

eral and include: 1) superior mobility, 2) a secure logistical base, 3) secure lines of communication, 4) material superiority in weaponry, especially tanks, 5) a solid intelligence system, and 6) superior training and discipline. Perhaps most important was leadership. In Wavell and O'Connor, the Allies possessed two outstanding leaders. Wavell's contributions were: 1) the selection of O'Connor, 2) strategic juggling of the various Middle East campaigns (as many as four simultaneously) and 3) protection of O'Connor from the pressures exerted by the higher military and civil echelons, particularly Churchill.

O'Connor's role was, of course, critical and he is deserving of a large share of the credit for the success of the campaign. Apart from the tactical success of his plans for the battles of Sidi Barrani, Bardia and Tobruk, he consistently displayed imagination, boldness and unorthodoxy combined with a driving personal leadership at the front suggestive of the style Erwin Rommel was to use for the next two years. O'Connor, like Rommel, had the knack of being where he was most needed at critical moments. He was tireless in maintaining control of the battle. By engaging in offensive action whenever possible, he kept the initiative out of Graziani's hands. By pushing his tired troops towards the limit, he never allowed any relaxation in pressure on the enemy. Because of this, the Italians largely were either paralyzed with inactivity or anxious only to make good their escape. The Australians called O'Connor "the little terrier — because he never lets go."

Even after destroying Tenth Army, O'Connor still did not want to let go. He proposed to Wavell a plan for an advance to Sirte and then Tripoli. Unfortunately for the Allies, Churchill on 12 February had instructed Wavell to give all possible support to Greece, including those elements of 13th Corps not necessary for defense against the demoralized remnants of the Italian force in North Africa. Some generals would have been tempted to advance without orders and force government support via a *fait accompli* victory. Such covert disobedience was repugnant both to O'Connor's character and his sense of public duty. Suppressing his strong feelings, he obeyed with outward composure.

The aid Britain was capable of giving Greece merely delayed the inevitable conquest of that nation. On the Greek mainland and later on Crete, Commonwealth forces were overwhelmed by the advancing Germans and escaped only after heavy loss of life and equipment. Even Rommel was to agree with O'Connor that an armored striking force, drawing from the 2nd and 7th Armored Divisions and supported by air and naval bombardment (and possibly infantry landings at Tripoli or along the coast), could have pushed the demoralized Italians out of Tripolitania. Therefore the diversion of Commonwealth resources to Greece easily may have lengthened the campaign in North Africa by two years.

While Churchill was stripping O'Connor's forces of troops, Hitler, who doubted Mussolini's ability to survive politically the loss of Tripoli, ordered X Fliegerkorps to attack the British in Cyrenaica while the 5th Light Division was shipped to Tripoli. The 5th Light Division would be followed by a

panzer division in April. Nominated to command this small armored corps would be Erwin Rommel. With 13th Corps disbanded and replaced by a static area command under General Neame (O'Connor was transferred to a command in Egypt), the Commonwealth forces were in no position to resist a determined Italo-German attack.

Of course, the Allies did not expect any attack before May, or at the very earliest, mid-April. Hitler had in fact ordered Rommel not to move beyond Agadabia before the arrival of the 15th Panzer Division. But Rommel, like O'Connor, was an unconventional commander and one who considered the enemy's estimate of the possible as a major ingredient in his own success. As detailed in *Strategy & Tactics*® Magazine nr. 87, Rommel attacked at the end of March. As the news of Rommel's advance reached Wavell, O'Connor was sent back to Libya to advise Neame. O'Connor arrived on 3 April. On 6 April, O'Connor and Neame were driving in a staff car when they lost their way in the dark and were captured by a German detachment behind British lines. O'Connor spent the rest of the war in an Axis prison camp. The match-up of O'Connor versus Rommel never took place.

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FOX KILLED

O'Connor's Campaign for Libya: Sept. 1940-Feb. 1941

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[1.0] Introduction

FOX KILLED is an extrapolation of *The Desert Fox*™ game appearing in *S&T*™ Magazine nr. 87. Using the following sections with the *DF* game system, FOX KILLED simulates war between Britain and Italy in North Africa from the start of Graziani's offensive into Egypt in September of 1940 up to February 1941, when the arrival of German forces in Tripolitania and the transfer of British forces

to Greece ended O'Connor's conquest of Libya. The rules cases which follow are formatted for use with the existing rules of the *DF* game in that the same numbering system has been used. All rules of *DF* apply unless noted otherwise. There are two scenarios of FOX KILLED: a short, six-turn game, recreating the conflict in Northeast Africa from Graziani's advance to O'Connor's offensive, and until the Allied invasion of Northwest Africa in late 1942. Thanks go to Daniel Yee and Robert Grab who were most helpful in playtesting this variant.

