

Operational Combat Series:

DAK: Deutsches Afrika Korps, Vol. II

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7.18 El Alamein: The Third Battle— 22 Oct 42, Campaign Start

General Information:

Set Up Order: Axis,
Commonwealth

First Player: Commonwealth

First Turn: 22 Oct 42

Last Turn: 29 Nov 42

Game Length: 14

Maps in Play: All

Use Campaign Rules?: Yes

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units. All other on-map airbases and air strips are controlled by the Commonwealth.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster
- Allies Crack Wehrmacht Code
- Offer of US Assistance

Timed Rules in Effect:

- No Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: Two Months
(+): Alexandria (all), Cairo (all),
Helwan, Port Said, Suez

Reserve Markers Available: 8

Hedgehogs Remaining: 0

Minefields Remaining: 3

Senussi Hexes remaining: None
remain to be activated.

Training Marker Positions: 6

Aus Div (Normal), 2 Arm Div
(Normal), 9 Aus Div (Normal), 2 NZ
Div (Normal), 7 Aus Div (Normal), 1
SA Div (Normal), 2 SA Div (Normal),
1 Arm Div (Normal)

Greek Campaign Status Track

Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units:

2-3-10 Lt Arm Bn (3 Hus)
4-0 Command HQ (Tobruk)
6-2-3 Arm Bn (4 RTR, 7

RTR)

50 Inf Div (150 Inf Bde)
4 Ind Div (11 Ind Inf Bde)
5 Ind Div (29 Ind Inf Bde,

Divarty Bde)

10 Ind Div (20 Ind Inf Bde)
6-2-3 Ind Inf Bde (18 Ind)
9-2-3 Arty Bn (68 Med)
5-2-3 Arty Bn (Red) (107

Fld)

3x Hurri I
1x Hurri IIc
3x Blen IV
2x Ktyhk
1x Beafgtr
1x Wellington

O'Connor Leader: **Captured**
Strafer Gott: **Killed**

Set Up:

Near East Box:

7 Aus Div (18 Aus, 21 Aus, 25 Aus Inf
Bde, Organic Truck (Full))
6-4-3 Inf Bde (14, 201 Gd)
5 Ind Div (9 Ind, 10 Ind Inf Bde, Organic
Truck (Full))
10 Ind Inf Div (25 Ind Inf Bde, Organic
Truck (Full))
6-4-3 Ind Inf Bde (3 Ind)

Far East Box:

6-4-3 Inf Bde (16, 23)
7 Arm Div (8-4-7 Arm Bde (7))

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

D25.17:

7-5-3 FF Inf Bde (1 FF)
3-4-8 FF Arm Car Bn (1 Spahis)
3-4-3 FF Marine Bn (BFM)
(4)-4-3 FF AT Bn (CAC)

D26.16:

44 Div (132 Inf Bde, Divarty Bde)

D26.15:

12-0 Corps HQ (13)
0-2-2 Scorpion Co (44 RTR)
6-2-3 Arm Bn (44 RTR)
4-4-8 Arm Recon Bn (Yellow) (Greys)
(5)-3-3 AT Bn (65 AT)
3-5-8 Arm Car Bn (1 HCR)
3-4-8 Arm Car Bn (2 Derby)
1 Arm Div (9-4-5 Arm Bde (22))
7 Arm Div (9-4-6 Arm Bde (4), 11 Hus
Arm Car Bn, Divarty Bde)
10 SPs

D27.17:

44 Div (131 Inf Bde)
5-2-3 Arty Bn (Red) (53 Fld)

D27.16:

7 Arm Div (Organic Truck (Full))
44 Div (Organic Truck (Full))

D27.15:

Minefield

D28.17:

Level 1 Hedgehog
50 Div (69, 151 Inf Bde)

D28.16:

(5)-3-3 AT Bn (102 AT)
50 Div (Divarty Bde, Organic Truck (Full))

D28.15:

Level 1 Hedgehog

D28.14:

Minefield

D28.13:

Minefield

D29.18:

Level 1 Hedgehog
6-1-3 Greek Inf Bde (1 Greek)
5-3-3 FF Inf Bde (2 FF)

D30.17:

Level 1 Hedgehog
6-3-3 Ind Inf Bde (161 Ind)
4 Ind Div (7 Ind Bde)

D30.16:

(5)-3-3 AT Bn (149 AT)
4 Ind Div (5 Ind Bde, Divarty Bde, Organic Truck (Full))
1 SA Div (Divarty Bde)
5-2-3 Arty Bn (Red) (5 RHA)
9-2-3 Arty Bn (7 Med)

D30.13:

2-4-8 Arm Car Bn (Royals)
8-3-6 Arm Bde (24)
10 Arm Div (9-3-5 Arm Bde (8), 133 Fully Motorized Inf Bde, Divarty Bde)

D31.17:

Level 1 Hedgehog
6-2-3 Arm Bn (8 RTR)
2-4-8 SA Arm Car Bn (3 SA)
1 SA Div (1 SA, 2 SA Inf Bde)
2 SA Div (3 SA Inf Bde)

D31.16:

Minefield

D31.15:

Minefield

D32.16:

Level 1 Hedgehog
0-2-2 Scorpion Co (42 RTR)
6-2-3 Arm Bn (42 RTR)
6-3-4 Arm Bn (50 RTR)
10 Arm Div (9-3-5 Arm Bde (9))
51 Div (152, 153, 154 Inf Bde)
2 NZ Div (4-5-8 Arm Recon Bn (Yellow) (2 NZ), 5 NZ, 6 NZ Inf Bde, 28 Maori Inf Bn)

D32.15:

12-0 Corps HQ (10, 30)
6-3-4 Arm Bn (46 RTR)
6-3-5 Arm Arty Bn (11 RHA)
5-3-3 Arm Arty Bn (121 Fld)
10 Ind Div (21 Ind Inf Bde, Guides Arm Car Bn)

D32.14:

9 Aus Div (Organic Truck (Full))
51 Div (Organic Truck (Full))
2 NZ Div (Organic Truck (Full))
1 SA Div (Organic Truck (Full))
24 SPs

D32.12:

(5)-3-3 AT Bn (95 AT)
5-2-3 Arty Bn (Red) (146 Fld)
2-4-8 SA Arm Car Bn (6 SA)
7 Arm Div (7 Motor Inf Bde)
1 Arm Div (12 Lcr Arm Car Bn, 9-3-5 Arm Bde (2), Divarty Bde, Organic Truck (Full))

D33.12:

Minefield

D33.17:

Level 1 Hedgehog
6-3-4 Arm Bn (40 RTR)
9 Aus Div (4-4-8 Arm Bn (9 Aus), 20 Aus, 24 Aus, 26 Aus Inf Bde)

D33.16:

9-2-3 Arty Bn (69 Med)
51 Div (Divarty Bde)
2 NZ Div (Divarty Bde)
9 Aus Div (Divarty Bde)

w/i 1 D39.05:

3-5-3 Marine Bn (11 RM)
1-5-8 Commando Bn (Layforce)
10T Truck Points
2-3-3 Yugoslav Inf Bn (Yugo Gd)
(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)
3x Eq Repl
3x Pax Repl

D36.06:

Level 2 Airbase

w/i 1 D36.06:

1-3-8 Arm Car Co (1 RAF, 2 RAF)

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

E34.28:

6-2-3 Ind Inf Bde (26 Ind)

E21.23:

2 NZ Div (5-1-8 Arm Bde (4 NZ))

w/i 1 any hex of Cairo:

Level 2 Airbase
Level 3 Airbase
1-5-8 Commando Bn (LRDG, 1 SAS)
3-4-8 Arm Car Bn (KDG)
0-2-1 NZ RR Co (10 NZ, 13 NZ)
6-0-3 Greek Inf Bde (2 Greek)
(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)
2-3-6 Egyptian Cav Bn (Mob F)
3-3-8 Egyptian Ford Bn (FDA)
1-2-8 Egyptian Ford Bn (n-FDA, s-FDA)
3-2-3 Egyptian MG Bde (1 MG)
2-3-5 Egyptian Camel Bn (Siwa)
4-2-3 Egyptian Inf Bde (1)
4-0-3 Egyptian Arty Bn (Egypt)
3-0-5 Egyptian Arty Bn (1 Lt Mule)
Egyptian National Army Organic Truck (Full)
4x Eq Repls
2x Pax Repls

E19.21:

Level 3 Airbase

E10.22:

6-1-3 Sudanese Inf Bde (1 Sud)

E22.06:

Level 2 Airbase

E32.12:

Level 3 Airbase

E32.10:

Level 2 Airbase
5-2-3 Arty Bn (Red) (12 Fld, 52 Fld)

E37.10:

8-4-6 Arab Mech Bde (TAML)

E43.11:

Level 2 Airbase
6-2-2 Coastal Arty Battery (19 Hvy)
6-2-0 Coastal Arty Battery (F)

Any Allied Controlled Airbase or Air Strip:

3x Spit Vb
3x Hurri I
7x Hurri IIa
1x Hurri IIc
9x Blen IV
5x Beaufgtr
1x Gladiator
5x Wellington
2x Maryld
7x Ktyhk
3x Hurri IIc
1x Boston
5x Baltimore
1x B-25
1x B-26
2x US B-24
2x US P-40
1x US B-25

Anywhere inside Egypt, east of the Axis Line:

1x Egyptian Gladiator
3x Egyptian RR Bn (ENRR)
1x Egyptian Engineer Bn (Port)
8 Arm Div Divisional Marker

Axis Information:

City Ownership: Two Months (+):
Benghazi, Buq Buq, Sidi Barrani ,CAM,

Reserve Markers Available: 5

Hedgehogs Remaining: 0

Flieger Korps Active: Yes, but air units have been detached

Minefields Available for Reuse: 2

Special Reinforcement: Rommel was in Germany ill when the Alamein offensive began. Ordered directly to the front, he arrives as a reinforcement 26 Oct 42.

