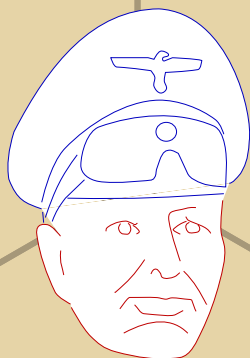
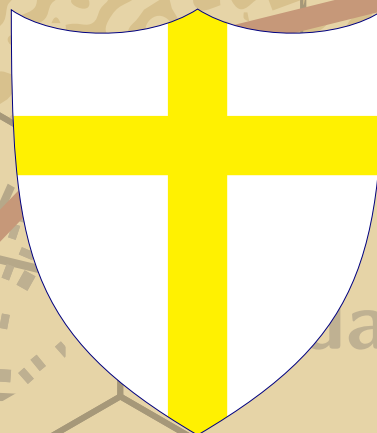
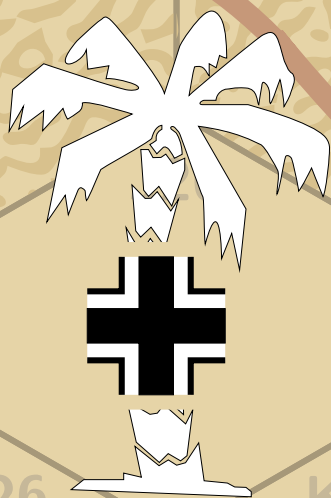


Afrika Korps



Avalon Hill Game Company

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Preface

This is a revamp of the game *Afrika Korps* originally published by Avalon Hill Game Company in 1964. This rework is based on the 3rd edition from 1980, with additional information from the article ‘Face-lift for classic beauty’, *The General*, Vol. 18, No. 1, pp 27-29. The original game has been out of print for a long time, which is a shame because it is a nice introductory game.

In this rework, NATO App6(c) symbology is used consistently throughout, the rules have been slightly restructured, and explanatory examples are given.

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Part I

Rules

§1 Introduction

This game simulates the conflict between Axis and Allied forces in North Africa during the Second World War. One faction controls the Axis forces, historically commandeered by Erwin “Desert fox” Rommel, and the other the Allied forces, late in the conflict under the command of Bernard “Monty” Montgomery.

§2 Components

The game consist of

- A board with a map of the area of North Africa near the border between Libya and Egypt.
- 104 counters representing troops, 17 counters for replacement points, 11 automatic victory markers, 22 isolation markers, and 1 turn counter.
- Two *Order of Battle* (OOB) charts, one for each faction.
- These rules.

A single six-sided dice is also needed.



§2.1 The board


The board holds a map of the conflict area, near the border between Libya and Egypt. The map contains an area representing the Mediterranean Sea and the North African desert. On the land part are drawn field hexagons (hexes) meant to capture troop manoeuvres.

Each hex is roughly 7.4 kilometres (or 11.9 miles) across, and has grid coordinates printed on it. These coordinates are used to identify the hexes. Note, some hex-sides are marked as *impassable* on the map (§2.1.1). The various features of the map are summarised in table Table 1.

Most hexes are *desert*, but importantly some hexes represent *escarpments* (steep rises and falls in the landscape). There are a number of towns on the map. These have no effect on the game other than for identification and historical purposes.

The two cities of Benghazi (H2) and Tobruk (G25) are also shown, and are noticeably fortified. The latter city is very much the focus of the game.

The Allied home base (J62) is illustrated by the 8th army badge , and the Axis home base (W3) by the Afrika Korps emblem .

There are three *ports* () on the map: one near the Axis base (V3), at Tobruk (G25), and at the Allied base (J62). These represent important places where the factions may land reinforcements and supplies.



Hex	Move- ment	Defen- der
 Dessert	—	—
 Escarpment	Stop	×2 DCF
 Town	—	—
 Fortified city	—	×2 DCF
 Coastal road	+10 MF*	—
 Port	—	—
 Allied base	—	—
 Axis base	—	—

Table 1: Features of the map.

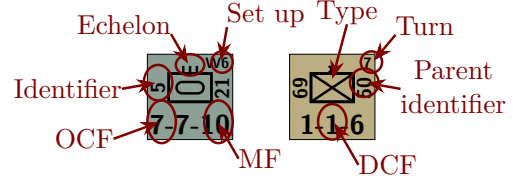


Figure 1: Elements of a unit

Finally, the coastal road, which is of major importance in the game, is shown on the map. It follows more or less the coast line along the length of the map.

§2.1.1 Impassable hex-sides

There are three impassable hex-sides on the board

- E18↔F19 which pass over water, and
- W62↔X62, and R65↔S65 which traverse the Qatara Depression.

These hex-sides are marked with a red-dashed line on the board.

Movement (§8), including retreats (§9.3.3) and advances (§9.3.4), across these hex-sides is *not* permitted, nor are a zones of control (ZOC, see §4.1) excerpted over these hex-sides. Supply lines (§4.3) *can not* be traced across these hex-sides.

§2.2 The units

In the game are 104 counters representing troops (units) of either faction. These are the ground troops that took

Size			Type					
xxxx	AG	Army group	☒	IN	Infantry	☒	AR	Armoured
xx	D	Division	☒	ABIN	Airborne infantry	☒	M	Armoured infantry
x	BD	Brigade	☒	MIN	Motorised infantry	☒	ARREC	Armoured reconnaissance
iii	REGT	Regiment	☒	MREC	Motorised reconnaissance	☒	—	Supply
ii	BN	Battalion	[BG]	BG	Battle group	☒	HQ	Headquarters
			♂ Axis			🛡 Allies		
			■ DE Germany			■ UK United kingdom		
			■ IT Italy			■ IN India		
			■ FR France			■ NZ New Zealand		
						■ JW Jews		
						■ AU Australia		
						■ PL Poland		

Table 2: Unit sizes, types, and nationalities

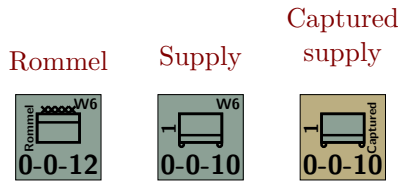


Figure 2: Special units. The Rommel and supply units. The *Captured* supply unit on the left represents an *Axis* supply that has been captured *by* the Allied faction.

part in the historical conflict. The background colour of the counters identifies the nationality of the unit (see Table 2). Elements of the units counters are illustrated in Figure 1. The elements are

Echelon The size of the unit (Table 2).

Type The kind of the unit (Table 2).

Identifier The historical unit identifier.

Parent identifier The historical identifier of the parent organisational unit (e.g., division).

Set up If the unit is present on the map from the beginning, then this gives the starting hex.

Turn If the unit arrives later in the game, then this gives the turn number at which the unit arrives.

OCF The *Offensive combat factor* is the strength of the unit when it attacks other units.

DCF The *Defensive combat factor* is the strength by which the unit defends against attacks.

MF The *Movement factor* represents the speed and manoeuvrability of the unit.

Table 2 shows the unit sizes and types used in the game. A unit is identified by its parent unit (if any) and its own identifier, separated by a slash ‘/’, followed by the unit type and echelon. Table 2 gives the the abbreviations used to identify units in these rules (as per NATO standard).

§2.2.1 Special units

Figure 2 illustrates some special units. These are the Rommel (☒) and *supply* (☒) units, which, unlike other units, have all-zero combat factors. The Rommel unit

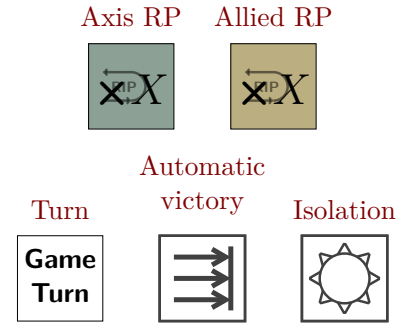


Figure 3: Auxiliary counters

represents the command of E. Rommel, and supply units represent the ability of a faction to supply its fighting forces. A supply unit may be *captured* by the opposing faction (see §6.1), which is then represented by a *captured* supply counter.

Special units *do not* excerpt *zone of control* (§4.1). On their own, these units are vulnerable. If stacked (§3) with combat units, these units are better protected. These units *do not* count toward the stacking limitations (§3).

§2.2.2 Combat units

Combat units are all other units than the special units. That is, all other units besides the Rommel or supply units.

§2.3 Auxiliary counters

Figure 3 shows the auxiliary counters used in the game. The counters are used to keep track of game mechanics, such as replacement points (§7.3), the game turn, (§5), automatic victory (§8.5 and §9.3.5), and isolation (§4.3).

§3 Stacking

Up to three friendly, combat units may be placed in a single hex. This limitation *must* be met *at the end* of both the *movement* and *combat* phases. That is, stacking limitations *may* temporarily be violated when moving friendly units through hexes or when retreating (§9.3.3) units through hexes occupied by friendly units.

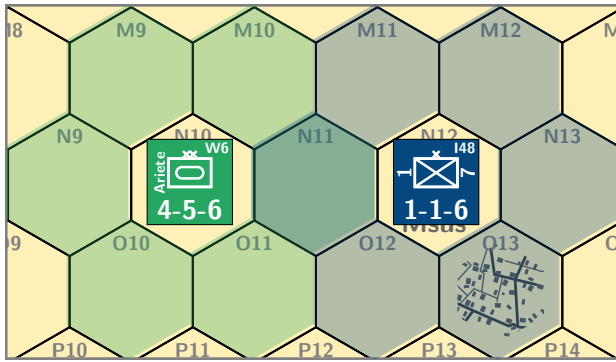




Figure 4: Zone of control. The Axis unit excerpts ZOC into the green-shaded hexes, while the Allied unit excerpts ZOC into the blue shaded hexes. Note that the ZOCs overlap in N11.

 *Exception* The special Rommel and supply units *do not* count toward this stacking limitation. That is, the Axis player may place three combat units, the Rommel unit, and any number of *supply* units in a single hex.

Units can *never* enter a hex occupied by an enemy combat unit, but *can* enter a hex containing a special unit.

 *Exception* An unit *cannot* enter a fortified hex, Benghazi (H2) or Tobruk (G25), if it contains an enemy supply unit only. It must first conduct combat against that fortified unit (§9.3.6).

§4 Definitions


In this section a number of definitions are given. The rest of the rules will rely on these concepts.

§4.1 Zone of Control (ZOC)

Every combat unit excerpt a *Zone of Control* (ZOC) in the six hexes neighbouring the hex it occupies. The Rommel and supply units *do not* excerpt ZOC.

A unit is said to be *engaged* with an enemy unit if it is in that enemy units ZOC. If a unit moves out of enemy ZOC, it is said to *disengage*. If it moves back into enemy ZOC (of the same enemy unit or directly into a *different* enemy units ZOC) it is said to *reengage*. Enemy ZOC remains in effect *even if* occupied by a friendly unit.

Exception ZOC *does not* extend over impassable hex-sides (§2.1.1).

