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## Credits

### Game Research, Design & Development:

Chris Fawcett

### Project Direction:

John Kranz

### Graphics:

Shayne Logan

### Additional Playtesting and Development Assistance:

Johan Halvarsson, Mark Henson,  
Louis Rotundo, Rick Thomas

### Proofreading and Rules Assistance:

Rick Cox, Martin Gallo, Tim McNeil,  
Robert Ott, Michael Neubauer,  
Louis Rotundo

## 1.0 Introduction

*The Fall of Tobruk: Rommel's Greatest Victory* is a recreation of the Axis attack on the heavily fortified Gazala-Bir Hachem line in May-June 1942. Three Italian corps and the vaunted *Deutsches Afrika Korps* participated in the attack, under the operational command of General Erwin Rommel. Opposing the Axis forces were two corps of the Eighth Army, consisting of British, South African, Indian, and Free French units, under the command of General Neil Ritchie.

The battle was pivotal in the Western Desert campaigns that had see-sawed back and forth across Cyrenaica since the winter of 1940, leading to the Axis capture of Tobruk, the British abandonment of Libya, and subsequent retreat to El Alamein.

Players represent the two army commanders, Rommel and Ritchie, maneuvering the various brigades and regiments under their command in order to control the vital port of Tobruk and defeat the enemy forces while still preserving his own army as a force in being. The player who occupies Tobruk while preserving sufficient forces to continue the campaign wins the game.

## 2.0 Components

A complete copy of *The Fall of Tobruk: Rommel's Greatest Victory* should include:

- a. Five double-sided counter sheets containing 880 5/8" counters
- b. Two mapsheets that combine to make one 40x32" map
- c. One 11x17" Allied Air Display
- d. One 11x17" Axis Air Display
- e. One 8.5x11" Allied Reserve and Refit Display
- f. One 8.5x11" Axis Reserve and Refit Display
- g. One 8.5x11" Air Units Reinforcements and Withdrawals Table/ Ground Units Reinforcement Chart
- h. One 8.5x11" Air Tasking Display Screen
- i. Five 8.5"x11" Orders of Battle Displays
- j. Two identical 8.5x11" double-sided Player Aid Cards
- k. One 8.5x11" Basic Game Air Tables Card
- l. Three 8.5x11" Setup Maps
- m. Two 8.5x11" Expanded Sequence of Play Cards
- n. This 32-page rulebook
- o. Two ten-sided dice (0-9)

If any of these parts are missing or damaged, please contact:

Compass Games, LLC.  
PO Box 271,  
Cromwell CT 06416.  
[sales@compassgames.com](mailto:sales@compassgames.com)

## 3.0 Sequence of Play

Each Game Turn is composed of Phases and Impulses, with Dawn Phases, AM Phases, PM Phases, and Dusk Phases. Reinforcement and replacement units of both players are introduced to the map (and new formation activation markers are added to the Activation Pool) in the Dawn Phase. Air units of both sides are assigned to mission boxes on the players' respective Air Tasking Displays, and players perform a series of random draws of activation chits that allow units of one player to be activated for Operations for each of the AM Phases and PM Phases. Once all Operations for both players have been completed, the units and markers on the map and game displays are prepared for the next game turn in the Dusk Phases.

Within each Game-Turn, the following Phases and Impulses are performed in this order:

- I. **DAWN PHASES**
  - 1) Reinforcement/Replacement Phase
- II. **AM PHASES**
  - 1) Weather Determination Phase
  - 2) Air Planning Phase
  - 3) Operations Phase
    - Artillery Impulse
    - Air Impulse
    - Movement Impulse
    - Combat Impulse
  - 4) Clean-up Phase
- III. **PM PHASES**
  - 1) Weather Determination Phase
  - 2) Air Planning Phase
  - 3) Operations Phase
    - Artillery Impulse
    - Air Impulse
    - Movement Impulse
    - Combat Impulse
  - 4) Clean-up Phase
- IV. **DUSK PHASES**
  - 1) Airbase Repair Phase
  - 2) Game Turn Record Phase

### DAWN PHASES

#### 3.1 Reinforcement/Replacement Phase

In the Reinforcement/Replacement Phase, new units arrive, and units are recovered from those that have been previously eliminated in combat. New units are listed for both players on the Air Unit Reinforcements and Withdrawal Table and on the Ground Unit Reinforcement Chart, detailing which turn the reinforcements arrive. Reserve tank steps and Refitted units enter the game as new units during this Phase also. Air unit consolidation is performed in this Phase.

**NOTE:** This Phase is skipped on the first turn of the game, regardless of which scenario is being played.

### AM PHASES

#### 3.2 Weather Determination Phase

Weather can affect air planning, activations, movement, and combat. In the Weather Determination Phase, a roll on the Weather Table determines the prevailing weather for this AM/PM Phase.

#### 3.3 Air Planning Phase

In each Air Planning Phase (AM and PM), both sides secretly allocate their air units on their respective Air Displays, moving them from their base boxes to mission boxes in their target air sectors. Air units are assigned to offensive missions (Fighter Sweep, Combat Support, or Strafing/Bombing), defensive missions (Defensive Patrol or Escort) or can be left unused at their airbases. Air units are limited to flying missions within their printed Range Allowance, and most missions are resolved during the Operations Phase. When using the Solitaire/Basic Air rules, this phase is used only to determine sector air superiority (see Rule 9.61).

#### 3.4 Operations Phase

In each Operations Phase (AM and PM), players draw Activation Markers one at a time from a pool that includes markers from all formations currently present on the game map (or arriving this turn as reinforcements). As each marker is drawn, the player owning that marker becomes the Active Player and performs a series of Activations, each of which optionally contains one or more Artillery Impulses, one or more Air Impulses, and one or more Movement and/or Combat Impulses.

A ground unit may not be activated for more than one Movement Impulse and more than one Combat Impulse per Operations Phase. An artillery unit cannot be activated for more than one Movement Impulse or more than one Artillery Impulse per Operations Phase. An air unit may fly no more than one mission during its Air Impulse per Operations Phase. So long as the above limit is observed, the Active Player may activate units in any order, with multiple Artillery, Air, Movement, and/or Combat Impulses.

**CARDINAL RULE #1:** These Impulses can be performed in any order per activation, but only one of each impulse type can be performed at a time. Unlike most other wargames, all movement conducted by a player does not have to take place before combat.

##### 3.41 Artillery Impulse

The Active Player may Bombard with any of his artillery units according to the Artillery rules. Each time the Active Player conducts an Artillery Bombardment is referred to as an Artillery Impulse.

##### 3.42 Air Impulse

The Active Player may resolve Bombing/Strafing or Combat Support missions (and associated Defensive Patrol, Fighter Sweep, or Escort missions) with any of his assigned air units according to the Air rules. Each time the Active Player conducts an air mission is referred to as an Air Impulse.

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**NOTE:** When playing the game with the Solitaire/Basic Air Rules (see Rule 6.4), Air Impulses take the form of rolling for air mission results.

### 3.43 Movement Impulse

The active player may perform actions as desired with the Activated units, moving as many of his units as he wishes. Each time a player moves a unit or group of units is referred to as a Movement Impulse activation.

### 3.44 Combat Impulse

Combat is resolved in a strict sequence, with antitank fire resolved before regular combat between attacking and defending units. No enemy unit may be attacked more than once per Combat Impulse, but an enemy unit may be attacked more than once per Operations Phase, by different units in different Combat Impulses.

**CARDINAL RULE #2:** One unit's Movement could not be interrupted to perform an Air Support mission, then resume Movement and be interrupted again to perform an Artillery Bombardment, have Combat and then continue Movement.

**EXAMPLE:** The Axis Player moves three units adjacent to a British unit and attacks it. The combat for this Impulse activation forces the British unit to retreat two hexes. The Axis Player may then move additional units up to attack the British unit in its new position, executing one or more Movement Impulses followed by another Combat Impulse, but the three German units that were involved in the original combat have been marked Operations Complete and therefore cannot further participate in the Operations Phase.

### 3.5 Clean-Up Phase

When both players have completed all Operations with all units of all formations (as desired), units that have been Disrupted recover and are flipped to their normal (front) sides, and all Operations Complete markers are removed. Aircraft losses from Air Bombardment missions are taken. At the end of the AM Clean-Up Phase, flip the Game Turn marker to the PM side. At the end of the PM Cleanup Phase, proceed to the Dusk Phases.

### PM PHASES

Repeat AM Phases 3.2 through 3.5 as above.

### DUSK PHASES

### 3.6 Airbase Repair Phase

During the Airbase Repair Phase of each turn, every air sector with damage may be repaired. Each player rolls a d10 and consults the Airbase Repair Table (ART), using the column that corresponds to the number of existing damage points. The result is the number of damage points that are repaired in that air sector for that side. If the result also contains the † symbol, one air unit based at that airbase receives an Air Step loss; add a -1 Air Step marker to that air unit, increase -1 Air Step marker, or eliminate

the air unit, as appropriate. The owning player always apportions all losses to his units.

**NOTE:** Each on-map air sub-sector is rolled separately, along with each sector of the Air Display, for each side.

d10	Existing Damage		
	1-2	3-4	5+
0-1	1†	2†	3†
2-3	1	1	2
4-5	0	1†	1†
6-7	0	0	1
8-9	0	0	0

† One step loss incurred on any one air unit based in sector

### 3.7 Game Turn Record Phase

At the end of the game turn, check for Allied Withdrawal (see Rule 15.21), then flip the Game Turn marker to the AM side and advance it to the space for the next day on the Turn Record track. If the last day has been played, determine victory.

## 4.0 General Game Concepts

### 4.1 Zones of Control

The six hexes surrounding a unit are its Zone of Control (ZOC). ZOCs are classified as either Light ZOC (LZOC) or Heavy ZOC (HZOC), depending on the number of stacking points in a given hex, whether there is a Heavy AT unit in the hex, or whether there is a Box in the hex. See the ZOC Summary on Player Air Card 2. Also see Rule 16.41 for special first turn ZOC effects.

#### ZOC Summary Chart

Light ZOC	Heavy ZOC
4-11 SPs in hex	12 + SPs in hex
Disrupted units do not contribute to ZOC	
Artillery units do not contribute to ZOC unless no more than half of the SPs in a hex are artillery	

### 4.11 Terrain and Zones of Control

All ZOCs extend into and across all terrain into which the units may move, with one exception: only Leg mobility class units count for exerting a ZOC up an escarpment hexside, even if a road is present.

**NOTE:** Non-Leg mobility class units in a hex adjacent to an escarpment hexside do count for exerting a ZOC across non-escarpment hexsides.

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## 4.12 Movement and Zones of Control

During a Movement Impulse, when a unit moves into an enemy HZOC, it must spend one additional movement point, and it must cease its movement for that impulse and conduct a Combat Impulse against that hex. LZOCs also cost one additional movement point to enter, but do not require any adjacent enemy unit to be attacked.

A unit which begins its activation in an enemy HZOC must either move away or attack during that Phase (*i.e.*, must conduct a Combat Impulse, Declared or Forced, against that hex). Units that begin in an enemy LZOC are not required to move away or attack. LZOCs and HZOCs both cost two additional movement points to leave.

**NOTE:** *If there is a situation where a unit is in a mandatory combat situation but does not have enough Activation Points to conduct a Combat Impulse (either because the result on the Command Control Table (CCT) is insufficient or because the player elected to not voluntarily activate the unit), the unit is forced to conduct a Combat Impulse with a penalty of one column shift to the left (1L).*



A unit which begins its activation within a Movement Impulse in an enemy ZOC may move directly to an adjacent hex also in an enemy ZOC (of the same or different unit) but must adhere to the restrictions and additional movement costs above. Such movement may continue (from LZOC to LZOC) provided the moving units have sufficient movement points to enter each hex.

## 4.13 Combat and Zones of Control

Units that are forced to retreat into an enemy ZOC are Disrupted (noting that retreating units that are already Disrupted would be eliminated—see Rule 12.0).

## 4.14 Supply and Zones of Control

Supply lines may not be traced through a hex in an enemy ZOC, unless the hex is occupied by a friendly unit/stack with at least an LZOC.

## 4.2 Stacking

A player may have a number of units together in a hex, regulated by the number of Stacking Points (SPs) each unit has shown in the box in the upper left corner of the counter (see Rule B.11).

### 4.21 Stacking Limits

Up to 16 Stacking Points of units may normally stack in a single hex. There are circumstances in which overstacking is allowed, but in no case can more than 24 SPs ever be placed into a single hex (see Rule 4.23 for overstacking penalties). Stacking limits apply at the end of each Movement Impulse and throughout all Combat Impulses.

**EXCEPTION:** *All units of the Allied 1st Free French Brigade, and the German 104th and 115th Panzergrenadier Regiments may each stack in a hex without overstacking, but no other units may be in the same hex. These units are marked with a white rectangle surrounding their Unit ID to denote the exception.*

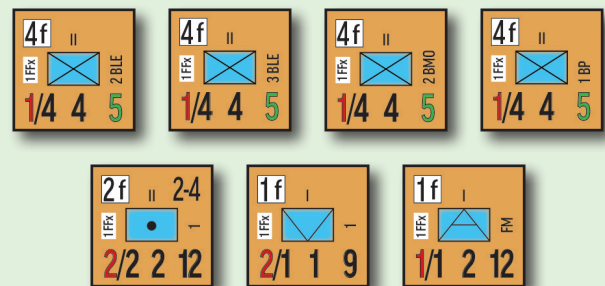
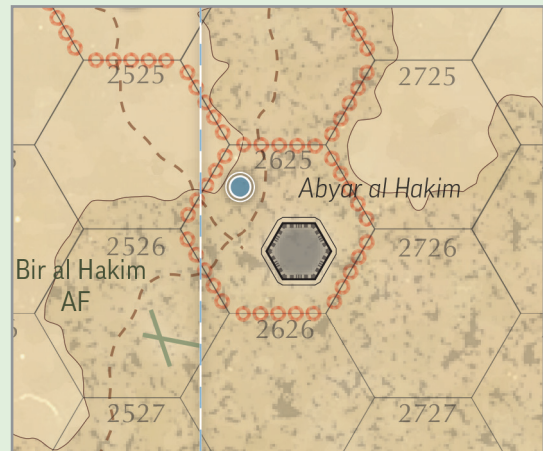
## 4.22 Stacking Density Effects

See the Stacking Density Chart (SDC) on Player Aid Card 2 for the effects of stacking on Bombardment (air and artillery).