Dead Units:

Italian:

8-0 Corps HQ (CAM, LibOp, 22 It, 23 It)
Ariete Arm Div (1 Lt, 2 LT, 3 Lt Arm Bn, 5-5-8 Arm Bn (7 Med, 8 Med), 551 AG Bn, Novara Lt Arm Bn, (6)-4-3 AT Bn (AT))
Littorio Arm Div (4 Med, 51 Med Arm Bn, 133 Arty Rgt (3-3-3), Organic Truck)
Trieste Div (66 Inf Rgt, 4-3-6 Arm Bn (11 Med), 8 Brs Arm Car Bn)
9-1-3 Blackshirt Inf Div (3 Jan, 23 Mar, 28 Oct)

12-3-3 Inf Div (Savona)
12-2-3 Inf Div (Cirene, Marm, Sirte)
12-1-3 Inf Div (Ctnzro)
8-1-3 Inf Div (1 Lib)
8-2-3 Inf Div (2 Lib)
5-4-3 Inf Rgt (9 Brs)
4-3-3 Inf Rgt (1 Lib)
3-2-3 Inf Rgt (5 Lib)
2-3-3 Inf Bn (34 Lib)
5-3-3 Inf Rgt (10 Brs)
2-3-3 Blackshirt Inf Bn (Vd.Lib)
3-1-2 GAF Rgt (30, 31, 32)
1-2-2 GAF Co (B.Scegga, E.GuG)
3-0-3 Territorial Rgt (54)
2-0-3 Territorial Bn (225, 226)
2-0-3 Coastal Defense Bn (31 Lib)
2-0-6 Lt Arm Bn (5 Lt, 61 Lt, 62 Lt)
2-1-6 Lt Arm Bn (4 Lt, 20 Lt, 60 Lt, 63 Lt)
3-3-7 Lt Arm Bn (52 Mx)
4-3-6 Arm Bn (3 Med)
4-2-6 Arm Bn (5 Med, 6 Med, 21 Med)
3-3-6 Arm Bn (1 Med, 2 Med)
2-3-12 Motorcycle Bn (ProvBrs, PAI)
1-3-12 Motorcycle Co (22 Brs, 61 Brs, 201 Brs, 202 Brs)
10-3-3 Arty Rgt (10, 12, 26)
10-3-2 Arty Rgt (10 Corps, 22 Corps)
26-2-2 Arty Bde (30 GAF)
22-3-2 Arty Rgt (25 Corps)
15-3-2 Arty Rgt (di Mnvra)
14-3-2 Arty Bde (20 Corps)
13-3-3 Arty Bde (Mtrizzato)
11-3-2 Arty Rgt (21 Corps, 24 Corps)
10-2-2 Arty Rgt (340 GAF)
9-3-2 Arty Bn (23 Corps)
8-2-2 Arty Rgt (31 GAF)
7-3-3 Arty Rgt (2 Cel)
7-3-2 Arty Rgt (Maletti)
4-2-2 Arty Rgt (32 GAF)
17-0-0 Coastal Arty Rgt (R. Mar)
3-0-0 Coastal Arty Bn (4)
2-0-0 Coastal Arty Bn (5)
(6)-4-5 AT Bn (1 Milmart, 503)
2x SM.79
4x CR.42
1x Ba.65
2x G.50
2x MC.200
1x MC.202

German:

90.Le Div (4-5-8 Arm Recon Bn (580), 5-5-3 Pioneer Bn (900), 10-3-3 Arty Bn (361))
21.Pz Div (4-5-3 Pioneer Bn (200))
4-3-3 AA Bn (612)
6-5-3 Commando Rgt (288.Snd)
4-5-8 PJ Bn (605)
4-3-2 Coastal Arty Co (4)
2x Bf.109f
1x Bf.110
1x Ju.52

Set Up:

Tripoli Box:

8 SPs

A33.14:

Level 2 Airbase

A48.18:

Level 2 Airbase

A48.20:

1-2-3 Inf Bn (18 Lib)
3-3-3 Inf Bn (57 Brs)
22-3-2 Arty Bde (5 Army)
8T Truck Points
2 SPs

A55.05:

Level 2 Airbase

B60.24:

1-2-3 Inf Bn (36 Lib)

B46.08:

Level 2 Airbase

B46.02:

Level 2 Airbase

B47.06:

Railhead Marker (Railline is complete)

B49.09:

Level 2 Airbase

w/i 2 B50.08:

(3)-3-3 Korück Bn (556)
90.Le Div (Organic Truck (Full))
3-4-3 Marine Bn (4-SM)
12-3-3 Inf Div (Pistoia)
8T Truck Points
5 SPs

C45.29:

12-3-3 Inf Div (Sabrtha)

C4.22:

GGFF Div (4 Lib Inf Bn, 9 Inf Bn, GGFF Inf Rgt, 136 Arty Rgt)

C39.03:

Level 2 Airbase
3-3-3 AA Bn (617)
2T Truck Points
9 SPs

D37.32:

3-4-3 Assault Engineer Bn (31, 32)

D35.29:

7-5-3 Inf Rgt (Buhse)

D35.27:

Trieste Div (65 Inf Rgt)

D35.26:

Trieste Div (21 Arty Rgt, Organic Truck (Full))

D35.24:

90.Le Div (6-4-3 Inf Rgt (200))

D35.23:

90.Le Div ((6)-4-3 PJ Bn (190))
4 SPs

D35.22:

90.Le Div (6-4-3 Inf Rgt (155), 14-3-3 Arty Rgt (190))

D35.21:

90.Le Div (6-5-3 Inf Rgt (361))
(7)-4-3 Luftwaffe Flak Bn (1-43, 1-53)

D34.19:

164.Le Div (2-5-8 Arm Recon Bn (220))
15.Pz Div (33 Arty Rgt, Organic Truck (Full))
(7)-5-3 Luftwaffe Flak Bn (1-33)
Littorio Arm Div (12 Med Arm Bn, 554 AG Bn)
4 SPs

D34.18:

Level 1 Hedgehog
164.Le Div (125 Inf Rgt)
5-4-3 Inf Rgt (7 Brs)
Trento Div (46 Arty Rgt)

D34.17:

Minefield

D33.21:

15.Pz Div (7-5-8 Pz Bn (1-8), 4-5-8 PJ Bn (33 PJ), 10-5-8 PG Rgt (115))
Littorio Arm Div (12 Brs Inf Rgt)
8-3-3 Arty Rgt (3 Cel)

D33.20:

164.Le Div (3-4-3 Pioneer Bn (220), (4)-3-3 PJ Bn (220), 15-3-3 Arty Rgt (220))
8-0 Corps HQ (21 It)

D33.19:

Level 1 Hedgehog
164.Le Div (6-3-3 Inf Rgt (382))
Trento Div (62 Inf Rgt)
(7)-4-3 AT Bn (6)

D33.18:

Minefield

D32.19:

3-3-3 AA Bn (606)
30-3-2 Arty Bde (8 Ragg)

D32.18:

Level 1 Hedgehog
164.Le Div (6-3-3 Inf Rgt (433))
Trento Div (61 Inf Rgt)

D32.17:

Minefield

D32.21:

15.Pz Div (7-5-8 Pz Bn (2-8), 4-5-8 Arm Recon Bn (33), 4-5-3 Pioneer Bn (33))
Littorio Arm Div (556 AG Bn)

D31.19:

Minefield

D31.18:

Minefield

D30.22:

14-0 Corps HQ (DAK)
3-5-8 Pz Co (KStA)
17-3-3 Arty Rgt (Afrika)
8-0 Corps HQ (20 It)
4 SPs

D30.19:

Level 1 Hedgehog
Ramcke FJ Bde (Hüber Para Bn)
12-2-3 Inf Div (Bologna, less one step)

D30.18:

Minefield

D29.21:

Minefield

D29.20:

Minefield

D29.19:

Minefield

D28.20:

(7)-5-3 Luftwaffe Flak Bn (1-18)
21.Pz Div (3 Arm Recon Bn, 10-5-8 PG Rgt (104))
Ariete Arm Div (4-3-6 Arm Bn (10 Med), 552 AG Bn, Organic Truck (Full))

D28.19:

Level 1 Hedgehog
2-5-3 FJ Bn (Lehr)
8-0 Corps HQ (10 It)
12-3-3 Inf Div (Brescia, less two steps)
7-3-3 Arty Rgt (1 Cel)

D28.18:

Minefield

D27.21:

21.Pz Div (7-5-8 Pz Bn (2-5), 155 Arty Rgt, Organic Truck (Full))
5-3-6 Arm Bn (13 Med)
Ariete Arm Div (8 Brs Inf Rgt)

D27.19:

Level 1 Hedgehog
Ramcke FJ Bde (vdH Para Inf Bn)
Folgore Para Div (187 Para Rgt)
11-3-2 Arty Rgt (16 Corps)

D27.18:

Minefield

D26.21:

21.Pz Div (7-5-8 Pz Bn (1-5), 3-3-3 AA Bn (305), (4)-4-3 PJ Bn (39 PJ))
Ariete Arm Div (Nizza Arm Car Bn, 5-4-7 Arm Bn (9 Med), 132 Arty Rgt)
(6)-4-5 AT Bn (501)

D26.19:

Level 1 Hedgehog
Ramcke FJ Bde (2-7 Para Arty Bn)
Folgore Para Div (8 Para Assault Engineer Bn)
12-3-3 Inf Div (Pavia, less one step)

D26.18:

Level 1 Hedgehog
Ramcke FJ Bde (Kroh Para Inf Bn)
Folgore Para Div (186 Para Inf Rgt, 185 Para Arty Bn)

D26.17:

Minefield

D25.20:

Minefield

D25.18:

Minefield

Anywhere west of the Axis Frontline (inclusive):

- (7)-4-3 Luftwaffe Flak Bn (1-6, 2-25, 1-46)
- 9-3-2 Coastal Arty Bn (523, 528, 529)
- 4-3-2 Coastal Arty Battery (4-149, 4-772)
- 2-3-5 Arm Arty Battery (902)
- 1-3-2 Mountain Arty Battery (362, 363, 364)
- (4)-4-5 AT Bn (2 Mil)
- (7)-4-3 AT Bn (3, 5)
- 1-1-2 GAF Bn (35)
- 3-0-3 Inf Rgt (336, 350)
- 2-0-3 Inf Bn (2-87)
- 3-1-3 Engineer Rgt (1 Spc, 7 Spc)
- 4-2-2 Arty Bn (332 GAF)
- 3-2-2 Arty Bn (291 GAF)

With any other Axis unit:

KG Markers (Criüwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marcks, Gräf)

At Any Axis controlled Airbase or Air Strip:

Italian:

- 1x Ju.87b (reduced)
- 4x CR.42
- 4x SM.79
- 1x Ca.309
- 1x G.50
- 1x SM.82
- 4x MC.200
- 2x Br.20
- 4x MC.202
- 1x Z.1007

German:

- 3x Bf.109g
- 4x Bf.109f
- 2x Ju.87d
- 2x Bf.110
- 2x Ju.88
- 3x Ju.52
- 1x He.111h

Flieger Korps Detached (All German):

- 1x Bf.110
- 2x Ju.87d
- 1x Ju.88

Victory:

Use Campaign Victory conditions.

7.19 Third Alamein—October 23-31, 1942—Smaller Scenario

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis

First Turn: 22 Oct 42

Last Turn: 5 Nov 42

Game Length: 5

Maps in Play: Map D Only

Use Campaign Rules?: No

Port Damage: None

Airfield Ownership: The Axis controls all air strips occupied by or west of their units. All other on-map airbases and air strips are controlled by the Commonwealth.

Special Note on Airfield use and set up: The Axis player can base air units at nominal air bases 25 hexes west of the map edge with a refit capacity of 4 per turn. He can also base air units in Crete.

One-Time Random Events which have occurred:

- Pearl Harbor Occurs
- Allies Crack Luftwaffe Codes
- German Signal-Intercept Genius At Work
- German Signal Unit Disaster
- Allies Crack Wehrmacht Code
- Offer of US Assistance

Timed Rules in Effect:

- No Brigade Groups
- Mines allowed (c3.2a)
- Allied Hipshoots Allowed (5.1)
- A19.35 as an Axis Supply Source (3.7a)

Commonwealth Information:

City Ownership: NA

Reserve Markers Available: 8

Hedgehogs Remaining: NA

Minefields Remaining: NA

Senussi Hexes remaining: None remain to be activated.

