p	p	p	
Major River / Suez Canal	p	p	all	
Minor River	+3	+5	+1	
Tobruk AT Ditch	+3	+6	+2	
Mountain	p	p	all	Can't Overrun into
Rough	3	5	2	
Low Hills	1	2	1	
Escarpment	p	p	p	Can't Overrun across
Slope (going either way)	+2	+4	+1	
Salt Marsh	p	p	2	
Wadi	+3	+6	+2	
Wadi and Tobruk AT Ditch	P	P	all	
Sand Desert	3	5	2	
Railroad	1	1	1	
Primary Road	1/2	1/3	1/2	
Road	1/2	1/2	1/2	
Track	1/2	1/2	1/2	
Ferry	all	all	1/2 MA	
Port	ne	ne	ne	
Sea	p	p	p	
Pyramids		no effect		
Oasis		no effect		

p = Prohibited
 all = Entire MA
 ne = No Effect
 MA = Movement Allowance

Common Rebuild Chart

Ignore Mountain and Motorized Designations

Infantry-type Units	
Air Landing Inf Rgt	2x Pax
Assault Engineer Bn	2x Pax
Coastal Defense Bn	1x Pax
Commando Rgt	3x Pax
Engineer Rgt	2x Pax
Engineer Bn	1x Pax
Fort Bde (one step)	1x Pax
Infantry or GAF Bn	1x Pax
Infantry Bde (one step)	1x Pax
1st Step of Inf Div	2x Pax, 1x Eq
Infantry or GAF Rgt or Div Step	2x Pax
Marine Bn	2x Pax
Mech Inf Bde (one step)	1x Pax, 1x Eq
Mech Inf or PG Rgt	2x Pax, 1x Eq
MG Bn	1x Pax
Para Assault Engineer Bn	1x Pax
Para Inf Bn	2x Pax
Para Inf Rgt	3x Pax
Pioneer Bn	1x Pax
1st Step of Support Bde	1x Pax, 1x Eq
Support Bde (not first step)	1x Pax
Territorial Bn	1x Pax
Territorial Rgt	2x Pax

Armor, Cavalry, Anti-Aircraft, Anti-Armor-type Units

AA Bn	1x Eq
Exploration Co	50% x Pax
Armor Bde (one step)	1x Eq
Arm Car Bn	1x Eq
Arm Car Co	50% x Eq
Armored Recon Bn	1x Eq
Assault Gun Bn	1x Eq
AT or PJ Bn	1x Eq
Lt Arm Bn	1x Eq
Motorcycle Bn	1x Pax
Tank or Pz Bn	1x Eq
Tank or Pz Co	50% x Eq

Artillery-type Units

Arm Artillery Battery	50% x Eq
Arm Artillery Bn	1x Eq
Artillery Battery	50% x Eq
Artillery Bn	1x Eq
Artillery Bde (one step)	1x Pax, 1x Eq
Artillery Rgt	2x Pax, 1x Eq
Coastal Artillery Battery	50% x Eq
Coastal Artillery Bn	1x Eq
Coastal Artillery Rgt	2x Pax, 1x Eq
Para Artillery Bn	1x Eq
Werfer Bn	1x Eq

Rear Area, Support-type Units

HQ	3x Pax, 2x Eq
Koruck Bn	1x Pax
RR Bn	1x Pax
RR Co	50% x Pax

(The Random Events Table is repeated here for ease of use.)

Random Events Tables

Each event has a requirement in brackets listed just after the event title. If all of the requirements are not met, then the result becomes “No Event” instead. Do not reroll to get another result. EXCEPTION: If a player is rolling on the Ultra Rare Table, continue to reroll until you get an event that applies.

The player who rolls for Random Events can be of either side and the results of these rolls should be known to both players. For complete fairness, alternate rolling for these...one roll per turn immediately **after** determining the turn’s weather.

Numerous Rommel events have a “Rommel in Play” requirement. Rommel is in “play” if he is on any game map or holding box, he is not in play if he is off on a trip, has not entered the game yet, is wounded, captured or dead, or is arriving back to the game in the current turn.

(Hist) indicates the event occurred historically.

Common Events

11..12 No Event [none]

13..16 (Hist) Rommel Trains his Panzers. [June 41 through Sept 41] The DAK conducts desert training exercises. Expend 2 SP from the DAK HQ. If 2 SP is unavailable, expend the amount present. If the DAK HQ is not in play, expend 1 SP from any Italian HQ not in Tripoli. (If even an Italian HQ is not available outside of Tripoli, then expend 3 SPs from Tripoli as your troops **really** need the extra training!). The training occurs even if Rommel is dead, wounded, or captured.