### Stacking Density Chart (SDC)

SPs	BMB Shifts
1-5	1 L
6-10	--
11-15	1 R
16 +	2 R

**EXAMPLE:** *All units of the 1st Free French Brigade with 20 SPs are stacked in hex 2625. If Bombarded, the Axis Player would receive a 2R shift to the Bombardment Resolution, as per the SDC. If any other Allied units are also in hex 2625, the stacking exception for the brigade (see Rule 4.21 Exception) would be nullified and normal Overstacking Penalties (see Rule 4.23) apply. (Terrain effects have been omitted for this example).*

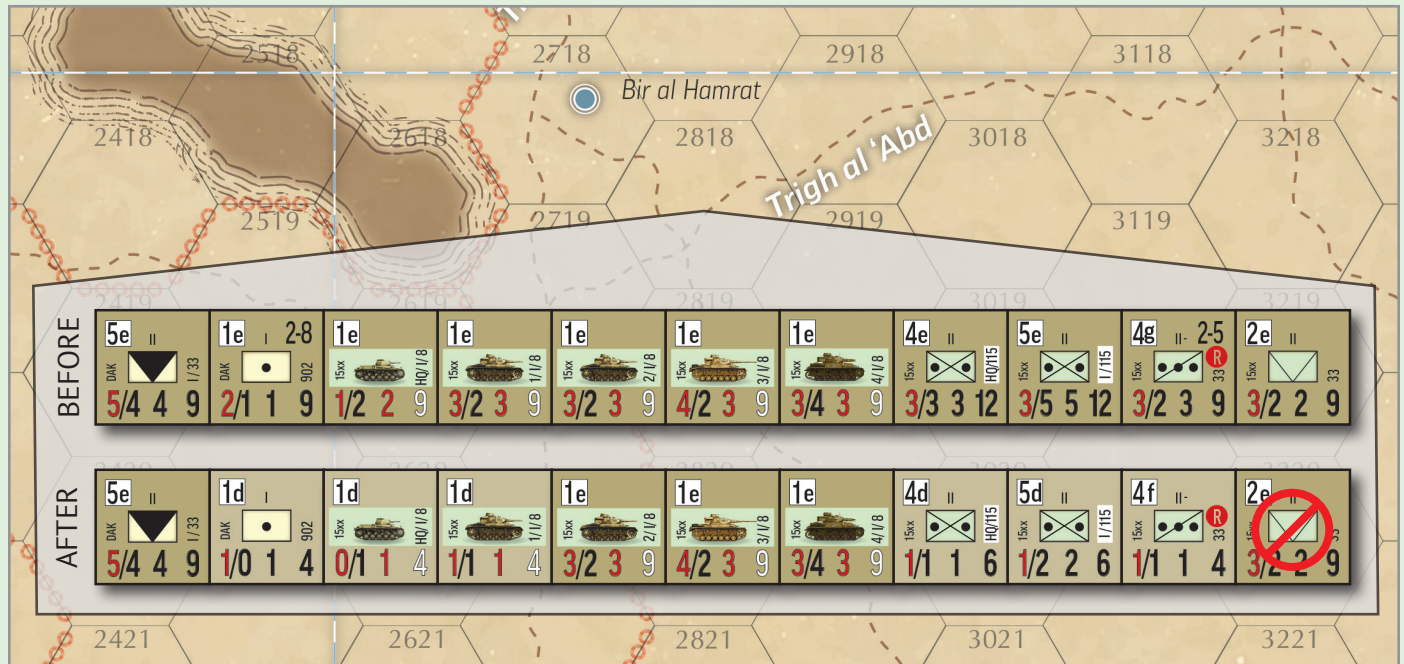


### 4.23 Overstacking Penalties

Units in violation of stacking are Disrupted, and an equal number of stacking points among those units normally considered to be within stacking limits are also Disrupted (owning player's choice). Excess units are eliminated if forced to overstack beyond 24 stacking points (owning player's choice).

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**4.23 OVERSTACKING PENALTIES EXAMPLE:** Units of the German 15th Panzer Division and DAK find themselves overstacked in hex 2818 as shown (some have been forced to retreat into the hex). Since the stacking point value of all units in the hex would be 26, the Axis player must select two stacking points to be eliminated, and 16 stacking points of those 24 remaining to be disrupted (eight because the limit of 16 was exceeded, and 8 more to match that number).



## 4.3 Towed and Self-propelled Guns

Most of the antitank capability of the heavy weapons and artillery units in the game is derived from towed antitank or field artillery guns. Towed guns suffered the disadvantage of having to be emplaced before they could effectively fire.

To represent this limitation, any Weapons or Artillery unit that moves at least one MP and no more than half of its Movement Allowance has its Hard and Soft Attack and Bombardment Factors halved during the current activation. Any Weapons or Artillery unit that moves more than half of its Movement Allowance has its Hard and Soft Attack and Bombardment factor reduced to zero during the current activation. These movement and firing restrictions do not apply to any Axis *Semovente* (self-propelled artillery) or Heavy Antitank units (the famed “88” Flak 36). See the Unit Types Table in Rule B.113.

**NOTE:** These combat reductions only apply to Weapons or Artillery units that move during the current activation. Weapons or Artillery units that have previously activated or have not yet activated during the current Operations Phase retain their full Hard Attack Factors for Anti-tank Fire, regardless of how far they may have moved earlier.

## 4.4 Weather

Weather had a significant effect on the ground and in the air over the month-long Gazala battle. Summer haze hung low over the battlefield, limiting visibility on many days, both before and after the sudden and frequent sandstorms whipped up by the seasonal *khamsin* winds.

## 4.41 Weather Determination

At the beginning of each AM and PM Phase during the Weather Determination Phase, a d10 is rolled and compared to the Weather Table (WXT), modified as necessary for the prior turn’s weather. The result is the weather for the Phase (AM/PM), which may affect air missions, ground movement, or artillery bombardments.

**Weather Table (WXT)**

d10	Weather for Turn
≤0	Clear
1	Clear
2	Clear
3	Clear
4	Haze
5	Haze
6	Haze
7	Khamsin
8	Khamsin
≥9	Khamsin

## 4.42 Clear Weather Effects

Clear weather for the AM or PM Phases will have no negative effect on any game function. HQ Command Ranges are 10 hexes (see Rule 7.12). Place the Weather Marker on its “10 hexes” side up in the Clear space above the Weather Table (WXT) on the NE corner of the game map.

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## 4.43 Haze Weather Effects

Haze weather for the AM or PM Phases affects aircraft contact attempts, resolution of Combat Support air missions, and Bombardment attacks (air and artillery). Contact attempt die rolls receive a +1 DRM; Combat Support and Bombardment resolutions receive a 1L shift. HQ Command Ranges are 10 hexes (see Rule 7.12). Place the Weather Marker on its “10 hexes” side up in the Haze space above the Weather Table (WXT) on the NE corner of the game map.

## 4.44 Khamsin Weather Effects

Khamsin weather for the AM or PM Phases affects aircraft contact attempts, resolution of Combat Support air missions, and Bombardment attacks (air and artillery). Contact attempt die rolls receive a +2 DRM; Combat Support and Bombardment resolutions receive a 2L shift. HQ Command Ranges are 5 hexes (see Rule 7.12). All ZOCs are reduced by one level (HZOC becomes LZOC, LZOC becomes no ZOC). Place the Weather Marker on its “5 hexes” side up in the Khamsin space above the Weather Table (WXT) on the NE corner of the game map.

Khamsin weather also has a potential negative impact on Air Mission Planning, as described in Rule 6.3.

## 4.45 Changes in Weather

If the weather in the prior Phase (AM or PM) was Clear, subtract 1 from the die roll. If the weather was Haze or Khamsin, add 1 to the weather die roll. There is no modifier on the first turn.

# 5.0 Reinforcements and Replacements

## 5.1 Reinforcements and Withdrawals

New ground units arrive at the beginning of the Reinforcement/Replacement Phase as scheduled on the Air Units Reinforcements and Withdrawals Table and the Ground Units Reinforcement Chart. Some air units arrive and are withdrawn during play as determined by die rolls, reflecting the ebb and flow of the campaigns against Malta and elsewhere.

### 5.11 Ground Unit Reinforcements

Allied ground units appear at the east edge of the map (or placed in Tobruk if so indicated). Axis ground units appear at the west or northwest edge of the map. Units are placed off the edge of the map (unless entering in Tobruk) and must move into the map when activated in a later Operations Phase. Air units are placed into any air sector where that side controls enough airfield capacity to hold the new units.

The following table shows the new ground units received as reinforcements (duplicating the information from the Ground Units Reinforcements Chart).

Game Turn	Units Received	Where Received
June 1	<b>Allies:</b> Indian 10 <sup>th</sup> Brigade (Br 2 HLI, In 2/4 GR, 4/10 Bal, Br 28 Fd); 5 <sup>th</sup> Indian Division Comp AT Bn, 5 <sup>th</sup> Indian Division HQ	East Edge
June 2	<b>Allies:</b> Elements, Indian 21 <sup>st</sup> Brigade (Br 1 DCLI, 157 Fd)	Tobruk or East Edge
June 5	<b>Allies:</b> Indian 11 <sup>th</sup> Brigade (Br 2 CH, In 2/7 Gur, 2/5 MLI, Br 25 Fd)	East Edge
June 6	<b>Allies:</b> Elements, British 1 <sup>st</sup> Armoured Brigade (1 SF, 104 RHA)	East Edge
June 10	<b>Allies:</b> Indian 20 <sup>th</sup> Brigade (Br 1 SWB, In 1/6 RR, 3/18 Gur, Br 97 Fd)	East Edge
June 20	<b>Axis:</b> Elements, Italian 133 <sup>rd</sup> “Littorio” Division (I/12, II/12, III/12, I/51, II/51, III/51, 23B/12B, 36B/12B, II/133, 554, 556)	West or North-west Edge

## 5.12 Axis Air Arrivals and Withdrawals

Some German and Italian air units arrive and are withdrawn during the game to augment Axis strength in the air battles over Malta and the campaign in Russia. During the Reinforcement and Replacement Phase of each game turn starting June 1, the Axis player rolls a die, compares the roll with the table on the Air Units Reinforcements and Withdrawals Table and applies the result. Each result can only be applied once per game; if a result is rolled again treat as no effect (do not reroll).

The following table shows the air units either received or withdrawn, and the die roll associated (duplicated from the Air Units Reinforcements and Withdrawals Table).

Die Roll	Units	Reinforcement or Withdrawal
0	Italian 158 Grupo (236°, 387°, and 388° RA) CR.42	Reinforcement
1	Italian 159 Grupo (389°, 390°, and 391° RA) CR.42	Reinforcement
2	Italian 3 Grupo (153°, 154°, and 155° RA) CR.42	Withdrawal
3	Italian 6 Grupo (79°, 81°, and 88° RA) C.202	Withdrawal
4	Italian 17 Grupo (71°, 72°, and 80° RA) C.202	Withdrawal
5	German I/NJG2 Ju-88C	Reinforcement
6	German I/StG4 Ju-87	Reinforcement
7	German II/LG1 Ju-88A	Reinforcement
8	German I/KG54 Ju-88A	Reinforcement
9	German I/StG5 Ju-87	Reinforcement

## 5.2 Refitting Destroyed Units

During each Reinforcement/Replacement Phase, each player may Refit one non-tank unit from the Units to be Refit Box by moving two non-tank units from the Units to be Refit Box to the Units Permanently Eliminated Box of his Reserve and Refit Display and returning the Refit unit to play as a replacement.

### 5.21 Refitting Procedure

All three units selected for a refit must be of the same size, nationality, type (infantry, artillery, self-propelled gun, reconnaissance, armored car) and occupy the side's Units to be Refit Box. If the units have different combat values, the unit with the lowest Defense Factor must be chosen. If there are multiple units with the lowest Defense Factor, the unit with the lowest combined Hard and Soft Attack Factors must be the one returned as a replacement. If this is also equal, then it is the player's choice.

### 5.22 Placing Refitted Units

Replacement units that have been refitted may be returned to play in any hex that can trace a valid supply path to its formation HQ. The Morale Level of the returned unit in each Refit come back into play with a Moral Level equal to one letter lower than the maximum number of morale steps lost by any of the constituent units.

***EXAMPLE:** Three units are in the Allied Units to be Refit box, one of which has lost 1 Morale Letter, and another has lost 2 Morale Letters, and the third has lost 3 Morale Letters. The unit that has lost only 1 Morale Letter is being returned, but it returns with 2 Morale Letters lost to reflect the amalgamation of all three units.*

## 5.3 Reserve Tanks

Reserve tanks represent unassigned spares, tanks at depots, and repaired tanks lost in combat, and are used to replace battle losses.

### 5.31 Tanks and Refitting

Tank units in the Units to be Refit Box are not refitted as per Rule 5.2 but are returned to play if a Reserve tank step of the appropriate model is available on the Reserve Tank Track of the Reserve and Refit Display. Reserve tank steps either begin the game on one of a side's Reserve Tank Tracks or are recovered from the battlefield during play.

### 5.32 Tracking Reserve Tanks

Both players have Reserve Tank tracks on their Reserve/Refit Display to keep track of how many Reserve Tanks are left of each type. A maximum of eight (8) tanks for a given type may be kept in Reserve (some types begin the game with some steps already in Reserve).

***NOTE:** Only those tank types with reserve tracks on the Refit and Reserve displays will ever have Reserve steps. Armored cars of both sides, Italian Semoventes and L6/40 tanks, German PzJg I and the single German Stuart tank never generate wreck markers and are placed in the Units Permanently Eliminated box when eliminated.*

### 5.33 Using Reserve Tanks

Reserve Tanks are brought into play during the Reinforcement/Replacement Phase. Reduce a Reserve Tank type marker by one,

take a tank unit of the same type from that side's Unit To be Refit Box, and return the unit to play as per rule 5.32. Up to two tanks per side may be brought in from Reserves per player turn.

## 5.4 Tank Wrecks and Repairs

When any of the following types of tank units are eliminated in combat, a Wreck marker is placed in the hex when the tank unit was located: Allied—Crusader, Grant, Matilda, Stuart, Valentine; Axis—M13/40, M14/41, PzKwIIIj, PzKw IIIj/1, PzKw IV. See Unit Types Tables in Appendix B.

### 5.41 Wrecks

When one or more tank units listed above are eliminated as a result of Antitank Fire or Regular Combat, they are replaced on the map with Wreck markers from the appropriate side (Axis or Allied). Any tanks that do not have a corresponding Reserve Tank track cannot be repaired and are instead placed in the Units Destroyed Box when eliminated.



#### 5.411 Placing Wreck Markers

Place an unassigned Wreck marker in the tank's hex and the eliminated tank unit in the matching numbered Wreck box on the Reserve/Refit Display. One Wreck marker in a hex is sufficient to hold all wrecked tanks of a side. The tank type depicted on the marker does not need to match the type of the tanks that were eliminated.

#### 5.412 Wreck Markers in Play

Wreck markers should always be placed at the bottom of a stack, may never move and do not count against stacking. Wrecked tanks do not exist for any purpose except tank repair. When a Wreck marker has no tanks in its box, remove the Wreck marker. It is possible for Wreck markers of both sides to exist in the same hex (also see Rule 5.423).

### 5.42 Tank Repair

Wrecked tanks may be repaired during the Reinforcement/Replacement Phase. At the end of the Phase (after using existing Reserve tanks to replace any tank units in the Units to be Refit Box), perform repair attempts on wrecks located on the map. The procedure for repairing German wrecks differs from that for Allied and Italian wrecks.

#### 5.421 Repairing German Wrecks

German wrecks which have an Axis unit in or adjacent to the hex containing the Wreck marker and which do not also have an Allied unit **in that hex** can be repaired. The Germans may automatically repair one such wreck per turn and may attempt to repair up to two additional wrecks per turn (in the same or different hexes) by designating the wreck and rolling a d10 for each. On a 0-6, the wreck is repaired; on a roll of 7-9, it is Unrecoverable (see Rule 5.423). One Repaired German tank per turn is immediately available in that hex and may move and fight in that turn. Any tanks repaired beyond the first are removed from the Wreck box and placed in the owning player's Units to be Refit Box then the owning player adds +1 to the number of Reserve Tanks of that type. Such tanks can be brought back into play in accordance with Rule 5.3 (but see Rule 5.22).

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## 5.422 Repairing Italian and Allied Wrecks

Italian and Allied wrecks which have a friendly unit in same hex as the wreck marker and which are **not stacked with or adjacent to** an enemy unit can be repaired. The owning player may attempt to repair two such tanks a turn (in the same or different hexes) by rolling a die for each. On a 0-5, the tank is repaired; on a 6-9, it is Unrecoverable. Repaired Italian and Allied tanks are removed from the Wreck box and placed in the owning player's Units to be Refit Box then the owning player adds +1 to the number of Reserve Tanks of that type. Such tanks can be brought back into play in accordance with Rule 5.3 (but see Rule 5.22).

