The Dark Sands

War in North Africa, 1940-42

By Rodger B. MacGowan ©2018

RULES OF PLAY

Table of Contents

1.0 Introduction

The Dark Sands [*TDS*] game depicts the fighting between the British Empire and the German-Italian Axis Powers for control of North Africa from December 1940 to December 1942. *TDS* is based on the *The Dark Valley: The Eastern Front in WWII* game system. Players familiar with that game should be aware of the changes that capture the different nature and scale of the fighting in North Africa.

2.0 Game Components

Game Components are
- One Rulebook
- One Playbook
- Two mapsheets (West and East)
- Two counter sheets, each with 176 ⅝ inch counters
- Two Charts and Tables reference cards
- One Action Chit Availability and Description reference card
- Two six-sided dice

2.1 The Map

The game map represents the area of eastern Libya and Egypt over which the campaign was fought.

There are two mapsheets; the East mapsheet contains Alexandria and the West mapsheet contains El Agheila. When setting up, the West mapsheet overlaps the East mapsheet with the seam just west of Buqbuq (hex 2045).

The map is divided into three *Sections*: West, Central, and East. The West and East Map Sections are both scaled at 9 miles to the hex. The Central Map Section is scaled at 4.5 miles to the hex. All three are divided into hexagons, used to regulate movement and unit positioning.

2.1.1 Named Locations

Named locations are Cities, Towns, and Villages that have some strategic value during the campaign. Named locations are indicated on the map by either a red or gray circle. They have no effect on game play other than allowing the placement of Garrisons.

Note: Halfaya Pass (2042) and "To Cairo" are marked on the map, but are not named locations.

2.1.2 Ports

The named locations Benghazi, Tobruk, Bardia, Mersa Matruh, and Alexandria are the only Ports.

Ports are used in Port Supply (10.1.4), Unit Placement (15.0), and Naval Movement (19.4).

2.1.3 VP Locations

Named locations containing one of these symbols are used to calculate VPs during the Campaign Game. See 5.0.

2.1.4 Supply Sources

The named locations El Agheila and Alexandria are Supply Sources. The "To Cairo" hex is also a Supply Source.

2.1.5 Hex Control

Hex control matters for Victory, Sea Movement, and placement of Reinforcements and Replacements. Hexes change control only when an opposing unit enters the hex. Only Ports and VP hexes remain controlled when not occupied. All other hexes become uncontrolled when not occupied. At the start of the game the Axis player controls all such locations west of his front line not occupied by Allied units, and the Allied player controls all such hexes east of his front line not occupied by Axis units.

Note: Projecting a ZOC on an enemy controlled hex is not sufficient to change control.

2.1.6 Map Tracks/Boxes

The map sheets contain Tracks and Boxes used to facilitate play, such as:

Reinforcements Track:
The unit display across the top of the map indicates when units/assets enter, withdraw, or return to the game.

Turn Record Track:
The map contains the Turn Record Track (hereafter TRT) used to track the current game turn. Each turn represents a period of one to two months.

Action Chit Record Track:
Tracks the Action Chits that have been played in the current game turn.

Allied and Axis Victory Point Tracks:
Tracks the current VP level for the respective sides.

Allied Saved Replacements Tracks:
Tracks the number of saved Allied Tank and Infantry replacement points.

Allied and Axis Rebuildable Units Boxes:
Holds the eliminated units that are available for rebuilding by the respective sides.

Allied and Axis Available Support Units Boxes:
Holds the Asset counters available for use by the respective sides.

Tobruk Bypass Road Status
The status may be Not Built, Building, Built. See 23.3.2.

Railway Complete
A place to keep the Railhead marker once the rail line is complete.

2.2 Combat Results Tables (CRTs)

There are two CRTs printed on the map. The combat results explanations pertain to both CRTs.

2.2.1 Mobile CRT

The Mobile CRT is used by both players. There are fewer step loses and more retreats on this table. This is the *only* CRT the *German* player uses.

2.2.2 Assault CRT

The Assault CRT may only be used by the Allies when the Montgomery chit is available; turns 14 through 17. There are more losses on this table, particularly for the attacker.

2.3 The Counters

There are four basic types of counters: Combat Units, Assets, Chits, and Markers.

Combat Units (also called Units) represent ground combat forces and are used to control, defend or attack hexes. Each unit can represent a battalion, regiment, brigade, or division of Infantry, Tank/Panzer, or Armored Cars. Combat Units can be identified by the fact that they have three factors across the bottom of the counter, Attack, Defense, and Movement.

Sample Combat Units

Panzer

Unit Size — Turn Entry
Division
Regiment
Battalion

Attack Factor (AF) — Defense Factor (DF) — Movement Allowance (MA)

Motorized Infantry

Division
Regiment

Armored Car

Unit Name — Disrupt drm

Infantry (Foot)

At Start Location — Non-Replaceable Dot

Parachute Infantry

Machine Gun Infantry

Tank

Turn 1 Reinforcement Location
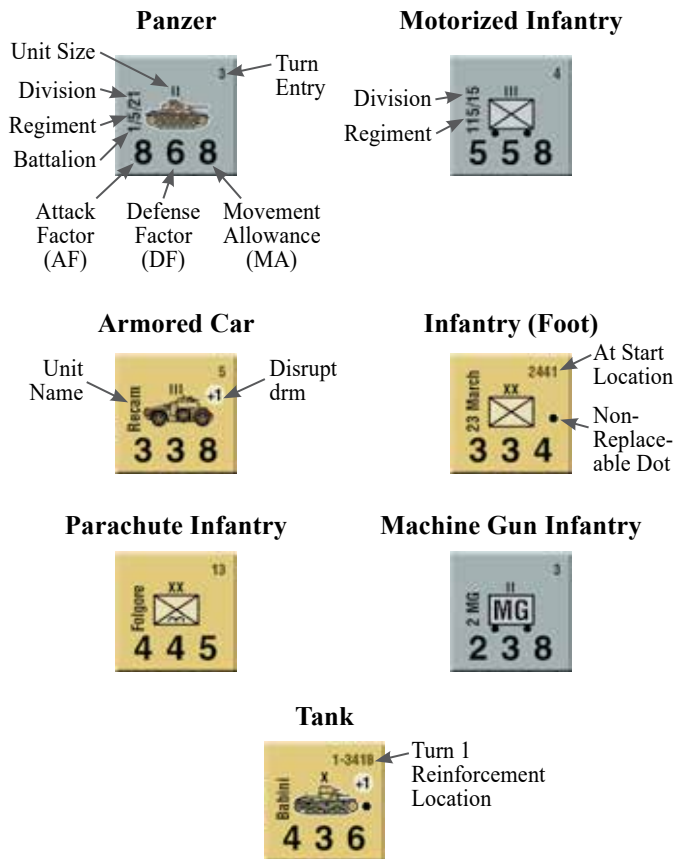
Unit Sizes

XXXX	Army
XXX	Corps
XX	Division
X	Brigade
III	Regiment
II	Battalion

Headquarters (HQs) are Combat Units that represent higher echelon organization troops. They do not participate in combat but are used to enable certain assets, bring in reinforcements, and perform certain Action Chits. They can also be OOS, eliminated, and change control of a hex.

Sample Headquarters

Italian   *German*   *British*

HQ Range

Attack Factor (AF) — Defense Factor (DF) — Movement Allowance (MA)
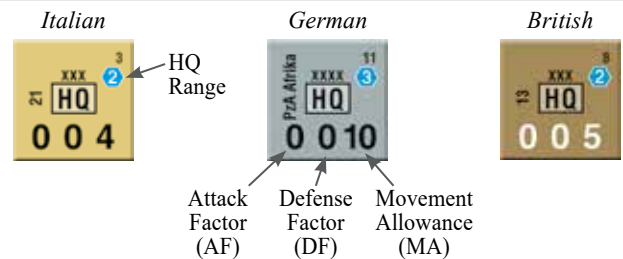
Assets represent combat support elements that must be used in conjunction with Combat Units to add Combat Factors to a defense or attack. Each Asset type has specific rules for availability and use. All Assets are covered in detail in rule 13.0.