 *Exception* For combat purposes ZOC *does not* extend into *nor* out of any of the fortifications, Benghazi (H2) and Tobruk (G25).


 *Exception* A supply unit in a fortification, Benghazi (H2) or Tobruk (G25), *do* excerpt ZOC to the neighbouring hexes, in so far as an enemy unit *cannot* enter the hex without first combating the supply unit.



Figure 5: The UK/2/2SG MBN is surrounded. There is no viable path of two hexes that it could take which would *not* bring it in to enemy ZOC. Had the F19↔E18 hex-side not been impassable, then one two-hex route would be F19→E18→D17, but as it is impassable, that route is not an option. Note that the British unit is *not* in enemy ZOC but is nevertheless surrounded.

An example of ZOC is shown in Figure 4.

Enemy ZOC dictates if and how units must conduct combat during the *combat* phase (§9). Pay close attention to the rules involving ZOC.

§4.2 Surrounded

A unit is *surrounded* if it cannot suffer a *retreat* (AR or DR) result (§9.3.3), whether attacked or not, without being eliminated. The unit does not need to be in enemy ZOC. Terrain, such as the sea, the Qattara depression, impassable hex-sides (§2.1.1), and so on, can be part of the surrounding conditions. An example is shown in Figure 5.

A surrounded unit *can* be the subject of an automatic victory (§8.5 and 9.3.5) at odds 5:1 or better.

§4.3 Supply line and isolation

A *supply line* is a path of hexes, of *any* length, from a combat unit to a supply unit (☞), which *does not* pass through enemy ZOC *nor* impassable hex-sides (§2.1.1). A unit that can trace such a supply line is said to be *in-supply*; a unit that cannot is said to be *out-of-supply*. Supply lines *cannot* be traced via the sea, *nor* do the presence of friendly units negate enemy ZOC. Only supply units provide supply; a factions home base does not. If it is not possible to trace a supply line from a combat unit to a friendly supply, then that unit is *isolated*. To keep track of isolated units, place an *isolated* marker (⚙) underneath it.

If a unit is isolated at the start *and* end of a factions turn for *two consecutive* turns, it is *automatically* eliminated.

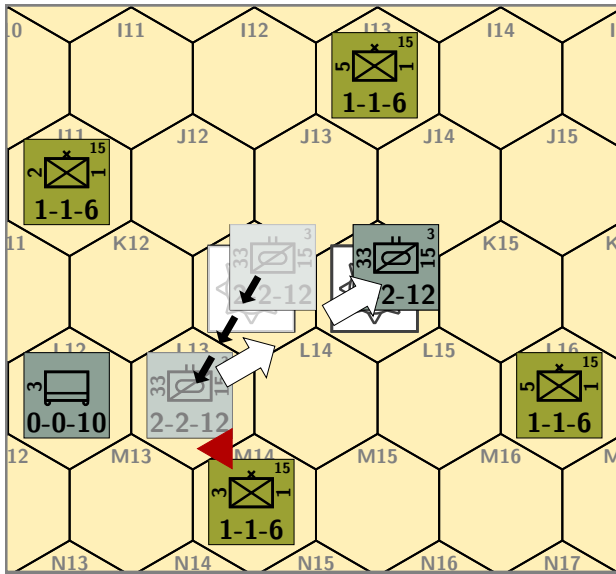


Figure 6: Isolation of a unit. DE/15/33 ARRECBN is initially isolated in K13, but moves to L14, which is *in-supply*, to attack SA/3/1 IND at odds 2:1 (§9.1.1), but is forced to retreat (§9.3.3) to K14. It is again *isolated* by the four South African units. Since the German reconnaissance unit *started* and *ended* its turn in isolation, it has now been isolated for, at least, one turn.

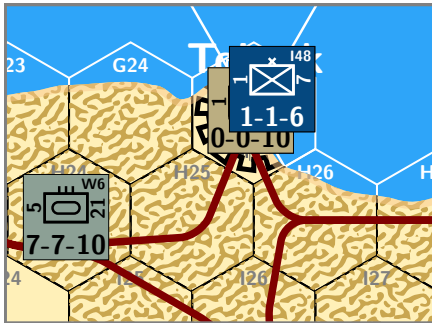


Figure 7: AU/7/1 INBD garrisons Tobruk. Note that the DE/21/5 ARREGT does not excerpt a ZOC on Tobruk.

During a turn, where a unit is initially isolated (out-of-supply), may temporarily be brought into supply, only to end its turn isolated again. In such a case, the unit is nevertheless considered *isolated* for one turn.

§4.4 Occupation

A unit (§2.2) *occupies*, a hex if it is *in* the hex, regardless of whether it is in enemy ZOC.

§4.5 Control

A faction *controls* a hex if one of its units was the last unit to occupy *or* pass through the hex.

§4.6 Garrison

To *garrison* a hex, a unit *must* occupy the hex, and the hex *must* be free of enemy ZOC. Since ZOC does

not extend into a fortification, it is enough for a unit to *occupy* Benghazi (H2) or Tobruk (G25) to garrison the city.

§5 Game and turn sequence

§5.1 Initial setup

Place the five board pieces next to each other on a long flat surface. The board pieces can be held together by paper clamps or the like.

Place all counters on the individual *Order of Battle* (OOB) charts. Place the *replacement point* (RP) multiplier markers in the zero slot of the RP track on the OOBs. Then, each faction places their *At start* units on the designated hexes on the board. *Stacking limitations* (§3) may be violated during this initial set up.

Once completed the game start in earnest. The game progresses over 38 *turns*. Each turn represent a half-month of real time, starting in April 1941 and ending at the end of October 1942.

§5.2 Turn sequence

Each turn follows the *turn sequence* shown in Table 3. First, the Axis faction executes its five phases, in order, of its turn, followed by the Allied faction. The five phases are

Supply The faction determines if a *single* supply unit arrives on this turn (§6).

Reinforcements and replacements The faction consults its OOB and checks if it receives any *reinforcements* this turn (§7.2). If the faction has available *replacement factors*, it *may* build *replacement units* (§7.3). Both reinforcement and replacement units arrive at the factions home base (♣ and ♠).

Movement The faction *may* move as many or as few units, within the movement restrictions (§8) as it sees fit. Note that *automatic victory conditions* *may* apply

♣ Axis turn
Supply
Reinforcements and replacements
Movement
Combat
Victory conditions
♠ Allied turn
Supply
Reinforcements and replacements
Movement
Combat
Victory conditions

Table 3: Turn sequence. The Axis faction start each turn and progress through the four phases of its turn. Then the Allied faction performs the same four phases, and thus conclude the turn.

Die Roll	Turns		
	1-6	7-16	17-34
1	Lost	Lost	Lost
2	Lost	Lost	Arrive
3	Arrive	Lost	Arrive
4	Arrive	Arrive	Arrive
5	Arrive	Arrive	Arrive
6	Arrive	Arrive	Arrive

Table 4: Axis supply table. A result of *Lost* means the supply unit was intercepted and *does not* arrive this turn. A result of *Arrive* means the supply unit *does* arrive.

(§8.5).

Combat All friendly units in enemy ZOC (§4.1) *must* attack, and all enemy units in friendly ZOC *must be* attacked. Each combat (§9) is resolved in any order chosen by the active faction, but *must* be fully completed before moving on to the next combat.

Victory conditions The faction checks if the victory conditions are met (§10).

The faction who's turn it is, is called the *active*, or *attacking* faction, while the other is the *opponent*, *passive*, or *defending* faction. The *passive* faction is *not* allowed to move, attack, or otherwise manoeuvre during the *active* factions turn, except for retreats (§9.3.3) af an AR result. The passive faction should, however, not feel so complaisant as to not follow along the active factions turn.

§6 Supply phase

The faction determines if any of its combat units are *isolated* (§4.3). If so, place an *isolation* counter (☼) below the unit.

The faction determines if it is eligible for a supply unit at the start of its *supply* phase. A faction is eligible for *one* supply unit if it *occupies* a port hex (V3, G25, or J62).

☛ Note that on the first turn, the Axis faction *does not* occupy any port (the Allied faction has Tobruk) and is therefor not eligible for a supply unit on the first turn.

☛ If the Axis faction is eligible for a supply unit, it most roll a single die on the Axis supply table, Table 4, and cross index the turn number with the die roll result. A result of *Lost* means that the Royal British Navy managed to intercept the supply run, and *no* supply unit arrives on this turn. A result of *Arrive* means that the supply run was successful and the supply unit arrives.

The supply units arrive on the map in any friendly *occupied* port hex. The supply unit spends no MF on the initial placement. If a supply unit *cannot* land, then the supply unit is forfeited for this turn. Supply units *cannot* be accumulated over turns. A faction may always

decline to receive a supply unit in a turn.

The Axis faction can *at most* have three supply units of its own on the map at any given time. The Allied faction can at most have four supply units of its own on the map at any given time.

§6.1 Capture of supply units

An enemy supply unit can be *captured* during a factions movement (§8.7) or combat (§9.3.6) phase. Whenever an enemy supply unit is captured, then

- the original supply unit is returned to the owning, enemy faction and placed on the OOB, and
- replaced with one of the capturing factions *captured* supply units.

A captured supply unit becomes operational from the point of capture and for the rest of the capturing factions turn. Exactly what that means depends on when and by which means the supply unit was captured, and is detailed in the relevant sections below.

A faction can have any number *captured* supply units on the map at any time.

§6.2 ‘Elimination’ of supply units

A supply unit is never truly eliminated, even if attacked. Whenever a supply unit is used to sustain one or more attacks, it is placed back on the OOB by the faction, and is ready to enter the map at a later turn.

If a supply unit is being attacked, either on its own or as a part of a defending stack, and it loses, then rather than retreating or being eliminated, it is captured by the attacking faction (§6.1).

A faction may, *at any time* during its turn remove a supply unit from the board and place it back at the OOB.

A faction may choose to voluntarily remove a supply unit in an effort to try to prevent capture, if no other alternative is possible. See also Figure 8.

☛ §7 Reinforcement and replacement phase

Each faction receives *reinforcement* units at specific points in the game (see the *Order of Battle*, OOB, charts). Starting from the 23rd turn (early March 1942), each faction will accumulate *replacement points* which can be used to *rebuild* already eliminated units.

It is important to note that reinforcement and replacement units are two distinct concepts. Reinforcement units are new units that are brought into the conflict, while replacement units replace units that have been eliminated (or disbanded) previously in the conflict.

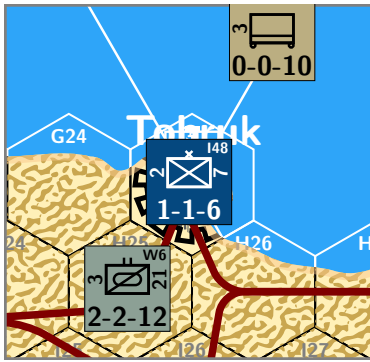


Figure 8: Supply escaping to sea. The Allied faction, anticipating an attack on Tobruk, has moved its supply unit into the *Allied sea transport* box, so as to prevent its capture should Tobruk fall. If the Axis faction does not attack or fail to capture Tobruk, then the Allied faction can move the supply unit back into Tobruk on the following turn.

