Desert Fox CW Stack Timeline

Turn	14MP	22MP	28MP	6SP	12SP	18SP
V1. 40/09						
V2. 40/10						
V3. 40/11						
V4. 40/12						
V5. 41/01						
V6. 41/02						
01. 41/03						
02. 41/04						
03. 41/05						
04. 41/06						
05. 41/07						
06. 41/08						
07. 41/09						
08. 41/10						
09. 41/11						
10. 41/12						
11. 42/01						
12. 42/02						
13. 42/03						
14. 42/04						
15. 42/05						
16. 42/06						
17. 42/07						
18. 42/08						
19. 42/09						
20. 42/10						
21. 42/11						
22. 42/12						

Desert Fox Expanded Combat Phase by Donald Johnson 10/11/2019

ZOC for mandating combat, tracing combat supply and retreating:
1. No ZOC if unit has paren strength or 0 SPs or is disrupted or OOGS.
2. No ZOC if across escarpment or sea hexside (near Bardia) or into city.
2. No ZOC if mot unit adj. to sand sea or marsh except along roads & tracks.
4. No ZOC if armor adjacent to mountain except along roads & tracks.
5. No difference if the ZOC can be infiltrated, that only affects movement.

A. Combat Planning Segment (10.26, 11.0)
 1. Enemy stack w/ ZOC on a friendly stack **must** be attacked as a stack.
 2. A friendly combat unit in an EZOC **must** attack >= 1 adjacent enemy stacks.
 3. For each separate combat, all attackers **must** be adjacent to all defenders.
 4. Supply units **may never** attack. (10.26)
 5. A friendly unit adjacent to an enemy stack but not in an EZOC **may** attack.
 6. Enemy stack w/o a ZOC but adj. to a friendly combat unit **may** be attacked.
 7. **All attacks must be legal if possible** at least a CRT minimum attack.(11.16)
  a. 1-3 Clear, Sand Sea, Marsh
  b. 1-2 Rough, Fort1, Bardia, Benghazi
  c. 1-1 Mountain, Fort2, Tobruk
  d. 2-1 Alexandria
  (This can affect which unit can attack which stack & also mandate combat
   supply in order to ensure as many attacks as possible are legal attacks.)

B. Illegal Combat Resolution Segment (11.16 & 10.26)
 If an attack is below CRT minimum or all attackers have paren strengths or
 combat strengths of 0, then this illegal attack **must** be resolved before any legal
 combats: illegal attacking units suffer 4dD & defender suffers no effect.

C. Legal Combat Resolution Segment
See Expanded Combat Resolution Segment playaid sheet.

D. Supply Expenditure Segment (7.15, 7.16)
 1. Attacker dump expended if 4 or 5 SPs (max) used dump for combat supply.
 2. Attacker MSU expended if 4 or 5 SPs (max) used MSU, to max of 2 MSUs.
  a. Attacker chooses which 2 MSUs are expended.
 3. Defender dump expended if > 6 SPs used dump for combat supply.
 4. Defender MSU expended if > 6 SPs used MSU, to a max of 2 MSUs.
  a. Defender chooses which 2 MSUs are expended.

Desert Fox Expanded Combat Resolution Segment by D. Johnson 10/11/19
1. Determine combat strengths, owner picks order of effects to apply.
  a. Combat Supply – Record combat supply use for each dump and MSU (7.3)
    1) Dump, MSU, Desert Patrol, Emergency Supplied unit, and First Combat
       Phase for Reinf unit are always in Combat Supply.
    2) Attacker with >2 0 SP units count as 1 SP. Defender not count 0 SP units.
    3) Units with arty count as 2 SP. (Opt: Only if using arty shift, else 1 SP.)
    4) Units without Combat Supply are halved round down.
  b. Combined Arms (11.4) Armor halved round down unless with paired infantry.
  c. Disruption (11.66) Strength halved, round down.
  d. Hexside terrain (11.3) per TEC. (** Defender's final strength is >= 1 always.)
  e. Flak (12.2) -2 def. armor, -4 att. armor per flak unit w/ Combat Supply.
  f. Fort (14.2) Fort2 doubles combat strength of 1 non-armor unit.
2. Determine combat odds. Attacker divided by defender, round down.
3. Determine CRT terrain row, if fort or multiple terrain, defender chooses which.
4. Determine CRT column number, skipping triangles. **(Do all Illegal b4 legal)**
5. Commit air points & CW Naval Support: first attacker commits, then defender.
6. Roll die: die roll + column number = **Adjusted Column Number (ACN)**.
  a. If A result then each side loses 1 committed air point, if any.
7. **Defender Results**:
  a. Attacker's column shifts **ACN** at option, then loop per defender unit,
       supply units are ignored unless only such are being attacked (7.26):
  b. OOCS unit adds 1 to defender morale to determine effects.
  c. Cross index each defending unit's Morale with Shifted Column Number.
    1. If only supply units are attacked, any combat result = elimination.
    2. Suffer D (depleted, flip unit) and/or d (disrupted marker) results, if any.
    3. Suffer Retreat result, if any.
      a) City or fort subtracts 3 from retreat result.
      b) May deplete (flip) rather than retreat 1, 2, or 3 hexes.
      c) If retreated into city hex, may ignore remaining hex retreat number.
      d) May not retreat thru enemy units or EZOC (regardless of friendly units),
         off map, across escarpment,
           nor mot. unit across marsh or sand sea hex except on road or track.
      e) If can't retreat all hexes, it retreats as many hexes as it can & depletes.
  c. If _any_ unit got p (partial depletion), _attacker_ picks _any_ 1 def. unit to deplete.
8. **Attacker Results**:
  a. OOCS attacking units suffer disruption, place disrupted marker. (7.34)
  b. Apply defender's column shifts to **ACN** to get effect on all attacking units.
  c. Suffer D (depleted, flip unit) and/or d (disrupted marker) results, if any.
  d. May ignore retreat result if defending hex(es) vacant (11.61), else as above.
  e. If p (partial depletion), _defender_ selects any 1 attacking unit to deplete.
9. **Attacker Advance**: If defending hex(es) empty, 6 SPs of non-disrupted,
       non-paren attacking units may advance 1 hex, ignoring EZOC. (11.69)
  a. If advance onto supply unit, may destroy or roll 1-3 to capture, else destroy.
  b. If Ax advance into Tobruk, place dump in Tobruk or adjacent hex. (7.56)

