

The Western Desert - Torch - Near East - War in the Desert rules contain several dates that can be easily overlooked by players. This document contains many of the most important dates, grouped by year, in an effort to make it easier for the players to not forget them.

1940

Dec I, (Rule 28.B.3) - Allied player receives a special surprise attack turn before the regular Dec I 40 turn is played.

Dec I, Axis player turn (Rule 28.A.3) - Italian Disarray rules.

Dec II, Axis player turn (Rule 28.A.1) - One random unit per turn from the Italian Fifth Army may be placed in Tripoli.

1941

Jan I, Axis player turn (Rule 28.E.2 - Near East only) - From now through Jun II 1941, the Axis player may roll dice to see if a pro-Axis coup d'etat in Iraq occurs.

Jan II, End of turn (Rule 31.C) - Victory point check.

Mar II, Final zone E weather check (Rule 28.F) - Zone E is clear from Apr I through Nov II.

Apr I, Axis player turn (Rule 28.C.1) - From now until the end of 1941, the Axis player may start attempting to pressure Vichy France, once per turn, to allow German units to enter and operate in the Levant.

Apr I to May II (Rule 28.F - Near East only) - Tigris and Euphrates Rivers flood.

May I to May II (Rule 28.E.2 - Near East only) - Iraqi coup roll +1.

Jun I, Allied player turn (Rule 29.C.1) - British forces return from Greece.

Jun I, Axis player turn (Rule 26.C.2) - Axis player may now perform naval transport on map 19.

Jun I, Axis player turn (Rule 29.A.2) - The Axis player controls Crete and the Aegean Islands. Reinforcement/Replaced Axis air units that may be placed in Sicily or Sardinia may be placed in Sicily, Sardinia, Crete, or Rhodes.

Jun I to Jun II (Rule 28.E.2 - Near East only) - Iraqi coup roll +2. Last chance for Iraqi coup.

Jun II, Axis player turn (Rule 27.B) - Axis player may start planning for use of the German 1941 special forces.

Jul I, Allied player turn (Rule 23) - The repair die roll for Allied inoperative air units is 1, 2, 3.

Jul I, Allied player turn (Rule 28.B.2 - Near East only) - Allies must start maintaining a garrison in the Near East.

Jul II, End of turn (Rule 31.C) - Victory point check.

Aug I, Allied player turn (Rule 28.E.3 - Near East only) - Allied player may now invade Iran. He incurs a victory point penalty if he has not invaded Iran by Oct I 41.

Aug II, Allied player turn (Rule 7.A.2) - Allied player may start extending the railroad from Matruh (hex 19/1225) to Tobruk (hex 18/4818).

Sep I, Allied player turn (Rule 28.B.2 - Near East only) - Allies have increased garrison requirements in the Near East.

Sep I, Axis player turn (Rule 27.B) - German 1941 special forces may enter play from now until the end of the year (must plan for 5 turns in advance).

Oct I, Allied player turn (Rule 28.E.3 - Near East only) - Begin VP Penalty if Allies have not invaded Iran.

Oct II, Axis player turn (Rule 27.B) - Axis player may start planning for use of the German 1942 special forces, if the 1941 special forces were not used.

Nov I, Allied player turn (Rule 28.B.4) - Allied player may start attempting to raid Axis air bases in Egypt or Libya once per month.

1942

Jan I, Allied player turn (Rule 29.D.1) - Allies may begin British armor conversions.

Jan I, Axis player turn (Rule 28.C.2) - Axis forces may now invade French North Africa.

Jan I, Axis player turn (Rule 27.B) - German 1942 special forces may enter play, if the 1941 special forces were not used, from now until Sep II 1942 (must plan for 5 turns in advance).

Jan I, Axis player turn (Rule 27.B) - Axis player may start planning for use of the Italian 1942 special forces only for an invasion of Malta.

Jan II, Axis player turn (Rule 27.B) - If the 1941 special forces were used, earliest turn Axis player may start planning for use of the German 1942 special forces.

Jan II, End of turn (Rule 31.C) - Victory point check.

Mar II, Final zone E weather check (Rule 28.F) - Zone E is clear from Apr I through Nov II.

Mar II, Axis player turn (Rule 27.B) - Italian 1942 special forces may enter play from now until the end of the year (must plan for 5 turns in advance).

Apr I to May II (Rule 28.F - Near East only) - Tigris and Euphrates Rivers flood.

Apr I, Allied player turn (Rule 29.D.2) - Allies may begin armored brigade upgrading.

Apr I, Axis player turn (Rule 27.B) - If the 1941 special forces were used, earliest turn German 1942 special forces may enter play from now until Sep II 1942 (must plan for 5 turns in advance).

Jul I, Allied player turn (Rule 23) - The repair die roll for Allied inoperative air units is 1, 2, 3, 4.

Jul II, End of turn (Rule 31.C) - Victory point check.

Nov I, Allied player turn (Rule 27.C - Torch/WITD Campaign only) - Allied invasion of French North Africa.

Nov I and Nov II, Allied player turn (Rule 23 - Torch/WITD Campaign only) - Modifications to inoperative air unit repair rolls for Allied air units in French North Africa.

Nov II, Allied player turn (Rule 27.C.4 - Torch/WITD Campaign only) - Post-Allied invasion of French North Africa rules.

Nov II, Allied player turn (Rule 28.B.2 - Torch/WITD Campaign only) - Allies must maintain French Morocco garrison.

1943

Jan I, Allied player turn (Rule 28.B.2 - Torch/WITD Campaign only) - Allies have increased French Morocco garrison requirements.

Jan I, Allied player turn (Rule 28.B.5 - Torch/WITD Campaign only) - The Allied player starts rolling one die; if a 6 is rolled, then the Allied player may begin to assemble and break down U.S. divisions freely. On the first turn, 1 U.S. division may assemble/breakdown freely; on each following Allied player turn the number of U.S. divisions that may assemble/breakdown freely is increased by 1.

Jan I, Axis player turn (Rule 28.I - Torch Campaign only) - No Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 25:4900. On all turns thereafter, no Axis ground unit may enter, pass through, or trace supply through any hex in this area.

Jan II, Allied player turn (Rule 28.I - Torch Campaign only) - Due to the presence of Axis rear area forces in Libya, Allied forces may not enter, operate in, or trace supply lines through any hex in Libya.

Jan II, End of turn (Rule 31.C) - Victory point check. (Rule 31 - Western Desert Campaign only) - If game has not already ended earlier, check final victory totals and determine winner.

Mar II, Final zone E weather check (Rule 28.F) - Zone E is clear from Apr I through Nov II.

Apr I to May II (Rule 28.F - Near East only) - Tigris and Euphrates Rivers flood.

Jul II, End of turn (Rule 31.C) - Victory point check. (Rule 31 - Torch/WITD Campaign only) - If game has not already ended earlier, check final victory totals and determine winner.