

THE CAMPAIGN FOR NORTH AFRICA

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

CHARTS & TABLES EXCLUSIVE TO THE COMMONWEALTH PLAYER

[4.44A] COMMONWEALTH AIRCRAFT CHARACTERISTICS CHART

Fighters & Fighter Bombers

| Aircraft | Range | TacAir | Maneuver | Bomb | Fuel | Mission Capability | | | | Manufacturer |
|------------------------|-------|--------|----------|------|------|--------------------|---|---|---|-----------------|
| | | | | | | F | S | R | D | |
| Beaufighter Mk. IF | 117 | 11 | 30 | - | 3 | N | ! | . | . | |
| Beaufighter Mk. VIF | 135 | 12 | 31 | - | 3 | N | ! | . | . | |
| Blenheim Mk. IVF | 146 | 5 | 30 | - | 3 | N | 0 | . | . | Bristol |
| Fulmar Mk. II | 74 | 4 | 29 | - | 1 | N | ! | . | . | Fairey |
| Gladiator Mk. II | 44 | 2 | 27 | - | - | ! | ! | . | . | Gloster |
| Hurricane Mk. I | 52 | 4 | 32 | - | 1 | ! | ! | . | . | Hawker |
| Hurricane Mk. IIA | 88* | 4 | 25 | - | 2 | ! | . | . | . | Hawker |
| or | 44 | 4 | 36 | - | 1 | ! | ! | . | . | |
| or | 39 | 4 | 33 | 2 | 1 | ! | . | . | ! | |
| Hurricane Mk. IIB | 88* | 6 | 25 | - | 2 | ! | . | . | . | Hawker |
| or | 44 | 6 | 36 | - | 1 | ! | ! | . | . | |
| or | 39 | 6 | 32 | 4 | 1 | ! | . | . | ! | |
| Hurricane Mk. IIC | 86* | 8 | 25 | - | 2 | ! | . | . | . | Hawker |
| or | 43 | 8 | 36 | - | 1 | ! | ! | . | . | |
| or | 38 | 8 | 30 | 6 | 1 | ! | . | . | ! | |
| Hurricane Mk. IID | 90* | 8 | 25 | - | 2 | ! | . | . | . | Hawker |
| or | 45 | 8 | 33 | - | 1 | A | ! | . | . | |
| P-40 Kittyhawk I | 94* | 4 | 31 | - | 2 | ! | . | . | . | Curtis |
| or | 71 | 4 | 33 | - | 1 | ! | ! | . | . | |
| or | 60 | 4 | 29 | 2 | 1 | ! | . | . | ! | |
| P-40 Kittyhawk II | 95* | 6 | 31 | - | 2 | ! | . | . | . | Curtis |
| or | 72 | 6 | 33 | - | 1 | ! | ! | . | . | |
| or | 63 | 6 | 30 | 2 | 1 | ! | . | . | ! | |
| P-40 Kittyhawk III | 92* | 6 | 30 | - | 2 | ! | . | . | . | Curtis |
| or | 68 | 6 | 32 | - | 1 | ! | ! | . | . | |
| or | 60 | 6 | 29 | 2 | 1 | ! | . | . | ! | |
| Sea Gladiator | 38 | 2 | 27 | - | 1 | ! | ! | . | . | Gloster |
| Skua Mk. II | 76 | 3 | 18 | 4 | 1 | ! | . | . | ! | Blackburn |
| Spitfire Mk. VB | 39 | 6 | 40 | - | 1 | ! | ! | . | . | Supermarine |
| Spitfire Mk. VC | 59* | 8 | 37 | - | 2 | ! | . | . | . | Supermarine |
| or | 43 | 8 | 42 | - | 1 | ! | ! | . | . | |
| P-40 Tomahawk | 75* | 2 | 27 | - | 2 | ! | . | . | . | Curtis |
| or | 62 | 2 | 32 | - | 1 | ! | ! | . | . | |
| F4F Wildcat (Marlet I) | 70 | 8 | 34 | - | 1 | ! | . | . | . | Grumman |
| C.714 | 49 | 2 | 30 | - | 1 | ! | . | . | . | Caudron |
| D.520 | 56 | 4 | 37 | - | 1 | ! | . | . | . | Dewoitine |
| MS406 | 45 | 4 | 32 | - | 1 | ! | ! | . | . | Morane-Saulnier |

Bombers, Flying Boats, Transports, Reconnaissance

| Aircraft | Range | TacAir | Maneuver | Bomb | Fuel | Mission Capability | | | | Manufacturer |
|-------------------------|--------|--------|----------|------|------|--------------------|---|---|-----------------|----------------|
| | | | | | | D | R | B | Transport | |
| Albacore | 71 | (2) | 6 | 8/T8 | 2 | . | . | 0 | . | Fairey |
| Anson Mk. I | 71 | (2) | 20 | 2 | 2 | . | ! | ! | . | Avro |
| B-17/D Flying Fortress | 275** | (5) | 29 | - | 5 | . | . | . | . | Boeing |
| | or 186 | (5) | 27 | 37 | 4 | . | . | ! | . | |
| B-24/PB4y Liberator III | 208 | (5) | 23 | 64 | 7 | . | . | ! | . | Consolidated |
| B-25 Mitchell II | 125 | (6) | 25 | 14 | 4 | . | . | ! | . | North American |
| B-26 Marauder | 170** | (4) | 28 | - | 5 | . | . | . | . | Martin |
| | or 46 | (4) | 25 | 25 | 5 | . | . | ! | . | |
| A-30 Baltimore I | 101 | (6) | 22 | 10 | 3 | . | . | ! | . | Glenn Martin |
| Beaufort Mk. I | 144 | (2) | 24 | -/T8 | 1 | . | . | ! | . | Bristol |
| Blenheim Mk. I | 101 | (1) | 22 | 5 | 2 | . | . | ! | . | Bristol |
| Blenheim Mk. IV | 131 | (3) | 21 | 6 | 3 | . | . | ! | . | Bristol |
| Bombay Mk. I | 203** | (1) | 6 | - | 2 | . | . | . | . | Bristol |
| | or 88 | (1) | 5 | 10 | 2 | . | . | ! | 1 or 10 tons | |
| Boston Mk. III | 102 | (5) | 23 | 10 | 3 | . | . | ! | . | Douglas |
| Halifax Mk. II | 194 | (5) | 27 | 7 | 6 | . | . | ! | . | Handley-Page |
| | or 62 | (5) | 26 | 65 | 6 | . | . | ! | . | |
| A-28 Hudson | 145 | (3) | 8 | - | 2 | . | . | . | 1 or 10 tons | Lockheed |
| Lysander Mk. I | 60 | (2) | 20 | - | 1 | S | ! | . | . | Westland |
| 167 Maryland | 76 | (3) | 20 | 9 | 3 | . | ! | ! | . | Glenn Martin |
| 63.11 | 75 | (5) | 26 | - | 1 | . | ! | . | . | Potez |
| Sunderland | 238 | (5) | 7 | - | 4 | . | ! | . | . | Short |
| | or 176 | (5) | 11 | 9 | 4 | . | . | ! | . | |
| Swordfish Mk. I | 48 | (1) | 7 | -/T8 | 1 | . | . | ! | . | Fairey |
| Tiger Moth Mk. II | 27 | 0 | 14 | - | 1 | . | ! | . | . | de Haviland |
| Valentia | 31 | 0 | 1 | 10 | 1 | . | . | ! | 1/4 or 5 tons - | |
| Wellington Mk. I | 229 | (3) | 20 | 5 | 4 | . | . | N | . | Vickers |
| | or 108 | (3) | 18 | 23 | 4 | . | . | N | . | |
| Wellington Mk. IV | 220 | (3) | 23 | 6 | 5 | . | . | N | . | Vickers |
| | or 157 | (3) | 19 | 17 | 5 | . | . | N | . | |
| | or 126 | (3) | 18 | 23 | 5 | . | . | N | . | |

Fighters & Fighter-Bombers = Those planes that require a pilot in order to be flown on a mission. **Bombers, Flying Boats, Transports and Reconnaissance** = Those planes that do not require a pilot in order to be flown on a mission. **Range** = In hexes. **TacAir** = Tactical Air Combat Rating. A parenthesized rating indicates that the plane may never be flown on a mission permitting it to initiate air-to-air combat. **Maneuver** = Maneuver Rating. **Bomb** = Bombload Capacity and torpedo carrying capability, if any, in points. "-" = May not carry bombs. Only planes possessing an "/T" may carry torpedos. The number to the left of the stroke is the Bombload Capacity. The number to the right of the "T" is the Torpedo Capacity. **Fuel** = Fuel Consumption Rating in the number of Fuel Points the plane requires before it may be flown. **Mission Capability** = The types of missions that the plane may be assigned. Note that certain characteristics are not compatible with certain missions. I.e., an Anson Mk. I (or another plane) armed with bombs may not be flown on a Reconnaissance Mission. A plane may not carry bombs and torpedos at the same time. **F** = Offensive or Defensive Combat Air Patrol (CAP) or Strafing missions. **S** = Scramble Mission. **R** = Reconnaissance (naval and/or land) missions. **D** = Strafe and/or any type of bombing missions (see 'B' below). **B** = Axis Naval Convoy and Land Support Bombing missions. **Transport** = Transport missions. "." = Does not possess this mission

capability. "!" = Does possess this mission capability, but may not be flown on night missions. **N** = Possesses the missions capability and may be flown on night missions. **A** = Possesses the missions capability, and in addition may strafe armored vehicles. **0** = The Blenheim IVF may be assigned only Night Scramble missions, it does not possess daylight Scramble capability. The Albacore may *only* be assigned Night Land Support or Axis Naval Convoy Bombing missions. **S** = May only Strafe, may not be assigned any bombing missions. **1/4,1** = The number of TOE Strength Points or Replacement Points the aircraft may transport. **5,10** = The number of tons of supplies the aircraft may transport. Note that the plane may not transport troops and supplies at the same time. * = These aircraft are carrying drop tanks. ** = The range if being flown on a transfer mission (remember to double this number). or = The plane may be readied so that it possesses any one of the two or three possible rows of characteristics.

Notes: The Sunderland is a flying boat. The Skua is a divebomber. The Gladiator, Sea Gladiator, Swordfish and Valentia are biplanes. The C714, D.520 and MS406 are French aircraft. MS406, Sea Gladiator, Swordfish and Valentia aircraft are never received as reinforcements. The Kittyhawk III was indeed a worse airplane than the Kittyhawk II. A not unusual occurrence during wartime.

[4.43a] COMMONWEALTH LAND UNIT REINFORCEMENT AND WITHDRAWAL SCHEDULE

| GT/Ops Arrives | | Units & Attached Trucks | | | |
|-------------------|---|---|----|----|---|
| 1 | 3 | Polish Bde. | 30 | 1 | [all of 9 Aus], 2/5 Mahratta Light Infantry Bn [In]. |
| 2 | 3 | 2 RTR, 7 RTR, 6th NZ Fld Arty Regt. | | 2 | 2/2 Aus MG Bn [9 Aus]. Rtn: 11 In Bde [4 In]; Trucks: 4 L, 6 M, 1 H. |
| 3 | 3 | 1 Fld Arty Regt [4 In]. | 31 | 1 | 37th LAA Regt. Rtn: 7 In Bde [4 In]; Trucks: 4 L, 6 M, 1 H. |
| 4 | 3 | 3rd Hussars [T]. | | 2 | 1st, The Royal Dragoons [R], 1st LAA Regt. Rtn: 6th NZ Bde [the three infantry battalions each with only 2 TOE Strength Points]; Trucks: 6 L, 6 M, 1st Armored Bde [2, note that the entire brigade is treated as a training battalion, see OA Sheet]; Tpt: See 3/23. |
| 5 | 1 | 7 in Bde [4 In]; Trucks: 5 L, 20 M. | 32 | 1 | HQ 1 SA Div, 5 SA Bde [I SA], 1st Imperial Light Horse [3/2SA], 10 NZ RR Bn; Trucks: 10 L, 34 M, 5 H. |
| 6 | 3 | 6NZ Bde: Trucks: 25 L, 85M, 5H. | | 2 | 1st SA LAA Regt [I SA]. |
| 7 | 1 | 2/2 Aus Fld Arty Regt [6 Aus]. | | 3 | The Tiger Convoy (in Alexandria) of tank replacement points which consists of: 4 x Mk VI Light, 13 x Crusader I, 27 x Matilda and 3 x A13. |
| 8 | 3 | 11th Czech Bn. | 33 | 1 | 4th Fld Arty Regt. |
| 9 | 2 | 19 Aus Bde [6 Aus]; Trucks: 28 L, 74 M, 15 H. | | 2 | 14 Infantry Bde [70], 5 Nz Bde, 5 NZ Fld Arty Regt, 7 NZ AT Regt, 14 NZ LAA Regt; Trucks (14/70): 5 L, 25 M, 6 H. Rtn: The remainder of the 2nd NZ Division [the seven infantry-type units each with two TOE Strength Points]; Tpt: See 1 & 2/25. |
| | 3 | 107th RHA. | 35 | 1 | 1st Army Tank Bde [Less 42 Rtr]; Trucks: 20 M, 4 H. WD: 5 In Bde [again, 4 In]; Tpt: 32/30. |
| 11 | 1 | 2/1 Aus Fld Arty Regt [6 Aus], 106 RHA [AT]. | | 2 | HQ 2 SA Div. |
| | 2 | 13th LAA Regt. | | 3 | 2 SA Bde [I SA; Less: Capetown Highlanders], 1 SA At Regt [I SA], 150 Infantry Bde [50]; Trucks: (1 SA =) 10 L, 34 M, 5 H, (150 =) 8 L, 30 M, 2H. WD: HQ 70 Infantry Div, 16 Infantry Bde [70]; Tpt: 20/20. |
| 12 | 3 | 74th HAA Regt, 52nd LAA Regt. | 36 | 1 | 1st SA Bde [I SA; Less: 1st Transvaal Scots]; Trucks: 10 L, 34 M, 6 H. |
| 13 | 1 | 20 Aus Bde [9 Aus]; Trucks: 10 L, 25 M, 6 H. | | 2 | Capetown Highlanders Bn [2/ISA] President Steyn MG Bn [I SA], 3 SA Bde [2 SA; Less: 1st Imperial Light Horse], 6 SA Bde [2 SA]; Trucks: 20 L, 68 M, 12 H. |
| | 3 | WD: 5th In Bde [4 in]; Tpt: 10/10. | | 3 | 9 In Bde [5 In]; Trucks: 10 L, 25 M, 5 H, WD: 1 Essex Bn and 1st Durham Light Infantry Bn [both of 23/70]; Tpt: 15/15. |
| 14 | 3 | 18 Aus Bde [*]; Trucks: 12 L, 30 M, 10 H. | 37 | 1 | 1st Transvaal Scots [I/ISA], HQ 5 In Div. 144th Fld Arty Regt [5 In], 18th Fld Arty Regt; Trucks: (5 In) 4 M, 5 H. |
| | | WD: 7 In Bde [4 In]; Tpt: 23/20. | | 2 | 10 In Bde [5 In, Less: 3/18 Royal Garhwal Rifles]; Trucks: 9 L, 25 M, 5 H. WD: 14 Infantry Bde [70]; Tpt: 20/20. |
| 15 | 1 | 2nd Armored Div, 1st RHA, 51 Fld Arty Regt, 2nd HAA Regt; Trucks (2nd): 4 L, 72 M, 13 H. | | 3 | 29 In Bde [5 In, Less: 3/2 Punjab Regt], 1st DOY Cavalry [R]; Trucks (29/5 In): 10 L, 25 M, 5 H. |
| | 2 | 104th RHA. WD: 4 In Div [Less (obviously) the 5th & 7th Bdes]; Tpt: 16/12. | 38 | 1 | Die Middelands MG Regt [2 SA], 14th LAA Regt, 87th HAA Regt.. |
| 16 | 1 | 64th Medium Arty Regt. | | 3 | 3/2 Punjab Regt [29,5 In]. |
| 19 | 2 | "A" [I; SpecSrv] in Alexandria. | | 42 | 3 88th HAA Regt. |
| 20 | 3 | HQ 9 Aus Div, 26 Aus Bde [9 Aus], 2/3 Aus AT Bn [9 Aus], HQ 22nd Guards Bde; Trucks: 10 L, 25 M, 6 H. | 43 | 1 | 102nd AT Regt, 57th HAA Regt. |
| 21 | 2 | 24 Aus Bde [9 Aus; Less: 2/32 Aus Bn], HQ 70 Infantry Div; Trucks: 10 L, 34 M, 6 H. | | 2 | 7 SA Recce Bn [2 SA], 28 Fld Arty Regt [5 In]. |
| 23 | 3 | 3rd In Motor Bde [Less: 2 In Fld Arty Bn]; Trucks: 10 L, 25 M. WD: 1st Armored Bde [2]; Tpt: 40/30. | | 3 | 16th LAA Regt, 94th HAA Regt. |
| 25 | 1 | WD: 4th NZ Bde; Tpt: 10/10 | 44 | 2 | 1st, 2nd and 5th SA Fld Arty Regts [all of 2 SA], 4th SA Armored Car Regt, 27th and 68th Medium Arty Regts. WD: 150 Infantry Bde [50]; Tpt: 38/32. |
| | 2 | WD: 2NZ Div [Less: 4th & 5th Bdes, 4th Fld Arty Regt and 6th Fld Arty Regt]; Tpt: 25/15. | | 3 | 4 SA Bde [2 SA]; Trucks: 10 L, 34 M, 6 H. |
| 26 | 1 | WD: 16th Aus Bde [6 Aus]; Tpt: 20/20. | | 45 | 1 4 SA Fld Arty Regt [I SA], 2 SA AT Regt [2 SA], 2 SA LAA Regt [2 SA], 2nd LAA Regt, 89th HAA Regt. |
| 27 | 1 | 73rd AT Regt. | 46 | 1 | WD: 18 Aus Bde [i.e. all units assigned to the 7th Australian Division]; Tpt: 56/40. |
| | 2 | WD: 6 Aus Div [Less: 16th & 17th Bdes]; Tpt: 78/50. | | 3 | WD: 5 In Div [Less 10th & 29th Bdes]; Tpt: 27/20. |
| 28 | 1 | 61st HAA Regt. | | 47 | 1 3rd SA Armored Car Bn [I SA]. |
| | 2 | WD: 17 Aus Bde [6 Aus]; Tpt: 20/20. | 48 | 2 | Special Air Service Brigade [I], 6th SA Armored Car Regt. |
| | 3 | Rtn: 4 In Div [Less: 7th & 11th Bdes]; Trucks: 30 L, 74 M, 16 H. | | 2 | 60 Fld Arty Regt, 25th LAA Regt. |
| 29 | 2 | 4 RTR, Desert Tank Delivery Squadrons A, B & C. | | 49 | 2 WD: 9 Aus Div [Less: 20th & 26th Bdes]; Tpt: 67/47. |
| | 3 | 9 Aus Cavalry Regt, 2/7, 2/8 and 2/12 Aus Fld Arty Regts, 2/3 Aus LAA Regt and 2/1 Aus Pioneer Bn | 50 | 1 | 1 SA Road Construction Bn. WD: 10 In Bde [5 In]; Tpt: 39/30. |
| | | | | 2 | 23 Brigade AT Coy [23/70]. Rtn: 16 Infantry Bde [70]; Tpt: See 3/36. |
| | | | | 3 | 13th NZ RR Bn. |
| | | | 51 | 1 | 3rd SA Fld Regt [I SA]. Replace the 3rd Armored Brigade's HQ with that of the 32nd Armored Brigade. |
| | | | | 2 | 22nd Armored Bde; Trucks: 5 L, 30 M, 6 H. |
| | | | | 3 | HQ 23 Infantry Bde [70]; 4th Borderers [23/70]. Rtn: 1st Essex and 1st Durham Light Infantry Bns [both of 23/70]; Tpt: See 2/38. |
| | | | 52 | 1 | 7 SA Fld Arty Regt [I SA]. |
| | | | | 1 | 3/18 Royal Garhwals [10/5 In]. |
| | | | | 2 | WD: 26 Aus Bde [9 Aus]; Tpt: 33/21. |
| | | | 54 | 1 | Rtn: 14 Infantry Bde [70]; Tpt: See 1/40. |
| | | | | 2 | WD: 20 Aus Bde [9 Aus]; Tpt: 33/21. |
| | | | | 1 | 67th Medium Arty Regt. |
| | | | 56 | 2 | 78th Fld Arty Regt. |
| | | | | 3 | HQ 1st Armored Div; Trucks: 2 L, 2 M |
| | | | | 2 | 50th Recce Regt [50], 34th LAA Regt. |
| | | | 58 | 3 | 2nd Armored Bde [I], 12th Lancers Bn [R, I Spt/I]; Trucks: (2/1): 10 L, 30 M, 6 H. Rtn: 150 Infantry Bde [50]; Tpt: See 2/44. |