## 5.423 Unrecoverable Wrecks

If a player has units in hex containing an enemy Wreck marker and no enemy units are adjacent or the Wreck fails its Repair Roll, those wrecks are considered as Unrecoverable. Unrecoverable tanks are removed from the Wreck box and placed in the owning side's Units Permanently Eliminated Box.

## 5.5 Consolidating Air Unit Losses

Losses to air units located within the same air sector may be consolidated if the owning player desires during the Reinforcement/Replacement Phase. Any losses to identical air unit types may be consolidated by removing Air Unit Step Loss Markers (Rule C.128) from damaged units and bringing up to strength other units. The units involved must have the exact aircraft type (e.g., Kitty can consolidate with Kitty, Ju-88A cannot be consolidated with Ju-88C—see Rule C.113), and must be located in the same sector. Any units with loss markers may be consolidated, but a consolidation is allowed only if it reduces the number of damaged air units in play.

## 6.0 Air Planning

### 6.1 The Air Game

*Fall of Tobruk* features two choices for players to recreate the impact air forces had on the ground fighting. The Standard Game uses Air Displays, Air Units, Air Missions, Fog of War, Air Combat, Bombardment, Close Support, and a variety of markers to allow players to recreate what was the first extended use of aircraft in close support of ground units. The Solitaire or "Basic" Game abstracts all of the detailed air operations into a few die rolls to determine the effect of close air support. Rules 6.11 through 6.3, all of rule section 9.0 (through 9.5) are used for the Standard Game, and Rules 6.4 and 9.6, plus the Basic Game Air Charts are used for the Solitaire/Basic Game.

#### 6.11 Air Displays

Each side has an Air Display that shows the off-map air sectors, the four on-map sectors, airbase locations (which generally represents a number of airfields), air mission boxes, and tracks for marking airbase capacity and damage, along with air distance indicators between the sector boxes.

Air units are placed onto the air displays face down to conceal their actual identities and are turned face up when resolving any combats involving those units. When the missions are completed, they are again placed face down.

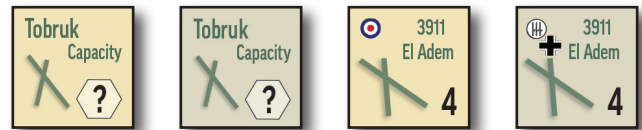
When flown on missions, the aircraft are placed into one of the air mission boxes for the sector into which the mission is flown. Once the mission is flown and resolved, the involved air units are returned to any airbase within range.

#### 6.12 Air Unit Basing

Air units must be based at one of the marked airbase symbols shown in each of the sectors of that player's display. The total number of air units that may be based at an airbase is equal to the capacity of the sector minus any damage, as tracked with the Airfield Capacity and Damage markers.



Off-map air sectors have a fixed airbase capacity that is marked on the capacity marker. Only when that sector takes airbase damage through the Strafing/Bombing mission will this capacity be lower than that printed on the marker.



On-map air sectors have a variable airbase capacity that is dependent on which side controls which airfields on the map. This is indicated on the capacity marker by a question mark. The capacities of these airfields are marked on the airfield control markers, and the sector airbase capacity is always equal to the sum of these control markers, less airbase damage.

The table below shows the capacities and locations of all on-map airfields.

Sector	Hex	Airfield	Capacity
Gazala	0103	Tmimi #2	4
Gazala	0122	Gadd el Ahmar	2
Gazala	1404	Gazala #1	2
Gazala	1705	Gazala #2	2
Gazala	1805	Gazala #3	2
Bir Hakim	2432	Baltat el Qaz'ah	1
Bir Hakim	2526	Bir al Hakim	1
Bir el Gobi	2730	Baltat el 'Atash	1
Bir el Gobi	4823	Bir al Gobi	1
Tobruk	2809	Acroma	2
Tobruk	3515	Haqfet Sha'ban	1
Tobruk	3804	Tobruk #4	4
Tobruk	3904	Tobruk #2	4
Tobruk	3911	El Adem	4
Tobruk	3913	El Adem #2	2
Tobruk	4911	Sidi Rezegh	4

## 6.13 Airfield Control and Air Unit Basing

Airfield control is identified at the start of the scenario in the setup rules (see Rule 16.0). During the game, airfield control changes at the instant one side's units occupy a hex. When this occurs, adjust the sector's airbase capacity to reflect the change in ownership and adjust any damage markers as well. Damage to the sector's airfields is transferred proportionally and as evenly as possible. Where there is an odd damage point, roll a die to see if that damage is transferred.

## 6.14 Exceeding Airbase Capacity

If at any time the net airbase capacity is reduced below the number of air units currently based in that sector (probably a rare event), excess air units must attempt to escape. Once enough units have escaped to reduce the excess to zero, no more die rolls are necessary.

## 6.15 Air Unit Escape

To attempt escape, roll a d10 for each unit (applying any DRMs from air loss markers): on a result of 0-7, the air unit escapes and is immediately rebased to another sector with basing capacity; on a result of 8-9, the unit is placed in the Units Permanently Eliminated box.

Air units with a -2 Air Steps marker must be rolled for first, followed by air units with a -1 Air Steps marker, then units with no loss markers. Within this limitation, the owning player determines which units to roll for and in which order.

## 6.2 Assigning Air Units to Missions

During the Air Planning Phase, both players assign aircraft to any desired (and allowed) missions, as detailed in Rule 9.0. In general, Fighter units may be placed into any mission box within range, while Bomber units may only be placed into a Combat Support or Strafing/Bombing mission box within range. The specific missions are described in detail in Rule 9.0. Range is calculated as a radius.

## 6.3 Weather and Air Planning

Khamsin weather for the turn may impact air mission planning. After assigning units to missions, a d10 is rolled for each sector, and on a roll of 0-3, all air units in that sector (of both sides) are immediately returned to any friendly-controlled airbase(s) within range, and no Air Missions may be performed in that sector this AM/PM Phase. On a roll of 4-9, the Khamsin has no impact on air mission planning (but see Rule 4.44 for effects on mission resolution).

## 6.4 Solitaire and "Basic" Game Air Planning

If playing the game solitaire, or if the players wish to play the game with greatly simplified air combat results, simply ignore rules sections 6.11 through 6.15 and 6.2. The effect of air planning for the solitaire and "basic" game is abstracted to a series of die rolls, as detailed on the Basic Air Results Tables.

Airfield control is still determined and tracked for on-map airfields as per Rules 6.12 and 6.13, but only to identify which side controls that on-map airfield. See the Airfield DRMs section of the Basic Air Tables.

## 7.0 Formations, Headquarters, and Activations

### 7.1 Overview

Formations are Active when their Activation Marker (AM) is drawn. Once the Active Formation (AF) is identified, a roll is made on the Command Control Table (CCT) to determine the number of Activation Points (AP) that are available to that AF. These AP are spent to activate stacks for various operations, mainly Movement and Combat. Once a unit is activated, it may perform Movement and might possibly be involved in Combat, but only one AP is required to activate a stack for operations (unless that stack is not directly subordinated to the AF in which case 2 APs are required), and that stack cannot have an Operations Complete marker. So, both formations and units can become activated during any given Operations Phase, and the rules will refer to the type of activation when called for.

In brief, Active Formations may issue Activation Points to ground units, making them Activated for operations, generally 1 AP per stack, but sometimes 2 APs per stack as per the above. There are also cases where stacks of an AF find themselves in a situation where it seems they would be required to be activated, usually by virtue of finding themselves in an enemy HZOC when their formation's AM is pulled. These units may (or may not) be given APs in order to conduct operations, and if so, they function normally. If not (due to either a lack of enough APs or due to the player deciding to spend those APs elsewhere), they would be forced to engage in combat (because of the HZOC) and would conduct that combat with a negative odds shift.

### 7.11 Formations and Headquarters

Each formation in the game has an associated headquarters (HQ) unit that represents the center of gravity of the formation for command control purposes. Formation HQs are Infantry units, do not contribute to ZOCs or count against stacking (although only one HQ may be in any given hex), and are Regular proficiency if involved in regular combat.

If an HQ is eliminated in combat, it is placed on the nearest unit of the same formation (owning player's choice if two or more units are equidistant).

### 7.12 HQ Command Range

The Command Range of each HQ unit is 10 hexes in Clear and Haze weather, and 5 hexes in Khamsin weather.

### 7.13 Formations and Activations

Each formation in the game also has an Activation Marker (AM) as described in Rule B.121. The AM for each formation is used to determine when the units of the formation can be activated for operations.

All AMs for all formations that are currently in play or entering as reinforcements that turn are placed into a cup. At the beginning of the Operations Phase, a player blindly selects one AM from the cup and that formation is activated for operations (but see Rule 7.21). Once that formation's operations are completed, a player

blindly selects another AM to conduct operations, and so on until all AMs have been selected.

## 7.2 Command Control Limits on Activations

When an AM is selected, the owning player rolls a d10 and refers to the correct column of the Command Control Table (CCT) for that formation to determine the number of Activation Points (APs) for Movement or Combat Impulses within that Operations Phase. Players may mark the number of remaining APs using the markers and spaces provided.

d10	PAA DAK	Ger Div	Ger Bde	Ital Corps	Ital Div	Ald Corps	Ald Div	Ald Bde
0	4	6	3	3	3	3	6	3
1	4	6	3	3	3	3	6	3
2	4	6	3	3	3	3	6	3
3	4	6	2	2	2	2	5	2
4	4	6	2	2	2	2	5	2
5	3	5	2	2	2	2	5	2
6	3	5	2	2	1	2	4	1
7	3	5	1	2	1	1	4	1
8	3	4	1	1	1	1	4	1
≥9	3	4	1	1	0	1	3	0

+ 1 drm if Weather is Haze      + 2 drm if Weather is Khamsin

Note that there are certain situations that may require the active player to decide whether or not to spend APs to conduct some mandatory combats, such as beginning their activation in an enemy HZOC (see note under Rule 4.12 and Rule 11.0).



### 7.21 Who Can Activate/Activation Points

A stack can be activated at the cost of one AP if at least 50% of the stacking points are from the AF. Any other stack of units may be activated at the cost of two APs. Each stack of units only needs to have one or two APs expended per Operations phase.

Activated stacks must be within the AF's HQ command range (see 7.12) and may not be already marked with an Operations Complete marker. Units marked with a Movement Complete, Combat Complete, Full Move/No Fire, or Half Move/Half Fire may remain activated, but not for the same type of activation that required the marker to be placed. **Remember Cardinal Rules #1 and #2.**

**EXAMPLE:** A stack of British units is activated for a Movement Impulse and is marked with a Movement Complete marker. It is still activated for a Combat Impulse, but it may not move again during this turn. Another stack that includes two British Artillery units has moved half of their movement allowances and is marked with a Half Move/Half Fire marker. It is still activated and may perform an Artillery Impulse (with their Bombardment Factors halved). Another British stack that contains one infantry and two heavy weapons units moves more than half its movement allowance. The stack is marked with a Full Move/No Fire marker on the heavy weapons units and a Movement Complete marker on the infantry unit. The stack is still activated for a Combat Impulse, but the heavy weapons units could not conduct any anti-tank fire.

### 7.22 Artillery and Air Activations

Units/stacks activated for Artillery or Air Impulses do not count against the Activation Points available to the formation (unless those artillery units move—see Rule 8.2).

### 7.3 Completed Activations/Operations

When a unit or stack activation has been completed, it is marked with an Operations Complete marker. This applies to artillery units that have moved more than half of their movement allowances, as well as other units that have performed both a Movement Impulse and a Combat Impulse (or a Movement Impulse and a Bombardment Impulse).

Details on these markers and others used during Operations are explained in Appendix B.

## 8.0 Artillery

### 8.1 Bombardment

As part of the active formation's Artillery Impulse, activated artillery units can bombard enemy units within range and that have a unit of the same nationality (*i.e.*, Italian, German, or Allied—all Allied units are considered the same nationality for this purpose) adjacent to an enemy unit or stack. The Bombardment Range (as indicated on the artillery unit) is the maximum number of hexes it may bombard (counting the target hex, but not the firing unit's hex).

#### 8.11 Bombardment Procedure

Artillery Bombardment strength modifiers or column shifts are: range (see Rule 8.13), half movement (see Rule 8.2), target hex terrain (see TEC), target hex stacking density (see Rule 4.22), and/or bad weather (see Rules 4.43 and 4.44). The final total being brought to bear is found on the correct column as indicated by the "← Artillery" row of the Integrated CRT, then apply the column shifts. One d10 is rolled against the units in the hex to determine the overall result for the attack (each target unit is resolved separately using the d10 roll).

Under the Fire Combat Resolution tables, refer to the Disruption Result table (only) and roll a d10 for each unit per the L/M/H result section of that table (as called for by the Predominant Morale rating and the first d10 result). Units successfully bombarded by artillery become Disrupted (see Rule 12.0). Note that any Dis result Disrupts the unit rolled for, converting 2 Dis and All Dis to just Dis. When bombarding an armor unit (see B.113), add +1 to the die roll.

**EXCEPTION:** Disruption resulting from an artillery bombardment cannot eliminate a previously Disrupted ground unit.

**EXAMPLE:** Fourteen factors of German artillery are brought to bear against a hex that contains three Allied units as depicted below.



The first d10 result on the 13–16 column of the CRT is a 4, with an initial result of “d-g” under the L column, “b-c” under the M column, and “a” under the H column. The morale level of all three units falls under the L column (1 “d” morale, and 2 “e” morale units), and three additional d10’s are rolled for the units in the hex, one unit at a time. Under the Disruption Results side of the Fire Combat table, the L/LIGHT results for the stack will result in a Disruption for each unit if a 0 or 1 is rolled on the die but remember that the armor unit target gets a +1 drm. The d10 rolls are 2, 5, and 1, indicating that the artillery unit is Disrupted.

## 8.12 Bombardment Factors and Markers

If an artillery unit uses its full bombardment factor in an Artillery Impulse, it is marked with a yellow Operations Complete marker. If it uses only half of its bombardment factor, it is marked with a green Half Move/Half Fire marker (see Rules 4.3 and 10.2). If it already carries a green Half Move/Half Fire marker replace it with a yellow Operations Complete marker.



## 8.13 Bombardment Restrictions

When bombarding at more than half the artillery unit’s printed range, halve the unit’s Bombardment Factor (see Artillery Range Chart (ARC)).

Note that if an artillery unit is firing at half value (and is marked with a green Half Move/Half Fire marker) and at more than half range it is quartered, retaining all fractions (also see Rule 14.3). Artillery with a modified Bombardment Factor of less than 1 may not bombard by itself.

## 8.2 Artillery Movement Considerations

Artillery units may not move adjacent to an enemy unit unless accompanied by a non-artillery unit.



If an artillery unit moves more than half of its available MPs in a Movement Impulse, it is marked with a red Full Move/No Fire marker (see Rules 4.3 and 10.2). If it moves no more than half of its available MPs in a Movement Impulse, it is marked with a green Half Move/Half Fire marker (see Rules 4.3 and 10.2).

## 8.3 Artillery Combat Considerations

Regardless of whether an artillery unit has previously conducted a Bombardment, all artillery units may still use their Hard Attack Factor to conduct Antitank Fire against adjacent enemy tanks. Artillery units themselves may never attack during combat (with either Hard Attack or Soft Attack Factors) but always defend with their Defense Factor during combat.

# 9.0 Air Missions

## 9.1 Fighter Missions

Fighter units may be assigned to one of three air-to-air missions during a turn: Fighter Sweep, Defensive Patrol, or Escort. Fighters may also be assigned to the Combat Support or Strafing/Bombing air-to-ground missions, but they act in all respects as bombers when on those missions (see Rule 9.2).