[2.0] Game Equipment

CASES:

[2.1] GAME MAP

The game map from *DF* is used when playing FOX KILLED. Optionally, players may treat the road from Sollum to Sidi Barrani as track in all respects until it is "built." Either side may build the road using the procedure for railroads outlined in Case 8.64 of the *DF* rules. The track from Charing Cross to Siwa (via Bir el Gellaz) also may be converted to road in this way. "Road Ends" counters should be prepared if this rule is used.

[2.2] PLAYING PIECES

In general, the playing pieces from *DF* are employed in FOX KILLED. However, some additional counters are necessary. Players will need to make facsimiles of the counters depicted in Figure 1. Note that the deployment codes for these units use letters to indicate their turn of appearance. Units with a deployment code of "A" begin on the map at the locations listed in 15.32 and 15.33.

[2.3] CHARTS AND TABLES

Modified charts required for this variant are provided in this article. These modified charts and tables include Commonwealth Reinforcement/Withdrawal Schedule (5.17), Axis Reinforcement Schedule (5.18) and an extension to the Turn Record Track (Figure 2).

[2.4] GAME SCALE

No changes.

[2.5] UNIT DESIGNATIONS

The unit type abbreviations used in the initial set-up and in the reinforcement schedules are identical to those detailed in section 2.5 of the *DF* rules.

These abbreviations are used in individual unit designations on the new counters: **Aus** (Australian); **Cat** (Catanzaro); **CCNN** (Camicie Nera — i.e., Blackshirts); **Cir** (Cirene); **Cv** (Cavalry); **Hus** (Hussars); **KDGDs** (Kings Dragoon Guards); **LB** (Libya); **Mltti** (Maletti); **Mrm** (Marmarica); **Srt** (Sirte).

[3.0] Sequence of Play

CASES:

[3.1] SEQUENCE OUTLINE

No changes.

[3.2] AXIS INITIAL SURPRISE TURN

There are no special first turn rules for either FOX KILLED scenario. However, if the extended campaign scenario is played, then effects 2, 4, 5, and 6 outlined in case 3.2 of the *DF* rules apply during March 1941 (Game-Turn G). Case 5 applies during April 1941 (Game-Turn 2).

Reinforcement/Withdrawal Schedules

[5.17] COMMONWEALTH

Game-Turn B: 7/4 Ind; 16/70; "B" Arty.

Game-Turn C: 6/2 NZ.

Game-Turn D: 16/6 Aus; 17/6 Aus; 19/6 Aus; 6 Aus Cv. *WITHDRAW:* 5/4 Ind(2)A.

Game-Turn E: 20/9 Aus; 1/2 Armd; 3/2 Armd; 2/2 Mech; KDGds (enters depleted). *WITHDRAW:* 7/4 Ind(2)A; 11/4 Ind(2)A; 4 Ind ArtyA.

Game-Turn F: 24/9 Aus; 26/9 Aus; 3 Ind Mtrzd; 22 Mtrzd (enters in Refit Box). *WITHDRAW:* 4/2 NZA; 6/2 NZA; 1/2 ArmdA,B; 7/7 ArmdA,B; 4/7 ArmdA,B.

Game-Turn G: *WITHDRAW:* 16/6 Aus(2); 17/6 Aus(2); 19/6 Aus(2); 6 Aus Cv(1).

Game-Turn 2 on (inclusive): Use Schedule 5.17 as printed on map. Note that some reinforcements will be withdrawn units returning.

Notes:

A: Returns in extended campaign scenario per *Desert Fox* game, 5.17 as printed on map.

B: If this unit has been destroyed, no substitute is required.

[5.18] AXIS

Game-Turn B: 2 CCNN Division.

Game-Turn D: 61 Sirte Division.

Game-Turn E: 60 Sabratha Division; Babini Armd.