| | | |
|----|---|---|
| 59 | 2 | 68th and 69th HAA Regt. |
| | 3 | 1st Support Group [I]; Trucks: 8 L, 30 M, 6 H. |
| 60 | 1 | 3/10 Baluch Regt, 1/1 Punjab Regt [both In infantry bns]. |
| | 3 | 111th and 154th Fld Arty Regts, 95th AT Regt. |
| 62 | 2 | HQ 1 Free French Bde, 2nd and 3rd Battalions de legion etranger, 2nd Bn de marche, 1st Bn du Pacifique [all four are infantry bns of <i>IFF</i>]; Trucks: 10 L, 15 M, 3 H. |
| 63 | 1 | 1st Regt d'artillerie [<i>IFFX</i>]. WD: Polish Bde: Tpt: 25/20. |
| | 3 | 2nd NA AT Coy and 1st Bn de fusiliers [both of <i>1 FF X</i>]. |
| 65 | 1 | 1st Sherwood Forresters [I]; Trucks: 2 L, 10 M. |
| | 3 | 1st Bn d'infanterie de marine [<i>1 FF X</i>]; Trucks: 5M. |
| 66 | 1 | 82nd LAA Regt. |
| 67 | 1 | WD: HQ 7 Armored Bde [7]; Tpt: 3/2. |
| 68 | 3 | HQ 50 Infantry Div, 2nd Cheshire MG Bn and 74th Fld Arty Regt [both of 50]; Trucks: 1 L, 8 M, 5 H. |
| 69 | 1 | 69 Infantry Bde [50]; Trucks: 8 L, 30 M, 3 H. |
| | 2 | 151 Infantry Bde, 72nd and 124th Fld Arty Regts [all of 50]; Trucks: 8 L, 30 M, 5 H. |
| | 3 | 8th Armored Bde [10]; Trucks: 8 L, 20 M, 5 H. |
| 70 | 1 | Royal Yugoslav Guards [I]. |
| | 2 | WD: 70 Infantry Div [again, Less 16th Bde]; Tpt: 50/40. |
| 72 | 2 | WD: 2NZ Div [again for the 4 NZ Bde]; Tpt: 107/90. |
| 73 | 1 | Rtn: 10 In Bde and 28th Fld Arty Regt [both of 5 In]; Trucks: 10 L, 27 M, 5 H. WD: 16 Infantry Bde [again, 70]; Tpt: 20/20. |
| | 2 | 1/4 Essex Regiment [I, In]. |
| | 3 | 161 In Motor Bde; Trucks: 7 L, 24 M, 5 H. |
| 75 | 1 | 84th AT Regt. WD: 7 In Bde [again, 4 In]; Tpt: 22/20. |
| | 3 | 2nd Free French Bde, 2/4 Gurkha Rifles, 3/9 the Jat Regiment and 1/5 Mahratta Light Infantry [the three are In infantry bns]; Trucks (2 FF): 5 L, 14 M, 2 H. Rtn: HQ 5 In Div, 9 In Bde [5 In], 144 Fld Arty Regt [5 In]; Trucks: 10 L, 27 M, 6 H. |
| 76 | 2 | Rtn: 32nd Army Tank Bde [2]; Tpt: See 2/68. |
| | 3 | 2/7 Gurkha Rifles [I]. |
| 79 | 1 | HQ 10 Armored Div. |
| | 2 | 1st South Wales Borderers [20/10 In]. |
| 80 | 2 | 9 Armored Bde [10], 3rd Fld Arty Regt; Trucks: 8 L, 30 M, 5 H. |
| | 3 | 2nd In Fld Arty Regt [3 In Mtr X]. |
| 81 | 3 | HQ 10 In Div. |

| | | |
|-----|---|--|
| 82 | 2 | 25 In Bde Group [10 In]; Trucks: 2 L, 15 M, 3 H. |
| | 3 | 20 In Bde Group [Less 1st South Wales Borderers] and 21 In Bde Group [both of 10 In]; Trucks: 4 L, 30 M, 6 H. |
| 83 | 3 | 69th Medium and 98th Fld Arty Regts. |
| 84 | 1 | 2/8 Gurkha Rifles [I, In]. |
| | 2 | 10th, QVOC Guides [R]. |
| | 3 | 6th Rajputana Rifles MG Bn [In]. |
| 85 | 1 | 32nd and 121st Fld Arty Regts. |
| | 2 | Rtn: 2 NZ Div; Tpt: See 2/72. |
| 86 | 1 | 11th Fld Arty Regt, 53rd LAA, Regt, 18 In Bde; Trucks (18 In): 7 L, 24 M, 2 H. |
| | 3 | Rtn: 9 Aus Div; Tpt: Sum of 2/49, 2/53 & 2/54. |
| 87 | 2 | 3/14 Punjab Regt [In]. |
| | 3 | HQ 8 Armored Div. 23 Armored Bde [8], 2nd Derbyshire Yeomanry [R, 8]; Trucks: 8 L, 36 M, 8 H. |
| 88 | 1 | 24 Armored Bde [8]; Trucks: 7 L, 36 M, 8 H. WD: 3rd In Motor Bde; Tpt: 30/25. |
| 89 | 1 | 56th LAA Regt. |
| | 2 | 14th Sherwood Forresters [I]; Trucks: 2 L, 10 M. |
| | 3 | 53rd Fld Arty Regt, 5th RHA. |
| 90 | 1 | 131 Infantry Bde [44]; Trucks: 10 L, 35 M. |
| | 2 | 44 Infantry Div [Less 131 Bde, 57 AT Regt and the three Arty Regts]; Trucks: 22 L, 73 M, 20 H. |
| 92 | 2 | HQ 51 Infantry Div, 1/7 Middlesex MG Bn [51], 51 Recce Bn [51], 13 AT Regt; Trucks (51): 27 L, 102 M, 19 H. |
| | 3 | 152nd, 153rd and 154th Infantry Bde [all of 51]. |
| 93 | 1 | 61st AT Regt, 126th, 127th and 128th Fld Arty Regts, 40th LAA Regt [all of 51]; 1st Greek Bde; Trucks (Greek): 8 L, 28 M, 6 H. |
| | 2 | WD: 25 In Bde Group [10 In], 42nd and 44th Rtr [both of 1 Army Tank Bde]; Tpt: 22/18. |
| 94 | 1 | Yorkshire Dragoons [I]; Trucks: 2 L, 10 M. |
| | 2 | 1/2 Gurkha Rifles [I, In]. |
| 95 | 1 | 1st Free French Flying Column [R, 1 FF X]. |
| | 2 | 57 At Regt, 57th, 58th and 65th Fld Arty Regts [all of 44]. |
| 97 | 2 | WD: 22nd/200th Guards Bde [HQ] and any three infantry battalions; Tpt: 26/21. |
| 98 | 1 | 42nd LAA Regt. |
| 99 | 1 | Rtn: 42 and 44 RTR [1 Army; each with 10 TOE Strength Points of Scorpion mine clearing tanks]; Trucks: 4 L. |
| 100 | 2 | WD: 9 In Bde [again, 5 In]; Tpt: 40/30. |
| 108 | 1 | WD: 9 Aus Div [again]; Tpt: 125/90. |

| | | |
|-----|---|--|
| 110 | 1 | WD: HQ 10 Armored Div: Tpt: 7/3. |
| | 3 | WD: 9 Armored Bde [10]; Tpt: 33/26. |

GT/OpS = Respectively, the Game-Turn and Operations Stage on which the reinforcement arrives or withdrawal must be performed. Reinforcements arrive in any hex(es) of Cairo unless specifically indicated otherwise. A Returning unit may be placed in Alexandria or Cairo at the Commonwealth Player's option. **Disposition of units:** All units listed as arriving and/or returning as part of the same parent formation may be placed in the same hex with any attachments and detachments the Commonwealth Player deems desirable, subject to the stacking limitations. Arriving and returning units that are not assigned the same parent formation must arrive in separate hexes if possible (e.g., you may not exceed stacking limitations in order to comply with this deployment restriction). **WD** = The following units must be withdrawn. **Rtn** = The following units are returning. Unless otherwise indicated, all returning units arrive at the maximum number of TOE Strength Points permitted for that unit. Returning units arrive automatically upgraded, if eligible, with no reduction in the points available through the Commonwealth Production System. A returning tank or gun, but not headquarters unit, may be refitted (i.e., is coming back with more TOE Strength Points that it left). The refitting may be of any eligible weapons system in existence at the time of the units *withdrawal*. This refitting has no effect on the number of replacement points available through the Commonwealth Production System. Parent formation and other information is listed within the brackets following the unit. "Less" means without. The following abbreviations have been used: **SIZE:** Div = Division, Bde = Brigade, Bn = Battalion, Coy = Company. **HISTORICAL:** Regt = Regiment, RTR = Royal Tank Regiment, RHA = Royal Horse Artillery, Fld = Field. **NATIONALITY:** In = Indian, Aus = Australian, NZ = New Zealand, SA = South African. If no nationality is stated, the unit is British. All New Zealand units, with the exception of the two railroad engineer battalions, are assigned to the 2nd New Zealand Division, and the parent formation has been omitted. **OTHER:** HQ = The headquarters counter only. Arty = Artillery, AT = Anti-tank, R = Recon, I = Infantry, LAA = Light Anti-aircraft, HAA = Heavy Anti-aircraft. All trucks listed are 1st Line (attached) trucks and may be freely divided amongst the units unless otherwise indicated. "L", "M" and "H" represent Light, Medium and Heavy Trucks Points, respectively. Tpt = All withdrawn and certain returning units have "Tpt" instead of "trucks". A withdrawn unit must be accompanied by respectively, truck value points/motorization points (if the Logistics Game is abstracted) at least equal to the number indicated. Truck Value Points are calculated as follows: 1 Light = 1/2, 1 Medium = 1, 1 Heavy = 2. A returning unit will either return with a specified number and distribution of Trucks (i.e., listed or returns with the same distribution of trucks as it left (i.e., indicated by "Tpt" and the dates of the unit's withdrawal).

[4.44B] COMMONWEALTH ORGANIZATION AT ARRIVAL CHART

This chart subdivides the commonwealth units into groupings termed "sheets". Example: the 1st Armored Division sheet lists all of the counters used in *CNA* to represent the forces historically assigned to the 1st Armored Division.

An order of battle for the Commonwealth (i.e., British, Indian, Australian, New Zealand, etc.) forces is a frustrating objective at best. The Allies switched unit assignments so often that it is almost impossible to follow the location and assignment of a particular unit with any accuracy, especially in game terms. Most affected were armor and Indian forma-

tions, which changed units regularly. E.g., armored battalions (or regiments as they were called) went from brigade to brigade and the brigades shifted divisional assignments as and where needed, even to the point of being split to fight in support roles. The Commonwealth Order At Arrival Sheets (thus, their order of battle) should be viewed from this perspective in terms of its historical accuracy. We have attempted to locate units with the unit they first arrived with. Notes with each unit explain some of the various changes of assignment. The Commonwealth Player may choose to maintain the original assignments or may choose to switch the units around in a haphazard fashion (however, see Section 19), as did the actual Allied commanders. The choice is his, we simply provide the units.

Formation: The grouping of units in this sheet.

Basic Morale: The rating for all of the units listed on this sheet. A number in parenthesis indicates the Morale Rating all the units arrive/deploy with. **Unit Assignment:** This is indicated by the position of a unit's name in the "Unit" column. A unit whose name is not indented does not possess a parent unit. A unit whose name is indented two spaces possesses a parent unit. Its parent unit is the first unit above it whose name is not indented. A unit whose name is indented four spaces possesses two parent units. The brigade-equivalent parent unit is the first unit above it whose name is indented two spaces. Its division-equivalent parent unit is the division headquarters counter. Certain abbreviations of unit names have been made. Those that are not explained in the Notes are as follows: **NATIONALITY:** Aus = Australian; NZ = New Zealand; SA = South African. (Note that Indian Rajput units are not an abbreviation for Rajputana units). **SIZE-DESIGNATION** (actual name,

not its size equivalent): **Div** = Division; **Bde** = Brigade; **Regt** = Regiment; **Bn** = Battalion; **Coy** = Company. **TYPE:** **HQ^E** = Headquarters with engineering capability; **HQ** = Headquarters without engineering capability; **Arty** = Artillery; **AA** = Anti-air; **Inf** = Infantry; **MG** = Machinegun infantry. **OTHER:** **Ryl** = Royal; **Rfls** = Rifles. **Counter Abbr.:** The type as it appears on the counter's unit identification line. **ID Code:** Indicates the unit's basic characteristics thru use of a letter key ('a' thru 'uu'). The explanation of these characteristics is listed in the Commonwealth Unit Characteristics Chart. **TOE & Weapon Systems(s):** Indicates the number and type of TOE Strength Points the unit possesses upon arrival/deployment. The following are used for non-tank or gun units: **N** = The unit possesses the maximum number of TOE Strength Points listed on the Unit Characteristics Chart for that ID Code. **U@#** = Understrength at 'x' TOE Strength Points. The unit arrives/deploys with

that number of TOE Strength Points. **O@#** = Overstrength at 'x' TOE Strength Points. The unit arrives/deploys with that number of TOE Strength Points, but may only absorb replacement points up to the maximum number permitted for that ID Code. Tank and gun TOE Strength Points (even if assigned to a non-tank or-gun unit) are always listed by number of the Weapons System. (For example, a unit possessing six 2-pounder anti-tank TOE Strength Points and eight six-pounder anti-tank TOE Strength Points would be listed as: 6x2-pounder & 8x6-pounder). It is not indicated whether the TOE Strength Points are over or under the maximum number for that type permitted. **Arrives:** The date, in *CNA* game terms, on which the unit is placed on the game map. **D** = Deployed. The unit begins the first Operation Stage of Game-Turn One on the game map. **#/-** = The Operation Stage of the Game-Turn the unit arrives. **-/#** = The Game-Turn on which the unit arrives.

BRITISH

This group includes all of the units colored and specified on the counter sheet as British.

1st Armored Division

Basic Morale: +2 (+1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------|----------------------|---------|--------------------------|---------|
| | 1st Armored Div HQ | 1 | b | 1x Stuart | 3/56 |
| | 2nd Armored Bde HQ | 2 | b | 1x Stuart | 3/58 |
| a | 2nd Bays | 2 Bays | g | 8x Crusader Mk I, 2x A13 | 3/58 |
| | 10th Royal Hussars | 10 Hus | g | 9x Crusader Mk I, 1x A13 | 3/58 |
| | 9th Lancers | 9 Lancr | g | 10x Stuarts | 3/58 |
| | 1st Rifle Brigade | 1 RflBde | l | N | 3/58 |
| | 1st Support Group HQ | 1Spt | a | N | 3/59 |
| b | 2nd KRRC | 2 KRRC | l | N | 3/59 |
| | 76th Anti-tank Regt | 76 | aa | 8x 2-pounders | 3/59 |
| | 11th Royal Horse Arty | 11 RHA | x | 6x 25-pounders | 3/59 |
| | 61st Light AA Regt | 61 LAA | ee | 6x Light AA | 3/59 |
| | 12th Lancers Bn | 12 Lancr | ll | N | 3/58 |

Notes:

a = The 2nd Queens Own Dragoon Guards, the Bays.

b = The 2nd Kings Royal Rifle Corps.

Historical: The 1st Armored Division was formed along the new (armored division type II) lines. However, even here — as with most armored divisions in the desert — the formation's organization is

mixed up. For example, there is a motorized rifle unit assigned directly to the armored brigade, and the Support Brigade Group is understrength and confused. The 22nd Armored Brigade was originally destined for this division, but it became assigned to the 7th Armored Division instead.