21 (Hist) Major Convoy Raid. [Jan 41 or later, Malta not under Axis Control] Double any Shipping Loss due to the Malta Table.

22 (Hist) Major Italian Shipping Success. [Jan 41 or later] This turn’s Shipping losses due to the Malta Table are halved (no rounding).

23..25 (Hist) Royal Navy Bombards Coast. [Anywhere: Sept 40-Jan 41, no result after Jan 41] The Allied Player has one 12 Barrage Point free Barrage he can use on a coastal hex this turn. This barrage cannot be combined with regular artillery (or air) fires. Do not apply the “no friendly unit adjacent” shift to these barrages.

26 (Hist) Rommel Goes to Rome. [Rommel in play] Rommel is pulled out of play for this turn, arrives as a reinforcement next turn.

31 (Hist) Rommel Out of Contact. [Rommel in play] Rommel cannot use his reactive roll or his Action Rating mod this turn. In all other respects he is normal.

32 (Hist) Pearl Harbor Occurs. [Nov 41 and after, one time only] The Pacific War begins, note for future reference.

33..34 (Hist) Churchill Demands Action! [May 41 through July 41, maximum of once per calendar month] The Commonwealth Player must make at least **two** attacks (regular or overrun) during the coming turn **OR** capture any port or airfield he did not control when the turn began (the latter condition has no attack requirement). An attempt at an attack (should the defender run away) is OK and can be counted as one of the attacks.

35..43 (Hist) Russian Campaign Begins. [May 41 and after, Greek campaign terminated, one time only] Barbarossa begins, the world holds its breath, and the Fliegerkorps becomes inactive.

44..45 (Hist) Winter in Russia. [Dec 41 through Feb 42, one time only] Due to adverse weather in Russia, the Fliegerkorps becomes active as it has returned to a warmer climate.

46 (Hist) Axis Finds Abandoned Dump. [none] Place 2T with any friendly unit.

51 (Hist) Commonwealth Finds Abandoned Dump. [none] Place 2T with any friendly unit.

52 (Hist) Allies Crack Luftwaffe Codes [Nov 40 and after, one time only] The first level of Ultra codes have been broken. All Axis Malta Table rolls and results must be made in public so that both sides can see the results.

53 (Hist) German Signal-Intercept Genius At Work [Feb 41 and after, one time only] Rommel was graced with an amazingly effective signal intercept unit. No Allied Divisional Markers allowed in play to hide units off map until this effect is revoked.

....OR....(depending on the date)

53 (Hist) German Signal Unit Disaster. [Nov 41 or after, one time only, above result must have occurred earlier] The 200 specialists and communications equipment of Nachrichten-Kompanie 200 is destroyed at DAK HQ. (How this happens could be anything...air attack, vehicle smash-up, severe gastro-intestinal distress, whatever.) Void the effects of the earlier German Signal-Intercept Genius at Work event.

54 (Hist) Allies Crack Wehrmacht Code [June 42 and after, one time only] The second tier of Nazi codes have been broken by Ultra. Cancel the effect of German Signal-Intercept event above (the markers come back) and allow Allied player to **always** know what **units** and **SP** amounts are shipping and to what destination from Sicily or via Coastal Shipping. No Divisional Markers or KG Markers can hide Axis units off map. In effect until the end of the game.

55..66 Roll on Less Common Events Table

Less Common Events

11 (Hist) Massive Convoy Raid. [Jan 41 or after, Malta not under Axis control] No Axis shipping capacity for this turn.

12..13 (Hist) Coastal Transport Interdiction. [Jan 41 or later, at least one active Commonwealth air unit (any type) must be on station on or west of Tobruk] No Axis Coastal Shipping for this turn.

14 (Hist) Hitler Orders No Unit Shipping for One Turn. [Feb 41 and after, No active Fliegerkorps] Hitler has bad dream about drowning. Axis shipping capacity cannot be used to ship any sort of unit counter (or truck) this turn. It can only ship SPs.

15 (Hist) Axis Rail Stock shipped to Africa. [Aug 42 and after, one time only] The Axis shipped three diesel locomotives and some rolling stock to open the railway east of Tobruk. Historically, these were destroyed by British aircraft in a few weeks. If this event occurs the railway to Matruh (those parts under Axis control anyway) can become operative on 1 Sept 42 with a rail cap of 2T. Also, this affects the rail cap available on the Tripoli Railway if that is built by its random event.