### 9.11 Fighter Sweep

Fighter units placed in the Fighter Sweep box of an air sector are being sent to seek out enemy aircraft and attempt to wrest control of the skies. The German pilots called this mission *freie jagd* and the Italians called it *caccia libera* (“free hunting”). Units on a Fighter Sweep mission may engage any enemy air units in its sector, but must target enemy air units assigned to the Fighter Sweep mission before targeting other missions.

### 9.12 Defensive Patrol

Fighter units placed in the Defensive Patrol box of an air sector are being sent to fly over friendly airbases in that sector and actively engage enemy aircraft attempting to bomb those airbases. Units on a Defensive Patrol mission may only engage enemy air units in its sector that are on the Strafing/Bombing Mission and/or Escorts of that mission.

### 9.13 Escort

Fighter units placed in the Escort box of an air sector are being sent to protect bombers that are either on a Strafing/Bombing or Combat Support mission. They may only engage enemy air units that are intercepting the bombers they are escorting.

## 9.2 Bombing Missions

Fighter and bomber units may be assigned to one of two air-to-ground missions during a turn: Combat Support or Strafing/Bombing.

### 9.21 Combat Support

Fighter and bomber units placed in the Combat Support mission box of an air sector are being sent to attack enemy units that are also being attacked by ground units. Fighter and bomber units use their printed Close Support Factors when carrying out this mission. Since many of the fighter units have a Close Support Factor of ½, two such units must be combined to obtain a value of 1 for mission resolution. Any extra (odd) fighter units are ignored.

### 9.22 Strafing/Bombing

Fighter and bomber units placed in the Strafing/Bombing mission box of an air sector are being sent to attack enemy airfields and air

units operating from those airfields. Strafing/Bombing missions may also be flown against units or stacks of enemy units. Fighter units (except the single German Bf110 unit) have a Bombardment Factor of ½ when carrying out this mission, while bomber units use their printed Bombardment Factors. Since all “pure” fighter units have a Bombardment Factor of ½, two such units must be combined to obtain a value of 1 for mission resolution. Any extra (odd) fighter units are ignored.

## 9.3 Transfer

In addition to the fighter and bomber missions listed above, an air unit can fly a Transfer mission, and the unit is simply flown to any other airbase within twice the aircraft’s printed range and with adequate airbase capacity. If no such airbase exists, no Transfer may be performed. Transfer missions are not escorted, nor can they be intercepted.

## 9.4 Air Mission Procedures

### 9.41 Air Mission Composition

During an Air Impulse of the Operations Phase, the active player may resolve one mission of his choice. Air mission resolution is dependent on the type of mission being flown and is explained in more detail in Rule 9.42, *et al.*

Each fighter mission can be composed of up to two mission aircraft, and each bomber mission can be composed of up to two mission aircraft, provided enough aircraft are available in the correct mission boxes in the same sector. See the table below.

Mission Box	Max Fighters	Max Bombers
Fighter Sweep	2 per mission	N/A
Defensive Patrol	2 per mission	N/A
Escort	2 per mission	N/A
Combat Support	N/A	2 per mission*
Strafing/Bombing	N/A	2 per mission*

\* Includes Fighters serving as Bombers

Units on any given air mission must be from the same nationality (*i.e.*, Italian, German, or Allied—all Allied units are considered the same nationality for this purpose). Units of one nationality cannot fly an Escort mission for units of a different nationality.

### 9.42 Air Mission Resolution

When resolving an air mission, players must follow a specific procedure, which is different for each mission. Though each mission can be composed of up to two air units, for simplicity the procedures below refer to single units. Repeat the procedure for additional units as necessary.

In order to maintain the “fog of war” for air units and missions, always keep the screen in place, and avoid exposing your display to the other player. When checking for the presence of enemy air units in a mission box, simply ask the opposing player if any units are in the box. Both sides should embrace the spirit of fair play and give honest answers but only reveal the information necessary for game purposes.

### 9.421 Fighter Sweep Resolution

Each active Fighter Sweep unit must attempt to contact and engage enemy air units within that sector that are occupying any one of the mission boxes on the enemy air display. The first such box that must be checked is the Fighter Sweep box. If this box is empty, the active fighter may attempt to contact and engage either the Close Support or Strafing/Bombing mission box. If enemy air units are present in the selected box, the owning player must create a mission package composed of the desired types (Escort and Combat Support or Strafing/Bombing, as applicable) to defend against the Fighter Sweep.

If an enemy air unit is Contacted (see Rule 9.43 for the procedure for Contact), Air-to-Air Combat is fought (see Rule 9.441). If the enemy air unit is not contacted, the Fighter Sweep unit is marked with a Missed Contact marker (see Rule B.132) and returned to the Fighter Sweep mission box in the same sector on the Air Display from which it flew. If the Fighter Sweep unit already has a Missed Contact Marker, it is returned to any friendly-controlled airbase within range.

Once any Air-to-Air Combat is resolved, combat results against the Fighter Sweep unit are applied. If the unit was Aborted it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived Air-to-Air Combat, it is returned to any friendly-controlled airbase within range. If it did not, place the unit in that side’s Units Permanently Eliminated box on that side’s Reserve and Refit Display.

Any enemy Close Support or Strafing/Bombing aircraft engaged by a Fighter Sweep mission that manage to survive all combat and are not returned to base may conduct a free Air Impulse, interrupting the current player’s activations. This impulse follows either 9.424 or 9.425 as appropriate to the mission being flown.

### 9.422 Defensive Patrol Resolution

Each Defensive Patrol unit must attempt to contact and engage enemy air units that have announced a Strafing/Bombing mission (plus Escorts) against the airfields in that sector. If an enemy air unit is Contacted (see Rule 9.43 for the procedure for Contact), Air-to-Air Combat is fought (see Rule 9.441). If the enemy air unit is not contacted, the Defensive Patrol unit is marked with a Missed Contact marker (see Rule B.132) and returned to the Defensive Patrol mission box in the same sector on the Air Display from which it flew. If the Defensive Patrol unit already has a Missed Contact Marker, it is returned to any friendly-controlled airbase within range.

Once any Air-to-Air Combat is resolved, combat results against the Defensive Patrol unit are applied. If the unit was Aborted it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived Air-to-Air Combat, it is returned to any friendly-controlled airbase within range. If it did not, place the unit in that side’s Units Permanently Eliminated box on that side’s Reserve and Refit Display.

### 9.423 Escort Resolution

Escort missions engage when an enemy Fighter Sweep or Defensive Patrol mission successfully Contacts a friendly Combat

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Support or Strafing/Bombing mission being flown in the same sector. The Escort unit must be assigned to the Escort mission box on the Air Display that corresponds to the missions being intercepted (i.e., Escorts adjacent to a Combat Support mission box may only escort a Combat Support mission, and those adjacent to a Strafing/Bombing mission box may only escort a Strafing/Bombing mission).

Once any Air-to-Air Combat is resolved, combat results against the Escort unit are applied. If the unit was Aborted or suffered a hit, it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived Air-to-Air Combat, it is returned to any friendly-controlled airbase within range. If it did not, place the unit in that side's Units Permanently Eliminated box on that side's Reserve and Refit Display.

## 9.4241 Offensive Combat Support Resolution

Each Combat Support unit must be placed in a hex containing enemy ground units adjacent to friendly ground units of the same nationality (i.e., Italian, German, or Allied—all Allied units are considered the same nationality for this purpose). Combat Support missions may be flown against any hex that is within the air sector as indicated on the map (split hexes exist in both sectors).

Once any Air-to-Air Combat is resolved, combat results against the Combat Support unit are applied. If the unit was Aborted or suffered a hit, it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived Air-to-Air Combat, proceed to check for AAA Combat. If it did not, place the unit in that side's Units Permanently Eliminated box on that side's Reserve and Refit Display.

Once any AAA Combat is resolved, combat results against the Combat Support unit are applied. If the unit was Aborted it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived AAA Combat, proceed to resolve the Combat Support mission (see Rule 9.443). If it did not, place the unit in that side's Units Permanently Eliminated box on that side's Reserve and Refit Display.

## 9.4242 Defensive Combat Support Resolution

If the non-Active player has units assigned to the Close Support Mission in the same Air Sector in which the defender's hex is located, he may conduct a Defensive Combat Support Mission prior to the resolution of the ground combat. Follow the same procedures under 9.4241 and 9.443 (as applicable), changing the "1R" results for each Dis to "1L," with a maximum of 4L shifts.

## 9.425 Strafing/Bombing Resolution

Each Strafing/Bombing mission must either be placed in a hex containing an enemy-controlled airfield (on-map), an enemy airbase on the other side's Air Display, or a stack of enemy units on the map. Strafing/Bombing missions may be flown against any hex that is within the air sector as indicated on the map (split hexes exist in both sectors).

Once any Air-to-Air Combat is resolved, combat results against the Strafing/Bombing unit are applied. If the unit was Aborted

it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived Air-to-Air Combat, proceed to check for AAA Combat. If it did not, place the unit in that side's Units Permanently Eliminated box on that side's Reserve and Refit Display.

Once any AAA Combat is resolved, combat results against the Strafing/Bombing unit are applied. If the unit was Aborted, it is returned to any friendly-controlled airbase within range. If the unit was hit in combat, apply the appropriate Air Damage Markers (see Rule 9.5). If the unit survived AAA Combat, proceed to resolve the Strafing/Bombing mission (see Rule 9.444). If it did not, place the unit in that side's Units Permanently Eliminated box on that side's Reserve and Refit Display.

## 9.43 Contacting Enemy Air Units

For an air unit to engage an enemy air unit in Air-to-Air Combat, that enemy unit must be Contacted. Only units on Fighter Sweep or Defensive Patrol missions may roll for Contact; Escorts and units on bombing missions do not roll for Contact. If an air unit is Contacted, the Contact is mutual and Air-to-Air combat occurs.

Roll a d10 and consult the Mission Contact Table (MsCT) below. If a Contact result is rolled, interception is successful—proceed to Conduct Air-to-Air Combat (see Rule 9.441). If a Missed Contact result is rolled, place a Missed Contact marker on the air unit and return it to the same mission box in the same air sector from which it originated the mission. If there is already a Missed Contact marker on the air unit, it is returned to any friendly-controlled airbase within range.

**Mission Contact Table**

d10	Result	Modifiers (cumulative)
0-5	Contact	+1 Haze Weather +2 Khamsin Weather
6-9	Missed Contact	+1 / +2 Air Step loss marker † -2 if two fighter units ‡

† Only applies if the unit attempting contact has an Air Step loss marker      ‡ Two fighter units attempting contact

**Air Combat Table**

	Light	← AAA →	Heavy								
d10	-4	-3	-2	-1	Even	+1	+2	+3	+4	d10	
0	A	-1	-1	-1	-2	-2	-2	-3	-3	0	
1	A	A	-1	-1	-1	-1	-2	-2	-3	1	
2		A	A	-1	-1	-1	-1	-2	-2	2	
3			A	A	A	-1	-1	-1	-2	3	
4					A	A	A	-1	-1	4	
5							A	A	-1	5	
6								A	A	6	
7									A	7	
8										8	
9										9	

## 9.441 Resolving Air-to-Air Combat

For Air-to-Air combat, there are up to two rounds of combat, with units simultaneously firing at enemy units with which they have been paired. In the first round, intercepting fighters engage escorting fighters (if any), with the intercepting player determining his target(s). Fighters may not target bombers unless all Escorting fighters have already been targeted.

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Each air unit is matched up against a single target air unit, determine the differential between the Air Attack Factor of the firing unit and the Air Defense Factor of the target unit and locate the proper column on the Air Combat Table (ACT). Roll a d10 for each firing unit and note the result. An “A” result is an Abort; the target is returned to any friendly-controlled airbase within range after it conducts its return fire. If a -1, -2, or -3 is the result, apply Air Damage as per Rule 9.5.

If any escorts remain after the first round, or if no interceptors remain, Air-to-Air Combat is ended for that activation. If no escorts remain and there are remaining interceptors, those interceptors may fire against enemy bombers.

If there are more bombers than interceptors in either round, excess bombers are ignored and may continue their mission. If there are more interceptors than bombers, excess interceptors may “double up” on the bomber, which may only fire at one of its attackers (owning player’s choice).

## 9.442 Resolving Antiaircraft Combat

For Antiaircraft combat, each Light and Heavy AAA and Heavy AT unit in the target hex (or sector airbase) may fire at each bomber unit. Locate the proper column for the correct type of AAA unit firing on the Air Combat Table (ACT)—Heavy AT fires as Heavy AAA. Roll a d10 for each firing unit and note the result. An “A” result is an Abort; the target is returned to any friendly-controlled airbase within range after it conducts its return fire. If a -1, -2, or -3 is the result, apply Air Damage as per Rule 9.5.

## 9.443 Resolving Combat Support

Each bomber (or pair of fighters) conducting Combat Support may attempt to gain an odds shift for an ensuing combat. Locate the proper column for the Bombardment Factor for each bomber (or pair of fighters) on the Integrated Combat Results Table (CRT), roll a d10, find the current average morale level of the ground units in the target hex and note the results, either L, M, or H. Under the Fire Combat Resolution sub-table below the CRT, locate the appropriate general result (Light, Medium or Heavy) under the Disruption Result column only, roll another d10 and note the result. Each “Dis” result provides a 1R shift marker to be placed on the target hex—“All Dis” means the number of “Dis” results is equivalent to the Bombardment Factor of the bomber unit (or pair of fighters), minimum of “2 Dis.” If multiple “Dis” results are obtained, apply a marker equivalent to the total number of shifts provided. Note that a maximum of 4R shifts can be applied because of Combat Support.

## 9.444 Resolving Strafing/Bombing

Each bomber (or pair of fighters) conducting Strafing/Bombing may attempt to damage the airbase in the target sector (or airfield hex) or disrupt ground units in the target hex (like an artillery bombardment). Locate the proper column for the Bombardment Factor for each bomber (or pair of fighters) on the Integrated Combat Results Table (CRT), roll a d10, find the current average morale level of the ground units in the target hex and note the results, either L, M, or H. Under the Fire Combat Resolution sub-table below the CRT, locate the appropriate general result (Light, Medium or Heavy under the Disruption Result sub-table only),

roll another d10 and note the result. Each “Dis” result inflicts one hit of airbase damage or disrupts a target unit (see Rule 12.2 for the effects of Disruption)—“All Dis” means the number of “Dis” results is equivalent to the Bombardment Factor of the bomber unit (or pair of fighters), minimum of “2 Dis.” Mark any airbase damage by increasing the Airbase Damage marker on the Air Display track by one for each “Dis” result.

**NOTE:** *The average morale level of an airbase for resolving a Strafing/Bombing mission is C for an airbase with a printed capacity of 1, D for an airbase with a printed capacity of 2, and E for any other airbase or any off-map air sector.*

**EXCEPTION:** *Disruption resulting from a Strafing/ Bombing mission cannot eliminate a previously Disrupted ground unit.*

## 9.5 Applying Air Damage

If, because of Air-to-Air or Antiaircraft combat, an air unit suffers any Air Damage, an Air Steps loss marker is placed on the unit, or in the case of excessive damage, the air unit is eliminated.

Place a -1 or -2 Air Step loss marker on any unit that receives that number of hits, then return to any friendly-controlled airbase within range. If a unit already has an Air Step Loss marker, select a new marker that totals the cumulative losses. If a unit accumulates or receives -3 Air Steps lost, it is placed in that side’s Units Permanently Eliminated box on that side’s Reserve and Refit Display.

## 9.6 Solitaire and “Basic” Game Air Missions (Optional Rule)

If playing the game solitaire, or if the players wish to play the game with greatly simplified air combat results, simply ignore rules sections 9.1 (*et al*), 9.2 (*et al*), 9.3 (*et al*), 9.4 (*et al*) and 9.5. The effect of air missions for the solitaire and “basic” game is abstracted to a series of die rolls, as detailed on the Basic Air Results Tables. To determine the effects on ground combat, follow the procedures below and refer to the Basic Air Tables.