Desert Fox Expanded Enemy Reaction Phase by Donald Johnson 10/11/2019

2 very different things may happen in an Enemy Reaction phase:
1. A unit anywhere on map may try to destroy 1 supply unit it is stacked with.
2. A unit near enemy forces may move in reaction; if it does it may be disrupted.
A unit may only do one of these, but some units may be able to do either. Can be confusing if there are more than a few units involved, hence the following:

A. **Reaction Potential** Segment (8.4)
  1. A non-phasing unit within 2 hexes of an enemy unit may possibly react.
  2. A unit with parenthesized strength (arty, armor arty, MSU, Dump, depleted
      flak), disrupted unit, or OOGS unit cannot react.
  3. In the Second Enemy Reaction phase, only mot. units may react.
  4. If a unit may react, tilt it 60 degrees (1 hexside) to indicate this.

B. **Supply Unit Destruction** Segment (7.82) Best time to destroy is Refit phase.
 1. Each combat unit stacked w/ supply unit(s) may try to destroy one supply unit:
   a. If die roll < 4, supply unit is destroyed.
   b. CW may not do this on turn 1 (March 1941, see 3.2 # 6).
   c. Only 1 attempt for each supply unit in each reaction phase.
   d. Attempting unit cannot react; if unit is tilted, tilt unit back 60 degrees.

C. **Reaction Move** Segment (8.4)
 Repeat for each unit that may react:
 A unit that may react (a 60 degree titled unit) has 2 choices:
 1. Do nothing: Tilt unit back 60 degrees. (If no react, then no morale check.)
 2. Activate for reaction movement, as follows: (8.4)
   a. Unit has 1/4 MPs (keep fractions: 3.5, 5.5, 7) & leg unit move max 1 hex.
    1) OPT: Rommel in stack w/ a German unit has mot units react 1 add'l hex.
   b. Unit may not move directly from EZOC to EZOC & may not infiltrate.
   c. Unit may not overrun & may not supply overrun.
   d. Unit may end reaction movement adjacent to an enemy stack ONLY if that
      enemy stack is already in a friendly ZOC. (Note that this determination is
      at the instant of reaction movement as what is "already in a friendly ZOC"
      can change as other reacting units may have previously moved away.)
   e. When unit has finished reaction movement, keep unit tilted.

D. **Moral Check** Segment (8.46)
   a. For each unit moved in reaction (tilted 60); if a die roll < Morale, disrupt it.
   b. Tilt unit back 60 degrees, so it is aligned with others.

E. **Overstack Check** Segment (9.25)
   a. <u>Non-phasing player</u> checks each phasing player's stack:
      Max 6 SPs in non-city or 9 SPs in city and 1 dump.
   b. If hex is overstacked, <u>non-phasing player</u> chooses which units are removed,

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Desert Fox Expanded Movement Phase by Donald Johnson 10/11/2019
    If Initial Movement Phase then all units may move.
    If Motorized Movement Phase then only motorized units may move.

Phasing player does the following:
1. **Emergency Supply** Segment (7.4)
    A) Remove all friendly Emergency Supply Markers.
    B) Spend dump to place Emer. Supply marker on Morale 1 unit.

3. **General Supply** Segment (7.0)
    A) Assign General Supply to all units from unit to source of supply,
        place OOGS marker as needed.
    B) Reinfs are auto General Supply until phase 6 of their player turn.
    C) Spend MSUs/Dumps as needed.