16..22 (Hist) Rommel Goes Off Half-Cocked. [Oct 41 or earlier, Rommel in play, Rommel at or within 12 hexes of any enemy unit] Part of the price paid for the extra initiative Rommel provides is that sometimes he does things that are not well thought out. This effect was most pronounced in the early stages of the campaign, before Rommel developed his "desert sense" fully. Any stack stacked with Rommel right now must make at least one Overrun attack this turn with their

Action Rating reduced by 1 (Rommel's normal Action Rating effect is inverted). Rommel does not roll for his own loss as a result of this attack (you didn't think he'd go with them, did you?).

23..24 (Hist) Rommel Goes to Berlin. [Oct 41 or earlier, Rommel in play] Rommel goes to see Hitler and OKW. Roll one die for number of turns he is off on this trip, counting the current turn as one. When the rolled number of turns have passed, Rommel returns as a reinforcement.

25..26 (Hist) Massive Italian Shipping Success. [Jan 41 or after] The Italians manage to sneak through a huge convoy. No shipping losses this turn (regardless of the Malta mods in effect) and the Shipping Capacity for the turn is x2. Vino for everyone!

31..34 Suez Canal Mined. [Active Axis air units stationed in Crete (any type) and weather on Map E allows flight] No reinforcements can off-load in Alexandria or Port Said this turn. Neither location can "generate" any SPs this turn.

35..42 (Hist) Royal Navy Bombards Coast. [Anywhere: Sept 40-Jan 41, Maps B-E: Feb 41-Apr 41, Maps C-E After Apr 41] The Allied Player has one 12 Barrage Point free Barrage he can use on a coastal hex this turn. This barrage cannot be combined with regular artillery (or air) fires. Do not apply the "no friendly unit adjacent" shift to these barrages. The maps on which this barrage can happen are restricted according to the time frames given in the event restrictions.

43..44 (Hist) Rommel Goes to Berlin. [Rommel in play] Rommel goes to see Hitler and OKW. Roll one die for number of turns he is off on this trip, counting the current turn as one. When the rolled number of turns have passed, Rommel returns as a reinforcement.

45..46 (Hist) Summer Campaign in Russia. [June 42 through July 42, one time only, Fliegerkorps is active, Russian Campaign ongoing] Due to a new summer offensive in Russia, the Luftwaffe shifts assets to Russia to support the German effort. The Fliegerkorps becomes inactive.

51..52 (Hist) Allies Crack Wehrmacht Code. [Jan 42 through May 42, one time only] The second tier of Nazi codes have been broken by Ultra. Cancel the effect of German Signal-Intercept event above (the

markers come back) and allow Allied player to **always** know what **units** and **SP** amounts are shipping and to what destination from Sicily or via Coastal Shipping. No Divisional Markers or KG Markers can hide Axis units off map. In effect until the end of the game.

53 (Hist) LRDG Raid on Airfields. [Jan 41 and after] Remove LRDG unit from play for one turn (it comes back as a reinforcement next turn). The Commonwealth player identifies one Axis airfield to be raided. The airfield must be on the map and not in any holding box. Garrisons do not matter, nor does precise location. Roll one die for each air unit at the base, reduce on a 4-6. Active or inactive status does not matter.

54 (Hist) Italians Discover “Lost” Supplies. [Jan 42 or later] The Italians stumble upon a supply cache they had overlooked near Tripoli due to administrative incompetence. Historically, they found 3,000 tons of fuel desperately needed at the front! Place 2 SPs in Tripoli.

55 (Hist) Rommel Gets Sick. [July 42 or later, Rommel in play] Months of desert warfare take their toll on Rommel’s health. No longer able to keep pushing on, Rommel takes the advice of his doctors and reports back to Germany for a cure. Rommel leaves the game for two calendar months and returns as a reinforcement.

56 (Hist) Force K suffers Minefield Disaster. [July 41 or after, one time only] Force K stumbles into a coastal minefield. +1 to the Malta Table roll for this turn.

61..66 Roll on Rare Events Table

Rare Events

11..13 Malta Invasion Ok’d. [Jan 42 or after, one time only] Hitler gives permission to launch the Malta invasion. The Axis player decides if he wants to do this invasion or not. Execute the invasion as desired according to the Malta Invasion rules.

