

THE CAMPAIGN FOR NORTH AFRICA THE DESERT WAR 1940-43

SCENARIOS

WITH CONCLUSION, DESIGNER'S NOTES, & BIBLIOGRAPHY

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SCENARIOS

[59.0] INTRODUCTION TO SCENARIOS

COMMENTARY:

There are five scenario groups in Campaign for North Africa. Each scenario group contains at least one separate game. Of course, one is for the playing of a campaign game. The groups cover what the designer felt were the most important — and most accessible, in terms of information — areas of the campaign. Specific battles, such as Gazala, were avoided as they did not fit within the concept of the game (operational). Each scenario is a self-contained game and each highlights certain problems.

Those wishing to get the most out of *CNA* without becoming enmeshed in a lifetime occupation are advised to try the Rommel's Arrival scenario — it is fast-moving and a lot of fun. It is also not too long or difficult (the small number of units involved keeps paperwork to a minimum). For those interested in seeing why trucks are so important and want to keep all their work in a small area, try the Italian scenario. For those interested in seeing a lot of units sit around doing nothing, try El Alamein — a remarkably boring situation (in game terms, if not historically).

Players should take great care in setting up each scenario, as a great deal of information is provided. The bigger scenarios could take 10 to 15 hours to prepare. A further word to the Africa buffs: given all the information in the game, it should be fairly easy to concoct your own situations and scenarios. Your major problem would be logistical information.

On the subject of Victory Conditions, it is the designer's feeling that, in a game of this size and scope, few Players will patiently battle through 100–200 hours of playing time and feel they have actually lost (or won). Finishing is an event in itself. The Victory Conditions have been thought out carefully, in light of not only what was actually accomplished, but also what had to be accomplished. Yet the conditions are somewhat general, especially the campaign game objectives. This is because outside considerations that could not possibly have been simulated had to be taken into effect. Any Player worth his salt will know whether he has accomplished what he set out to do without checking what we've told him he must do.

CASES:

[59.1] SCENARIO ORGANIZATION

[59.11] The scenarios in *CNA* are divided into five groups. The first four of these groups deal with individual battles or offensives, and the fifth covers the campaign game.

[59.12] Each of the first four scenario groups contains the following information:

- Length of the scenarios in the group.
- Victory Conditions of the scenarios in the group.
- Initial location and strength of all land and air forces.
- Initial location and amount of all supplies.
- Initial location and number of all trucks.
- Forces available on Malta & Crete/Italy/Sicily.
- Abstractions necessary to play the scenarios without the Air and/ or Logistics Games.
- Special rules for the individual scenarios.

[59.2] HOW TO READ THE SCENARIO SET-UPS

Basically, all air and land units, supplies, and trucks available at the start of a scenario are listed by hex location. Generally, the parent unit will be listed, and Players must refer to the appropriate OA Chart to determine which subordinate units are assigned to that parent unit. Whenever a given unit has a composition different from the one listed on the OA Chart, that is noted in parentheses.

Hex Location. If more than one hex is listed for a given group of units, the Player may divide the listed units between the hexes in any way he chooses, so long as stacking limitations are not exceeded.

Unit Type. If not apparent from the name, this is noted with an abbreviation. Where noted, it is always the first item enclosed in parentheses. I = infantry; R = reconnaissance (recce); T = tank; Ar = artillery; AT = anti-tank; AA = anti-air; HQ = headquarters (the headquarters counter *only*).

Parent of Listed Unit. If the listed unit has been assigned to a parent unit (whether or not it still is), that parent unit's designation is listed, in bold type, as it appears on the listed unit's counter. This is to facilitate identification of the listed unit.

Listed Unit Lacks Subordinate Units Originally Assigned. All such subtractions from what is listed on the OA Chart are noted after the indicator "Less."

Listed Unit Includes Subordinate Units Not Originally Assigned. All such additional units (which may be detached) are listed after the indicator "Assg."

Assigned Subordinate Units Are Detached. These are listed under the parent unit after the indicator "Det." Of course, they are listed separately in the hex(es) they themselves are in.

Listed Unit Has Entirely New /Different Roster of Assigned Units from Those Listed on OA Chart. All subordinate units listed after indicator "Consists of."

Note. Whenever a unit inside parentheses requires expanded explanation, that explanation is enclosed inside double parentheses: e.g., ((....))

Listed Unit Exceeds Formation Organization Limits. Such units may operate normally, including being themselves assigned and/or attached, with the exception that no new subordinate units may be assigned or attached to them, and should any units be detached, no new ones may be attached in violation of the limits.

Listed Unit Includes Subordinate Units Attached But Not Assigned. All such units are listed after the abbreviation "Att."

Disposition of the Units in a Hex. All units listed to begin in the same hex may be organized as the owning Player chooses, within the limits of the Formation Organization rules and stacking limitations. In other words, units in the same hex may be freely detached or attached to each other at the start of the scenario, in any fashion deemed desirable.

Trucks. All listed trucks are first line trucks and must be assigned to the units in the hex, in any manner deemed desirable.

Abbreviations Used in Scenario Set-Ups.

Div = division; **Bde** = brigade; **Regt** = regiment; **Bn** = battalion; **Coy** = company; **In** = Indian; **Gds** = Guards; **RTR** = Royal Tank Regiment; **RHA** = Royal Horse Artillery; **Hus** = Hussars; **SA** = South African; **NZ** = New Zealand; **Cp** = Conps; **CLY** = County of London Yeomanry; **Gaf** = Garrison troops; **CCNN** = Blackshirts; **•** = no parent organization.

(correction) The letters Cp are the abbreviation for Corps. Also, the letters TOE, used throughout the rules, literally stand for Table of Organization and Equipment. Their meaning — for the game — has been twisted somewhat, but that is not important.

[59.3] INITIAL AIR STRENGTHS

[59.31] Each scenario lists the starting Axis and Allied plane types, numbers, pilots, air facilities, and squadron ground support units. This listing is divided into forces available in North Africa and Malta for the Allied Player and to forces available in North Africa and Sicily /Italy /Crete for the Axis Player.

[59.32] Planes are listed by type, with the ready planes indicated as a portion of the total available. All planes (refitted or not) are considered to begin a scenario fueled and armed (at no cost to the supplies available).

[59.33] Planes may be distributed among the squadron ground support units as the owning Player desires within the restrictions on squadron composition listed in Case 35 .2.

[59.34] Pilots may be assigned to planes and squadrons as the owning Player desires.

[59.35] Squadron ground support units may be placed on any of the air facilities owned by the Player. However, the number of SGSU's may not exceed an air facility's readying capability.

[59.36] Maintenance may not be performed on planes during the first OpStage of a Scenario.

[59.4] INITIAL TRUCK STRENGTHS

[59.41] Trucks initially available to each Player are divided into 1st Line, 2nd-3rd Line available for supplies, and 2nd-3rd Line available for air facilities.

[59.42] First-Line trucks are listed by hex in the land forces initial deployment section of the scenario. These trucks must be assigned to units in their listed hex. The trucks may be divided among the units in that hex in any manner the Player desires.

[59.43] Second-Third Line (in convoy) trucks available for air facilities must be placed on an air facility.

[59.44] Second-Third Line trucks available to transport supplies must be placed (if the Axis Player is not starting them off-map) on a hex occupied by a Friendly combat unit, a supply dump, or a major city/town/oasis. These trucks may be distributed as the owning Player desires.

[59.45] Trucks may start a scenario transporting supplies or motorizing troops or anti-aircraft units at no cost or penalty. Any trucks starting with supplies may load any type of supply. These supplies are in addition to those listed in the supply section of the scenario.

(important note) This is a rule that should have been placed in bold letters. All trucks may be loaded with whatever the player wants. Moreover, at the start of a scenario, a Player may load his trucks with supplies above and beyond what is listed as being available.



[59.5] INITIAL SUPPLY

[59.51] Each scenario lists the location and amounts of a Player's initial supplies.

[59.52] The supplies are divided into those available at air facilities and those available at supply dumps. Air facilities automatically possess a supply dump. If a Player places supplies available at a supply dump in the same location as those available at an air facility, the totals are combined and it becomes one dump (see Case 36.17). Some scenarios separately list an aggregate number of supplies available at a player's air facilities. These may never be allocated to off-map facilities.

[59.53] Certain scenarios list a Player as receiving active and non-active supply dumps. Non-active dumps are dummy dumps and cannot, therefore, be placed in the same hex as an air facility.

[59.54] Axis coastal shipping begins all scenarios unloaded (i.e., empty).

[59.6] ABSTRACT LOGISTICS & AIR

[59.61] If only the Air Game is abstracted, the Players simply ignore all Trucks and supplies available at/for Air facilities in the initial set-ups. Play is then governed by the rules in Section 58.0.

[59.62] If the Logistics Game is abstracted, whether or not the Air Game is also abstracted, Players will be using Motorization Points and Supply Units. The initial set-ups for the Supply Units and Motorization Points are given in the following cases.

[59.63] Initial Motorization Point Strengths: The initial motorization points available to each Player are calculated from the trucks listed in the scenario set-up.

A. Attached Motorization Points: These are calculated, hex by hex, from the 1st Line trucks available to the Player unless specifically modified by a scenario's instructions. Each Medium Heavy Truck and each Heavy Truck is equal to one Motorization Point. Example: In the first Scenario Group, the 4th CCNN is listed as beginning the scenario with 10 Light, 25 Medium and 10 Heavy Trucks. It possesses 35 Motorization Points.

B. Unattached Motorization Points: These are calculated from the Second-Third Line trucks available to each Player in the same manner as in "A." If the Air Game is being abstracted, ignore all trucks available at air facilities. Note that the initial distribution/placement of these trucks will affect their ability to start a scenario loaded with supplies in addition to those listed as available in supply dumps (see Case 59.66).

[59.64] Initial Motorization Point distributions may be, with one exception (see Case 59.66 "B"), freely altered once the game starts as per the Land Game rules on attachment and detachment.

[59.65] Supply Units: The Player's initial supply levels are listed as to the number, location, and contents of regular and depot supply units available. Regular supply units are described in Section 32.0. Depot supply units — used only if the Air Game is being played and the Logistics Game is being abstracted — are described in Section 47.0. Initial supply unit placement may exceed stacking limitations only if unavoidable due to scenario distribution instructions. There is no

penalty in such situations; however, no additional supply unit may be stacked in that hex. Once the supply unit distribution meets stacking restrictions all normal stacking restrictions for that hex must be met from that point on. (Remember that motorization points transporting supply units do not count against hex stacking limits.)

[59.66] Additional Supplies:

A. Motorization Points may begin a scenario loaded with supplies. These do not count against supplies listed in the scenarios supply dumps.

B. Each attached Motorization Point (see Case 59.63 "A") not initially transporting men or guns may start loaded with 1 Ammo Point or 3 Fuel Points. The unit must consume these supplies first (i.e., it may not draw on a supply unit) in order to meet any supply expenditure requirement. These supplies may not be transferred to a supply unit. The Motorization Points transporting these supplies may be detached from the unit only if remaining attached to a subsidiary combat unit of that parent unit (Note that the Motorization Point is under this restriction only while it is transporting these initial supplies).

C. Unattached Motorization Points (see Case 59.63 "B") are divided into those that are listed as initially available at air facilities (these appear only if playing the Air Game) and all other unattached Motorization Points. Air facility Motorization Points may begin by transporting additional supply units as follows: Each 50 Motorization Points in a hex may start with a depot supply unit; each 30 Motorization Points in a hex may start with a regular supply unit. Each 30 other unattached Motorization Points in a hex may start with a regular supply unit. Example: 80 air facility and 100 other Motorization Points may begin with the air facility points transporting one depot and one regular supply unit while the other points may begin with three regular supply units. Note that for these Motorization Points to begin with a supply unit they must be in groups of 30 (and/or 50 if air facility) points (i.e., 20 Motorization Points may not begin with a supply unit). The Tripoli–Tunisia boxes are hexes for the purposes of this Case.

END OF CASE [59.0]

INTRODUCTION TO SCENARIOS

[60.0] SCENARIO GROUP ONE: The Italians

CASES:

[60.1] GENERAL DESCRIPTION

The first scenario group covers the initial months of the desert fighting, from 15 September 1940 through the middle of February 1941. Although there was an actual state of war existing between the British and the Italians *vis-à-vis* Libya/Egypt, the months of June through early September 1940 have been ignored as there was little done other than aggressive patrolling. The actual campaign starts with the first Italian offensive and subsequent British counterattack.

[60.2] SCENARIO LENGTH

[60.21] There are two separate scenarios in the Italian scenario group; each may be played separately to a specific conclusion.

[60.22] Graziani's Offensive

This scenario starts with Game-Turn 1, OpStage 1; it ends with the conclusion of Game-Turn 6, OpStage 3. The estimated time of play is anywhere from 25 to 50 hours. Victory Conditions are listed in Case 60.71.

[60.23] The Italian Campaign

This scenario starts with Game-Turn 1, OpStage 1, and proceeds through the end of Game-Turn 20, OpStage 3. It includes Operation Compass (O'Connor's counteroffensive). The estimated time of play is 90 to 150 hours. Victory Conditions are listed in Case 60.72.

[60.3] AXIS FORCES**[60.31] Italian Initial Deployment (Hex; Units)**

C4218: 1 CCNN Div (I; Att: I(M) [T; Ar/LTC] Trucks: 10 light, 25 medium, 10 heavy.

C4120: 63 Cirene Div (I; Att: LXIII (L) [T; Ar/LTC]; Trucks: 45 medium, 5 heavy.

C4020: 1 Libyan Div (I); Trucks: 10 light, 15 medium.

C3920: 2 Libyan Div (I; Att: IX(L) [T; Tvl/LTC]; Trucks: 15 light, 15 medium.

C3919: Aresca Regt (T; LTC, Det: all except XXI); Trucks: 5 medium, 5 heavy.

C3918: 62 Marmarcia Div (I; Att: LXII(L) [T; Ar/LTC]; Trucks: 40 medium, 5 heavy.

C3617: Maletti Div (I; Att: II(M) [T, Tvl/LTC]; Trucks: 5 light, 30 medium, 5 heavy.

C4707: 64 Catanzaro Div (I); Trucks: 30 medium, 5 heavy.

C4507: 4 CCNN Div (I); Trucks: 10 light, 25 medium, 10 heavy.

Bardia (C4321): Trivoli Regt (T; LTC; Det: II(M) and IX(L)); Bardia Garrison; Trucks: 20 medium.

Tobruk (C4807): HQ: Libyan Tank Command; Tobruk Garrison; Trucks: 5 medium.

Benghazi (B4827): Benghazi Garrison.

Barce (B5504): Libyan Parachute Regt (I); Trucks: 5 medium.

Derna (B5925): Derna Garrison.

Mechili (B4921): Mechili Garrison.

Giaribub (C1014): Giaribub Garrison.

Bir Scheferzen (C3419): Scheferzen Garrison.

Fort Maddelena (C3019): Fort Maddelena Garrison.

el Grein (C1715): el Grein Garrison.

Benina (A4829): Benina Garrison.

Soluch (A4130): Soluch Garrison; X Cp (Ar).

Anywhere in Libya: 1/1AR; 2/1AR; 3/1AR; 4/1AR; XXI Cp; XXVI Cp 4/1AR; ~~XXI Cp (Ar)~~.