§7.1 Arrival of reinforcements and replacement units

Reinforcement and replacement units arrives at Tobruk or the factions home base, or any combination thereof, as long as these hexes are *controlled* (§4.5) by the faction. Both kinds of units may arrive in Tobruk even if it is under siege (surrounded).

The arriving units endure no movement penalty for being placed on the map at the arrival hex, and *stacking limitations* (§3) may be ignored until the end of the *movement* phase.

Reinforcement and replacement units can *only* arrive during the owning factions turn and only in the reinforcement and replacement phase. The enemy home base and port *cannot* be used as the point of entry. Any reinforcement or replacement unit *not* on the board by the last 38th turn of the game are eliminated.

§7.2 Reinforcements

The active faction consults its *Order of Battle* (OOB) chart, at the start of the *reinforcement and replacement* phase, and picks up any reinforcement units for that turn.

Reinforcement units may be held back and arrive at *any* later turn in the game, for example if the neither the factions home base nor Tobruk is controlled by the active faction.

§7.3 Replacements

Starting on the 23rd turn (early March, 1942), each faction start to accumulate *replacement points* (RP). The number of points received by the faction is determined by *control* (§4.5) of the factions home base and Tobruk. The number RP received is shown in Table 5.

Use the RP multiplier counters (§2.3) to keep track of

Faction	Controls	
	Home base	Tobruk (G25)
	(W3) 1	1
	(J62) 2	1

Table 5: Replacement points for each faction. Replacement points are accumulated from turn 23 (March 1942) and until the end of the game. How many replacement points are accumulated per turn depends on what the faction controls.

each factions accumulated RPs, by placing them on the RP track of the factions OOB. The $\times 1$ marker keeps track of the ones, while the $\times 10$ keeps track of the tens. Thus, to mark 23 RP, place the $\times 1$ marker at 3 and $\times 10$ at 2. Replacement points can be used from the turn they are acquired, or at any later turn. That is, RPs can be accumulated over turns.

A faction *does not* lose RP if the home base or Tobruk is captured by the enemy faction.

Replacement points can be used to build replacement units at the cost of 1 RP per unit *offensive combat factor* (OCF§2.2). A faction can only build replacement units out of already eliminated units.

For the Allied faction to rebuild UK/7/31 INBD (a 2-2-6 unit) it must spend 2 RP. For the Axis faction to rebuild IT/ARIETE ARD (a 4-5-6 unit) it must spend 4 RP.

A faction can only spend RPs it has on hand. Replacement points *cannot* be used on credit or borrowed from the future.

§8 Movement phase

A faction *may* move as many or as few units during its *movement* phase, in *any* order, as it desires. Units may, within movement allowance, and terrain and ZOC limitations, move in *any* combination of directions, between neighbouring hexes.

Each unit has a movement allowance equal to its *movement factor* MF (§2.2). Movement factors are *not* transferable between units, *nor* can they be saved for later turns.

§8.1 Terrain effect

Any hex on the map can be used for movement, and any hex-side, except *impassable hex-sides* (§2.1.1), are passable. That is, all hexes with coordinates on them can be navigated.

The terrain effect on movement is determined by the *hex-side* moved over and into by a unit (see also Table 1).

In order of priority, moving across

1. *any* hex-side bisected by the *coastal road* costs 1 MF (see also §8.1.1),

2. *escarpment* hex-side can only be done *once* per movement turn and movement *must* stop, *except* further coastal road movement in escarpments is allowed,
3. a *desert* hex-side costs 1 MF,

The first rule dictates that movement *along* the coastal road happens at a rate of one hex per MF.

A unit that moves into a coastal road hex over an edge not bisected by the road is not performing road movement.

Hex I26 has two *distinct* roads, and a unit *cannot* transfer from one road to another without first leaving the road it is on, and thus enduring other terrain cost.

The second rule cover escarpments and is detailed below. The third rule is default case for regular land (desert) movement.

§8.1.1 Coastal road movement

When a unit moves along the coastal road, it receives an *additional* 10 MF for road movement *only*. This road movement can be combined with a units regular movement in any order. Regular MF of a unit can of course be used for road movement too. See also Figure 9

If a unit does not start on a road, it *must* expend its regular MF to enter a hex with a road, and only then can it expend the additional 10 MF on the road. To exit the road onto regular terrain, the unit *must*, again, expend regular MF.

That is, when a unit enters or exists a hex over a hex-side *not* bisected by the road, it *must* use its regular movement allowance, the extra 10 MF can *only* be used to traverse hex-sides bisected by the road.

A unit *may not* switch roads *unless* the roads are connected in the hex occupied. Hex I26 is a hex with two *distinct* roads in it. A unit moving along the road from I25 to I26 *can not* continue road movement *directly* to H26, but *must* first enter J27, then I26 again, and finally H26. Of course, if the unit had regular MF to spare, and did not start the turn in an escarpment not connected via the road, could use its regular MF to enter H26, but then would have to stop since it has traversed an escarpment hex-side.

§8.1.2 Escarpments

The second rule says that a unit that enters an *escarpment* hex *must* stop, *unless* the unit is moving along the coastal road. That is, movement in escarpments happen at a rate of one hex per turn. One important exception is if the unit enters an escarpment hex with the coastal road on it. In this case, the unit *can* continue along the coastal road as per the first rule.

The second rule, together with the first rule, means that a unit can *either*

- enter an escarpment hex with the coastal road in it, and then continue movement along the road, *or*

- move along the coastal road, and then move off the road into an escarpment hex, at which point it *must* stop and can perform no further movement that turn.

This means that a unit *cannot* move into an escarpment hex with a road in it, move along the road, and then move off the road into an escarpment hex.

Examples illustrating these rules are shown in Figure 10.


§8.2 Stacking effects

A unit may move *through* a hex containing friendly units and *temporarily* violate *stacking* limitations (§3).

However, *at the end* of the factions movement phase all combat units *must* comply with the stacking requirements. Any excess units in a hex are *eliminated* (the faction chooses which units to eliminate).

§8.3 Effect of enemy ZOC

When a unit enters enemy ZOC, it *must* stop movement, and can move no more during that turn. The unit is *engaged* with the enemy unit. A unit can *never* move into or through a hex occupied by enemy combat units.

 *Exception* Neither the Rommel nor the supply units excerpt ZOC, and opposing units may freely move next to or over these units as long as there are no other combat units in the hex. See also §8.7 and §8.8.

An *engaged* unit *cannot* *reengage* (§4.1) an enemy unit in different hex without first completely *disengaging* that unit first. An engaged unit *can* engage a *different* enemy unit in a different hex *if* it disengaging from the first unit.

In other words, a unit *cannot* move from a hex in an enemy units ZOC to *another* hex in the *same* units ZOC without first moving completely out of the enemy units ZOC. A unit *can* move from one enemy units ZOC directly into *another* enemy units ZOC as long as the new hex entered is not in the first units ZOC. See also Figure 11 for an illustration.

The presence of friendly units, or not, has *no effect* on enemy ZOC.

§8.4 Sea movement

A unit in a port, *not* in enemy ZOC, may embark a sea transport and continue movement via the sea. The unit is placed in the sea transfer box, and can do *no more* movement during that turn.

A unit starting its turn in a sea transfer box *must* disembark during the factions movement phase. A unit can disembark into a port hex which is under friendly control and *not* in enemy ZOC. Since enemy ZOC does not extend into Tobruk, it means that a unit can disembark into Tobruk even if surrounded by enemy units. A unit *cannot* disembark into a port controlled or occupied by

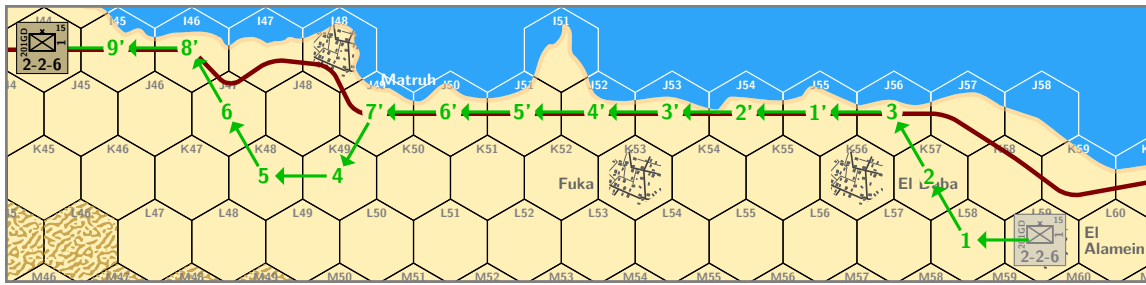


Figure 9: Coastal road movement. UK/1/201GD INBD first moves 3 regular hexes, then 7 road hexes, 3 last regular hexes, and then 3 road hexes. Numbers shows MF spent. Road movement steps marked with a prime.