4. **ACTION** Segment (Recursive) (8.0)
    A) Move a unit or stack, stack must end movement all in same hex; (8.0)
        Stack moves at slowest movement factor of unit in stack, no drop off.
        (1) Overrun if 10-1. (8.3)
        (2) Supply overrun. (7.7)
        (3) Infiltrate ZOC of 1 SP non-motorized unit. (10.3)
        (4) Forced March (8.7)
    (B) CW Naval Transport. (8.5)
    (C) CW Rail movement. (8.6)
    (D) CW Extend railroad. (8.64)
    (E) Construct Fort. (14.1)

5. **Overstack Check** Segment (9.25):
    a. **Non-phasing player** checks each phasing player's stack:
        Max 6 SPs in non-city or 9 SPs in city and 1 dump.
    b. If hex is overstacked, non-phasing player chooses which units are removed,

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Desert Fox Expanded Refit Phase by Donald Johnson 10/11/2019

Phasing player does the following in order:
1. **Axis Automatic Victory Check** Segment: (15.25)
   1) If CW Refit phase & AX has non-paren 1 SP combat unit in Alex, AX wins.

2. **Reset Air & Naval points** Segment: (6.21, 11.5)
   1) Reset <u>both</u> AX & CW Air Used markers to 0, both can use next player turn.
   2) Turns 3 to 9 CW gets naval bombard marker, CW can use next player turn.

3. **Friendly MSU/Dump Conversion** Segment: (7.6)
   1) Convert Friendly MSU without captured marker to Supply Dump.
   2) Convert Friendly Supply Dump without captured marker to MSU.

4. **Refit & Rebuild Friendly Units** Segment: (13.0)
   1) OPT: Convert inverted Recon in ElAl/Alex to Desert Patrol or reverse. (18.0)
     a) Max 1 AX & 2 CW Desert Patrols on map.
     b) Must be undisrupted, undepleted, not move nor attack in player turn.
   2) To refit a depleted unit on map, it cannot be OOGS, in EZOC, or disrupted.
   3) An armor w/ LOC to ElAl/Alex may be put in Refit box (so it can upgrade).
   4) A unit in Refit box may be rebuilt at depleted or full strength.
   5) Place a rebuilt unit w/i 2 hexes of non-enemy-occupied/ZOC of ElAl/Alex.
   6) Expend Nation's Refit points & flip depleted unit or place rebuilt unit.

5. **Disruption Marker Removal** Segment: (11.67, 11.68)
  Remove disrupted marker from friendly units:
  1) In a city hex.
  2) Ax units in owned ElAl or trace supply to ElAl, MSUs not expended.
  3) CW units trace supply to owned Alex or owned Tob, MSUs not expended.
  4) Any units that trace to dump if dump expended, MSUs not expended.
  5) OPT: If Desert Patrol, roll 1 die, if roll < 4, undisrupt.

6. **Supply Unit Destruction** Segment: (7.81)
  1) Destroy any number of supply units stacked with a friendly combat unit.

7. **Unsupplied Unit Attrition** Segment: (7.32)
  1) For each friendly OOGS unit roll 1D6.
  2) If die roll <= Morale, deplete (flip) unit.

8. **Supply Dump Attrition** Segment: (7.9)
  1) For each friendly dump that cannot trace LOC to Alex/Tob or ElAl roll 1D6.
  2) If die roll < 4, remove dump.

9. **Supply Dump Overstack Check** Segment: (9.26)
  1) The **<u>non-phasing player</u>** examines each phasing stack to ensure that it

Desert Fox Expanded Reinforcement Phase by Donald Johnson 10/11/2019

1. **Captured Supply Markers Removal** Segment
   A. Remove Captured Supply markers from friendly supply units. (7.75)

2. **Reinforcement** Segment (5.1)
   A. Increment refit points & air points per turn track.
   B. Place Reinf. units w/i 2 hexes of Alex/ElAl, not in enemy ZOC.
   C. If all entry hexes occupied or in ZOC of enemy unit, may bring on map edge.
   D. If all map edge hexes occupied or in ZOC of enemy unit, must hold back.
   E. Reinforcements **may** be held back.
   F. Reinfs cannot overstack when placed, must be held back. (5.1 Errata)
   G. CW MSUs per turn track must arrive at Alex., else MSUs are lost.
   H. Turn 2+: AX Convoy Arrival Table MSUs at ElAl, or max 1 at Beng. or Tob.
      Add CW Malta air points (0 to 2) to Convoy die roll.
   I. If ElAl occupied by enemy unit, MSUs arriving at ElAl are lost.
   J. OPT: Axis Use of Tobruk as a Port (5.4)
      1) If Tobruk occupied by Ax unit and no CW units on map L then
      2) Ax may try 1 SP reinf, not refit, not recon, armor, art. nor heavy weapons.
      3) Roll 1 die, if roll = 6, then put unit in destroyed units box, else put in Tob.
      4) All Ax MSUs **must** be brought in at ElAl that turn. (5.46)

3. **CW Withdrawal** Segment (5.2)
   A. OPT: CW Variable Withdrawals (5.3)
   B. Specific unit **must** be withdrawn IF on map, not OOGS, w/ LOC to Alex/Tob;
      else unit(s) of same type (& if non-armor >= strength when not depleted)
      else 1 VP if playing campaign scenario; no effect if playing Race for Tobruk.
      1) To withdraw, just remove unit from map. If it returns, place on turn record.
      2) **May** choose to withdraw unit early.
      3) Unit just entered as reinforcement **may** be withdrawn if substitute needed.
      4) Remove disrupted marker from withdrawn unit.
      5) Depleted units **may** be withdrawn.
      6) If exact unit is withdrawn it **may** be depleted, no more withdrawal needed.