Assets

Coastal Naval   **Amphibious**

Map Restrictions
Combat Factor (Coast only)

Air   **Artillery**   **Fortified Box**

Combat Factor

Anti-Tank   **Garrison**

Attack Factor — Defense Factor
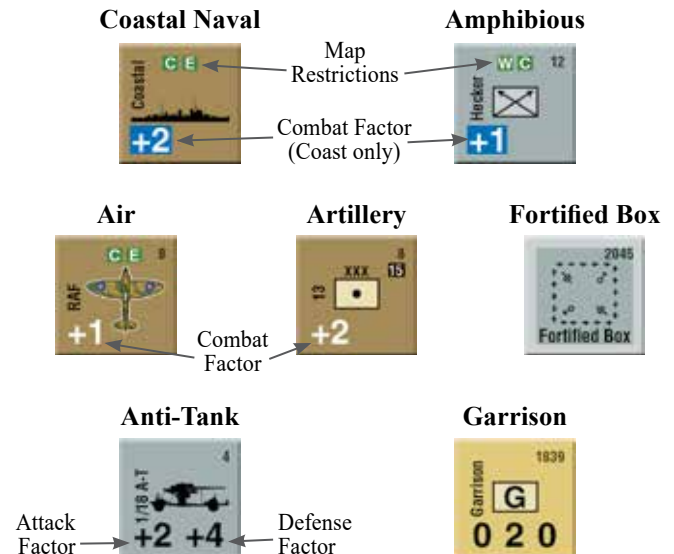
Exception: The Garrison Asset is treated as a Combat Unit when on the map. Its availability, entry and exit from play are covered by the Asset rules (13.6).

Chits (Action and Replacement) are used to randomize the order of Actions in a turn and the availability of replacements during the game.

Replacement Chits

Axis   *Allied*

German Pz & AC — Tank
German Infantry — Infantry
Italian (all) — Year Pool
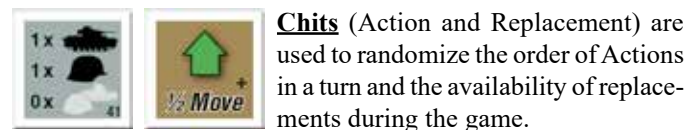
Markers are used to show the status of various elements of the game, including markers for the current turn, VP level, Saved Replacements, Rail and Bypass construction, unit supply, unit disruption, etc.

Attack markers may be used to remember planned attacks. Use of Attack markers is optional and does mandate or limit the number or order of attacks that can be made. The Balkenkreuz/Roundel marker may be used to mark hex control or any other status where a German vs British distinction is required.

Allied Nations

- ⊠ Britain
- ⊠ South Africa
- ⊠ Australia
- ⊠ New Zealand
- ⊠ India
- ⊠ Poland
- ⊠ Free France
- ⊠ Greece

British Armor & Upgrades

Division
Brigade
At Start Location
Withdraw for Upgrade

Enter as Upgrade
Withdraw for Upgrade

Enter as Upgrade

Commonwealth Infantry Brigades

Division
Brigade
British Divisional

Country
Division
Brigade
Commonwealth Divisional

Country
Brigade
Independent

2.4 The Player Aid Cards

Player Aids Cards contain the following Charts and Tables:

Sequence of Play Chart
Outlines the order of play for each game turn.

Action Chit Availability
Used to determine the number and type of Action Chits available each game turn.

Action Chit Descriptions
Provides a more detailed description of the actions enabled by specific Action Chits.

Terrain Effects Chart
Used to determine Terrain Effects for Movement and Combat.

Combat Results Tables
Used to resolve individual Attacks.

Rail Advance Table
Used to determine Allied progress in constructing their railroad west from Egypt.

Disruption Table
Used to determine disruption after an Extended Move.

Some charts are also printed on the map. In all cases, the written rules take precedence over the tables.

3.0 Historical ID Abbreviations

3.1 Allied
Cstrm Gds: Coldstream Guards
SG: Support Group

3.2 Commonwealth Empire
Aus: Australian
Ind: Indian
NZ: New Zealand
SA: South African
FF: Free French

3.3 German
MG: Machine Gun
PzA: Panzer Armee
A-T: Anti-Tank

3.4 Italian
Ber: Bersaglieri
Littr: Littorio
GGFF: Giovani Fascisti
Regia Aero: Regia Aeronautica
Marmaca: Marmarica

3.5 Other Game Terms & Abbreviations

AF: Attack Factor used by attacker when determining attack strength in a combat. See 20.2.2.

DF: Defense Factor used by the defender determining defense strength in a combat. See 20.2.3.

CF: Combat Factor represents both the AF and DF.

MA: Movement Allowance. Number of movement points a unit may spend to traverse the map.

Movement Cost: Number of movement points a unit must expend to enter a hex.

CRT: Combat Results Table. There are two; Mobile and Assault.

Divisional Formation: All units with the same division designation.

Extended Move: Form of movement to cover long distances. Does not use movement points.

½ Move: A type of Action Chit. Move with half the normal movement allowance.

Combat -1: A type of Action Chit. Short for "Combat –1 drm"

Combat Unit: A counter that can attack, defend, and control a hex. Also called a Unit.

Asset: A counter used to support a Combat Unit when attacking or defending.

Game Marker: A counter used to track game status. i.e. turn, segment, VPs, rail construction.

Unit Marker: A counter used to track unit status. There are two; Out of Supply and Disruption.

Garrison: An asset type that behaves like a Unit while on the map.

Coastal: An Allied asset type that can only be deployed on a coastal hex; naval guns.

Hecker: An Axis asset type that can only be deployed on a coastal hex; amphibious force.

Air: An asset type; Luftwaffe, Royal Air Force, Regia Aeronautica.

Arty: An asset type that is controlled by the designated HQ unit.

AT (Asset): A German anti-tank asset with relatively large AF and DF.

AT (Combat Modifiers): Terrain, assets, and units that help the allies defend against panzers.

Fortified Box: Asset type representing field fortifications. Sometimes call a Box.

Fort Hex: Hexes containing fixed fortifications at Bardia, Tobruk, and the hexes adjacent to Tobruk.

AC: Armored Car
Bdge: Brigade
Bn: Battalion
Div: Division
HQ: Headquarters. A combat unit with additional functions.
LOS: Line of Supply
OOS: Out of Supply

Pz: Panzer
Reg: Regiment

Map Section: There are three; West, Center, East.

Map Sheet: There are two; West containing the West and Center sections, and East containing the East section.

Arrivals: Units that are entering play for the first time.

Withdraws: Units that are leaving the game.

Returns: Units that had previously withdrawn and are re-entering the game.

Exchange (Reinforcements): When an arriving unit can directly replace a withdrawing unit on the map.

Exchange (CRT): Both side suffer losses.

Game Turn: Consists of a number of Phases as outlined by the SOP.

Turn Initiative: The player that gets to select the first Action Chit.

SOP: Sequence of Play describes a game turn

Phase: Part of the SOP. There are three; Replacement, Action, and End

Segment: Part of each Phase. Each Phase is divided into different Segments.

Action Segment: When a single Action Chit is selected and played. This is the core of the game.

Step: Action Segments are divided into Steps

Action Chit: Determines what action(s) a player may take during the Action Segment and applicable limitations.

Combo Chit: An Action Chit that can be used for either a Move or Combat type Action.

Pools: Where currently "In Play" Action and Replacement Chits are kept until randomly drawn.

Action: There are four Action types: Move, Combat, Logistics, Reinforcements. An Action Chit may allow multiple Actions.

TEC: Terrain Effects Chart
TRT: Turn Record Track
VP: Victory Point(s)
AV: Automatic Victory
ZOC: Zone of Control emanating from a friendly combat unit.
EZOC: Zone of Control emanating from an enemy unit.
Contested ZOC: EZOC hex containing a friendly unit.
Uncontested ZOC: EZOC hex not containing a friendly unit.

4.0 Setup

The Playbook contains four scenarios with full setup instructions. Each scenario can be used as a starting point for a Campaign game. The full Campaign starts with the Compass scenario.

5.0 How To Win

5.1 Campaign Victory Conditions

5.1.1 Automatic Victory

⭐ Starting with Game Turn 3, if at the end of any Victory Check Segment a player controls both the El Agheila and Alexandria hexes—and can trace a LOS to both hexes—then that player wins an Automatic Victory.

5.1.2 Victory Points

If neither player has won an Automatic Victory by the last turn of the campaign then the player with the most VPs accumulated by controlling VP hexes during the game is the winner. See 5.2.