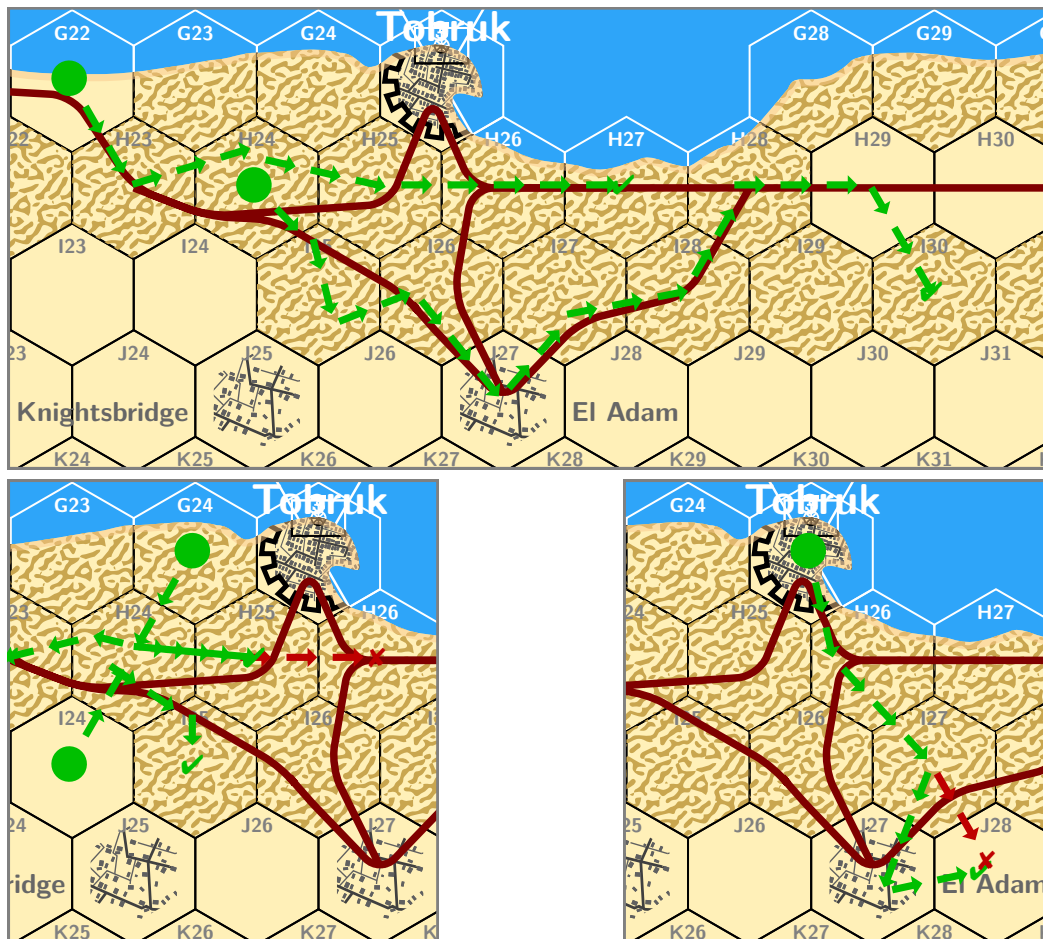


Figure 10: Escarpments and coastal road movement. Top: A unit starting in H24 can move along the coastal road to H29 and *then* cross an escarpment hex side into I30. Had the unit started in H22 and moved into H23 (escarpment hex-side) and from there followed the same path to H29, it *could not* then enter I30 since that would be a second escarpment hex-side crossed. A unit starting in G22 can move to H23 (coastal road hex-side) and then along the road on to H25, where it leaves the road and enters H26 (escarpment hex-side) and continues along the road. This is possible because the move G22→H23 was along the road.

Bottom left: A unit starting in G25 or I24 can move to H25 (escarpment hex-side), and then move to I25, H23, or H25 (coastal road hex-side) and then further on along the road. However, starting the latter (G25 or I24 to H24 to H25), it is *not possible* to move to H46, since that would be *another* crossing of an escarpment hex-side.

Bottom right: A unit starting in G25 (Tobruk) move along the road to I26, then crosses an escarpment hex-side into I27, from which it continues via the road to J27 and onward to J28. It *cannot*, however, move directly from I27 to J28, since that *one* escarpment hex-side has already been crossed, and so only road movement in escarpments (and regular desert movement) is allowed.

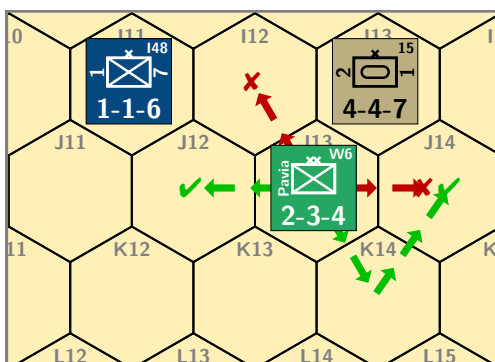


Figure 11: Effect of enemy ZOC on movement. IT/PAVIA IND is in the ZOC of UK/2/1 ABRD. It *can* move to J12 because it is in a *different* enemies ZOC, but *not* I12 since that is still in the ZOC of the British unit. Likewise, it can move to J14 *via* K14, since it first *disengages* only to *reengage*. I *cannot* move *directly* to J14 since that would be moving in an engaged units ZOC.

the opposing faction. If a unit cannot disembark on the turn immediately after embarkment is *eliminated*.

Sea transport go from port to port and *no other* coastal hex, including Benghazi, may be used for embarking or disembarking.

♣ Allied units may move from its home base (J62) to Tobruk (G25), or vice versa.

♠ Axis units may move from its home port (V3) to Tobruk (G25), or vice versa.

Units may not transport from or to the opponents port, irrespective of whether the faction occupies or garrisons the enemy port. That is, an Axis unit may not move from its port (V3) or Tobruk (G25) to the Allied port (J62), nor may an Allied unit move from the Allied port (J62) or Tobruk (G25) to the Axis port (V2).

Units may only use sea transport *once* per turn. That is, a disembarked unit may not embark on another sea transport in the same turn. A unit may perform normal land-based movement before embarking or after disembarking a sea transport. A unit *cannot* both move before and after, since sea transport terminates the movement phase for that unit.

A unit in a sea transfer box *without* an accompanying supply unit (☐) is considered *isolated* (⚙, see §4.3). A unit that disembark into a port which is isolated is considered isolated on the *same* level as units already in the port.

This means, that a unit disembarking into an isolated port, which was not accompanied by a supply unit during the sea voyage, has been isolated for two consecutive turns, and must be eliminated at the end of the factions turn, unless the faction can break the

isolation before the turn is over.

It also means that a unit that was accompanied by a supply unit during the voyage, but disembarks into a port which has been isolated for two turns at the end of the current turn, will also have to be eliminated.

Of course, if the faction also disembarks a supply unit in the same port, then the isolation is broken for all units in the port.

§8.5 Automatic victory

If the attacking faction can move some of its combat units adjacent to enemy units, such that the *combat odds* (§9.1.1) are

- 7:1 or better, *or*
- 5:1 or better *and* the defending units are *surrounded* (§4.2),

then an *automatic victory* (AV) condition is established. The attack *must* be sustained (§9.1.2) by a supply unit (☐) at the point of the AV, *and* when the AV is resolved during the *combat* phase. The sustaining supply unit at the time of resolution *does not* need to be identical to the initial supply unit. In any case, *all* supply units sustaining the AV *must* be removed from the board after the combat phase (§6).

Units that would suffer an *automatic defeat* (AD §9.2) during the factions *combat* phase *cannot* participate in an AV. See also Figure 13 and 14 for illustrations.

In an AV situation, the following happens

- *all* defending combat units are marked with an *automatic victory* counter (⚡) for later elimination, supply units (☐) are captured, and the Rommel unit is moved to the nearest Axis unit (§8.8).
- The attacking units *cannot* perform any further manoeuvres or combat for the rest of the turn. Surrounding units, that help establish the AV condition but *did not* participate in the attack, *cannot* move any more during this turn, but *may* attack other enemy units during the *combat* phase.

A surrounding unit, i.e., one not participating in the attack, cannot move such that it would break the AV once it has been established. This does not prevent the surrounding unit to move before the AV was established. A faction should therefore take care to move units in the most optimal order for the circumstances.

☐ Supply units captured in an AV become fully operational from the point of establishing the AV. That is, the captured supply unit can be moved and sustain attacks by the capturing faction. The captured supply unit *can* replace the initial supply unit that sustained the AV.

It is important to note, that the defending units are *not* removed from the map *until* the AV combat is resolved during the *combat* phase (§9).

Defending units that are the victims of an AV *do not*

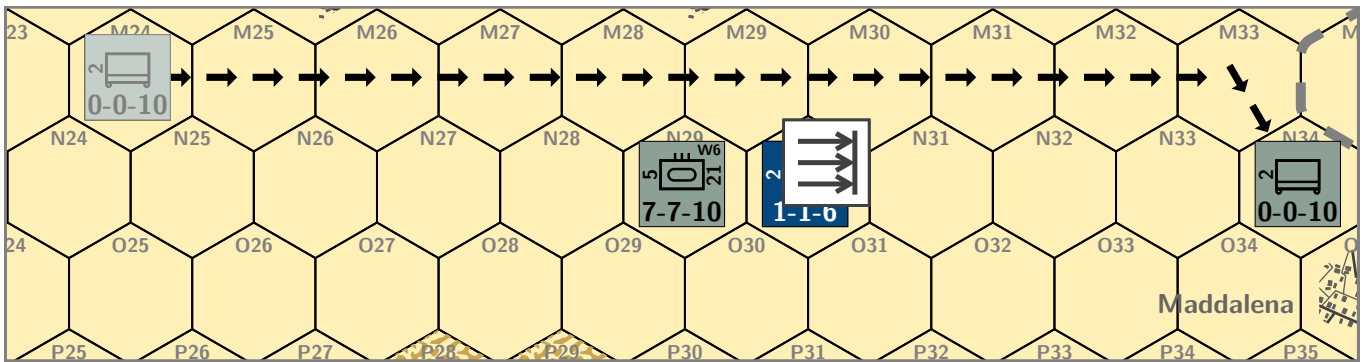


Figure 12: Example of an automatic victory. DE/21/5 ARREGT has established an automatic victory against AU/7/2 INBD, sustained (§9.1.2) by the supply unit in M24. After the AV has been established, the supply unit *can* move to N34, since the Australian units ZOC is cancelled, and still sustain the AV. Had the supply unit originally been at N33, it could *not* have sustained the attack since the enemy ZOC would have been in force.

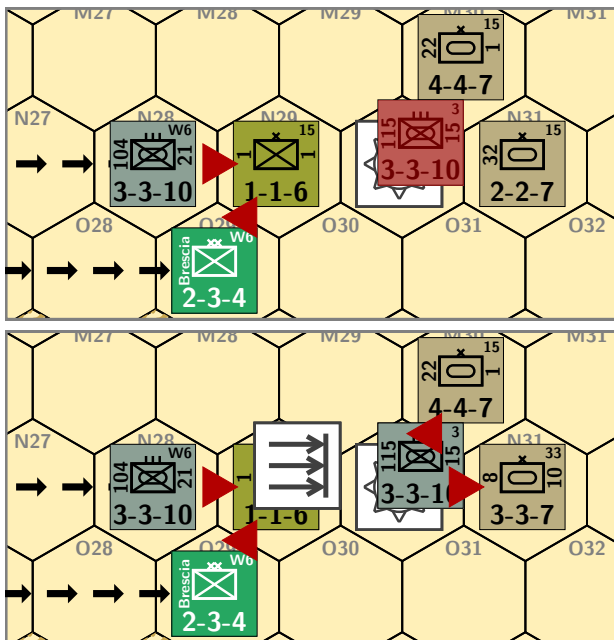


Figure 13: Example of an automatic victory — almost. Top: During the Allied turn the DE/15/115 MREGT been isolated. The Axis faction moves in DE/21/104 MRGT and IT/BRESCIA IND to attack SA/1/1 INBD at odds 5:1 (§9.1.1). Off-hand it looks like the South African unit is surrounded with the help of the isolated German unit. However, since DE/15/115 MREGT *cannot* attack the two British units at odd 1:2 without a supply unit, it will suffer an AD result (§9.2) and can therefore *not* establish the AV condition.

Bottom: Almost the same situation as above, except UK/32 ARBD has been replaced by UK/10/8 ARBD. Now the odds for DE/15/115 MREGT attacking the two British units is 3:1, which *can* be done without a support unit. The isolated German unit *does* establish the AV conditions against the Australian unit.