4. OPT: Declare intent to **convert Recon/Desert Patrol** in ElAl/Alex. (18.0)
   1) Max of 1 AX and 2 CW Desert Patrols on map.
   2) **Must** be undisrupted, undepleted, not move, nor attack in player turn.
   3) Invert Recon/Desert Patrol 180 degrees to show intent to convert.

Desert Fox Expanded Sequence of Play by Donald Johnson 10/11/2019

Main Sequence of Play rule is 3.0. Rules references are in parentheses. (3.0)

A. Initiative Determination Phase (4.0)
 1. Turn 1: Axis IS first, Turn 2: Axis choice, Turn 3+: roll 2 dice per month range.
   a. OPT: Turn 3+ roll 2 dice, if roll > 10 then Rommel is off-map;
   b. OPT: If Rommel off-map, roll 2 dice AX win init if roll = 2-6, else roll per 1.
 2. Turns 3 to 9, CW gets Naval Bombard marker, one use per player turn. (11.5)

B. First Player Turn
 1. Reinforcement Phase - see sheet.
 2. Air Allocation Phase (6.3)
   a. CW may send air points to Malta, at most 2 on Malta, cannot leave Malta.
     1) OPT: At most 1, unless CW unit in general supply west of Lxx23.
   b. AX may do Malta Raid, commit 1 to 3 air points for that player turn.
     1) For each air point > 1, must spend dump w/i 3 hexes of owned El Algeila,
        Bengazi, & Tobruk.
       a) Dump cannot be within 5 hexes of enemy unit.
     2) Roll 1 die on 6.27 Raid on Malta Table.
   c. OPT: Turns 15-17: Operation Herkules - AX may invade Malta (16.0)
 3. Initial Movement Phase - see sheet.
 4. First Enemy Reaction Phase = see sheet.
 5. First Combat Phase - see sheet.
 6. Motorized Movement Phase - see sheet.
 7. Second Enemy Reaction Phase - see sheet.
 8. Second Combat Phase - see sheet.
 9. Refit Phase - see sheet.

C. Second Player Turn

D. Game Turn Indication Phase:
  1. If not last turn of game, advance turn marker.
  2. If game over & AX has non-paren 1 SP combat unit in Alex, AX wins. (15.25)

Official Desert Fox Errata, Clarifications, and Addenda of Oct 11, 2019
New items with V1.5 are prefixed with *.
By Donald Johnson with new page of Six Angles rules changes.

Here is the official (published) addenda/errata as complied from Moves #58, #60, and S&T Special Issue #1 for the Desert Fox game from S&T issue #87.

Published Addenda to SPI Desert Fox:
Doctrine for Desert Fox by Matisse Enzer in Moves #58 (published by SPI), an operational analysis of play which includes three additional rules for the game: Operation Herkules (the invasion of Malta), Detachments (four new unit-counters), and Desert Patrols (five new unit-counters). These didn't make it into the game due to space and counter limits.

Optional Rules for Desert Fox by Richard Berg (the game's designer) in Moves #60 (published by SPI), including Commonwealth Variable Withdrawal and Return (three new tables), Axis Use of Tobruk as a Port, and rules for Rommel (one new unit-counter). These didn't make it into the game due to space and counter limitations.

Fox Killed by Steven Copley in S&T Special Issue #1 (published by TSR), a prequel to the Desert Fox game covering the Italian Offensive and O'Connor's Counter-offensive from Sep 40 thru Mar 41 (23 new unit counters, two new tables).

Published Errata and Clarifications to SPI Desert Fox:
Counters:
The Italian Artclre Armd Arty unit arrives on Game-Turn 13 (not 18 as shown on the unit counter). The Axis Reinforcement Schedule (5.18) also incorrectly reads turn 18.

Commonwealth 6/2 NZ enters on Game Turn 3 (as per the Commonwealth Reinforcement Schedule) instead of on turn 2 (as printed on the counter).

The Movement Allowance for Italian 101/Tri Heavy Wpns remains 14 when the unit is depleted (the counter reads 28).

Commonwealth 1FF should be 2 stacking Points on both its depleted and non-depleted sides. Commonwealth 2FF should be 1 stacking point on both sides.

Charts and Tables:
Benghazi should be the equivalent of a Level 1 Fortification, not a Level 2. Shift Benghazi down to the next row on the Combat Results Table.

On the Summary of Supply Sources and Capacities, "U/U/-" was mistakenly printed in the bottom right-hand position of the summary. It should read "U/-" instead.

[5.17] Commonwealth Reinforcement/Withdrawal Schedule.
(Addition): "150/50 Mtrzd" returns on Game-Turn 12 after being withdrawn on turn 6.

(Correction): "Delete "5/3 Ind(3)" from Game-Turn 4 withdrawals; "5/4 Ind(2)" is removed instead.