14 Force K Pull out. [May 41 or after, Active Fliegerkorps, one time only] Force K leaves Malta permanently due to incessant air raids. +1 to all remaining Malta Table rolls in addition to any other applicable mods.

15..16 (Hist) Human Torpedo Raid. [none] Italian frogmen attack Alexandria creating some damage and distracting dock

operations. Alexandria cannot accept any shipping this turn (no reinforcements can unload there) and the Alexandria infinite dump does not exist for the turn (no SPs can be “manufactured” there).

21..22 Germans Reveal Shipboard Radar to Astounded Italians. [Feb 41 or after, one time only] The Germans explain shipboard radar to the Regia Marina. The Germans had this technology and knew the British had it as well, but historically did not inform the Italians of its existence. Apply an additional +1 to Axis Malta Table rolls for the next two calendar months.

23..24 Allied Amphib Operation OK’d. [June 41 or later, Royal Marine Battalion in play, one time only] On this or any future turn (once only), the Allied player can move the RM Marine Battalion from any port hex to any unoccupied coastal hex in Combat Mode with 2T of supplies. On the turn it lands it cannot fight or move. After that, it is on its own. No return trip by sea is possible.

25..26 (Hist) Rommel Brags to Mussolini. [June 42 or after, one time only, Rommel in play] Rommel proclaims to Il Duce that he will be in Cairo in a week (regardless of actual situation). Mussolini rubs his hands with glee and boards an Italian Transport with his white charger for the impending triumphal entry into Cairo. After a look at Westphal’s situation map, Rommel realizes the nonsense in his bombast and decides to put on a good show to save face. The Axis must make a minimum of **three** attacks (regular or overrun) this turn. Each attack must have at least one German unit in it.

31 Captured Leader Escapes. [One or both players have at least one leader in a cage] If both players are holding an enemy leader prisoner, roll one die to determine which side’s guy escapes. If more than one leader is held in a prison having an escape, randomly determine which leader escapes. The escaping leader is welcomed back as a hero and enters play as a reinforcement one turn from now.

32..34 Aussies Go Home. [After Pearl Harbor, one time only] Threatened by Japan, the Australian government finds it ever more difficult to convince its citizens that the bulk of Australian troops should be in the Middle East rather than defending interests far closer to home. Remove all Australian troops except one Division (player’s choice) from the game. The Commonwealth player has four turns to

move all these units to any friendly port or ports and remove them from play. Roll one die for each non-Australian troops currently in the Far East Box, on a 3-6 return the unit to Africa, otherwise the unit is gone for good. No further Far East withdrawals are to be made.

35..36 South Africans Go Home. [Jan 42 or after, one time only] A growing rift between the British and South African governments leads Field Marshal Smuts to demand the return of South African troops from North Africa. Remove all SA troops. The Commonwealth player has four turns to move all these units to any friendly port or ports and remove them from play.

41..44 (Hist) Offer of US Assistance. [May 42 or after, one time only] After yet another British fiasco, Roosevelt offers Churchill the fledgling 2nd US Armored Division or a rather large cache of American tanks. Churchill chose the tanks. Here, you can choose which to get: either 5 Eq Repls or US 2nd Arm Div plus Patton. These reinforcements appear this turn. If the player chooses the US troops, the following restrictions are imposed on US ground units: Patton can only stack with US units or affect them, US units can only attack using their **own** Action Ratings. US units can only be rebuilt in Alexandria or Suez and only when all US ground units are at or within three hexes of the given city. US Units are rebuilt using British Repls.

45..46 New Zealanders Free to Fight. [Before March 41, one time only] Freyberg and the New Zealand government required that the NZ Division not fight until all units had arrived and it could fight as a complete formation. If this event occurs, either Wavell has demanded their use in no uncertain terms or the Kiwis were less adamant about their conditions. Release the 2 NZ Div from its Matruh Restriction.

51..52 (Hist) LRDG Raid on Dumps. [Jan 41 or after] Remove LRDG unit from play for one turn (it comes back as a reinforcement next turn). The Commonwealth player identifies one hex on the map (not the Tripoli Box...). The Axis player destroys 25% of all dumps at or within 5 hexes of that hex.

53 The Grand Mufti is taken to Jerusalem. [July 42 or after, one time only] Having successfully delivered the Grand Mufti to Jerusalem (paving the way for decades of strife after the war), the Italian RW commando unit (his escort) becomes available and appear when called

for by the Axis Order of Arrival (July 42). If this event occurs after then, it arrives this turn. If not already in the war, Egypt joins the Axis as Islam throws in with the Fascist powers.