2nd Armored Division (a)

Basic Morale: +2 (+1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---|----------------------|---------|----------------------------------|---------|
| | 2nd Armored Div HQ | 2 | b | 1 × Mk VI Lights | 1/15 |
| b | 1st Armored Bde HQ | 1 | b | 1 × Mk VI Lights | 1/15 |
| | 4th Hussars | 4 Hus | g | 5 × A9Cruisers, 5 × A10 Cruisers | 1/15 |
| | 3rd Royal Tank Regt | 3 RTR | g | 10 × Mk VI Lights | 1/15 |
| | 3rd Armored Bde HQ | 3 | d | 1 × Crusader Mk I | 1/15 |
| c | 32nd Army Tank Bde HQ | 32 Army | d | - | 1/51 |
| | 5th Royal Tank Regt | 5 RTR | g | 10 × A13 Cruisers | 1/15 |
| | 2nd Support Group HQ | 2 Spt | a | N | 1/15 |
| d | 1st Tower Hamlet Rifles | 1 THRf | l | N | 1/15 |
| e | 1st Rangers | 1 Ranger | l | N | 1/15 |
| | 2nd Royal Horse Arty | 2 RHA | x | 6 × 25-pounders | 1/15 |
| | 102nd/NH Light Anti-Aircraft/Anti-Tank Regt | 102(NH) | bb | 2 × 2-pounders, 2 × Light AA | 1/15 |
| | Kings Dragoon Guards | KDGd | pp | N | 1/15 |

Notes:

a = The 2nd Armored Division was undermanned, in terms of its formation's Table of Organization and Equipment. It was captured before the year was over and officially disbanded at that time. The remnants of the division were assigned elsewhere.

b = The 1st Armored Brigade went to Greece in March 1941. It returned from Greece in May 1941. However, it had no tanks when it returned! It became a training unit (battalion size). After it returns, it may not be used as armored brigade headquarters until the first Operations Stage in Game-Turn 72 (second week in March 1942).

c = On October 1, 1941, the 3rd Armored Brigade became the 32nd Army Tank Brigade. The Commonwealth Player should replace the 3rd Armored Brigade counter with this one. (There is no effect game-wise.)

d = The unit's name was later changed to the 9th Rifle Brigade (or, more specifically: 9th, The Rifle Brigade, meaning the ninth battalion of the Rifle Brigade. This type of nomenclature applies to most British "battalions").

e = Also known as the 9th Kings Royal Rifle Corps.

7th Armored Division

Basic Morale: +2

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------------|----------------------|---------|------------------------|---------|
| | 7th Armored Div HQ ^e | 7 | b | 1 × Mark VI Light | D |
| | 4th Armored Bde HQ | 4 | b | 1 × Mark VI Light | D |
| | 6th Royal Tank Regt | 6 RTR | g | 10 × Mark VI Lights | D |
| | 7th Queens Own Hussars | 7 Hus | g | 10 × Mark VI Lights | D |
| | 7th Armored Bde HQ | 7 | d | 1 × A9 | D |
| a | *1st Royal Tank Regt | 1 RTR | g | 7 × A9 | D |
| b | 8th Hussars | 8 Hus | g | 7 × A10 | D |
| | 7th Support Group HQ | 7 Spt | a | N | D |
| c | 7th Motor Bde HQ | 7 Mtr | a | N | 2/68 |
| d | 1st KRRC | 1 KRRC | n | N | D |
| | 2nd Rifle Brigade | 2 RflBde | n | N | D |
| | 3rd Ryl Horse Arty | 3 RHA | aa | 6 × 2-pounders | D |
| | 4th Ryl Horse Arty | 4 RHA | x | 6 × 18/25-pounders | D |
| e | 11th Hussars | 11 Hus | ll | U@6 TOE | D |

Notes:

a = This unit was later assigned to the 22nd Armored Brigade.

b = The 8th King's Royal Irish Hussars.

c = The 7th Support Group was redesignated the 7th Motor Brigade in February 1942. The Commonwealth Player should replace the mechanized infantry HQ counter with the motorized infantry HQ counter at this time.

d = The 1st Kings Royal Rifle Corps.

e = The 11th Prince Albert's Own Hussars. The Nr. 2 Armored Car Company of the Royal Air Force (Rolls Royce Armored cars) served under this unit during October 1940 to February 1941.

8th Armored Division

Basic Morale: + 1 (0)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------|----------------------|---------|----------------------------|---------|
| | 8th Armored Div HQ | 8 | d | 1 × Crusader Mk II | 3/87 |
| | 23rd Armored Bde HQ | 23 | d | 1 × Crusader Mk II | 3/87 |
| | 40th Royal Tank Regt | 40 RTR | g | 1 × Matilda, 9 × Valentine | 3/87 |
| | 46th Royal Tank Regt | 46 RTR | g | 1 × Matilda, 9 × Valentine | 3/87 |
| | 50th Royal Tank Regt | 50 RTR | g | 1 × Matilda, 9 × Valentine | 3/87 |
| | 7th Rifle Brigade | 7 RflBde | l | N | 3/87 |
| | 24th Armored Bde HQ | 24 | d | 1 × Crusader Mk II | 1/88 |
| | 41st Royal Tank Regt | 41 RTR | g | 1 × Matilda, 9 × Valentine | 1/88 |
| | 45th Royal Tank Regt | 45 RTR | g | 1 × Matilda, 9 × Valentine | 1/88 |
| | 47th Royal Tank Regt | 47 RTR | g | 1 × Matilda, 9 × Valentine | 1/88 |
| a | 11th KRRC | 11 KRRC | l | N | 1/88 |
| | 2nd Derbyshire Yeomanry | 2 DerYeo | hh | N | 3/87 |

Notes:

a = 11th Kings Royal Rifle Corps.

Historical: The 8th Armored Division rarely operated as a division. It had little artillery and its various units were often split off and attached to other formations. When the division arrived it originally had with it the 8th Support Group. Four days after arrival this unit was disbanded and its inherent units assigned/attached elsewhere.

The units that were originally part of the 8th Support Group were the 56th Light AA Regt, 14th Sherwood Foresters, 5th Royal Horse Artillery, and the 73rd Anti-tank Regt (which was assigned to the 8th Support Group from another unit and then unassigned).

44th (Home Countries) Infantry Division

Basic Morale: + 2

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------------|----------------------|---------|--------------------------------|---------|
| | 44th Infantry Div HQ ^E | 44 | a | N | 2/90 |
| | 131st Infantry Bde HQ | 131 | a | N | 1/90 |
| | 1/5 Queens | 1/5 Qns | m | N | 1/90 |
| | 1/6 Queens | 1/6 Qns | m | N | 1/90 |
| | 1/7 Queens | 1/7 Qns | m | N | 1/90 |
| | 132nd Infantry Bde HQ | 132 | a | N | 2/90 |
| | 4th Royal West Kents | 4 RWK | m | N | 2/90 |
| | 5th Royal West Kents | 5 RWK | m | N | 2/90 |
| | 2nd Buffs | 2 Buffs | m | N | 2/90 |
| a | 133rd Infantry Bde HQ | 133 | a | N | 2/90 |
| | 2nd Royal Sussex | 2 RSsx | m | N | 2/90 |
| | 4th Royal Sussex | 4 RSsx | m | N | 2/90 |
| | 5th Royal Sussex | 5 RSsx | m | N | 2/90 |
| | 6th Cheshire MG Bn | 6 Ches | u | N | 2/90 |
| | 44th Recce Regt | 44 | ll | N | 2/90 |
| | 57th Anti-tank Regt | 57 | aa | 6 × 6-pounders, 2 × 2-pounders | 2/95 |
| | 57th Field Artillery Regt | 57 Fld | x | 6 × 25-pounders | 2/95 |
| | 58th Field Artillery Regt | 58 Fld | x | 6 × 25-pounders | 2/95 |
| | 65th Field Artillery Regt | 65 Fld | x | 6 × 25-pounders | 2/95 |
| | 30th Light AA Regt | 30 LAA | ee | 6 × Light AA | 2/90 |

Notes:

a = For the researcher and historian, *Joslen* lists the 4th Buffs as being part of the 133rd Brigade. This is a mistake; the 4th Buffs left the brigade on 31 December 1939. They never served with the 133rd or in North Africa.

10th Armored Division (a)

Basic Morale: +1 (-1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|------------------------|----------------------|---------|-------------------------------|---------|
| | 10th Armored Div HQ | 10 | b | 1 × Stuart | 1/79 |
| | 8th Armored Bde HQ | 8 | b | 1 × Stuart | 3/69 |
| | Nottinghamshire Yeoman | NottYeo | g | 9 × Grant | 3/69 |
| | Staffordshire Yeoman | StffYeo | g | 8 × Grant, 2 × Crusader Mk II | 3/69 |
| | Royal Scots Greys | SctsGry | g | 5 × Grant, 4 × Stuart | 3/69 |
| | 9th Armored Bde HQ | 9 | b | 1 × Stuart | 2/80 |
| | Royal Wiltshire Yeoman | RWiYeo | g | 9 × Grant | 2/80 |
| | Warwick Yeoman | WkYeo | g | 9 × Grant | 2/80 |

Notes:

a = The 10th Armored Division was originally the 1st Cavalry Division (assigned to Palestine). Another of the underequipped and often fragmented formations that looks more like a Brigade Group than anything else. It even ran counter to the standard Table of Organization and Equipment of that period (in that it had two ar-

mored brigades instead of one). Its units often operated separately, and several Indian infantry brigades became attached, along with some artillery. The Royals (an armored car unit) became assigned when the division became operable.

50th (Northumbrian) Infantry Division

Basic Morale: +1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------------|----------------------|---------|------------------------|---------|
| | 50th Infantry Div HQ ^E | 50 | a | N | 3/68 |
| | 69th Infantry Bde HQ | 69 | a | N | 1/69 |
| | 5th East Yorkshires | 5 EYork | m | N | 1/69 |
| | 6th Green Howards | 6 GrnHo | m | N | 1/69 |
| | 7th Green Howards | 7 GrnHo | m | N | 1/69 |
| a | 150th Infantry Bde HQ | 150 | a | N | 3/36 |
| | 4th East Yorkshires | 4 EYork | m | N | 3/36 |
| | 4th Green Howards | 4 GrnHo | m | N | 3/36 |
| | 5th Green Howards | 5 GrnHo | m | N | 3/36 |
| | 151st Infantry Bde HQ | 151 | a | N | 2/69 |
| | 6th Durham Light Inf | 6 DurLt | m | N | 2/69 |
| | 8th Durham Light Inf | 8 DurLt | m | N | 2/69 |
| | 9th Durham Light Inf | 9 DurLt | m | N | 2/69 |
| | 2nd Cheshire MG Bn | 2 Ches | u | O@4 | 3/68 |
| b | 50th Recce Regt | 50 | ll | U@6 | 2/58 |
| | 72nd Field Artillery Regt | 72 Fld | x | 6 × 25-pounders | 2/69 |
| | 74th Field Artillery Regt | 74 Fld | x | 6 × 25-pounders | 3/68 |
| | 124th Field Artillery Regt | 124 Fld | x | 6 × 25-pounders | 2/69 |

Notes:

a = The 150th Brigade arrived earlier with its original parent division (which was sent to Cyprus). The brigade stayed in the desert (on and off) until August 1941 (3/45), when it was withdrawn. It returned as a special Brigade Group in November 1941 (3/58). This unit was captured at Gazala.

b = This was formerly the 4th Royal Northumberland Fusiliers; the 50th Recce operated independently as a Motor Battalion!

1st Army Tank Brigade

Basic Morale: +1 (0)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|----------------------|----------------------|---------|------------------------|---------|
| a | 1st Army Tank Bde HQ | 1 Army | d | 1 × A9 Cruiser | 1/36 |
| | 8th Royal Tank Regt | 8 RTR | g | 10 × Matilda | 1/36 |
| b | 42nd Royal Tank Regt | 42 RTR | g | 10 × Matilda | 2/28 |
| b | 44th Royal Tank Regt | 44 RTR | g | 10 × Matilda | 1/36 |

Notes:

a = The tank "regiments" assigned to the 1st Army Tank Brigade often saw duty attached to other units, usually infantry divisions and brigades.

b = These units were refitted with Scorpion anti-mine tanks for the battle of El Alamein.

51st (Highland) Infantry Division

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------------|----------------------|---------|------------------------------|---------|
| | 51st Infantry Div HQ ^E | 51 | a | N | 2/92 |
| | 152 Infantry Bde HQ | 152 | a | N | 3/92 |
| | 2nd Seaforth Highlander | 2 Sea | m | N | 3/92 |
| | 5th Seaforth Highlander | 5 Sea | m | N | 3/92 |
| | 5th Cameron Highlander | 5 Cmrn | m | N | 3/92 |
| a | 153rd Infantry Bde HQ | 153 | a | N | 3/92 |
| | 5th Black Watch | 5 BlkWa | m | N | 3/92 |
| | 1st Gordons | 1 Grdn | m | N | 3/92 |
| | 5/7 Gordon | 5/7 Grdn | m | N | 3/92 |
| | 154th Infantry Bde HQ | 154 | a | N | 3/92 |
| | 1st Black Watch | 1 BlkWa | m | N | 3/92 |
| | 7th Black Watch | 7 BlkWa | m | N | 3/92 |
| b | 7th Argyll & Sutherland | 7 A&S | m | N | 3/92 |
| | 1/7 Middlesex MG Bn | 1/7 Mdlsx | u | N | 2/92 |
| | 51st Recce Regt | 51 | ll | N | 2/92 |
| | 61st Anti-tank Regt | 61 | aa | 6 × 6-pounder, 2 × 2-pounder | 1/93 |
| | 126th Field Artillery Regt | 126 Fld | x | 6 × 25-pounder | 1/93 |
| | 127th Field Artillery Regt | 127 Fld | x | 6 × 25-pounder | 1/93 |
| | 128th Field Artillery Regt | 128 Fld | x | 6 × 25-pounder | 1/93 |
| | 40th Light AA Regt | 40 LAA | ee | 6 × Light AA | 1/93 |

Notes:

a = Formerly the 27th Infantry Brigade. b = The 7th Argyll & Sutherland is sometimes known as the 7/10 Argyll & Sutherland. It assumed the name 7th A&S on 1 October 1942.

70th Infantry Division (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------------|----------------------|---------|------------------------|---------|
| b | 70th Infantry Div HQ ^E | 70 | a | N | 2/21 |
| c | 14th Infantry Bde HQ | 14 | c | 3 × 4.5" Howitzer | 1/35 |
| | 1st Bedfords & Herts | 1 B&H | m | N | 1/35 |
| | 2nd Yorks & Lancshires | 2 Y&L | m | N | 1/35 |
| | 2nd Black Watch | 2 BlkWa | m | N | 1/35 |
| | 14th Bde Anti-tank Coy | 14 | dd | 2 × 2-pounder | 1/47 |
| d | 16th Infantry Bde HQ | 16 | c | 3 × 3.7" Howitzer | D. |
| | 2nd Queens Royal Regt | 2 Qns | m | N | D |
| | 2nd Leicesters | 2 Leicst | m | N | D |
| | 1st Argyll & Sutherland | 1 A&S | m | N | d |
| | 16th Bde Anti-tank Coy | 16 | dd | 2 × 2-pounder | 1/50 |
| e | 23rd Infantry Bde HQ | 23 | c | 3 × 25-pounder | 3/51 |
| f | 1st Essex | 1 Essex | m | N | D |
| f | 1st Durham Light Inf | 1 Dur Lt | M | N | D |
| | 4th Borderers | 4 Bord | m | N | 3/51 |
| | 23rd Bde Anti-tank Coy | 23 | dd | 2 × 2-pounder | 2/50 |

Notes:

a = The 70th Infantry Division was originally the 6th Infantry Division.

b = The 22 Guards Brigade was assigned to the 70th Division from February 1941 (2/20) through April 1941 (1/28).

c = The 14th Infantry Brigade was withdrawn to Syria in July 1941; it returned in October 1941.

d = The 16th Infantry Brigade was originally attached to the 4th Indian Division. It was withdrawn to Syria in June 1941 where it

stayed until September 1941. After returning to the desert, it was again withdrawn in March 1942 (3/71).

e = The 23rd had been dissolved in August 1940 to form the Suez Canal Sub-Area. It was reformed in May 1941 and sent to Syria. It returned to Egypt in October 1941 (3/51). The entire brigade was sent to India in February 1942 (3/70).

f = These battalions were not assigned to the 23rd until June 1941 (3/38), going to and returning from Syria with the brigade HQ. In January 1942 they were detached and sent elsewhere.

22nd Armored Brigade

Basic Morale: +2 (+1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|----------------------------|----------------------|---------|--------------------------------|---------|
| | 22nd Armored Bde HQ | 22 | d | 1 × A10 Cruiser | 3/20 |
| | 2nd Ryl Gloucester Hussars | 2 Hus | g | 9 × Crusader I, 1 × A9 Cruiser | 3/20 |
| a | 3rd CLY Sharpshooters | 3 CLY | g | 9 × Crusader I, 1 × A9 Cruiser | 3/20 |
| a | 4th CLY Sharpshooters | 4 CLY | g | 9 × Crusader I, 1 × A9 Cruiser | 3/20 |

Notes:

a = CLY stands for County London Yeomanry.

Selby Force/The Matruh Garrison

Basic Morale: None (that of attached units). ID Code: a

This is a brigade-level headquarters unit that is present mostly for administrative purposes. It is the Mersa Matruh Garrison HQ at the start of the campaign for a collection of infantry battalions that will later become part of other, formal brigade formations. The counter is deployed on 1/1 but may not be voluntarily moved until it becomes the Selby Force or the Operations Stage in which it is attacked in a Close Assault. No units may be assigned, although up to six units may be attached (see the Maximum Attachments Chart) and these are considered garrison units for Mersa Matruh. On Operations Stage 2 of Game-Turn 12, the unit becomes the Selby Force (the only Commonwealth Battle Group). It may be moved freely, its maximum attachments change, and it is no longer a garrison unit. It is disbanded during the Organization Phase of 3/21; remove the counter from play and detach all attached units. Historically, Selby Force consisted of the 3rd Coldstream Guards, one troop of the 7th Hussars, elements of the 1st Durham Light Infantry, one company of the 1st South Staffordshires, W Company of the 1st Royal Northumberland Fusiliers, one company of the 1st Cheshire MG Battalion, the 8th Field Regiment Artillery plus elements of the 107th Royal Horse Artillery.

22nd Guards Brigade (200th Guards Brigade)

Basic Morale: None (that of attached units). ID Code: a

The 22nd Guards Brigade is an infantry brigade HQ with no battalions initially assigned. However, if it is attached to an armored division, it possesses the attributes of a Motor Brigade Group and may conform to that time period's formation organization. The 22nd Guards Brigade is famous — or perhaps infamous — for the number of identification changes it underwent during the campaign. Essentially formed in February 1941 (3/21) as an infantry brigade HQ (with a standard complement of three infantry battalions) it underwent the following name changes:

In January 1942, it became the 200th Guards Brigade.

In April 1942, that became the 200th Guards Motor Brigade Group.

In May 1942, that became the 201st Guards Motor Brigade Group.

Units that were assigned at various times to the formation include the 2nd Scots Guards, the 1st Durham Light Infantry, the 3rd Coldstream Guards, the 1st Buffs, the 9th Rifle Brigade, various anti-tank companies.

The 22nd Guards was assigned to the 70th Infantry Division from February 1941 (2/21) until April 1941 (1/29). Note that there are two counters (22 Gds and the 200 Gds) provided for this unit.