5.2 VP Hexes

Players score VPs during the Victory Check Segment of each turn of the game. Each player scores VPs based on different requirements. See 5.2.1 and 5.2.2.

5.2.1 Per Turn VPs

These VPs are accumulated each turn. These are marked on the map.

The Allied player scores 1 VP/turn for control of Benghazi.

The Axis player scores 1 VP/turn each for control of:

• both Mersa Matruh and Tobruk
• both El Alamein and Tobruk

> **Note:** If the Axis player controls El Alamein, Mersa Matruh, *and* Tobruk on the same turn, he scores two VPs.

5.2.2 Last Turn VPs

Award 1 VP to the controlling player for each of Tobruk, Bardia, and Sollum.

These VPs are in *addition* to the Per Turn VPs scored on the last turn.

> **Note:** A total of 3 VPs will be awarded under this rule. One player may score 0, 1, 2, or 3 of these VPs while the other player gets the remaining 3, 2, 1, or 0 VPs.

5.3 Scenario Victory Conditions

Each of the game's four Scenarios has its own Victory Conditions listed in that Scenario.

6.0 Terrain Effects

The Terrain Effects Chart covers all terrain effects on Movement, Combat, and ZOCs. Movement has two columns; Center Map and End Maps (West and East). The "Combat" and "ZOC" columns apply to all maps. The "Other" column covers some special cases.

6.1 Adjacent

Units are adjacent to each other if they occupy hexes that share a hexside or hexside color. The TEC has no effect on unit adjacency.

A hex is only considered to contain a terrain if 25% or more of the hex contains the terrain symbol, excluding ocean.

7.0 Unit Stacking

Stacking is the placement of more than one Combat Unit into a single hex at the same time. Stacking limits are enforced (a) at the end of the Movement Action, (b) at the end of the placement of Reinforcements and Replacements on the map, (c) at the end of retreat, and (d) at the end of advance after combat.

7.1 Stacks

The term "Stack" refers to any one or more Units legally placed in a hex.

> **Note:** A Garrison Asset is considered a Combat Unit while on the map, but has its own stacking limitation of one per hex.

7.2 Limits

A player may stack up to four Units in the same hex, not including HQs and Garrisons. No more than three divisions, regiments or brigades (in any combination) may stack in a hex. The fourth unit must be a battalion-sized unit. A stack may also include one HQ and one Garrison. Markers do not count for stacking. Assets do not count for Unit Stacking but have their own limitations covered by rule 13.0 Assets.

> **Note:** The largest stack of Combat Units possible is six: one HQ, one Garrison, one Battalion, and three other Combat Units including battalions.

Example: *All four units of the 21st Pz Div, Afrika Korps HQ, and a Garrison form a legal stack.*

7.3 Over Stacking

If a hex is over stacked, the owning player must eliminate sufficient Units (of the owning player's choice) to bring the stack within the stated limits.

7.4 Combat Stacking

On the Center map no more than two divisions, regiments, or brigades (in any combination) may add their defense factors to the defense of a hex, or attack out of the hex in a single combat. Battalion-sized units are never affected by these limits. Stacked units not contributing to the combat may advance after combat and suffer the results of an AE, DE or DR, but may not take step losses to satisfy a EX, BL1, AL1, or * result.

On the West and East maps the entire stack may attack or defend.

8.0 Zones Of Control

All units except HQs and Garrisons have Zones of Control (hereafter ZOC) that extends into the six hexes adjacent to the unit, subject to Terrain limitations. ZOCs affect Movement, Supply, and Retreat.

The ZOC of a friendly unit does not affect other friendly units in any manner. ZOCs that are generated by enemy units are termed EZOCs.

8.1 Contested and Uncontested

A Contested EZOC is when the EZOC hex contains a friendly unit. An Uncontested EZOC is when the EZOC hex does not contain a friendly unit. Overlapping ZOCs from both sides in an empty hex do not affect each other. Both sides have an Uncontested ZOC in that hex.

9.0 Rail Line

The game starts with a rail line from Alexandria to Matruh. The Allied player may use the Rail Line for Extended Move (19.1.8) and tracing the Road/Trail/Rail portion of an LOS (10.1.2). The Axis never use the Rail Line.

9.1 Railhead
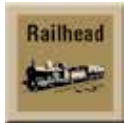
This marker is used to indicate the farthest west the Rail Line has been built. During the Build Segment the Railhead marker can be moved westward. The marker never moves eastward.

9.2 Active Rail Hexes

A rail hex can only be used for extended movement if it contains or is east of the Railhead marker *and* can trace an LOS entirely by rail back to Alexandria.

9.3 Railway Completed

When the Railhead marker reaches Tobruk flip it to the Railway Completed side and place it in the Railway Completed box adjacent to Tobruk.

10.0 Logistics

Logistics is the supply of units in the field. In the North African desert a unit needed not only fuel, food, and ammo, but above all water to survive. Unlike many North Africa games, most of the strategic effects of supply are built into the Action Chit system. There is no need to deal with supply nets, depots, or points. Instead supply is basically a straightforward matter of tracing to one's sources of supply. A unit's state of Supply effects all aspects of the game. Two types of supply are considered during the game, these are Line of Supply (LOS) and Out of Supply (OOS).

10.1 Line of Supply (LOS)

This represents the unit's ability to receive supplies, assets, reinforcements and other necessities to keep a unit fully operational.

A Line of Supply is a path of hexes free of enemy units from a friendly occupied hex to a friendly Supply Source hex. This path consists of the overland portion and the Trail/Road/Rail portion. The ability to trace an LOS is evaluated the instant it is required.

A unit either "can trace an LOS" or "cannot trace an LOS".

10.1.1 Overland Portion

The range of the Overland Portion of the LOS is the distance from a Unit (exclusive) to any Trail, Road, or Rail hex (inclusive) that in turn can trace to a friendly Supply Source:

- 4 hexes on the West/East Map Sections.
- 8 hexes on the Center Map Section.

This portion can be blocked by an uncontested EZOC.

10.1.2 Trail/Road/Rail Portion

This portion of the LOS terminates at a Supply Source. The Trail/Road/Rail portion can be as many hexes long as required. It must remain on connected Trail, Road, or Rail hexes. This portion of the LOS cannot be blocked by an uncontested ZOC.

10.1.3 Supply Sources

The Axis Supply Source is El Agheila (hex 1600).

The Allied Supply Sources are Alexandria (hex 1877), and "To Cairo" (hex 1376).

10.1.4 Port Supply

Only the ports of Tobruk, Bardia, and Mersa Matruh can provide Port Supply for the Allies. Only Tobruk can provide Port Supply to the Axis.

Allied units may trace an Overland LOS directly to a friendly controlled port on the East and Center maps only.

- 2 hexes on the East map.
- 4 hexes on the Center map.

Axis Units in Tobruk and its adjacent forts can trace LOS to the port of Tobruk for the Attrition Segment of the End Phase. There must be at least one Axis unit on the Center map that can trace an LOS to El Agheila.

Note: This restriction prevents the Axis player from placing a large force in Tobruk and then abandoning the Center map.

10.2 Out of Supply (OOS)

This represents a shortage of the unit's actual supplies on hand, regardless of the ability to trace an LOS. OOS is represented by an OOS marker on top of the affected unit. The presence of the OOS marker can only be changed during a Logistics Action. A unit is either "OOS" or "not OOS" as indicated by presence or lack of an OOS marker.

10.2.1 OOS Effects

Units with an OOS marker suffer the following effects:

- Have a Movement Allowance of 3 (except for Garrisons, which retain their 0 MA).
- OOS Movement is cumulative with the effects of a ½ Move. Round up (halve 3 down to 2).
- May not use Extended Move.
- HQs may not use any special abilities.
- ZOC do not affect enemy Retreats.
- –2 drm on Attack, +2 drm on Defense.
- drm effect is not cumulative with Disruption. If a unit is both OOS and Disrupted, it only suffers a –2 drm on Attack and +2 drm on Defense.

10.3 Logistics Action

When a Logistics Action Chit is pulled the LOS for every unit in play is evaluated. If the unit cannot trace an LOS, place an OOS marker on it. Remove any OOS markers from units that can trace an LOS.

11.0 Headquarters

There are three Axis and two Allied Headquarters (HQs) in the game. Each HQ has a Movement Allowance and a Range. The Range is used to determine units that can move and attack as specified by the Action Chit and to enable Artillery Assets in combat.