54..55 Troops released to Axis Use. [One time only] Allow the 22 LL Division and 287 Sonderverband Rgt to arrive in August 42 as per the Order of Arrival. If this result is rolled after August 42, bring the troops on this turn. If the Malta invasion is occurring or has occurred, ignore the 22 LL Division and bring on only the 287 Sonderverband Commando Rgt.

56..61 Hitler Lives up to his Promises. [One time only] Allow the 190 Pz Bn to arrive in Nov. 42 and the 9 Werfer Bn to arrive in Sept 42. If rolled after one or both of these dates, bring on the unit having past its date this turn.

62..63 Luftwaffe Transport Concentration. [May 41 or later] Allow the extra five (5) Ju-52 air units to become available for play the turn after Crete falls until the end of the game (or the Malta invasion, whichever happens first). This represents the dedication of the Luftwaffe's transport fleet to the Africa Theater of Operations.

64 Severe Hoof-n-Mouth Outbreak. [none] Remove all three camel units (one Italian, two Egyptian) from the game due to a Dromedary disease epidemic

65..66 Roll on Ultra Rare Events Table

Ultra Rare Events

(reroll until a result which can be applied occurs)

11..14 Royal Navy Trashes Tripoli. [June 41 or beyond, one time only] Churchill orders the Royal Navy to take out the port of Tripoli using the old battleship the *Centurion*. The Admiralty decides the old ship is too slow to make the scheme work and sends the *Barham* and a cruiser. These run themselves a-ground in Tripoli Harbor and fight all-comers until destroyed in place. Tripoli's port does not function at all this turn and next—no incoming shipping or outgoing coastal shipping allowed from Tripoli at all.

15..16 Free French Quit. [One time only] The Free-French army dissolves as the Pétain's Vichy government does "something" right. Whatever it is, it makes the Free-French decide that the Boche is

not all that bad and they leave to go home. Tears in his eyes, de Gaulle follows them back to France to live out his remaining days as an obscure retired army officer. Remove all Free French units from game. This includes all in play and any future arrivals.

21..22 No Greek Campaign. [Before Greek Campaign Execution Begins, One time only] The Greeks count the divisions arrayed against them and determine that resistance is futile. They decide to collaborate instead. No Allied troops are sent to Greece, if any already have been sent, return them to Africa. Crete becomes usable by the Axis player. Ignore any future Greek campaign events.

23..24 Oil Cut Off at Haifa. [One time only, No Allied Troops in the Near East Box] An additional +2 to Axis Malta Table rolls until troops do appear in the Near East box.

25..31 Franco Pulls Spain into the War. [April 41 or later, one time only] Franco manages to convince his people that German victory is inevitable and throws in on the side of the Axis. Apply an additional +1 to Axis Malta Table rolls for the rest of the game.

32..34 Gibraltar Falls. [Spain is in the war, one time only] Spanish troops with German assistance conquer "The Rock" and close the entry to the Mediterranean from the west. Apply an additional +1 to Axis Malta Table rolls for the rest of the game **on top of** the Spain in the War mod.

35..42 Victory in Russia. [Nov 41 or later, one time only] Stalin's government collapses when Moscow falls. The Soviet Government tries to reform in the Urals but fails. The War in Russia devolves into guerrilla warfare with no end in sight. The German army ceases full-scale warfare and reorganizes itself for frontier patrolling. Rommel was promised some 5,400 tons of trucking should Barbarossa be successful. This would be 4 truck points which would become available 1 Mar 1942 (they arrive this turn if it is already past 1 Mar 42). Double any results from the German Variable Reinforcement Table rolls for the rest of the game. The Fliegerkorps becomes active for the rest of the game and ignore any later results calling for the Fliegerkorps to move back to Russia.

43..44 Proposed Railroad finished—Phase I. [Aug 41 or later, one time only] A railroad is built Tripoli to Benghazi given that all points west of it along the coastal road are free of enemy units or their ZOCs. A Railroad exists now along the path of the coastal road and the Axis has a rail cap of 1 SP to use it (Increase this to 2 SP if the "Axis Rail Stock shipped to Africa" event occurs.)

45 Proposed Railroad finished—Phase II. [Aug 41 or later, one time only, and Phase I above has already happened] An extension of the Benghazi Railroad is finished to either Tobruk, or Bardia given that all points west of the city along the coastal road to Benghazi are free of enemy units or their ZOCs. A Railroad exists now along the path of the coastal road.