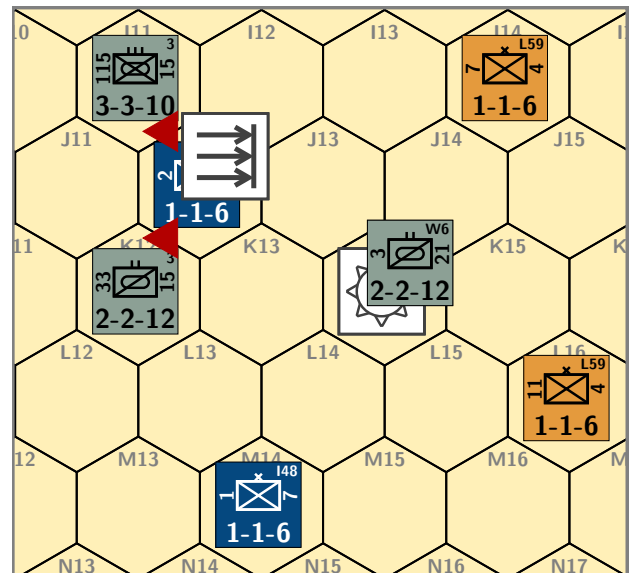


Figure 14: Automatic victory. The isolated DE/21/3 ARRECBN facilitates an AV against AU/7/2 INBD. The German isolated unit could move to J14 and attack IN/4/7 INBD and *still* surround the Australian unit. It *cannot* move to J13 nor K13, since it is *not sustained*, and thus could not participate in a 7:1 attack. Had the IN/4/7 INBD unit been at I13, then the DE/21/3 ARRECBN *could* move to J13 for a 1:2 attack on the Indian unit, and support the AV against the Australian unit.

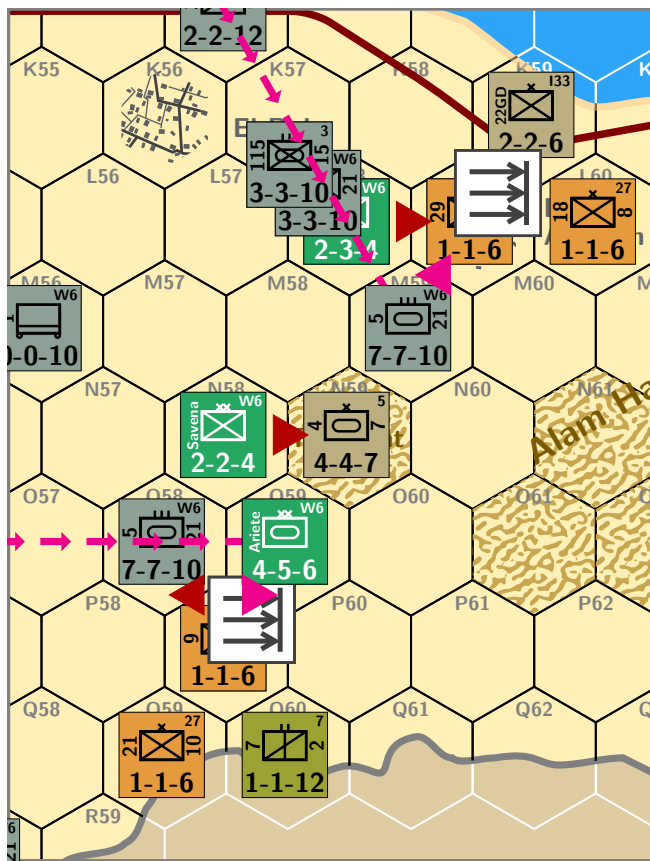
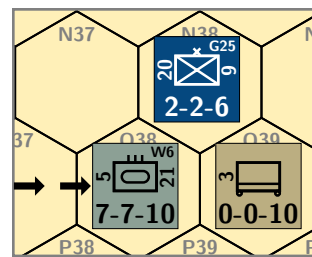


Figure 15: Units joining an AV. From *The General* Vol. 11, No 5. The Axis faction has wrecked the defence of El Alamein. IN/5/29 INBD and IN/5/9 INBD have both been AV'd, and IT/SAVENA IND soaks-off on UK/7/4 ARBD at odds 1:4. The Axis faction has moved DE/21/5 ARREGT and IT/ARIETE ARD in to join the AVs (magenta moves and attacks), which is *only* possible because the AVs was in place already. The Axis faction, in particular UK/7/4 ARBD, are in a bit of a predicament, as the UK armoured unit is isolated, and have little chance to do a successful counter attack.

excerpt ZOC for the remainder of the turn. This means that the attacking faction *may* move its remaining units

- next to and past the AV'd enemy combat unit and continue movement thereafter within normal restrictions,
- *through* the hex occupied by the AV'd enemy combat unit,
- but they *cannot end* movement in the hex occupied by the AV'd enemy combat unit.

Other friendly combat units *may* also be moved in to partake in the AV, thus freeing them from the obligation to attack during the combat phase. However, this does not nullify the requirement that all defending units in enemy ZOC *must* be attacked.



§8.8 The Rommel unit

The Axis Rommel unit provides additional 2 MF to *any* Axis unit that moves *at least* two hexes together with the Rommel unit. The Rommel unit can assist *any* number of Axis units this way, but only *once* per turn.

The Rommel unit *cannot* move into enemy ZOC, *nor* can it capture enemy supply units. It *does not* block enemy supply lines (§4.3) *nor* enemy sustaining supply lines (§9.1.2). The Rommel unit *can* be used to *occupy* a port hex.

If the Allied faction moves a combat unit next to, through, or even onto the *unaccompanied* Rommel unit, it is *immediately* removed from the hex and placed on the nearest Axis unit(s) *not* in Allied ZOC. The same happens if left unaccompanied in Allied ZOC as a result of combat.

Exception If the Rommel unit is *surrounded* with other Axis combat units, it *must* stay within the encirclement of Allied units, *even if* other Axis units outside the encirclement are closer.

When resolving the nearest Axis unit normal terrain (§8.1) and enemy ZOC (§8.3) limitations are taken into account. In other words, the distance to an Axis unit *must* be determined as if the Rommel unit was moving normally. *Only if* it is not possible to reach an Axis combat unit can terrain and other limitations be ignored. If two Axis units are equidistant, then the Axis faction may choose where the Rommel unit is placed.

If one Axis unit is closer in number of hexes than another Axis unit, but reaching the first unit would require crossing multiple escarpment hex-sides, then the second unit is the closer unit for relocation of the Rommel unit. Likewise, if reaching one Axis unit would require a long detour due to enemy ZOC, then another Axis unit may well be closer.

The Axis faction *may not* purposefully move the Rommel unit into enemy ZOC so as to transport it to an Axis combat unit.

§8.9 Allied substitute units

From the 33rd turn (early August, 1942), and on all turns thereafter, the Allied faction has six substitute units it may use. These are all marked '[BG]' for 'battle group', and will be identified as BG below.

Combat units in the same hex, *at the end of the Allied movement phase* may be substituted with one of these, and *only* these, six BG units on the condition that

- the sum of the *offensive combat factors* (OCF §2.2) does not exceed the OCF of the BG unit, and
- are of the appropriate type for the BG unit, see Table 6.

A battle group unit *cannot* move in the turn it was substituted in, but *can* conduct combat, including *advances* and *retreats*. Battle group units may enter the board in

BG Unit	Substituted Units

Table 6: Substitute and substituted unit types.

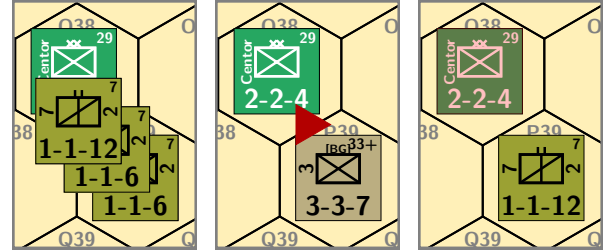


Figure 17: Substitution and break down. Left: At the end of the Allied movement phase, the entire SA/2/ IND is replaced by UK/3/ INBG. Middle: The BG unit attacks IT/CENTOR IND only to obtain an EX result. Right: The Axis side being the weak side loses all units with a total combat factor of 2. The Allied faction decides to break down UK/3/ INBG rather than losing 3 CF. This leaves the Allied faction with the South African motorised reconnaissance unit, while the two South African infantry brigades are eliminated.

enemy ZOC.

To substitute a unit, the Allied faction

- swaps the BG unit for the substituted units on the map, and
- stack the substituted units in the BG units' slot on the the OOB.

In this way, a faction can keep track of which units where replaced by the BG unit.

Once in play, the BG units, and *only* the six BG units, may be broken down into smaller units of compatible types (Table 6). Break down of BG units may be done

- at the end of the factions movement phase, or
- during combat resolution.

When breaking down BG units, the sum total of the break down units' OCFs may not exceed BG units' OCF, nor may *any* break down units' MF exceed that of the BG units' MF.

Exception If the BG infantry unit initially was substituted a motorised reconnaissance () unit, then that *specific* motorised reconnaissance unit may be one of the break down units.

This is why it is important to keep track of which units were substituted by the BG unit. By placing the substituted units on the appropriate place in the OOB, this book-keeping become easy.

Break down units of a BG unit can be drawn from already eliminated units or the units that originally was

replaced by the BG unit.

When a faction decides to break down a BG unit, then

- the break down units are swapped for the BG on the board,
- any previously replaced units on the BGs place on the OOB are moved to the ‘eliminated’ pile, *and*
- the BG unit is put back in its place on the OOB.

A BG unit may be broken down in response to an EX result (§9.3.2) so as better to match the required OCF losses. In this case, *all* break down units *must* be assigned, but only the final units are placed on the board, while the remaining units are eliminated.

Substituting BG units or other units, or breaking down BG units *must* respect *stacking requirements* (§3) at all times, and neither can take place in the sea transport box or off-map.

BG units *cannot* be brought in as *replacements* (§7.3) *unless* it has previously been eliminated.

Figure 17 illustrates both substitution with a BG unit and break-down of the same.

§9 Combat phase

Combat happens between adjacent units of opposite sides. All units of the defending faction in enemy ZOC *must* be attacked. All units of the active faction in enemy ZOC *must* attack. Combat is *never* voluntary.

As a consequence of ZOC not extending out of or into a fortification, Benghazi (H2) or Tobruk (G25), there are two important exceptions:

⦿ *Exception* Units in a fortification are *not* required to attack adjacent enemy units. If the faction *does* choose to do so, then *all* adjacent enemy units *must* be attacked by *some* of the units in the fortification. That is, *not all* fortified units are required to attack.

⦿ *Exception* Conversely, units adjacent to a fortification are *not* required to attack the fortified hex. However, if the faction chooses to, then *all* fortified units *must* be attacked by *some* adjacent units. That is, *not all* adjacent units need to attack the fortified units.