A limited number of Replacements and Reinforcements entering the map may enter on Headquarters.

HQs do not count for stacking. There may never be more than one HQ in a hex.

HQs have no ZOC and no Combat Factor; if alone in a hex an enemy unit may move through the hex. The HQ must displace to the nearest eligible friendly stack.

If stacked with defenders when the last step is lost due to combat, the HQ may displace to the nearest eligible friendly unit. If unable to displace, the HQ is eliminated.

To be eligible to have an HQ displace to it, a friendly unit must be able to trace an LOS at the time of displacement and can be reached by the HQ without entering uncontested ZOCs.

A HQ may be OOS and eliminated by attrition.

Eliminated HQs return at no cost during the Replacement Phase on the turn following elimination.

Arriving or Returning HQs use the Unit Placement rule (15.0), or on any friendly unit that can trace an overland LOS to either Alexandria for the Allies or El Agheila for the Axis.

12.0 Combat Units

Combat Units range from battalion to division, have one or two steps and are either Panzer, Tank, Armored Cars, or Infantry.

12.1 Combat and Movement

All units follow the same rules for Movement (19.0) and for Combat (20.0), unless specific exceptions are identified in this section. The following rules cover the specific cases affecting Panzers, Tanks, Armored Cars, and Infantry.

12.2 Panzers and Tanks

Panzers and Tanks are silhouetted tracked vehicles. Several rules specify Tanks or Panzers. The Allies and Italians have Tanks. The Germans have Panzers.

12.3 Armored Cars

The Armored Cars are silhouetted wheeled vehicles. Only the Axis have them. Armored Cars are not considered to be a Panzer, Tank, or Infantry unit for any rule that requires a unit to be one of these three types. Otherwise they move and have combat normally.

12.4 Infantry

Infantry, Motorized Infantry, MG and Garrisons are all considered Infantry for combat purposes. These units satisfy any rule that specifies Infantry. Garrisons defending alone have some additional special rules.

Note: A Garrison is an Asset that behaves as a Combat Unit while on the map.

12.5 Divisional Formations

Most combat units belong to a Divisional Formation. Several Action Chits and rules refer to Divisional Formations. "Divisional Formation" refers to all units belonging to the same division.

A unit's division is indicated in the unit markings. Units not marked with a division are independent. Independent units are not included when a rule or chit is referring to Divisional Formation unless explicitly stated.

Note: A Divisional Formation may consist of one unit, if that unit is a division sized unit. Many Italian units are division sized units.

12.6 Allied Assault Doctrine

This rule reflects the type of fighting that occurred around El Alamein. During any Allied Combat Action during turns 14 through 17 the Allies may use the Assault CRT.

- **Divisional Integrity:** Each attacking hex must contain at least two infantry brigades from the same Divisional Formation.
- **Infantry Majority:** More than half the attacking steps must be Infantry.
- **Additional Losses:** Attacker loses one additional infantry step above the CRT losses.

12.7 Panzer Doctrine

These rules reflect the difficulties the Allies had responding to the tempo of operations and offensive tactics used by the German Panzer divisions.

12.7.1 Momentum

After the German player completes activities for a Move!, Combat, ½ Move or Combat –1 drm Action, units of the 15th and 21st Panzer Divisions may perform a second Action as specified in this table.

Action	Second Action
Move!	Combat
½ Move	Combat –1 drm
Combat	Move
Combat –1 drm	½ Move

During a Second Movement Action only the Panzer Division units may move. They must follow all rules affecting movement (19.0).

During a Second Combat Action only the Panzer Division units may attack. They must follow all rules affecting combat (20.0).

12.7.2 Panzer Superiority

When Panzers are attacking apply +1 drm for every Panzer step more than defending anti-tank factors up to a max of +2 drm.

Calculate Allied anti-tank (AT) factors as:

- Each Allied tank step = 1 AT factor
- Any non-clear terrain = 1 AT factor
- Fortified Box = 1 AT Factor
- Fort hex = 1 AT factor

Anti-tank factors are cumulative with no limit.

12.7.3 Panzer Shock

When an Allied defending hex consists of only Infantry with no AT factors present:

- Panzer attack factors are doubled.
- The Allies lose an additional step if the result is AL1, BL1, DR, or DR*.

12.7.4 Resilience

When attacking with at least one Panzer step the following modifications are made to the CRT results:

- **EX:** The first step may be taken from any German two step unit that participated in the same attack.
- **DE*:** Treat as a DE.

12.7.5 German Infiltration Move

See rule 19.1.4 for German Infiltration Movement details.

13.0 Assets

Combat Assets represent supporting forces and equipment. This includes garrisons, fortified boxes, artillery, air formations, naval gunfire support, anti-tank units and the German Hecker unit. They add their Combat Factors directly to an Attack or Defense when they are deployed to the map. New Combat Assets arrive on the game turns indicated when that side's Reinforcement Chit is drawn.

13.1 General Process

1. All Assets in play are either on the map or in the Available Assets Box.
2. Arriving Assets are placed face up in the Available Assets Box when the Reinforcement Chit is drawn.
3. Face up Assets are moved to the map from the Available Assets Box during the Allocate Assets Step.
4. The attacker allocates any of their available Assets to a combat first, after which the Defender allocates any of their available Assets.
5. When removed from the map Assets go to the Available Assets Box face down. ***Exception:*** *Artillery units are returned to the Available Assets Box face up.*
6. During the End Phase flip all face down Assets in the Available Assets Box to face up.

13.2 Air Assets

Air Assets represent their sides' combat air forces. Each Air Asset may add its factors to a combat once per turn. More than one Air Asset may be used per combat. The total number of Combat Factors added by Air Assets may not exceed the printed friendly Combat Factors from the Ground Units involved. Air Assets may be limited to use on certain Map Sections (determined always by the defender's hex) as indicated on the counter. After the combat Air Assets are returned to the Available Assets Box, face down.

13.3 Allied Naval Guns

This marker represents naval gunfire and functions as an additional Air Asset. Naval Guns may only be used in combats where the defender is on a coastal hex. After the combat, the Naval Guns marker is returned to the Available Assets Box, face down.

13.4 Artillery Assets
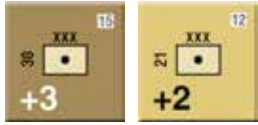
Artillery Assets represent the Corps level artillery attached to the Corps HQ of the same designation. An Artillery Asset may be added to a combat within range of their HQ during the Allocate Assets Step. The HQ must be non-OOS. The Artillery Asset adds its factors to the combat. A maximum of one may be used per side per combat. After the combat, Artillery Assets are returned to the Available Assets Box face up. Artillery Assets are available for use once per Action Segment.

Artillery Assets upgrade once during the game using rule 22.5.

13.5 Axis Anti-Tank Gun

Axis AT Gun Assets represent the impact of German AT guns, particularly the 88s. A face up AT Gun in the Available Assets Box may be assigned to a combat during the Allocate Assets Step of any combat. They must be attached to a specific non-OOS combat unit (place the AT Asset under the assigned unit). They remain attached to the same unit for the remainder of that game turn. While attached to a unit, their factors are added to the unit's factors for all combats involving Allied Tanks. When the unit that the Anti-Tank Gun Asset is attached to is eliminated or becomes OOS, the Anti-Tank Asset is returned to the Available Assets Box face down. If it is still on the map in the End Phase, return it to the Available Assets Box, face up.

13.6 Garrisons

Garrisons represent small immobile infantry units detached from the larger infantry units. While on the map, a Garrison is treated as a Infantry Combat Unit that can neither attack or move.

13.6.1 Limits

There may never be more than one Garrison per hex, and the counter mix is an absolute limit. German units must form German Garrisons, and Italians Italian Garrisons (there are two of each) but there is no such distinction between British and other Commonwealth units.

13.6.2 Creation

Non-OOS 2-step Infantry units may form a Garrison unit at any time during movement in a Named Location hex (2.1.1) or Fort hex (only). Simply announce you are forming a Garrison and place it on the space. The Garrison unit formed must have been face up in the Available Assets Box. There is no movement cost for placing a Garrison.

13.6.3 Removal

Garrisons are removed when either:

a) The owning player chooses to do so during a friendly action, or

b) When eliminated by Combat or Attrition. In either case, the Garrison is placed face down in the Available Assets Box.