Training Marker Positions: All are Normal

Greek Campaign Status Track Marker: Campaign Termination Box

Greek Deployment Progress

Track Marker: No longer in use.

Dead Units: No rebuilds allowed.

Set Up:

D25.17:

- 7-5-3 FF Inf Bde (1 FF)
- 3-4-8 FF Arm Car Bn (1 Spahis)
- 3-4-3 FF Marine Bn (BFM)
- (4)-4-3 FF AT Bn (CAC)

D26.16:

44 Div (132 Inf Bde, Divarty Bde)

D26.15:

- 12-0 Corps HQ (13)
- 0-2-2 Scorpion Co (44 RTR)
- 6-2-3 Arm Bn (44 RTR)
- 4-4-8 Arm Recon Bn (Yellow) (Greys)
- (5)-3-3 AT Bn (65 AT)
- 3-5-8 Arm Car Bn (1 HCR)
- 3-4-8 Arm Car Bn (2 Derby)
- 1 Arm Div (9-4-5 Arm Bde (22))
- 7 Arm Div (9-4-6 Arm Bde (4), 11 Hus Arm Car Bn, Divarty Bde)
- 10 SPs

D27.17:

- 44 Div (131 Inf Bde)
- 5-2-3 Arty Bn (Red) (53 Fld)

D27.16:

- 7 Arm Div (Organic Truck (Full))
- 44 Div (Organic Truck (Full))

D27.15:

Minefield

D28.17:

- Level 1 Hedgehog
- 50 Div (69, 151 Inf Bde)

D28.16:

- (5)-3-3 AT Bn (102 AT)
- 50 Div (Divarty Bde, Organic Truck (Full))

D28.15:

Level 1 Hedgehog

D28.14:

Minefield

D28.13:

Minefield

D29.18:

- Level 1 Hedgehog
- 6-1-3 Greek Inf Bde (1 Greek)
- 5-3-3 FF Inf Bde (2 FF)

D30.17:

- Level 1 Hedgehog
- 6-3-3 Ind Inf Bde (161 Ind)
- 4 Ind Div (7 Ind Bde)

D30.16:

(5)-3-3 AT Bn (149 AT)
4 Ind Div (5 Ind Bde, Divarty Bde, Organic Truck (Full))
1 SA Div (Divarty Bde)
5-2-3 Arty Bn (Red) (5 RHA)
9-2-3 Arty Bn (7 Med)

D30.13:

2-4-8 Arm Car Bn (Royals)
8-3-6 Arm Bde (24)
10 Arm Div (9-3-5 Arm Bde (8), 133 Fully Motorized Inf Bde, Divarty Bde)

D31.17:

Level 1 Hedgehog
6-2-3 Arm Bn (8 RTR)
2-4-8 SA Arm Car Bn (3 SA)
1 SA Div (1 SA, 2 SA Inf Bde)
2 SA Div (3 SA Inf Bde)

D31.16:

Minefield

D31.15:

Minefield

D32.16:

Level 1 Hedgehog
0-2-2 Scorpion Co (42 RTR)
6-2-3 Arm Bn (42 RTR)
6-3-4 Arm Bn (50 RTR)
10 Arm Div (9-3-5 Arm Bde (9))
51 Div (152, 153, 154 Inf Bde)
2 NZ Div (4-5-8 Arm Recon Bn (Yellow) (2 NZ), 5 NZ, 6 NZ Inf Bde, 28 Maori Inf Bn)

D32.15:

12-0 Corps HQ (10, 30)
6-3-4 Arm Bn (46 RTR)
6-3-5 Arm Arty Bn (11 RHA)
5-3-3 Arm Arty Bn (121 Fld)
10 Ind Div (21 Ind Inf Bde, Guides Arm Car Bn)

D32.14:

9 Aus Div (Organic Truck (Full))
51 Div (Organic Truck (Full))
2 NZ Div (Organic Truck (Full))
1 SA Div (Organic Truck (Full))
24 SPs

D32.12:

(5)-3-3 AT Bn (95 AT)
5-2-3 Arty Bn (Red) (146 Fld)
2-4-8 SA Arm Car Bn (6 SA)
7 Arm Div (7 Motor Inf Bde)
1 Arm Div (12 Lcr Arm Car Bn, 9-3-5 Arm Bde (2), Divarty Bde, Organic Truck (Full))

D33.12:

Minefield

D33.17:

Level 1 Hedgehog
6-3-4 Arm Bn (40 RTR)
9 Aus Div (4-4-8 Arm Bn (9 Aus), 20 Aus, 24 Aus, 26 Aus Inf Bde)

D33.16:

9-2-3 Arty Bn (69 Med)
51 Div (Divarty Bde)
2 NZ Div (Divarty Bde)
9 Aus Div (Divarty Bde)

w/i 1 D39.05:

3-5-3 Marine Bn (11 RM)
1-5-8 Commando Bn (Layforce)
10T Truck Points
2-3-3 Yugoslav Inf Bn (Yugo Gd)
(1)-1-3 Arab Refugee Bn (1 Lib, 2 Lib, 4 Lib)
Level 3 Airbase
6-2-0 Coastal Arty Battery (204)
(4)-3-1 Fort Bde (Alex A, Alex B)
2-1-3 Egyptian Inf Bde (2)
3x Eq Repl
3x Pax Repl

D36.06:

Level 2 Airbase

w/i 1 D36.06:

1-3-8 Arm Car Co (1 RAF, 2 RAF)

D38.06:

Level 2 Airbase

D41.03:

Level 2 Airbase

Any Allied Controlled Airbase or Air Strip:

3x Spit Vb
3x Hurri I
7x Hurri IIa
1x Hurri IIb
9x Blen IV
5x Beaufgr
1x Gladiator
5x Wellington
2x Maryld
7x Ktyhk
3x Hurri IIc
1x Boston
5x Baltimore
1x B-25
1x B-26
2x US B-24
2x US P-40
1x US B-25

Anywhere in Egypt, east of the Axis:

8 Arm Div Divisional Marker

Special Rules:

a) Reinforcements: None. Alexandria functions normally to provide SPs.

b) Players can use the Map E Abstract to provide the Commonwealth Player with additional Airbases.

Axis Information:

City Ownership: NA
Reserve Markers Available: 5
Hedgehogs Remaining: NA
Flieger Korps Active: NA
Minefields Available for Reuse:

NA

Dead Units: No rebuilds allowed.

Set Up:

D37.32:

3-4-3 Assault Engineer Bn (31, 32)

D35.29:

7-5-3 Inf Rgt (Buhse)

D35.27:

Trieste Div (65 Inf Rgt)

D35.26:

Trieste Div (21 Arty Rgt, Organic Truck (Full))

D35.24:

90.Le Div (6-4-3 Inf Rgt (200))

D35.23:

90.Le Div ((6)-4-3 PJ Bn (190))
4 SPs

D35.22:

90.Le Div (6-4-3 Inf Rgt (155), 14-3-3 Arty Rgt (190))

D35.21:

90.Le Div (6-5-3 Inf Rgt (361))
(7)-4-3 Luftwaffe Flak Bn (1-43, 1-53)

D34.19:

164.Le Div (2-5-8 Arm Recon Bn (220))
15.Pz Div (33 Arty Rgt, Organic Truck (Full))
(7)-5-3 Luftwaffe Flak Bn (1-33)
Littorio Arm Div (12 Med Arm Bn, 554 AG Bn)
4 SPs

D34.18:

Level 1 Hedgehog
164.Le Div (125 Inf Rgt)
5-4-3 Inf Rgt (7 Brs)
Trento Div (46 Arty Rgt)

D34.17:

Minefield

D33.21:

15.Pz Div (7-5-8 Pz Bn (1-8), 4-5-8 PJ Bn (33 PJ), 10-5-8 PG Rgt (115))
Littorio Arm Div (12 Bns Inf Rgt)
8-3-3 Arty Rgt (3 Cel)

D33.20:

164.Le Div (3-4-3 Pioneer Bn (220), (4)-3-3 PJ Bn (220), 15-3-3 Arty Rgt (220))
8-0 Corps HQ (21 It)

D33.19:

Level 1 Hedgehog
164.Le Div (6-3-3 Inf Rgt (382))
Trento Div (62 Inf Rgt)
(7)-4-3 AT Bn (6)

D33.18:

Minefield

D32.19:

3-3-3 AA Bn (606)
30-3-2 Arty Bde (8 Ragg)

D32.18:

Level 1 Hedgehog
164.Le Div (6-3-3 Inf Rgt (433))
Trento Div (61 Inf Rgt)

D32.17:

Minefield

D32.21:

15.Pz Div (7-5-8 Pz Bn (2-8), 4-5-8 Arm Recon Bn (33), 4-5-3 Pioneer Bn (33))
Littorio Arm Div (556 AG Bn)

D31.19:

Minefield

D31.18:

Minefield

D30.22:

14-0 Corps HQ (DAK)
3-5-8 Pz Co (KStA)
17-3-3 Arty Rgt (Afrika)
8-0 Corps HQ (20 It)
4 SPs

D30.19:

Level 1 Hedgehog
Ramcke FJ Bde (Hüber Para Bn)
12-2-3 Inf Div (Bologna, less one step)

D30.18:

Minefield

D29.21:

Minefield

D29.20:

Minefield

D29.19:

Minefield

D28.20:

(7)-5-3 Luftwaffe Flak Bn (1-18)
21.Pz Div (3 Arm Recon Bn, 10-5-8 PG Rgt (104))
Ariete Arm Div (4-3-6 Arm Bn (10 Med), 552 AG Bn, Organic Truck (Full))

D28.19:

Level 1 Hedgehog
2-5-3 FJ Bn (Lehr)
8-0 Corps HQ (10 It)
12-3-3 Inf Div (Brescia, less two steps)
7-3-3 Arty Rgt (1 Cel)

D28.18:

Minefield

D27.21:

21.Pz Div (7-5-8 Pz Bn (2-5), 155 Arty Rgt, Organic Truck (Full))
5-3-6 Arm Bn (13 Med)
Ariete Arm Div (8 Bns Inf Rgt)

D27.19:

Level 1 Hedgehog
Ramcke FJ Bde (vdH Para Inf Bn)
Folgore Para Div (187 Para Rgt)
11-3-2 Arty Rgt (16 Corps)

D27.18:

Minefield

D26.21:

21.Pz Div (7-5-8 Pz Bn (1-5), 3-3-3 AA Bn (305), (4)-4-3 PJ Bn (39 PJ))
Ariete Arm Div (Nizza Arm Car Bn, 5-4-7 Arm Bn (9 Med), 132 Arty Rgt)
(6)-4-5 AT Bn (501)

D26.19:

Level 1 Hedgehog
Ramcke FJ Bde (2-7 Para Arty Bn)
Folgore Para Div (8 Para Assault Engineer Bn)
12-3-3 Inf Div (Pavia, less one step)

D26.18:

Level 1 Hedgehog
Ramcke FJ Bde (Kroh Para Inf Bn)
Folgore Para Div (186 Para Inf Rgt, 185 Para Arty Bn)

D26.17:

Minefield

D25.20:

Minefield

D25.18:

Minefield

Anywhere west of the Axis Frontline (inclusive):

(7)-4-3 Luftwaffe Flak Bn (1-6, 2-25, 1-46)
4-2-2 Arty Bn (332 GAF)
3-2-2 Arty Bn (291 GAF)

With any other Axis unit:

KG Markers (Criüwell, Linau, 3 Aufk, Schütte, Wechmar, Voss, Marecks, Gräf)

At Any Axis controlled Airbase or Air Strip:

Italian:
1x Ju.87b (reduced)
2x CR.42
3x SM.79
1x Ca.309
1x G.50
2x MC.200
2x Br.20
2x MC.202

German:
2x Bf.109g
3x Bf.109f
2x Ju.87d
1x Bf.110
2x Ju.88
1x He.111h

Special Rules:

a) Reinforcements: 2 SPs per turn at D37.35.

b) Special Reinforcement: Rommel was in Germany ill when the Alamein offensive began. Ordered directly to the front, he arrives as a reinforcement 26 Oct 42.