(Clarification): "1/2, 4/7 and 7/7 Armd" arrive in the Refit Box on Game-Turn 3, as correctly indicated on the Reinforcement Schedule. It should be noted that these units cannot actually be rebuilt until Game-Turn 4 because of Armor Rating restrictions (see Case 13.3).

[7.57] Axis Convoy Arrival Table.
(Correction): The note to this table is wrong with regard to the Game-Turns on which rolls on the table are modified. The information in Case 7.55 is correct.

[8.29] Terrain Effects Chart and Key
(Important Addition): Roads NEGATE hexside movement costs. Tracks HALVE the cost of hexside terrain.

Rules:
[5.1] (Addition): Reinforcements may not be placed on the map overstacked. Reinforcements must be delayed if they cannot be placed without violating stacking restrictions.

[7.9] (Clarification): This case does apply to dumps captured in the current turn by the phasing player. These dumps trace a line of communications as any other dumps owned by the phasing player.

[8.37] (Clarification): A player must roll for disruption immediately following any reaction movement to overruns (see 8.46).

[8.43] (Clarification): This rule applies only at the end of each reacting unit's movement. A reacting unit may move by enemy units which are not already in friendly ZOCs (within the restrictions of ZOCs and movement in general) provided that it does not end its movement adjacent to such units.

[8.51 and 8.61] (Clarification): When these rules indicate "one unit or Stacking Point (whichever is greater)", they mean that the criteria for permitting movement is either "no more than one unit" or "no more than one Stacking Point." For example, a unit with a Stacking Point Value of "1", another unit with a value of "0", and three MSUs (also with Stacking Point Values of "0") could all be moved by rail or by sea, since all five units together comprise only one Stacking Point. On the other hand, a unit with a Stacking Point Value of "2" and an MSU could NOT use naval and rail transport as they together comprise 2 stacking points AND 2 units. The unit with a value of "2" could be transported by itself, however.

[11.4] (Correction): An infantry-type unit worth more than 1 Stacking Point could satisfy the combined arms needs of more than one armored unit stacked with it. Each infantry-type

Stacking Point will satisfy the combined arms requirement for 1 Stacking Point of friendly armor.

[11.62:3] (Addition): Motorized units may also retreat through sand sea and marsh hexes along a track.

[11.9] (Correction): The Commonwealth unit "22(2)" is portrayed in the example at an Armor Rating of 2. The example should have used the "22(3)" counter, indicating an Armor Rating of 3. In the example its combat strength would then be 4 after halving for combined arms effects.

[13.2] (Addition): A line is missing. The fourth sentence of this Case should read "Non-motorized units which are eliminated and cannot trace a line of communication go into the Destroyed Units Box." (Combat supply status is irrelevant.) The next sentence should then begin, "If a motorized unit which is out of Combat Supply or cannot trace a line of communication is eliminated, the owning player..."

<u>Additional derived errata and clarifications by Donald Johnson</u> 09/18/2019
Inserted words are <u>underlined</u>. Newest text is prefixed with an *.

[2.22] (Clarification) Heavy Infantry was omitted as a unit type; this is a rectangle with an infantry X symbol with a heavy bar on the left, as with the Heavy Airborne Infantry type. This is important for Commonwealth Withdrawals rule 5.22 where the same **type** of unit can be substituted; specifically, the 18 Aus Heavy Infantry withdrawal on turn 6 has no possible substitute unit. *(Rationale: This can be seen in section 2.5 in the second paragraph on unit type abbreviations which contains "**Hvy Inf** (Heavy Infantry)" as one of the abbreviations; it can also be seen on 13.26 on the Refit Chart on the map where the heavy infantry type symbol is the third entry in the third row.)

*[2.23] (Clarification) The only use of a unit's organizational size in the game is to determine the Refit point costs for a non-motorized infantry regiment, brigade, or division.

*[6.31] (Clarification) Per the Operation Herkules optional rules, the CW player may ship 2 air points to Malta each Air Allocation phase only when there is a CW unit in general supply west of Lxx23; otherwise the CW may ship only 1 air point.

*[7.82] (Clarification) An attempt to destroy a dump in a reaction phase is not a reaction move and the unit doing so does not check for disruption.

[7.12] (Clarification) Rule 7.12 states "Friendly units negate enemy ZOCs for purposes of tracing supply lines." but [10.27] states 'No form of supply may be trace to or through a supply unit in an enemy ZOC unless that supply unit is stacked with one or more friendly combat units." [7.12] should be corrected to state "Friendly <u>combat</u> units negate enemy ZOCs for purposes of tracing supply lines."

*[7.15] (Clarification) Add sentence "Any number of 0 Stacking Point units may participate in the same defense at no stacking point cost in supply."

[8.29] (Clarification) Note that motorized units cannot attack across escarpment hexsides and that no unit can attack across a sea hexside (one is near Bardia). Any unit can attack into a sand sea or marsh hex, but a motorized unit will not be able to advance after combat into such a hex unless using a road or track, per [8.14]. (Rationale via reduction to absurdity: If an enemy unit with a ZOC is in a marsh hex and a friendly motorized unit is adjacent to that enemy unit and in that enemy ZOC, then assume (for a minute) that a motorized unit cannot attack into a marsh hex, then the enemy unit both must be attacked yet cannot be attacked. To avoid this contradiction, it must be the case that motorized units can attack into a hex that they cannot move into.)