13.6.4 Attributes

Garrisons:

- Are treated as Infantry Combat units while on the map unless specifically stated otherwise.
- Only one per hex. Does not affect Rule 7.0 Unit Stacking.
- Always take losses last in combat.
- Are eliminated if forced to retreat.
- May not move or attack.
- May be OOS and suffer Attrition.
- Have no ZOC.
- May have Assets assigned for defensive purposes.

Enemy units using Extended Move may move adjacent to a Garrison unit that is alone in a hex and must then end the Extended Move.

13.6.5 Combat Unit

While on the map a Garrison is treated as a Infantry Combat Unit that can neither attack nor move. It can have Assets assigned to it for defensive purposes.

13.7 Fortified Boxes

Fortified Boxes are temporary fortifications constructed by the players that may be eliminated (by choice or because of combat) and reused.

13.7.1 Limits

Each side may have up to six Boxes in play at one time; this is an absolute limit. The Allies may only build Fortified Boxes on the East map, and on the Center map if Tobruk is Allied Controlled. The Germans may build Fortified Boxes on any map.

13.7.2 Construction

A Box may be constructed during any Move Action where the constructing unit does not move. Construction requires a non-OOS, non-tank, 2-step unit. Boxes may not be constructed in Marsh, Mountains, or Fort hexes. The Box being constructed must have been face up in the Available Assets Box.

13.7.3 Removal

Boxes are removed when either: a) the owning player chooses to do so during a friendly action or b) there are no friendly units in the hex. In either case, the Fortified Box counter is returned to the Available Assets Box face down.
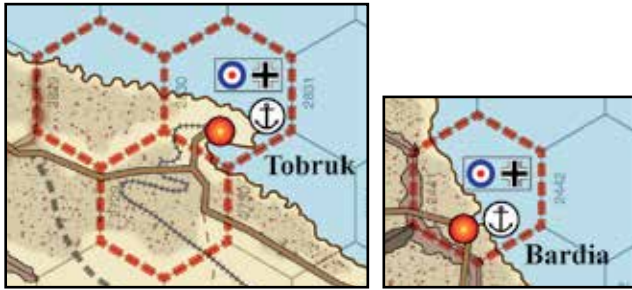
13.7.4 Combat

See the TEC.

13.8 Hecker Unit

The Hecker unit represents a force of some 800 men equipped for amphibious assault. The Hecker unit is held in the Available Assets Box until used during the Allocate Assets Step. It can be used once per game in a combat on the coast (see Terrain Key on map). After the combat it is removed from play.

14.0 Forts

There are four Fort hexes on the map, Tobruk and its two adjacent hexes, and Bardia. These Forts may be used by both sides, and are never removed.

ZOCs do not extend into or out of Fort hexes. No exceptions.

14.1 Tobruk

+1 DF per defending unit, except Italians.

Allies ignore retreats in 1941.

14.2 Bardia

+1 DF for the hex when defending.

15.0 Unit Placement

During the Replacements Phase and the Reinforcements Action, new units will be added to the map.

Note: Axis units are added to the map per 15.3, regardless of whether they are arriving in play as Replacements or Reinforcements. Allied Reinforcements enter per 15.1, while Allied Replacements enter per 15.2.

15.1 Allied Reinforcement Units

Allied Reinforcement units may enter the map:

- On or adjacent to the Allied Supply Sources; 10.1.3.
- Two Reinforcement units each at the ports of Mersa Matruh and Tobruk.
- One Reinforcement unit at the 13 XXX and 30 XXX HQs, if the HQ can trace an LOS.

In all cases, stacking limits must be adhered to.

15.2 Allied Replacement Units

- Eliminated Allied units that are replaced must enter on or adjacent to the Allied Supply Sources.
- All such Allied units, except for HQs, enter Disrupted.

Exception: Units rebuilt through the "Tiger Cub" and "FDR's Promise" Replacements Chits are not disrupted.

In all cases, stacking limits must be adhered to.

15.3 Axis Units

Axis Reinforcement and Replacement units may enter the map:

- In the El Agheila entry area.
- At Benghazi, if there are no Allied units on the West map or the Allied units on the West map are all OOS.
- At Tobruk, if there are no Allied units on the West or Center map or the Allied units on the West or Center maps are all OOS.
- One Italian unit on the Italian Corps HQ, if the HQ can trace an LOS.
- One German unit on each of the Afrika Korps and PanzerArmee Afrika HQs, if the HQ can trace a LOS.

In all cases, stacking limits must be adhered to.

16.0 Sequence Of Play

The Sequence of Play outlines the order in which players perform game functions. Each Game Turn is divided into Phases during which players conduct specified actions. These may be further subdivided into Segments. Every action taken by a player must be carried out in accordance with the sequence given below. Once a player finishes his activities for a given Phase, Segment or Step, he may not go back to perform some forgotten action unless his opponent permits it.

Replacement Phase
- Axis Replacement Segment
- Allied Cadre Regroup Segment
- Allied Replacement Segment

Action Phase
- Initiative Determination Segment
- Action Chit Placement Segment
- Turn 3 Reinforcements Segment
- Initiative Action Segment
- Random Action Segments
- Move Action
  ◊ Land Move
  ◊ Naval Move
  ◊ Extended Move
  ◊ Disruption
- Combat Action
  ◊ Allocate Assets Step
  ◊ Calculate Odds Step
  ◊ Roll Die Step
  ◊ Apply CRT Step
  ◊ Step Loss
  ◊ Retreat
  ◊ Advance
- Logistics Action
  ◊ Calculate LOS
  ◊ Add/Remove OOS markers

- Reinforcement Action
  - ◊ Arrivals and Returns Step
  - ◊ Withdraws Step
  - ◊ Exchanges Step
  - ◊ Upgrades Step

End Phase
- Attrition Segment
- Victory Check Segment
- Building Segment
- Disruption Removal Segment
- Asset Availability Segment
- Turn Advance Segment

17.0 Replacements Phase

Replacements are used to return previously eliminated units to the map, or to bring 2-step units that have been reduced to one step back up to full strength.

17.1 Allied Cadre Regroup Segment

This step only occurs on Game Turns 13 thru 17.

For every 4 Infantry steps (round up) in the Allied Rebuildable Units Box over 12, one Infantry unit may be moved to the map.

The unit must be:

- On or adjacent to a British Supply Source (10.1.3).
- Be reduced or a one-step unit.
- Marked as Disrupted.

Examples:

- *0 to 12 Infantry steps in the Rebuildable Units Box produces no cadres.*
- *13 to 16 Infantry steps yields 1 cadre.*
- *17 to 20 yields 2 cadres.*
- *etc.*

17.2 Fill Replacement Chit Pools

Each Replacement Chit features a two-digit code in the bottom right-hand corner which indicates the year (1941 or 1942) that the chit applies to.

In May-Jun of 1941 fill the replacement pools with the '41 Replacement Chits. All the Replacement Chits will be used in 1941.

In January 1942 refill the Replacement Chit pools with the '42 Replacement Chits.

17.3 Axis Replacement Segment

17.3.1 Axis Procedure

During the Axis Replacement Segment, the Axis player randomly draws a chit from the Replacement Chit Pool.

If there is a Panzer Repair Step available on the TRT for this turn, add one to the Panzer Replacements Steps (17.3.2).

Apply the replacements points:

- Each German Panzer Replacement may be used to replace one eliminated German Panzer step (including Armored Cars).
- Each German Infantry Replacement may be used to replace any one eliminated German Infantry step.
- The Italian Replacement may be used to replace any type of Italian step.

Reduced units return to full strength in their current location on the map. They must be able to trace LOS. All rebuilt units are brought onto the map per the Unit Placement rule (15.0). Axis replacement points not used are lost.

17.3.2 Panzer Repairs

 The Axis player gets 1 bonus Panzer step every odd-numbered game turn to represent their superior skills at recovering and repairing tanks.

17.3.3 Axis Emergency Replacements

 This is a conditional chit that is held aside until used. Do not put it into the pool.

On the first Axis Replacement Segment in 1942 that begins with the Allies in control of Benghazi, the Axis player must play his Emergency Replacement Chit instead of drawing a random 1942 Replacement Chit. The chit is then removed from the game.

17.4 Allied Replacement Segment:

17.4.1 Allied Procedure

Randomly draw a Replacement Chit and place it on the Replacement Chit Track.