Victory:

a) The Allied Player wins if he captures D35.29 and forces the Axis to abandon its Alamein Line.
b) The Axis Player wins if he (somehow) avoids the inevitable.

7.20 The Desert Campaign, Sept 1940 through Nov 15, 1942

General Information:

Set Up Order: Commonwealth, Axis

First Player: Axis
First Turn: 12 Sept 40
Last Turn: 29 Nov 42
Game Length: 239
Maps in Play: All
Use Campaign Rules?: Yes
Port Damage: None

One-Time Random Events which have occurred:

- None

Timed Rules in Effect:

- Brigade Groups
- Mines not allowed (c3.2a)
- Protecting Italian Private Property (c4.4d)
- No Running Away (c4.4c)
- German Acclimitation to the Desert (4.7a)
- Italians Can't use non-Primary Roads for Trace (3.7b)
- Italian Parachute Design Modifier in Effect (c4.6f)
- Mussolini Requirements (c4.4a)

Commonwealth Information:

City Ownership: Two Months (+): Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cairo (all), Helwan, Port Said, Suez

Reserve Markers Available: 3

Hedgehogs Remaining: 20

Minefields Remaining: 25

Senussi Hexes remaining: All

Training Marker Positions: 6 Aus (Green, Locked), 2 NZ (Green, Locked)

Greek Campaign Status Track

Marker: No Operations Yet

Greek Deployment Progress

Track Marker: na

Dead Units: To be rebuilt when the listed units are destroyed or disbanded.

(To "disband" simply remove the unit from play when desired.)

7 Arm Div (7-4-8 Arm Bde (7))—3 Hus, 8 Hus

7 Arm Div (5-4-8 Arm Bde (4))—2 RTR, 6 RTR, 7 Hus

7 Arm Div (5-4-3 Support Bde (7 Support))—1 KRRC, 2 Rifle, 4 RHA

6-2-3 Arm Bn (7 RTR)—7 RTR (no rebuild)

3-2-8 Arm Bn (1 RTR)—1 RTR (7 Arm Div, no rebuild)

Set Up:

Anywhere in Egypt West of Cxx.15, inclusive:

Strafer Gott Leader

Jock Campbell Leader

7 Arm Div (3-5-8 Arm Car Bn (11 Hus))

7 Arm Div (2-4-3 Inf Bn (1 KRRC, 2 Rifle))

7 Arm Div (2-4-10 Lt Arm Bn (1 RTR))

2-4-3 Inf Bn (3 Cldst)

5-2-3 Arty Bn (Red) (4 RHA)

(2)-2-3 AT Bn (3 RHA)

2-0-3 French Marine Bn (BIM)

2 SPs

C4.22:

1-2-8 Egyptian Ford Co (s-FDA)

2-3-5 Egyptian Camel Bn (Siwa)

C37.05:

7 Arm Div (4-5-8 Arm Bn (8 Hus, 6 RTR))

7 Arm Div (2-4-10 Lt Arm Bn (7 Hus))

7 Arm Div Organic Truck (Full)

C38.02:

Railhead Marker

Railline west of and including C38.02 does not exist.

C39.03:

(4)-3-1 Fort Bde (Matruh)

9-2-3 Arty Bn (7 Med)

5-2-3 Arty Bn (Red) (8 Fld)

3-2-3 Arty Bn (no color) (107 RHA)

(2)-2-3 AT Bn (106 RHA)

2-3-6 Egyptian Cav Bn (Mob F)

1-2-8 Egyptian Ford Co (n-FDA)

3-3-8 Egyptian Ford Bn (FDA)

Level 2 Airbase

1 SP

D37.32:

O'Connor Leader

8-0 Corps HQ (W.Desrt)

4 Ind Div (6-4-3 Inf Bde (5 Ind, 11 Ind))

4 Ind Div (1-3-6 Cav Bn (CIH))

4 Ind Div Organic Truck (Full)

2 NZ Div (6-4-3 Inf Bde (4 NZ))

3-2-3 Arty Bn (no color) (104 RHA)

3T SP

D35.23:

3-2-3 Egyptian MG Bde (1 MG)

D34.19:

4-0-3 Egyptian Arty Bn (Egypt)

D36.06:

Level 2 Airbase

w/i 3 D36.06:

6-4-3 Polish Inf Bde (Carp)

2-4-3 Polish Cav Bn (Lancer)

D38.06:

Level 2 Airbase

w/i 1 D39.05:

6-4-3 Inf Bde (16)

(4)-3-1 Fort Bde (Alex A, Alex B)

1x Eq Repl

2-1-3 Egyptian Inf Bde (2)

Level 3 Airbase

D41.03:

Level 2 Airbase

In or adjacent to any hex of Cairo:

(4)-3-1 Fort Bde (Cairo A, Cairo B, Cairo C)

1-5-8 Commando Bn (LRDG)

4-2-3 Egyptian Inf Bde (1)

3-0-5 Egyptian Arty Bn (1 Lt Mule)

Egyptian National Army Organic Truck (Full)

Level 2 Airbase

Level 3 Airbase

E20.22:

4 Ind Div (18-2-3 Arty Bde (Divarty))

E19.21:

6 Aus Div (6-4-3 Inf Bde (16 Aus, 17 Aus))

6 Aus Div (3-3-8 Arm Recon Bn (6 Aus))

Level 3 Airbase

E10.26:

2-3-5 Egyptian Camel Bn (Hauwasa)

E43.11:

6-2-2 Coastal Arty Battery (19 Hvy)

Level 2 Airbase

E32.10:

Level 2 Airbase

E32.12:

Level 3 Airbase

E22.06:

Level 2 Airbase

Anywhere in Egypt:

1T Truck Point
 3x Reserve Markers
 1x Blen IV
 1x Wellington
 1x Gladiator
 1x Egyptian Gladiator
 1x Hurri 1
 3x Egyptian ENRR RR Bns
 1x Egyptian Port Engineer Bn

Special Rules or Restrictions:

1) The following cannot move further West than Mersa Matruh until released:

2 NZ Inf Div

2) These units cannot move outside the "Restriction Zone" Boundary until released:

Carp Polish Inf Bde
 Polish Lancer Cav Bn

3) This Division cannot move further than 5 hexes from Mersa Matruh until released:

4 Ind Inf Div (the 4 Ind Artillery Bde (Divarty) cannot move from its starting hex until noted.)

4) 4 Ind Div Infantry Bdes are not formed as Brigade Groups when the campaign begins and do not have the intrinsic artillery ability—but the division does have a Divarty Bde.

5) This division is restricted to Helwan until released:

6 Aus Inf Div

Axis Information:

City Ownership: Two Months (+):
 Benghazi, Tobruk, Bardia

Reserve Markers Available: 2

Hedgehogs Remaining: 20

Minefields Available for Reuse: 0

Flieger Korps Active: No

Dead Units: None

Set Up:

All are Italian

Tripoli Box:

8-0 Corps HQ (10 It, 20 It)
 12-3-3 Inf Div (each less 2 steps) (Pavia, Sabrtha, Savona)
 12-3-3 Inf Div (less 1 step) (Brescia)
 12-2-3 Inf Div (each less 2 steps) (Bologna)
 3-3-3 MG Bn (Aosta, Genova)
 2-3-3 MG Bn (17, 25)
 2-1-6 Lt Arm Bn (60 Lt)

1-1-2 GAF Bn (35)
 1-2-3 Inf Bn (18 Lib, 36 Lib)
 10-2-2 Arty Rgt (340 GAF)
 10-3-3 Arty Rgt (10, 26)
 22-3-2 Arty Bde (5 Army)
 4-2-2 Arty Bn (332 GAF)
 3-2-2 Arty Bn (291 GAF)
 3x Pax Repls
 7 SPs

A1.05:

1-1-1 MG Bn (Gialo)

A48.18:

Level 2 Airbase

A48.20:

2-0-3 Territorial Bn (226)
 14-3-2 Arty Bde (20 Corps)
 3-0-0 Coastal Arty Bn (4)
 3 SPs

A41.18:

10-3-2 Arty Rgt (10 Corps)
 15-3-2 Arty Rgt (di Mnvra)

A55.15:

2-0-3 Territorial Bn (225)

A55.11:

3-3-3 Para Bn (It)
 2-4-3 Para Bn (1 Lib)
 1 SP

A55.05:

Level 2 Airbase

B60.24:

3-0-3 Territorial Rgt (54)

B49.09:

17-0-0 Arty Rgt (R.Mar)
 Level 2 Airbase

B46.08:

9-1-3 Blackshirt Inf Div (3 Jan)
 2-1-2 Blackshirt MG Bn (204)
 Level 2 Airbase

B48.05:

12-1-3 Inf Div (Ctnzro)
 2-3-3 MG Bn (64)

w/i 2 B50.08:

12-2-3 Inf Div (Sirte)
 2-2-3 MG Bn (61)
 1-3-12 Motorcycle Co (22 Bns, 61 Bns)
 3-1-2 GAF Rgt (31, 32)
 2-0-3 Coastal Defense Bn (31 Lib)
 8-2-2 Arty Rgt (31 GAF)
 4-2-2 Arty Rgt (32 GAF)
 2x Pax Repls
 3 SPs

B50.08:

8-0 Corps HQ (22 It)
 8-0-0 Stranded Cruiser (San Giorgio)
 0-0-0 Mobile Bordello (10 Armata)

B12.01:

2-1-1 MG Bn (3 Lib Frt)

C19.34:

1-2-2 GAF Co (E.GuG)

C31.30:

1-2-2 GAF Co (B.Sceggia)

C39.32:

Maletti Leader
 3-3-6 Arm Bn (2 Med)
 3-4-5 Camel Bn (Sahariano)
 4-3-3 Inf Rgt (1 Lib)
 3-2-3 Inf Rgt (5 Lib)
 7-3-2 Arty Rgt (Maletti)

C44.31:

9-1-3 Blackshirt Inf Div (23 Mar)
 2-1-2 Blackshirt MG Bn (201)

C42.31:

1 Raggruppamento Carri Leggeri (Aresca) Marker
 3-3-6 Arm Bn (1 Med)
 2-1-6 Lt Arm Bn (21 Lt)

C42.30:

12-2-3 Inf Div (Marm)
 2-2-3 MG Bn (62)
 2-0-6 Lt Arm Bn (62 Lt)

C42.29:

8-0 Corps HQ (LibOp)
 8-1-3 Inf Div (1 Lib)

C41.31:

8-2-3 Inf Div (2 Lib)
 2-0-6 Lt Arm Bn (9 Lt)

C43.30:

8-0 Corps HQ (23 It)
 12-2-3 Inf Div (Cirene)
 2-2-3 MG Bn (63)
 2-1-6 Lt Arm Bn (63 Lt)
 11-3-2 Arty Rgt (21 Corps)
 10-3-2 Arty Rgt (22 Corps)

w/i 1 C45.29:

- 8-0 Corps HQ (21 It)
- 2 Raggruppamento Carri Leggeri (Trivoli) Marker
- 9-1-3 Blackshirt Inf Div (28 Oct)
- 2-1-6 Lt Arm Bn (20 Lt)
- 2-0-6 Lt Arm Bn (61 Lt)
- 3-3-3 MG Bn (VEC)
- 2-1-2 Blackshirt MG Bn (202)
- 3-1-2 GAF Rgt (30)
- 26-2-2 Arty Bde (30 GAF)
- 9-3-2 Arty Bn (23 Corps)
- 2-0-0 Coastal Arty Bn (5)
- 7 SPs

Anywhere in Libya:

- 4x 1T Truck Points
- 2x Reserve Markers
- 2x CR.42
- 2x SM.79
- 1x SM.82
- 1x Ba.65
- 1x Ca.309

Victory:

Campaign Victory Conditions

Counter Manifest and Order of Battle

Where units have more than one set of strength and other unit values, those values are listed. If only the unit ID appears, the unit has but one set of values.

Italian Forces

Command and Unusual Units:

- Balbo Leader
- Maletti Leader
- 1 Ragg Marker
- 2 Ragg Marker
- Brg. Cor. Ragg Marker
- Bergonzoli Ragg Marker
- Bignami Ragg Marker
- RECAM Ragg Marker
- CAM Corps HQ
- LibOp Corps HQ
- 10 It Corps HQ
- 20 It Corps HQ
- 21 It Corps HQ
- 22 It Corps HQ
- 23 It Corps HQ
- 10 Armata Mobile Bordello Section
- San Giorgio Stranded Crusier
- Sahariano Camel Bn
- 4-SM Marine Bn
- CMA Commando Bn
- CMI Commando Bn
- RW Commando Bn
- Arditi Commando Bn

Infantry Divisions:

- 1 Lib Inf Div
- 2 Lib Inf Div
- Bologna Inf Div
- Brescia Inf Div
- Ctnzro Inf Div
- Cirene Inf Div
- L.Spez Inf Div
- Marm Inf Div
- Pavia Inf Div
- Pistoia Inf Div
- Sabrtha Inf Div
- Savona Inf Div
- Sirte Inf Div

Blackshirt Units:

- 3 Jan Inf Div
- 23 Mar Inf Div
- 28 Oct Inf Div
- Vd.Lib Inf Bn
- 201 MG Bn
- 202 MG Bn
- 204 MG Bn

Smaller Infantry Units:

- 1 Cara Para Bn
- It Para Bn
- 1 Lib Para Bn
- 2 Lib Para Bn
- 7 Brs Inf Rgt
- 9 Brs Inf Rgt
 - Semi-Motorized Version
 - Fully-Motorized Version
- 10 Brs Inf Rgt
- 57 Brs Inf Bn
- 2-87 Inf Bn
- 336 Inf Rgt
- 350 Inf Rgt
- GGFF Inf Rgt (Independent)
- 1 Lib Inf Rgt
- 5 Lib Inf Rgt
- 18 Lib Inf Bn
- 34 Lib Inf Bn
- 36 Lib Inf Bn

Engineers:

- 1 Spc Engineer Rgt
- 7 Spc Engineer Rgt
- 30 Assault Engineer Bn
- 31 Assault Engineer Bn
- 32 Assault Engineer Bn

Motorcycle Units:

- PAI Motorcycle Bn
- ProvBrs Motorcycle Bn
- 22 Brs Motorcycle Co
- 61 Brs Motorcycle Co
- 201 Brs Motorcycle Co
- 202 Brs Motorcycle Co

MG Units (see also Blackshirt Units):

- Aosta MG Bn

- Genova MG Bn
- Gialo MG Bn
- R.Gessi MG Bn
- S.Maria MG Bn
- VEC MG Bn
- 3 Lib Frt MG Bn
- 17 MG Bn
- 25 MG Bn
- 27 MG Bn
- 55 MG Bn
- 60 MG Bn
- 61 MG Bn
- 62 MG Bn
- 63 MG Bn
- 64 MG Bn
- 101 MG Bn
- 551 MG Bn

Artillery Units:

- di Mnrva Arty Rgt
- Maletti Arty Rgt
- Mtrizzato Arty Bde
- R.Mar Coastal Arty Rgt
- Volanti Arty Rgt
- 1 Cel Arty Rgt
- 2 Cel Arty Rgt
- 3 Cel Arty Rgt
- 5 Army Arty Bde
- 8 Ragg Arty Bde
- 10 Corps Arty Rgt
- 16 Corps Arty Rgt
- 20 Corps Arty Rgt
- 21 Corps Arty Rgt
- 22 Corps Arty Rgt
- 23 Corps Arty Rgt
- 24 Corps Arty Rgt
- 25 Corps Arty Rgt
- 4 Coastal Arty Bn
- 5 Coastal Arty Bn
- 30 GAF Arty Bde
- 31 GAF Arty Rgt
- 32 GAF Arty Rgt
- 291 GAF Arty Bn
- 332 GAF Arty Bn
- 340 GAF Arty Rgt
- 10 Arty Rgt
- 12 Arty Rgt
- 26 Arty Rgt

Border Gurads, Territorials and other such units:

- 54 Ter Rgt
- 225 Ter Bn
- 226 Ter Bn
- B.Scegga GAF Co
- E.GuG GAF Co
- 30 GAF Rgt
- 31 GAF Rgt
- 32 GAF Rgt
- 35 GAF Bn
- 31 Lib CD Bn

Anti-Tank Units:

- 1 Mil AT Bn
- 2 Mil AT Bn
- 3 AT Bn
- 5 AT Bn
- 6 AT Bn
- 501 AT Bn
- 503 AT Bn
- 551 AT Bn

Armor Units:

- 4 Lt Arm Bn
- 5 Lt Arm Bn
- 9 Lt Arm Bn
- 20 Lt Arm Bn
- 21 Lt Arm Bn
- 52 Mx Lt Arm Bn
- 60 Lt Arm Bn
- 61 Lt Arm Bn
- 62 Lt Arm Bn
- 63 Lt Arm Bn
- 1 Med Arm Bn
- 2 Med Arm Bn
- 3 Med Arm Bn
- 5 Med Arm Bn
- 6 Med Arm Bn
- 13 Med Arm Bn
- 21 Med Arm Bn

Ariete Arm Division:

- Divisional Marker
- 1 Lt Arm Bn
- 2 Lt Arm Bn
- 3 Lt Arm Bn
- Novara Lt Arm Bn
- 7 Med Arm Bn
 - 5-4-7 Version
 - 5-5-8 Version
- 8 Med Arm Bn
 - 5-4-7 Version
 - 5-5-8 Version
- 9 Med Arm Bn
 - 4-3-6 Version
 - 5-4-7 Version
- 10 Med Arm Bn
- Nizza Arm Car Bn
- AT Bn
 - (2)-3-3 (Red) Version
 - (6)-4-5 Version
- 551 AG Bn
- 552 AG Bn
- 8 Brs Inf Rgt
- 132 Arty Rgt
- Organic Truck

Centauro Arm Division:

- Divisional Marker
- Lodi Arm Car Bn
- 14 Med Arm Bn
- 17 Med Arm Bn
- 555 AG Bn
- 5 Brs Inf Rgt
- 131 Arty Rgt

Littorio Arm Division:

- Divisional Marker
- 4 Med Arm Bn
- 10 Med Arm Bn
- 11 Med Arm Bn
- 12 Med Arm Bn
- 51 Med Arm Bn
- 554 AG Bn
- 556 AG Bn
- 12 Brs Inf Rgt
- 133 Arty Rgt
 - 3-3-3 Arty Bn Version
 - 10-3-3 Arty Rgt Version
- Organic Truck

Folgore Airborne Division:

- Divisional Marker
- 186 Para Inf Rgt
- 187 Para Inf Rgt
- 8 Para Assault Engineer Bn
- 185 Para Arty Bn

GGFF Inf Division:

- Divisional Marker
- Mnfrto Arm Car Bn
- GGFF Inf Rgt
- 4 Lib Inf Bn
- 9 Inf Bn
- 136 Arty Rgt

Trento Inf Division:

- Divisional Marker
- 61 Inf Rgt
 - Non-Motorized Version
 - Motorized Version
- 62 Inf Rgt
 - Non-Motorized Version
 - Motorized Version
- 46 Arty Rgt
 - Non-Motorized Version
 - Motorized Version

Trieste Inf Division:

- Divisional Marker
- 8 Brs Arm Car Bn
- 11 Med Arm Bn
- 65 Inf Rgt
- 66 Inf Rgt
- 21 Arty Rgt
- Organic Truck

German Forces

Command and Unusual Units:

- Rommel Leader
- DAK Leader
- DAK Corps HQ
- KG Bach Marker
- KG Crüwell Marker
- KG Gräf Marker
- KG Marecks Marker
- KG Schütte Marker
- KG Wechmar Marker
- KG 3 Aufk Marker

- KG Linau Marker
- KG Voss Marker
- KStA Pz Bn
 - 3-5-8 Pz Co Version
 - 7-5-8 Pz Bn Version
- 556 Kor Bn
- 2-300 Oasis Co
- 6-300 Oasis Co
- 10-300 Oasis Co
- 12-300 Oasis Co
- 13-300 Oasis Co
- Hecker Amphibious Bn
- 778 Ldg Amphibious Co
- 707 IG Co
- 708 IG Co
- 287.Snd Commando Rgt
- 288.Snd Commando Rgt
- v.Könen Commando Co

Artillery Units:

- Afrika Arty Rgt
- 9 Werfer Bn
- 2-115 Arty Bn
- 408 Arty Bn
- 864 Arty Bn
- 911 Arty Bn
- 902 Arty Battery
 - 2-3-3 Version
 - 2-3-5 Arm Arty Version
- 362 Mountain Arty Battery
- 363 Mountain Arty Battery
- 364 Mountain Arty Battery
- 4 Coastal Arty Battery
- 4-149 Coastal Arty Battery
- 523 Coastal Arty Bn
- 528 Coastal Arty Bn
- 529 Coastal Arty Bn
- 532 Coastal Arty Bn
- 4-772 Coastal Arty Battery

Infantry Units:

- Afrika PG Rgt
- Buhse Inf Rgt
- 3-255 Inf Bn
- 3-347 Inf Bn

PJ and Army Flak Units:

- 605 PJ Bn
 - 3-5-8 Version
 - 4-5-8 Version
- 606 AA Bn
- 612 AA Bn
- 617 AA Bn