Game-Turn G: GERMAN: 5 Armd; 200 Mtrzd; 3 Recon; 5 Lt Arty. ITALIAN: 132/Ar Armd; 8 Br/Ar Mech; Nizz/Ar Recc; 132/Ar Arty; 27 Brescia Division.

Game-Turn 2 on (inclusive): Use Schedule 5.18 as printed on map.

(the exception being the 6th Australian Division units). The 4th Indian Division units should be treated as per *DF* case 5.25 — disruption results are removed, but depleted units return depleted. The New Zealand brigades or their substitutes return depleted regardless of their condition upon withdrawal (they got chewed up on Crete). The 4/7, 7/7, and 1/2 Armored Brigades all return as Armor Rating 2 cadres in the Refit Box per the standard *DF* schedule regardless of their condition upon withdrawal.

[6.0] Air Support

All standard rules from *DF* apply.

[7.0] Supply

In general the supply rules used in FOX KILLED are those of *DF*. However, add the following cases to the standard rules:

[7.27] Tobruk (L2329) provides unlimited General Supply to all Axis units within a radius of 12 motorized Movement Points if occupied by any Axis combat unit with a Stacking Point Value of 1 or greater up until the first time a Commonwealth combat unit occupies Bardia. From that point on, even if Bardia is recaptured, Tobruk does not function as a supply source for the Axis in any respect. MSU's (Mobile Supply Units) cannot extend the supply radius of 12. Note that Tobruk never provides combat supply for the Axis.

[7.58] Each friendly Reinforcement Phase from Game-Turn A until Game-Turn G (or F if playing the short scenario), the Axis player rolls two dice. The number of Commonwealth Air Points at Malta (6.3), if any, is added to the roll. In addition, 2 more is added from Game-Turn A through Game-Turn E. From Game-Turn F on, the die roll is affected only by Malta until Game-Turn 9 when the effects of *DF* case 7.55 come into play. The adjusted die roll is checked against the Axis Convoy Arrival Table (7.57) according to the procedure in *DF* case 7.52.

[8.0] Movement

GENERAL RULE:

Use the standard rules. In addition, allow Commonwealth naval transport per *DF* case 8.5 during Game-Turns A through F. Rules case 8.41 states that units with parenthesized combat strengths may never react. Apparently neither MSU's, pure artillery units, nor depleted flak units may react even when stacked with units which may. As a clarification, case 8.51 on Commonwealth naval transport should be amended so that any one unit of any size may be transported by sea, or else any number of units whose total of Stacking Points does not exceed one, could be transported. The same condition applies to case 8.61 for rail transport. (See the addenda for *The Desert Fox*™ game in this issue.)

[9.0] Stacking

No changes.

[10.0] Zone of Control

The standard *DF* rules should be used. Optionally, players could experiment with hav-

ing non-motorized Italian units exert a zone of control (for any purpose) during Game-Turns A through F only when stacked, to simulate the tactical deficiencies of the Italian forces during this period. Beware, however, that using this rule will strengthen the British advantage considerably and should result in a rout of the Italian forces. If the limited Zone of Control rule is used, Italian units with a Stacking Point Value of 4 should be considered to have just 3 Stacking Points. Also, it is suggested the British player be constrained to keep the 23/70 Brigade in Matruh until Game-Turn D or until an Italian combat unit has passed within two hexes of Matruh, whichever occurs first. This will serve to rebalance partially the situation and is based on the historical presence of a brigade-sized garrison in Matruh up until early December 1940. Remember that Italian units regain their normal Zone of Control on Game-Turn G of an extended campaign game (the Stacking Point adjustment would remain).

[11.0] Combat

No changes from the *DF* rules are required; however, I would like to clarify two cases based upon my interpretation.

[11.4] COMBINED ARMS EFFECTS

The *DF* rules are somewhat contradictory here. The third sentence of the case states that one infantry unit is required for each armor unit to avoid the combined arms penalty. The next sentence, however, presents an example based on Stacking Points of infantry and armor, not units. Originally the Stacking Point system made more sense to me, but since the only time the systems differ is when armored units stack with an Italian division (3-4 Stacking Points), and since it seems unlikely that one Italian division would provide infantry support for two or three tank regiments, I favor the one infantry unit for each armored unit method. (Ed. Note: See addenda in this issue for clarification; it is suggested that players try both methods to find the most satisfactory balance.)