*[8.64] (Clarification) The CW player may choose to fix only 1 rail hex instead of 2.

*[9.25] (Clarification) Instead of placing eliminated units due to overstacking in the Refit Box, use the procedure in rule 13.2 for deciding where they go, since that procedure says it is to be used whenever a unit a eliminated. Rule 13.2 traces a line of communication from the eliminated unit to El Aghelia or Alexandria.

[10.1] (Clarification) Item 4 says "The ZOC of a pure armor or reconnaissance unit does not extend into mountain hexes." But all the reconnaissance units in the game have 0 stacking points, so they do not have a ZOC at all, per [10.11], so the sentence should be corrected to say "The ZOC of a pure armor unit does not extend into mountain hexes."

[11.34] (Clarification) If only part of a defending force is being attacked across hexside terrain, any units attacking any defending units across hexside terrain are subject to the modifications of 11.37. Example:
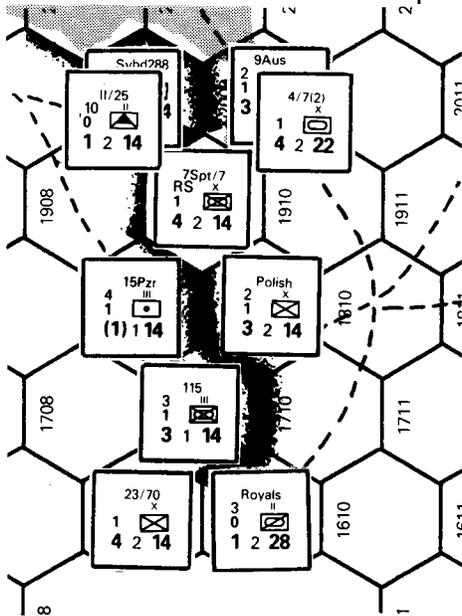
It is the beginning of a Commonwealth Combat Phase. The Commonwealth player allocates his attacks as follows: 23/70, Royals, and Polish attack 115 Mech; 9 Aus Hvy Wpns and 4/7(2) Armd attack II/25 Flak and Svbd 288 Hvy Wpns. 7Spt/7 Mech cannot attack as it is a motorized unit separated from all enemy units by escarpment hexsides (rule 11.36). 15 Pzr Arty need not be attacked because it does not have a ZOC. Polish's Combat Strength is divided by 3 because of the ridge, and becomes a 1. Royals' Combat Strength also becomes a 1, (1/3, rounded up). 23/70's Combat Strength remains at 4 as it is not attacking across a ridge. 4/7 Armd's Combat Strength is 2 (4/3, rounded up). 9 Aus Hvy Wpns' Combat Strength is 1 (3/3). II/25 Flak's ability to reduce the Combat Strength of armor units is unaffected by the ridge and thus 4/7 Armd's Combat Strength is reduced to 0. Similarly, 9 Aus Hvy Wpns' artillery capability is unimpaired by the ridge.

If it were an Axis Combat Phase and 115 Mech were attacking Polish 23/70 and Royals; 115 Mech's Combat Strength would be reduced to 1 because of the ridge, even though 23/70 is not being attacked across a ridge.

[11.9] COMBAT EXAMPLE
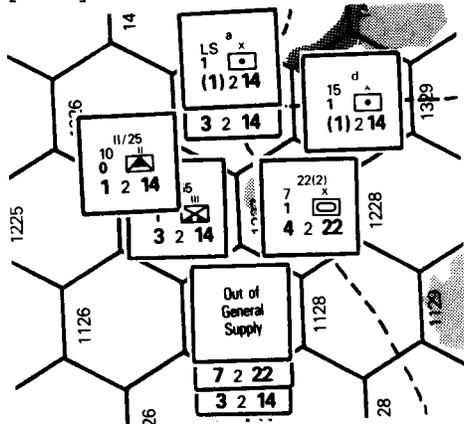
It is a Commonwealth Combat Phase. "a" Arty, 25/10 Ind Hvy Wpns, 22 Armd, 44 Hvy Wpns, and 1/2 Armd are all attacking II/15 and 155 Mtrzd. "d" Arty is not adjacent to enemy units and thus may not participate in the attack.

25/10 Ind Hvy Wpns' Combat Strength is 3. "a" Arty adds nothing to the combat strength of the attacking force. 22 Armd's Combat Strength is halved to 2 because it is not stacked with any infantry-type units (see 11.4 Combined Arms Effects). 1/2 Armd attacks at full Combat Strength because it is stacked with 44 Hvy Wpns. The fact that 1/2 Armd is out of General Supply has no effect on its combat ability. 44 Hvy Wpns functions at full Combat Strength (3). The attacking force's total Combat Strength is thus 3+0+2+7+3=15. At least 4 of those Combat Strength points are contributed by armor units, however, so Axis 11/5 can use its full anti-tank ability (12.0) and deduct 4 from the total Combat Strength of the attacking force to yield a total Combat Strength of 11. The defending force has a Combat Strength of 4 (3 + 1). The combat ratio is 11/4= 2.75, which is rounded (in favor of the defender) to 2:1. The defending force is in clear terrain, so the attack is executed on column 4.