Within 3 Hexes of C0716: Saharan Det (I); Trucks: 5 light.

Anywhere on Map A or B: XVIII Lib (I; *); XXX-I Lib (I; *); and (all Ar) 147; 131; 2/24; 5/1; 6 GaF; 16 GaF; 22 GaF; 42 GaF; 350 GaF.

Tripoli: 2 CCNN Div (I); 3 CCNN Div (I); XXII Cp (Ar); XXIII Cp (Ar).

Tripolitania: 4/10 Army (I).

In addition, two TOE strength Points of Autoblinda 40's (recce, 1D Code "WW") may be attached, each point to any unit (but not both to the same) ignoring all regular unit composition restrictions. Or they may be deployed in Tobruk as regular (i.e., trained and fueled) replacement points.

[60.32] Italian Air Strengths

The following planes may be placed at any Italian airfields, landing strips, flying boat basins, etc., within the capacities of those facilities. However, no planes start the game in Italy/Scily. Crete is unavailable (it is still British).

Plane	Total Available	Total Refitted
CR 42	65	25
CR 32	70	28
Ba 65	10	2
Ba 88	24	6
SM 79	133	35
SM 81	17	4
Ca 309	56	12
Ro37Bis	10	6
Z501	9	9

The Italian Player may not attempt to refit planes until Game-Turn 1, OpStage 2.

Italian Pilots Available:

Three's: 3

Two's: 10

One's: 15

Italian SGSU Available: 39.**[60.33] Italian Second-Third Line Trucks**

The Italian Player receives the following trucks (Points). He may assign them and place them as he wishes; within the restrictions listed. (Original assignments may, of course, be changed as the game progresses).

Location	Trucks Available (in points)
Tripoli	25 Light 140 Medium 40 Heavy
Anywhere in Libya	30 Light 100 Medium 25 Heavy
Any Air Facility	10 Light 50 Medium

The Italians have a major repair facility at Tripoli, and a temporary facility at Tobruk and Benghazi.

[60.34] Axis Initial Supply Status: The Axis Player receives Dumps with the following supplies at the following locations:

Location	Supply (in points)			
	Ammo	Fuel	Stores	Water
Tobruk (C 4807)	200	2000	500	-
Bardia (C 4321)	100	1000	200	-
Benghazi	100	250	100	-
Derna (B 5925)	-	250	50	-
Tripoli (box)	250	5000	250	-
Dump 1*	1000	1500	1500	200
Dump 2*	1000	1500	1000	200
C 0716	100	50	50	-

*These and two Dummy supply dumps may be placed in any hex on map section C in Libya that is not within four hexes of a Commonwealth unit.

In addition the Axis Player receives a total of 1200 Ammo, 850 Fuel, 100 Stores and 100 Water Points which may be freely distributed among his airfields.

[60.35] The Italian Player may use all Axis coastal shipping counters. They start the game in Tripoli.

[60.36] The Axis Player's Strategic attacks on Malta are restricted to forces called for by Availability Level I (see the Axis strategic Commitment Chart, case 44.41).

[60.37] The Italian Player must plan convoy runs for the remainder of September, 1940, prior to starting the game. He may only use lanes 2,3 and 6.

Consult the Convoy Availability Charts to see what shipping the Italian Player has. He receives all reinforcements as per the Reinforcement Track.

[60.4] COMMONWEALTH FORCES**[60.41] Commonwealth Initial Deployment (Hex; Units)**

C4131: 2nd Scots Guards (I); 31st Field Arty Regt (4 In); Trucks: 10 medium.

C3926: 1st Coy French Motor Marines; Trucks: 2 medium.

C3922: 3rd Coldstream Gds (I); 1st Kings Royal Rifle Corps (I; 7Spt/7); 4th RHA (7Spt/7); 7th Medium Arty Regt; Trucks: 15 Medium, 5 Heavy.

C3721: 1st Royal Northumberland Fusiliers (I); 3rd RHA (AT; 7Spt/7); Trucks: 5 medium, 5 light.

C3520: 1st RTR (7/7); Trucks: 5 medium.

C3320: 2nd Rifle Bde (I; 7Spt/7); Trucks: 10 medium.

C3020: 11th Hus (R; 7Spt/7); Trucks: 3 Medium.

D3714: Matruh Garrison (I; Att: 1 Essex 23/70; 1st Durham Lt Inf 23/70; 1st South Stafforshires; Trucks: 5 light, 15 medium, 5 heavy.

D3612: 7th Armored Division (Det: all 7 Arm Div. units listed above); Trucks: 5 light, 5 medium, 5 heavy.

D3615: 4th Indian Division (Det: 31st Field Arty and 7th In Bde); Trucks: 5 light, 20 medium, 2 heavy.

E1829: 16th Inf Bde (70); Trucks: 20 medium.

Alexandria (E3613 &/or 3714): HQ: 2nd New Zealand Division; 4th NZ Bde (2 NZ); 27th NZ MG Bn (2 NZ); 2nd NZ Cavalry (2 NZ); 4th NZ Field Arty Regt (2 NZ); Trucks: 10 light, 15 medium, 5 heavy.

Cairo and/or Helwan (E 1430): In Training: 6th Australian Division (Less: 19 Aus Bdg; 2/1AFLd Arty; 2/2AFLd Arty).

Cairo: 8th Field Arty Regt; 1st Welch (I); 1st Cheshire MG Bn; 2nd King's Own Ryl Regt (I).

Anywhere on Map D or E: 8th Medium Arty Regt; 65th Anti-tank Regt; 149th Anti-Tank Regt; 9th Heavy AA; 15th Light AA; 57th Light AA.

Note: 1st Welsh counter bears the same coloration as Indian Units.

Broken Down Vehicles

Alexandria: 2 TOE of A9 Cruiser Tanks; 1 TOE of A10 Cruiser tanks.

[60.42] Commonwealth North African Air Force

The following planes, SGSU's and pilots may be placed at any Commonwealth N. African air facility, within the capacity of that facility.

Plane	Total	
	Available	Refitted
Lysanders	12	8
Bombays	15	12
Sunderlands	18	11
Blenheim Mk. I's	26	18
Blenheim Mk. IV's	12	12
Blenheim Mk. IVF's	9	5
Gladiators	36	30
Hurricane Mk. I's	6	4
Morane 406's*	4	2
Potez 63/11*	2	2
Valentia's	3	1

*May be in the same squadron (Free French).

Pilots Available: 1 Three, 5 Two's and 8 One's.

SGSU Available: 14.

[60.43] Commonwealth Second-Third Line Trucks

The Commonwealth Player receives the following Truck Points; He may assign them and place them as he wishes, within the restrictions listed. (These will change).

Location	Truck Points Available
Any hex in Cairo	40 Medium 10 Heavy
Alexandria	10 Light 20 Medium
Anywhere, maps	15 Light 40 Medium 5 Heavy
Any Air Facility	5 Light 30 Medium 20 Heavy

[60.44] INITIAL SUPPLY STATUS

Location	(Factors)		
	Ammo	Fuel	Stores
Mersa Matruh (D3714)	1000	3000	4000
Sidi Baranni (C4131)	250	500	100
Dump I	500	750	500

The Dump I dump and one dummy dump may be placed anywhere in Egypt on map C or D. Remember that unlimited supply points are available in Cairo and Alexandria.

Air Supply (Distribute amongst Air Facilities as desired)

Ammo: 200

Fuel: 250

Stores: 50

Unlimited Supplies in Cairo/Alexandria (as per rules)

The Commonwealth Player has his Major Repair Facility in Alexandria. He has one Temporary Facility in Mersa Matruh.

[60.45] Commonwealth Fleet: The Commonwealth Player has a total of one battleship, three cruisers and seven destroyers available at the beginning of the campaign. These are deployed according to the Commonwealth Fleet Schedule (see Section 30.0). The warships may not be moved until the first OpStage of the second Game-Turn. Their combat ratings are unaffected (i.e., they do not need repair and may fire).

The following units are available and in Port at Alexandria:

Number	Type
2	Battleships
2	Cruisers
4	A.A. Cruisers
6	Destroyers

The following units are in Valetta, in Malta:

Number	Type
1	Cruiser
1	A.A. Cruiser
2	Destroyer

No Fleet units may be moved until the September 1/IV Stage/Turn. All ships may use their AA Ratings.

[60.46] Malta

Planes:

15 Hurricane Mk1's	(2 SGSU's)	(12 Ready)
12 Swordfish	(1 SGSU)	(9 ready)
3 Gladiators	(1 SGSU)	(all ready)
1 Sea Gladiator	(1 SGSU)	(all ready)

Pilots:

4 Two's, 6 One's

AA: 17 AA Points distributed as player sees fit

State of Air facilities: The Malta bases have an initial capacity of five SGSU's. These may be spread amongst the Malta facilities as the player wishes. Construction on increasing the capacity of Malta Air Facilities may begin in October, 1940.

[60.47] The Commonwealth Player uses his Reinforcement Track as printed, bringing in units where and when listed (Remember that some units need Training, which means that other units have to be assigned as Training Units!) No Replacement Points may arrive before November 1940.

[60.5] AIR FACILITIES

The following Air Facilities are in existence. Players will note that Air facilities may be used by anyone Who controls them. All facilities in Egypt

belong to the Commonwealth; all those in Libya belong to the Italians. at the start of the game.

Airfields	Hex
City/Village	
Abbassia	E2132
Aboukir	E3815
Abu Seier	Off-Map E(3433)
Alexandria	Both hexes, (E3613, 3714)
Almaza	E2133
Amiriya	E2212
Barce	B5504
Benina	A4829
Dekheila	E3512
Deversoir	Off-Map E(1833)
El Adem	C4507
El Berca	A4728
Fayid	Off-Map
Ft. Maddalena	C3019
Ismailia	Off-Map
Kabrit	Off-Map E(1833)
Martuba	B5526
Mersa Matruh	D3714
Soluch	A4130
—	B5825

The four Tripoli/Tunisia boxes (off-map).

Air Landing Strips

Augila	B0707
Bardia	C4321
Bir el Gubi	C4108
Burg el Arab	E3109
Buq Buq	C3926
El Agheila	A1816
El Hamman	E3007
Ft. Capuzzo	C4020
Fuka	D3323
Gambut	C4414
Gazala	B4933
Giarabub	C1014
Maraua	B5410
Matten Baggush	D3520
Mechili	B4921
Menastir	C4419
Qotifiya	D3227
Sidi Azeiz	C4218
Sidi Barrani	C4131
Sidi Haneish	D3418
Sidi Omar	C3618
Sollum	C4021
Siwa	C0127
Tmimi	B5229
Tobruk	C4807
Ztert	B5917
—	C4119
—	D3231
—	D3416
—	D3516
—	D3903

Note: Insufficient Air Landing Strip counters are provided. Use blanks.

Flying Boat Basins

Alexandria	E3614
Bomba	B5331

Port Said (off-map E4033).

Flying Boat Alighting Areas

Derna	B5925
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[60.6] INITIATIVE

For this Scenario Group, the Italian Player has the Initiative for the entire first Game-Turn. Starting with the second Game-Turn, players determine Initiative as per the rules for such.

[60.7] CONSTRUCTION ON THE MAP AT THE START OF THE GAME

There are no minefields, fortifications, or pipeline (other than those provided by the RR). The RR runs to Mersa Matruh (D3714) and ends there. All ports are at listed Efficiency with the exception of

Tobruk, which is at Efficiency Level 7 (the San Giorgio is partially sunk, blocking the harbor).

[60.8] FIRST SCENARIO GROUP VICTORY CONDITIONS**[60.81] Grazianni's Offensive**

Italian Strategic Victory: The Italian Player must take and hold either Alexandria or Cairo (any hex) with a combat unit that can be supplied (by convoy) from any hex on Game-Map D.

Italian Decisive Victory: The Italian must take and hold (occupy) both Mersa Matruh and Siwa with any combat unit that can be supplied by convoy from Tobruk.

Italian Tactical Victory: The Italian must take and hold (occupy) Sidi Birani and retain possession of Sollum (C4021) and Fort Maddalena and Giarabub in supply (as above, to Tobruk)

Commonwealth Tactical Victory: Must take and hold Sollum and Halfaya Pass (C3922) as well as Siwa (C0127) tracing supply by truck convoy back to Alexandria or Cairo.

Commonwealth Decisive Victory: Must take and hold Bardia, Fort Maddalena, Sidi Omar, Sollum and Siwa, supply as above.

Commonwealth Strategic Victory: Must take and hold Tobruk; supply as above.

[60.82] The Italian Campaign

Players are awarded points for holding (occupying) the following locations. Units holding such places must be combat units (i.e., units with non-parenthesized Close Assault Ratings) and they must be able to trace supply of not more than one Game-Turn's duration back to a Supply Dump or City which can eventually be traced back either to Cairo (Commonwealth) or Tripoli (Italian).

Victory Points

City/Village	Commonwealth	
	Italians Hold	Holds
Mersa Matruh	100	0
Tobruk	50	25
Derna	20	30
Giarabub	10	10
Siwa (C0127)	10	10
Benghazi	10	50
Agadabia (A2629)	10	50
Mersa Brega (A2021)	0	50

If there are no Italian combat units that can trace a Supply Line on the game-map the Commonwealth Player wins a Strategic Victory. All other conditions produce a simple "Victory". Most points wins. These conditions are based on what actually happened, and less on actual objectives.

[60.9] AIR & LOGISTICS GAMES ABSTRACTIONS

This Case lists the adjustments needed in addition to those given in Case 59.6 in order to play this scenario without the Air and/or Logistics Game(s).

[60.91] Air Abstracted

(Land & Logistics Games): None.

[60.92] Air & Logistics Abstracted

(Land Game Only):

A. The Players' ability to bring in Motorization Points is equal to their respective abilities to bring in Medium Truck Points (i.e., each Medium Truck Point equal one Motorization Point).

B. Axis Initial Supply Status: Case 60.34 is replaced by the following:

Location	Regular		
	Supply	Units	Each with Ammo Fuel
Tobruk (C 4807)	3	15	50
Bardia (C 4321)	2	10	40
Benghazi (B 4827)	1	10	10

Derna (B 5925)	1	-	10
Tripoli (box)	8	5	60
Dump 1*	3	40	50
Dump 2*	3	40	50
C 0716	1	20	6

*In any one hex on map-section "C" in Libya, not within four hexes of a Commonwealth unit.

In addition, the Axis Player receives two groups of three dummy supply unit counters which may be placed according to the rules for Dumps 1 and 2.

C. Commonwealth Initial Supply Status: Case 60.44 is replaced by the following:

Location	Regular Supply Units	Each with Ammo	Fuel
Mersa Matruh (D 3714)	5	40	60
Sidi Barrani (C 4131)	1	40	60
Dump 1*	3	40	30

*All three in any one hex on map-section "D" west of Mersa Matruh.

In addition, the Commonwealth Player receives one group of three dummy supply units which may be placed according to the rule for Dump 1.

In addition, Alexandria and Cairo each possess three regular supply units, each supply unit containing 40 Ammo & 60 Fuel.

[60.93] Logistics Abstracted (Land & Air Games): A. The Players' ability to bring in motorization points is equal to their respective abilities to bring in Medium plus Heavy Trucks (i.e., each Medium and each Heavy Truck is equal to one motorization point).

B. Axis Initial Supplies: As in 60.82 "B" above and in addition a total of 5 regular supply units, each with 40 Ammo and 15 Fuel Points, to be distributed among and placed on any Axis airfields(s).