[11.6] RETREAT AND DISRUPTION COMBAT RESULTS

Case 11.67 explains the conditions under which a unit can recover from disruption. Case 11.68 states that a dump can act as a supply source, allowing removal of disruptions from many units but that the dump is then eliminated. From the Summary of Supply Sources and Capacities, it is found that the Axis can use hex L0701 as a supply source for removing disruptions and that the Commonwealth can use Alexandria, a rail hex, or Tobruk when they control it. The confusion arises from the role of MSU's. The Supply Source Summary is unclear because of a typo (the "U/U/-" in the lower right corner). The rule I have used is that MSU's can be used as a link to dumps without the MSU being eliminated, but that MSU's cannot extend the range of non-dump supply sources for the purpose of removing disruption. (See addenda in this issue for clarification.)

[12.0-14.0] Artillery, Refit, and Fortifications

No changes.

[4.0] Initiative

GENERAL RULE:

The procedure for determining initiative in FOX KILLED is the same as in *DF*. When playing either FOX KILLED scenario, initiative is rolled for every turn. Initiative never is granted automatically.

[5.0] Reinforcements

CASES:

[5.1] REINFORCEMENT ENTRY

The rules for entering reinforcements for FOX KILLED are the same as those used for *DF*. Reinforcement schedules for both sides are given in this article.

[5.2] COMMONWEALTH WITHDRAWAL

Refer to the *DF* rules and to the modified schedule (5.17) given in this article. During Game-Turn F, no substitute units need be withdrawn for Commonwealth armored units which have been destroyed. The effects of not having a unit available when withdrawal is called for are described in the victory conditions of each scenario (15.36 and 15.46). Most of the Commonwealth units withdrawn during turns D through G eventually will return when playing an extended campaign game

[15.0] Scenarios

In addition to the two scenarios in the original rules, this variant presents the following two scenarios:

[15.3] ITALIAN CAMPAIGN

"Italian campaign" is a simulation of the conflict between the Italian and British armies in North Africa before Rommel's arrival. It can be played in an evening.

[15.31] "The Italian Campaign" scenario is six Game-Turns long, beginning on Game-Turn A, and ending at the conclusion of Game-Turn F.

[15.32] Commonwealth Initial Deployment

E2018: 5/4 Ind, 11/4 Ind, 4 Ind Arty; **E2016:** 4/7 Armd (Depleted); **Mersa Matruh (E2118):** 23/70, 1 MSU, the Rail head; **Alexandria (E2234):** 4/2 NZ; **Anywhere in Egypt:** 7 Spt/7, "A" Arty, 7/7(1) Armd (Depleted), 11 Hussars (Depleted), 1 Dump.

The Commonwealth player begins the game with 1 Air Point and no Refit Points.

[15.33] Axis Initial Deployment:

E2103: 1 CCNN; **E2002:** 1 Lb, Ital 4 Armd; **E1903:** 2 Lb; **E1902:** 62 Mrm; **E1702:** Mltti Bde; **Bardia (E2104):** 63 Cir, 1 Dump; **L2129:** 4 CCNN; **Tobruk (L2329):** 64 Cat, 1 Dump or 1 MSU.

The Axis player begins the game with one Air Point and no Refit Points.

[15.34] Before initiative is determined for the first Game-Turn, the Axis player decides whether to deploy his supply unit in Tobruk as a Dump or as an MSU. Then the Commonwealth player places his "Anywhere in Egypt" units.

[15.35] Both players receive reinforcements and replacements as indicated by the Turn-Record Track and reinforcement schedules included in this article.

[15.36] Players are awarded points for being the last to occupy the following hexes with combat units in general supply and which possess non-parenthesized combat strengths. The player must also be able to trace a line of communications back to L0701 (Axis) or Alexandria (Commonwealth) at the end of the scenario to collect those points.

HEX	VICTORY POINTS
Mersa Matruh (E2118)	20
Sidi Barrani (E2210)	5
Sollum (E2004)	3
Bardia (E2104)	10
Fort Maddalena (E1502)	3
Tobruk (L2329)	20
Derna (L2819)	6
Benghazi (L2306)	10
Agadabia (L0907)	5
Mersa Brega (L0702)	5

[2.2] Additional Units

British (Front)

British (Back)

The Axis player also receives 3 points for each Commonwealth unit in the Destroyed Units Box and 1 point for each Commonwealth unit (aside from 22 Mtzd) in the Refit Box at the end of Game-Turn F. If the Commonwealth player is unable to withdraw any unit on schedule, the Axis player receives an additional 1 point for each such unit. The Commonwealth player receives 2 points for each Axis unit in the Destroyed Units Box and 1 point for each Axis unit in the Refit Box at the end of Game-Turn F. Most points wins.