Any unit attacking *must* use its full *offensive combat factor* (OCF, see §2.2). Any unit defending *must* use its full *defensive combat factor* (DCF, see §2.2). Combat factors, offensive or defensive, *cannot* be transferred between units *nor* saved for later turns.

The attacker decides which, adjacent, units attack which defending units. *All* attacking units *must* be adjacent to *all* defending units. Attacking units in the same hex *need not* attack the same defending units, *nor* does all defending units in a hex need to be attacked as a whole. However, *all* defending units *must* be attacked by some attacking units. A combat unit may attack into multiple hexes, but the attacking units *must* all be adjacent to *all* attacked hexes.



Die roll	Odds													
	1:7	1:6	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	
1	AD	AE	AE	AE	AE	AE	AE	AE	EX	EX	DR	DR	AV	
2	AD	AE	AE	AE	AE	AE	AE	AR	EX	DR	DR	DE	AV	
3	AD	AE	AE	AE	AR	AR	AR	EX	DR	DR	DE	DE	AV	
4	AD	AE	AE	AR	AR	AR	EX	EX	DR	DE	DE	DE	AV	
5	AD	AE	AR	AR	AR	EX	DR	DR	DE	DE	DE	DE	AV	
6	AD	AR	AR	AR	AR	DR	DE	DE	DE	DE	DE	DE	AV	
						Requires  within 5 								

Table 7: Combat resolution table

Total OCF	Total DCF	Odds	Total OCF	Total DCF	Odds
2	11	1:6	11	4	2:1
1	4	1:4	16	4	4:1
3	5	1:2	14	2	7:1
6	5	1:1	21	2	7:1

Table 8: Examples of combat odds calculations. Note that odds larger than 6:1 are treated as 7:1. Odds smaller than 1:6 are not permissible.

A unit can only attack *once* during its factions combat phase. A defending unit can, in *one* particular circumstance (see §9.3.3), be attacked *more than once* during a single combat phase. Otherwise, a defending unit can only be attacked *once* per turn.

The *combat* phase of a faction goes through three sub-phases. These are, in order,

Automatic defeats All automatic defeats (ADs) are resolved (§9.2).

Combat resolution All combats, including *automatic victories* (AVs §9.3.5) and attacks against supply units (§9.3.6) are resolved (§9.3)

Elimination of twice isolated units All units that have been *isolated* (§4.3) for two turns are eliminated (§9.4).

The following subsection defines *combat odds* (§9.1.1) and *Sustaining attacks* (§9.1.2), which are important in the first two sub-phases of the combat phase.

§9.1 Combat definitions

§9.1.1 Combat odds

The full offensive combat factors (OCF) of *all* attacking units in a combat are summed to give the total offensive combat factor (total OCF).

Any defending unit in an escarpment or fortress have their full defensive combat factor (DCF) doubled, *irrespective* of the terrain occupied by the attacking units. The full, possibly doubled, DCF of *all* units defending in a combat are summed to give the total defensive combat factor (total DCF).

The *combat odds* are determined as the ratio of the *total OCF* to the *total DCF*, rounded down to the nearest

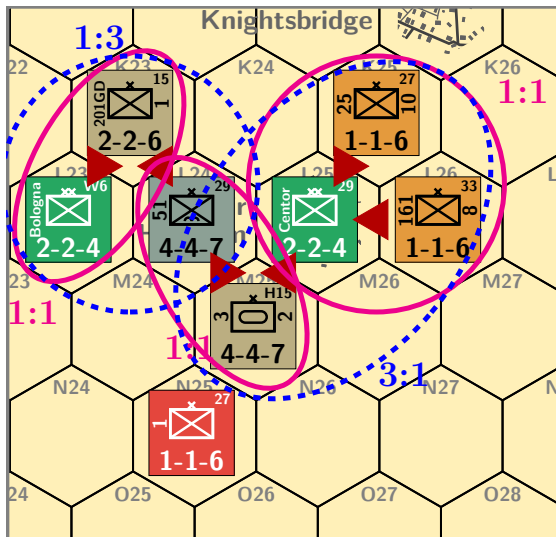


Figure 18: Example of combat. The Allied faction can divide its combats in two ways as illustrated by the blue-dashed and magenta lines: two attacks at 1:3 and 3:1, or three 1:1 attacks, respectively. Note that the Free French are not *engaged* (not in enemy ZOC), and therefore does not participate in any attacks.

ratio in the *combat resolution table*, Table 7. Examples of combat odds calculations are shown in Table 8.

Combat odds greater than or equal to 7:1 are treated as 7:1. Combat odds less than 1:6 result in *automatic defeat* (AD §9.2).

The attacking faction may divide attacking units in any way it pleases as long the above rules are observed. See Figure 18 for an illustration of this.

Calculation of odds

Mathematically, if o is the total OCF, d the total DCF, and

$$r = \frac{\max\{o, d\}}{\min\{o, d\}},$$

then the odds O are given by

$$O = \begin{cases} 1:\lceil r \rceil & d \geq o \\ \lfloor r \rfloor : 1 & d < o \end{cases},$$

where $\lceil x \rceil$ and $\lfloor x \rfloor$ rounds x up and down, respectively, to the nearest integer.

Soaking off

Sometimes, it may be beneficial for a faction to attack at low odds to either gain better odds in another combat, or because not enough supply units can be brought in to sustain all attacks. This is called *soaking off*, a fairly common tactic, and is illustrated in Figure 19.

§9.1.2 Sustaining attacks

An attacking unit *must* be within five hexes (four intermediate hexes) of a supply unit (☐) to be *sustained* in its attack. The five hexes include the hex occupied by

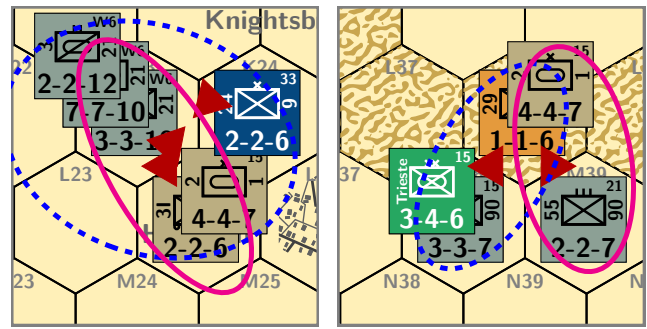


Figure 19: Soaking off. Left: DE/21/3 ARRECBN attacks AU/9/24 INBD and UK/1/2 ARBD (dashed blue) at odds 1:3 to gain a 5:1 advantage over the UK/7/31 INBD (magenta).

Right: DE/90/55 INREGT attack UK/1/2 ARBD at odds 1:4 (magenta), while IT/TRIESTE MD and DE/90/61 INREGT attack IN/5/29 INBD at odds 3:1 (dashed blue). The Indian unit will likely retreat, leaving the British unit to either counter attack at odds 1:2 or leave the escarpment.

the supply unit, but *not* the hex occupied by the sustained attacking combat unit. The five hexes *must* be free of enemy ZOC and cannot pass through impassable terrain (§2.1.1).

Exception If the supply unit is in the *same* hex as the attacking unit, then ZOCs of the defending units are ignored. Since the hex occupied by the attacking unit does not count, this is a zero hex supply line i.e., *within* five hexes.

Escarpment hex-sides does not *impede* the *five hex line* for sustaining an attack.

The attacking faction *must* state which supply units sustain which attacks, including *automatic victory* (AV §8.5) attacks.

To perform attacks at odds 1:2 or better the *all* attacking units must be sustained at the time of the attack. Attacking at odds 1:3 or worse *does not* require the attacking units to be sustained by a supply unit.

Attacks at odds 1:2 or better *without* a sustaining supply unit is *not* allowed, nor can the attack be performed at lower odds. If units are forced into a combat at odds 1:2 or better without being sustained they suffer an *automatic defeat* (AD §9.2). The attacking faction can of course *try* to manoeuvre and arrange combats such that the this situation does not arise.

A supply unit can sustain *any* number of attacks in a single turn. Multiple supply units may be needed to sustain all of the factions attacks during a turn, or even a single attack. See also Figure 20 for an illustration of these rules.

The five hex supply line *does not* need to be sustained throughout the combat phase. Retreating (§9.3.3) en-

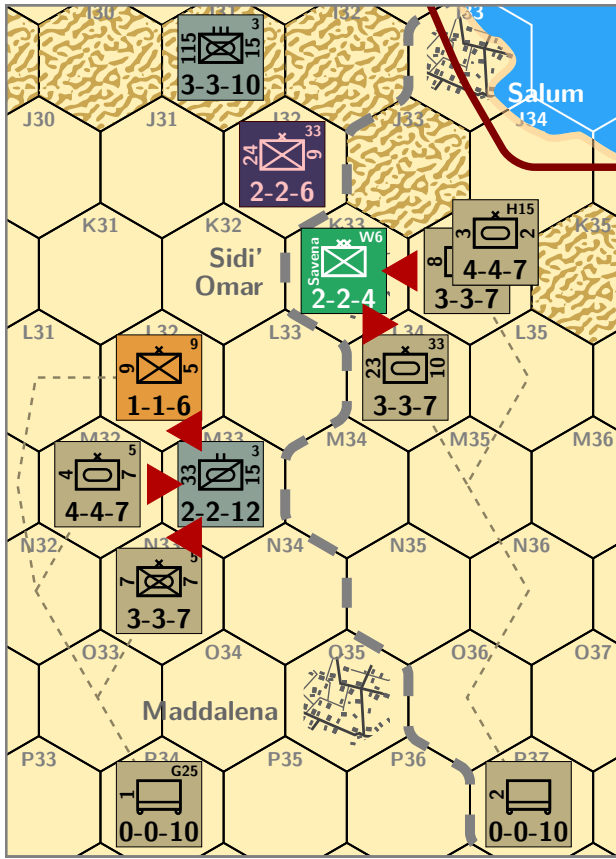


Figure 20: Sustaining attacks. The Allied units are all within five hexes of the two supply units (indicated by dashed lines), *except* AU/9/24 INBD, which is surrounded by Axis units. The Australian unit therefore suffers an *automatic defeat* (AD §9.2) *prior* to any combat resolution. This leave an open retreat route for IT/SAVENA IND. Had DE/15/115 MREGT not been in place, then IT/SAVENA IND would have suffered an AV (§8.5). *Both* Allied supply units *must* be removed after combat, as both are needed to sustain the attacks.

emy units can thus cross supply lines without any effect on subsequent combats that turn. What matters is, that at the start of the combat phase, all supply lines are in proper order for the intended combats.

In an *automatic victory* combat (§8.5 and §9.3.5), the same supply unit need not sustain the combat through out the turn. However, the AV combat *must* be sustained when it is established (§8.5) and resolved (§9.3.5). At the end of the factions combat phase, *all* supply units that sustained *any* attacks are removed from the map and placed back at the OOB.

Defence, i.e., defending against attacks, *is not* required to be sustained, and *no* supply units are expended.