Unassigned Anti-tank Regiments

Basic Morale: +1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------|----------------------|---------|-------------------------------|---------|
| | 13th Anti-tank Regt | 13 | aa | 8 × 6-pounders | 2/92 |
| a | 65th Anti-tank Regt | 65 | aa | 6 × 2-pounders | D |
| | 73rd Anti-tank Regt | 73 | z | 2 × 18-pounder, 8 × 2-pounder | 1/27 |
| | 84th Anti-tank Regt | 84 | aa | 8 × 6-pounder | 1/75 |
| | 95th Anti-tank Regt | 95 | aa | 8 × 2-pounder | 3/60 |
| b | 102nd Anti-tank Regt | 102 | aa | 8 × 2-pounder | 1/45 |
| | 149th Anti-tank Regt | 149 | aa | 8 × 2-pounder | D |
| | 106th Royal Horse Arty Regt | 106 RHA | aa | 8 × 2-pounder | 1/11 |

Notes:

a = The Norfolk Yeomanry

b = The Northumberland Hussars (this is not the same unit as the 102(NH) Anti-tank/light anti-aircraft unit). The Commonwealth Player may refit only this unit with Deacons. The refitting may be performed as many times during the course of a game as desired. In order to refit the Commonwealth Player must have the 102nd Regt and *trained* armored 6-pounder anti-tank TOE Strength Points in Cairo for two continuous Game-Turns. At the end of that time the Commonwealth Player may add the Deacons to the 102nd AT Regt while simultaneously converting an equal number of TOE Strength Points to anti-tank guns (of any type) into trained Replacement Points. Note that this rule does not prevent the Commonwealth Player from assigning Deacons to other anti-tank units. However, those units will only be able to add Deacons up to the difference between their current anti-tank TOE Strength and their TOE Strength Point limit. Refitting makes it possible to convert the entire unit in one sitting.

Unassigned Armor-Class Units

Basic Morale: +1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------|----------------------|---------|------------------------|---------|
| a | 3rd Kings Own Hussars | 3 Hus | g | 10× Mark VI Light | 3/4 |
| b | 2nd Royal Tank Regt | 2 RTR | g | 10× A13 Cruiser | 3/2 |
| | 7th Royal Tank Regt | 7 RTR | g | 10× Matilda | 3/2 |
| c | 4th Royal Tank Regt | 4 RTR | g | 10× Matilda | 2/29 |
| d | 10th, QVOC Guides | 10 QVG | mm | N | 2/84 |
| e | 1st, The Royal Dragoons | 1 Royals | kk | N | 1/31 |

Notes:

a = This unit was later assigned to the 9th Armored Brigade of the 10th Armored Division. By that time the unit was composed of three TOE Strength Points of Grants and seven of Stuarts (by way of letting you know that the make-up of the tank regiment had changed).

b = Upon arrival it was assigned to the 4/7 Armored Brigade.

c = The men for this battalion arrived in mid-February. Unfortunately, the tanks did not appear until April.

d = 10th, Queen Victoria's Own Corps of Guides (Frontier Force), sometimes called the Guides Cavalry.

e = Usually known simply as the Royals. The unit was originally a cavalry regiment in Palestine.

We might note here that the 1st Household Cavalry Regiment, consisting of 53 armored cars (Marmon-Herringtons and Daimlers) was at Alamein in October 1942. However, it saw little — if any — combat. Previously it had been assigned to duty with Dummy Tank Formations (it formed the phantom 101 Royal Tank Regiment in February-March 1942). It is not included in the game because of its minimal impact.

Unassigned British Infantry-type Units

Basic Morale: +1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------|----------------------|---------|------------------------|---------|
| a | 1st Buffs | 1 Buffs | p | N | D |
| b | 3rd Coldstream Guards | 3 CldGds | p | N | D |
| c | 1st Hampshire | 1 Hamp | p | N | D |
| d | 2nd King's Own Royal Regt | 2 KOR | m | N | D |
| | 1st South Staffordshires | 1 SoStff | p | N | D |
| b | 2nd Scots Guards | 2 SetGds | p | N | D |
| e | 1st Cheshire MG Bn | 1 Ches | u | N | D |
| f | 1st RNF MG Bn | 1 RNF | u | N | D |
| g | "A" Bn, Special Service Bde | "A" | h | N | 2/19 |
| h | Special Air Service Bde | SAS | j | N | 2/47 |
| j | 1st Sherwood Forresters | 1 Frstrs | l | N | 1/65 |
| k | Royal Yugoslav Guards | RYugGd | t | N | 1/70 |
| l | 14th Sherwood Forresters | 14 Frstrs | l | N | 2/89 |
| m | The Yorkshire Dragoons | YrkDrgn | l | N | 1/94 |

Notes:

a = Replaced the 1st Royal Fusiliers in the 5th Indian Brigade (4th Indian Division) from October through December 1941.

b = Served under the 22nd Guards Brigade.

c = Sent to Malta early in February 1941.

d = Was sent to Syria in June 1941 (3/36) to join the 161st Indian Motor Brigade.

e = Sent to Malta July 1941.

f = The 1st Battalion, Royal Northumberland Fusiliers.

g = The "Layforce" commando unit. Layforce is actually an abstract composite of a number of small commando units, used at a variety of times. These are as follows: No. 7 Commando (A Battalion); No. 8 Commando (B Battalion); No. 11 Commando (C Battalion); 11th Royal Marine Commandos; No. 50, Middle East Commandos; No. 51, Middle East Commandos (No. 51 being comprised of 60% Palestinian Jews and 40% Palestinian Arabs!); No. 52, Middle East Commandos (includes a company of Spanish troops).

h = The unit may be paratropped (see Air Game).

j = Attached to the 201st Guards Brigade and lost at Tobruk in June 1942.

k = This is one of those Slavic units that seems to have been drummed up by the Commonwealth from the "conquered" countries. The RYG saw Line of Command duty at Mersa Matruh, serving as garrison for a variety of villages and key locations.

l = Was part of the original 8th Support Group; see also the 8th Armored Division.

m = Originally a horsed cavalry regiment of the 1st Cavalry Division, the Yorkshire Dragoons were converted to a Motor Battalion prior to Alamein and sent to the desert.

Unassigned Artillery Units

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------|----------------------|---------|---------------------------------|---------|
| | 3rd Field Artillery Regt | 3 Fld | x | 6 × 3.7" Howitzer | 2/80 |
| | 4th Field Artillery Regt | 4 Fld | x | 6 × 25-pounder | 1/33 |
| | 8th Field Artillery Regt | 8 Fld | x | 6 × 25-pounder | D |
| | 11th Field Artillery Regt | 11 Fld | x | 6 × 25-pounder | 1/86 |
| | 18th Field Artillery Regt | 18 Fld | x | 6 × 25-pounder | 3/38 |
| | 32nd Field Artillery Regt | 32 Fld | x | 6 × 25-pounder | 1/85 |
| | 51st Field Artillery Regt | 51 Fld | x | 6 × 25-pounder | 1/15 |
| | 53rd Field Artillery Regt | 53 Fld | x | 6 × 25-pounder | 3/89 |
| | 60th Field Artillery Regt | 60 Fld | x | 6 × 25-pounder | 2/48 |
| | 78th Field Artillery Regt | 78 Fld | x | 6 × 25-pounder | 1/56 |
| | 98th Field Artillery Regt | 98 Fld | x | 6 × 25-pounder | 3/83 |
| | 111th Field Artillery Regt | 111 Fld | x | 6 × 3.7" Howitzer | 3/60 |
| a | 121st Field Artillery Regt | 121 Fld | x | 6 × 25-pounder | 1/85 |
| | 146th Field Artillery Regt | 146 Fld | x | 6 × 25-pounder | 3/28 |
| | 154th Field Artillery Regt | 154 Fld | x | 6 × 25-pounder | 3/60 |
| | 7th Medium Artillery Regt | 7 Med | x | 6 × 60-pounder | D |
| | 8th Medium Artillery Regt | 8 Med | x | 1 × 6" Howitzer, 3 × 60-pounder | D |
| | 27th Medium Artillery Regt | 27 Med | x | 6 × 4.5" Gun | 2/44 |
| | 64th Medium Artillery Regt | 64 Med | x | 6 × 4.5" Gun | 1/16 |
| | 67th Medium Artillery Regt | 67 Med | x | 6 × 155mm Howitzer | 1/55 |
| | 68th Medium Artillery Regt | 68 Med | x | 6 × 4.5" Gun | 2/44 |
| | 69th Medium Artillery Regt | 69 Med | x | 6 × 5.5" Gun-Howitzer | 3/83 |
| | 1st Royal Horse Arty Regt | 1 RHA | x | 6 × 25-pounder | 1/15 |
| | 5th Royal Horse Arty Regt | 5 RHA | x | 6 × 105mm Howitzer (SPA) | 3/89 |
| b | 11th Royal Horse Arty Regt | 11 RHA | x | 6 × SP 25-pounder | 3/92 |
| | 104th Royal Horse Arty Regt | 104 RHA | x | 4 × 25-pounder | 2/15 |
| | 107th Royal Horse Arty Regt | 107 RHA | x | 6 × 25-pounder | 3/9 |

Notes:

a = This unit was attached to the 18th Indian Brigade for a short time, after which it saw duty for the remainder of the campaign with the 10th Indian Division.

b = This unit is a refitted version of the 11 RHA assigned to the 1st Armored Division. It is not a unit per se. The Commonwealth Player may refit an artillery regiment with up to six TOE Strength Points of Bishops. These self-propelled artillery TOE Strength Points are not listed on the Commonwealth Production Chart as they are "free." The Commonwealth Player may refit any one Royal Horse Artillery Regiment (RHA) which is at that point in time assigned, although not necessarily attached, to a Commonwealth Armored Division. The refitting requires the unit to spend four continuous Game-Turns (one month), beginning on any Operations Stage, in Cairo. If the unit being refitted is the 11th RHA, it may not finish refitting earlier than Operations Stage 3 of Game-Turn 92 (August 1942). If any other RHA unit, it may not finish refitting earlier than Operations Stage 3 of Game-Turn 94 (August 1942). At the end of the four Game-Turns, the unit exchanges (converts) any 25-pounder TOE Strength Points that comprised the unit before it actually began the refitting into Bishops (SP 25-pounders). Note that if the unit lost any 25-pounder TOE Strength Points (for any reason) during the refitting, it would still receive Bishops equal to the number it began the refitting with. The new counter may be used as a replacement for the old 11th RHA upon completion of the refitting. (Actually, it can be used for any RHA that has been refit, as the refit has no effect on the ability of an artillery regiment to contain SPA.)

Unassigned Anti-aircraft Units

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|--------------------|----------------------|---------|------------------------|---------|
| | 1st Light AA Regt | 1 LAA | ee | 6× Light AA | 1/31 |
| | 13th Light AA Regt | 13 LAA | ee | 6× Light AA | 2/11 |
| | 14th Light AA Regt | 14 LAA | ee | 6× Light AA | 2/41 |
| | 15th Light AA Regt | 15 LAA | ee | 6× Light AA | D |
| | 16th Light AA Regt | 16 LAA | ee | 6× Light AA | 3/43 |
| | 25th Light AA Regt | 25 LAA | ee | 6× Light AA | 2/48 |
| | 27th Light AA Regt | 27 LAA | ee | 6× Light AA | 3/28 |
| | 34th Light AA Regt | 34 LAA | ee | 6× Light AA | 2/58 |
| | 37th Light AA Regt | 37 LAA | ee | 6× Light AA | 2/30 |
| | 42nd Light AA Regt | 42 LAA | ee | 6× Light AA | 1/98 |
| | 52nd Light AA Regt | 52 LAA | ee | 6× Light AA | 3/12 |
| | 53rd Light AA Regt | 53 LAA | ee | 6× Light AA | 1/86 |
| | 56th Light AA Regt | 56 LAA | ee | 6× Light AA | 1/89 |
| | 57th Light AA Regt | 57 LAA | ee | 6× Light AA | D |
| | 82nd Light AA Regt | 82 LAA | ee | 6× Light AA | 1/66 |
| | 2nd Light AA Regt | 2 LAA | ee | 6× Light AA | 1/45 |
| | 2nd Heavy AA Regt | 2 HAA | gg | 2× Heavy AA | 1/15 |
| | 9th Heavy AA Regt | 9 HAA | gg | 2× Heavy AA | D |
| | 57th Heavy AA Regt | 57 HAA | gg | 2× Heavy AA | 1/43 |
| | 61st Heavy AA Regt | 61 HAA | gg | 2× Heavy AA | 1/28 |
| | 68th Heavy AA Regt | 68 HAA | gg | 2× Heavy AA | 2/59 |
| | 69th Heavy AA Regt | 69 HAA | gg | 2× Heavy AA | 2/59 |
| | 74th Heavy AA Regt | 74 HAA | gg | 2× Heavy AA | 3/12 |
| | 87th Heavy AA Regt | 87 HAA | gg | 2× Heavy AA | 2/41 |
| | 88th Heavy AA Regt | 88 HAA | gg | 2× Heavy AA | 3/42 |
| | 89th Heavy AA Regt | 89 HAA | gg | 2× Heavy AA | 1/45 |
| | 94th Heavy AA Regt | 94 HAA | gg | 2× Heavy AA | 3/43 |

AUSTRALIAN

This group includes all of the units colored and specified on the counter sheet as Australian.

6th Australian Division (a)

Basic Morale: + 1 (− 3)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|------------------------------------|----------------------|---------|---------------------------------|---------|
| | 6th Australian Div HQ ^E | 6 Aus | a | N | D |
| | 16th Aus Infantry Bde HQ | 16 Aus | f | N | D |
| | 2/1 Aus Infantry Bn | 2/1 Aus | p | N | D |
| | 2/2 Aus Infantry Bn | 2/2 Aus | p | N | D |
| | 2/3 Aus Infantry Bn | 2/3 Aus | p | N | D |
| | 17th Aus Infantry Bde HQ | 17 Aus | e | N | D |
| | 2/5 Aus Infantry Bn | 2/5 Aus | p | N | D |
| | 2/6 Aus Infantry Bn | 2/6 Aus | p | N | D |
| | 2/7 Aus Infantry Bn | 2/7 Aus | p | N | D |
| | 19th Aus Infantry Bde HQ | 19 Aus | a | N | 2/9 |
| | 2/4 Aus Infantry Bn | 2/4 Aus | p | N | 2/9 |
| | 2/8 Aus Infantry Bn | 2/8 Aus | p | N | 2/9 |
| | 2/11 Aus Infantry Bn | 2/11 Aus | p | N | 2/9 |
| | 6th Aus Div Cavalry Regt | 6 AusCav | ll | N | D |
| | 2/1 Aus Field Artillery Regt | 2/1 AFld | x | 6× 25-pounder | 1/11 |
| | 2/2 Aus Field Artillery Regt | 2/2 AFld | x | 3× 18-pounder, 3× 4.5" Howitzer | 1/7 |

Notes:

a = The 6th Australian arrived quite early (albeit in sections), considering the date it was first "used" (mid-December 1940). It was in execrable condition in terms of training and equipment and was not

committed to battle for several months. In addition, as with most Australian divisions, there was considerable reassignment of units (especially support units) at the beginning of the war.

9th Australian Division

Basic Morale: +1 (a)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|------------------------------|----------------------|---------|------------------------|---------|
| | 9th Australian Div HQ | 9 Aus | a | N | 3/20 |
| a | 20th Australian Inf Bde HQ | 20 Aus | f | N | 1/13 |
| | 2/13 Aus Inf Bn | 2/13 Aus | p | N | 1/13 |
| | 2/15 Aus Inf Bn | 2/15 Aus | p | N | 1/13 |
| | 2/17 Aus Inf Bn | 2/17 Aus | p | N | 1/13 |
| | 24th Australian Inf Bde HQ | 24 Aus | f | N | 2/21 |
| | 2/28 Aus Inf Bn | 2/28 Aus | p | N | 2/21 |
| | 2/32 Aus Inf Bn | 2/32 Aus | p | N | 1/30 |
| | 2/43 Aus Inf Bn | 2/43 Aus | p | N | 2/21 |
| | 26th Australian Inf Bde HQ | 26 Aus | f | N | 3/20 |
| | 2/23 Aus Inf Bn | 2/23 Aus | p | N | 3/20 |
| | 2/24 Aus Inf Bn | 2/24 Aus | p | N | 3/20 |
| | 2/48 Aus Inf Bn | 2/48 Aus | p | N | 3/20 |
| | 9th Aus Div Cavalry Regt | 9 AusCav | ll | N | 3/29 |
| | 2/3 Aus Anti-tank Regt | 2/3 Aus | aa | 8 × 2-pounder | 3/20 |
| | 2/2 Aus MG Bn | 2/2 Aus | u | N | 1/30 |
| | 2/7 Aus Field Artillery Regt | 2/7 AFld | x | 6 × 25-pounder | 3/29 |
| | 2/8 Aus Field Artillery Regt | 2/8 AFld | x | 6 × 25-pounder | 3/29 |
| | 2/12 Aus Field Arty Regt | 2/12 AFld | x | 6 × 4.5" Howitzer | 3/29 |
| b | 2/1 Pioneer Bn | 2/1 AusP | q | N | 3/29 |
| c | 2/3 Aus Light AA Regt | 2/3 LAA | ee | 6 × Light AA | 3/29 |

Notes:

a = The 20th Brigade actually arrived with the 7th Australian Division. It was immediately reassigned as part of the 9th and will be treated as such for game purposes. In addition, the brigade arrives with an untrained morale of zero, although it may be trained to +1.

b = Pioneer Battalions in the Australian army were engineer battalions with full-fledged infantry capabilities. This unit possesses all normal engineer battalion capabilities plus those of its "q" ID

Code. The 2/1 Pioneer was originally part of the 6th Australian but saw action with the 9th. It was replaced, when the 9th returned from Palestine, by the 2/3 (the 2/1 remaining behind). There is only the one counter for the two units.

c = The 2/3 Australian Light AA Regiment was replaced by the 2/4 when the division returned from Palestine. Consider the 2/3 to be the 2/4 at that time (as "b" above).