[15.4] THE EXTENDED CAMPAIGN

"The Extended Campaign" recreates the entire war in the North African theater from Graziani's advance into Egypt until the Allied landings in Morocco and Algeria. The scenario generally can be played in 20-30 hours.

[15.41] The "Extended Campaign" is 28 turns long, starting with Game-Turn A, and ending at the end of Game-Turn 22. It is possible for the game to end before Game-Turn 22 if the Axis fulfills the conditions for automatic victory (case 15.45).

[15.42] Initial Deployment

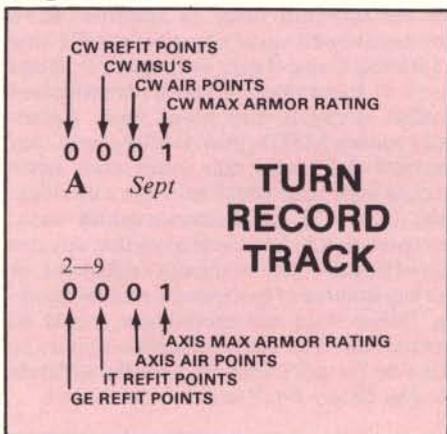
See the Commonwealth deployment (15.32) and Axis deployment (15.33) above.

[15.43] Both players receive all reinforcements, refit points, air points and supplies indicated by their reinforcement schedules and the Turn Record Tracks. Note that after completing Game-Turn G, both players refer to the standard DF schedules and track starting with Game-Turn 2. When playing the variant, there is no Game-Turn 1.

[15.44] The Axis player automatically wins the game if any friendly combat unit with a Stacking Point Value of 1 or greater and a non-parenthesized Combat Strength is in Alexandria at the beginning of a Commonwealth Refit Phase, or at the end of the game (regardless of supply status). Otherwise, victory is determined according to 15.45.

[15.45] For each hex listed below which is occupied by an Axis unit at the end of the game, the Axis player receives the indicated Victory Points. The Axis player also receives the indicated Victory Points if an Axis combat unit was the last combat unit to move into an indicated hex.

Figure 2.



HEX	VICTORY POINTS
Tobruk (L2329)	20
Mersa Matruh (E2118)	10
Bardia (E2104)	6
Benghazi (L2306)	4
Derna (L2819)	3
Sollum (E2004)	2
Sidi Barrani (E2210)	2
Fort Maddalena (E1502)	2
Each Oasis (L0115, E0303, E0106)	1

1940

GAME-TURN/MONTH REINFORCEMENTS SPECIAL NOTES INITIATIVE DIE SPAN

0 0 0 1	2 1 0 1	1 1 0 1	1 1 0 1	4 1 0 1	0 1 0 1	3 1 0 1
A Sept	B Oct	C Nov	D Dec	E Jan	F Feb	G Mar
CW, IT	CW	CW, IT	CW, IT	CW, IT	CW	CW, IT, GE
2-9	2-7	2-5	2-4	2-5	2-7	2-11
0 0 0 1	0 1 0 1	0 0 0 1	0 0 0 1	0 2 0 1	0 3 1 1	0 2 0 1

End: IC Repl GT-1

The Axis player also receives one Victory Point each time the Commonwealth player is unable to make a required withdrawal (5.23), except for the three armored brigades withdrawn at the end of Game-Turn F. Total the Axis player's Victory Points, and determine who won and by how much according to the following schedule:

VICTORY POINTS	LEVEL OF VICTORY
56+	Smashing Axis
41-55	Substantial Axis
22-40	Marginal Axis
13-21	Marginal Commonwealth
2-12	Substantial Commonwealth
0 or 1	Smashing Commonwealth

Rules 16.0 through 18.0 were presented in *MOVES™* Magazine nr. 58 in an article by J Matisse Enzer. They apply to FOX KILLED as follows:

[16.0] Operation Herkules

This rule in general concerns the Axis invasion of Malta in the summer of 1942 and therefore is applicable only to the FOX

KILLED extended campaign scenario. Case 16.2 limiting Commonwealth air transfers to Malta could be used in either FOX KILLED scenario, however.