C. Commonwealth Initial Supply Status: As in 60.82 "C" above and in addition a total of 2 regular supply units each with 20 Ammo and 12 Fuel Points to be distributed among and placed on any Commonwealth air facilities.

[61.0] SCENARIO GROUP TWO: THE DESERT FOX

[61.1] GENERAL DESCRIPTION

The Desert Fox scenario covers the arrival of the Germany Africa Korps and General Rommel. There are two scenarios that may be played from this set-up. The first is the initial arrival of Rommel and the race for Tobruk. The second is a complete campaign, starting from the same point.

[61.2] SCENARIO LENGTH AND DURATION

The race for Tobruk scenario begins with the 3rd OpStage of Game-Turn 26 and ends at the conclusion of the 3rd OpStage of Game-Turn 38. It should take from 75 to 125 hours to play.

[61.3] COMMONWEALTH FORCES

[61.31] Commonwealth Land Forces Initial Deployment (Hex: Units)

A2022: 3rd Armored Bde (2 Arm); (Assg: 6th RTR [4/7]; 3rd Hus); HQ: 2nd Armored Division; Trucks: 20 Medium.

A2021: 2nd Support Group (2 Arm); Trucks: 25 Medium, 5 Heavy.

C4507: 3rd In Motor Bde; Trucks: 5 Light, 25 Medium.

Msus (B4004): 1st Coy French Motor Marines Trucks: 3 Medium.

Any hex within the triangle formed by Tocra (B5501), Er Regima (A4830) and Benghazi: 24 Aus Bde (9 Aus; Less: 2/32 Bn); 20th Aus Bde (9 Aus Bde); 2/3 Aus AT Regt (9 Aus); 51st Field Arty Regt; Trucks: 5 Light, 35 Medium.

Jalo (B0513): One unit of the LRDG

Tobruk (C4807): HQ: 9 Aus Division; 26th Aus Bde (9 Aus); 1st RHA; 8th Field Arty Regt; 104th RHA; 65th AT Regt; 2nd Heavy AA Regt; 9th Heavy AA Regt; 15th Light AA Regt; 57th Light AA Regt Trucks: 5 light, 5 Medium.

Anywhere within one hex of:

Alexandria: 7th Armored Division (see 61.38); HQ: 70th Infantry Division; 22nd Gds Bde (I); ATT: 1st Buffs; 2nd Scots Gds; 3rd Coldstream Gds; 107th RHA; 149th AT Regt; 13th Light AA Regt; "Layforce"(I).

Mersa Matruh (D3714): 1st Royal Northumberland Fusiliers MG Bn; 7th Medium Arty Regt.

Any hex in Cairo: Polish Bde; 11 Czech Bn; 1st Cheshire MG Bn; 1st South Staffordshires (I); 2nd Kings Own Royal Regt. (I); 8th Medium Field Arty; 64th Medium Field Arty; 106th AT Regt; 74th Heavy AA Regt, 52nd Light AA Regt; 1st Essex (23/70)

Note: Several units in Egypt at this time have not been listed as they did not see action and were eventually shipped to Crete or Syria; e.g. 7th RTR, 1st Hampshires, 1st Welch; 1st Durham Light, infantry and the entire 16th Bde of the 70th Infantry division, among others.

[61.32] Tank

The following tanks (in TOE Points) are assigned to the given units (which start this scenario assigned to the 3rd Armored Bde):

Unit	Tanks
3rd Hussars	3 Points MkVI Light
5 RTR/3d Arm X	1 TOE Points A/9's;
	4 TOE Points A/13's
6RTR/3rd Amr X	5 TOE Points of M13/40s (Captured)

Tanks of the 7th Armored Division are at maximum TOE, but all are broken down (see Case 61.38).

[61.33] Commonwealth North African Air Force

Planes & SGSU's: The following squadrons of planes, each being represented by one SGSU, are available with all planes refitted:

Location	Plane	Type	Available
Benina (A 4829)	Hurricane I		15
Agadabia (A 2629)	Lysanders		3
Maraua (B 5410)	Blenheim IV		15
Barce (B 5504)	Lysanders		9
Tobruk (C 4907)	Hurricane I		16

Pilots: 1 TWO pilot and 4 ONE Pilots.

Air Facilities:

Flying Boat Basins @ Alexandria (E 3614) and Port Said (off-map, E 4033).

Flying Boat Alighting Areas = none.

Airfields @ Benina (A 4829), Barce (B 5504), Derna (B 5925), Martuba (B 5526), El Adem (C 4507), Mersa Matruh (D 3714), Amiriya (E 3212), Dekheila (E 3512), Alexandria (E 3613 & 3714), Abbassia (E 2132), Aboukir (E 3815), Almaza (E 2133) plus the four off-map fields to the east (i.e., all except Ethiopia in the south).

Landing Strips @ Agadabia (A 2629), Antelat (A 3233), Msus (B 4004), El Abiar (B 4901), Maraua

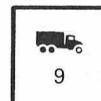
(B 5410), Gazala (B 4933), Tobruk (C 4807), Gambut (C 4414), Sidi Barrani (C 4131), Gerawla (D 3516), Sidi Haneish (D 3418), Maaten Baggush (D 3520), and Fuka (D 3323). In addition the Commonwealth Player may place three Landing Strips anywhere on the game map.

[61.34] Malta: The Commonwealth Player has an initial total air facility capacity of 8 which he may divide amongst the facilities. He has 26AA Points which he may divide amongst the facilities:

Pilots: 2 TWO's and 4 One pilots.

Planes (all are refitted): 24 Hurricane I, 12 Wellington I, 10 Swordfish, 5 Sunderlands, 4 Marylands.

He may not begin construction/repair of air facilities until the second game-turn of this scenario.



[61.35] COMMONWEALTH TRUCKS

The Commonwealth Player receives the following Second-Third Line Trucks for distribution to any location on game-maps A through D. (Not E). This includes trucks for Dumps and Air Facilities.

Type	Number
Light	45
Medium	100
Heavy	25

The Commonwealth Player places the following Trucks in Alexandria or Cairo:

Type	Number
Light	25
Medium	175
Heavy	35

[61.36] Supply

The Commonwealth Player receives *nine* Dumps and *three* Dummy Dumps. In addition, both Benghazi and Tobruk are supply dumps.

The Dumps may be placed at any of the following locations: Msus (B 4004), Tecnis (B 5407), Martuba (B 5526), Mechili (B 4921), Timimi (B 5229), El Magrun (A 3729), Barce (B 5504), Mersa Brega (A 2021), Derna (B 5925), Agadabia (A 2629), Tocra (B 5501) and Sceledima (A3933). All Dumps must be placed. (Historically, the first nine were actual dumps, with Msus and Tecnis being the major dumping areas.)

Benghazi holds 100 Fuel Points, 50 Ammunition Points, and 150 Stores. Benghazi also has 10 Points of Italian Prisoners, a POW Camp, and one Commonwealth Guard.

Tobruk has 500 points of Fuel, 1500 Ammunition Points, and 1000 Stores.

The Commonwealth Player has for distribution to his Dumps the following: 2550 Fuel Points, 1700 Ammunition Points and 1600 Stores. These may be distributed as the Commonwealth Player sees fit, with one limitation: no more than 25% of the total of each item may be placed in a single dump. Furthermore, all actual dumps must have at least 50 points of each item. All First Line Trucks *not* carrying men/equipment may be loaded with Fuel/Ammo/Stores and Water as the Players see fit. This is *in addition* to what is supplied above. Unlimited supplies in Cairo/Alexandria as per the rules.

The Commonwealth Player has a Temporary Repair Facility in Tobruk and one in Mersa Matruh. Alexandria (either hex) and Cairo have Major Repair Facilities.

Air Supply

The Commonwealth Player has 180 Fuel Points, 250 Ammo Points, and 50 Stores for distribution amongst Air Facilities.

[61.37] COMMONWEALTH FLEET

The Commonwealth Player receives all his fleet counters in Alexandria. They may not move out of Alexandria before the first OpStage of Game-Turn 27. All are armed and undamaged.

[61.38] REINFORCEMENTS/REPLACEMENTS

Except as listed below, the Commonwealth Player takes his Reinforcements as they arrive, via The Reinforcement Track. Replacement Points arrive in the normal manner; the Commonwealth Player may not *plan* any such Replacements and must start any such planning in the normal course of events. There are no replacements allowed for March 1941.

There are several Commonwealth units being refitted, returned from assignments elsewhere, etc. These units had been either on the way to Greece/Syria, or in the shops. Plans had to be changed hastily, yet the scenario must adjust for the time in which that can be done. In essence, no units in Cairo or Alexandria may move during the third OpStage of Game-Turn 26. After that, only one battalion may be released per OpStage. (Thus it would take several stages to release the entire Polish Brigade; you would have to wait the required time to release all the battalions.) Remember, also, that battalions will be needed for Training purposes! In addition to the above, the 18th Australian Brigade appears in Alexandria on the first OpStage of April, 1941. It may move (by rail, sea or land) on the succeeding OpStages of April, 1941 (in addition to any of the above units).

The 7th Armored Division presents a special case. It had been chewed up pretty badly in the previous six months' action; its tank battalions were a mess and its infantry and support units worn to the bone. The unit was in Alexandria for a complete refit. At the start of the scenario, all 7th Armored tanks are considered Brokendown. The 7th's Tank battalions may not be released until they are at least 75% repaired, and then they may be released only one per OpStage. In addition, one more non-tank battalion may be released and sent westward per OpStage, all starting with the first OpStage in April. HQ units may be released at any time the player wishes. At the time of this scenario the 7th Armoured contained the following units: 4th Armrd Brigade (6 RTR reassigned, 4RTR assigned); 7th Armrd Brig; 7th Support Grp.

For the purposes of the above Release Schedule, the 22nd Guards Brigade counts as one battalion.

[61.4] AXIS FORCES

[61.41] Axis Land Forces

All German land units that are scheduled to arrive before the third OpStage of Game-Turn 26 (See Reinforcements Schedule) may be placed within one hex of El Agheila (A1816) but not east of that village. The Axis Player may place them in any formations he wishes (using Battle Groups, if he so desires). The Italian Player has six Divisions on the game-map: the Ariete Division may be placed within two hexes of El Agheila, but not east of that village. The Pavia, Bologna, Brescia and Savonna divisions may be placed anywhere between Ras el Ali (A 2010) and Nofilia (A2703) with no division less than two hexes from another. The Trento Division is in Tripoli. Also in Tripoli are the XXI Corps Artillery, the 350th GaF Artillery Regiment, the 2nd Artillery Raggruppament, and the Sabratha Division. The Sabratha Division has lost its 6 infantry battalions (although the 85th and

86th Regimental Headquarters still exist). Its MG Bn, and Arty Regiment have been reduced to 1 TOE Strength Point each. NOTE that the six infantry battalions and two "support" units may be rebuilt by Replacements.

All units (except the Sabratha) are as listed on the OA Sheets (including Tanks).

One Oasis Company (German) is at Maaten Groter (A 1318) and one at Magadah (A 0817).

[61.42] Axis Airforce

Planes: The Axis Player receives all of the German planes listed in the Axis Airplane Reinforcement Chart as scheduled to arrive prior to the 3rd OpStage of Game-Turn 26. All of these planes are considered refitted. The Axis Player receives the following Italian planes:

Type	Total Available	Refitted
C.R. 42's	61	27
G. 50's	62	33
B.R. 20's	1	0
SM 79	30	14
Z 1007bis	1	1

Pilots: Italian = 3 THREE, 11 TWO's and 12 ONE pilots. German = The Axis Player rolls once to determine the number of ONE thru FOUR rated pilots he receives (i.e., the March, 1941 die roll).

SGSU's: 13 Italian. German SGSU's are available as per the Air Game rules (because of Air Facilities, below).

Air Facilities: The Axis Player may base any portion of his airforce at Italy/Sicily within the minimum German plane restrictions of Case 43.1 (Crete is still British). The Axis Player may place one airfield and one air landing strip in any hex west of El Agheila (A 1816).



[61.43] Axis Trucks

All German first line Trucks (which are indicated on the Reinforcement Schedule as being attached to arrived German units) may be distributed among those units freely.

The Italian Player receives the following First-Line Trucks, which may be assigned as he sees fit to his units:

Type	Number
Light	45
Medium	220
Heavy	50

The following Second/Third Line Trucks are available (for any and all purposes):

Type	Number
Light	95
Medium	280
Heavy	50

It is firmly suggested that the Axis Player use these as Second/Third Line Trucks, otherwise he will have a hard time moving his Supply around.

Additional second/third line trucks: 10 Medium Trucks at air facilities.

[61.44] Supply

The Axis Player receives five Dumps, two of which are Dummies. These dumps may be placed at any hex between El Agheila and Nofilia.

For division between the three active dumps the Axis Player has 9600 Fuel Points, 2500 Ammo Points, 950 Stores, and 1100 Water Points. No more than 50% of each may be located at any one dump.

In addition, Tripoli holds 3000 Fuel Points, 1500 Ammunition Points, and 500 Stores.

For distribution to Air Facilities (remember, Tripoli/Tunisia air facilities have unlimited Fuel and Ammo) there are 50 Fuel Points and 50 Ammo Points. The Axis player does not receive a Convoy during the first game-turn. He must plan his convoys for the second and third game-turns.

[61.45] All Axis Reinforcements are taken normally, as they appear on the track.

[61.41] (addition) The German Mobile Tank Recovery Squadron starts in Tripolitania.

[61.5] INITIATIVE

The Axis Player has the Initiative through the end of Game-turn 27. Players roll for Initiative starting with Game-Turn 28.

[61.6] CONSTRUCTION ON THE MAP AT THE START OF SCENARIO

The railroad runs to Mersa Matruh (D3714) and ends there. There are no minefields or pipeline (other than provided by the RR). All ports are of full (listed) Efficiency Level except Benghazi (at zero) and Tobruk (at seven—and San Giorgio is still there). The Commonwealth Player may place a total of four Level 1 Fortifications within two hexes of Tobruk. The *unfinished roads* connecting Sollum (C4021) and Sidi Barrini (C4131) and the entire network around Tobruk have been built.

[61.7] AIR & LOGISTICS GAMES ABSTRACTIONS

This Case covers the adjustments needed in addition to those given in Case 59.6 in order to play this scenario without the Air and/or Logistics Game(s).

[61.71] **Air Abstracted** (Land & Logistics Games): The 2nd-3rd Line Trucks available to the Players are modified as follows:

A. Axis Player: 2nd-3rd Line are now a total of 90 Light, 270 Medium and 40 Heavy.

B. Commonwealth Player: 2nd/3rd Line Trucks in Alexandria/Cairo are now a total of 25 Light, 150 Medium and 25 Heavy. Other 2nd/3rd Line Trucks are now a total of 40 Light, 90 Medium and 20 Heavy.

[61.72] **Air & Logistics Abstracted** (Land Game Only):

A. The Players' ability to bring in motorization points is equal to their respective abilities to bring in Medium Truck Points (i.e., each Medium Truck Point equal one Motorization Point).

B. Initial unattached motorization points: The Axis Player has 290; the Commonwealth Player has 150 in Alexandria/Cairo and 90 at other locations.