18th Australian Brigade (a)

Basic Morale: +1 (0)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|------------------------------|----------------------|---------|------------------------|---------|
| a | 18th Aus Infantry Bde HQ | 18 Aus | f | N | 3/14 |
| | 2/9 Aus Infantry Bn | 2/9 Aus | p | N | 3/14 |
| | 2/10 Aus Infantry Bn | 2/10 Aus | p | N | 3/14 |
| | 2/12 Aus Infantry Bn | 2/12 Aus | p | N | 3/14 |
| | 7th Aus Div Cavalry Regt | 7 AusCav | ll | N | 3/14 |
| b | 2/1 Aus MG Bn | 2/1 Aus | u | N | 3/14 |
| b | 2/1 Aus Anti-tank Regt | 2/1 Aus | aa | 8 × 2-pounder | 3/14 |
| b | 2/3 Aus Field Artillery Regt | 2/3 AFld | x | 6 × 25-pounder | 3/14 |

Notes:

a = This is one of the brigades of the 7th Australian Division. The 25th Brigade (consisting of the 2/25, 2/31, and 2/33 Battalions) arrived in Egypt in late March 1941. After a brief training period it was shipped to Syria where it fought for some time. It was then transferred home at the outbreak of Japanese hostilities. The 21st Brigade (2/14, 2/16, and 2/27 Battalions) did spend some time in Egypt (the first part of 1941), but it saw no action, serving only in various and sundry capacities in Cairo. Both these are therefore excluded from the game (along with the divisional HQ). Note also that the 20th Brigade arrived assigned to the 7th, but was im-

mediately reassigned to the 9th Australian Division (which is where it has been placed for game purposes). All of the units listed below the brigade headquarters unit are considered assigned to the 18th Australian Brigade (18 Aus/*) for game purposes.

b = These units were actually assigned to the 6th Australian Division. However, they operated with the 18th Brigade. While, historically, they were considered 6th Division support units, for game purposes we have placed them with the 18th Australian Brigade.

INDIAN

This group includes all of the units colored and specified on the counter sheet as Indian. Historically, each Indian infantry brigade consisted of one battalion of troops of, and raised and trained in, Britain; and two battalions of troops of, and raised and trained in the Indian sub-continent (India, Nepal, etc.).

4th Indian Division (a)

Basic Morale: + 1 (0)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|--------------------------------|----------------------|---------|------------------------|---------|
| | 4th Indian Div HQ ^F | 4 In | a | N | D |
| | 5th Indian Bde HQ | 5 In | a | N | D |
| | 1st Royal Fusiliers | 1 RFslr | p | N | D |
| | 3/1 Punjab Regt | 3/1 Pjb | p | N | D |
| | 4/6 Rajputana Rifles | 4/6 RajRf | p | N | D |
| | 7th Indian Bde HQ | 7 In | a | N | 1/5 |
| | 1st Royal Sussex | 1 RSsx | p | N | 1/5 |
| | 4/11 Sikhs | 4/11 Skh | p | N | 1/5 |
| | 4/16 Punjab Regt | 4/16 Pjb | p | N | 1/5 |
| | 11th Indian Bde HQ | 11 In | a | N | D |
| b | 2nd Camerons | 2 Cmrn | p | N | D |
| | 1/6 Rajputana Rifles | 1/6 RajRf | p | N | D |
| | 4/7 Rajput Regt | 4/7 Rajpt | p | N | D |
| c | Central India Horse | 1 CIH | ll | N | D |
| | 1st Field Artillery Regt | 1 Fld | x | 6×18/25-pounder | 3/3 |
| | 25th Field Artillery Regt | 25 Fld | x | 6×3.7" Howitzer | D |
| | 31st Field Artillery Regt | 31 Fld | x | 6×18-pounder | D |

Notes:

a=The entire division was withdrawn from the desert in mid-December 1940. It returned in April 1941.

b=Their full name was 2nd Battalion Queens Own Cameron Highlanders.

c=Also known as the 21st King George V's Own Horse (The Red Eagles). This unit arrives without any equipment per se except for

trucks. Until it is trained it is treated as a motorized infantry unit (ID Code "I") regardless of how much combat it undergoes. Once trained, it and its TOE Strength Points are automatically, and without additional cost, converted into a reconnaissance battalion, ID Code "kk" as listed.

3rd Indian Motorized Brigade Group (a)

Basic Morale: + 1 (0)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|----------------------------|----------------------|---------|------------------------|---------|
| | 3rd Indian Motor Bde HQ | 3 In | a | N | 3/23 |
| b | 2nd Royal Lancers | 2 RLnc | l | N | 3/23 |
| c | 11th FF PAVO Cavalry | 11 PAV | l | N | 3/23 |
| d | 18th KEO Cavalry | 18 KE | l | N | 3/23 |
| | 2nd Indian Field Arty Regt | 2 InFld | x | 6×25-pounder | 3/80 |

Notes:

a= This unit was formed from three Indian Cavalry Regiments converted to motorized infantry. The unit arrived in Egypt without any support guns or anti-tank units. The brigade was withdrawn because of casualties in June 1941 (3/36), the 18th KEO Cavalry leaving in August. It returned in May 1942 (3/80).

b= Also known as "Gardner's Horse."

c= This is the 11th Prince Albert Victor's Own Cavalry, Frontier Force.

d= This is the 18th King Edward VII's Own Cavalry.

5th Indian Division (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------------------|----------------------|---------|------------------------|---------|
| | 5th Indian Division HQ ^E | 5 In | a | N | 3/38 |
| | 9th Indian Bde HQ | 9 In | a | N | 2/38 |
| | 2nd West Yorkshires | 2 WYork | p | N | 2/38 |
| b | 3/12 FFR Regt | 3/12 FFR | p | N | 2/38 |
| | 3/5 Mahratta Light Inf | 3/5 Mah | p | N | 2/38 |
| | 10th Indian Bde HQ | 10 In | a | N | 1/40 |
| | 2nd Highland Light Inf | 2 Hghlnd | p | N | 1/40 |
| | 3/18 Royal Garhwal Rfl | 3/18 RGR | p | N | 1/53 |
| | 4/10 Baluch Regt | 4/10 Bal | p | N | 1/40 |
| c | 29th Indian Bde HQ | 29 In | a | N | 3/40 |
| | 1st Worcestshires | 1 Wshire | p | N | 3/40 |
| | 3/2 Punjab Regt | 3/2 Pjb | p | N | 3/41 |
| | 6/13 Frontier Force Rfl | 6/13 FFR | p | N | 3/40 |
| d | 144th Field Artillery Regt | 144 Fld | x | 6 × 25-pounder | 3/38 |
| | 28th Field Artillery Regt | 28 Fld | x | 6 × 25-pounder | 2/43 |
| e | 1st Duke of York's Cavalry | 1 DOYC | qq | N | 3/40 |

Notes:

a = This division created considerable difficulties in determining its actual Order of Battle and when and where it served. Several artillery units, notably the 3rd and 4th Field Artillery Regiments, were eventually assigned. As with most Indian divisions and brigades, the Indian battalions served virtually everywhere and anywhere. It was like shuffling cards.

b = The 3rd Royal Bn of the 12th Frontier Force Regiment.

c = The brigade was assigned to duty to the south, often making up columns directed at Axis-held Oasis positions.

d = The Surrey and Sussex Yeomanry Queen Mary's Regiment.

e = The 1st Duke of York's Own (Skinner's Horse), an armored car unit. It saw only peripheral action. If left for Cyprus in late August 1941 and then went to Iraq and Syria.

Unassigned Indian Units

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------|----------------------|---------|------------------------|---------|
| | 1st Welch Regt | 1 Wlch | m | N | D |
| | 2/5 Mahratta Light Inf | 2/5 Mah | p | N | 3/29 |
| | 3/10 Baluch Regt | 3/10 Bal | p | N | 1/60 |
| | 1/1 Punjab Regt | 1/1 Pjb | p | N | 1/60 |
| a | 1/4 The Essex Regt | 1/4 Essx | p | N | 2/73 |
| | 2/4 Gurkha Rifles | 2/4 Grka | p | N | 3/75 |
| | 3/9 The Jat Regt | 3/9 Jats | p | N | 3/75 |
| | 1/5 Mahratta Light Inf | 1/5 Mah | p | N | 3/75 |
| | 2/7 Gurkha Rifles | 2/7 Grka | p | N | 3/76 |
| | 2/8 Gurkha Rifles | 2/8 Grka | p | N | 1/84 |
| | 6th Rajputana Rifles Bn | 6 RajRf | u | O@4 | 3/84 |
| | 3/14 Punjab Regt | 3/14 Pjb | p | N | 2/87 |
| | 1/2 Gurkha Rifles | 1/2 Grka | p | N | 2/94 |
| b | 13th DCO Lancers | 13 DCL | ll | N | 1/86 |

Notes:

a = This unit is, historically speaking, misplaced. This is a British unit that did not serve with Indian units during the campaign and should be located on the British Unassigned Infantry-type Units sheet.

b = The 13th Duke of Connaught's Own Lancers did serve with Indian units during the campaign. It arrived attached to the 18th Indian Brigade.

10th Indian Division (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------------|----------------------|---------|------------------------|---------|
| | 10th Indian Div HQ ^E | 10 In | a | N | 3/81 |
| b | 20th Indian Bde Group HQ | 20 In | a | N | 3/82 |
| | 1st S. Wales Borderers | 1 SWB | p | N | 2/79 |
| c | 97th Field Artillery Regt | 97 Fld | x | 6 × 25-pounder | 3/82 |
| d | 21st Indian Bde Group HQ | 21 In | a | N | 3/82 |
| e | 1st DCLI | 1 DCLI | p | N | 3/82 |
| | 4/13 Frontier Force Rfl | 4/13 FFR | p | N | 3/82 |
| | 157th Field Arty Regt | 157 Fld | x | 6 × 25-pounder | 3/82 |
| f | 25th Indian Bde Group HQ | 25 In | a | N | 2/82 |
| | 1st King's Own Ryl Regt | 1 KOR | p | N | 2/82 |
| | 2/11 Sikhs | 2/11 Skh | p | N | 2/82 |
| | 164th Field Arty Regt | 164 Fld | x | 6 × 25-pounder | 2/82 |

Notes:

a = A difficult division to pin down historically. The division underwent several Order of Battle changes after its arrival. The 20th Brigade Group, destroyed at Belhamed, was replaced by the 5th Brigade (from the 4th Indian Division). Several other units saw duty with the 10th, such as the Guides Cavalry (armored cars) and elements of the 1st Royal Northumberland Fusiliers, as well as a variety of artillery regiments, etc. Although assigned to the individual infantry regiments, the artillery regiments do count against the three permitted to be assigned to a Commonwealth division. They do not count against maximum attachments.

b = The 20th Brigade Group is two battalions short on this Order of Arrival sheet because the battalions assigned to those places were the

1/6 Rajputana Rifles, originally in the 11th Brigade of the 4th Indian Division, and the 3/18 Royal Garhwal of the 5th Indian Division. The 20th Brigade was destroyed June 1942.

c = Also known as the Kent Yeomanry.

d = The 1st Argyll and Sutherland seems to have served with this brigade in the "non-Indian" battalion slot, replacing the 1 DCLI (see "e" below).

e = The 1st, Duke of Cornwall's Light Infantry.

f = The 3/1 Punjab Regiment, originally with the 5th Brigade of the 4th Indian Division, was assigned when the 25th Brigade arrived.

18th Indian Brigade (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|--------------------|----------------------|---------|------------------------|---------|
| | 18th Indian Bde HQ | 18 In | a | N | 1/86 |
| | 2/5 Essex | 2/5 Essx | p | N | 1/86 |
| | 2/3 Gurkha Rifles | 2/3 Grka | p | N | 1/86 |
| b | 13th DCO Lancers | 13 DCL | | | 1/86 |

Notes:

a = The 18th Brigade was originally part of the 8th Indian Division.

b = The 13th Duke of Connaught's Own Lancers arrived attached, not assigned, to the 18th. It eventually became part of the 3rd Indian Motor Brigade.

161st Indian Motor Brigade (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------|----------------------|---------|------------------------|---------|
| | 161st Indian Motor Bde HQ | 161 In | a | N | 3/73 |
| | 1/2 Punjab Regt | 1/2 Pjb | n | N | 3/73 |
| | 3/7 Rajput Regt | 3/7 Rajpt | n | N | 3/73 |

Notes:

a = This was originally a British brigade doing garrison duty on Cyprus. It was converted to a motor brigade and assigned to the Western Desert. Upon its arrival in August it came under the command of the 5th Indian Division.

NEW ZEALAND

This group includes all of the units colored and specified on the counter sheet as New Zealand.

2nd New Zealand Division (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------------------|----------------------|---------|------------------------|---------|
| | 2nd New Zealand Div HQ ^F | 2 NZ | a | N | D |
| | 4th New Zealand Bde HQ | 4 NZ | a | N | D |
| | 18th NZ Bn | 18 NZ | m | N | D |
| | 19th NZ Bn | 19 NZ | m | N | D |
| | 20th NZ Bn | 20 NZ | m | N | D |
| b | 5th New Zealand Bde HQ | 5 NZ | a. | N | 1/35 |
| | 21st NZ Bn | 21 NZ | m | U@2 | 1/35 |
| | 22nd NZ Bn | 22 NZ | m | U@2 | 1/35 |
| | 23rd NZ Bn | 23 NZ | m | U@2 | 1/35 |
| | 28th Maori Inf Bn | 28 Mao | k | U@2 | 1/35 |
| | 6th New Zealand Bde HQ | 6 NZ | a | N | 3/6 |
| | 24th NZ Bn | 24 NZ | m | N | 3/6 |
| | 25th NZ Bn | 25 NZ | m | N | 3/6 |
| | 26th NZ Bn | 26 NZ | m | N | 3/6 |
| | 27th New Zealand MG Bn | 27 NZ | u | U@2 | D |
| | 2nd New Zealand Cavalry | 2 NZ Cv | ll | N | D |
| | 7th NZ Anti-tank Regt | 7 NZ | aa | 8×2-pounder | 1/35 |
| | 4th NZ Field Artillery Regt | 4 NZ Fld | x | 6×3.7" Howitzer | D |
| | 5th NZ Field Artillery Regt | 5 NZ Fld | x | 6×25-pounder | 1/35 |
| | 6th NZ Field Artillery Regt | 6 NZ Fld | x | 6×18/25-pounder | 3/2 |
| | 14th NZ Light AA Regt | 14 NZ Lt | ee | 6×Light AA | 1/35 |

Notes:

a = The division was originally known simply as the New Zealand Division. The New Zealand Division was sent to Greece and thence to Crete in the spring of 1941. It returned to Egypt with the 5th NZ Brigade and some support units) in early June 1941 where it was reformed, being placed back in action in August 1941. The division was again withdrawn in March 1942 to Syria, returning in June 1942. The 4th NZ Brigade was eventually withdrawn again in September 1942, to be refitted as an armored brigade.

b = The 5th New Zealand Brigade (plus the 7th New Zealand Anti-tank Regiment and the 5th New Zealand Field Artillery Regiment) actually arrived in March 1941. However, they were shipped immediately to Greece. They started service in North Africa in August 1941.

Unassigned South Africa Units (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------|----------------------|---------|------------------------|---------|
| b | 4th SA Armored Car Regt | 4 SA | rr | N | 2/44 |
| b | 6th SA Armored Car Regt | 6 SA | rr | N | 2/47 |
| c | 1st SA Road Construction Bn | 1 SARC | uu | N | 1/50 |

Notes:

a = The following units were sent to North Africa, but, instead of being used as actual units, were cannibalized to reinforce other units: 2nd Rand Light Infantry; 2nd Witwatersrand Rifles; 1st Pretoria Highlanders.

b = They were later combined to form the 4/6 SA Armored Car Regiment.

c = It was used to transform the Siwa Track (Mersa Matruh to Siwa) from a track into a tarred surface road.

SOUTH AFRICAN

This group includes all of the units colored and specified on the counter sheet as South African.

1st South African Infantry Division

Basic Morale: 0 (- 3) (a)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------------------|----------------------|---------|-------------------------------|---------|
| | 1st South African Div HQ ^E | 1 SA | a | N | 1/32 |
| | 1st S. African Bde HQ | 1 SA | a | N | 2/37 |
| | Royal Natal Carbineers | RNtlC | p | N | 2/37 |
| | 1st Transvaal Scot | 1 TrnsvS | p | N | 3/38 |
| b | DEO Rifles | DEORf1 | p | N | 2/37 |
| | 2nd S. African Bde HQ | 2 SA | a | N | 3/36 |
| c | Natal Mounted Rifles | Nt1MRf1 | p | N | 3/36 |
| | Cape Town Highlanders | CpTnHi | p | N | 1/38 |
| | 1/2 Field Force Bn | 1/2 FF | p | N | 3/36 |
| | 5th S. African Bde HQ | 5 SA | a | N | 1/32 |
| | South Africa Irish | SAIrish | p | N | 1/32 |
| | 2nd Regt Botha | 2 Botha | p | N | 1/32 |
| | 3rd Transvaal Scot | 3TrnsvS | p | N | 1/32 |
| | Regt Presid'nt Steyn MG Bn | PresStn | u | N | 1/38 |
| | 3rd SA Armored Car Bn | 3 SA | jj | N | 1/47 |
| | 1st SA Anti-tank Regt | 1 SA | z | 8 × 2-pounder, 3 × 18-pounder | 3/36 |
| d | 3rd SA Field Artillery Regt (THA) | 3FldTHA | x | 4 × 18/25-pounder | 1/51 |
| | 4th SA Field Artillery Regt | 4 SA Fld | x | 4 × 25-pounder | 1/45 |
| | 7th SA Field Artillery Regt | 7 SA Fld | x | 4 × 25-pounder | 1/52 |
| | 1st SA Light AA Regt | 1 SA LAA | ee | 6 × Light AA | 2/32 |

Notes:

a = The 1st South African Division was poorly trained and only partially equipped on arrival. It also suffered from personnel problems involving the use of "non-European" vis a vis "European" men.

b = DEO stands for "Duke of Edinburgh's Own."

c = These were "mounted" in name only.

dd = THA stands for "Transvaal Horse Artillery."

Unassigned New Zealand Units

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-----------------------------|----------------------|---------|------------------------|---------|
| a | 10th NZ RR Construction Coy | 10 NZ | uu | N | 1/32 |
| a | 13th NZ RR Construction Coy | 13 NZ | uu | N | 3/50 |

Notes:

a = RR stands for Railroad. These units are restricted as to their engineering capabilities.