Add any Saved Replacements to the Replacement Chit count (17.4.2).

Apply the replacements:

- Each Allied Tank Replacement may be used to replace one eliminated Allied Tank step.
- Each Allied Infantry Replacement may be used to replace any one eliminated Allied Infantry step.

Up to three unused replacement factors of each type may be saved.

Reduced units return to full strength in their current location on the map. They must be able to trace LOS.

All rebuilt units are brought onto the map per the Unit Placement rule (15.0).

17.4.2 Saved Replacement Points

The Allied player may save up to three Tank and three Infantry steps to be spent on a later game turn. There are two Saved Replacement Tracks on the map. Use one for "Saved Tank Replacements" and the other for "Saved Infantry Replacements". Any replacement points that are neither used nor saved are lost.

17.4.3 Tiger Cub Replacements

The Tiger Cub Replacement Chit is in the 1941 Allied replacement pool. Eliminated units replaced entirely through the Tiger Cub Replacement Chit do not enter Disrupted.

17.4.4 FDR's Promise

This is a conditional chit that is held aside until used. Do not put it into the pool.

On the first Allied Replacement Segment in 1942 that begins with the Axis player in control of Tobruk, the Allied player must play his FDR's Promise Replacement Chit instead of drawing a random 1942 Replacement Chit. The chit is then removed from the game.

Eliminated units replaced entirely through FDR's Promise replacements do not enter Disrupted.

17.5 Non-Replaceable Units

Non-Replaceable Units are marked with a dot along their right side, under the turn entry number. Such units may never receive replacement steps; once reduced they remain reduced, and once eliminated they are removed from the game.

18.0 The Action Phase

The Action Phase consists of the following Segments:

• Initiative Determination Segment
• Action Chit Placement Segment
• Turn 3 Reinforcements Segment
• Initiative Action Segment
• Random Action Segments

Each Action Segment will pull one Action Chit.

18.1 Action Chit Descriptions

Action Chits enable one or more Actions and define limitations on those Actions.

Allowed Actions are Movement, Combat, Reinforcement, Logistics or a combination of Move and Combat actions. The rules for these four types of actions are described in the next sections.

Action Chits belong to either the Axis or Allied player. This ownership is used in several rules. The Logistics Action Chit does not have an owner.

The description of what each Action Chit enables and specific limitations are described in the Action Chit Description Player Aid.

18.2 Initiative Determination Segment

If one player owned the last two consecutive Action Chits in the previous turn the other player has Initiative. Otherwise the initiative belongs to the player whose National Insignia is marked on the Turn Record Track.

18.3 Action Chit Placement Segment

Now remove all Action Chits from the Action Chit Record Track. Place the Action Chits designated on the Action Chit Availability Chart for the current turn into the Action Chit Pool. All remaining Action Chits should be kept in the game box until needed.

The Initiative player may select one of their Action Chits to play as the Initiative Action Chit. This chit may not be a Logistics Action Chit or any of the opposing player's Action Chits. It may be the initiative player's Priority Action Chit.

Rommel, Monty, and The Auk are Priority Action Chits. When available, they are held by the chit owner next to the map until played.

18.4 Turn 3 Reinforcements Segment

On Turn 3 neither side receives a Reinforcements Action Chit in the Action Chit Pool. Instead, the Reinforcements Actions occur during the Turn 3 Reinforcements Segment. The Allied Reinforcements Actions occur first. The Axis Reinforcements Action is second. If any Allied units occupy El Agheila entry hexes when the Axis Reinforcement Chit is played, the Allied player must retreat them before the Axis units are placed.

18.5 Initiative Action Segment

The Initiative player may now play the selected Initiative Action Chit. The Initiative Chit may not be preempted. The Initiative Chit itself may be a Priority Action Chit.

18.6 Random Action Segments

The remaining Action Chits are pulled from the Action Chit Pool randomly. Place each Action Chit on the Action Chit Record Track after it is pulled, and then perform the actions described for that Action Chit.

Continue to draw random Action Chits, within the Action Chit limitations outlined below, until all Action Chits have been played.

Note: Do not remove the Action Chits from the Action Chit Record Track until the Action Chit Placement Segment of the next turn. They are needed during the Initiative Determination Segment.

18.6.1 Priority Action Chits

The Rommel, Monty, and The Auk Action Chits are referred to as Priority Action Chits. These chits are held out of the Action Pool by the owning player. The owning player must declare that they will play their Priority Action Chit before randomly drawing a chit from the Action Chit Pool. This declaration must occur before the random chit is drawn. Before each draw, give the players the option to play their Priority Action Chit.

If both players are holding a Priority Action Chit, it is possible that after one player declares Priority, the other player may be able to preempt that Priority based on the following priorities:

• Rommel may preempt Monty.

• The Auk may preempt Rommel.

If a Priority Chit is preempted by a higher Priority Chit the preempted chit does not need to be played next. The owning play may save it until they decide to use it again.

Example: Rommel and Monty Action Chits are both available for play. Three Action Chits have been played.

a. *Before drawing the fourth random Action Chit the Allied player declares he will preempt with Monty.*

b. *The German player declares that Rommel will preempt Monty.*

c. *The Rommel Action Chit is performed.*

d. *The next chit will be a random Action Chit unless the Allied player decides to preempt again with Monty.*

Note: If Priority Chits are available to play, each owner must be given the opportunity to preempt in order of priority. In this example Monty must be given the first opportunity, then Rommel.

18.7 Action Chit Limits

18.7.1 Two Consecutive

If both players have Action chits remaining to be drawn, a player can only play two consecutive Action Chits before the opposing player must play an Action Chit. The Priority Action Chits (i.e., Rommel, The Auk, and Monty) and Logistics chits are not counted against this limitation.

If required, keep drawing until a Chit belonging to the other player is drawn. Then return the unused chits to the Action Chit pool. If a Logistics Chit is pulled while looking for a chit for the opposing player, play the Logistics Chit then continue looking for a chit for the opposing player.

18.7.2 Two Move and Two Combat

A player may not play more than two Move type Action Chits (Move or 1/2Move) and two Combat type Action Chits (Combat or Combat-1drm) in a game turn. A Combo Action Chit will count as either a Move or Combat depending on which side is played. Named chits, including Priority Chits (Rommel, Monty, Afrika Korps, 8th Army, 13 Corps, etc.), are not counted for this limitation.

If a Move, Combat, or Combo Action Chit is pulled that would exceed this limitation the player must take one of the following actions, in this order of priority:

1) If the reverse side is playable, play that side. In this case the chit counts as whichever Action type (move or combat) is displayed on the reverse side.

2) If the reverse side cannot be played the chit is placed on the Action Chit Record Track, but no actions are performed. In this case the chit still counts against the Two Consecutive Action Chit rule (18.7.1).

19.0 Movement Action

Movement takes place during Action Segments that allow Movement. The "+" indicates a Combo Chit where there is an alternate Action on the reverse side. During a Move Action the Active player moves some, none, or all of his eligible units by expending Movement Points up to the limit of their Movement Allowance.

Advances and Retreats performed during combat resolution are not considered Movement.

19.1 Land Movement

All units move according to the rules in this section, except as may be limited elsewhere. Units move from hex to adjacent hex, paying varying MP costs to do so depending upon the terrain in the hex being entered and/or hex sides crossed. These costs are detailed on the Terrain Effects Chart.

19.1.1 Limitations

Movement is governed by the following limitations:

Movement Points (MPs) may not be accumulated between Action Segments. MPs may not be lent from one unit to another. Moving units need not expend all available points before stopping. The movement of each unit must be completed before that of another is begun. *(Exception: Units may move as stacks at the rate of the slowest unit in the stack, dropping off slower units if units with higher MPs wish to continue.)* No unit may move more than once per Action, but if eligible may move in multiple Action Segments within the same turn. OOS Units have a Movement Allowance of 3. Garrisons can not move.

19.1.2 ZOC Effects

A unit must halt its movement on entering an Enemy ZOC (EZOC). Units may not move directly from one EZOC to another during movement. All units starting in a EZOC must exit the EZOC before entering another EZOC.

19.1.3 One hex movement

All units with a Movement Allowance greater than zero may move one hex regardless of the movement cost unless otherwise prohibited.