C. Axis Initial Supply Status: Case 61.43 is replaced by the following: The Axis receives 10 regular supply units, each with 40 Ammo and 60 Fuel Points and 3 Dummy supply units which may be distributed freely (within stacking restrictions) in any of the road hexes between El Agheila (A 1816) and Nofilia (A 2703) inclusive. This does not include the road from E 1716 the Maatan Groter (A 1318). In addition, the Axis Player receives 8 regular supply units, each with 40 Ammo and 25 Fuel Points, in the Tripoli box.

D. Commonwealth Initial Supply Status: Case 61.35 is replaced by the following:

The Commonwealth Player receives one regular supply unit with 20 Ammo and 30 Fuel Points in Benghazi (A 4827) and 5 regular supply units, each with 40 Ammo and 15 Fuel Points, in Tobruk (C 4807). In addition, he receives 9 regular supply

units, each with 40 Ammo and 25 Fuel Points, and 4 Dummy supply units to be divided among the following locations with the restriction that no more than 2 regular supply units may be placed at any location: Mersa Brega (A 2021), Agadabia (A 2629), Sceledima (A 3933), El Magrun (A 3729), Msus (B 4004), Tecnis (B 5407), Barce (B 5504), Tocra (B 5501), Martuba (B 5526), Mechili (B 4921), Timimi (B 5229) and Derna (B 5925)

In addition, Cairo and Alexandria each contain two regular supply units: each supply unit contains 40 Ammo and 60 Fuel Points.

[61.73] Logistics Abstracted (Land & Air Games): A. The Players' ability to bring in motorization points is equal to their respective abilities to bring in Medium plus Heavy Truck Points (i.e., each Medium and each Heavy Truck Point is equal to one Motorization Point).

B. Axis Initial Supply Status: As in 61.62 "C" above and in addition 1 regular supply unit with 20 Ammo and 30 Fuel Points may be placed at any one Axis air facility.

C. Commonwealth Initial Supply Status: As in 61.72 "D" above plus 1 regular supply unit with 40 Ammo and 60 Fuel Points which may be placed at any one Commonwealth air facility.

[61.8] VICTORY CONDITIONS

Victory Conditions for The Race for Tobruk Scenario are fairly simple. The Player who holds Tobruk at the end of the scenario wins. If the Axis Player also holds Bardia (C 4321) he wins a Decisive Victory. If he holds Benghazi-Tobruk-Bardia plus any two villages/cities in Egypt he wins a Strategic Victory. If he holds anything less than the above, it is a Commonwealth Victory. Furthermore, if the Commonwealth holds all the above (including Benghazi) it is a Smashing Victory.

[62.0] SCENARIO GROUP THREE: OPERATION CRUSADER

[62.1] GENERAL DESCRIPTION

Operation Crusader covers the events of the Winter of 1941-2, in which the Commonwealth forces attempted to relieve Tobruk (under siege by the Axis) while, at the same time, Rommel had planned to strike eastward at the Allied forces in Egypt. The result was an extended series of battles in the area between Sollum and Tobruk.

[62.2] SCENARIO LENGTH AND DURATION

The scenario starts with the 3rd OpStage of the 57th Game-Turn. The scenario ends with the conclusion of the 1st OpStage of the 65th Game-Turn. The estimated playing time for this scenario is between 200 and 250 hours.

[62.3] COMMONWEALTH FORCES

[62.31] Commonwealth Forces Initial Deployment (Hex: Units)

Within 1 hex of

C4807: 32 Army Tank Bde (2; Assg: 1st RTR [7/7]; 4th RTR and 7th RTR); Polish Bde; 70th Infantry Division (Less: 1 Argyll & Sutherland; Assg: 2nd Kings Own Rifles [in place of the 1 A&S], 1st Royal Northumberland Fusiliers MG Bn, 1st RHA, 104th RHA, 107th RHA; ATT: 144th Field Arty, 2/13 Aus Inf Bn [20/9]); 12/15 Aus In Bn [TOE strength of 4; 0/9]; 13th Light AA; 14 Light AA; 2nd Light AA and 89th Heavy AA. Trucks: 20 Light, 135 Medium, 53 Heavy.

C4111: 7th Armored Bde 7; Assg: 7th Hus [4/7], 6th RTR [4/7], 2nd RTR; Less its own 1 RTR and 8 Hus; Att: 4th RHA [7Spt/7] Trucks: 30 Medium, 15 Heavy.

C4131: Kings Dragoon Gds (R; 2Spt/2); 67th Medium Arty; 16th Light AA; Trucks: 6 Light, 10 Medium, 3 Heavy.

C 3814: 4th South African Armored Car Bn Trucks: 2 Light, 3 Medium, 1 Heavy. 4th Armored Brigade (7; Independent Bde: no longer considered assigned to the 7th Armored Div; Less: its 6 RTR and 7 Hus; Assg: 8th Hus [7/7]; 3rd RTR [1/2]; 5th RTR [3/2]; Att: 102nd AT Regt; 2nd RHA [2Spt/2]); Trucks: 45 Medium, 15 Heavy.

C3823: 11 In Bde (4 In; Less: 4/7 Rajp; Assg: 2/5 Mahratta Light Inf [in its place]); Trucks: 5 Light, 20 Medium, 5 Heavy.

C3721: Central India Horse Regt (R; TOE Strength of 3; 4 In)

Trucks: 3 Light, 3 Medium. **C3714:** 1st South African Division (Det: the three Inf Bdes and 4th SA Field Arty); Trucks: 5 Light, 22 Medium, 6 Heavy.

C3614: 7th Support Group (7; Det: 11 Hus [R] and 4th RHA; Assg: 1st Light AA and 60th Field Arty) Trucks: 30 Medium, 15 Heavy.

C3621: 4th In Division (Det: All three Inf Bdes and the Recce Regt); 8th Field Arty; 65th AT Regt; 57th Light AA; Trucks: 5 Light, 20 Medium, 8 Heavy

C3532: 2nd South Africa Div (Det: 7 SA Armored Car, 2nd SA Field Arty and 2nd SA AT Regt); Trucks: 12 Light, 70 Medium, 14 Heavy.

C3521: 1st Army Tank Bde
Trucks: 30 Medium, 17 Heavy.

C3530: 73rd AT Regt; 7th Medium Arty; 64th Medium Arty; 68th Medium Arty; Trucks: 3 Light, 25 Medium, 5 Heavy.

C3419: 7th In Bde (4 In); Trucks: 5 Light, 22 Medium, 5 Heavy.

C3426: 5th In Bde (4 In; Less: 1 Royal Fusilier; Assg: 1 Buffs [in its place]); 2nd South Africa AT Regt (2 SA); Trucks: 5 Light, 20 Medium, 5 Heavy.

C3410: 11th Hus (7Spt/7); Trucks: 10 Medium, 3 Heavy.

C 3414: HQ: 7th Armored Division
Trucks: 2 Light, 2 Medium

C 3318: 2nd New Zealand Div
Trucks: 15 Light, 75 Medium, 21 Heavy.

C 3212: 22 Armored Bde (now Assg to the 7th Armored Div)
Trucks: 15 Medium, 10 Heavy.

C 3111: 1st South African Bde (ISA)
Trucks: 5 Light, 20 Medium, 3 Heavy.

C 3015: 22 Gds Bde (I; Assg: 1st Tower Hamlet Rifles Spt/2, 3rd Coldstream Gds; Att: 51st Field Arty)
Trucks: 20 Medium, 10 Heavy.

C 2712: 5th South Africa Bde (ISA)
Trucks: 5 Light, 20 Medium, 3 Heavy.

C 1014: 6th South African Armored Car Bn; 7th SA Recce Bn (2 SA); 29th In Bde (5 In; Less: 6/13 FFR; Assg: 1st Royal Fusiliers 5/4 In; in its place#; Att: 2 South African Field Arty Regt 2 SA)
Trucks: 7 Light, 25 Medium, 6 Heavy.

D 3714: 2nd South African Bde (I SA); 4th SA Field Arty (I SA)
Trucks: 5 Light, 22 Medium, 6 Heavy.

D2001: 1st South African Road Construction Bn.
Trucks: 3 Light.

[62.32] Tanks

The units listed below have the following TOE of tanks (Unit: Tanks).

1 RTR (32nd Army, Bde 12): 4 Mk VI Light

4 RTR (32nd Army, Bde 12): 10 Matildas

7 RTR (32nd Army, Bde 12): 4 Matildas

8 RTR (1st Army, Tank Bde): 10 Valentines

42nd RTR (1st Army, Tank Bde): 3 Matildas (the following OpStage, the first of game-turn 58, the unit receives 7 more TOE of Matildas if it does not move. If it does, it receives them the second OpStage of game-turn 58.)

8 Hussars (4/7): 10 Stuarts

3 RTR (4/7): 10 Stuarts

5 RTR (4/7): 10 Stuarts

7 Hussars (7/7): 4 Crusader I's, 3 A/13's, 4 A/10's

6 RTR (7/7): 10 Crusader I's

2 Hussars (22nd Armor Bde): 9 Crusader I's, 1 A/10

4 CLY (22nd Armor Bde): 9 Crusader I's, 1 A/10

In addition to the above tanks, the following tanks (in terms of TOE Points) are considered to be broken down in Repair Shops in Alexandria.

3 × Crusader I; 15 × Crusader II; 18 × Stuart; 7 × Matilda; 8 × Valentine.

Repair on these tanks may not start until the scenario's second OpStage.

**[62.31] (omission) Deploy the three CW
Tank Delivery Squadrons in Cairo.**

[62.33] Commonwealth North African Air Force

Planes: These may be distributed freely amongst the available air facilities:

Plane	Total	
	Available	Refitted
Hurricane I's	82	64
Hurricane IIA's	66	60
Hurricane IIB's	42	36
Blenheim IVF's	24	16
Tomahawks	88	64
Beaufighters	22	16
Blenheim IV's	142	100
Wellington IC's	110	80
Bostons	20	16
Marylands	32	12

Pilots: 1 FOUR pilot, 5 THREE pilots, 15 TWO pilots and 20 ONE pilots.

Air Facilities: 1 Flying Boat Basin anywhere on map-section D or E, and Port Said (off-map).

No Flying Boat Alighting Areas.

Airfields at Maaten Baggush (D 3520), Fuka (D 3323), Amiryra (E 3212), Kabrit (off-map) and Tobruk (C 4807).

Air Landing Strips at any two hexes in the Giarabub Oasis (C 1014) complex, Gerawla (D 3516), Sidi Haneish (D 3418), El Daba (D 3329), Qotafiya (D 3227), Abu Seier and Fayid (off-map, i.e., both have been reduced to the ability to perform maintenance on a single squadron).

SGSU's: As per Air Game rules.

[62.34] Commonwealth Trucks

The Commonwealth Player receives the following Second/Third Line (Convoy) Trucks for distribution to any location on game map-sections C thru E. However, no more than 10 Light, and/or 20 Medium and/or 10 Heavy Trucks may be placed within five hexes of Tobruk.

Type	Number
Light	150
Medium	400
Heavy	150

The Commonwealth Player receives the following Trucks for distribution to any Air Facility (except that in Tobruk): 80 Medium and 20 Heavy.

[62.35] Commonwealth Supply

The Commonwealth Player possesses dumps at the following locations containing the listed amounts of Supplies:

Location	Ammo	Fuel	Stores	Water
Tobruk	800	1,500	550	—
Sidi Barrani	500	1,000	300	700
Giarabub Oasis	200	400	300	—
Mersa Matruh	1,000	2,000	400	800
Bir Khamsa (C 3029)	200	600	50	300

In addition, the Allied Player receives dumps at Oxford Circus (C 3532), Bir al Sheferzen (C 3419), Sidi Suleiman (C 3721) and any two locations on game map section D and any one location on game map section C. Only four of these six dumps are active. A minimum of 20% the total of each type of the following total available Supplies must be placed in each active dump: 400 Ammo, 400 Fuel, 200 Stores, and 700 Water Points.

In addition, the Commonwealth Player receives 150 Ammo, 350 Fuel, 25 Stores, 50 Water Points at each Airfield and 10 Ammo 150 Fuel, 10 Stores and 20 Water Points at each Air Landing Strip, Flying Boat Basin, or Flying Boat Alighting Area. (This does not include off-map facilities.)

[62.36] Malta

The following Planes are Available on Malta

Type	Total Avail	Total Refitted
Swordfish	3	3
Hurricane IIB's	28	24
Beaufighter IC's	8	6
Hurricane I	10	9
Hurricane IIA	12	11
Wellington IC	13	13

The Malta air facilities have an initial capacity of 14 Squadrons. There are 24 AA Points to place where desired. Malta receives 1 Three Pilot, 4 Two Pilots, 5 One Pilots.

[62.37] Commonwealth Fleet

The Commonwealth Player may place all his warship counters in Alexandria. In addition, note that the Italian 10th Light Flotilla is active this scenario (See 30.4). However, the 10th Light may not raid Alexandria until December.

[62.38] Reinforcements/Replacements

These are taken as normal, from the tracks and production.

[62.4] AXIS FORCES

[62.41] Axis Forces Initial Deployment

(Hex: Units)

C 4014: 33rd Aufklarungs Bn (R, 15) Trucks: 2 Light, 5 Medium.

C 4015: 3rd Aufklarungs Bn (R; 5 Le) Trucks: 2 Light, 5 Medium.

C 4108z: 32 Ariete Div

Trucks: 20 Light, 42 Medium, 11 Heavy.

C 4216: 21st Panzer Div (consists of: 5th Panzer

Regt 5 Le; 104th Rifle Regt 15; which consists of: 2nd Bn of the 104th Inf Regt (15), 8th MG Inf Bn (5 Le) and the 708th Heavy Weapons Coy; 39th Panzerjager Bn AT; 5 Le; 155th Arty Regt; and the 200th Pioneer Bn 513)

Trucks: 12 Light, 45 Medium, 12 Heavy.

C4306: 26th Arty Regt (12 Pav); 57th Arty Regt (27 Bre)

Trucks: 4 Light, 4 Medium, 4 Heavy.

C 4406: RECAM (Italian Armored Car Regt)

Trucks: 5 Light, 15 Medium.

C 4407: 17th Pavia Div (Det: 26th Arty Regt)

Trucks: 8 Light, 30 Medium, 4 Heavy.

f3C 4408: 155th Rifle Regt (90 Le)

Trucks: 5 Light, 18 Medium, 5 Heavy.

C 4411: 361 Afrika Regt (90 Le)

Trucks: 5 Light, 6 Medium, 3 Heavy.

C 4507: XXI Corps Arty; 1/2AR; 2/2AR; 3/2AR; 4/2AR; 1st and 2nd Articolere Regts (all are Arty)

Trucks: 5 Light, 20 Medium, 6 Heavy.

C4606 and/or C4706: 102nd Trento Div(I)

Trucks: 25 Light, 55 Medium, 15 Heavy.

C4608: 25 Bologna Div (I) Trucks: 8 Lights, 25 Medium, 7 Heavy.

C 4610: 90th Light Div (Det: 361 Afrika and 155 Regts, 3rd Bn of the 255 Regt and 3rd Bn of 347th Regt; Less: 190th Arty, 580th Recce, and 190th AT. Ergo, the counter consists of the HQ and the 613th Flak Bn); 200th Rifle Regt (15; consists of the 2nd MG Bn 5 Le and the 15/200 Kradschutzen Bn 15. Trucks: 5 Light, 21 Medium, 1 Heavy.