### 9.61 Sector Air Superiority

In lieu of the Air Planning Phase, instead of allocating air units to air missions, air superiority for each of the four on-map air sectors is determined (ignore the Air Displays when using the Solitaire/Basic air rules). To determine sector air superiority, roll a d10, adding or subtracting any applicable die roll modifiers from both the Airfield and/or HQ DRM sub-tables. Compare the modified die roll to the Sector Superiority table and determine that sector’s result. If either Axis or Allied Superiority exists, place one of the four sector superiority markers somewhere on the game map within that sector with the correct side showing. If the result is “None” no marker is placed.



## 9.62 Close Air Mission Effects

To determine the effects of close air support missions for each combat, roll a d10, cross referencing the result with the correct column based on the presence (or absence) of a sector superiority marker within the sector where the attacked hex lies. The result is the type of Close Support marker to be used in that hex for the current Combat Impulse. Split hexes exist in both sectors. The active player may choose if there are different superiority levels.

(TEC) up to the limit of its MA and Mobility Type. A unit may move in any direction or combination of directions and does not have to spend all its MPs every turn. MPs may not be saved from turn to turn nor transferred between units.

# 10.0 Movement

## 10.1 General Movement

### 10.11 Movement Allowances and Mobility Types

Each ground unit has a Movement Allowance (MA) and Mobility Type value in its lower right corner. A unit's MA is the number of Movement Points (MPs) a unit may spend on movement each turn, and the Mobility Type identifies the column of the Terrain Effects Chart where the movement costs to enter each hex or cross each hexside are found. The Mobility Types are Leg, Tracked, and Wheeled. Leg units have their MA in yellow, Tracked units have their MA in white, and Wheeled units have their MA in black.

Each unit may be moved up to its MA limit each turn. As a unit moves, it spends MPs according to the Terrain Effects Chart

### 10.12 Movement and Zones of Control

Both HZOCs and LZOCs cost one additional movement point to enter. During a Movement Impulse, when a unit moves into an enemy HZOC (see Rule 4.1), it must cease its movement for that Impulse and must attack at least one enemy unit that exerts an HZOC in a Combat Impulse. Entering an enemy LZOC does not require any adjacent enemy unit to be attacked. A unit may move directly from one ZOC to another (of the same or different unit) but must adhere to the above.

A unit which begins its Operations Phase in an enemy HZOC must either move out or attack during its next activation. A unit that begins its Operations Phase in an enemy LZOC is not required to move away or attack. LZOCs and HZOCs both cost two additional movement points to leave.

### 10.2 Movement and Minimum Moves

A unit must have sufficient MPs remaining to be able to move into a hex. MPs can be reduced (due to the weather or being out of supply) to the point where a unit may not have enough to move into even a single hex. There is no guaranteed minimum 1-hex move in this game

## Fall of Tobruk Player Aid Card 1

### Integrated Combat Results Table (CRT)

d10	1:2			1:1			+1			15:1			2:1			3:1			4:1			5:1			6:1			7:1			8+:1			d10
	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H				
0	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	c-e	a-b	g	f	a-e	g	f	a-e	g	f	a-e	g	f	a-e	g	f	a-e	0			
1	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	d-e	a-b	g	d-e	a-c	g	e-f	a-d	g	f	a-e	g	f	a-e	1			
2	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	c-e	a-b	f-g	d-e	a-c	g	e-f	a-d	g	f	a-e	2			
3	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	c-e	a-b	f-g	d-e	a-c	g	e-f	a-d	3			
4	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	c-e	a-b	f-g	d-e	a-c	4			
5	a-b	-	-	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	f-g	d-e	a-c	5			
6	a	-	-	a-b	-	-	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	e-g	b-d	a	6			
7	-	-	-	a	-	-	a-b	-	-	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	d-g	b-c	a	7			
8	-	-	-	-	-	-	a	-	-	a-b	-	-	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	c-f	a-b	-	8			
9	-	-	-	-	-	-	-	-	-	a	-	-	a-b	-	-	a-c	-	-	b-c	a	-	b-d	a	-	b-e	a	-	c-e	a-b	-	9			

### Fire Combat Resolution

	d10	Disruption Result		d10	Retreat Result	
		Disruption	Result		Retreat	Morale
LIGHT	0-1	Dis	-	0-1	R2h	Morale
	2-3	-	-	2-3	R2h	-
	4-5	-	-	4-5	R1h	-
	6-7	-	-	6-7	R1h	-
	8-9	-	-	8-9	-	-
MEDIUM	0-1	2 Dis	-	0-1	R3h	Morale
	2-3	Dis	-	2-3	R2h	Morale
	4-5	-	-	4-5	R2h	-
	6-7	-	-	6-7	R1h	-
	8-9	-	-	8-9	R1h	-
HEAVY	0-1	All Dis	-	0-1	R3h	Morale
	2-3	2 Dis	-	2-3	R3h	Morale
	4-5	Dis	-	4-5	R2h	Morale
	6-7	Dis	-	6-7	R2h	-
	8-9	-	-	8-9	R1h	-

### Close Combat Resolution

	d10	Disruption Result		d10	Retreat Result	
		Disruption	Result		Retreat	Morale
LIGHT	0-1	Dis	-	0-1	All R2h	Morale
	2-3	Both Dis	-	2-3	All R2h	Morale
	4-5	-	-	4-5	All R1h	-
	6-7	-	-	6-7	All R1h	-
	8-9	Atkr Dis	-	8-9	Atkr	Morale
MEDIUM	0-1	All Dis	-	0-1	All R3h	Morale
	2-3	2 Dis	-	2-3	All R2h	Morale
	4-5	Dis	-	4-5	All R2h	-
	6-7	Both Dis	-	6-7	All R1h	-
	8-9	-	-	8-9	All R1h	-
HEAVY	0-1	All Dis	-	0-1	All R3h	Morale
	2-3	2 Dis	-	2-3	All R3h	Morale
	4-5	2 Dis	-	4-5	All R2h	Morale
	6-7	Dis	-	6-7	All R2h	-
	8-9	Both Dis	-	8-9	All R1h	-

### Close Combat Resolution (Engaged)

	d10	Disruption Result		d10	Retreat Result	
		Disruption	Result		Retreat	Morale
ENGAGED	0-1	Dis	-	0-1	All R1h	Morale
	2-3	Dis	-	2-3	Morale	-
	4-5	-	-	4-5	-	-
	6-7	Both Dis	-	6-7	Atkr	Morale
	8-9	Atkr Dis	-	8-9	Atkr R1h	Morale

### Modifiers

- Antitank Fire/Close Combat vs Defensive Box
- Antitank Fire/Close Combat vs Mud Pan
- Antitank Fire/Close Combat vs Hill
- Close Combat across Wadi
- Close Combat across Escarpment (up only)
- Close Combat across AT Ditch
- Bombardment Fire vs Armor unit
- Bombardment Fire vs Defensive Box
- Bombardment Fire, as per SDC:
  - vs 1-5 SPs
  - vs 11-15 SPs
  - vs 16+ SPs
- All Fire during Haze
- All Fire during Khamsin
- Veteran Proficiency in Close Combat vs Lower Proficiency
- Trained Proficiency in Close Combat vs Any Proficiency, when attacking

## 10.3 Movement Markers



The blue Movement Complete marker is used to mark armor and infantry units that have moved at least one hex during a Movement Impulse, indicating they can move no further in that Operations Phase (though they may advance or retreat after combat). The red Full Move/No Fire marker is used by weapons and artillery units that have moved more than half of their available MPs during a Movement Impulse. The green Half Move/Half Fire marker is used by weapons and artillery units that have moved half or less of their available MPs during a Movement Impulse, or have fired at half Bombardment value during an Artillery Impulse.

## 11.0 Combat

A Combat Impulse is conducted in two separate segments with the results of one segment possibly having a direct effect on the second segment. In the Antitank Fire Segment, all combat against armor units is resolved, and uses only Hard Attack Factors. Following this segment, a Regular Combat Segment is performed against non-armor units using only Soft Attack Factors. In each Impulse, a unit may participate in either or both of the two segments, if sufficient target types are available (and the unit survives).



All activated units which are in the HZOC of enemy units **must** attack, and all enemy non-armor units that project those HZOCs **must** be attacked in this Impulse (see Rule 4.12). Note that this may compel the active player to either spend Activation Points to execute these mandatory attacks (see Rule 7.22), or to accept a Forced Combat Impulse.

### 11.1 Antitank Fire Segment

All units which have Hard Attack Factor greater than zero may fire at enemy armor units during the Antitank Fire Segment (keep in mind the Note following Rule 4.3).

Firing units may come from different hexes, and units in the same hex may fire at different hexes, but a unit may not divide its Hard Attack Factor among different combats. Firing units may fire individually or combine their Hard Attack Factors with other firing units. Armor units may be fired on individually or several units in the same hex may be fired on as a group, combining their Hard Defense Factors.

Units may never fire more than once during an Antitank Fire Segment, whether attacking or defending. Defending units may never be fired at more than once in a single Antitank Fire Segment but may fire each time they are called upon to defend in different Antitank Fire Segments in an Operations Phase.

### 11.11 Antitank Fire Sequence

Antitank Fire is divided into two steps:

- 1. First Fire Step:** A unit with a First Fire option on an enemy armor unit may exercise the option before regular Antitank Fire is conducted. A defending unit has a First Fire option if there is a friendly, unbreached minefield hexside between it and the attacking unit, if the defending unit is on a hill or up an Escarpment and the attacker is not, or if the unit is an Axis Heavy AT unit. Units with a First Fire option may choose to pass on their option to combine Antitank Fire with other units in the Simultaneous Fire Step. Units eliminated during the First Fire Step are removed before the Simultaneous Fire Step or the Regular Combat Segment.

*NOTE: It is possible that two or more opposing units have First Fire options against each other. In such a case, the First Fires are conducted simultaneously, though losses are still applied at the end of the First Fire step.*

- 2. Simultaneous Fire Step:** Any units that are being attacked by enemy armor units may fire at them, provided they did not fire during the First Fire Step. Units eliminated during the Simultaneous Fire Step are removed at the end of the Antitank Fire Segment and will not participate during the Regular Combat Segment.

### 11.12 Antitank Fire Procedure

Antitank fire is resolved using the Integrated Combat Results Table (CRT). Divide the total of the Hard Attack Factors of the firing units by the Defense Factors of the target armor units, reducing the ratio to one of the basic odds on the table, rounding down in favor of the target. Modify the odds due to terrain and unit proficiency if required (see Rule 11.22). Roll one d10, find the current Predominant Morale level of the target armor units being fired upon and read horizontally across to that column to find a general result, either L, M, H or a dash (-). These results may lead to disruptions, retreats, morale checks, or misses, as described below:

- 1) If a dash (-) result is rolled for Antitank Fire, there is no damage to the targeted armor units and that fire is ended.
- 2) If the Predominant Morale (see Rule 11.41) of the targeted armor units falls into a range of letters listed under any of the L, M, or H columns, that general result applies, and specific combat results are determined as follows:
- 3) Under the Fire Combat Resolution sub-table below the CRT, locate the appropriate general result (Light, Medium or Heavy) under the Disruption Result column, roll another d10 and note that result (disruptions or misses).
- 4) Roll another d10 under the Retreat Result column and note that result (retreats, morale checks or misses).
- 5) The two results are both applied to the target armor units undergoing Antitank fire (see Rule 11.3 for a detailed explanation of the results).

Armor units eliminated by antitank fire are removed from the map and replaced with Wreck markers, if eligible (see Rule 5.41).

**NOTE:** Both sides are theoretically able to fire during the Antitank Fire Segment, if there are armor units on either side eligible to conduct such fire, and if they have at least 1:2 odds after all column shifts. See Note at end of Rule 11.22.

## 11.13 Armor Overruns

Following Antitank Fire, if the attacker has more armor stacking points than the defender has Hard Attack Factors, the defender is Overrun. Resolve the Regular combat as normal but double the Soft Attack Factors of the attacking tank companies. In addition to the normal combat result, all defending units are automatically Disrupted.

## 11.2 Regular Combat Segment

The Regular Combat Segment follows the Anti-Tank Fire Segment. All defending units in a hex must be attacked with their combined Defense Factors. Attacking units may come from different hexes, and units in the same hex may attack different hexes, but a unit may not divide its Soft Attack Factor among different combats. Defending units may fire in each Regular Combat Segment if attacking units keep conducting Combat Impulses against them.

### 11.21 Regular Combat Procedure

To resolve Regular Combat, divide the total modified attacking Soft Attack Factors by the total Defense Factors (keep in mind Rule 11.13). Convert it to one of the odds ratios on the Integrated Combat Results Table (CRT), rounding in favor of the defender. Modify the odds due to terrain and unit proficiency if required, (see Rule 11.22). Roll one d10 and read horizontally across to that column to find the combat result. These results may lead to disruptions, retreats, morale checks, or misses, as described below:

**NOTE:** Both sides are theoretically able to fire during the Regular Combat Fire Segment, if they have at least 1:2 odds after all column shifts. See Note at end of Rule 11.22.

- 1) If a dash (-) result is rolled for Regular Combat, the combat is a standoff. Each side rolls two separate d10s on the Close Combat (Engaged) column (Disruption Result and Retreat Result) and applies the results against the enemy units (see Rule 11.3 for a detailed explanation of the results).
- 2) If the Predominant Morale (See Rule 11.41) of the enemy units falls into a range of letters listed under any of the L, M, or H columns, that general result applies, and specific combat results are determined as follows:
- 3) Under the Fire Combat Resolution column below the CRT, locate the appropriate general result (Light, Medium or Heavy) under the Disruption Result column, roll another d10 and note that result (disruptions or misses).
- 4) Roll another d10 under the Retreat Result column and note that result (retreats, morale checks or misses).
- 5) The two results are both applied to the enemy units involved in combat (see Rule 11.3 for a detailed explanation of the results).

### 11.22 Terrain and Proficiency Effects

The terrain in the hex occupied by the defending units or that lies on the hexside between the attacker and defender may influence combat, as indicated on the TEC.

- If the defender is on a Hill hex or occupies a Box, there is a shift of one column to the left (1L) on the CRT. Defending units on a Hill also receive First Fire (FF) in the Anti-tank Fire Segment.
- If the defender is on a Mud Pan hex, there is a shift of one column to the right (1R) on the CRT.
- If the attacker is attacking across an AT Ditch or Wadi or up an Escarpment, there is a 1L shift on the CRT. Attacking armor units have their Hard and Soft Attack Factors halved when attacking across an AT Ditch. Defending units at the top of an Escarpment also receive First Fire (FF) in the Anti-tank Fire Segment.
- If the attacker is attacking across an unbreached Minefield, their Hard and Soft Attack Factors are halved. There is also the possibility of additional armor losses and of the attack stalling (see Rules 13.21 and 13.22).

The percentage of Proficiencies (see Rule B.112) of the units in the attacking and defending stacks may also affect combat. Stacks are either Trained, Regular, or Veteran Proficiency, as follows:

- Trained if at least 51% of the stacking points in the stack are of Trained Proficiency. Trained stacks receive a 1L shift when attacking on the CRT.
- Veteran if at least 51% of the stacking points in the stack are of Veteran Proficiency. Veteran stacks receive a 1R shift when attacking on the CRT unless the defending stack is also Veteran.
- Regular if it does not have a 51% majority of stacking points of either Trained or Veteran Proficiency. Regular stacks receive no shifts when attacking due to proficiency.