§9.2 Automatic defeat

At the start of the factions combat phase, if a unit

- is *isolated* (⚙, §4.3),

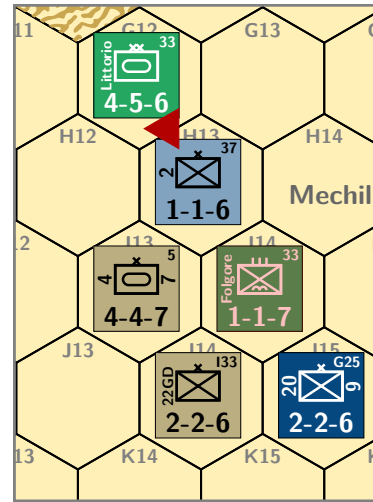


Figure 21: Automatic defeat. Off-hand, it seems that NZ/2 INBD has been isolated in the Axis movement phase, but since IT/FOLGORE ABIREGT is the only candidate to attack the other Allied units, it is forced into a 1:9 combat, which is *not* allowed. The Italian para-trooper unit therefor suffers automatic defeat.

- in enemy ZOC, and
- is forced into a combat with odds 1:2 or better,

then it suffers an *immediately automatic defeat* (AD). These ADs *must* be resolved before any other combat during the combat phase.

Units are *not allowed* to attack at odds less than 1:6 (see §9.1.1), *nor* attack at odds 1:2, or better, if *not* sustained by a supply unit (⊞, §9.1.2). Such units suffer an AD and are eliminated *immediately* and at the *start* of the active factions combat phase.

These two rules essentially say that if an attacking unit is in enemy ZOC but *cannot* perform a legal attack, then it is eliminated. Legal attacks are attacks at odds 1:2 or better *with* supply, or attacks with odds 1:6 through 1:3 *without* supply.

For an illustrations, see for example Figure 13 and 20.

Units that suffer AD has *not* conducted combat, and the defending units have *not* been attacked by the AD'd units. Thus, if the defending units are *still* in any attacking units ZOC, they *must* still be attacked.

§9.3 Combat resolution

Every combat *must* be fully resolved, including *advances* (§9.3.4) and *retreats* (§9.3.3), before moving on to the next combat. The active faction decides which combats to do, within the limitations and requirements, and in which order. The procedure for resolving combats are established in the following subsections.

§9.3.1 Regular (non-AV) combats

Once the combat odds (§9.1.1) of a battle has been determined, the attacking faction rolls a single six-sided

dice and cross-indexes the combat odds with the result of the die roll in the *combat resolution table* (CRT Table 7).

The results are

AE Attacker Eliminated: All attacking combat units are eliminated. Any attacking supply units adjacent to the attacked units are captured by the defending faction.

AR Attacker Retreat: All attacking combat units *must* retreat two hexes. The defending faction *may* perform the retreat (§9.3.3).

EX Exchange: The faction with the lowest total combat factors eliminates *all* its units. The opposing faction loses units of an equal or larger total of combat factors (§9.3.2).

DR Defender Retreat: All defending combat units *must* retreat two hexes. The attacking faction *may* perform the retreat (§9.3.3).

DE Defender Eliminated: All defending combat units are eliminated. Any defending supply units occupying an attacked hex are captured by the attacking faction.

If the hexes occupied by the defending units are vacated by *all* defending combat units; from EX, DR, or DE results; then the *attacking* combat units *may* be able to advance (§9.3.4).

Any defending supply units left *unaccompanied* in attacking combat units ZOC are immediately captured (§9.3.6).

If all attacking and defending units are eliminated via an EX result, and the supply unit is not in any other attacking units ZOC, it is not captured.

The captured supply unit is *immediately* operational and *can* be moved its normal movement (10 MF) but *cannot* sustain any attacks in the capturing factions combat phase of the current turn. The captured supply unit can in this case move *out* of the *accompanying* enemy units ZOC, but not into it, or into or through *other* enemy ZOC.

Note, this is the rare case where movement during the movement phase is permissible. It is also one of the rare cases where a unit may move through enemy ZOC, as the captured supply unit clears from the previously accompanying enemy units ZOC.

In the following, the terms *victor* and *loser* refers to the faction that benefited and lost, respectively, as a consequence of the battle. Thus, for AE and AR results, the victor is the *defending* faction. Similarly, for DE and DR results, the victor is the *attacking* faction. In EX results, the victor is the one with the highest total, possibly modified, combat factor.

§9.3.2 Exchange results

When an exchange result is obtained, the first thing is to decide which side has the largest combat factor, either

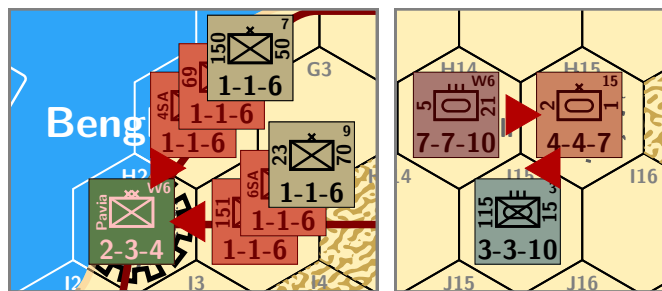


Figure 22: Exchange result. Left: Six British units attack IT/PAVIA IND in the fortification of Benghazi, giving 6:4 or 1:1 combat odds. The result is EX. Since the Axis side has the lower combat factor (4), it loses all units. The Allied faction *must* match that loss and loses 4 units.

Right: DE/21/5 ARREGT and DE/15/115 RECREGT attack UK/1/2 ARBD at odds 2:1, and obtain an EX result. The loser is the Allied side, which loses its unit (4 CF). The Axis faction *must* match the four and *must* therefore eliminate the DE/21/5 ARREGT unit, since DE/15/115 RECREGT is only worth 3 CF.

the total OCF for attacker or total *modified* DCF for the defender.

Note, for the defender total DCF all terrain bonuses are included.

The side with the lowest combat factor (the loser) then loses *all* combat units. Then, the opposing side (the victor) loses units of *at least* the same total combat factors. If the loser was the defender, then the total, possibly terrain modified, DCF must be matched by the attacking faction.

See also Figure 22 for illustrations of this rule.

§9.3.3 Retreats

Units that suffer an AR or DR result *must* retreat two hexes. The defending faction *may* retreat the units in case of an AR, while the attacking faction *may* perform the retreat in case of a DR.

The victor faction has the prerogative to do the retreat, but may relinquish the privilege to the losing faction.

When retreating units, the following rules *must* be observed

- Retreated units *must* be retreated two hexes, but can happen in *any* direction and through *any* passable terrain. This means that a retreated unit can retreat over *two* escarpment hex-sides.
- Units can be retreated *through* friendly units violating stacking limitations (§3) *temporarily*, but cannot end up in hex violating the stacking limitations (§3). If no other option is available, then the *excess retreating* units, chosen by the owning faction, are eliminated.
- Units *cannot* be retreated into or through enemy ZOC,

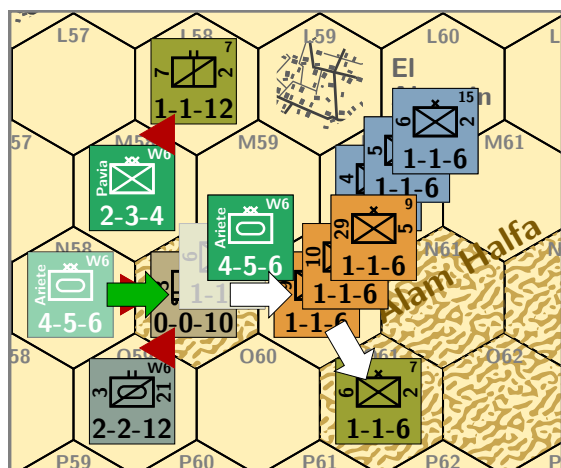


Figure 23: Retreat of units. IT/ARIETE ARD and DE/21/3 ARRECBN attack SA/2/6 INBD in the Ruweisat escarpment (N59), and obtain a DR result. The South African unit *must* be retreated two hexes. It *cannot* retreat through M59 nor O60 since that would be through enemy ZOC. It *can* pass through the friendly, full, stack at N60. It cannot move into M60, since that would violate stacking limits (§3), but it can retreat to either N61, or O61. The Axis faction opts for O61, so as to move it out of the way of the Axis offensive against El Alamein. The Allied supply unit is captured at this point. The Axis faction may now *advance any* of the attacking units into N59, but chooses to only advance the Italian armoured division. Note that IT/PAVIA IND is not participating in the attack.

over impassable hex-sides (§2.1.1), out to sea, or off the board. If there are *no* alternative routes that would respect these limitations, then the retreating units are eliminated. The faction performing the retreat *cannot* force such elimination if alternate, viable, retreat routes exist.

- The faction performing the retreat *cannot* force a retreat into a fortification *against the loser's will* if there are alternative routes.

See also Figure 23 for an illustration of these rules.

The above rules means that surrounded units in a fortification cannot retreat, and are therefore eliminated instead. See for example Figure 24.

Retreat into fortification

Since enemy ZOC does not extend into a fortress, it is possible for retreating units to end up adjacent to a enemy units if retreated into a fortification. This leaves the retreating unit open for a *second* attack during the same turn.

This is the only way a unit can be attacked twice during a turn.

In such a second attack, the retreated units provide *no*

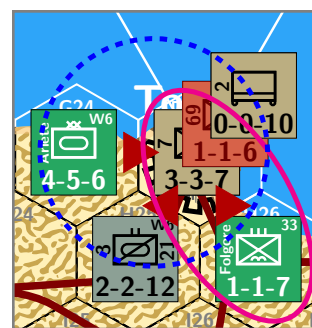


Figure 24: Retreat of surrounded units. The Axis are not required to attack Tobruk. However, IT/FOLGORE ABIREGT attack UK/7/7 MBD in a 1:6 soak-off (magenta), and IT/ARIETE ARD and DE/21/3 ARRECBN attack UK/50/69 INBD at odds 3:1 (dashed blue). The second combat results in DR, but since UK/50/69 INBD cannot retreat, it is eliminated. The soak-off attack results in AE, leaving UK/7/7 MBD and the Allied supply unit in Tobruk.

defensive combat bonus (0DCF). If the twice attacked units are alone in the fortification, then the attack is automatically successful and the retreated units eliminated.

If there are other friendly combat units in the fortification into which the units retreated, then the attack against the fortified hex is against these units only, but the retreated units *must* respect the outcome of the battle.

If all (not previously retreated) units are eliminated in the attack on the fortification, then the retreated units are also eliminated. If the result of the attack on the fortification is DR, then the previously retreated units must also be retreated.

The units retreated into the fortification cannot be used to satisfy EX requirements (§9.3.2).

☞ If the Rommel unit is accompanied by combat units that are forced to retreat, then it is *not* retreated with them, as it is technically not part of the combat. However, this will often leave the Rommel unit in enemy ZOC, without the protection of friendly combat units, and it must therefore be moved to the nearest Axis unit *not* in enemy ZOC (§8.8).