The Commonwealth player rolls a 5 on the die. Adding 5 to 4 (the column number derived above), the Commonwealth player determines that the adjusted column number is 9. The Commonwealth player may add up to 2 to this column as a result of artillery shifts ("a" Arty and 44 Hvy Wpns each contribute an artillery shift), for the purposes of determining effects on the Axis forces only. Artillery shifts never affect the column on which results against friendly forces are determined. Thus Axis losses will be found on column 11, while Commonwealth losses are found on column 9. Cross-indexing column 11 with each defending unit's Morale Rating, it is determined that each defending unit suffers a 4d result and must retreat 4 hexes and be disrupted. In addition, the attacking player may apply one depletion result (because of the p) against either of the defending units. Cross-indexing column 9 with the Effect on Attacking Units row, it is found that the attacking force suffers a p result, and thus the defending player can apply one depletion result against one of the attacking units.

*[11.4] (Clarification) Combined Arms Effects: The rules text mentions unit but the example mentions stacking points. Use the example as normative, so whenever the word "unit" is mentioned earlier in this specific rule, it should say "stacking point".

*[11.66] (Addition) A disrupted unit may not force march (see 8.71).

*[11.67] (Clarification) A chain of MSUs may be used to trace supply for purposes of removing disrupted markers; such usage is unlimited and no MSUs are expended for this reason, see the Summary of Supply Sources and Capacities chart as corrected by errata.

*[13.2] RESTRICTIONS ON REFIT (Clarification)
Whenever a unit is eliminated for any reason, it is placed either in the Refit Box or the Destroyed Units box. A Line of Communication (LOC) is a path from the eliminated unit's hex of any length through traversable hexes to Alexandria (Commonwealth) or L0701 (Axis) unimpeded by enemy units and ZOCs. The term "traversable hexes" means hexes that are traversable by the unit tracing the LOC; for a supply dump, trace as a motorized MSU. Friendly combat units **negate** enemy ZOCs for this purpose. Non-motorized units that are eliminated and cannot trace a line of communication go into the Destroyed Units Box (and Combat supply status is irrelevant). If a motorized unit which is out of Combat Supply or cannot trace a line of communication is eliminated, the owning player rolls a die; on a 1, 2, or 3; the unit is placed in the Refit Box; otherwise it is placed in the Destroyed Units Box and may never again appear on the map. Motorized units with Morale Ratings of 1 *when depleted and which are out of Combat Supply or cannot trace a line of communication are placed in the Refit Box on rolls of 1, 2, 3, or 4 and only go into the Destroyed Units Box on a 5 or 6.
*(Rationale: Both sides have units that have a morale of 1 when undepleted but a morale of 2 when depleted, so it is ambiguous what to do in this case; for consistency, only when the depleted side of a unit has a morale of 1 is the enhanced chance used to not be destroyed as it is assumed the unit has taken a step loss in the process of being eliminated.) Note: Overrun units always go to the Destroyed Units box.

[13.23] (Clarification) Rule 13.23 says "Commonwealth units may not be rebuilt from scratch if Alexandria is enemy-occupied or in an enemy ZOC." But a ZOC does not extend into a city hex (rule 10.12 item 2), so it should be corrected to say "Commonwealth units may not be rebuilt from scratch if Alexandria is enemy-occupied."

*[14.21] (Clarification) Also, a unit in a fort cannot be overrun, see rule 8.36.

*[15.15] (Clarification) Another way for the Axis to win Race for Tobruk is by taking Alexandria according to rule 15.25 from the Campaign game.

*[15.26] (Clarification) Benghazi is in L2306, not E2306.

Donald Johnson's suggested rules changes:
Map: Gazala should be in hex L2324, not L2323. Tmimi is about 50 km from Gazala as the crow flies and hexes are 16 km across, so 3 hexes away from Tmimi on the coast is where Gazala should be, not 2 hexes away. See Wikipedia map of North Africa on Battle on Gazala. This is minor.

*[6.22] (Change) At most 1 air point may be assigned to one combat.
Rationale: Air points do not cost stacking points and perhaps more importantly, they do not cost 2 stacking points for supply like units with artillery do. WIth the rules as written, there is no limit to the number of air points that may be committed to a combat, but the Axis have 9 and the CW 11 throughout the game. Once a few air points have been accumulated, this strangles the ability of the opposing player to have combat, as the column can be shifted that many columns with no tradeoffs due to costs of stacking or supply consumption. Note: Also, in addition to the 1 air point shift, the 1 shift for CW Naval Bombardment and artillery shifts may be used in one combat. (I consider this change crucial to avoid ahistorical use of air points.)

[8.1] (Terminology) Suggest the main 2 types of units be called mech and leg, as one syllable terms, this is much shorter that motorized and non-motorized and avoids possible confusion when naming a unit type.