**NOTE:** All column shifts for all conditions that apply are combined prior to modifying the initial odds level on the CRT. If the odds would be "pushed" higher than the 8+:1 columns of the table, resolve the combat as 8+:1. If the odds would be "pushed" lower than the 1:2 columns of the table, that side may not roll on the CRT during that combat.

**EXAMPLES:** Four shifts to the right (4R) are combined with two shifts to the left (2L), giving a net of two shifts to the left (2L). Basic odds are 4:1, meaning the final column for combat resolution is 6:1.

One shift to the right (1R) is combined with three shifts to the left (3L), giving a net of two shifts to the left (2L). Basic Odds are 1:1, meaning the final column is below the minimum of 1:2 and that side rolls no dice in the combat.

### 11.23 Reconnaissance Retreat Before Combat

Reconnaissance units may retreat before combat up to two hexes unless they are attacked solely by other reconnaissance units.

They may not retreat into or through an enemy HZOC. They may retreat into an enemy LZOC if that LZOC is in the first hex retreated into but are then Disrupted and must stop. If the reconnaissance units retreat before combat and the previously occupied hex is now empty, the attacking units do not attack but may occupy the vacated hex. The occupying units are still marked with a Combat Complete marker.

## 11.3 Combat Results

Regardless of the type of combat, the effect on units is according to the following:

- Dis**      **Disrupted:**  
One unit in the target stack that represents the Predominant Morale (see Rule 11.41) is Disrupted (see Rule 12.0). The owner must select the unit from those with the Predominant Morale.
- 2 Dis**      **2 Disrupted:**  
Same as the **Dis** result, except that two units in the target stack are Disrupted. If there is only one target unit, that unit is eliminated (see Rule 12.2, including the exception). The owner must select the units from those with the Predominant Morale.
- All Dis**      **All Disrupted:**  
Same as the **Dis** result, except that all units in the target stack are Disrupted, regardless of their Morale Level. If this result is from a Strafing/ Bombing attack the number of **Dis** results is equivalent to the Bombardment Factor of the bomber unit (or pair of fighters), minimum of **2 Dis**.
- Both Dis**      **Both Disrupted:**  
Each side must Disrupt one unit that was involved in the combat, as per the **Dis** result above. The owner must select the unit from those with the Predominant Morale.
- Atkr Dis**      **Attacker Disrupted:**  
The attacker must Disrupt one unit that was involved in the combat, as per the **Dis** result above. The owner must select the unit from those with the Predominant Morale.
- R#h**      **Defender Retreat # hexes:**  
The defender must retreat # number of hexes from the battle. The Attacker may advance one hex fewer than the defender retreated, advancing into the hex vacated by the defender first. Units retreated off the map or into/across prohibited terrain are eliminated.
- Morale**      **Morale Check:**  
All units in the target hex must take a Morale Check (see Rule 11.42).
- 2 Morale**      **2 Morale Checks:**  
As the **Morale** result, but each unit is rolled for a second time, applying the effects of any (now existing) Morale Loss marker(s).

When an armor unit is eliminated, it is generally replaced with a Wreck marker (see Rules 5.4 and 5.41). When a non-armor unit is eliminated, it is placed in the owning player's Units to be Refitted Box on that player's Reserve and Refit card.

The owning player retreats his units, and units must end up the specified number of hexes from the hex where they began the combat. Units may not retreat through enemy units but units may retreat into an enemy ZOC, becoming Disrupted.

### 11.31 ZOCs and Advances

Advancing units do not spend MPs when advancing but are affected by the presence of ZOCs. Each LZOC entered by advancing units reduces the advance by one hex (*i.e.*, each such hex costs 2 hexes of advance, minimum of 1 hex). Advancing units must stop upon entering a HZOC.

## 11.4 Morale

### 11.41 Predominant Morale

Each side in any given Fire or Close Combat situation has a Predominant Morale which is used to determine the general results of combat (per Rule 11.21, step 2). Predominant Morale is based on Morale Levels and Stacking Points and is determined differently for defending and attacking stacks.

#### 11.411 Defender Predominant Morale

On defense, Predominant Morale is the morale of the units that make up the largest number of SPs in a particular stack. If there are an equal number of SPs, the worst Morale Level is Predominant.

***EXAMPLE:** In a stack of 12 SPs if there are units of "d" morale consisting of 3 SPs, "e" morale consisting of 4 SPs and "f" morale consisting of 5 SPs, the Predominant Morale for defense is "f". Adjusting the example to 4 SPs for each of the listed Morale Levels, the Predominant Morale would be "d".*

#### 11.412 Attacker Predominant Morale

On the attack, the largest unit in terms of SPs is considered to provide the Predominant Morale, attacker's choice if two or more units are tied in SPs.

***EXAMPLE:** Using the second example above and assuming every unit is 4 SPs, the Predominant Morale for the attack is f.*

### 11.42 Morale Checks

If the result of the combat is Morale, each unit of the designated side must take a Morale Check on the Morale Checks Table (MCT). Roll a d10 and compare the result with the column for the unit's current Morale Level. The result is the new Morale Level letter. Mark the unit with the appropriate Morale Loss marker that indicates how many Morale Levels were lost.

***NOTE:** Morale Levels are not recovered during play, so Morale Loss markers will likely be retained by a number of units in a typical game. As a convention, keep the Morale Loss marker directly underneath the affected unit.*

**EXAMPLE:** A unit with a current Morale Level of “d” rolls on the Morale Checks Table (MCT) and rolls a “4” giving a result of “c”. The unit is marked with a Morale -1 letter marker, which it carries until it is replaced with another marker or is eliminated.

**Morale Checks Table (MCT)**

d10	Current Morale						
	a	b	c	d	e	f	g
0	E	E	E	b	c	d	e
1	E	E	E	b	c	d	e
2	E	E	a	b	c	e	f
3	E	E	a	c	d	e	f
4	E	a	a	c	d	e	f
5	E	a	b	c	d	e	f
6	a	a	b	c	d	f	g
7	a	a	b	d	e	f	g
8	a	b	c	d	e	f	
9	a	b	c	d	e	f	

Morale  
-1  
Letter

## 13.0 Minefields and Boxes

The Allies laid minefields liberally across the Gazala line and in front of Tobruk. More extensive defensive strongpoints, called “boxes,” were formed to stop Axis armor assaults, and set the stage for allied counterattacks to defeat them in detail (well, according to Allied planning, anyway). Reality proved to be a little different, but minefields nevertheless did have a significant impact on the fighting in the Gazala battle.

### 13.1 Minefields and Movement

When a unit wishes to cross an unbreached minefield, it must expend half of its available MPs (see the TEC and Rule 14.3), regardless of the nationality of the moving unit. Allied units may cross an unbreached minefield that is also crossed by a road or track at no additional MP cost. Allied units may also cross an unbreached minefield with no penalty if it also moving out of a defensive box adjacent to the minefield.

### 13.2 Minefields and Combat

#### 13.21 Minefields and Antitank Fire

During the Antitank Fire Segment, the defender has Defensive First Fire against any armor units attacking across an unbreached minefield hexside (see Rule 11.1).

#### 13.22 Minefields and Regular Combat

During Regular Combat, all non-engineer units attacking across an unbreached minefield hexside have their Soft Attack Factors halved. Additionally, if armor units attack across an unbreached minefield hexside, the attacker must roll a d10 on the Minefield Attack Table (MAT) to determine if he loses any tanks before determining the odds. If the result is **Dis**, one attacking armor unit (owner’s choice) is Disrupted. If the result is **2 Dis** \* two such units are Disrupted, and the attacker rolls on the MAT again, referring to the \* Stall? column to see if the attack stalls. If there is no effect, the attack proceeds (minus any eliminated armor units); if the result is All R1h, the attack stalls and the attacker must retreat.

## 12.0 Disruption

### 12.1 How Units Become Disrupted

Units become Disrupted from artillery bombardment, strafing/ bombing air missions, overstacking, being Overrun, retreating from combat into an enemy ZOC and retreating across a minefield. Flip the affected units to their reverse sides, showing their reduced combat and movement capabilities.

**NOTE:** HQ units do not have Disrupted sides, and never suffer from Disruption. HQs ignore all “Dis” combat results.

### 12.2 Effects of Disruption

Disrupted units do not contribute to ZOCs in their hex. Their Hard and Soft Attack Factors and Movement Allowances are reduced, and artillery may not bombard. If Disrupted a second time, the affected units are eliminated.

**EXCEPTION:** Disruption resulting from a Strafing/ Bombing mission or artillery bombardment cannot eliminate a previously Disrupted ground unit.

### 12.3 Removing Disruption

During each player’s Clean-Up Phase, he flips all his Disrupted units back to the front sides (see Rule 3.5).

### Minefield Attack Table (MAT)

d10	Disrupt	* Stall?
0	-	-
1	-	-
2	-	-
3	-	-
4	-	-
5	Dis	All R 1h
6	Dis	All R 1h
7	Dis	All R 1h
8	2 Dis *	All R 1h
9	2 Dis *	All R 1h

## 13.23 Retreating Across Minefields

Units retreating across an unbreached minefield hexside are Disrupted (see Rule 12.1). Armor units that retreat across an unbreached minefield hexside roll for Disruption as if they were attacking across it but do not roll to become stalled.

## 13.24 Advancing Across Minefields

Units may advance after regular combat across an unbreached minefield hexside, but armor units must roll for Disruptions as if they were attacking across it (see Rule 13.22) before any other units advance across. If a stalled attack is rolled, the units immediately stop their advance (do not retreat the advancing units, simply halt without advancing). If not, continue advancing as normal.

## 13.3 Breaching Minefields

Breaches may be cleared through minefield hexsides by German engineers, or any other Axis infantry unit within 3 hexes of its formation HQ (only one such breach may be made per HQ or engineer unit per Movement Impulse).



To clear a breach, the clearing unit crosses the minefield hexside as normal. Once it crosses, place a Minefield Breached Marker (see Rule B.125) pointing to the hexside where it crossed. The minefield no longer exists for any game purpose (e.g., supply lines may be traced across a breach and units may move and advance/retreat across breaches at no penalty).

## 13.4 Defensive Boxes

Units in a Box receive a 1L column shift on the integrated CRT and may ignore all R#h combat results. Units in a box are not obliged to attack adjacent enemy units that project an HZOC into the box.

Infantry-class units (See Rule B.113) in a box are immune to all effects from Strafing/Bombing missions or artillery bombardment. All other unit types in a box (i.e., weapons, artillery, and armor) are valid targets for Bombardment results.

# 14.0 Supply

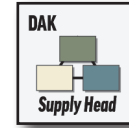
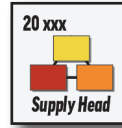
Ground units must be in supply to move their full MPs and attack at full strength. Air units are always considered to be in supply for all purposes.

## 14.1 Supply Sources

For the Axis forces, valid supply sources are any Paved Road, Unpaved Road or Track hexes on the west or northwest edges of the map. For the Allied Forces, valid supply sources are any Paved Road, Unpaved Road, or Track hexes on the east edge of the map, either hex of Tobruk, and hex 4307 (the railhead).

In addition, the Axis player has two supply head markers that are placed on the map to indicate where the Italian 20<sup>th</sup> Corps (composed of the 20xxx, 132xx, and 101xx formations and attached units) and the German DAK (composed of the DAK, 15xx, 21xx, and 90xx formations and attached units) may trace supply in the earlier turns of the game. These two markers are placed on the map in locations specified in the scenario setup.

The 20xxx and DAK Supply Head markers are used as a special supply source for only those formations listed above. Neither marker may be moved once placed on the map, and both markers are removed from the map if either of these two formation HQs are able to trace a normal supply path to a road edge supply source.



## 14.2 Tracing Supply

### 14.21 Tracing HQ Supply

Each formation HQ must trace supply at the beginning of its activation. An HQ is marked out of supply if it cannot trace a line of hexes no more than 20 Wheeled MP's to a valid supply source. The path must be traced through hexes free of enemy units and their ZOC (although friendly units that occupy such a hex and can project at least an LZOC do allow the supply path to be traced). Normal Wheeled movement costs apply, except there is no cost to exit any enemy ZOC exerted into the hex of the tracing HQ.

### 14.22 Tracing Unit Supply

Each ground unit in the activated formation must trace supply when it begins a Movement Impulse or a Combat Impulse. Therefore, another unit or stack could be used to open a supply path through to a surrounded unit and put it in supply for its activation. A unit is marked out of supply if it is more than 10 Wheeled MPs from its supplied formation HQ. The path must be traced through hexes free of enemy units and their ZOC (although friendly units that occupy such a hex and can project at least an LZOC do allow the supply path to be traced). Normal unit movement costs apply, except there is no cost to exit any enemy ZOC exerted into the hex of the tracing unit.

### 14.23 Axis Supply Paths and Minefields

An Axis supply line may not cross a minefield except at a breach and may not be traced within two hexes of a box occupied by an Allied unit.

**EXCEPTION:** Axis supply may be traced within two hexes of an Allied-occupied Box if a) the line can be traced through an Axis unit, and b) an Axis unit is adjacent to the box.

## 14.3 Effects of Being Out of Supply

Units unable to trace a valid supply path may move no more than three MP's, Bombardment Factors are halved (after any effects from a Half Move/Half Fire marker and range), and both Hard and Soft Attack Factors are halved if attacking during a Combat Impulse. Defense Factors and Bombardment Ranges are unaffected.



## 15.0 Victory Conditions

Tobruk was the key to the defense of Egypt, as it possessed an excellent natural harbor and lay along the one major hard-surfaced road in all of Libya, the *Via Balbia*. The Germans and Italians had been trying to seize the port since early 1941 to use as a jumping off point to any offensives into Egypt. The British and other Empire forces were trying to hold it to prevent such a move and to serve as a base for their own offensives into the rest of Libya and beyond.

### 15.1 How to Win

Whoever holds Tobruk at the end of the game wins the battle and the game. However, the strategic goals of both combatants were the possession of Egypt and the Suez Canal, so neither side can afford to throw away his entire army at Tobruk.

If the Allied player holds Tobruk at the end of the game, the Allied player wins regardless of any other considerations.

If the Axis player holds Tobruk and neither Rule 15.2 nor Rule 15.3 below apply, the Axis player wins.

If the Axis player holds Tobruk and either or both Rule 15.2 or Rule 15.3 below applies, the game is a draw.

### 15.2 Allied Withdrawals

If the Axis player holds Tobruk at the end of the game, but the Allies have exited at least 18 stacking points of armor units, 36 stacking points of infantry or weapons units and 15 stacking points of artillery units off the east edge of the board, the game is a draw (strategically speaking, the historical result), rather than an Axis victory.

Pursuant to these provisions of the victory conditions, the Allied player may withdraw units off the east edge of the map merely by moving them to the edge and removing them from play (once triggered - see Rule 15.21). These units may not reenter the game and are held aside. Axis units may not exit the map.

At the end of the game, each uncommitted Allied Reserve tank counts as a stacking point of armor units exited for reducing the level of Axis victory.

#### 15.21 Triggering Allied Withdrawal

Before Allied units may withdraw, Allied Withdrawal must be triggered. Triggering is checked at the beginning of each Game Turn Record Phase by the Allied player rolling a d10, applying the modifiers, and checking the result against the table below.

Die Roll	Result
0-9	No Allied Withdrawals allowed
≥ 10	Allied Withdrawal triggered

Modifiers (cumulative):

- For every two village hexes occupied or last entered by Axis units: +1
- If the Railhead (hex 4307) is occupied or last entered by Axis units: +1

- If an Axis unit is on or east of hex column 35xx: +1
- If an Axis unit is on or east of hex column 45xx: +1
- If the current Game Turn is June 1 to June 15: +1
- If the current Game Turn is June 16 or later: +1

### 15.3 Axis Losses

If the Axis player holds Tobruk at the end of the game, but have experienced excessive losses, the general supply situation (with continued British control of Malta) would make it difficult to recover from those losses, and further offensive operations would be jeopardized.