Non-Attached Luftwaffe Ground Units:

- 1-6 Flak Bn
- 1-18 Flak Bn
- 2-25 Flak Bn
- 1-33 Flak Bn
- 1-43 Flak Bn
- 1-46 Flak Bn
- 1-53 Flak Bn

- Lehr FJ Bn
 - 2-5-3 Version
 - 4-5-3 Version

5 Light Division:

- Divisional Marker
- 3 Arm Recon Bn
- 15 Krd Motorcycle Bn
- 1-5 Pz Bn
- 2-5 Pz Bn
- 2 MG Bn
- 8 MG Bn
- 200 Pioneer Bn
- 39 PJ Bn
- 1-75 Arty Bn
- 155 Arty Rgt
- Organic Truck

15 Panzer Division:

- Divisional Marker
- 33 Arm Recon Bn
- 15 Krd Motorcycle Bn
- 1-8 Pz Bn
 - 5-5-8 Version
 - 6-5-8 Version
 - 7-5-8 Version
- 2-8 Pz Bn
 - 5-5-8 Version
 - 6-5-8 Version
 - 7-5-8 Version
- 2 MG Bn
- 104 Inf Rgt
- 115 Inf Rgt
 - 6-5-3 Version
 - 8-5-3 Version
 - 10-5-8 PG Version
- 33 Pioneer Bn
- 33 PJ Bn
 - (3)-4-3 Version
 - 4-5-8 Version
- 33 Arty Rgt
- Organic Truck

21 Panzer Division:

- Divisional Marker
- 3 Arm Recon Bn
- 15 Krd Motorcycle Bn
- 1-5 Pz Bn
 - 5-5-8 Version
 - 6-5-8 Version
 - 7-5-8 Version
- 2-5 Pz Bn
 - 5-5-8 Version
 - 6-5-8 Version
 - 7-5-8 Version
- 8 MG Bn
- 104 Inf Rgt
 - 6-5-3 Version
 - 8-5-3 Version
 - 10-5-8 PG Version
- 39 PJ Bn
 - (3)-4-3 Version
 - (4)-4-3 Version

- 305 AA Bn
- 200 Pioneer Bn
- 155 Arty Rgt
- Organic Truck

zvB Afrika Division:

- Divisional Marker
- 580 Exploration Co
- 155 Inf Rgt
- 361 Inf Rgt
- 900 Pioneer Bn
- 361 Arty Bn
- Organic Truck

90 Light Division:

- Divisional Marker
- 580 Arm Recon Bn
 - 3-5-8 Version
 - 4-5-8 Version
- 190 Pz Bn
- 155 Inf Rgt
 - 6-4-3 Version
 - 7-4-3 Version
 - 9-4-6 PG Version
- 200 Inf Rgt
 - 6-4-3 Version
 - 9-4-6 PG Version
- 361 Inf Rgt
 - 5-5-3 Version
 - 6-5-3 Version
 - 9-5-6 PG Version
- 900 Pioneer Bn
- 190 PJ Bn
- 361 Arty Bn
- 190 Arty Rgt
- Organic Truck

164 Light Division:

- Divisional Marker
- 220 Arm Recon Bn
- 125 Inf Rgt
 - 6-3-3 Version
 - 7-4-6 PG Version
- 382 Inf Rgt
 - 6-3-3 Version
 - 7-4-6 PG Version
- 433 Inf Rgt
 - 6-3-3 Version
 - 7-4-6 PG Version
- 220 PJ Bn
 - (4)-3-3 Version
 - (5)-3-3 Version
- 220 Pioneer Bn
- 220 Arty Rgt
 - 5-2-3 Bn Version
 - 15-3-3 Rgt Version

22 Air Landing Division:

- Divisional Marker
- 13 Krd Motorcycle Bn
- 16 Air Landing Rgt
- 47 Air Landing Rgt
- 65 Air Landing Rgt

- 22 Pioneer Bn
- 22 PJ Bn
- 22 Arty Rgt

Ramcke FJ Bde:

- Divisional Marker
- Hüber FJ Bn
- Kroh FJ Bn
- vdH FJ Bn
- 2-7 Para Arty Bn

Commonwealth Forces**Command and Unusual Units:**

- O'Connor Leader
- Strafer Gott Leader
- Jock Campbell Leader
- Vyvyan Pope Leader
- Tobruk Command HQ
- W.Desrt Corps HQ
- 1 Australian Corps HQ
- 10 Corps HQ
- 13 Corps HQ
- 30 Corps HQ
- LRDG Commando Bn
- Layforce Commando Bn
- 1 SAS Commando Bn
- 11 RM Marine Bn
- Alex A Fort Bde
- Alex B Fort Bde
- Cairo A Fort Bde
- Cairo B Fort Bde
- Cairo C Fort Bde
- Matruh Fort Bde
- 10 NZ RR Co
- 13 NZ RR Co
- BFM French Marine Bn
- BIM French Marine Bn

Infantry Units:

- Selby Inf Bde
- 3 Cldst Inf Bn
- 14 Inf Bde
- 16 Inf Bde
- 22 Inf Bde
- 22 Gd Bde
- 23 Inf Bde
- 161 Inf Bde
- 200 Gd Inf Bde
- 201 Gd Inf Bde
- 1 Greek Inf Bde
- 2 Greek Inf Bde
- Yugo Gd Inf Bn
- 1 Free French Inf Bde
- 2 Free French Inf Bde
- 1 Leg French Inf Bn
- 11 Czech Inf Bn
- 1 Sudanese Inf Bde
- Carp Polish Inf Bde
- 3 Ind Inf Bde
- 18 Ind Inf Bde
- 26 Ind Inf Bde
- 161 Ind Inf Bde

Arm Car, or Cavalry Units:

- Greys Arm Car Bn
 - 2-4-8 Version
 - 4-4-8 Arm Recon Version
- KDG Arm Car Bn
- Royals Arm Car Bn
- 1 HCR Arm Car Bn
- 1 RAF Arm Car Co
- 2 RAF Arm Car Co
- 2 Derby Arm Car Bn
- 1 Spahis French Arm Car Bn
- 3 SA Arm Car Bn
- 4 SA Arm Car Bn
- 6 SA Arm Car Bn
- 7 SA Arm Car Bn
- 18 Ind Cavalry Bn
- Lancer Polish Cavalry Bn
- Skinner Indian Arm Car Bn

Anti-Tank Units:

- 3 RHA AT Bn
- 65 AT Bn
 - (2)-2-3 Version
 - (5)-3-3 Version
- 95 AT Bn
 - (2)-2-3 Version
 - (5)-3-3 Version
- 102 AT Bn
 - (2)-2-3 Version
 - (5)-3-3 Version
- 106 RHA AT Bn
- 149 AT Bn
 - (2)-2-3 Version
 - (5)-3-3 Version
- CAC French AT Bn

Armor Units:

- 3x Cap It Arm Bn
- 3 Hus Lt Arm Bn
- 24 Arm Bde
- 1 RTR Arm Bn
- 3 RTR Arm Bn
- 4 RTR Arm Bn
 - 6-4-3 Non-Rebuildable Version
 - 6-2-3 Version
- 5 RTR Arm Bn
- 7 RTR Arm Bn
 - 6-5-3 Non-Rebuildable Version
 - 6-2-3 Version
- 8 RTR Arm Bn
- 40 RTR Arm Bn
- 42 RTR Arm Bn
- 42 RTR Scorpion Co
- 44 RTR Arm Bn
- 44 RTR Scorpion Co
- 46 RTR Arm Bn
- 50 RTR Arm Bn

Artillery Units:

- F Coastal Arty Battery
- X Coastal Arty Battery
- 19 Hvy Coastal Arty Battery

- 202 Coastal Arty Battery
- 204 Coastal Arty Battery
- 206 Coastal Arty Battery
- 8 Fld Arty Bn
- 12 Fld Arty Bn
- 51 Fld Arty Bn
- 52 Fld Arty Bn
- 53 Fld Arty Bn
- 60 Fld Arty Bn
- 98 Fld Arty Bn
- 107 Fld Arty Bn
- 121 Fld Bn
 - 5-2-3 Version
 - 5-3-5 Arm Arty Version
- 144 Fld Bn
- 146 Fld Bn
- 149 Fld Bn
- 7 Med Arty Bn
- 64 Med Arty Bn
- 68 Med Arty Bn
- 69 Med Arty Bn
- 1 RHA Arty Bn
 - Red Version
 - Yellow Version
- 2 RHA Arty Bn
 - Red Version
 - Yellow Version
- 4 RHA Arty Bn
- 5 RHA Arty Bn
- 11 RHA Arty Bn
 - Red Version
 - Yellow Version
 - 6-3-5 Arm Arty Version
- 104 RHA Arty Bn
 - 3-2-3 No-Color Version
 - 5-2-3 Red Version
- 107 RHA Arty Bn
 - 3-2-3 No-Color Version
 - 5-2-3 Red Version
- Bush Aus Arty Bn
- 1 Bn FF Arty Bn

1 Arm Division:

- Divisional Marker
- Training Marker
- 12 Lcr Arm Car Bn
- 2 Arm Bde
 - 7-3-8 Version
 - 9-3-5 Version
- 22 Arm Bde
 - 7-4-8 Version
 - 9-4-5 Version
- 1 Support Bde
- Divarty Arty Bde
- Organic Truck

2 Arm Division:

- Divisional Marker
- Training Marker
- KDG Arm Car Bn
- 1 Arm Bde
- 2 Support Bde

7 Arm Division:

- Divisional Marker
- 11 Hus Arm Car Bn
- 3 Hus Lt Arm Bn
- 7 Hus Lt Arm Bn
- 8 Hus Arm Bn
- 1 RTR Lt Arm Bn
- 2 RTR Arm Bn
- 6 RTR Arm Bn
- 4 Arm Bde
 - 5-4-8 Version
 - 9-4-6 Version
- 7 Arm Bde
 - 7-4-8 Version
 - 8-4-7 Version
- 1 KRRC Inf Bn
- 7 Motor Inf Bde
- 2 Rifle Inf Bn
- 7 Support Bde
- Divarty Arty Bde
- Organic Truck

8 Am Division:

- Divisional Marker

10 Arm Division:

- Divisional Marker
- 8 Arm Bde
- 9 Arm Bde
- 133 Inf Bde
 - Semi-Motorized Version
 - Fully Motorized Version
- Divarty Arty Bde

44 Inf Division:

- Divisional Marker
- 131 Inf Bde
- 132 Inf Bde
- 133 Inf Bde
- Divarty Arty Bde
- Organic Truck

50 Inf Division:

- Divisional Marker
- 69 Inf Bde
- 150 Inf Bde
- 151 Inf Bde
- Divarty Arty Bde
- Organic Truck

51 Inf Division:

- Divisional Marker
- 152 Inf Bde
- 153 Inf Bde
- 154 Inf Bde
- Divarty Arty Bde
- Organic Truck

2 NZ Inf Division:

- Divisional Marker
- Training Marker
- 2 NZ Arm Recon Bn
 - 2-5-8 Red Version
 - 4-5-8 Yellow Version