2nd South African Infantry Division

Basic Morale: 0 (- 1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------------------|----------------------|---------|------------------------|---------|
| | 2nd South African Div HQ ^E | 2 SA | a | N | 2/36 |
| | 3rd S. African Bde HQ | 3 SA | a | N | 1/38 |
| a | 1st Imperial Light Horse | 1 ImLtH | p | N | 1/32 |
| | 1st Ryl Durban Light Inf | 1 RDrbn | p | N | 1/38 |
| | 1st Rand Light Inf | 1 RndLt | p | N | 1/38 |
| | 4th S. African Bde HQ | 4 SA | a | N | 3/44 |
| a | Umvoti Mounted Rifles | UMtRf | p | N | 3/44 |
| | 2nd Ryl Durban Light Inf | 2 RDrbn | p | N | 3/44 |
| | Kaffrarian Rifles | KafrRfl | p | N | 3/44 |
| | 6th S. African Bde HQ | 6 SA | a | N | 1/38 |
| | 2nd Transvaal Scot | 2 TrnsvS | p | N | 1/38 |
| | 1st S. African Police | 1 SA Plc | p | N | 1/38 |
| | 2nd S. African Police | 1 SA Plc | p | N | 1/38 |
| | Die Middellandse MG Regt | Midlnd | u | N | 2/41 |
| | 7th S. African Recce Bn | 7 SA | nn | N | 2/43 |
| | 2nd SA Anti-tank Regt | 2 SA | aa | 8 × 2-pounder | 1/45 |
| b | 1st SA Field Artillery Regt | 1SA CFA | x | 4 × 25-pounder | 2/44 |
| c | 2nd SA Field Artillery Regt | 2SA NFA | x | 4 × 25-pounder | 2/44 |
| | 5th SA Field Artillery Regt | 5 SA Fld | x | 4 × 4.5" Howitzer | 2/44 |
| | 2nd SA Light AA Regt | 2 SA LAA | ee | 6 × Light AA | 1/45 |

Notes:

- a = Both of these units were "mounted" in name only. d = The 2nd South African was captured (and, effectively, disbanded) at Tobruk in June 1942.
b = Also known as the Cape Field Artillery.
c = Also known as the Natal Field Artillery.

ALLIES

This group includes all of the units colored and specified on the counter sheet as Allies.

1st Free French Brigade (a)

Basic Morale: + 1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------------------|----------------------|---------|---------------------------------|---------|
| | 1st Free French Bde HQ ^E | 1 FreeFr | a | N | 2/62 |
| b | 2nd Bn de legion etrangere | 2 LgEtr | r | N | 2/62 |
| b | 3rd Bn de legion etrangere | 3 LgEtr | r | N | 2/62 |
| c | 2nd Bn de marche | 2 Mrch | r | N | 2/62 |
| d | 1st Bn d'inf de marine | 1 Marine | r | N | 1/65 |
| | 1st Bn du Pacifique | 1 Pacf | r | N | 2/62 |
| | 1st Regt d'artillerie | 1 | y | 4 × French 149mm (see It. Arty) | 1/63 |
| e | 2nd NA Anti-tank Coy | 2 NA | cc | 4 × 2-pounder | 3/63 |
| f | 1st Bn de fusiliers | 1 Fslrs | ff | 4 × Light AA | 3/63 |
| g | 1st Free Fr Flying Column | 1 FFFC | tt | N | 1/95 |

Notes:

- a = This unit was eventually renamed the 1st Fighting Free French Brigade by General de Gaulle, for various xenophobic reasons. Note that the brigade is one unit over its Formation Organization level. It may not attach any unit(s) until it conforms. In addition, should it lose a unit such that the brigade conforms to the formation organization, it is then required to obey it.
b = 1e 2e (or 3e) de legion etrangere, or French Foreign Legion.
c = Le 2e bataillon de marche de l'Oubhangi.
d = Coloniale.

e = This unit is an amalgamation of the 21st North African Anti-tank company and the 2nd Free French Anti-tank company.

f = Le 1er bataillon de fusiliers marine.

g = This "ad hoc" unit is not truly an armored car unit. It consisted of the 1st Free French Tank Company (Stuarts, in all probability); Armoured C Squadron, 1st Morocco Spahis; Portee Troop, 1st Morocco Spahis; and an anti-aircraft troop of the 1st Foreign Legion.

2nd Free French Brigade (a) Notes:

Basic Morale: +1

a = Renamed the Fighting Free French Brigade.

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|-------------------------------------|----------------------|---------|------------------------|---------|
| | 2nd Free French Bde HQ ^E | 2 FreeFr | a | N | 3/75 |
| | 5th Bn de marche | 5 Mrch | s | N | 3/75 |
| | 11th Bn de marche | 11 Mrch | s | N | 3/75 |
| | 23 NA Anti-tank Coy | 23 NA | cc | 3 × 2-pounder | 3/75 |

1st Greek Infantry Brigade Group

Basic Morale: 0

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------|----------------------|---------|------------------------|---------|
| | 1st Greek Bde HQ | 1 Greek | a | N | 1/93 |
| a | 1st Greek Infantry Bn | 1 Greek | m | N | 1/93 |
| a | 2nd Greek Infantry Bn | 2 Greek | m | N | 1/93 |
| a | 3rd Greek Infantry Bn | 3 Greek | m | N | 1/93 |
| | 1st Greek Field Arty Regt | 1 GrkFld | x | 6 × 25-pounder | 1/93 |

Notes:

a = Players should note that the Greek infantry battalions have Close Assault Ratings of 2/2 to account for the presence of the 1st Greek Machinegun Company, whose counter is not provided.

The Polish (Carpathian) Brigade (a)

Basic Morale: +1 (-1)

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|---------------------------|----------------------|---------|------------------------|---------|
| | Polish Brigade HQ | Polish | a | N | 3/1 |
| b | 1st Polish Bn | 1 Pol | s | N | 3/1 |
| b | 2nd Polish Bn | 2 Pol | s | N | 3/1 |
| b | 3rd Polish Bn | 3 Pol | s | N | 3/1 |
| | Kopanski MG Coy | Kopanski | w | U@1 | 3/1 |
| | 1st Polish Cavalry Regt | 1 PolCv | ss | N | 3/1 |
| | 1st Polish Anti-tank Coy | 1 Pol | dd | 1 × 2-pounder | 3/1 |
| | 1st Polish Artillery Regt | 1 Pol | y | 4 × 18-pounder | 3/1 |

Notes:

a = At the beginning of the campaign, this unit was attached to the 6th Australian Division in the sense that it was considered to take orders from that division. The British were reluctant to commit "Allied" units such as this one, so they rarely saw action.

b = The full name of the units should be the 1st (2nd, 3rd) Polish Carpathian Rifle Battalion.

Unassigned Allied Units

Basic Morale: +1

| Notes | Unit | Counter Abbreviation | ID Code | TOE & Weapon System(s) | Arrives |
|-------|----------------------------|----------------------|---------|------------------------|---------|
| a | 1st Company, Fr Mtr Marine | "1" | v | N | 3/65 |
| b | 11th Czech Bn | 11 Czech | s | N | 3/8 |

Notes:

a = A company of the 1st Free French Motor Marine Battalion.

b = Served as fortress troops in Tobruk with the 70th Infantry Division.

[4.46a] COMMONWEALTH UNIT CHARACTERISTICS CHART

| Unit Type | ID Code | CPA | Anti-Air | Barrage | Anti-Armor | Vulnerability | Armor Prctn | Close Assault Off/Def | Maximum TOE |
|------------------------|---------|-----|---|---------|------------|---------------|-------------|-----------------------|-------------|
| Headquarters | a | 30 | - | - | - | - | - | - | - |
| | b | 30* | - | - | - | - | - | - | - |
| | | | may assign one tank TOE Strength Point | | | | | | (1) |
| | c | 30 | - | - | - | - | - | - | - |
| | | | may assign up to three artillery TOE Strength Points | | | | | | 3 |
| | d | 20* | - | - | - | - | - | - | - |
| | | | may assign one tank TOE Strength Point | | | | | | (1) |
| | e | 20 | - | - | 1 | 1 | - | 0/1 | 1 |
| | f | 20 | - | - | 2 | 1 | - | 0/1 | 1 |
| Tank Bn-Eq | g | 25 | - | - | - | - | - | - | - |
| | | | may assign up to ten tank TOE Strength Points | | | | | | 10† |
| Infantry Bn-Eq | h | 15 | - | - | - | - | - | 2/2 | 5 |
| | j | 15 | - | - | - | - | - | 2/2 | 4 |
| | k | 10 | - | - | - | - | - | 2/2 | 7 |
| | l | 10+ | - | - | - | - | - | 2/2 | 6 |
| | m | 10 | - | - | - | - | - | 2/2 | 6 |
| | n | 10+ | - | - | - | - | - | 1/2 | 6 |
| | p | 10 | - | - | - | - | - | 1/2 | 6 |
| | q | 10 | - | - | - | - | - | 1/1 | 6 |
| | r | 10 | - | - | 1 | - | - | 1/2 | 5 |
| | s | 10 | - | - | - | - | - | 1/2 | 5 |
| | t | 10 | - | - | - | - | - | 1/1 | 3 |
| | u | 8 | - | - | - | - | - | 4/6 | 3 |
| Infantry Company-Eq | v | 10+ | - | - | - | - | - | 1/1 | 1 |
| | w | 8 | - | - | - | - | - | 4/6 | 2 |
| Artillery Battalion-Eq | x | 20 | - | - | - | - | - | - | - |
| | | | may assign up to six artillery TOE Strength Points | | | | | | 6 |
| | y | 20 | - | - | - | - | - | - | - |
| | | | may assign up to four artillery TOE Strength Points | | | | | | 4 |
| Anti-tank Battalion-Eq | z | 15 | - | - | - | - | - | - | - |
| Equivalents | | | may assign up to eight anti-tank TOE Strength Points and three artillery TOE Strength Points | | | | | | 11 |
| | aa | 15 | - | - | - | - | - | - | - |
| | | | may assign up to eight anti-tank TOE Strength Points | | | | | | 8 |
| | bb | 15 | - | - | - | - | - | - | - |
| | | | may assign up to four anti-tank TOE Strength Points and two Light Anti-Aircraft TOE Strength Points | | | | | | 6 |

| Unit Type | ID Code | CPA | Anti-Air | Barrage | Anti-Armor | Vulnerability | Armor Prtctn | Close Assault Off/Def | Maximum TOE |
|-----------------------------|---------|-----|---|---------|------------|---------------|--------------|-----------------------|-------------|
| Anti-tank Company-Eq | cc | 15 | - | - | - | - | - | - | - |
| | | | may assign up to four anti-tank TOE Strength Points | | | | | | 4 |
| | dd | 15 | - | - | - | - | - | - | - |
| | | | may assign up to two anti-tank TOE Strength Points | | | | | | 2 |
| Light Anti-air Bn-Eq | ee | 15 | - | - | - | - | - | - | - |
| | | | may assign up to six Light AA TOE Strength Points | | | | | | 6 |
| | ff | 15 | - | - | - | - | - | - | - |
| | | | may assign up to four Light AA TOE Strength Points | | | | | | 4 |
| Heavy Anti-air Battalion-Eq | gg | 15 | - | - | - | - | - | - | - |
| | | | may assign up to two Heavy AA TOE Strength Points | | | | | | 2 |
| Reconnaissance Battalion-Eq | hh | 45 | - | - | 1 | - | 2 | 3/3 | 8 |
| | jj | 45 | - | - | - | - | 2 | 3/3 | 8 |
| | kk | 45 | - | - | - | - | 2 | 2/3 | 8 |
| | ll | 45 | - | - | - | - | 1 | 2/3 | 8 |
| | mm | 45 | - | - | 1 | - | 2 | 3/3 | 6 |
| | nn | 45 | - | - | - | - | 1 | 3/3 | 6 |
| | pp | 45 | - | - | - | - | 2 | 2/3 | 6 |
| | qq | 45 | - | - | - | - | 1 | 2/3 | 6 |
| | rr | 45 | - | - | - | - | 2 | 3/3 | 4 |
| | ss | 45 | - | - | - | - | 1 | 1/2 | 4 |
| | tt | 35 | 1 | - | 2 | - | 3 | 4/4 | 3 |
| | uu | 25 | - | - | - | - | - | 0/(1) | (1) |
| Construction (Road/RR) | | | | | | | | | |

Key: CPA = Capability Point Allowance. AA = Anti-air rating. Barrage = Barrage Rating. Anti-armor = Anti-armor rating. Vulnerability = Vulnerability Rating. Armor Protection = - Armor Protection Rating. Close Assault Off/Def = The respective Offensive and Defensive Close Assault Ratings. Maximum TOE = The maximum number of TOE Strength Points that the unit may contain. Note that this may be exceeded only due to the unit's arrival/deployment TOE Strength. - = Not applicable (e.g., an infantry unit has no Vulnerability and may therefore not be harmed by anti-armor fire). () = May not use that rating if there are any units in that hex that possess Ammo and non-parenthesized numbers for that rating. Note that Replacement Points do not prevent the unit from using this Rating. *The unit retains this Capability Point Allowance regardless of the CPA of the TOE Strength Points assigned. †If the unit is comprised entirely of US tank TOE Strength Points, its maximum TOE Strength is nine points. See Commonwealth Tank and Gun Characteristics Chart for a list of US tank TOE Strength Points.






























































































+ = The unit was historically supplied with enough trucks to entirely motorize its components. Note that only commonwealth battalion and company-equivalent units may be motorized. If motorized, only the unit's Capability Point Allowance changes during the period of its motorization.


Notes: 1) Beginning with the 1/39 Game-Turn, certain Reconnaissance units may be upgraded (see Case 20.5). 2) Beginning with the 1/75 Game-Turn, infantry battalions with ID Codes of 'k' thru 't' inclusive may be augmented by anti-tank TOE Strength Points (see Case 19.9). 3) Beginning with the 1/87 Game-Turn, infantry battalions with ID Codes of 'n', 'p', 'r' and 's' may be upgraded (see Case 20.77). 4) The two units with ID Codes 'h' and 'j' are non-motorized (although they may be motorized by assigning Truck Points and the SAS may be motorized by a Commonwealth LDG, Case 27.88), regardless of all references in the game-rules to leg infantry giving only CPA's of 8 & 10.


[19.31] COMMONWEALTH FORMATION ORGANIZATION CHART


Unit Type


Composition


| | | |
|---|----------------------|--|
| (5)  | I (GT 1...18) | (2)  I (2)  I (2)  I |
| (5)  | II (GT 19...70) | (2)  II (2)  II (2)  II 1  or 1  |
| (5)  | III (GT 71...91) | (2)  III (2)  III 1  |
| (5)  | IV (GT 92+) | (2)  II (2)  1  1  1  1  1  1  1  1  1  or 1  |
| (5)  | | (2)  (2)  (2)  1  1  1  1  1  1  1  1  or 1  |
| (2)  | I (GT 1...18) | 1  1  1  |
| (2)  | II (GT 19...70; 92+) | 1  1  1  1  |
| (2)  | III (GT 71...91) | 1  1  1  1  1  |
| (2)  | I (GT 1...18) | 1  1  1  1  1  or 1  |
| (2)  | II (GT 19...70) | 1  1  1  |
| (2)  | III (GT 71...91) | 1  1  1  1  |
| (3)  | | 1  1  1  1  1  1  or 1  1  or 1  1  |
| (2)  | | 1  1  1  |
| (2)  | A | 1  1  1  1  or 1  1  |


(5)  = Armored division, Organization Type, I, II, III, or IV, depending upon the time period.

(2)  = Armored brigade, Organization Type I, II, or III depending upon the time period.


1  = Tank battalion.





(5)  = Infantry division.





(2)  = Support Group, Organization Type I, II, or III depending upon the time period. Technically, the formation's name was changed to Motor Brigade Group after Game-Turn 70. However, the counter symbol has been retained so as to avoid confusion with the "other" Commonwealth Motor Brigade Group, which was simply a motorized infantry brigade.





(3)  = Infantry brigade (effectively a battle group): the 18th Australian, 1st Free French, and Polish brigades.



(2)  = Infantry brigade (also 2  the 3rd Indian Motor Brigade Group or 161st Indian Motor Brigade Group).




(2)  A = Allied infantry brigade: 2nd Free French or 1st Greek brigades.


1  = Infantry battalion (also 1  motorized infantry battalion, or 1  Marine infantry battalion, or 1  Commando infantry battalion.




1  = Artillery unit. Any of the following: Artillery regiment 1 , artillery battalion 1  or self-propelled artillery regiment 1 




1  = Anti-tank regiment. Any of the following: Anti-tank regiment 1 , anti-tank/anti-aircraft regiment 1 , or tank destroyer regiment 1 .



 = Anti-tank unit. Any of the immediately preceding or an anti-tank company 0 .


 = Light anti-aircraft unit. Either a light anti-aircraft regiment 1  or a light anti-aircraft battalion 1 .

1  = Machinegun infantry battalion.

1  = Armored car unit. Either an armored car regiment 1  or an armored car battalion 1 .

1  = Armored reconnaissance unit. Either an armored reconnaissance regiment 1  or an armored reconnaissance battalion 1 .

1  = Engineer battalion. Either the 2/1 Australian Pioneer Battalion  or a tank battalion comprised solely of Scorpion tanks.

 = Unit. Any unit, other than a tank battalion, whose counter bears a stacking point value of one or zero.