If the Axis side has lost more than 18 stacking points of armor units, 36 stacking points of infantry or weapons units, and 15 stacking points of artillery units, the game is a draw, rather than an Axis victory.

At the end of the game, each uncommitted Axis Reserve tank counts as a stacking point for reducing the number of lost armor units.

## 16.0 Setting Up the Game

### 16.1 General Setup

#### 16.11 Instructions for All Scenarios

The specific units in play and reinforcements are shown on the five Orders of Battle displays (two Allied, two Axis and one combined air), and the setup maps for the two scenarios (one Allied map and two Axis maps). These setup maps indicate where the units must be placed, either in specific hexes or in multi-hex zones.

All units must be setup on or behind their own side of the front, which runs along the 1004/1104, 1004/1105, and 1005/1105 hexsides (between the Allied minefield and the coast), then along the Allied minefield hexsides to hex 2625 (Abyar al Hakim), then southeasterly along the line from hex 2726 to hex 4434. Note that Allied units do set up in hex 2928 (Hill 171), but any units set up adjacent to this hex must conform to this setup area.

#### 16.12 Specific Setup Hexes (HQs and Units)

For specific setup hexes (shown as squares on the setup maps), any listed HQ/unit must be placed in the indicated hex, and any directly subordinate units of that HQ may be placed in the same hex or in any hex in or adjacent to any other unit(s) that are part of the HQ's formation. For specific setup hexes that do not list any HQ, all listed units must be placed in the indicated hex.

**EXAMPLE:** *The British XIII Corps (13xxx) has its set up located in hex 4212 and has the corps HQ, the 7Md artillery and the three AAA units of the 4AAx directly assigned. The HQ must be placed in hex 3614, and the other units assigned may also be placed there, or may be placed on or adjacent to any hex that contains any units of the 50<sup>th</sup> British (50xx) or South African 1<sup>st</sup> or 2<sup>nd</sup> Infantry Divisions (1SAxx or 2SAxx), or the 29<sup>th</sup> Indian Infantry (In29x/5Inxx) or 1<sup>st</sup> or 32<sup>nd</sup> Army Tank Brigades (1ATx or 32ATx), as they are all subordinate to 13xxx.*

## 16.13 Multi-hex Setup Zones

Units of a formation (or sub-formation, such as Allied brigades) with a multi-hex setup zone must be placed in the designated zone such that every hex in that zone is either occupied by a unit or is covered by a ZOC of one of more units of that formation (or sub-formation).

**EXAMPLE:** *The British 50<sup>th</sup> Infantry Division (50xx) has one specific hex where its formation HQ is set up (hex 2210), a single hex where units of the 69<sup>th</sup> Infantry Brigade (69x) of the division are set up (hex 1812), and two multi-hex zones where units of the 150<sup>th</sup> Infantry Brigade (150x—centered on hex 2117) and 151<sup>st</sup> Infantry Brigade (151x—centered on hex 1612) are set up. There are three divisional units assigned to 50xx, and four tank units of the 1<sup>st</sup> Army Tank Brigade (1ATx) are directly assigned to 50xx, as well. 69x, 150x, and 151x are each composed of four units.*

*The formation HQ must be placed in hex 2210, and any of the seven divisional and directly attached units may also be placed in that hex, or they may be assigned to one or more of the three subordinate brigades (as per Rule 16.12). Units of 69x must be placed in hex 1812 and any units attached to 69x may be placed there or in any adjacent hex. Units of 150x are placed anywhere in hexes 2015 through 2018, 2115 through 2119, and 2214 through 2218 such that each hex either contains a unit or a ZOC. Any units attached to 150x from division, corps, or army may be placed in or adjacent to any unit of 150x (and their presence may be used to satisfy the brigade's setup requirements). Units of 151x are similarly placed in hexes 1513, 1612, and 1613, with any attached units placed in or adjacent to those three hexes, on the Allied side of the front as per Rule 16.11.*

## 16.14 Reinforcement Setup

Units that enter play after the start of the game are indicated on the Orders of Battle displays. Two South African infantry battalions (2 TS/SA6x/2SAxx and 2 SAP/SA6x/2SAxx) are placed to the side until the Allied player is able to recombine the two battalions by placing all component units of that battalion (three for 2 TS and two for 2 SAP) in the same hex.

## 16.15 Air Unit Setup

Air units are assigned to specific air sectors (or are scheduled to arrive as reinforcements) as per the Air Orders of Battle display. Place the indicated units in the airbase of the designated air sector.

## 16.16 Initial Reserve Tanks

Initial reserve tank levels for both scenarios are as follows:

Allied		Axis	
Crusader	6	M13/40	1
Grant	4	M14/41	1
Matilda	0	PzKw IIIj	2
Stuart	4	PzKw IIIj/1	1
Valentine	0	Pzkw IV	1

## 16.2 May 26 Scenario

This scenario represents the situation at the actual start of fighting when the Italian infantry divisions and German 15<sup>th</sup> Rifle Brigade launched their diversionary attacks in the north to hold Allied attention.

Historically, Rommel's turning movement during the night of May 26/27 brought the DAK (15<sup>th</sup> and 21<sup>st</sup> Panzer and 90<sup>th</sup> Light Afrika Divisions) and the Italian Ariete Division (the flanking/striking force) to the vicinity of Bir al Hakim and the 3<sup>rd</sup> Indian Motor Brigade. The Italian Trieste Division was also part of this turning movement, but it became lost during the night and turned into the 150<sup>th</sup> Brigade rather than further south. This scenario allows players to experiment with alternatives to Rommel's plan.

Use the standard Allied May 26/27 setup map, and the German May 26 set up map. Air units are set up as per 16.15. All airbases on the map are Allied controlled at the beginning of the scenario except for Tmimi #2 (hex 0103) and Gadd el Ahmar (hex 0122). See Rule 16.4 for special rules in effect for this scenario.

The first turn's weather is Clear (AM and PM Phases).

## 16.3 May 27 Scenario

This scenario represents the situation on the morning of May 27, 1942, when the DAK and Ariete Division were already in position after their approach march during the night of May 26/27, arriving in the area south of Bir Hakim just after dawn. This is the situation most often depicted in wargames on the battle and makes for a fine situation for gamers who just want to start from this "surprise" situation.

Use the standard Allied May 26/27 setup map, and the German May 27 set up map. Air units are set up normally. All airbases on the map are Allied controlled at the beginning of the scenario except for Tmimi #2 (hex 0103), Gadd el Ahmar (hex 0122), Baltat el Qaz'ah (hex 2432) and Baltat el 'Atash (hex 2730). See Rule 16.4 for special rules in effect for this scenario.

The first turn's weather is Clear (AM and PM Phases).

**OPTIONAL:** *Deploy the Italian 101<sup>st</sup> Trieste Division in the location marked "101xx (optional)" instead of its historical position on May 27. This option assumes the division stayed with the rest of the flanking force and did not get lost during the night approach march.*

## 16.4 Special Scenario Rules

The Axis attack came as somewhat of a surprise to the Allied higher command, largely due to imperfect intelligence and their focus on preparations to launch an offensive of their own. For the first one or two turns of the game (depending on the scenario being played), special rules are in effect:

### 16.41 Limited Allied Zones of Control (May 26 & 27)

Throughout the AM and PM Phases of the May 26 & 27 turns, Allied units' Zones of Control are reduced by one level (HZOC becomes LZOC; LZOC becomes no ZOC).

## Appendix A Unit Abbreviations

### 16.42 Axis Turning Movement (May 26 only)

At the beginning of the AM Phase of the May 26 turn only (when playing the 16.2 May 26 Scenario), the Axis player may activate seven formations of his choice prior to any Allied activations. The Axis player simply selects seven formation AMs and activates them, in turn, one after the other. No Command Control Limits (7.22) apply to these seven formations during the Axis Surprise, and all units/stacks of these formations may activate. For these seven formations, each unit has triple the normal movement allowance if it performs a Movement Impulse, but may not move adjacent to any Allied unit.

### 16.43 Allied Command Paralysis (May 26 only)

The Allied command structure was such that invariably the first twenty-four hours of an attack were spent sizing up the situation and awaiting developments. As such, response to the Axis attack is somewhat faster where there is combat with confirmed enemy units and slower elsewhere.

Following the initial Axis surprise activations during the AM Phase of the May 26 turn (see Rule 16.42), the game is paused to prepare the Allied response to the surprise attack:

- 1) The Allied player may only activate formations of his which Axis units moved adjacent to or attacked earlier in the turn, plus one additional formation of his choice. The identity of the additional formation need not be revealed to the Axis player until it is pulled from the cup (Rule 7.21).

“Attacked” includes targeted by air or artillery bombardment, close support, antitank fire, or regular combat, regardless of the result. These AMs are placed into the cup as per Rule 7.21.

- 2) If additional Allied formations are attacked following the seven surprise activations (*i.e.*, during “non-surprise” Axis activations), those formations’ AMs will also be added to the cup immediately after the conclusion of the combat event that triggers the release.

### 16.44 Axis Initiative (May 27 only)

At the beginning of the AM Phase of the May 27 turn, the Axis player may select any three divisional formations to activate, setting aside those formations’ AMs and placing the remaining AMs into the cup. Play begins with these three formations’ activations, which must be in the order specified by the Axis player before any are activated.

## GROUND UNITS

### All:

x	Brigade
xx	Division
xxx	Corps

### British:

A	Armoured
AA	Anti-aircraft
AT	Army Tank
CG	Coldstream Guards
Ches	Cheshire
CH	Cameron Highlanders*
CLY	County of London Yeomanry
DCLI	Duke of Cornwall’s Light Infantry
DG	Dragoon Guards
DLI	Durham Light Infantry
EY	East Yorkshire
GH	Green Howards
H	Hussars
HLI	Highland Light Infantry*
L	Lancers
KDG	King’s Dragoon Guards
KRRC	King’s Royal Rifle Corps
Md	Medium
RB	The Rifle Brigade
RD	Royal Dragoons
Rec	Reconnaissance Corps
RGH	Royal Gloucester Hussars
RHA	Royal Horse Artillery
RTR	Royal Tank Regiment
SF	Sherwood Foresters
SG	Scots Guards
SH	Sharpshooters
SWB	South Wales Borderers*
WY	West Yorkshire*

\* *British units serving with the Indian Army*

### South African:

CTH	Cape Town Highlanders
DEOR	Duke of Edinburgh’s Own Rifles
DM	Die Middellandse Regiment
Fd	Field
FF	Field Force
ILH	Imperial Light Horse
KR	Kaffrarian Rifles
NMR	Natal Mounted Rifles
PS	President Steyn
RB	Regiment Botha
RDLI	Royal Durban Light Infantry
RLI	Rand Light Infantry

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RNC Royal Natal Carbineers  
 RPS Regiment President Steyn  
 SAP South African Police  
 TS Transvaal Scottish  
 UMR Umvoti Mounted Rifles

## Indian:

Bal Baluchi Regiment  
 Comp Composite  
 Fd Field  
 FF Frontier Force  
 GR Garhwal Rifles  
 Gur Gurkha Regiment  
 Jats Jat Regiment  
 KEO King Edward VII's Own  
 MLI Mahratta Light Infantry  
 PAVO Prince Albert Victor's Own  
 Pun Punjabi Regiment  
 RL Royal Lancers (Gardner's Horse)  
 RR Rajputana Rifles  
 RS Royal Sikhs

## French:

BMO Battalion de marche l'Oubangui  
 BP Battalion du Pacifique  
 FM Fusiliers Marins  
 BLE Battalion de Legion etrangere

## German:

AfrSich Afrika Sicherheit (penal)  
 DAK Deutsches Afrika Korps  
 KG Kampfgruppe  
 Kpfst Kampfstaffel  
 PAA Panzerarmee Afrika  
 S Schützen  
 SV Sonderverband

## Italian:

AS Africa Settentrionale  
 B Bersaglieri  
 C Celere  
 G Guastatori  
 LN Lancieri di Novara  
 NC Nizza Cavalleria  
 PAA Panzerarmee Afrika  
 SM San Marco

## AIR UNITS

### Allied:

Alba Albacore  
 Balt Baltimore  
 Bfirt Beaufort  
 Bftr Beaufighter  
 Blen Blenheim IV  
 Bost Boston  
 FAA Fleet Air Arm

Fulm Fulmar  
 Gk Greek  
 Hurr Hurricane I/II  
 Kitty Kittyhawk  
 Mart Martlet  
 RAAF Royal Australian Air Force  
 RAF Royal Air Force  
 SAAF South African Air Force  
 Spit Spitfire V  
 Toma Tomahawk  
 Well Wellington IC/II

## German:

Bf Bayerische Flugzeugwerke  
 He Heinkel  
 Ja Jagdbomber  
 JG Jagdgeschwader  
 Ju Junkers  
 KG Kampfgeschwader  
 LG Lehrgeschwader  
 NG Nachtgeschwader  
 StG Sturzkampfgeschwader  
 ZG Zerstörergeschwader

## Italian:

RA Regia Aeronautica  
 C. (Mario) Castoldi (designer)  
 C.R. Celestino Rosatelli (designer)  
 Z. (Filippo) Zappata (designer)

## Allied Setup Map Notes

<p><b>A</b> A/8RTR / 1ATx 2SAP/ SA6x/ 2SAxx</p>				<p>(Sets up with the rest of the SA6x brigade)</p>
<p><b>B</b> 2TS/ SA6x/ 2SAxx</p>		<p>One of these in each of the three hexes, Allied player's choice</p>		
<p><b>C</b> 2TS/ SA6x/ 2SAxx</p>				
<p><b>D</b> 2TS/ SA6x/ 2SAxx</p>				
<p><b>E</b> 3/ 12FF/ 9Inx/ 5Inx</p>				

## Appendix B - Detailed Component Description

### B.1 Playing Pieces

The 880 5/8" playing pieces consist of unit counters that represent the formations available to both sides, and informational markers that allow the players to track the status of his units.

### B.11 Unit Counters

Unit counters represent the military units that fought in the historical battle. Units are one of two general classes: ground units and air units. Ground units consist of armor, infantry, weapons and artillery. Air units consist of fighters and bombers. Sample units are illustrated below:

<h3 style="text-align: center;">Armor/Infantry/Weapons Unit</h3> <p>Stacking Points → 1e          Parent Formation → e          Formation (stripe) → 200x          Hard Attack Factor → 4          Soft Attack Factor → 2          Defense Factor (Hard) → 3          Movement Allowance → 9          Morale Rating → 5          Unit ID → 1e          Unit Type → II/5</p>	<h3 style="text-align: center;">Artillery Unit</h3> <p>Stacking Points → 3d          Parent Formation → d          Formation (filled unit type symbol) → 150x/50x          Hard Attack Factor → 5          Soft Attack Factor → 2          Defense Factor (Soft) → 3          Movement Allowance → 12          Morale Rating → 5-5          Bombardment Factor → 5-5          Bombardment Range → 72 Fd          Unit ID → 3d          Unit Type → 5-5</p>
<h3 style="text-align: center;">Fighter Unit</h3> <p>Combat Support Factor (1/2) → 1          Aircraft Model → C.202          Air Attack Factor → 4          Aircraft Type → F          Range Allowance → 4          Air Defense Factor → 4          Bombardment Factor (1/2) → 1          Unit ID → 90° RA</p>	<h3 style="text-align: center;">Bomber Unit</h3> <p>Combat Support Factor → 1          Aircraft Model → Well          Air Attack Factor → 1          Aircraft Type → B          Range Allowance → 2          Air Defense Factor → 7          Bombardment Factor → 7          Unit ID → 108 RAF</p>

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Abbreviations used within the rules that reference the unit counters:

AAF	=	Air Attack Factor
ADF	=	Air Defense Factor
BF	=	Bombardment Factor
BR	=	Bombardment Range
CSF	=	Combat Support Factor
DF	=	Defense Factor
HAF	=	Hard Attack Factor
MA	=	Movement Allowance
MR	=	Morale Rating
RA	=	Range Allowance
SAF	=	Soft Attack Factor
SP	=	Stacking Points

## B.111 Nationalities

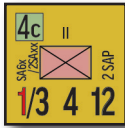


British units have a light khaki background, South African units are medium khaki, Indian units are dark khaki, and Australian air units are a pale greenish khaki. Fighting French (*aka* Free French) have a brown background, and there are British Fleet Air Arm units with a gray background. German units have a tropical light olive-tan as their background and Italian units have the ochre hue of the *Saharina* uniform. The reverse sides of all units depict a lightened shade of the front which indicates the unit is Disrupted.