- 4 NZ Inf Bde
 - Inf Bde Version
 - Armor Bde Version
- 5 NZ Inf Bde
- 6 NZ Inf Bde
- 28 Maori Inf Bn
- Divarty Arty Bde
- Organic Truck

6 Aus Inf Division:

- Divisional Marker
- Training Marker
- 6 Aus Arm Car Bn
- 16 Aus Inf Bde
- 17 Aus Inf Bde
- 19 Aus Inf Bde
- Divarty Arty Bde
- Organic Truck

7 Aus Inf Division:

- Divisional Marker
- Training Marker
- 18 Aus Inf Bde
- 21 Aus Inf Bde
- 25 Aus Inf Bde
- Divarty Arty Bde
- Organic Truck

9 Aus Inf Division:

- Divisional Marker
- Training Marker
- 9 Aus Arm Recon Bn
 - 3-4-8 Arm Recon Version
 - 4-4-8 Arm Version
- 20 Aus Inf Bde
- 24 Aus Inf Bde
- 26 Aus Inf Bde
- Divarty Arty Bde
- Organic Truck

1 SA Inf Division:

- Divisional Marker
- Training Marker
- 1 SA Inf Bde
- 2 SA Inf Bde
- 5 SA Inf Bde
- Divarty Arty Bde
- Organic Truck

2 SA Inf Division:

- Divisional Marker
- Training Marker
- 3 SA Inf Bde
- 4 SA Inf Bde
- 6 SA Inf Bde
- Divarty Arty Bde
- Organic Truck

4 Ind Inf Division:

- Divisional Marker
- CIH Arm Car Bn
 - 1-3-6 Cavalry Version
 - 2-4-6 Arm Car Bn

- 5 Ind Inf Bde
- 7 Ind Inf Bde
- 11 Ind Inf Bde
- Divarty Arty Bde
- Organic Truck

5 Ind Inf Division:

- Divisional Marker
- 9 Ind Inf Bde
- 10 Ind Inf Bde
- 29 Ind Inf Bde
- Divarty Arty Bde
- Organic Truck

10 Ind Inf Division:

- Divisional Marker
- Guides Arm Car Bn
- 20 Ind Inf Bde
- 21 Ind Inf Bde
- 25 Ind Inf Bde
- Divarty Arty Bde
- Organic Truck

US Units:

- Patton Leader

2 Arm Division:

- Divisional Marker
- 82 Arm Recon Bn
- 1-66 Arm Bn
- 2-66 Arm Bn
- 3-66 Arm Bn
- 1-67 Arm Bn
- 2-67 Arm Bn
- 3-67 Arm Bn
- 41 Mech Inf Rgt
- 14 Arm Arty Bn
- 78 Arm Arty Bn
- 92 Arm Arty Bn

Egyptian Units:

- Siwa Camel Bn
- Hauwasa Camel Bn
- n-FDA Ford Co
- s-FDA Ford Co
- FDA Ford Bn
- Mob F Cavalry Bn
- 1 MG Bde
- 1 Inf Bde
- 2 Inf Bde
- 3x ENRR RR Bn
- Port Engineer Bn
- Egypt Arty Bn
- 1 Lt Mule Arty Bn
- Organic Truck

Arab Units:

- TAML Mech Inf Bde
- Giarabub Senussi Bn
- Mechili Senussi Bn
- Msus Senussi Bn

- Tobruk Senussi Bn
- 1 Lib Arab Refugee Bn
- 2 Lib Arab Refugee Bn
- 4 Lib Arab Refugee Bn

Historical Notes

This section brings out information that came to light during the research for this project. I wanted to present this information so those wanting more detail could find it. I am indebted to the contributions of Steve Rothwell, Dirk Blennemann, Mauro De Vita and Alessandro Massignani. Enjoy!

The Malta Invasion Plan

The following plan was submitted by Marshal Cavallero to Marshal Kesselring on 22 May 42 (as dug up by Mauro De Vita)

The plan involved some 100,000 Italian and German soldiers and the following Italian Naval participation:

- 2 Littorio class BB from Naples
- 2 Duilio class BB, 4 Heavy Cruisers and 4 DD from Messina
- 4 DD from Reggio Calabria
- 5 Light Cruisers and 5 DD from Augusta
- 3 Light Cruisers and 3 DD from Cagliari

To escort the convoys, Sicilian ports would provide 20 Torpedo Boats, 9 MAS, 3 Patrol Boats, 1 German DD, some German Torpedo Boats and Fast Minesweepers. The convoys would be drawn from 300 boats among which were 10 transport ships (1,200 man capacity), 12 minesweepers, and 10 tugboats.

The Regia Aeronautica would provide 150 bombers, 160 assault planes and 200 transports from Sicily, 60 torpedo bombers from Pantelleria, 150 bombers and 40 fighters from Puglia-Calabria.

The following was published as "Operazione C3: Malta" by the Historical Office of the Italian Army in 1990.

Phase I

- 1) Intensification of the Blockade
- 2) Massive air attacks against the Commonwealth Airforce, Anti-Air and Anti-Ship Batteries, Water Facilities, HQs and Strongpoints.

Phase II

- 1) Still more massive attacks on the above objectives.
- 2) Airborne operations with the Folgore

and one German Parachute Division in the Dingli-Zurriek area.

3) Reinforcement of the bridgehead with the arrival of further ground forces in Mersa Sirocco Bay by sea.

4) Occupation of Gozo Island by an Infantry Division.

5) Diversions:

a) Glider attack on Ft. Benghaisa reinforced with commandos, light infantry and tanks from the sea.

b) Heavy bombardment and occupation of the Delimara Peninsula.

c) Continuous ground support from the Luftwaffe and Regia Aeronautica.

d) Demonstrations in Mellieha, Maddalena and Tuffieha Bays.

e) Dropping of false paratroopers near Gargur and Zeitun.

Invasion Forces:

Marsa Sirocco:

Glider assault on Ft. Benghaisa: 300 men

Night by Sea: 1,900 men, 18 motorcycles

By Sea against the Delimara Peninsula: 80 men

Dingli-Zurriek:

By Air: Folgore and 7th FJ Division in three groups

By Sea:

- Friuli Division: 10,000 men, 150 motorcycles, 30 light trucks, 24 tractors, 16x 20mm, 24x 47/32, 24x 75mm, 8x 65/17, 54x 81mm mortars.

- Livorno Division: 9,850 men, 170 motorcycles, 24 light trucks, 24 tractors, 24x 20mm, 24x 47/32, 24x 75mm, 19x 47mm Assault Guns, 63x 81mm mortars.

- 30th Army Corps HQ: 1,100 men, 60 motorcycles

- San Marco Marine Regiment (less one Bn): 2,000 men

- 10th Raggruppamento Corazzato Co. 675 men, 230 motorcycles and 8x 75/18 Assault Guns

Gozo Island:

By Sea:

- Superga Division: 9,200 men, 150 motorcycles, 8 light trucks, 8 tractors, 16x 20mm, 44x 47/32, 8x 75mm, 63x 81mm mortars.

- One Bn from San Marco Marine Regiment

- One Bn of CCNN troops

Landing after X Day as appropriate:

- Assietta Division: 9,000 men, 26 motorcycles, 62 light trucks, 12 tractors, 16x 20mm, 24x 47/32, 20x 75mm, 45x

81mm mortars.

- Napoli Division: 8,900 men, 26 motorcycles, 76 light trucks, 20 tractors, 8x 20mm, 24x 47/32, 20x 75mm, 45x 81mm mortars

- 16 Army Corps HQ and Corps Artillery: 3,200 men, 90 motorcycles, 4 cars, 50 trucks, 36 tractors, 24x 105/28, 12x 149mm.

- Remaining Livorno and Friuli troops: 800 men, 20 motorcycles, 10 light trucks, 15 tractors, 19x 47/32, 12x 100/17

- Remaining 10th Ragg. Cor. Co. and Comando Tattico Superiore troops: 3,800 men, 71 motorcycles, 122 light trucks, 21 light tractors, 60 special trucks, 12 tractors, 12x 75mm, 6x 90/53

In reserve:

- La Spezia Division.

Of the Island's terrain and landing potentials, Thomas Scheben writes:

I know the islands like my own pocket [Dr. Scheben represents a German foundation in both Egypt and Malta] and I do not know of any strips of land where gliders could land without crashing into a stone wall. The extremely rough surface would have caused jump losses of 30-40% without resistance. The airfields of Luqa and Ta' Qala, of course, were heavily defended by flak.

Seaborne attack would be equally hazardous, since most of the coast consists of steep cliffs of several 100m elevations. Only a few sand beaches are available and most of them are only 50-70m across before a steep cliff.

I think an invasion could have been successful as a surprise attack right after Italy declared war. Once Cunningham and Churchill decided to defend the island as a fortress, it could only have succeeded if the Axis strategy to deny supply (especially AA ammo) by constant air attack would have worked. In that case, other supplies (especially fuel for aircraft, ships, and power plants) would have been depleted. In that case, the island would have surrendered. In the summer of 1941, the Axis was closer than they knew—had the convoy "Pedestal" not made it to Grand Harbor, the end would have come some weeks later. The Luftwaffe sank many of the convoy's ships, but ironically missed the tanker "Ohio" and the ammo made it.

The Grand Mufti

Listed in the Random Events is the expedition to take the Grand Mufti to

Jerusalem. As a little known historical figure (in the West anyway), I asked the research group to compile some detail on him. Thomas Scheben was able to provide the following narrative.

Grand Mufti Hdj Amin Al-Hussaini (1895-1974) was a member of one of the most powerful clans in Palestine. Yassir Arafat is one of his distant relatives, other Hussainis (e.g. Faisal Al-Hussaini) still play a role in Palestinian and Jordanian politics. After serving as an Ottoman officer in World War I, he became a scholar in Islamic law and theology. The dissolution of the Ottoman Empire and the abolishment of all old religious authorities made it necessary to establish the institutions to provide religious guidance and legal authorities on Islamic Law (Sharia) in the successor states, colonies, and territories.

The British Colonial Office made Amin Al-Hussaini Grand Mufti of Jerusalem in their Palestine-Jordan Mandate of 1921; his predecessor was also an Al-Hussaini. He struggled for the leadership of the Palestinian Arabs and put himself at the top of the resistance to Jewish immigration and was increasingly opposed to the British as well. He was the driving force behind the rising violence in the 1920's and 1930's, slaughtering probably more Arab political opponents than Jews. When he stirred up the big rebellion in 1936-39, the British arrested him, but he escaped and fled to Beirut.

It is a telling example of British-French rivalry in the Middle East, that he (by now one of the major political figures in Arab Nationalism) was allowed to continue his activities from French controlled territory. The outbreak of World War II, however, brought the Allies closer together and the Mufti had to flee again—this time to Baghdad. Here he played a central role in the coup d'état of nationalist officers against the British. When the short war against the British was lost, he fled to Berlin.