46..51 LRDG Raid on Rommel Succeeds. [Nov 41 or later, one time only, LRDG unit in play] The LRDG launches a successful raid on Rommel. Rommel is killed in his night clothes and taken back to Cairo as proof. The LRDG unit is removed from play permanently.

52..54 (Hist) SAS Raid on Crete airfields. [Crete in Axis hands, SAS unit in play, one time only] Remove SAS unit from play permanently, Roll one die for each air unit in Crete (active or inactive), on a 4-6 reduce it.

55..56 Texas Tea! [one time only] The Italians discover the rich oil reserves in Libya before the war. When this event is rolled, one Oil Refinery opens for business in Tripoli. Place 2 SPs per turn in the Tripoli Box to represent the output of the refinery. The refinery can never be damaged or destroyed.

61..62 The Egyptians Join the War on the Axis Side. [One time only, Egyptians not in the war yet] All Egyptian land and air units fall under the command of the Axis player. They can only exist on captured supplies or SPs given to them from the Axis. It would be a really good idea for them to take over a major Egyptian port on the Med (Alexandria or Port Said) so they can trace supply and open the way for other Axis troops and SPs to arrive via coastal shipping. Other than that, their insurrection is sans portfolio.

63..66 The Egyptians Join the War on the Allied Side. [One time only, Egyptians not in the war yet] The Egyptians become just that many more Allied troops.

AEP to AEP Air Distance at Sea Chart

Cross index the two AEPs in question to find the distance between them. Direct flight over land may be shorter. (Your mileage may vary)

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
1	191	175	165	162	152	142	142	133	115	103	89	79	68	54	30	14	na	1
2	185	169	157	153	143	133	124	106	94	80	71	59	45	21	na	na	2	
3	160	144	135	132	122	112	103	85	73	59	49	38	24	na	3			
4	138	122	112	109	99	89	80	62	50	36	27	15	na	4				
5	123	107	97	94	84	74	65	47	35	21	12	na	5					
6	112	96	86	83	73	63	54	36	24	10	na	6						
7	102	86	76	73	63	53	44	26	14	na	7							
8	88	72	62	59	49	39	30	12	na	8								
9	80	64	50	47	37	27	18	na	9									
10	65	49	32	29	19	9	na	10										
11	58	42	24	20	10	na	11											
12	51	35	17	10	na	12												
13	41	25	7	na	13													
14	34	18	na	14														
15	16	na	15															
16	na	16																

Road Distance Chart

Cross index two locales to find the total MP's expended to move from one to the other. Road distance is the shortest route only...if there is any doubt as to whether the intended route is the shortest, count yourself to make sure. Road Terrain Costs (for Trucks) are already taken into account—Note that the Primary Road Rate is different for Tracked and Leg moving units, the above would apply directly to Truck moving ones only. (MP amounts are rounded normally.)

A1935		Agedahbia		Antelat		Benghazi		Msus		Mechiti		Derna		Gazala		Tobruk		Bardia		Sollum		S. Barrani		M. Matruh		Alamein		Alexandria	
Agedahbia	7	4	7	9	12	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Antelat	11	7	7	9	12	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Benghazi	14	7	7	9	12	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Msus	15	8	4	9	12	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
El Mechiti	27	20	16	14	12	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Derna	27	20	20	13	19	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Gazala	32	25	23	18	19	7	5	2	6	1	4	6	8	5	14	13	22	14	9										
Tobruk	34	27	25	20	21	10	7	2	6	1	4	6	8	5	14	13	22	14	9										
Bardia	40	33	31	26	27	15	13	8	6	1	4	6	8	5	14	13	22	14	9										
Sollum	41	34	32	27	28	16	14	9	7	1	4	6	8	5	14	13	22	14	9										
Sidi Barrani	45	38	36	31	32	20	18	13	11	5	4	6	8	5	14	13	22	14	9										
Mersa Matruh	52	45	42	37	38	27	25	20	17	12	10	6	8	5	14	13	22	14	9										
El Alamein	60	53	50	45	46	35	33	28	25	20	18	14	8	5	14	13	22	14	9										
Alexandria D39/05	65	58	55	50	51	40	38	33	30	25	23	19	13	8	14	13	22	14	9										
Cairo E23.22	74	66	64	59	60	48	46	41	39	33	32	28	22	14	14	13	22	14	9										