[4.46c] GERMAN UNIT CHARACTERISTICS CHART

| Unit Type | ID Code | CPA | Anti-Air | Barrage | Anti-Armor | Vulnerability | Armor Prctn | Close Assault Off/Def | Maximum TOE |
|-----------------------------|---------|--------|---|---------|------------|---------------|-------------|-----------------------|-------------|
| Headquarters | a | 60 | - | - | - | - | - | - | - |
| | b* | 30 | - | - | - | - | - | - | - |
| | c | 30** | - | - | - | - | - | - | - |
| | | | may assign one tank TOE Strength Point | | | | | | (1) |
| | d | 30** | - | - | - | - | - | - | - |
| Tank Bn-Eq | | | may assign one artillery TOE Strength Point | | | | | | 1 |
| | e* | 30 | 1 | - | - | - | - | 0/(1) | 3 |
| | f | 25 | - | - | - | - | - | - | - |
| Infantry Bn-Eq | | | may assign up to fifteen tank TOE Strength Points | | | | | | 15 |
| | g | 25 | - | - | - | - | - | 3/2 | 7 |
| Infantry Coy-Eq | h | 10 | - | - | - | - | - | 3/5 | 7 |
| | | | may assign one paratroopable artillery TOE Strength Point | | | | | | |
| | i | 10 + ‡ | - | - | 1 | - | 1 | 2/2 | 7 |
| | k | 10 + | - | - | - | - | - | 2/2 | 7 |
| | l | 10 | - | - | - | - | - | 1/2 | 7 |
| | m | 10 + | - | - | - | - | - | 2/2 | 4 |
| | n | 8 + | - | - | - | - | - | 4/6 | 9 |
| | p | 8 + | 1 | - | 1 | - | - | 5/7 | 4 |
| | q | 8 + | - | - | - | - | - | 4/6 | 4 |
| | r | 25 | - | - | - | - | - | 1/1 | 1 |
| Artillery Bn-Eq | s | 10 | - | - | - | - | - | 2/2 | 2 |
| | t | 8 | 1 | - | - | - | - | 5/7 | 1 |
| | u | 20 | - | - | - | - | - | - | - |
| | | | may assign up to six artillery TOE Strength Points | | | | | | 6 |
| Artillery Coy-Eq | v | 20 | - | - | - | - | - | * | - |
| | | | may assign up to three artillery TOE Strength Points | | | | | | 3 |
| Anti-tank Bn-Eq | w | 20 | - | - | - | - | - | - | - |
| | | | may assign one artillery TOE Strength Point | | | | | | 1 |
| Light Anti-air Bn-Eq | x | 20 | - | - | - | - | - | - | - |
| | | | may assign up to eight anti-tank TOE Strength Points | | | | | | 8 |
| | y | 20 | - | - | - | - | - | - | - |
| Heavy Anti-air Bn-Eq | | | may assign up to six anti-tank TOE Strength Points | | | | | | 6 |
| | z | 15** | - | - | - | - | - | - | - |
| | | | may assign up to three light anti-air and three artillery TOE Strength Points | | | | | | 6 |
| | aa | 15 | - | - | - | - | - | - | - |
| Reconnaissance Battalion-Eq | | | may assign up to twelve light anti-air TOE Strength Points | | | | | | 12 |
| | bb | 15 | - | - | - | - | - | - | - |
| Engineer Bn/Coy-Eq | | | may assign up to six light anti-air TOE Strength Points | | | | | | 6 |
| | cc | 15 | - | - | - | - | - | - | - |
| Engineer Bn/Coy-Eq | | | may assign up to four heavy anti-air TOE Strength Points | | | | | | 4 |
| | dd | 15 | - | - | - | - | - | - | - |
| Engineer Bn/Coy-Eq | | | may assign up to two heavy anti-air TOE Strength Points | | | | | | 2 |
| | ee | 45 | - | - | 1 | - | 2 | 3/3 | 8 |
| Engineer Bn/Coy-Eq | ff | 45 | - | - | - | - | 1 | 3/2 | 8 |
| | gg | 25 | - | - | - | - | - | 0/(1) | (1) |

CPA = Capability Point Allowance. **Anti-Air** = Anti-Air Rating. **Barrage** = Barrage Rating. **Anti-Armor** = Anti-Armor Rating. **Vulnerability** = Vulnerability Rating. **Armor Prctn** = Armor Protection Rating. **Close Assault Off/Def** = The respective Offensive and Defensive Close Assault Ratings. **Maximum TOE** = The maximum number of TOE Strength Points that the unit may contain. Note that this may be exceeded only due to the unit's arrival TOE Strength. - = Not applicable (e.g., an infantry unit has no Vulnerability and may therefore not be harmed by Anti-Armor fire). () = May not use that Rating if there are any units in that hex possessing Ammo and non-parenthesized numbers for that rating. Note that replacement points do not prevent the unit from using this rating. *This headquarters may be eligible for augmentation by anti-tank TOE Strength Points (see Case 19.8). **The unit retains this Capability Point Allowance regardless of the CPA of the

TOE Strength Points assigned. ‡The unit, *when being transported by truck/motorization points*, is considered to be in halftracks (see Case 14.88) In all other situations, the unit's Armor Protection Rating does not exist. + = The unit was historically supplied with enough trucks to entirely motorize its components. If motorized, only the units Capability Point Allowance changes during the period of its motorization (unless it is ID Code "j" — see "‡" above).

Notes: 1) Beginning with the 1/39 Game-Turn "ff" reconnaissance units may be upgraded (see Case 20.5). 2) Beginning with the 1/75 Game-Turn, all German battle groups and certain headquarters may be augmented by anti-tank TOE Strength Points (see Case 19.8). 3) Units with ID Codes of "ee" and "ff" have Breakdown Adjustment Rating of 1 Left.

[4.47] COMMONWEALTH TANK AND GUN CHARACTERISTICS CHART

Tank Weapon Systems

Close Assault

| Type | CPA | AA | Barrage | Anti-Armor | Vul | Armor Prctn | Off/Def | Fuel Rate | BAR* |
|-----------------|-----|----|---------|------------|-----|-------------|---------|-----------|------|
| A9 Cruiser | 25 | 1 | - | 3 | - | 1 | 3/3 | 2 | 1R |
| A10 Cruiser | 15 | 1 | - | 3 | - | 2 | 3/3 | 2 | 1R |
| A13 Cruiser | 30 | 0 | - | 3 | - | 2 | 2/3 | 2 | 1R |
| Churchill II | 15 | 1 | - | 6 | - | 7 | 5/6 | 7 | 0 |
| Crusader Mk.I | 25 | 1 | - | 3 | - | 3 | 3/4 | 3 | 1R |
| Crusader Mk.II | 25 | 1 | - | 3 | - | 4 | 4/4 | 3 | 1R |
| Crusader Mk.III | 25 | 1 | - | 6 | - | 4 | 4/5 | 3 | 1R |
| Grant M3* | 20 | 1 | - | 7 | - | 4 | 6/5 | 7 | 0 |
| Mark VI Light | 35 | 1 | - | 0 | - | 1 | 2/2 | 1 | 0 |
| Matilda Mk.II | 15 | 0 | - | 3 | - | 6 | 3/4 | 3 | 1R |
| Sherman* | 20 | 1 | - | 6 | - | 6 | 5/5 | 6 | 0 |
| Stuart M3* | 35 | 1 | - | 4 | - | 3 | 4/4 | 4 | 0 |
| Valentine Mk.II | 15 | 0 | - | 3 | - | 5 | 3/4 | 3 | 0 |
| Scorpion† | 25 | 0 | - | 0 | - | 7 | 0/(2) | 3 | 1L |

Artillery

| | | | | | | | | | |
|--------------------|----|---|----|-----|---|---|-----|---|----|
| 18-pounder Gun | 15 | - | 7 | (2) | 4 | - | 0/1 | 1 | - |
| 18/25-pounder Gun | 15 | - | 8 | 2 | 5 | - | 1/1 | 1 | - |
| 25-pounder Gun | 15 | - | 8 | 5 | 6 | - | 1/1 | 1 | - |
| 4.5" Gun | 15 | - | 11 | 1 | 9 | - | 1/0 | 1 | - |
| 5.5" Gun/Howitzer | 15 | - | 15 | 1 | 7 | - | 1/0 | 1 | - |
| 60-pounder Gun | 15 | - | 12 | 1 | 7 | - | 1/0 | 1 | - |
| SP 25-pounder Gun‡ | 15 | - | 8 | 4 | 3 | 5 | 2/1 | 3 | 2R |
| 3.7" Howitzer | 15 | - | 7 | 0 | 3 | - | 0/0 | 1 | - |
| 4.5" Howitzer | 15 | - | 9 | 0 | 3 | - | 1/0 | 1 | - |
| 6" Howitzer | 15 | - | 15 | 1 | 5 | - | 1/0 | 1 | - |
| 155mm Howitzer | 15 | - | 15 | 1 | 6 | - | 1/0 | 1 | - |
| 105mm SP Howitzer‡ | 20 | 1 | 9 | 2 | 4 | 4 | 2/3 | 3 | 0 |

Anti-tank

| | | | | | | | | | |
|---------------|----|---|---|----|---|---|-----|---|----|
| 2-pounder | 15 | - | - | 4 | 2 | - | 1/1 | 1 | - |
| 6-pounder | 15 | - | - | 7 | 2 | - | 1/1 | 1 | - |
| 17-pounder | 15 | - | - | 13 | 2 | - | 1/1 | 1 | - |
| SP 6-pounder‡ | 20 | - | - | 7 | 2 | 1 | 2/2 | 1 | 1L |

Anti-air

| | | | | | | | | | |
|------------------------|----|---|---|-----|---|---|---------|---|---|
| Light AA (Bofors 40mm) | 15 | 1 | - | (1) | 2 | - | (1)/(1) | 1 | - |
| Heavy AA (3.7") | 15 | 4 | - | (7) | 2 | - | (1)/(1) | 1 | - |

CPA = Capability Point Allowance. AA = Anti-air Rating in points. Barrage = Barrage Rating in points. Anti-armor = Anti-armor Rating in points. Vul = Vulnerability Rating in points. Armor Protection = Armor Protection Rating in points. Close Assault Off/Def = Respectively, the Offensive and Defensive Close Assault Ratings in points. Fuel Rate = In points. BAR = Breakdown Adjustment Rating in number of column shifts to the left (L) or right (R) or none (0) when determining breakdown for these vehicles. - = Not applicable or zero. () = May not use this rating if there are any units in the hex that possess Ammo and non-parenthesized numbers for that rating. Note that replacement points do not prevent the unit from using this rating. *US tank. This affects solely the number of tanks that may be contained by a Commonwealth tank battalion-equivalent. † = These are mineclearing tanks based on a modified Valentine chassis. They are treated as engineer units for all entering and clearing

of minefields purposes. (see Section 26.0). They do not arrive via the Commonwealth Production schedule but rather as the complement of two tank battalions returning (from refitting) in October of 1942 (the tanks start with these units in the El Alamein scenarios, Section 63.0). The British also developed the Baron (based on a Matilda chassis) and finally the Crab (based on a Sherman chassis) as minefield clearing tanks. The current British *Scorpion* is a tracked armored reconnaissance vehicle that bears no resemblance to its namesake. ‡ = This self-propelled 25-pounder was also known as the "Bishop" (the British fielded a later design for a self-propelled 25-pounder that was known as the "Sexton"). The self-propelled 105mm Howitzer was also known as the "Priest" (the term apparently stemming from its pulpit-shaped anti-aircraft machinegun mount). The self-propelled 6-pounder was also known as the "Deacon".

[4.48] ITALIAN TANK AND GUN CHARACTERISTICS CHART

Tank Weapon Systems

| Type | CPA | AA | Barrage | Anti-Armor | Vul | Armor Prctcn | Close Assault | | BAR |
|--------------|-----|----|---------|------------|-----|--------------|---------------|-----------|-----|
| | | | | | | | Off/Def | Fuel Rate | |
| CV 33(L3/35) | 25 | 0 | - | 0 | - | 1 | 1/2 | 1 | 2R |
| L 6/40 | 25 | 0 | - | 1 | - | 2 | 2/2 | 2 | 0 |
| M 11/39 | 20 | 1 | - | 2 | - | 2 | 3/3 | 2 | 1R |
| M 13/40 | 20 | 1 | - | 3 | - | 3 | 3/3 | 2 | 1R |
| M14/41 | 20 | 1 | - | 3 | - | 3 | 3/3 | 2 | 0 |

Gun Weapon Systems

| | | | | | | | | | |
|---------------------|----|---|----|-----|---|---|-----|---|----|
| 65/17 Gun | 15 | - | 5 | 0 | 3 | - | 1/1 | 1 | - |
| 75/18 Gun-Howitzer | 15 | - | 6 | 0 | 5 | - | 1/0 | 1 | - |
| 75/18 Gun* | 20 | - | 6 | 6 | 4 | 3 | 3/3 | 2 | 1R |
| 75/27 Gun | 15 | - | 6 | 2** | 4 | - | 1/1 | 1 | - |
| 100/17 Howitzer | 15 | - | 8 | 0 | 5 | - | 1/0 | 1 | - |
| 105/28 Gun | 15 | - | 9 | 1 | 7 | - | 1/1 | 1 | - |
| 149/13 Howitzer | 15 | - | 15 | 0 | 5 | - | 1/0 | 1 | - |
| ParaArt*** | 15 | - | 2 | 2 | 1 | - | 1/1 | 1 | - |
| 149mm Vichy French | 15 | - | 10 | 1 | 5 | - | 0/1 | 1 | - |
| 155mm Rimhailo(Fr.) | 15 | - | 13 | 0 | 3 | - | 0/0 | 1 | - |

AntiTank

| | | | | | | | | | |
|---------------|----|---|---|---|---|---|-----|---|---|
| 47/32 Mod. 37 | 15 | - | - | 4 | 2 | - | 1/1 | 1 | - |
|---------------|----|---|---|---|---|---|-----|---|---|

Anti-Air

| | | | | | | | | | |
|-------------------------|----|---|---|-----|---|---|---------|---|---|
| Light (20mm M/35 Breda) | 15 | 1 | - | 2 | 2 | - | (1)/(1) | 1 | - |
| 'T' Light**** | 0+ | 1 | - | 2 | 2 | - | (1)/(1) | 1 | - |
| Heavy (75/46 Mod. 34) | 15 | 2 | - | (5) | 2 | - | (1)/(1) | 1 | - |
| 'T' Heavy | 0+ | 2 | - | (5) | 2 | - | (1)/(1) | 0 | - |
| Heavy (90/53) | 15 | 3 | - | 9 | 2 | - | (1)/(1) | 1 | - |

CPA = Capability Point Allowance. AA = Anti-air Rating, in points. Barrage = Barrage Rating, in points. Vul = Vulnerability Rating, in points. Armor Protection = Armor Protection Rating, in points. Close Assault Off/Def = Respectively, the Offensive and Defensive Close Assault Ratings in points. Fuel Rate = In Points. BAR = Breakdown Adjustment Rating in number of column shifts to the right ('R') or none ('0') when determining breakdown for these vehicles. - = Not applicable or zero. () = May not use this rating if there are any units in the hex that possess Ammo and non-parenthesized numbers for this rating. Note that replacement points do not prevent the unit from using this rating. *Semovente self-propelled 75/18 gun. These proved to be one of the best weapons the Italians had. **The 75/27 guns have an anti-armor rating of zero until the first Operations Stage in Jan of 1942 (Game-Turn 63). ***This is comprised of 81mm mortars and light (37mm, etc.) anti-tank guns. It is the only Italian Gun Weapons System that may be airdropped. ****These 0+ CPA anti-aircraft TOE Strength Points were without organic transport rather than being encased in cement bunkers. They may be moved if sufficient truck points are assigned to motorize the unit. Note, however, that those assigned to the Tobruk 1st thru 5th CD Artillery Groups are part of immobile units and may not be moved unless the artillery TOE Strength Points are entirely eliminated. The only 0+ CAP TOE Strength Points in the entire game of CNA are initially deployed at Tobruk, Benghazi and Benina.

[4.49] GERMAN TANK AND GUN CHARACTERISTICS CHART

Tank Weapon Systems

| Type | CPA | AA | Barrage | Anti-Armor | Vul | Armor Prctcn | Close Assault | | BAR* |
|-------------------------------------|-----|----|---------|------------|-----|--------------|---------------|-----------|------|
| | | | | | | | Off/Def | Fuel Rate | |
| Pz I | 24 | 1 | - | 0 | - | 1 | 2/2 | 2 | 0 |
| Pz II | 35 | 0 | - | 1 | - | 2 | 2/3 | 2 | 0 |
| Pz III E | 25 | 1 | - | 4 | 3 | 4/4 | 3 | 4/4 | 3 |
| Pz III H | 25 | 1 | - | 4 | - | 4 | 4/4 | 3 | 0 |
| Pz III J(Special) | 26 | 1 | - | 6 | - | 4 | 7/5 | 3 | 0 |
| Pz IV D | 25 | 1 | - | 6 | - | 3 | 5/4 | 4 | 0 |
| Pz IV E | 25 | 1 | - | 6 | - | 3 | 5/5 | 4 | 0 |
| Pz IV F ₂ (Special) | 25 | 1 | - | 8 | - | 4 | 6/5 | 4 | 0 |
| 7.5 cm(IG18) Light Infantry Gun | 15 | - | 6 | 3** | 2 | - | 1/1 | 1 | - |
| 10.5cm(K18) Medium Gun | 15 | - | 9 | 1 | 9 | - | 1/1 | 1 | - |
| 10.5cm(leFH18) Light Field Howitzer | 15 | - | 9 | 2 | 5 | - | 1/1 | 1 | - |
| 10.5cm SP K18 Gun | 15 | - | 9 | 2 | 4 | 2 | 2/2 | 2 | 0 |
| 149mm Vichy French | 15 | - | 10 | 1 | 5 | - | 0/1 | 1 | - |
| 15cm (sIG33) Medium Infantry Gun | 15 | - | 14 | 1 | 2 | - | 1/1 | 1 | - |
| 15cm(sFH18) Medium Field Howitzer | 15 | - | 15 | 1 | 7 | - | 0/1 | 1 | - |
| 15cm(K18) Gun | 15 | - | 15 | 1 | 11 | - | 1/1 | 1 | - |
| 15cm SP Gun | 25 | - | 14 | 1 | 2 | 2 | 2/2 | 2 | 0 |
| 155mm (french 1915short) | 15 | - | 13 | 0 | 5 | - | 1/1 | 1 | - |
| 17cm (K18) Gun | 15 | - | 15 | 0 | 13 | - | 1/0 | 1 | - |
| 21cm (mrs18) Howitzer | 15 | - | 18 | 0 | 8 | - | 1/0 | 1 | - |

Anti-Tank (Gun) Weapon Systems

| | | | | | | | | | |
|------------------------------|----|---|---|---|---|-----|-----|---|---|
| 2.8cm s.Pz.B.41 or 28/20 Pak | 15 | - | - | 4 | 2 | - | 1/1 | 1 | - |
| 3.7cm Pak 35/36 | 15 | - | - | 2 | 1 | - | 1/1 | 1 | - |
| 5cm Pak 38 | 15 | - | - | 5 | 2 | - | 1½1 | 1 | - |
| 7.62cm Pak(R)*** | - | - | 9 | 2 | - | 1/1 | 1 | - | - |
| Pzjg I (SP)**** | 30 | - | - | 4 | 2 | 1 | 2/2 | 1 | 0 |
| Marder III (SP) | - | - | 9 | 2 | 2 | 3/2 | 2 | 0 | - |

Anti-Air (Gun) Weapon Systems

| | | | | | | | | | |
|--------------------------|----|---|---|-----|-----|---|---------|---|---|
| Light (20mm & 37mm Flak) | 15 | 1 | - | (1) | (1) | - | (1)/(1) | 1 | - |
| Heavy (88mm Flak) | 15 | 3 | - | 13 | 2 | - | 2/1 | 1 | - |

Key:

CPA = Capability Point Allowance. AA = Anti-air Rating, in points. Barrage = Barrage Rating, in points. Anti-armor = Anti-armor Rating, in points. Vul = Vulnerability Rating, in points. Armor Prctcn = Armor Protection Rating, in points. Close Assault Off/Def = Respectively, the Offensive and Defensive Close Assault Ratings, in points. Fuel Rate = In points. BAR = Breakdown Adjustment Rating in number of column shifts to the Right ("R") or none ("0") when determining breakdown for these vehicles. - = Not applicable or zero. () = May not use this rating if there are any units in the hex that possess Ammo and non-parenthesized numbers for this rating. Note that replacement points do not prevent the unit from using this rating. *All German tanks possess a BAR of 1R until the beginning of the 1/31 Game-Turn. **The 7.5cm guns have an anti-armor rating of zero until the first Operations Stage in Jan of 1942 (Game-Turn 63). ***These are captured Russian anti-tank guns. ****The Pzjg is the German PzI tank chassis with the Czech 47mm gun mounting.