C 4613: 15th Panzer Div (Det: 33rd Recce; Less: 200th Rifle Regt, 104th Rifle Regt and 140th Arty Regt; 33rd Arty Regt has a TOE Strength of 6).

Trucks: 15 Light, 50 Medium, 16 Heavy.

C 4804: 27th Brescia Div (Italian Inf; Det: 57th Arty). Trucks: 8 Light, 30 Medium, 4 Heavy.

Divided approximately equally amongst B 4432, C 4303 and C 4102: 101st Trieste Div (I); Trucks: 20 Light, 50 Medium, 15 Heavy.

Anywhere within the triangle formed by C 3916—Sidi Omar (C 3618)—C 3922: 55th Savona Div (Det: II/15 and III/16 Inf Bns); I/104 Rifle Bn (15 Panzer); Trucks: 10 Light, 25 Medium, 5 Heavy.

Within one hex of C 4321: 2,5,6,12, and 13th Coys of the Oasis Bn; III/255 Rifle Bn (90 Le); III/347 Rifle Bn (90 Le); IV Genova MG Bn (Italian); 350 GaF Arty Regt; II/15 and III/16 Inf Bns (55 Sav); Trucks: 5 Light, 7 Medium, 10 Heavy.

Attached to any Italian Inf Div(s): III(M) and LII(M) tank Bns; Trucks (each tank battalion): 2 Light, 6 Medium.

[62.42] Axis Tanks

The Axis Player assigns German tank TOE Strength Points as follows:

Unit	Tanks
I/8	4 PzII, 2PzIII(E) 5 PzIII(H), 2 PzIV(D),
II/8	4 PzII, 3PzIII(E) 5PzIII(H), 4 PzIV(E)
I/5	3 PzII, 7 PzIII(H), 1 PzIV(D)
II/5	3 PzII, 6 PzIII(H), 2 PzIV(E)

The Axis Player assigns Italian tank TOE Strength Points as follows:

Unit	Tanks
VII(M)	6 M13/40's
VIII(M)	6 M13/40's
IX(M)	6 M13/40's
LII(M)	6 M13/40's
III(M)	5 M13/40's
I(L)	5 CV33's
II(L)	5 CV33's

(Note: Over 100 additional Light Tanks—usually CV 33's and their ilk—were spread around other Italian units, assigned to Recce units, Bersagliere regiments, HQ's, etc. This information is "factored" into the strengths/TOE of those units.)

[62.43] Axis Air Strength

The Axis Player receives the following planes. The Axis Player receives 23 SGSU's.

Aircraft	Available	Refitted
MC 200	35	20
Cr 42	23	8
G50	28	20
BR 20	29	15
Ju87D	9	5
SM79	21	10

The Axis Player receives the following Italian Pilots:

Rating	Number
Two	5
One	11

The Axis Player receives 33 German SGSU's and the following planes:

Aircraft	Available	Refitted
Ju88D	83	45
He111	27	15
Ju87D	94	90
Bf109E	19	13
Bf109F	40	27
BF110C	23	13

The German Player receives the following pilots:

Rating	Number
Six	1
Four	2
Three	3
Two	6
One	12

The Axis Player has Airfields at Benina (A4829), Derna (B5925), Timimi (B5229), Gazala (B4933), Gambut (C4414), Martuba (B5526), Benghazi (A4827), Barce (B5504) and Maraua (B5410). The Axis Player has 3 Air Landing Strips anywhere on maps A thru C. The Axis Player has one Flying Boat Basin anywhere on Map A or B. In addition, he may base planes in Crete/Italy/Sicily within the restrictions of Case 43.1

[62.44] Axis Trucks

The Axis Player receives the following Second/Third Line (In Convoy) Trucks:

	Light	Medium	Heavy
Anywhere on game maps A & B	45	120	20
Tripoli	20	35	10
Nofilia	20	25	10
Derna	15	20	10

The Axis Player receives 30 Light and 60 Medium trucks for distribution among his air facilities.

[62.45] Axis Supply

The Axis Player possesses dumps at the following locations containing the listed amounts of Supplies:

	Ammo	Fuel	Stores	Water
Tripoli	200	1,300	350	—
Nofilia	500	800	500	250
el Agheila	150	450	350	400
Benghazi	650	2,200	700	—
Mechili	500	1,700	150	600
Derna	300	2,500	100	300

[62.41] (omission) Deploy the German Mobile Tank Recovery Squadron in Benghazi.

In addition the Axis Player receives dumps at Gazala (B4933) Rotunda Segnali (B 4432) and any three locations on game map section B. Only three of these five dumps may be active. A minimum of 20% of the following total available Supplies of 700 Ammo, 1,350 Fuel, 150 Stores and 400 Water Points must be placed in each active dump.

In addition, the Axis Player receives 150 Ammo, 350 Fuel, 25 Stores and 50 Water Points at each Airfield (excepting Tripoli/Tunesia).

[62.46] All Axis Coastal Shipping units are available, and may be distributed among the parts of Maps A, B and C.

[62.47] Axis Player must plan Replacements for all November OpStages in advance of starting the game. After that, he plans normally.

[62.5] CONSTRUCTION AT THE START OF THE SCENARIO

There are no minefields. All ports are at full (listed) Efficiency. All hexes adjacent to Bardia contain Level 1 Fortifications. All hexes adjacent to Tobruk contain Level 2 Fortifications.

The railroad extends past Mersa Matruh and ends in hex C 3430. From that point, the pipeline extends in a straight line as far as Birkhamsa (C 3029). All *unfinished roads* are built with the exception of the Siwa Track, which is completed to only twenty hexes from Mersa Matruh (i.e., the hex the 1st South African Road Construction Battalion occupies, D2001).

There is a Temporary Repair Facility in Tobruk. The Commonwealth Player may also place an additional Temporary facility in any village/city he wishes. As usual, Alexandria and Cairo contain Major Repair facilities.

Temp
Repair
Facility

There is a Temporary Repair facility in Derna, plus one in any other village or city. There is a Major Repair facility in Benghazi.

[62.6] AIR & LOGISTICS GAMES ABSTRACTIONS

This case covers the adjustments needed in addition to those given in Case 59.6 in order to play this scenario without the Air and/or Logistics Game(s).

[62.61] Air Abstracted

(Land & Logistics Games): None.

[62.62] Air & Logistics Abstracted

(Land Game Only):

A. The Players' ability to bring in Motorization Points is equal to their respective ability's to bring in Medium Truck Points (i.e., each Medium Truck Point equals one Motorization Point).

B. Axis Initial Supply Status: Case 62.45 is replaced by the following:

Location	Regular Supply Units	Each with Ammo	Fuel
Tripoli (box)	2	20	60
Nofilia (A2703)	3	30	25
el Agheila (A1816)	1	30	50
Benghazi (A4827)	4	30	60
Mechili (B4921)	3	30	60
Derna (B5925)	4	15	60
Group 1*	3	30	50

*These, and in addition 2 dummy supply units, are to be placed in any of the following locations in any distribution at the Axis Player's choice: Gazala (B4933), Rotunda Segnali (B4432) and any location(s) on game map-section "B".

C. Commonwealth Initial Supply Status: Case 62.35 is replaced by the following:

Location	Regular Supply Units	Each with Ammo	Fuel
Tobruk (C4807)	4	40	40
Sidi Baranni (C4131)	3	30	50
Mersa Matruh (D3714)	5	40	30
Giarabub Oasis (C1014)	1	40	50
Bar Khamsa (C3029)	1	30	60
Group 1*	4	20	15

*These, and in addition 2 dummy supply units, may be distributed among the following locations at the Commonwealth Player's choice with the restriction that no more than one regular supply unit may be placed in any hex: Oxford Circus (C3532), Bir al Scheferzen (C3419), Sidi Suleiman (C3721) and any two hexes (other than Mersa Matruh) on game-map-section "D". In addition, Cairo and Alexandria each contain two regular py units, each with 40 Ammo and 60 Fuel Points.

[62.63] Logistics Abstracted

(Land & Air Games):

A. The Players' ability to bring in Motorization Points is equal to their respective abilities to bring in Medium plus Heavy Trucks (i.e., each Medium and each Heavy Truck is equal to one Motorization Point).

B. Axis Initial Supplies: As in 62.62 "B" above plus 1 regular supply unit at *each* Axis airfield (except those off-map) with 30 Ammo and 40 Fuel Points.

C. Commonwealth Initial Supplies: As in 62.62 "C" above plus 1 regular supply unit at *each* airfield (except Kabrit) with 30 Ammo and 40 Fuel Points and 1 regular supply unit at *each* remaining air facility (except off-map) each with 5 Ammo and 15 Fuel Points.

[62.7] INITIATIVE

Historically, the Commonwealth Player should have the Initiative for the first OpStage. However, the Players may roll in the normal manner to determine who has initiative in that OpStage if they prefer. In each OpStage after the first, the Players roll the die as per normal procedure.

[62.8] VICTORY CONDITIONS

Players amass points for controlling geographical locations. The Player with the most points subtracts the other player's points from his and then determines the level of victory, if any.

The Players receive Victory Points for controlling certain cities/villages. The number of points depends on the location and the player controlling. Control of a city/village means occupying that city/village with a combat unit of any strength. That unit must have sufficient supplies to exist for one month and Ammo for one week (one round each OpStage).

City/Village	Points for Axis Control	Points for CW Control
Tobruk	6	4
Bardia	2	3
Sollum	2	2
Halfaya Pass (both hexes)	1	1
Ft. Maddelenna	1	2
Sidi Biranni	3	0
Giarabub	1	1
Siwa	2	1
Ft. Capuzzo	1	1

Point Differential	Level of Victory
10+	Strategic
6-9	Decisive
1-5	Tactical
0	Draw/Standoff

Players may wish to compare losses in men and tanks (as well as air, although that is not that revealing) to see how well they did, in comparison to each other, in gaining or not gaining their objectives. Players may wish to subjectively raise or lower their victory level as per this. However, losses can be misleading, so this type of condition is "officially" left out of the conditions here.

[63.0] SCENARIO GROUP FOUR: EL ALAMEIN

[63.1] GENERAL DESCRIPTION

There are two scenarios which can be played from this scenario Group. The first is a short scenario in which the Axis Player has one week (one game-Turn) to try to break through the Commonwealth lines and reach Alexandria (a relatively impossible task). The second scenario is one of survival: can the Axis army survive the end of the campaign intact? For those familiar with El Alamein they will realize that both scenarios are, militarily (and in terms of game-playing) quite stultifying. They are included for historical reference, mostly. Playtesting proved them to be as equally dull as their gaming predecessors. The first scenario has the advantage of being remarkably short; the other scenario is for those who like to retreat or chase fleeing troops.

[63.2] SCENARIO LENGTH AND DURATION

Both scenarios begin with the 1st OpStage of Game-Turn 10Z. "The Last Chance" Scenario ends with the completion of the 3rd OpStage of Game Turn 102 1st OpStage of Game-Turn 111. "The Long Retreat" ends at the completion of the December 3/IV, 1942 Game-Turn. "The Last Chance" should take about ten hours to play, excluding set-up; "The Long Retreat" should take from 50 to 100 hours.

[63.3] COMMONWEALTH FORCES

[63.31] Commonwealth Land Forces Initial Deployment

(Hex: Units)

E 3101: 9th Aus Div (Det: 24 Aus Bde; Att: 40 RTR 23/8)

Trucks: 30 Light, 55 Medium, 15 Heavy.

E 3001: 24th Aus Bde (9 Aus)

Trucks: 5 Light, 25 Medium, 6 Heavy.

D 3033: 51st Inf Div (Att: 50 RTR 23/8).

Trucks: 40 Light, 70 Medium, 21 Heavy.

E 2901: nd New Zealand Div (2nd NZ Cav is now TOE Strength of 5 Recce Points and 6 Stuart tank Points; Less: 4 NZ Bde; Att: 9th Armored Bde 10; Att: 3 Hus, 14th Sherwood Forsters I)

Trucks: 30 Light, 90 Medium, 20 Heavy.

E 2801: 1st South African Div (Less: 50 SA Bde; Assg: 3 SA Bde #SA; in its place#; ATt: 8th RTR #1 Army#, 1st SA Field Arty #2 SA#, Die Midlandse MG Regt #SA#, and 2nd Botha #5/1SA) Trucks: 35 Light, 85 Medium, 25 Heavy.

E 2701: 5 In Bde (4 In; Less: 1 Royal Fusilier and 4/6 Rajp Rifles; Assg: 1/4 Essex* and 3/10 Baluchies in their places); 6th Rajput Rifles MG Bn; 1st Field Arty Regt (4 In); 149th AT Regt; 11th Field Arty Regt; 32nd Field Arty Regt; 57th Light AA Regt HQ: 4th In Div (Less: 11 In Bde, 31st Field Arty, and Central In Horse R; Det: 5th and 7th In Bdes and 1st Field Arty). Trucks: 10 Light, 25 Medium, 10 Heavy.

E 2601: 7th In Bde (4 In; Less: 4/11 Sikh; Assg: 1/2 Gurkha Rifles in its place) and 161st In Motor Bde (consists of: 1st Argyll & Sutherland 16/17, 1/1 Punjab Regt, 4/7 Rajputanis 11/4 In). Trucks: 5 Light, 25 Medium, 5 Heavy.

2501: 50th Inf Div (Less: 150 Bde, 2nd Chesire MG Bn and 72 Field Arty; Assg: Greek Bde and 111th Field Arty Regt in place of the Inf Bde and Arty Regt respectively; Att: 154th Field Arty Regt, 102nd AT Regt 2Spt/2 and 34th Light AA Regt). Trucks: 35 Light, 65 Medium, 21 Heavy.

E 2302: 7th Armored Div (Consists of: 4th Armored Bde #consists of 4/8 Hus**, Royal Scots Grays (8/10) and 1KRRC (7 Spt/7); 22nd Armored Bde consists of 1 RTR (7/7), 5 RTR 3/2), 4 CLY (22 Amr Bde), and 1 Rifle Bde (2/1); 11th Hus r; 7; TOE Strength of 8 3 RHA. Which now is considered a regular artillery unit, Possesses 6 TOE Strength Points of 25lbs; 4th Field Arty Regt; 97th Field Arty Regt 20/10 In; 65th AT Regt; 15th Light AA Regt; AH: 2nd Derby Yeomanry R, 8; Strength of 6; 44th Recce Regt 44. Trucks: 75 Medium, 40 Heavy.

E 3005: 1st Armored Div (Consists of: 2 Armored Bde Less: 1st RflBde, 7th Motor Bde 7; Which consists of: 2nd Rifle Bde (7Spt/7), 7th Rifle Bde (23/8) and 2nd KRRC (1Spt/1), 2nd RHA #Spt/2, 4th RHA 7Spt/7, 11th RHA self-propelled counter, 78th Field Arty, 76 AT Regt Spt/1, 1st Royal Northumberland Fusiliers MG Bn, 42nd Light AA, and 12 Lancers R; 1Spt/1; Att: An ad hoc Bde—level formation known as "Hammerforce"; consisting of: 4/6 SA Armored Car Regt*** with a TOE Strength of 7, 146th Field Arty, 73rd AT Regt and 56th Light AA Regt). Trucks: 10 Light, 90 Medium, 30 Heavy.