[17.0] Detachments

This rule could be used in either FOX KILLED scenario. However, since only units with Morale Ratings of 1 or 2 are allowed to form detachments, the rule would tend to favor the Commonwealth if used in the short scenario.

[18.0] Desert Patrols

This rule could be used in either FOX KILLED scenario. In addition to the units listed, if rule 18.0 is used with FOX KILLED, the Commonwealth 11 Hus and KDGs reconnaissance units should be allowed to convert to desert patrols. Each would first, of course, have to refit back to full strength prior to conversion. The maximum number of Commonwealth desert patrols allowed on the map at any given time remains two. As with rule 17.0, this rule would be helpful primarily to the Commonwealth player if the short FOX KILLED scenario is being played.

The Whys Behind the Rules

The following discussion reveals the reasoning employed in developing various rules for the FOX KILLED variant. The starting date of September 1940 parallels the *Campaign for North Africa™* game. Although Italy declared war on 10 June 1940, hostilities in North Africa from June to September essentially were limited to land patrols and air raids by both sides, with the British gradually attaining the initiative in the border area. Both sides were unprepared for action in June

Not every commander of the Commonwealth forces will be as skillful (or as fortunate) as General O'Connor against the Italians.

and during this time no actions occurred involving more than battalion-sized units. Graziani, under extreme pressure from Mussolini, crossed the Egyptian frontier in mid-September. Therefore that month is chosen as the first turn of FOX KILLED.

The optional road rule discussed in case 2.1 is historical. The metalled road from Solum to Sidi Barrani was constructed by the Italians in October and November 1940. The track from Charing Cross to Siwa was transformed into a tarred surface road by the 1st South African Road Construction Battalion which arrived in Egypt in September 1941.

The unit values for the counters shown in Figure 1 were calculated by determining the relationships between values of units in *The Desert Fox™* game and the various combat, morale, and movement factors of the same formations in *CNA*. These relationships were then used to extrapolate values for units which participated only in the Italian campaign. My goal was to create a situation in which a Commonwealth player making bold but solid moves could, with luck, recreate O'Connor's classic victory. On the other hand, if both sides play equally well with average luck, a more modest British victory will result. Lastly, if the Italian player outwits his opponent or if a calculated Commonwealth gamble backfires, the British can be pushed back considerably.

The Italian stacking point values were chosen to prevent the Italian player from coordinating his divisions in both attack and defense. Except during the defense of Bardia, divisions were not mutually supporting. Final adjustments to unit values were made by comparing playtest results with history.

The 4th Italian tank regiment was made up of the 1st and 2nd medium tank battalions. These battalions were equipped with M11/39 tanks and generally operated together under Colonel Aresca. The seven battalions of light tanks which the Italians had in Libya in 1940 were used piecemeal in support of the infantry divisions and therefore are factored into the division units. The Babini armored brigade unit represents an Italian battle group

[2.2] Additional Units

Italian (FRONT)

62 Mrm A xx 4 6 3 14	63 Cir A xx 4 6 3 14	64 Cat A xx 4 6 3 14	1 CCNN A xx 3 4 2 14	4 CCNN A xx 3 4 2 14
1 Lb A xx 4 3 4 14	2 Lb A xx 4 3 4 14	Mltri A x 3 3 4 14	1 A iii 1 (1) 3 14	4 A iii 2 3 3 20
Sahara A iii 2 3 2 14	2 CCNN B xx 3 4 2 14	61 Srt D xx 4 6 3 14	Babini x 2 5 3 20	

Optional

Italian (Back)

62 Mrm xx 4 3 3 14	63 Cir xx 4 3 3 14	64 Cat xx 4 3 3 14	1 CCNN xx 3 2 2 14	4 CCNN xx 3 2 2 14
1 Lb xx 4 2 5 14	2 Lb xx 4 2 5 14	Mltri x 3 1 5 14	1 iii 1 (1) 3 14	4 iii 2 2 4 20
Sahara iii 2 1 2 14	2 CCNN xx 3 2 3 14	61 Srt xx 4 3 3 14	Babini x 2 3 4 20	

Optional

which played a major part in the late stage of this campaign. Its combat values were calculated assuming that it contained the 3rd, 6th, and 21st medium tank battalions plus one Bersaglieri infantry battalion. The three tank battalions mentioned above arrived in Tripoli between November 1940 and January 1941 and in total contained approximately 130 M13/40 tanks. The Saharan Detachment which was stationed at Giarabub along with a brigade-sized garrison force is included as an option but was left out of the variant because historically it was outside Graziani's span of control and had little impact on the desert fighting.