Notes:

1) The German 7.5cm Light Infantry Gun and 2.8cm Anti-tank gun are air transportable and airdropable.

[20.78] COMMONWEALTH PRODUCTION SYSTEM

[20.78A] Commonwealth Truck Production Table

| DIE | Game-Turns 1...30 | | | Game-Turns 31...107 | | |
|-----|-------------------|--------|-------|---------------------|--------|-------|
| | Light | Medium | Heavy | Light | Medium | Heavy |
| 1 | 0 | 10 | 0 | 3 | 30 | 3 |
| 2 | 2 | 12 | 0 | 5 | 38 | 4 |
| 3 | 3 | 15 | 2 | 9 | 44 | 6 |
| 4 | 4 | 15 | 3 | 11 | 48 | 8 |
| 5 | 4 | 18 | 3 | 13 | 55 | 10 |
| 6 | 5 | 20 | 4 | 14 | 60 | 13 |

= That number of that type of truck arrives four Game-Turns hence. Note that there are three die rolls per Truck Production, one for each truck type. No more than 25% of the total trucks produced may arrive at Alexandria during the Game-Turn. Game-Turns 31+ reflects the increased US Lend-Lease situation. Note that trucks produced by this table have no effect on (and are not affected by) trucks arriving as reinforcements.

[27.54] RAID ON ROMMEL TABLE

| DICE | Result |
|-------|-----------|
| 2 | AI temp 3 |
| 3 | LRDG elim |
| 4...8 | No effect |
| 9 | LRDG elim |
| 10 | No effect |
| 11 | LRDG elim |
| 12 | AI perm 3 |

LRDG elim = The Desert Raider unit is eliminated unless there are no combat and/or HQ units in the Hex. **AI temp 3** = Axis Initiative Rating is 3 during the next two Game-Turns Initiative determination. **AI perm 3** = Remove the Rommel counter from the game-maps.

"Historical" description of dice rolls:

2 = The Raid is partially successful as Rommel is wounded. 4 = The Raid succeeds except Rommel is in Berlin for a brief visit. The LRDG goes home empty-handed. Sorry! 10 = The Raid succeeds but Rommel is disguised as a Polish soldier and goes unnoticed. The LRDG goes home empty-handed. Sorry! 12 = The Raid succeeds and Rommel is captured! The LRDG escapes with the Desert Fox.

[20.78C] COMMONWEALTH PRODUCTION CHART

| Item | Number | Availability | |
|---------------------------|--------|--------------|---------|
| | | Max | Date(s) |
| Armored Recce/Armored Car | 90 | 2 | 3 |
| Light AA | 75 | 1 | 7 |
| Heavy AA | 15 | 1* | 11 |
| 25-pounders | 250 | 4 | 11 |
| 4.5" Guns | 25 | 3 | 76 |
| 5.5" Howitzers | 12 | 1 | 83 |
| 155mm Howitzers | 6 | 1 | 51/59 |
| 2-pounders | 60 | 5* | 5/86 |
| 6-pounders | 80 | 5 | 75 |
| SP 6-pounders | 7 | 3 | 76 |
| 17-pounders | 6 | 3 | 103 |
| Mark VI Light | 15 | 3* | 3/38 |
| A9 Cruiser | 8 | 2* | 3/38 |
| A10 Cruiser | 10 | 3* | 3/38 |
| A13 Cruiser | 8 | 2* | 9/38 |
| Crusader Mk I | 35 | 5* | 31/76 |
| Crusader Mk II | 30 | 5* | 41/78 |
| Crusader Mk III | 18 | 6† | 88 |
| Matilda | 25 | 2* | 9/74 |
| Valentine | 20 | 3* | 39 |
| Stuart | 44 | 10* | 35/54 |
| Grant | 56 | 8* | 66 |
| Sherman | 62 | 12 | 89 |
| Churchill | 1 | - | 90 |

= Total number of replacement points of that type that may be brought in. **Max** = maximum number of replacement points of that type that may be brought in per Game-Turn (however, see below). **Date(s)** = Nr/Nr: First/last Game-Turn on which the replacement point may be planned. * = The maximum number of points of that type that may be brought in per month (Note: by months, not four week cycles from original week of availability). † = The maximum number that may be brought in every two weeks (i.e., in the period of the first and second weeks of a month and the period of the third and fourth weeks of a month).

Note that the "Tiger" Convoy (GT 32), a shipment of tanks and planes, is in addition to any replacements listed on this chart.

[20.78B] COMMONWEALTH INFANTRY PRODUCTION TABLE

| DICE | Game-Turn | | | |
|------|-----------|---------|----------|-----------|
| | 3...30 | 31...46 | 47...102 | 103...107 |
| 2 | none | none | 5 | none |
| 3 | 3 | 4 | 22 | 5 |
| 4 | 15 | 10 | 25 | 3 |
| 5 | none | 22 | 13 | 2 |
| 6 | 5 | 13 | 28 | 11 |
| 7 | 6 | 15 | 20 | none |
| 8 | 4 | 8 | 16 | 13 |
| 9 | 5 | 18 | 30 | 1 |
| 10 | 8 | 20 | 19 | 5 |
| 11 | 10 | 25 | 35 | 7 |
| 12 | 20 | none | 8 | none |

Date = The Game-Turn on which infantry Replacement Points are planned for (and therefore arrive four Game-Turns later). Note that the infantry Replacement Points arriving during a Game-Turn must all be placed in the same city.

[30.6] COMMONWEALTH FLEET REINFORCEMENT SCHEDULE

Deploy: (BB) Valiant; (CL*) Arethusa;
(CLAA*) Dido, Eurylaus; (DD†) Aire-
dale, Bedouin, Jervis, Lance, Ledbury,
Mohawk, Nubian.

3/8: (BB) Barham; (CA) York; (CL)
Ajax; (DD) Marne, Partridge.

1/33: (BB) Queen Elizabeth; (CA) Fiji;
(CLAA) Naiad.

Deploy: Deployed at the beginning of the first
Operations Stage of the first Game-Turn. 3/8:
Deployed during the third Operations Stage of
the eighth Game-Turn. 1/33: Deployed during
the first Operations Stage of the thirty-third
Game-Turn. **BB, etc.:** The warship's type, as
printed on its counter. All ships are deployed at
the port hex of Alexandria except as follows:
*Any *one* of the three may deploy in the port of
Valetta on Malta. †Any *two* of the seven may
be deployed in the port of Valetta on Malta.

[32.47] COMMONWEALTH SIMPLIFIED SUPPLY AVAILABILITY TABLE

| DIE | Supply Period | | |
|-----|---------------|----|-----|
| | I | II | III |
| 1 | 1 | 2 | 3 |
| 2 | 1 | 3 | 4 |
| 3 | 2 | 3 | 5 |
| 4 | 2 | 3 | 5 |
| 5 | 3 | 4 | 6 |
| 6 | 3 | 4 | 7 |

= Number of Supply Units
available that Game-Turn.
Period I = 1940 through end
of April, 1941; **II** = May,
1941 through end of May,
1942; **III** = June, 1942 to end
of game.

[34.86] COMMONWEALTH PILOT ARRIVAL TABLE

| DICE | Pilot's Rating | | | |
|------|----------------|-----|-------|------|
| | One | Two | Three | Four |
| 2 | - | - | - | - |
| 3 | - | 3 | - | - |
| 4 | 1 | - | - | 1 |
| 5 | 1 | 2 | 1 | - |
| 6 | - | 1 | 1 | - |
| 7 | 2 | 4 | - | - |
| 8 | 1 | 3 | - | - |
| 9 | 2 | - | 1 | - |
| 10 | - | 1 | - | 1 |
| 11 | 2 | 1 | - | - |
| 12 | - | - | 1 | - |

= That number of pilots are received with that Pilot
Rating. Note that the Commonwealth Player only rolls
for pilot arrival once a month for the months of
November, 1940 through October, 1942 inclusive..

[42.53] AIR RECONNAISSANCE OF AXIS NAVAL CONVOYS

| Nr. of Planes: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8+ |
|----------------|----|----|----|----|----|----|----|----|
| Respond: | 12 | 14 | 22 | 32 | 43 | 53 | 62 | 66 |

Respond = If the dice roll is equal to or less than the listed number the Axis
Player must inform the Allied Player as to the existence of any Naval Con-
voy in that Shipping Lane. If there is a Naval Convoy, the Axis Player must
indicate whether it is Small (5,000 tons or less), Medium (3,000 to 10,000
tons) or Large (7,000+ tons). Note that overlapping tonnage ranges give the
Axis player a possible choice in his response.

[34.84] COMMONWEALTH AIRPLANE REINFORCEMENT AND SQUADRON WITHDRAWAL CHART

1940, Sept IV (GT 2). 3× Fulmar, 2× Hurricane I.

Oct I (GT 3). 30× Blenheim I, 6× Skua II. **WD:** 1F.

Nov II (GT 8). 4× B17D. **WD:** 2F, 2B**.

Dec I (GT 11). 12× Blenheim IV, 40× Wellington I. **WD:** 1B.

1941, Jan (GT 15...18). 44× Hurricane I, 12× Blenheim I, 1× Wellington I. **WD:** 1F, 2B**.

Feb (GT 19...22). 30× Hurricane I, 24× Blenheim I, 14× Blenheim IV, 2× Maryland, 2× Wellington I. **WD:** 1F.

Mar (GT 23...26). 14× Blenheim IVF, 13× Hurricane I, 2× Tomahawk, 21× Blenheim I, 6× Maryland, 6× Lysander, 16× Wellington. **WD:** 1B.

Apr (GT 27...30). 66× Hurricane I, 25× Tomahawk, 18× Blenheim I, 10× Blenheim IV, 6× Maryland, 6× Lysander I, 13× Wellington I, 14× Wellington IV. **WD:** 1F.

May (GT 31...34). 16× Beaufighter IF, 65× Hurricane I, 21× Tomahawk, 20× Blenheim I, 9× Blenheim IV, 7× Maryland, 15× Wellington IV.

Jun (GT 35...38). 5× Beaufighter IF, 15× Blenheim IVF, 5× Gladiator II, 136× Hurricane I, 41× Tomahawk, 10× Blenheim I, 10× Blenheim IV, 6× Maryland, 12× Lysander I, 6× Wellington I. **WD:** 1F, 1B.

Jul (GT 39...42). 3× Gladiator II, 32× Hurricane I, 20× Tomahawk, 15× Wildcat, 12× Albacore, 35× Blenheim I, 50× Blenheim IV, 12× Maryland, 10× Wellington I, 16× Wellington IV. **WD:** 1R.

Aug (GT 43...46). 4× Beaufighter IF, 2× Gladiator II, 27× Hurricane I, 67× Tomahawk, 7× Beaufort I, 22× Blenheim I, 44× Blenheim IV, 30× Maryland, 14× Wellington IV. **WD:** 1B.

Sep (GT 47...50). 3× Beaufighter IF, 13× Blenheim IVF, 140× Hurricane I, 20× Hurricane IIA, 23× Tomahawk, 2× Beaufort I, 15× Blenheim I, 10× Blenheim IV, 3× Maryland, 13× Wellington IV. **WD:** 1F*.

Oct (GT 51-54). 8× Beaufighter IF, 15× Fulmar, 81× Hurricane I, 16× Tomahawk, 3× B17D, 3× Beaufort I, 10× Blenheim I, 26× Blenheim IV, 7× Boston III, 2× Maryland, 15× Wellington I.

Nov (GT 55...58). 1× Beaufighter IF, 40× Hurricane I, 20× Hurricane IIA, 62× Kittyhawk I, 1× B17D, 4× Baltimore I, 4× Beaufort I, 16× Blenheim IV, 1× Bombay, 23× Boston III, 2× Maryland, 17× Wellington I.

Dec (GT 59...62). 32× Beaufighter IF, 61× Hurricane I, 32× Hurricane IIA, 90× Kittyhawk I, 45× Kittyhawk II, 9× Baltimore I, 1× Beaufort I, 40× Blenheim I, 20× Blenheim IV, 32× Boston III, 3× Maryland, 1× Tiger Moth II, 10× Wellington I, 9× Wellington IV. **WD:** 2F, 1B.

1942, Jan (GT 63...66). 3XBeaufighter IF, 15XBlenheim IVF, 96× Hurricane I, 54× Hurricane IIA, 36× Hurricane IIB, 56× Kittyhawk I, 45× Kittyhawk II, 15× Kittyhawk III, 4× Tomahawk, 1× Caudron, 4× B17D, 4× B24, 15× Baltimore I, 2× Beaufort I, 37XBlenheim IV, 7× Boston III, 3× Hudson, 3× Lysander, 18× Wellington IV. **WD:** 4B**.

Feb (GT 67...70). 21× Beaufighter IF, 7× Blenheim IVF, 15× Hurricane I, 36× Hurricane IIA, 21× Hurricane IIB, 16× Hurricane IIC, 30× Kittyhawk II, 12× Kittyhawk III, 30× Baltimore I, 6× Beaufort I, 4× Boston III, 2× Maryland, 2× Wellington I, 30× Wellington IV. **WD:** 2F, 2B†.

Mar (GT 71...74). 25× Beaufighter IF, 18× Hurricane I, 3× Hurricane IIA, 38× Hurricane IIB, 22× Hurricane IIC, 30× Kittyhawk I, 48× Kittyhawk II, 30× Kittyhawk III, 35× Spitfire VB, 12× Anson I, 46× Baltimore I, 12× Beaufort I, 10× Boston III, 10× Hudson, 1× Sunderland, 30× Wellington I, 60× Wellington IV.

Apr (GT 75...78). 13× Beaufighter IF, 5× Beaufighter VI, 15× Hurricane IIA, 60× Hurricane IIB, 36× Hurricane IIC, 11× Kittyhawk II, 61× Spitfire VB, 2× Caudron, 4× Anson I, 50× Baltimore I, 5× Beaufort I, 2× Boston III, 13× Hudson, 2× Potez, 16× Wellington I, 45× Wellington IV.

May (GT 79...82). 3× Beaufighter IF, 17× Beaufighter VI, 13× Hurricane IID, 16× Kittyhawk I, 40× Kittyhawk III, 96× Spitfire VB, 3× Tomahawk, 2× Dewoitine, 22× Anson I, 25× B17D, 25× B24, 42× Baltimore I, 10× Beaufort I, 23× Blenheim IV, 42× Hudson, 1× Maryland, 57× Wellington IV. **WD:** 1F.

Jun (GT 83...86). 31× Beaufighter VI, 18× Hurricane IIA, 36× Hurricane IIB, 50× Hurricane IIC, 16× Kittyhawk II, 35× Kittyhawk III, 59× Spitfire VB, 14× Spitfire VC, 26× Baltimore I, 42× Blenheim IV, 4× Beaufort I, 5× Boston III, 4× Hudson.

Jul (GT 87...90). 4× Beaufighter IF, 28× Beaufighter VI, 18× Hurricane IIA, 30× Hurricane IIB, 30× Hurricane IIC, 23× Kittyhawk I, 22× Spitfire VB, 59× Spitfire VC, 4× Anson I, 2× B24, 8× Baltimore I, 12× Beaufort I, 136× Blenheim IV, 24× Halifax II, 42× Hudson, 6× Wellington I, 18× Wellington IV.

Aug (GT 91...94). 49× Beaufighter VI, 35× Hurricane IIA, 12× Hurricane IIB, 36× Hurricane IIC, 36× Kittyhawk II, 43× Kittyhawk III, 30× Spitfire VB, 42× Spitfire VC, 1× Dewoitine, 10× Anson I, 15× B24, 57× B25, 19× B26, 22× Beaufort I, 101× Blenheim IV, 2× Halifax II, 83× Hudson, 1× Tiger Moth II, 35× Wellington IV. **WD:** 2F*, 1B.

Sep (GT 95...98). 1× Beaufighter IF, 51× Beaufighter VI, 20× Hurricane I, 45× Hurricane IIA, 40× Hurricane IIB, 58× Hurricane IIC, 30× Kittyhawk I, 67× Kittyhawk II, 50× Kittyhawk III, 15× Spitfire VB, 35× Spitfire VC, 2× Caudron, 12× Anson I, 1× B24, 30× B26, 9× Baltimore I, 11× Beaufort I, 51× Blenheim IV, 40× Hudson, 1× Maryland, 2× Wellington I, 30× Wellington IV.

Oct (GT 99...102). 36× Beaufighter VI, 30× Hurricane IIB, 18× Hurricane IIC, 15× Hurricane IID, 18× Kittyhawk II, 40× Kittyhawk III, 15× Spitfire VB, 15× Spitfire VC, 6× Anson I, 26× B25, 3× Beaufort I, 15× Blenheim IV, 12× Hudson, 18× Wellington IV.

Nov (GT 103...106). 21× Beaufighter VI, 6× Hurricane IIB, 12× Hurricane IIC, 15× Hurricane IID, 12× Kittyhawk III, 30× Spitfire VC, 6× Anson I, 10× B25, 18× B26, 15× Blenheim IV, 5× Hudson. **WD:** 2F*.

Dec (GT 107...110). 2× Beaufighter VI, 24× Hurricane IIB, 18× Hurricane IIC, 12× Kittyhawk III, 15× Spitfire VC, 15× Blenheim IV, 8× Wellington IV.

Entries are the number of that type of plane that is received by the Commonwealth Player during that month, unless a particular Game-Turn is specified, divided as evenly as possible amongst the four weeks. **WD:** Squadron withdrawals, the number of each type of squadron that must be removed from play at the beginning of the month indicated (except Nov II, 1940), if any. The squadron must consist of at least 12 planes and may be removed from anywhere on the game maps. Squadron removals may come from Malta and/or the Allied Off-Map airfields. **F:** Any squadron consisting of at least 12 planes capable of Combat Air Patrol. **B:** Any squadron consisting of at least 12 planes capable of performing bombing missions. **R:** Any squadron of at least 12 planes capable of performing reconnaissance missions. *One squadron must consist of at least 12 Beaufighters (any combination of the two models). †Both squadrons must each consist of at least 12 Beaufighters (any combination of the two models). ‡One squadron must consist of at least 9 Bomb Points (any combination of planes with 9 or more Bomb Points). **Two squadrons must each consist of at least 12 planes with a possible Bombload Capacity of at least 9 Bomb Points (any combination of planes with 9 or more Bomb Points).