E 3007: 8th Armored Div (Det: 40 RTR and 50 RTR of the 23rd Armored Bde, 2nd DerYoe R; Less: 24th Armored Bde, 7th Rifle Bde of the 23rd Armored Bde); 121st Field Arty. Trucks: 5 Medium.

E 2805: 10th Armored Div (consists of: 8 Amr Bde 10; Less: ScotsGray; Assg: 3rd RTR (1/2; in its place) and 1st Buffs (I), 24th Armored Bde [8], 133rd Inf. Bde [44]. 1st Royal Dragoons R, 1 RHA, 104 RHA, 98th Field Arty, 5th RHA self-propelled counter, 84th AT, and 53rd Light AA). Trucks: 75 Medium, 40 Heavy.

E 2904: 1st Army Tank Bde (Det: 8 RTR) Trucks: 5 Medium.

E 2401: 44th Inf Div (Det: 44th Recce; Less: 133Inf Bde; Att: 53rd Field Arty). Trucks: 20 Light, 55 Medium, 6 Heavy.

Within one hex of E 2403: 1st Free French Bde Trucks: 10 Light, 35 Medium, 5 Heavy.

2nd Free French Bde. Trucks: 5 Light, 12 Medium, 1 Heavy.

Within two hexes of el Alamein

(E 3002): 14th Light AA; 16th Light AA; 27th Light AA; 88th Heavy AA; 94th Heavy AA. Trucks: 5 Medium.

21st In Bde (10 In; consists of: 1/6 Rajput Rifles 11/4 In, 3/7

Rajputana Regt 61 In Mtr Bde and 2/8 Gurkha Rifles; 7th Medium Arty Regt; 64th Medium Arty; 69th Medium Arty

Trucks: 10 Light, 25 Medium, 7 Heavy.

*This is a British unit whose counter bears the Indian units' coloration.

**Formation created by combining the 4th and 8th Hussars. Use the counter for the 8th Hus (7/7). The unit's max TOE Strength is still 10.

***Formation created by combining the 4th and 6th SA Armored Car Battalions. Use either counter. The unit's max TOE Strength is now 8. Certain of the above units may have their equipment and TOE upgraded, using the rules sections for such as references.

A. Each non-motorized infantry battalion (CPA of 10) may add 1 TOE of 6-pounder AT guns; and B. Each motorized battalion of infantry (10+ CPA) may add 2 TOE of 6-pdr AT guns.

C. 40% (rounded up) of all AT units may replace their 2-pdr AT guns with 6-pdr AT guns.

D. Armored car (not armored recce) units may be upgraded as per the rules for such. (It is not necessary to use Replacement points; simply upgrade them as if they had used Replacement Points)

E. Any artillery units with 18-pounders or 18/25 pounders may replace them with 25 pounders.

[63.31] (omission) Deploy the three CW Tank Delivery Squadrons in Cairo.

[63.32] Commonwealth Tank Battalion

Composition

The following tank battalions are listed as to their assigned parent formatin(s) for this scenario and their starting compositions, in TOE Strength Points, if they differ from their listing on the OA Sheet.

Tank Battalion	Parent Formation(s)	Composition
40 RTR	23/8	8 Valentines
46 RTR	23/8	10 Valentines
50 RTR	23/8	9 Valentines
8 RTR	1 Army*	10 Valentines
3rd Hussars	-†	2 Grants, 2 Sherman's, 3 Crusader I's
Ryl Wi Yeomanry	9/-‡	3 Grants, 2 Sherman's, 3 Crusader I's
Warwick Yeo		3 Grants, 3 Sherman's, 3 Crusader II's
9th Aus Div Cav	9 Aus‡	3 Crusader II's, 1 Stuart 6 ID Code "11"
Royal Scots Greys	4/7	4 Stuarts, 3 Grants
4/8 Hussars	4/7	9 Stuarts
1 RTR	22/7	4 Stuarts, 5 Grants
5 RTR	22/7	4 Crusader II's, 5 Grants
4 CLY	22/7	6 Crusader II's, 2 Grants
Queens Bays		7 Sherman's, 3 Crusader II's
9th Lancers	2/1	6 Sherman's, 4 Crusader II's
10th Hussars	2/1	5 Sherman's, 5 Crusader II's
7th Motor Bde HQ		1 Churchill
3 RTR	8/10	3 Crusader III's, 2 Sherman's, 3 Grants
Nottingham Yeo	8/10	3 Crusader III's, 2 Sherman's, 4 Grants
Staffordshire Yeo	8/10	3 Crusader III's, 2 Sherman's, 4 Grants
41 RTR	24/10	3 Crusader III's, 6 Sherman's
45 RTR	24/10	3 Crusader III's, 6 Sherman's
47 RTR	24/10	3 Crusader III's, 7 Sherman's
42 RTR	1 Army	10 Scorpions
44 RTR	1 Army	10 Scorpions

*Starts attached to the 1st SA Div.

†Starts attached to the 2nd NZ Division.

‡This armored unit is a tank battalion for these scenarios.

[63.33] Commonwealth Air Strength

Planes (Type and #s Available)

Location	SGSU's (Type and #s Available)	Planes (Type and #s Available)
Burg el Arab (E 3109)	3	Spitfire VB (18); Hurricane IIA (12); Tomahawks (6); Marylands (4); Baltimores (4)
Wadi Natrun (E 2418)	1	Marylands (12)
Deversoir	*	Mitchell II (39)
Amiriya Air Complex (see Air Facilities below)	28	Boston III (48); Baltimore II (24); Baltimore III (24); Tomahawk (16); Kittyhawk I (56); Kittyhawk II (91); Kittyhawk III (39); Hurricane IIB (48); Hurricane IIC (64); Hurricane IID (32); Hurricane IIE (16); Spitfire VB(48)
Idku (E 3817)	2	Beaufighter IC (16); Beaufighter VIF (16)
Abu Seier	*	Wellington IC (32)
Jebel Hamzi (E 2024)	2	Wellington IC (32)
Kabrit	*	Wellington IC (16); Wellington II (16)
Degheila (E 3512)	1	Albacores (24)
Ismailia	*	Hudsons (32); Bombays (22)

*= SGSU's not needed; off-map base. All Commonwealth Planes are Refitted!

Pilots Available

Rating	Number Available
Four	1
Three	5
Two	22
One	31

Air Facilities

The Commonwealth Player places six Airfields within one hex of Amiriya (The Amiriya complex). He has an Airfield at Burg el Arab (E 3109), Alex-andria, and Cairo. He has a Landing Strip at Wadi Natrun (E 2418). The Commonwealth Player may also place **2 additional Airfields** and 3 Landing Strips, 1 Flying Boat Basin and 1 Flying Boat Alighting Area anywhere on Map E, but not within five hexes of an enemy unit, or in the Qatarra Depression. The Commonwealth Player's seven off-map facilities are all undamaged.

[63.34] Commonwealth Trucks

Second-Third Line Trucks (In Convoy):

Anywhere on game maps D & E: 200 Light, 725 Medium, 225 Heavy

The Commonwealth Player receives 100 Medium and 60 Heavy trucks for distribution among his Air Facilities.

[63.35] Commonwealth Supply

The Commonwealth Player receives 10 Supply Dumps plus 3 Dummies, for a total of 13 Dumps. As many as five of these dumps may be placed within one hex of the Front Line (i.e., any hex east of and adjacent to an Axis unit.) One dump each must be placed at el Alamein, E2805, and E2403. The remaining dumps may be placed anywhere on Map E, but not within one hex of the front.

Front Line Dumps receive (amongst them) 2500 Ammo points, 2000 Fuel Points, 1500 Stores, and 1500 Water Points. The other dumps split (in any

way the Player wishes) the following: 1000 Ammo Points, 3000 Fuel Points, 500 Stores, 2000 Water Points.

Remember, there is unlimited supply available in Alexandria and Cairo. All Trucks not carrying men may be loaded with supplies as the Player wishes. The Commonwealth has no temporary repair facility. Alexandria and Cairo are Major Repair Facilities.

[63.36] Commonwealth Fleet

The Commonwealth Player receives the following warship counters in Alexandria: 2 Heavy Cruisers, 3 Light Cruisers, 4 Destroyers.

[63.37] Malta

All Air Facilities are operating at full capacity. The following planes are available in Malta:

Type	Number	Refitted
Wellington V	5	5
Baltimore I	4	4
Baltimore II	3	3
Beaufighter IC	12	5
Beaufighter VIF	8	6
Spitfire VB	54	33
Spitfire VC	18	10
Hurricane IIC	8	8
Albacore	3	3
Swordfish	3	3

48 AA Points are Available for placement as desired. The Following Pilots are available:

Rating	Number
Three	1
Two	5
One	5

[63.38] Reinforcements and Replacements

All Reinforcements are taken as per the Reinforcement Schedules. All Replacements are taken normally, except that all available points are reduced to 10%, rounded up, of their listed maximum. However, the Infantry and Truck Production Tables' output are unaffected. In any case, no Replacement points may arrive before the first OpStage of Game-Turn 105, and these may be planned before the scenarios starts. Replacements for the 106th Game-Turn may also be planned at the start of the scenario. There are no Replacements or Reinforcements for the "Last Chance" scenario.

[63.4] AXIS FORCES

[63.41] Axis Land Forces Initial Deployment

(Hex: Units)

D3328: 90th Light Div (Det: 580 Aufklarungs Bn (R)); Trucks: 10 Light, 40 Medium, 7 Heavy

D3132: 15th Panzer Div (Less: 200th and 104th Regts; Det: 33 Recce; Assg: 2 MG Bn [5 Le]); Trucks: 15 Light, 40 Medium, 10 Heavy.

D3032: 164th Light Div; Trucks: 5 Light, 45 Medium, 5 Heavy.

D2931: 3 Aufklarungs Bn (R; 2I); Trucks: 2 Light.

D2831: 21st Panzer Div (Less: 2nd MG Bn; Assg: 200th Rifle Regt [15]; which begins the scenario detached); Trucks: 7 Light, 20 Medium, 10 Heavy.

D2733: Ramcke Bde; Trucks: None.

D2630: 104th Rifle Regt (Now assigned to the 21 Panzer); Trucks: 5 Light, 25 Medium.

D2532: 33 Aufklarungs Bn (R; 15).

D2431: 580th Aufklarungs Bn (R; 90 Le); Trucks: 5 Light.

D 3327: 136th GGFF Div (I) Trucks: 25 Light, 15 Medium.

D 3326: 101st Trieste Div (I; Det: 21 Arty Regt; ATT:III(M) Trucks: 5 Light, 55 Medium, 5 Heavy.

D 3325: 16th Pistoia Div (I) Trucks: 30 Light, 30 Medium.

D 3232: 133rd Littorio Div (T; Det: 12th Bersaglieri Regt; Less: X(M) and XII(M) tank Bns and V and VI Arty Bns self-propelled: Assg: in their places, respectively IV(M) and LI(M) tank Bns and DLIV and DLVI Arty Bns self-propelled) Trucks: 25 Light, 25 Medium, 6 Heavy.

E 3133: 12th Bersaglieri Regt (I; Littorio) Trucks: 6 Light, 20 Medium.

D 2933: 102nd Trento Div (I; Det: 7th Berg Regt) Trucks: 68 Medium, 7 Heavy.

D 2932: 7th Bersaglieri Regt (102 Trn) Trucks: 20 Medium.

D 2833: 25th Bologna Div (I); 21st Arty Regt (101 Tst) Trucks: 12 Light, 60 Medium, 10 Heavy.

D 2732: 27th Brescia Div (I) Trucks: 10 Light, 65 Medium, 7 Heavy.

D 2632: 132 Ariete Div (T; Less: VII(M) tank Bn; Assg: LII(M) tank Bn in its place, V and VI Arty Bns self-propelled; Littorio; Att: XIII(M) tank Bn; The 132 Arty Regt now contains 3 TOE Strength Points of 105/28 guns and 2 TOE Strength Points of 90mm Flak guns heavy AA Trucks: 25 Light, 45 Medium, 10 Heavy.

D 2533: 185th Folgore Div (I) Trucks: 30 Light, 30 Medium.

D 2432: 17th Pavia Div (I) Trucks: 10 Light, 65 Medium, 7 Heavy.

Anywhere on Map D: Italian XXIV Cp Arty; XX-VI Cp Arty; 1/2AR Arty Bn; 2/2AR Arty Bn; 3/2AR Arty Bn; 4/2 AR Arty Bn; RECAM (R); III/133 Fanterie Inf Bn I(L) and II(L) tank Bns. German: Sondervverband 288 Regt (I); 707th and 708th Heavy Weapons Coys; 13th Coy of the Bandenburg Regt (I).

Anywhere on Map A thru D: Any four Oasis Coys and the 778th Naval Engineers. All remaining unassigned German independent (i.e., no parent unit) artillery and anti-aircraft units. This includes the 1st and 2nd African Arty HQ's and the 155th and Arko 104 Arty Hq's and their subsidiary units.

Modifications to units strength: All Axis Infantry-type units are reduced to 2/3 (round fractions up) of their maximum TOE Strength.

[63.42] Tank Deployment

The following are exceptions to the OA Chart Listing.

Unit	Strength
I/5 Panzer	2 PzII; 4 PzIIH; 1 PzIIIE; 4 PzIIJ Specials
II/5 Panzer	2PzII; 2PzIIIE; 4PzIIH; 4PzIIJ Specials; 1 PzIVE
I/8 Panzer	1PzII; 4 PzIIH; 5 PzIIJ Specials; 3 PzIVF ² Specials
II/8 Panzer	1PzII, 3PzIIH, 1PzIIIE, 5PzIIJ Special, 1PzIV6, 3PzIVF ²
LII/(M)	6 M/13/40's
VIII/M	6 M/13/40's
I/(L)	6 L6's
II/(L)	4 L6's

Broken down in Tobruk's Repair Facility: 3 PzIIH's; 1 PzIVD.

[63.43] Axis Air Strength

German Planes

The following planes may be located at any air facility in Africa. Planes not refitted may not be readied until the second OpStage of the scenario (they are not ready for the first OpStage).

Type of Plane	Total Avail	Refitted
Ju87D	70	44
Me Bf109F	83	40
Me Bf109G	90	50
Me Bf109E	16	6
Me Bf110C	16	10

SGSU's available: 21

Pilots Available:

Rating	Available
Four	4
Three	4
Two	11
One	16

The Axis Player has available in Crete the following planes: 75 Ju88's (60 refitted) and 15 He111's (10 refitted). No SGSU's or pilots are needed.

Italian Planes

Type of Plane	Total Avail	Total Ready
Cant. Z.1007	14	14
Fiat CR42	125	75
Fiat G.50	12	0
Macchi C.200	58	40
Macchi C.202	139	84
S.M.79	34	24

SGSU's Available: 27

Pilots Available:

Rating	Available
Four	1
Three	3
Two	20
One	18

Air Facilities

The Axis Player has nine Airfields, eight one Flying Boat Basin and One Flying Boat Alighting Area. He may place these wherever he wishes, on Maps A-D.

[63.44] Axis Trucks

Second-Third Line Trucks (In Convoy):

May be placed anywhere on game maps A thru D: 115 Light, 350 Medium, 75 Heavy.

The Axis Player receives 50 Light and 100 Medium trucks for distribution among his Air Facilities.