Capture supply during a retreat

A retreating unit *may* be moved past, through, or even onto an unaccompanied enemy supply unit. In that case, the supply unit, of the victors faction *can* be captured by the losing faction.

- If the retreating unit is the defending factions unit, *and* if the supply unit is used to sustain an attack in the current *combat* phase, as declared by the attacking faction, it is *not* captured.
- Otherwise, the supply unit is captured. The supply

unit *cannot* move, except to follow the retreating unit, *nor* can it sustain attacks during the current combat phase.

The first case is a bit special. The supply unit is considered in-use and is therefore not captured. However, the supply unit will be removed at the end of the combat phase (as it was used to sustain an attack), and the defending faction therefore does not capture it.

This could lead an attacking faction to declare most, if not all, supply units sustain some attack so as to protect against capture by retreating defending units. However, any supply unit that was declared to support an attack must be removed at the end of the combat phase, whether it was needed or not, and such a tactic would quickly bleed of supply units.

§9.3.4 Advances

If, after a combat,

- the attacked hex, or hexes, was cleared of defending units, *and*
- the hex is an escarpment or fortified hex, then

any or all attacking units may advance into the vacated hex, even if it is in enemy ZOC. Stacking limitations (§3) must be observed.

This is a rare case where a unit may move from one hex in enemy ZOC to another hex in the same enemy units ZOC.

Advance after combat can only be done in to fortified or escarpment hexes. An attacking faction cannot advance into desert hexes. Note that this means an advancing unit may pass two escarpment hex-sides in a turn.

Only the attacking faction may advance. The defending units may not advance after a AE, AR, or EX result which eliminates all attacking units.

☐ If the advancing unit moves next to or into a hex containing and *unaccompanied* enemy supply unit, then that enemy supply unit is *captured*. The supply unit *cannot* move, except to move out of enemy ZOC and into the advancing units hex, *nor* can it sustain attacks during the current combat phase.

☐ §9.3.5 Automatic victory combats

If the attacking faction has established *automatic victory* (AV) conditions during its movement phase (§8.5), then the following happens when resolving such a battle

- The enemy units are *eliminated*.
- The units participating in the attack, and *not* merely establishing *isolation* (§4.3), *may* advance if eligible (§9.3.4).

Note that

- the attacking units *must* be sustained by a supply unit (☐) when the AV combat is resolved,

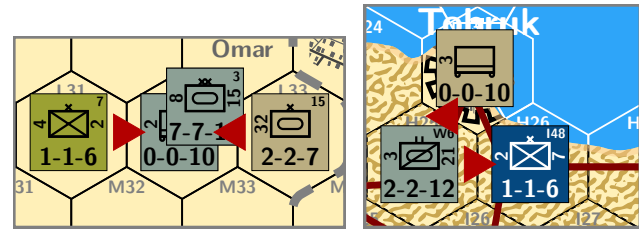


Figure 25: Capture of supply unit. Left: The SA/2/4 INBD attacks the Axis supply unit, while UK/32 ARBD attacks the accompanying DE/15/8 ARREGT add odds 1:4. The tactic is clever in that it removes the supply from the Axis faction, does not require the use of an Allied supply unit, and there is only 50% risk of losing the British unit.

Right: DE/21/3 ARRECBNX cannot attack the Allied supply unit in Tobruk alone, but must attack AU/7/2 INBD also. If the attack manages to remove the Australian unit, then the Allied supply will be captured.

- attacking units in an AV have fulfilled the requirement that they *must* attack enemy units in their ZOC, for this turn.

See Figure 12 and 13 for an illustration.

☐ *Enemy supply units in an AV are captured during the movement phase (§8.5) and has become operational from that point on.*

☐ §9.3.6 Attacking supply units

The attacking faction *may* allocate *one*, and only one, attacking unit to attack an enemy supply unit accompanied by enemy combat units.

☐ This method of attacking a supply unit cannot be used against accompanied supply units in a fortification. The attack on the supply unit is *automatically* successful and the supply unit is *immediately* captured. Such an attack is *not* required to be sustained.

The accompanying enemy combat units must of course be attacked by some other friendly units to meet the requirement that all enemy units in attackers ZOC must be attacked. See Figure 25 (left) for an example.

☐ An *unaccompanied* enemy supply unit in a fortification may likewise be attacked by a *single* combat unit. The attack is an *automatic* success and the enemy supply unit is *immediately* captured. The attacking combat unit *may* immediately *advance* (§9.3.4) into the fortified hex. Such an ‘attack’ is not considered combat, and the capturing combat unit *must* conduct normal combat during the combat phase, if adjacent to enemy units.

If there are other enemy combat units adjacent to the fortification with the sole supply unit, then those units must be attacked as per normal rules. However, the attacker may attack both hexes, the fortified and ad-

jaçant hex. See Figure 25 (right) for an example.

In both of these cases, the captured supply unit *immediately* becomes operational, and may move its full normal movement (10 MF).

In the first case, the supply unit *may* move *out of* the accompanying enemy ZOC, but not into it, or into or through *other* enemy ZOC.

Note, this is the rare case where movement during the movement phase is permissible. It is also one of the rare cases where a unit may move through enemy ZOC, as the captured supply unit clears from the previously accompanying enemy units ZOC.

The captured supply unit *cannot* sustain attacks during the capturing factions current combat phase.

§9.4 Elimination of twice isolated units

At the end of the factions combat phase the faction *must* eliminate *all* units that have been *isolated* (§4.3) at the start *and* end of the factions turn for *two consecutive* turns.

Some care must be taken to do proper book keeping.

The isolated counter (☼) is useful for marking units as isolated, but does not keep track of the number of turns a unit has been isolated for. To that end, an isolated counter may be placed on the units place in the OOB after one full round of isolation.

If all of the factions units are eliminated, then that faction loses the game.

Also at the end of the factions combat phase, *all* supply units that sustained *any* attacks are removed from the map and placed back at the OOB.

§10 Victory conditions

At the end of each factions turn, the victory conditions are determined.

A faction wins the game if

- it has eliminated *all* opponent *combat* units currently on the board (Rommel ☒ and supply ☐ units need *not* be eliminated), *or*
- *garrison* (§4.6)
 - both fortresses, Benghazi (H2) and Tobruk (G25), *and*
 - both bases, ☐ (J62) and ☐ (W3)
 for *two full* consecutive turns.

☐ In addition, the Allied faction wins if, by the end of the last 38th turn, it has denied the Axis faction victory.

Note, it is *not* enough to *control* the fortresses and bases. The faction *must* garrison the hexes, meaning the home bases are free of enemy ZOC.

Note, if a faction has no supply units (☐) on the map for two consecutive turns, it will lose all its units on the map (§6) and thus lose the game.

Notes

The board is rather large, 37.5 cm×121.4 cm, or 14.8"×47.8", and does not fit on any regular paper format. The board is therefore provided as a single document with 5 sheets each holding a piece of the board. The document is designed to be printed on A3, or Tabloid, paper.

The associated materials document holds the counters and OOB, and are designed to be printed on A4, or Letter, paper.

Alternatively, one can use a version of the board which is scaled down by approximate 75% which then fits on 5 sheets of A4, or Letter, paper. In that case, make sure to use the materials document that matches.

Once printed, glue the board parts onto cardboard (roughly 1½ mm thick), and cut out at dashed crop marks. Also glue the OOB on to cardboard to make a sturdy surface to keep the counters on. Glue the counter page on to cardboard and use a sharp knife to cut out the counters. Alternatively, glue the board sheets together. In that case, cut off one end of each section along the crop marks, and glue on to the next section, taking care to align the crop mark arrows. A transparent plastic foil can be put on top to keep the board flat.

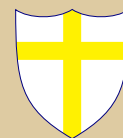
Table to calculate combat odds

Cross index the total defensive combat factor column with the total offensive combat factor row to get combat factor.

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Afrika Korps Tables



Turn sequence

† Axis turn
Supply
Reinforcements and replacements
Movement
Combat
Victory conditions
‡ Allied turn
Supply
Reinforcements and replacements
Movement
Combat
Victory conditions

Supply

Faction	Max	Condition
†	3	†, die roll
‡	4	‡

Axis Supply

Die Roll	Turns		
	1-6	7-16	17-34
1	Lost	Lost	Lost
2	Lost	Lost	Arrive
3	Arrive	Lost	Arrive
4	Arrive	Arrive	Arrive
5	Arrive	Arrive	Arrive
6	Arrive	Arrive	Arrive

Hexes

Hex	Move-ment	Defen-der
Dessert	—	—
Escarpment	Stop	×2 DCF
Town	—	—
Fortified city	—	×2 DCF
Coastal road	+10 MF*	—
Port	—	—
Allied base	—	—
Axis base	—	—

* Only for road movement

Combat sub-phases

Automatic defeats
Combat resolutions
Regular
Automatic victory
Supply units
Eliminate 2× isolated

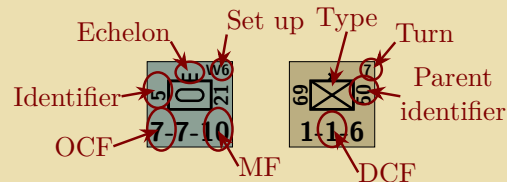
Replacement points

Faction	Controls	
	Home base	Tobruk (G25)
†	(W3) 1	1
‡	(J62) 2	1

Combat Resolution Table

Die roll	1:7	1:6	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AD	AE	AE	AE	AE	AE	AE	AE	EX	EX	DR	DR	AV
2	AD	AE	AE	AE	AE	AE	AE	AR	EX	DR	DR	DE	AV
3	AD	AE	AE	AE	AR	AR	AR	EX	DR	DR	DE	DE	AV
4	AD	AE	AE	AR	AR	AR	EX	EX	DR	DE	DE	DE	AV
5	AD	AE	AR	AR	AR	EX	DR	DR	DE	DE	DE	DE	AV
6	AD	AR	AR	AR	AR	DR	DE	DE	DE	DE	DE	DE	AV

Requires ☐ within 5 ☐



Combat results

AD	Automatic defeat
AE	Attacker eliminated
AR	Attacker retreat
EX	Exchange
DR	Defender retreat
DE	Defender eliminated
AV	Automatic victory

Allied substitution units

BG Unit	Substituted Units

Nationalities

† Axis	‡ Allies
DE Germany	UK United kingdom
IT Italy	IN India
FR France	NZ New Zealand
	JW Jews
	AU Australia
	PL Poland

Unit sizes and types

Size	Type
xxxx AG Army group	IN Infantry
xx D Division	ABIN Airborne infantry
x BD Brigade	MIN Motorised infantry
III REGT Regiment	MREC Motorised reconnaissance
II BN Battalion	[BG] BG Battle group
	AR Armoured
	M Armoured infantry
	ARREC Armoured reconnaissance
	— Supply
	HQ Headquarters