[11.16] (Change) In the rules as written, when an attack is made at a ratio lower than the lowest listed, then this "illegal" attack must be resolved before any legal attacks and the illegally attacking units suffer a 4dD with no loss to the defenders. With this change, the defender may choose any combat result found anywhere on the CRT for the result that applies to the attacking units, from no effect to eliminated. (This addresses some possible concerns with manipulating a known fixed result.)

*[12.17] (Change) In the rules as written, any unit with artillery capability (including CW Heavy Weapons with Artillery) costs 2 stacking points for purposes of combat supply. With this change, a player may choose to pay for just 1 stacking point so that the unit is in combat supply but the artillery shift cannot be used (that is, the artillery does not fire). (Rationale: when depleted & it has no artillery shift capability, the supply stacking point cost is 1.)

[14.14] (Change) To contruct a fort, a unit must be in general supply.

Differences between the 1981 SPI edition and the 2006 Six Angles edition:

Counters: The SPI edition needs some corrections, per the errata; the 6A edition includes those corrections, as well as the extra counters needed for the Fox Killed 1940 Italian campaign variant, the Rommel variant, the Detachments variant and the Desert Patrol variant published in Moves and S&T. The 6A edition also includes a new counter for a Tiger company variant, which has a new type of heavy panzer.

Maps: The main difference is the SPI map uses a 5 symbol code to identify a hex, first indicating the map by L for Libya and E for Egypt and then a 4 digit hex number, while the 6A map just has a 4 digit hex number. The 4 digits are the same on the Libya map, to covert SPI EXXYY is 6A XXYY+0032 (for example, Bardia is SPI E2104 which converts to 6A 2136). The 6A map has a typo, misspelling the Via Balbia coastal road as Via Barbia. The 6A map places Sidi Azeiz in the hex where Fort Capuzzo is on the SPI map and places Fort Capuzzo in the hex directly east of that on the road between Bardia and Sollum. On the 6A map, the CW Reinforcement/Withdrawals Schedule has been corrected per the errata and both the CW and Axis schedules are easier to use than the SPI version as there are spaces for the actual units to be placed and an indication when a returning unit comes back.

Scenarios: The SPI edition has 2 scenarios: (1) the 5 monthly turn Race for Tobruk and (2) the 22 turn Campaign. The Fox Killed variant adds 2 scenarios: (3) the 7 turn Italian Campaign and (4) the 28 turn Extended Campaign. The 6A edition has 6 scenarios, the 4 above and also 2 new 3 turn practice scenarios on the new Map C with enlarged hexes showing the area around Tobruk needed to play Scenario 5 Operation Crusader (turns 41/11 to 42/1) and Scenario 6 Gazala Battle (turns 42/5 to 42/7).

*Masahiro Yamazaki in his Six Angles version has some rules changes:

Axis Reinforcement: On Turn 19, the German player rolls a die, on a "1" the Tiger Panzer unit is received as a reinforcement; otherwise, it does not arrive. This is a one step unit of armor type that cannot be rebuilt once lost. It's values are 5 1 10 and its ID is 1/501. It has a ZOC but 0 stacking cost as it is company size (10 AFVs). In history, only 2 AFVs survived sea transit and they were soon lost, with no game effects.

[7.75] (Addition) If a friendly unit recaptures a friendly supply unit with a captured supply marker, the player removes the captured marker and may immediately move and/or use that supply unit as appropriate.

[8.27] (Addition) A moving Axis stack must be composed of either all Italian units or all German units. German units and Italian units may start a movement phase stacked and may end a movement phase stacked once done moving, they just cannot move together as one stack. This affects overrun capability.

[11.4] (Change) For each German armor stacking point to get combined arms combat effects, it must be stacked with a uniquely-assigned stacking point of German infantry that participates in the same combat. For each Italian armor stacking point to get combined arms combat effects, it must be stacked with a uniquely-assigned stacking point of Italian infantry that participates in the same combat. For each CW armor stacking point to get combined arms combat effects, it must be stacked with a uniquely-assigned stacking point of CW infantry that participates in the same combat. Note: Unit strengths for an overrun is calculated differently (without combined arms considerations).

[11.66] (Addition) Add items 7 & 8: 7. Disrupted units cannot build nor improve a fort. 8. Disrupted units cannot advance after combat.

[11.69] (Addition) A disrupted unit may not advance after combat.

[11.76] (Addition) An artillery unit may be selected to suffer a partial depletion result only when there are no other units that may suffer it. (Artillery was kept well behind the front lines when possible.)

[12.19] (Change) Neither side may use artillery shifts when attacking or defending in a mountain hex.

[12.20] (Change) For German artillery shifts to be used in a combat, a German ground combat unit that is not artillery must participate in the combat. For Italian artillery shifts to be used in a combat, an Italian ground combat unit that is not artillery must participate in the combat. For CW artillery shifts to be used in a combat, a CW ground combat unit that is not (only) artillery much participate in the combat.

[12.2] (Change) The Germans may not use FLAK when either attacking or defending in either a mountain or rough terrain hex. (The 88 fired on a straight line trajectory.)

[14.15] (Addition) A disrupted unit may not build nor improve a fort.