19.1.4 German Infiltration

Any stack consisting of only units from the 15th or 21st Panzer Division and including at least one Panzer battalion may move directly from one EZOC to another EZOC provided:

• The EZOC exited is not projected by a Tank unit.

• The terrain being entered is clear.

• All moving units started the move together.

• All moving units can pay the additional cost of 4 MPs.

• All movement ends after the EZOC to EZOC move.

Note: Infiltration is only possible when full movement is available. Infiltration is never available during a "½ Move" action.

19.1.5 Terrain Effects

Terrain has varying costs to enter or cross. See the Terrain Effects Chart (TEC) for details. Only the hex being entered or the hex side being crossed affect movement. Movement costs on the West and East Map Sections are twice that of the Center Map Section. This is due to the different scales. See the map for more details.

19.1.6 Map Sections

Units may only move between Maps Sections via hexes with the same color hexside. The terrain cost depends on the Map Section containing the hexed entered.

Example: *The Center Map hex 1154 has a purple hexside. A unit in 1154 may move to hex 1356, 1456, or 1556 on the East Map because they also have purple hexsides. It may not move to hex 1154, which has no hexside color.*

19.1.7 Extended Move

Units eligible to move their full printed MA may move an unlimited number of MPs with the following restrictions. They must: start, remain on, and end the move on Active Rails, Roads and Trails; they may not begin in a hex adjacent to enemy units, and may not enter hexes adjacent to enemy units except HQs and Garrisons; they must stop if they move adjacent to enemy HQs or Garrisons.

A unit using Extended Move may not enter the same hex twice or re-enter a Map Section it had previously exited during the Extended Move.

Note: This rule and the limited road net prevents Extended Move from being abused to visit every location on the map.

A unit using Extended Move rolls for Disruption each time it moves between Map Sections, and when it's Extended Move ends. If the last hex entered during Extended Move is on a new map, only one roll is required.

19.1.8 Extended Move on Rails

Allied units may use Active Rail lines for Extended Move.

If the entire Extended Move occurs by Rail Line, the unit does not roll for Disruption.

19.2 Disruption

Extended Move may cause a unit to become Disrupted. Disruption also can occur when rebuilding eliminated units, but no roll is required.

19.2.1 Disruption Check

When required to make a Disruption Check, each unit rolls a die. A unit fails its Disruption Check on a modified roll of 5 or greater. Some units have a +1 drm for Disruption rolls marked on the counter. This is the only drm for Disruption.

19.2.2 Map Sections

When a unit using Extended Move enters the first hex on the new map it must perform a Disruption Check. If it fails the Disruption Check it must move a number of hexes equal to the Disruption Check die roll and is marked with a Disruption marker. The final move must remain on Road/Trail/Rail and may not come adjacent to any enemy units other than HQ or Garrisons. ***Exception:*** *If the entire Extended Move on the Map Section being exited followed Active Rail Lines, then no Disruption is required.*

19.2.3 End of Movement

After completing Extended Move, the unit must immediately perform a Disruption Check. If it fails the Disruption Check place a Disruption marker on that unit. ***Exception:*** *If the entire Extended Move followed Active Rail Lines, then no Disruption Check is required.*

19.3 Disruption Effects

Disrupted units:

• May not perform Extended Move.

• Their ZOC does not affect enemy Retreats.

• Suffer an adverse 2 DRM on attack/defense (–2 drm on Attack and +2 drm on Defense).

• The drm effect is not cumulative with the effects of being OOS. If a unit is both OOS and Disrupted, it only suffers an adverse 2 DRM in combat (–2 drm on Attack and +2 drm on Defense).

• Disrupted markers are removed at the end of the Attrition Segment.

19.4 Naval Movement

During any *one* Action Segment per game turn that allows movement the Active player may move units from port to port. A unit using Naval Movement cannot also use regular land movement before or after the port to port move in the same Action Segment. Each side has different capabilities.

19.4.1 Axis Naval Move

A maximum of one Axis unit may move by Sea per game turn from friendly port to friendly port provided the port where the unit arrives can trace an overland LOS to El Agheila.

19.4.2 Allied Naval Movement

A maximum of three eligible Allied units may move by Sea per game turn from friendly port to friendly port provided the port where the unit(s) arrive can either:

* Trace an overland LOS to either Alexandria or the "To Cairo" hex, or
* Receive Port Supply (10.1.4).

All three units must use Naval Movement in the same Action Segment.

If there are units in the destination port, up to three of them may be transported back to the origination port. The units in effect swap places.

20.0 Combat Action

The "+" indicates a Combo Chit. During a Combat Action the Active player may attack with all, some, or none of his eligible units adjacent to enemy units. Conduct each individual attack in the order desired by the Active player. The number and order of attacks does not have to be decided in advance.

20.1 Combat Particulars

* Attacking units must be currently Active and eligible.
* Terrain effects can modify or prohibit some attacks.
* No attacking unit may attack more than once per Combat Action.
* No attacking unit may have its Combat Factors divided and applied to more than one battle.
* Different units in a hex may attack different hexes, or not attack at all.
* All attacking units must be adjacent to the defending hex.
* There is only one defending hex per attack.
* All units in a defending hex must defend together.
* No defending unit may be attacked more than once per Combat Action.

20.2 Combat Procedure

The attacker chooses the order in which attacks are conducted. Each attack is conducted using the following procedure.

20.2.1 Combat Stacking

It is possible that not all units in a stack will be able to participate in an attack, both in defense or attack. Refer to the Combat Stacking rule (7.4).

20.2.2 Determine Attack Strength

Total the attack combat strengths of all attacking units. Include any applicable modifiers from the Terrain Effects Chart and Panzer Doctrine (12.7).

Add available Combat Assets as desired.

20.2.3 Determine Defense Strength

Total defending combat strengths of all defending units. Include any applicable modifiers from the Terrain Effects Chart.

Add available Combat Asset units as desired.

Note: The Defender assigns his Combat Assets after the Attacker assigns any Combat Assets.

20.2.4 Select CRT

If requirements are met, the Allied player may select the Assault CRT. See rule 12.6

20.2.5 Determine CRT Column

Express the resulting Attacker to Defender strengths as a ratio and find that ratio on the CRT.

Fractions are ignored. (So 12 attacking 7 is 1-1.) Odds less than 1-3 result in automatic AE.

Odds greater than 6-1 are treated as 6-1.

Combat shifts to the left of an attack at higher odds than 6-1 always shift from 6-1 (so a 7-1 odds attack with 1 shift would take place at 5-1).

20.2.6 Determine Die Roll Modifiers

Total all Die Roll Modifiers:

* OOS
* Disruption
* Action Chit requirements
* Panzer Shock

20.2.7 Roll Die

The attacking player then rolls a die on the indicated column of the CRT. Add the drm to get the final combat result.

20.3 Apply Results

See the Combat Results Table for an explanation of the individual Combat Results. They will be a combination of Step Losses and Retreats.

20.3.1 Assault Table Step Loss

Remove the mandatory 1 Infantry step loss if the Assault CRT was used.

20.3.2 Step Losses

If a player must remove one or more steps due to combat results, including retreat through an EZOC, the first step lost must be chosen in this priority order:

1. From a non-replaceable unit in the combat.
2. From an armor unit.
3. From a full strength two-step unit.
4. Any step of the player's choice.

After the first step loss, additional step losses are chosen by the player without any constraints.

Exception: See Panzer Shock (12.7.3) and Resilience (12.7.4).

20.3.3 Retreats

Allied units stacked in the Tobruk Forts may ignore Retreat results in 1941 (only).

Garrisons are eliminated if required to retreat.

Retreating Units must retreat 4 hexes on the Center map and 2 hexes on the East and West maps.

20.3.4 Retreat Path

Each hex of the retreat path is selected based on these requirements:

Retreating stack may not:

- Enter or cross Prohibited Terrain.
- Enter enemy occupied hex
- Enter defender's original hex
- Enter a hex closer to the defender's original hex than the retreating unit's current hex

First, the retreat hex must be selected in this order of priority:

1. No EZOC
2. Contested EZOC
3. Uncontested EZOC, and lose one step.

Second, the retreat hex must be selected in this order of priority:

1. In the direction of the retreat compass.
2. Against the retreat compass.

If a retreat ends in an uncontested EZOC, all retreating units are eliminated. If a retreat ends in an over stacked hex, eliminate retreating units until stacking limits are meet. If the rules prevent a stack from retreating the required number of hexes, eliminate one step per hex not retreated.