The Initiative Die Spans given on the Turn Record Track were determined subjectively based on the ebb and flow of the campaign historically. The Commonwealth Reinforcement/Withdrawal Schedule (5.17) and the Axis Reinforcement Schedule (5.18) as well as Air Points, Refit Points, and arriving supplies were determined based on the *CNA* reinforcement schedules. The FOX KILLED and *DF* unit arrival dates are somewhat later than the corresponding *CNA* dates because of time spent in training and/or in travelling from Tripoli to El Aghiola or from Cairo to Alexandria.

The three British armored brigades discussed in case 5.2 always return as class 2 cadres because their class 1 tanks were obsolete A9's, A10's, and Mark VI's which were thoroughly worn out during the first several months of fighting. Because these tanks were relatively worthless by the time the Germans arrived, no substitute is required if one or more of these units is destroyed prior to their scheduled withdrawal (Case 5.17), nor does the Axis player get a victory point in the extended campaign scenario if the Commonwealth player is unable to withdraw any of the three brigades (Case 15.46). Historically, at least one armored brigade was refitted by the "Tiger" convoy which arrived in Alexandria in May 1941.

Although the Italian Air Force in Libya was much larger in September 1940 than the Commonwealth Desert Air Force, I have given each side 1 Air Point. The Italian Air Force in Libya was a threat from September to December 1940, but its actual accomplishments were limited and Italy never achieved even temporary air superiority during the campaign. In the *DF* system, the functions of Axis air power are to increase enemy casualties and to reduce the Commonwealth presence on Malta. Since the Italians were particularly unsuccessful in accomplishing either, I have chosen to understate the Italian air capabilities. The Axis Air Point arriving in February 1941 represents the transfer of the Luftwaffe's X Fliegerkorps to Sicily, from where it was able to attack Commonwealth forces in eastern Libya.

Case 7.27 was included to simulate the usefulness of Tobruk as a supply base to the Italians. Supplying combat operations (particularly offensive) remains difficult, but as long as Bardia is held, sufficient stores to keep the army in general supply can be off-loaded at Tobruk. The rule also encourages the Italian player to garrison Tobruk (and Bardia to some extent) as was done historically. The reason for the stipulation involving Bardia is that once Bardia has fallen, the Royal Navy

would be better able to prevent major supply convoys from reaching Tobruk. Case 7.58 simulates the difficulties the Italians had, regardless of Commonwealth interference out of Malta, in shipping supplies to Libya sufficient to allow offensive operations. These supply difficulties eased substantially in February 1941. Again this was related to German involvement including the presence of the X Fliegerkorps in Sicily.

Lastly, the September 1940 positions of the Commonwealth and Axis units (15.32 and 15.33) were determined by transposing the initial set-up from the Italian campaign in *CNA* to the *DF* map grid. The "Anywhere in Egypt" units allow the Commonwealth player some flexibility in his dispositions. The situation is complicated because these units are

THE DESERT FOX™ GAME ADDENDA

Counters:

The Italian *Artclre* Armd Arty unit arrives on Game-Turn 13 (not 18). The Axis Reinforcement Schedule also incorrectly reads turn 18.

Commonwealth 6/2NZ 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:

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. 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.

placed prior to the determination of initiative. The Commonwealth player can deploy his units in anticipation of gaining the initiative, although at some risk. The victory conditions for the short scenario (15.36) are a cross between the victory conditions in *CNA*'s Italian Campaign scenario and the *DF* victory conditions of 15.26. The victory conditions for the extended campaign game (15.46) are based on those of the *DF* campaign game. The number of Axis victory points required for a given level of victory has been adjusted upward. This change is to reflect the opportunity the Axis player has to avoid the mistakes of Marshal Graziani. Also it is expected that not every Commonwealth commander will be as skillful (or as fortunate) as General O'Connor. ■ ■

[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 ZOC's (within the restrictions of ZOC's 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 MSU's (also with Stacking Points Values of 0) could all be moved by rail or by sea, since all 5 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 or 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..." ■ ■