## B.112 Unit Sizes, Morale Values and Combat Proficiency

Most ground units are battalions and companies, though there are other unit sizes represented as well. Unit sizes are represented by the stacking number in the upper left corner of each ground unit (see Stacking, Rule 4.0). One or two stacking points indicates a company, battery, troop, or a depleted battalion, while three to five stacking points indicated a full-strength or reinforced battalion.

All ground units have a morale rating that indicated how resilient a unit is in combat. Morale ratings range from “a” through “g,” with “a” representing a lower morale letter than “g” (see Morale, Rule 11.4).

All ground units also have a proficiency rating that is used in the combat rules, mainly as a modifier to combat odds. A unit’s proficiency is indicated by the color of the box where the stacking value and morale rating are located. The effects of proficiency are discussed in more detail in the combat rules (see Rule 11.22).




Green box		Trained Proficiency
Black box		Regular Proficiency
White box		Veteran Proficiency

All air units are squadrons, consisting of 6 to 24 aircraft, depending on type (bomber squadrons tended to have fewer airframes than fighter squadrons). Air units contain between one and three steps, and those with fewer than three steps are marked with Air Loss markers (see Rule B.127).

## B.113 Unit Types

The Unit Types Tables illustrate the armor, infantry, weapons, artillery, fighter, and bomber units. Armor units are identifiable by the presence of a vehicle side-view picture and are divided into tanks (see Rule 5.3), armored cars (see Rule 11.23), and self-propelled guns. Infantry and weapons units are identified with a unit type icon that represents the primary combat arm represented by the counter. Weapons units were predominantly equipped with towed weapons (see Rule 4.3). Artillery units are those that carry a Bombardment Factor and Range and are the only ground units that may conduct combat beyond the adjacent hex.

Movement allowances on ground units are one of three types: black print for wheeled, white print for tracked, and green print for leg. See the Terrain Effect Chart (TEC) for the effects of these three Movement Types.

Wheeled Unit		Movement Allowance in Black
Tracked Unit		Movement Allowance in White
Leg Unit		Movement Allowance in Green
























For air units, fighters are indicated with a circled “F” between the Air Attack and Air Defense Factors, while bombers are indicated with a circled “B”. See Rule 6.0 for details on air unit types and air mission planning, and Rule 9.0 for air mission resolution.

# THE FALL OF TOBRUK

## Unit Types Tables

GROUND UNITS			
Armor		Infantry	
	Crusader		Infantry
	Grant		Motorized Infantry
 	Stuart (captured)		Marine
	Matilda		Machine Gun
	Valentine		Assault Engineer
	Daimler <b>** R</b>		Engineer
	Marmon-Herrington <b>** R</b>		Headquarters
	L6/40 <b>**</b>	<b>Weapons</b>	
	M13/40 (MA=5)		Recon <b>* R</b>
	M14/41 (MA=6)		Light Antitank
	AB 41 <b>** R</b>		Heavy Antitank
	Semovente <b>**†</b>		Light Antiaircraft
	PzKw II <b>**</b>		Heavy Antiaircraft
	PzKw IIIj	<b>Artillery</b>	
	PzKw IIIj/1		Towed Artillery
	PzKw IVe		Recon <b>* R</b>
	Sd.Kfz. 222 <b>** R</b>		Semovente <b>**†</b>
	Pz Jg I <b>**</b>		

*Notes:*  
 \* There are three German recon units, one is a weapons without any artillery functions and two are artillery  
 \*\* These are armor units for movement and combat purposes, but not repairable under Rule 6.3  
 † Note that the Italian Semovente is both an armor unit and an artillery unit  
**R** Recon unit, may break off from some combat situations

AIR UNITS			
Fighters		Bombers	
	Bristol Beaufighter		Fairey Albacore
	Fairey Fulmar		Martin Baltimore
	Hawker Hurricane II		Bristol Beaufort
	Curtiss Kittyhawk		Bristol Blenheim IV
	Grumman Martlet		Douglas Boston
	Supermarine Spitfire V		Vickers Wellington
	Curtiss Tomahawk		Cant Z.1007
	Fiat CR.42		Heinkel He-111
	Macchi MC.200		Junkers Ju-87
	Macchi MC.202		Junkers Ju-88A
	Messerschmidt Bf-109E/F		
	Messerschmidt Bf-110E		
	Junkers Ju-88C		

# THE FALL OF TOBRUK

## B.114 Formations

Formations are how the ground units of the two sides are organized for operations. Formations consist of corps and divisions, as well as a few independent brigades. Formations are generally grouped together for operations and function for most purposes as a group during play.

Formations are color-coded by either a horizontal stripe behind the armor unit image, or by having the Unit Type symbol filled with the formation's color. The formations can also be identified by the unit ID found to the left of the unit type symbol/armor image (the parent formation noted on the Unit Counters sample in Rule B.11—some parent formations are divisions, and some are brigades).

Each formation also has a headquarters unit and an Activation Marker that determines when that unit may be activated for operations (see Rule 7.11 and Rule 7.13).

The following table identifies the formations in the game:

ALLIED FORMATIONS	Unit Type symbol fill color
8 <sup>th</sup> Army	8xxxx - white
13 <sup>th</sup> Corps	13xxx – light gray
50 <sup>th</sup> Division	50xx – red 69x, 150x, 151x
1 <sup>st</sup> South African Division	1SAxx – sky blue SA1x, SA2x, SA3x
2 <sup>nd</sup> South African Division	2SAxx – rose red SA4x, SA6x
1 <sup>st</sup> Army Tank Brigade	1ATx – yellow
32 <sup>nd</sup> Army Tank Brigade	32ATx – light blue gray
30 <sup>th</sup> Corps	30xxx – dark gray
2 <sup>nd</sup> Armoured Division	2Axx – orange 2Ax, 22Ax, 201Gx
7 <sup>th</sup> Armoured Division	7Axx – light green 4Ax, 7Mx, 3InMx
<i>Army Reserve</i>	
5 <sup>th</sup> Indian Infantry Division	5Inxx – gold In9x <sup>1</sup> , In10x, In29x <sup>2</sup>
10 <sup>th</sup> Indian Infantry Division	(elements) – purple In20x <sup>3</sup> , In21x
4 <sup>th</sup> Indian Infantry Division	(elements) – green In11x <sup>3</sup>
1 <sup>st</sup> Free French Brigade	1FFx – medium blue
<i>Notes:</i>	
1 – Attached to 2 <sup>nd</sup> South African Division	
2 – Attached to 7 <sup>th</sup> Armoured Division	
3 – Attached to 5 <sup>th</sup> Indian Infantry Division	

AXIS FORMATIONS	Unit Type symbol fill color
<i>German Formations</i>	
PanzerArmee Afrika	PAA – white <sup>1</sup>
15 <sup>th</sup> Schützen Brigade	15Sx - yellow
Deutsches Afrika Korps	DAK - ivory
15 <sup>th</sup> Panzer Division	15xx -light green
21 <sup>st</sup> Panzer Division	21xx – pink
90 <sup>th</sup> Leichte Division	90xx – blue gray
<i>Italian Formations</i>	
10° Corpo	10xxx – pale purple
17 <sup>th</sup> Divisione di fanteria “Pavia”	17xx – dark orange
27 <sup>th</sup> Divisione di fanteria “Brescia”	27xx - blue
20° Corpo	20xxx – pale brown
132 <sup>nd</sup> Divisione corazzata “Ariete”	132xx – light gray
101 <sup>st</sup> Divisione motorizzata “Trieste”	101xx – light olive
21° Corpo	21xxx – pale orange
60 <sup>th</sup> Division occupazione “Sabratha”	60xx – rose red
102 <sup>nd</sup> Divisione motorizzata “Trento”	102xx – light green
<i>Army Reserve</i>	
133 <sup>rd</sup> Divisione corazzata “Littorio”	133xx <sup>2</sup> - yellow
<i>Notes:</i>	
1 – Also includes some Italian elements	
2 – Some elements attached to 132 <sup>nd</sup> Armored Division	

# THE FALL OF TOBRUK

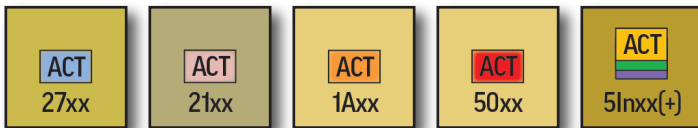
## B.12 Markers

Several markers are included in the game, and are used on the map, the Refit Tracks, the Turn Record Chart, or the Air Displays as noted below. These markers serve to help players remember the status of various units and/or other game functions and do not count against stacking when on the map.

### B.121 Formation Activation Markers (AM)

Placed into an opaque container at the beginning of each game turn, these markers are drawn out randomly during the Operations Phase, one at a time, to identify the currently active formation. See Rules 3.4 and 7.0.

Note that there is one AM per division and independent brigade for each side, plus those for higher echelons. There is one AM for all of the Indian formations ["5Inxx(+)"] (all of the brigades of the Indian 4<sup>th</sup>, 5<sup>th</sup>, and 10<sup>th</sup> Divisions were cross attached to other formations), plus one each for the Panzerarmee Afrika ["PAA"], Deutsches Afrika Korps ["DAK"], all three Italian Corps ["Ital Corps"], and the two Allied corps and 8<sup>th</sup> Army ["Brit Corps"].



### B.122 Movement, Combat, & Operations Complete Markers

Used during the Movement and/or Combat Impulses to mark units that have completed their operations for the game turn. See Rule 7.21.



### B.123 Full Move/No Fire, Half Move/No Fire Markers

Used during a Movement or Artillery Impulse to mark weapons and artillery units that have moved half or more (and thus have their Hard and Soft Attack and Bombardment Factors halved or reduced to zero) or have fired at reduced strength in order to be able to move. See Rule 4.3



### B.124 Tank Loss ("Wreck") and Reserve Tank Markers

Each side has a set of these markers, numbered 1 through 16, used following Antitank Fire to mark on the map where Armor units have been eliminated, and to mark how many tanks of each type are held in reserve workshops. See Rules 5.31 and 5.4.



## B.125 Minefield Breached Markers

Used to mark on the map where engineers/infantry have breached a minefield. See Rule 13.3.



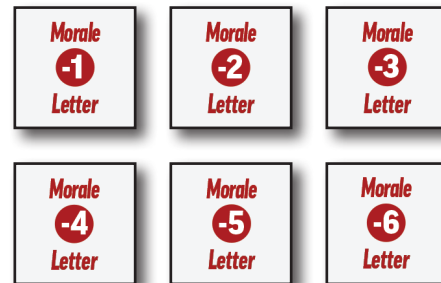
## B.126 Combat Impulse Markers

Used to indicate when activated units are either voluntarily or involuntary identified to conduct a Combat Impulse. See Rule 11.0.



## B.127 Morale Loss Markers

Used to indicate which ground units have taken morale losses as a result of combat. See Rule 11.4.



## B.128 Air Unit Step Loss Markers

Used to indicate which air units have taken damage as a result of air-to-air or antiaircraft combat. See Rule 9.5.



## B.129 Airbase Capacity & Damage, Airfield Control Markers

Used on the two Air Displays to indicate the total capacity of the airbases within the various air sectors, and to mark damage to that capacity as a result of Strafing/Bombing air missions or enemy ground unit occupation of friendly-controlled airfields. All on-map airfields also have a two-sided control marker that is used to indicate which side controls each airfield, thereby adding that airfield's capacity to that of the sector for that side. See Rules 6.12 and 9.444.



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## B.130 Out of Supply Markers

Used to indicate units that cannot trace supply and therefore have reduced capabilities. See Rule 14.0.



## B.131 Combat Support Markers

Used to track the results of Combat Support air missions prior to Regular Combat resolution. Red markers are to mark column shifts to the right (pro-attacker) and blue markers are to mark column shifts to the left (pro-defender). See Rules 9.21 and 11.2.



## B.132 Missed Contact Markers

Used to track when a unit on a Fighter Sweep or Defensive Patrol mission fails to contact enemy air units when attempting to initiate Air-to-Air Combat. See Rules 9.41, 9.42, and 9.43.



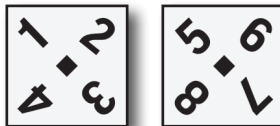
## B.133 Weather Marker

Used to indicate the current turn's weather and the HQ Command Range. See Rules 4.4 and 7.12.



## B.134 Activations Tracking Markers

Used to track the number of activations the active player has remaining for the currently activated formation.



## B.135 Game Turn Marker

Used to indicate the current turn (AM or PM) on the Turn Record Track.



## B.2 Map

The map depicts the part of Cyrenaica in which the battle was fought, at a scale of 1.5 miles per hex. The map shows the various terrain elements surrounding the port of Tobruk in mid-1942 and is derived from period maps from British and Italian sources. Each hex consists of a dominant type of terrain—such as soft sand, hummocks, mud pans, high ground and the coastal plain—and regulates the positioning of units for purposes of movement and combat. Certain terrain features run along hexsides, such as wadis, escarpments, and Allied minefields. Air subsector boundaries are also indicated on the map and define where certain air operations may be conducted.

## B.3 Air Displays

One Allied and one Axis Air Display are provided. Air units are deployed on the Air Displays face down to hide the types and strengths of the air units assigned to the various missions across the air sectors in the game. Air sector capacity and damage are also tracked on the Air Displays. The Air Display Screen is set up between the two Air Displays.

## B.4 Reserve and Refit Displays

One Allied and one Axis Refit Display are provided. These displays are where eliminated units are placed, either into a numbered Wreck Holding Box space if Armor, or into the Units to be Refit or Units Permanently Eliminated boxes if not Armor. Reserve Tanks are also tracked on these displays.

## B.5 Turn Record Chart

The Turn Record Chart (TRC), located on the game map, contains a game calendar used to track the passage of game turns. See Rule 5.1

## B.6 Player Aid Cards

Two identical Player Aid Cards (PACs) are provided. The PACs contain most of the charts and tables necessary for the play of the game, including the Integrated Combat Results Tables (CRT) (including the Fire Combat, Close Combat, and Close Combat (Engaged) sub-tables and explanations of combat results) on the front side (PAC1), and the Terrain Effects Chart (TEC), the Command Control Table (CCT), the Zone of Control (ZOC) Summary Chart, the Artillery Range Chart (ARC), the Stacking Density Chart (SDC), the Minefield Attack Table (MAT), and the Morale Checks Table (MCT) on the reverse (PAC2). Also included is an Expanded Sequence of Play Card and three Setup Maps, and Order of Battle/Reinforcement Displays.

## B.7 Dice

Two ten-sided dice (d10) are provided. A single d10 is always rolled when a die roll is called for on any table during play, which when rolled provides a range of results from 0 through 9.

## B.8 Rulebook

This rulebook contains all the rules necessary to play the game, along with illustrations, examples of play, optional rules, and instructions for setting up the game.

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