[63.45] Axis Supply

The Axis Player receives ten Supply Dumps, three of which are Dummies. At least five of those dumps must be placed on Game-Maps A, B or C. The other five may be placed on game-map D (or A-C, if desired). In addition, the Axis Player receives supplies at several cities/villages, as listed below. He may use Supply Dumps for those villages listed, in addition to those given to him.

Location	Ammo	Fuel	Stores	Water
Map D Dumps*	2700	4000	1500	800
Other Dumps*	500	500	500	500
Ghazal(D3328)	200	500	0	500
Mersa Matruh	500	1500	250	500
Sidi Barrani	200	500	0	500
Bardia	300	1000	250	0
Tobruk	800	3000	250	0
Derna	200	500	0	500
Benghazi	300	1000	250	0
Marble Arch	200	500	250	500

*No one dump may contain more than 33% of the total supplies of each type listed.

Each Airfield has 150 Ammo points, 350 Fuel points, 25 Stores and 50 Water except Tripoli/Tunisia.

[63.41] (omission) Deploy the German Mobile Tank Recovery Squadron in Benghazi.

Each Strip, Flying Boat Basin/Alighting Area has 20 Ammo points, 25 Fuel points, 10 Stores and 10 Water Points.

Trucks may be assigned to the dumps, cities as needed from the 2nd-3rd Line Trucks available.

The Axis has a Major Repair Facility in Tobruk, and Temporary Repair Facilities in Bardia and Mersa Matruh.

Axis Coastal Shipping (all units/tonnage) is available. Ships may be placed at any port between Tobruk and Tripoli.

[63.46] Axis Mediterranean Air Force Deployment

The Axis Player may transfer 10% of his available force to Italy or Sicily but no more. He may not have more than 10% of his air power in Italy or Sicily. Strategic air attacks against Malta may be made only in the Long Retreat scenario (see 44.41).

[63.47] Replacements and Reinforcements

For the "Last Chance" Scenario, ignore all Reinforcements and Replacements.

For the "Long Retreat" scenario, Reinforcements as normal. As for Replacements, Axis Player must reduce all his Points Available to 5% (rounded down) of what is listed in the Axis Replacement Pool. Moreover, any Replacement Points sent must be sent to Tripoli and must stay there, unless the following occurs: If the Axis Player still holds Tobruk, Bardia, or Mersa Matruh by the third OpStage of Game-Turn 105, then 25% of Replacement Points in Tripoli may be released the following OpStage. After that, 25% of all available Replacement Points (by type, and rounded up) may be released in the first OpStage of Game-Turn 108.

This rule takes into effect the Allied Landings (feared and actual) to the West, and the historical fact that almost all manpower at this time was being diverted to Tunisia.

[63.48] Upgraded Axis Equipment

A. All eligible Axis armored car and armored recon units may be upgraded as per rules for such. It is not necessary to use Replacement Points; simply upgrade the units as if they had used Replacement Points.

B. Any two of the four following Italian infantry divisions may have their assigned artillery units' OA Sheet listing of two or three 75mm heavy anti-air TOE Strength Points replaced with two 90mm heavy anti-air TOE Strength Points: 16 Pistoia, 171 Pavia, 25 Bologna and 27 Brescia.

C. The following German anti-tank units have their weaponry upgraded replacing their OA Sheet listing: The 605th SP of the 21st Panzer has 6 TOE Strength Points of Marder SP anti-tank guns. The 3.7mm anti-tank guns in the 15th and 21st Panzers are replaced by the same number of 5cm guns. The 5cm guns in the 15th and 21st Panzers and 90th Light are replaced by the same number of 7.62 Pak(R) guns.

D. Any four eligible Italian brigade-level HQ's are ad hoc anti-tank batteries each with 4 TOE Strength Points of Italian AT guns. Any two eligible German brigade-level HQ's are ad hoc anti-tank batteries, each with 4 TOE Strength Points of 2.8cm anti-tank guns.

E. All Italian *artillery* units originally assigned to a division (i.e., as listed in the OA Chart) have their 75/18 Gun-Howitzer TOE Strength Points replaced by an equal number of 75/27 guns. The two self-propelled artillery units in the Littorio and the two in the Ariete each possess 4 TOE Strength Points of Semovente 75/18 SP guns.

F. The following German artillery units are upgraded: The III/220 and III/220 artillery battalions of the 164th Division each consist of 3 TOE Strength Points of 15cm K18 guns and 3 TOE Strength Points of 15cm sFH18 guns (replacing their OA Sheet artillery). The 149, 526 and 533 Coastal Defense artillery battalions replace their artillery with, respectively, 3 TOE Strength Points of 15cm sIG33 guns, 3 TOE Strength Points of 17cm K18 guns and 3 TOE Strength Points of 21cm Mrs18 guns.

[63.5] SPECIAL RULES

The following rules may not be used:

- A. 10th Italian Light Flotilla
- B. Raid on Rommel

[63.6] INITIATIVE

Historically, the Germans had the initiative during the first OpStage of this scenario. However, the Players may at their discretion roll the die to determine who has the initiative on the first OpStage. (If the Commonwealth Player gains the initiative for the first week, it will be even more depressing than usual for the Axis Player, of course.)

[63.7] CONSTRUCTION

[63.71] All *unfinished Roads* have been built.

[63.72] The entire unfinished railroad complex has been built. However, the RR in the three hexes immediately west of el Alamein are destroyed.

[63.73] The only pipeline available is that in railroad hexes. The Axis Player may draw water through it from Tobruk while the Commonwealth Player may draw water through it from Alexandria.

[63.74] All ports are at full (listed) Efficiency except Benghazi, at Efficiency Level One, and Tobruk at Efficiency Level Five.

[63.75] Level One Fortifications are placed in the four hexes adjacent to Tobruk. In addition, the Axis Player may place a total of three Level One Fortifications among the four hexes adjacent to Bardia.

[63.76] Commonwealth Player places minefields in the following hexes: D3033, and on map-section E3101, 2901, 2801, 2701, 2702, 2601, 2501, 2401, 2302 and other five hexes (on map-section E). Of the fifteen, ten are Real and five are Dummy; the distribution is at the Commonwealth Player's choice. All start the scenario at unknown status (i.e., face-up).

[63.77] The Axis Player places minefields in the following hexes of map-section D: 3233, 3133, 3032, 2933, 2833, 2733, 2632, 2633, 2533, 2429, 2433, 2831, 2832, and 2731. Of the fourteen, eleven are Real and three are Dummy; the distribution is at the Axis Player's choice. In addition the Axis Player may place up to five Real and two Dummy minefields in any eligible hexes within three hexes of Tobruk and a maximum of two Real and two Dummy minefields in any eligible hexes on game map-section A thru C that are not within five hexes of Tobruk. ("Eligible" refers to the ability of the Players' to construct a minefield in that hex under the normal game restrictions.) All start the scenario at unknown status (i.e., face-up).

[63.8] AIR & LOGISTICS GAMES ABSTRACTIONS

This case covers the adjustments needed in addition to those given in Case 59.6 in order to play these scenarios without the Air and/or Logistics Game(s).

[63.81] **Air Abstracted** (Land & Logistics Games): The Commonwealth initial supplies are reduced as follows: The Front Line Dumps now total 2250

Ammo, 1750 Fuel, 1500 Stores and 1250 Water Points. The other dumps now total 500 Ammo, 2000 Fuel, 400 Stores and 1600 Water Points (see Case 63.35).

[63.82] Air & Logistics Abstracted (Land Game only)

A. The Players' ability to bring in Motorization Points is equal to their respective abilities to bring in Medium Trucks (i.e., each Medium Truck equals one Motorization Point).

B. Axis Initial Supply Status: Case 63.45 is replaced by the following:

Location	Regular Supply Units	Each with Ammo	Fuel
"Other Dumps"			
Supply units*	14	40	20
"Map D Dumps"			
Supply units†	2	40	25
Ghaza (D 3328)	1	40	60
Mersa Matruh (D 3714)	1	40	60
Sidi Baranni (C 4131)	1	40	60
Bardia (C 4321)	2	20	60
Tobruk (C 4807)	3	40	60
Derna (B 5925)	1	40	60
Benghazi (A 4827)	2	25	60
Marble Arch (A 2109)	1	40	60

*These plus 2 dummy supply units may be placed in any hexes on maps A thru D at the Axis Player's discretion except that no more than a total of four supply units (i.e., regular plus dummy) may be placed on maps A through C.

†These, and in addition 1 dummy supply unit, may be placed in any hexes on Maps A through C.

C. Commonwealth Initial Supply Status: Case 63.35 is replaced by the following: The Commonwealth Player receives 13 regular supply units, each with 40 Ammo and 20 Fuel Points, to be placed at his Front Line in any fashion with the restriction that at least one regular supply unit must be placed in each of the following hexes: el Alamein (E 3002), E 2805 and E 2403. The Front Line is defined as hexes E 3002, E 2805, E 2403 and any hex that is east of and adjacent to an Axis unit. In addition, the Commonwealth Player receives 2 regular supply units, each with 40 Ammo and 60 Fuel Points, which may be placed anywhere on map E except that neither may be placed within two hexes of the Front Line (this includes Front Line hexes not occupied by supply units).

[63.83] Logistics Abstracted (Land & Air Games):

A. The Players' ability to bring in motorization points is equal to their respective abilities to bring in Medium plus Heavy Trucks (i.e., each Medium and each Heavy Truck is equal to one Motorization Point).

B. Axis Initial Supplies: As in 63.72 "B" above plus 2 depot supply units, each with 180 Fuel and 40 Ammo Points, one at Mersa Matruh and one at Tobruk. In addition, a total of 9 regular supply dumps, each with 30 Ammo and 50 Fuel Points, to be distributed among and placed on any Axis air facilities other than Mersa Matruh and Tobruk.

C. Commonwealth Initial Supplies: As in 63.72 "C" above plus a total of 2 depots, each with 40 Ammo and 180 Fuel Points, one each at any Commonwealth air facility not within three hexes of a Front Line hex.

[63.9] VICTORY CONDITIONS

[63.91] "The Last Chance" Scenario

A. The Axis Player wins a Strategic Victory if he

can occupy at least one hex of Alexandria with at least a Brigade-equivalent unit. Supply doesn't matter.

B. Failing the above, the Axis Player totals the number of TOE Strength Points (any type) on Game-Map E, the Commonwealth Player totals those TOE points he has on Game-Map D (exclusive of Layforce and SAS units). The Player with the most TOE points (in comparison to the other) is the winner of a tactical victory.

[63.92] "The Long Retreat" Scenario

The name of the game is survival here. How good is the Axis Player at delaying, at giving territory grudgingly. He cannot win in a military sense (the Allies are landing, Africa is lost—at least in retrospect). However, the better he fights, the more attention the Allies will have to pay to Africa. Here the Axis Player is playing against actual history. Can he do better than Rommel on this retreat? Rommel didn't do badly; see if you can best his record (if you don't fall asleep first). In essence, the Axis Player gains points for occupying certain locations. Occupying means that all combat units in that City/Village must have at least one Game-Turn's worth of Stores, be able to fire all weapons twice, and have enough fuel for all units to move 20 CP's.

Location	Axis Pts for Occupying
Mersa Matruh	1
Bardia	3
Tobruk	5
Derna	2
Benghazi	3
El Agheila	1
Marble Arch	1

If the Axis Player can get 10 or more points he wins a Strategic Victory.

If he can get 4-9 points, he wins a Substantive Victory.

If he gets 1-3 points, he wins a Marginal Victory.

If he get no points, the Commonwealth Player wins.

[64.0] SCENARIO GROUP FIVE: THE CAMPAIGN FOR NORTH AFRICA

[64.1] INTRODUCTION

If you have gotten this far you will by now have surmised that the full campaign game of *CNA* is, far and away, the most ambitious undertaking a gamer could ever want to get involved with. The campaign game requires not so much a commitment in time (which is always relative), but more so a commitment to planning and foresight. A campaign game will need at least ten players, perhaps more. Ideally, each land division should have a commander, plus an Air Commander and a Logistics Commander. On top of this should be one Player as Supreme Commander. This means a lot of players, and, again, this is the ideal situation. The fewest number of players would be three to a side. Lastly, it would be hard to underestimate the amount of paperwork and planning that are involved in a campaign game. Keeping on top of the situation is half the battle . . . and more than half the fun. And speaking of fun, the campaign game can be a lot of fun. If you are interested in a challenge, interested in wrestling with the problems of organizing and running a campaign, and if you simply want to experience the complexities of modern warfare at all levels, you will get much satisfaction from *CNA*.

[64.2] SCENARIO LENGTH

There are two campaign game scenarios in *CNA*. The first covers the entire war in Northeast Africa and begins in the third week of September, 1940 (i.e., the Italian Offensive, 1st OpStage of Game-Turn 1). The "shorter" campaign begins with the arrival of General Erwin Rommel and the Deutsches Afrika Korps during the fourth week of March, 1941 (i.e., the Desert Fox, 3rd OpStage of Game-Turn 26). Both campaign games end with the completion of the third OpStage of Game-Turn 111.

[64.3] INITIAL DEPLOYMENTS

If the entire campaign is being played, the Players use the information provided in Section 60.0 for the initial placement and distribution of their land, sea, and air forces, supplies and construction. If the Players are starting the campaign with the arrival of Rommel, the information in Section 61.0 is used.

[64.4] INITIATIVE

The Players determine Initiative using the information provided in Section 60.0 or 61.0 depending upon where they are starting their campaign. Initiative is determined normally once the restrictions in the appropriate section expire.

[64.5] SPECIAL RULES/ADJUSTMENTS

[64.51] There are no restrictions on normal game actions (i.e., Raids on Rommel, the Commonwealth Fleet, etc. may be performed as per the appropriate rules).

[64.52] The Axis Player's Malta Air Availability is determined using the appropriate campaign game row on the Axis Strategic Airforce Commitment Chart.

[64.53] If the shorter campaign game is being played the Axis Replacement Pool must be adjusted as follows:

A. German Production Chart: No change.

B. Axis Truck Production Chart: The total trucks the Axis Player may bring in are reduced to 800 Light, 2400 Medium and 500 Heavy.

C. Italian Production Chart: One-half of all replacement points (rounding fractions up) that could be planned up thru (i.e., including) Game-Turn 24 are no longer available with the following exception: the Axis Player still has 60 CV L.3 & CV 33/35 tank replacement points available.

[64.54] If the shorter campaign game is being played the Commonwealth Production System must be adjusted as follows:

A. Commonwealth Truck Production Table: No change.

B. Commonwealth Infantry Production Table: No change.

C. Commonwealth Production Chart: The replacement points listed below are reduced to (not by) those numbers, all other replacement points are unaffected:

Item	Number
Armored Car/Armored Recce	75
Light Anti-air	70
25-pounder artillery	230
2-pounder AT guns	50
Mk VI Light tanks	5
A9 crusiers	3
A10 crusiers	3
A13 crusiers	5
Matildas	20

[64.6] AIR & LOGISTICS GAMES' ABSTRACTIONS

Why anyone would play a campaign game without the Air and/or Logistics Game(s) is beyond me. However, the Players should pick their start point (Italian Offensive or Desert Fox) and use the rules in the appropriate section(s) (32.0, 47.0, 58.0) and the abstracted set-up for that scenario group and the replacement point adjustments in Case 64.5.