> **Note:** This rule is intended to prevent "gamey" retreat tactics. Your opponent may accept an alternate retreat path on a case by case basis.

20.3.5 Advance

Attacking Combat Units may advance after combat into the defending hex only if the defending hex is cleared of enemy units. Advances must be made immediately after the resolution of that combat. Units do not expend MPs to advance. All advances ignore enemy ZOC. An HQ stacked with advancing units may also advance.

20.4 Combat and Map Sections

Units on one map may attack units on an adjacent map if they are both in hexes with the same color hexside.

20.4.1 Map Edge Defense

A map edge defense is when the defender has no enemy units adjacent to it on its map, and all attackers are attacking from the adjacent map. In this situation, the result is an automatic DR, regardless of odds.

> **Note:** This rule is intended to prevent a defender from taking advantage of map edge anomalies. There is plenty of room away from the map edge. Setup the defense there.

21.0 Logistics Action

Logistics affects all aspects of the game. The detailed rules for logistics are covered in the Logistics rule (10.0).

1. When a Logistic Action Chit is pulled the LOS for every unit in play is evaluated.
2. Place an OOS marker on any unit that cannot trace an LOS.
3. Remove any OOS markers from units that can trace an LOS.

22.0 Reinforcements Action

Reinforcements are Units or Assets entering play during a Reinforcement Action. Some units may also leave the game during a Reinforcement Action. The Reinforcement Track lists the Units and Assets that are entering or leaving play each turn. It also lists the upgrades for some Units and Assets. Reinforcement Units enter by the Unit Placement rule (15.0).

22.1 Arrivals

Arrivals are new Units or Assets that are entering the game as reinforcements on the game turn indicated. Such units are *not* encased in a green or red colored box. Arriving units enter play using the Unit Placement rule (15.0). Arriving Assets are placed in the Available Assets Box face up. Arriving upgrades are covered in rule 22.5.

22.2 Withdraws

Certain Allied units are withdrawn from the map and "sent to other fronts". Such units are encased in a *red* box, as shown on the left. Pick up the withdrawn units from the map. Elimination, location, supply status, or inability to trace LOS does not prevent a withdrawal. Units that are returning are placed on the Reinforcements Track. Find their Return game turn looking forward on the Reinforcement Track to find the image of the withdrawn unit with a green color code around it. Place the withdrawn unit on that box at full strength. If a Return box cannot be found, remove the unit from the game.

22.3 Returns

Returns are units re-entering the game after having been withdrawn in an earlier turn. Such units are encased in a *green* box, as shown on the left. They enter play using the Unit Placement rule (15.0).

22.4 Exchanges

An Exchange is when an entering unit can replace a withdrawing unit. The entering units and the withdrawing units use the same color coding as above. All entering and withdrawing units that are part of an Exchange are further enclosed in a white box. Only those entering units in the white box may Exchange with the withdrawing units in the same white box.

Entering Units
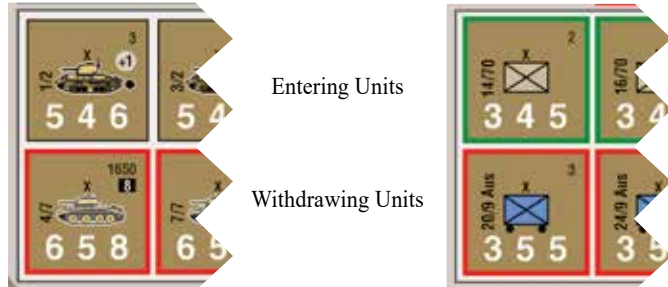
Withdrawing Units

The picture above-left is from Turn 3 where the British 2nd Armour is exchanging places with the British 7th Armour after Operation Compass. The 2nd Armour is the Arriving unit and the 7th Armour is the Withdrawing unit.

The picture on the above-right is from Turn 6 where the British 70th Inf is exchanging places with the Australian 9th Inf in preparation before Operation Crusader. The 70th Inf is a Returning unit and the 9th Inf is the Withrawing unit.

The Withdrawing Units are withdrawn according to 22.2. The entering units use the Unit Placement rule (15.0). They may also be placed in a hex previously occupied by one of the withdrawing units on a one for one basis if the withdrawing unit can trace a LOS.

22.5 Upgrades

Upgrades can be identified by the white box around the Turn Entry value on the counter. A turn number in a black box indicates the turn it will be upgraded. Some units are upgraded twice. To upgrade a Unit or Asset, replace the previous version of the counter with the upgrade counter wherever it may be on the map. Even if it cannot trace an LOS. If the unit being upgraded is reduced, OOS, or Disrupted, the upgraded counter remains reduced, OOS, or Disrupted.

22.6 Special Axis Reinforcements

The Sabratha and Pavia Divisions and the Babini Armored Brigade arrive on Turn 1 in hex 3418. If an LOS cannot be traced to this hex or the hex is occupied by an Allied unit, they are considered eliminated and placed in the Rebuildable Units Box. The Babini group is removed from the game.

22.7 Delay

A player may delay the arrival of Reinforcements only if he cannot place them in any of the allowed arrival locations within the Stacking Limits.

23.0 End Phase Activities

23.1 Attrition Segment

During the Attrition Segment all units marked OOS are checked again for an LOS. They are eliminated if they cannot trace an LOS. If they can trace an LOS, do not eliminate them, but leave the OOS marker.

23.2 Victory Check Segment

Determine if either player has won an Automatic Victory (5.1.1). If not, and it is the last game turn of the Scenario or Campaign Game, determine a winner on Victory Points (5.1.2).

23.3 Building Segment

During the Build Segment the Railhead can advance and the Tobruk Bypass Road can be built.

23.3.1 Railhead Advance

The Allied player rolls on the Rail Advance Table to see how many hexes west he may advance the Railhead marker. The marker must be able to trace an LOS down the Rail Line to Alexandria to advance. The marker may not advance into or through a hex occupied by or adjacent to an enemy Unit. The Rail Completed marker is never moved east due to loss of LOS or Axis units occupying a Rail or Railhead hex; it simply stops moving west. When the Railhead marker reaches Tobruk, flip it to the Rail Completed side and place it in the Railway Completed Box adjacent to Tobruk.

23.3.2 Tobruk Bypass Road
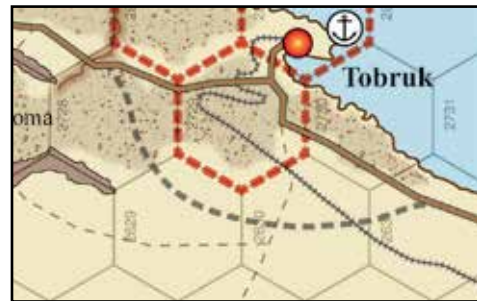
Hexes 2728, 2629, 2630, and 2631 mark the location of the road built by the Axis to bypass the besieged Allied garrison of Tobruk.

23.3.2.1 Not Built

If the status is Not Built. Ignore the Bypass Road on the map.

23.3.2.2 Start Building

If the status is Not Built, the Allies control Tobruk and the Axis occupy all four Bypass Hexes during the Building Segment of the End Phase, move the marker from Not Built to Building. Ignore the Bypass Road on the map.

23.3.2.3 Complete Building

If the status is Building and the Axis occupy all four Bypass Hexes during the Building Segment of the End Phase move the marker from Building to Built.

Both sides may now treat the Bypass Hexes as Road hexes connected to the Coast Road around Tobruk for the rest of the game.

23.3.2.4 Interrupted Build

If the status is Building and the Axis does not occupy all four Bypass Hexes during the Building Segment of the End Phase, move the marker back to Not Built.

The status may be changed again the next time the prerequisites are met.

23.4 Disruption Removal Segment

Remove Disruption markers from all units on both sides.

23.5 Asset Availability Segment

Garrisons and Fortified Boxes currently on the map remain on the map.

Move all other Assets in play to their Available Assets boxes.

Flip all Assets that are "Asset Used" to their face up side.

23.6 Turn Advance Segment

If it is not the last turn of the Scenario/Campaign and neither player has won an Automatic Victory, move the Game Turn marker to the next space on the Turn Record Track (flipping it as needed to show the player with the Initiative for that Turn). Play continues with the Replacement Phase of the new turn.