[64.7] VICTORY CONDITIONS

It would be hard to imagine anything more exasperating than playing a game for five years, getting to the end, and finding out that you have lost by one point or two hexes, or something of that ilk. Victory conditions for a game of this size and scope are almost meaningless: survival itself is a victory. However, you have to have some sort of objective, and the Designer has to make some sort of decision. Our decision here is to use Victory Conditions that compare to what actually happened, *not* what each side needed to do. The reason for this is that the Axis situation was a foregone conclusion by 1942, what with the pending Allied invasion of Africa from the West. Thus, the Axis had to take Alexandria (and the Delta) or else be caught in the desert between two armies. And Alexandria is thus the Axis objective, historically. As for gaming, it becomes a matter of points, or who can hold onto what.

[64.71] If the Axis Player occupies all hexes of Alexandria and Cairo for one full Game-Turn, and such occupying units can trace a line of supply (i.e., convoy route) back to a Supply Dump which in turn can be supplied from Tobruk or Tripoli in any way, and that line is 90 movement points by truck or less, the Axis wins the game—regardless of the turn or date. Failing that, we count points, as below.

[64.72] Starting with the first OpStage of Game-Turn 35, if there are no Axis Combat units that can trace a line of supply of 60 Movement Points (Truck) to a Supply Dump and thence to Tobruk or Tripoli as per case 64.71, game-map, the Commonwealth wins the game automatically. This does not include air or coastal shipping units.

[64.73] Failing the above two cases, players receive points for doing (or not doing) certain things. The first of these points are Geographical Occupation Points. The Player occupying the given cities/villages gains the points listed. Occupation for these purposes means having a combat unit of at least 1 TOE Strength in the hex. That combat unit, at the end of the game, must have enough Stores and Water for one Week, and enough Fuel and Ammunition to fire its weapons three times and move 20 CP's. Any units failing these "tests" do not occupy for victory conditions.

City/Village	Axis V.P.'s	C'wlth V.P.'s
Mersa Matruh	100	10
Sidi Barrani	50	10
Siwa	20	10
Jalo	10	20
Giarabub	15	10
Bardia	100	50
Sollum	25	10
Tobruk	200	100
Derna	25	50
Benghazi	75	100

[64.74] The next series of points are replacement Victory Points. Each Player receives *one* point for each unused Replacement Point allotted to him in his Production Charts, not including planes and/or Trucks and, for the Commonwealth Player only, Infantry. Thus, if the Commonwealth Player had a total of 35 Crusader I

Tank Replacement Points available for the game, but he uses only 18, he gains 17 points.

[64.75] The final type of Victory Points apply solely to the Commonwealth Player: Withdrawal Points. (Unit, not Drug). These apply to battalions withdrawn from the game, *other than* those Withdrawn via The Reinforcement Track. These are voluntary withdrawals, not mandatory withdrawals. They are earned as follows:

- A. For every combat battalion (not company) or battalion-equivalent of infantry, armour, artillery or anti-tank guns (not AA) that is at least 75% TOE Strength that is Withdrawn from the game the Player receives ½ point for each week that unit is gone, to a maximum of three points per unit. To be Withdrawn a unit must start the Stage in Alexandria or Cairo.
- B. Every time that a battalion withdrawn under A. above is returned to the game, the Commonwealth Player loses two points. A unit voluntarily Withdrawn and then returned to the game may not be Withdrawn until six months from the date of return. (This may not be entirely accurate, but it will stop players from doing the One-Point Two Step, shuffling a single unit in and out to get one point).

[64.76] The levels of Victory are as follows. Again, anyone who actually finishes this game can consider himself a winner (much as the soldier who fights two-three years does when he survives.) Questions about the balance of the campaign scenario received before 1981 will be considered with the seriousness which they deserve. The following schedule is consulted after both sides total their points, comparing the totals as a ratio of most to least.

Ratio	Result
Even (1 to 1)	Draw (My God, what a waste of time!)
Better than 1-1, up to 1½-1	Marginal Victory
Better than 1½-1 up to 2½-1	Decisive Victory
Better than 2½-1	A Smashing Victory

[65.0] IN CONCLUSION

We have attempted, in *Campaign for North Africa*, to provide the hobby with the most accurate and most stimulating simulation yet undertaken. Very little is abstracted (mostly the naval game); and the Players are given as much to do as we considered humanly feasible. *CNA* is a difficult and complex game; it is not for the novice, to be sure. It is our (both designer and developer) opinion that we have, in the main, succeeded in our endeavor. *CNA* was playtested for nearly two years an extensive list of "veteran" testers, most of whom were chosen for their insight and gaming acumen. Many researchers were used—including the inimitable Richard Garczynski—more than on any other project. The amount of work put into the game was enormous; the amount of information available is almost mind-boggling. We hope that the amount of fun is just as great.

DESIGNER'S NOTES In Brief

A game such as *CNA* certainly could use — nay, demands — extensive background information as to where and why. Unfortunately, to do this subject justice would require a veritable book. And you already have *enough* to read with this game. I'll simply try to cover a few subjects generally.

The *general* research was done mostly by me; the specifics were done by a host of others. The task was divided into areas — Italian OB, German air, logistics, etc. It was done over a period of two years, and provided many hours of confusion and some laughter. (We felt that being provided with a complete OB for German bakery companies was a bit much...although the temptation to use them was great.)

The scale of the game was decided by its scope and size — and the map configuration. The sources are listed in the bibliography, and suffice to say the game-maps are borrowed from several conflicting sources. Often the designer had to make difficult decisions as to which tracks existed and which simply filled in the blank spaces on an Italian map. The tracks proved most difficult — I don't think there are two maps that agree — but defining things such as sand-gravel, rough, and salt marsh was equally taxing. The map of the game is as accurate as we could get it on the scale presented. The greatest liberties, or shall we say, abstractions, are with ridges, slopes, and escarpments. Again the effort was, at the scale given, to present effect rather than strict geographical accuracy.

The system itself was developed rather quickly. The first problem tackled was the theory and application of mobile desert warfare. Several approaches were tried, most were unsatisfactory. What I wanted was a system that would enable units to move as far as the player wanted them to, but within the limits of fuel and fatigue. And I found the germ for such an idea in an unlikely place: Mick Uhl's *Gettysburg '77*. From that game came the general idea for the Continual Movement System. Actually, the system did not take full effect until I came up with the idea for Cohesion Points — and, of course, a workable set of numbers for such. Both of these provided the game the one thing I wanted to prove — that mobile units were more powerful not because they had more "combat points" but because they were more mobile.

After the movement system fell into place it took several weeks to come up with a combat system. The idea was to provide a tactical feel with an operational game. (The system for *CNA* is remarkably similar to Frank Chadwick's *Operation: Crusader*.) Of course, the backbone for the combat system is the OB work — and especially the values given to each unit. Lord knows where some of these came from, but I do know that I have a mountain of yellow sheets in my basement with a lot of mathematical computations. Tanks and guns were done strictly on relative strengths — using the Italians as a base for the lowest. The same with infantry. I'm sure questions will arise as to why some infantry is 2/2, some 1/2, some 1/1, etc. A lot has to do with weaponry, some with background and training, and some is fairly subjective. The strengths themselves are not the balancing factor, the Morale Level is. And Morale Level was based on performance, training and general esprit de corps. (The morale system was taken from my own *Veracruz*, another unusual source.)

Combat, however, is not what this game is about. Logistics is the subject, and trucks are the thesis. And from the very beginning that is what I concentrated on. Most of the design work went into mak-

ing the logistics system work. Hundreds of computations on breakdown rates, fuel consumption, tonnage capacities, etc., were done using available statistics and charts. One of the hardest jobs was the Replacement Charts. It is one thing to determine how much a man weighs, and thus a battalion; it is another to determine how much ship space he takes up. The same can be said for guns and other equipment. We had a fairly accurate picture of Axis shipping tonnage, but there was little information available as to what was shipped on what and how. The real problem was not coming up with all this information, it was integrating it so that everything meshed. Luckily, the logistics system proved to be relatively trouble-free.

Not so for the air system. That was hell. We were working with individual planes — a conceit of the designer, admittedly — and thus the combat system had to be tactical. However, this was an operational game and I had no desire to get involved in an African version of *Air War*. It took a long evening of fiddling with a calculator to come up with the complicated series of computations that we used to arrive at our air strengths. This was possible only when I came up with a combat system. If you ask me, the whole thing is a bit much — but then you could say that of the entire game. I would have scrapped the whole shebang had not the playtesters enjoyed it so much. As it is, the air system is a game within itself, with all its logistical problems and planning. Oh, yes — having the air commander roll for refit for each plane individually is a good way of passing time while the land game is on.

The main question with *CNA* is, "Why?" The answer, superficially, is because that's what the feedback said you wanted. But that's a cop-out. I did *CNA* as a definitive and informationally over-powering simulation because I wanted to see how far I could take simulation gaming and still survive. *CNA* is virtually unplayable — as a game. It is, for the most part, a source of information. Yet, if it is approached from the point of view of an experience, a lesson in history, then *CNA* can provide remarkable insights into a fascinating campaign. One does not "play" *CNA*, one immerses himself in it. Some of you will, no doubt, drown; most will just tread water. But a few of you will find the swim refreshing.

A word as to the accuracy of all this information. Let's face it, I am not the definitive scholar on North Africa — it's not even my main area of interest. There are bound to be some mistakes, some all-too-subjective assumptions, and some pure baloney. But all of it is based on hard research. As I have said elsewhere, if you have better information, use it. (And let me know, too....) This is a system for your enjoyment; it is not an ironclad contract between gamer and designer. One thing I do know, from all the research we did, this — *CNA* — is the first commercially available source to publish a complete battalion-level Order of Battle for all sides at all times during Africa. Just think how many games you can devise from that alone!

Some brief words of thanks to those involved. *CNA* took a long time (as those who ordered the game two years ago will no doubt attest to). Along the way many people gave freely (and not-so-freely) of their time and energy. To Redmond Simonsen goes the credit for coming up with the idea for this game — and he knows how I feel about that brainstorm. To our fearless leader, Jim Dunnigan, a devotee of the Torquemada School of Persuasion, goes some dubious thanks for assigning me to this project. An honest vote of thanks to my very good friend Howard Barasch, for spending many hours with his voluminous notes on the campaign. And to my two OB researchers —

David Ryan and, especially, the incredible Richard Garzcynski, I can only say that they saved my proverbial rear-end more than once. But most of all, I would like to thank the game's developer, Marty Goldberger. Marty stuck with this project through worse than I had to do. I may have designed it, but *he* had to make heads or tails of it...and he was the one who took all the grief when we screwed up. A remarkably dogged individual, Marty G. provided a sense of structure and parameter that was sorely needed. And finally, much gratitude goes to my wife Karen, who can now stop saying, "Africa? Are you still working on that damn game!"

BIBLIOGRAPHY FOR CNA

A Brief Note

The books and references listed here are not an extensive or complete list of all works consulted. Some works were too general to be of use, and while they provided interesting background you could not say they were used as a source. Other works are not listed simply because, in the long delay in putting the game together, we just lost track of the exact title (the book having been returned to its owner, etc.) Other works, such as the Commonwealth histories — including New Zealand, Australian, Indian, and South African — were definitely used but can usually be found in any standard work on the subject. The same can be said for the famous Playfair volumes, the four-book work on the British effort in the Mediterranean. Playfair is an incredible work, but it is flawed. It is difficult to read, having been written by committee, as it were, and there is much information that is missing, as well as some that is wrong. Altogether, however, it is still the single most important source.

Finally, it must be noted that our two main OB researchers, the estimable Messrs. Garzcynski and Ryan, made use of a large number of unit histories, military studies, microfilms, and private letters and correspondence.

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COUNTER ADDENDA

COUNTER SECTION #1

- A. The following headquarters units are missing their identifying stripe:

63 Cir
157 (63)
158 (63)
64 Cat
141 (64)
142 (64)
101 Tst
65 (IOI)
66 (IOI)
9 Brs (101)
102 Tm
61 (102)
62 (102)
7 Brs (102)
Ariete
132 RC (Ariete)
8 Brs (Ariete)
Littorio
133 RC (Littorio)
12 Brs (Littorio)
136 GGFF

- B. The **101st Trieste Division's** divisional and regimental headquarters counters (**i.e., 102 Tst, 65, and 66**) should show a motorized infantry instead of mechanized infantry symbols.
- C. The **2/8Br (Ariete)** Anti-tank Battalion is assigned directly to the Ariete's divisional headquarters and should bear a counter abbreviation and parent formation indicator of "**2 (Ariete)**." It is correctly listed on the Ariete's OA Sheet.
- D. **141st Regiment** of the **64th Catanzaro Division** is missing its organization size indicator of "**III**".
- E. The **IV/66 (101st Trieste) Company** should show Heavy Weapons and not an Anti-tank symbol.

COUNTER SHEET #2

- A. The following units are missing the headquarters stripe:

30 GaF (Bardia)
10 Brs, Libyan
54 Ter (Derna)
4/10 Army.

Note that the Stacking Points indicators of the **54 Ter** and **4/10 Army** are correct in *not* possessing parentheses.

- B. The headquarters counter for the **10th Bersaglieri Regiment (10 Brs)** should show a mechanized infantry instead of a motorized infantry symbol.
- C. The **5th** and **23rd Desert Patrol (5 DPtl and 23 DPtl)** units should show recon instead of motorized infantry symbols.
- D. The **5th, 6th, and 7th Artillery Regiments** of the Tobruk Garrison should show counter abbreviations and Parent Unit indicators of, respectively, **V/31 (Tobruk)**, **VI/31 (Tobruk)**, and **VII/31 (Tobruk)**. The counter abbreviations on the Tobruk Garrison's OA Sheet are also incorrect.

COUNTER SHEET #3

- A. The **138th Infantry Battalion** of the **2nd CCNN Division - 138 (238/2CN)** - should not show a headquarters stripe.

COUNTER SHEET #4

- A. The **ArKo 104** artillery counter is missing its headquarters stripe.
- B. The **368 Heavy Flak Battalion** should show a Heavy AA instead of an AA symbol.
- C. The **200th Regiment** of the **15th Panzer Division** should show a motorized infantry instead of a mechanized infantry symbol.
- D. The **5th Light Panzer Division's** Stacking Point indicator is missing its closing parenthesis.

COUNTER SHEET #5

- A. The **2nd New Zealand Cavalry (2NZ Cav)** should show an Armored Recon instead of a Tank symbol.

COUNTER SHEET #6

No errata.

COUNTER SHEET #7

- A. The **65th Anti-Tank Regiment** should show an Anti-tank instead of an Artillery symbol.
- B. The **14 (14/70) Anti-tank Company** should show an Anti-Tank instead of an Artillery symbol.
- C. The **61st Heavy AA** counter is missing its "1" Stacking Point indicator.

COUNTER SHEET #8

- A. The **13th DCL Armored Car Regiment** is attached and not assigned to the **18th Indian Brigade** and should show a dash (-) instead of "**18 In X**" as its Parent Formation indicator.
- B. The **9th Australian Division's** headquarters counter should not show an Engineering Capability (**E**) indicator.

COUNTER SHEET #9

(back and front)

- A. The Minefield, POW, Guard, and POW Camp counters should be labeled as "**Commonwealth**" and not "**Allies**".

INTEGRATED
ADDENDA & ERRATA VERSION
(JULY 2021)

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Testing:

Chain of Command: Axis Forces in North Africa and the Mediterranean

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