The Mufti was well received by Hitler and he supported German efforts to raise SS-Legions from the Islamic populations of the Balkans and USSR. He was instrumental in the anti-British German propaganda aimed at the Arab Middle East. What he did not know was that the Germans had already promised Egypt to the Italians and certainly had no intentions of establishing the Mufti's dream of an independent pan-Arab Empire. They might have tried to re-install him in Jerusalem—but they probably would not have been stupid enough to empower the most charismatic figure of the contemporary

Arab national movement. This would be akin to making Joseph Stalin the governor of a Nazi occupied Russia. One thing, however, is certain: Not one Jew would have escaped the claws of the Mufti.

He escaped the doom of the Third Reich and reached Palestine with French support. He tried to regain the leadership of the Palestinian national movement. The disastrous war of 1948 drove him to exile again and deprived the clans of their traditional political legitimacy. Amin gradually lost all influence except in pan-Islamic circles. He spent the last 15 years of his long life in Beirut—he visited East Jerusalem for the last time a few weeks before the 1967 War.

Units Around the Mufti— “Centro A” and “Reparto Wanda”

On 1 May 42, Centro “A” (Arab) was formed as a mixed Italo-Arab commando unit. It originally consisted of 14 men from the Italian Army, 7 from the Italian Carabinieri, and 6 Cadres of mixed Italian and Arab origin coming from Arab counties. By the end of August, 1942, it had 15 officers, 12 NCOs, 80 Italian soldiers and 68 Arab volunteers. Centro “I” (Italian) was the sister unit of the Arab group composed of native Italians.

On 18 August 42, the Grand Mufti visited Centro A. He wanted to choose soldiers from this unit who would accompany him into Egypt and Palestine in the wake of the expected Italo-German victory and form the cadre of an Arab Army.

On 5 Sept 42, the Reparto Missione Speciale formed under Captain Tellini. This unit was charged with the task of escorting the Mufti in Egypt. On 23 Oct 42, Centro A was renamed Gruppo Formazioni A with 25 officers, 39 NCOs, 271 Italian soldiers and 100 Arab volunteers. It was organized into:

- 1st Reparto “Wanda” (5 platoons of Arabs)
- Reparto Guide—Esploratori (3 platoons of Italians, one of which was actually sent to Africa)
- Reparto Missione Speciale (the Mufti’s escort)

These units deployed to Naples to prepare for the Mufti’s escort mission, but this became impossible after El Alamein. On 15 Aug 43, Gruppo Formazioni A (less one company) became the Battaglione d’Assalto Motorizzato (Motorized Assault

Battalion). This battalion was located near Rome and after 8 Sept 43 it joined in the fighting against the Germans.

Brigade Groups— The Commonwealth Organizational Shuffle

Certainly a key to the difficult time the 8th Army had in dealing with the Italo-German army in North Africa involved the incomprehensible organizational mess the army perpetrated during this period. Not only was the pattern of development different between the infantry and armored divisions (perhaps not surprisingly), but, among the armored divisions, no two were alike. The infantry is rather simple. They were organized in Brigade Groups from the start (well, except for the 4th Indian which consolidated its artillery for the first campaign) until Montgomery put an end to them in August 1942.

In the armor divisions, we even have a different case for each division. The generalized format, subject to much variation is: A) Armor Brigades without artillery units and a Support Group, B) Armor Bdes with artillery and an Infantry Motor Brigade Group, C) Consolidated artillery Brigade and Armor/Inf Bdes without artillery. The 7th Arm Division starts with no brigade group formation in the armor, but with a support group. Later, we add infantry and artillery to the armor brigades (forming Brigade Groups), strip the Support Group of some of its artillery (making it the 7th Motor Brigade) and then finally consolidate the artillery under Monty’s orders when Brigade Groups are eliminated. The 2nd Arm Division arrives with the Support Brigade in place, performs abysmally in the spring of 1941 and is disbanded before the changes are made which affected the 7th Armored Div. The 1st Arm Division begins with the Support Group structure, adopts the Brigade Groups for the Armored Brigades, but in the process does not get a Motor Brigade as does the 7th. Lastly, the 10th Arm Division shows up after all these metamorphic changes, but does not have its own infantry component. As time went on, the 200/201 Gds Motor Bde was the 1st Arm Division’s infantry by association, if not formal attachment. Later, the 133 Lorried Infantry Brigade was reassigned (stolen?) from the 44th Inf Division to make up for this lack on a more permanent footing.

In February, 1942, the Commonwealth reorganized its armor brigades into Brigade Groups by adding RHA and infantry battalions to their usual organization. This

is reflected in the optional transfer of the Commonwealth Armored Brigades from “Yellow” Armor to “Red” Armor (no Russian connotations, thank you). Even this rather simple process is not without exception—among these changes is the 2nd Arm Bde and the 9th Arm Bde. The 2nd Arm Bde had attached infantry since October 1940 (hence the counter for this unit is printed as “Red” Armor and never exists as “Yellow” Armor). The 9th Arm Bde, on the other hand, never did get an infantry battalion. While this one brigade’s oddity is ignored in the optional transfer, purists are free to remember that all their armor brigades are now considered “Red” armor, except the 9th which is forever “Yellow” armor.

Montgomery put an end to all this nonsense in August 1942 by consolidating divisional artillery into brigades of their own (the armored brigades kept their organic infantry). This consolidation led to divisional artillery brigades of some 96 25 ldr guns all under the direct control of the divisional HQ—firepower which was welcomed in the World War I style offensive Monty had planned for El Alamein.

The Italian Libyan Colony

During WWI, the Italian presence in Libya was reduced to the principal cities along the coast. The conquest of the interior took place over the course of many years and only ended with the defeat of the Cyrenaican tribes in 1931. The Senussi were the toughest adversaries, in part because of the assistance they received from Egypt. To stop this flow of support lead Italian authorities to build the 270 kilometer wire “wall” along the Egyptian-Libyan border.

In 1931 with the definitive pacification of the Cyrenaican population, the Fascist government established the “Ente per la Colonizzazione della Cirenaica” (Cyrenaican Colonization Agency). They built four rural villages in 1933 for a total of 1,050 people.

Marshal Balbo arrived as governor in 1934. While he was sent there by Mussolini because he was becoming “too popular” in Italy (in other words, he was exiled), Balbo took his post seriously and began a real and very intelligent modernization of his colony and its people. Tripolitania and Cyrenaica, until then separate administrative entities, were united. Graziani, the “conqueror” of Cyrenaica, was sent home to Italy as he was too unpopular with the Arabs. The prison camps were closed and the political prisoners released. The annual trips to Mecca allowed, many mosques were built

or rebuilt (using money previously taken from the Senussi) and Islam, in general, was supported.

Numerous schools were built for the Arabs and in 1940 there were 971 schools serving almost 50,000 Arab students. Balbo instituted the High School for Islamic Culture to train Arab teachers and functionaries for the public administration. He also established the School for Arab Nurses (resolving the thorny issue of caring for ill Muslim women), the GAL (Gioventu' Araba del Littorio), and Islamic tribunals for Muslims and Hebraic tribunals for Jews (the Jews warmly supported Balbo because of his well known aversion to the Nazi anti-Jew laws in Germany). Balbo encouraged the return to Libya of many thousands exiled in Tunisia and Egypt. This process of caring pacification was generally well received by the Arabs and was the basis for the planned mass emigration of Italian colonists to Libya.

In 1935 the "Regio Corpo delle Truppe Coloniali" (Royal Corps of Colonial Troops) was formed. This consisted of five infantry regiments, seven Saharan battalions, two Saharan motorized battalions, two artillery regiments, and two parachute battalions (later combined into one). Construction began on the 1,900 Km long Via Balbia (named after Balbo's death in 1940). Another 641 Km long road was built connecting Tripoli to Gadames.

In 1936, Tripolitania was hit with a devastating drought. Balbo organized a colossal transfer of 300,000 animals to Cyrenaica using 50 transport ships. The saved animals returned to a grateful Tripolitania in 1937 via a land route where many water and supply points had been organized along the way. All of this was done for the Arabs for free. After this episode, Balbo's popularity in the Arab world was at an all-time high.

In 1938, 20,000 Italian colonists arrived in Libya with another 10,000 in 1939. By June 1940, some 4,000 Italian families were living in Tripolitania with a further 2,200 in Cyrenaica for a total of 39,000 Italian nationals.

The reasonable politics of Balbo (one of the very few bright minds in the Fascist Regime) made the Libyans (except a large part of the roughly treated Senussi) very loyal to Italy. This explains why Libyan troops fought well under Italian banners, even when the Fascist cause was clearly losing. The last Libyan troops, still amazingly loyal, were sent home with many thanks when the remains of the Italo-German Army crossed the border from Libya into Tunisia.

The roots of the contemporary Libyan army can be traced to the Libyan Arab Force (popularly known as the Senussi Army) of World War II. Shortly after Italy entered the war, a number of Libyan leaders living in exile in Egypt called upon their compatriots to organize themselves into military units and join the British in the fight against the Axis powers. Four battalions were eventually formed and were initially designed for guerrilla warfare in the mountains of Cyrenaica. Because of the high mobility needed in desert warfare, these units were normally used to garrison military installations and prisoners. One battalion, however, participated in the fighting near Tobruk.

After Britain succeeded in occupying the Libyan territories, the need for the British trained and equipped Senussi battalions appeared to be over. The Senussi, however, were reluctant to disband and the majority of its members arranged transfers to the local police forces in Cyrenaica under British military administration. When Libya gained independence in 1951, veterans of the original Senussi army formed the nucleus of the Royal Libyan Army.

The Yugoslavian Units

After the fall of Yugoslavia, the British were able to evacuate around 1,000 men. These men were formed (in Amman, Trans-Jordan) into the "King's Guard" or Royal Yugoslav Guard Infantry Battalion. This was not an elite unit of any sort. Another 2 officers and 14 men were sent to the 10th Inter-Allied unit for special operations within German occupied Yugoslavia.

About 700 men from the Yugoslavian Air Force also made it to Amman. During 1944, the RAF formed two Yugoslavian Fighter Squadrons (Number 352 on 22 April 44 and Number 351 on 1 July 44). From bases in Italy, these two squadrons fought over Yugoslavia to assist the partisan effort.

The Egyptian Army

Before WWII, military service was compulsory for men between the ages of 19 and 27, but because of the limited size of the Egyptian Army—23,000 in 1939—few were actually conscripted. During World War II, Egypt's Army grew to about 100,000 troops. Britain maintained a strong influence in the military and provided it with equipment, instruction, and technical support. Under the terms of the 1936 treaty, British troops remained in Egypt to defend the Suez Canal.

Egypt severed relations with the Axis powers soon after the outbreak of World War II, but remained technically neutral until nearly the end of the war. Some Egyptians flew patrol duty in British aircraft with British pilots during the war and the Egyptian navy participated with a few British-supplied patrol boats. Egyptians were used primarily for guard duty and logistical tasks, rather than for combat. Some Egyptian officers favored Germany as a means to end British influence in their country. For example, the British imprisoned Anwar Sadat because of his pro-German activities. Aware of such sentiments, the British were reluctant to use Egyptian units in any active combat role—even after King Farouk declared war against the Axis in February, 1945.

Rommel did not take the Egyptian Army into consideration as a factor when he planned his invasion into Egypt. Veteran Egyptian officers interviewed agree their army was no match whatsoever for a contemporary western force. They were not able to conduct mobile operations on any scale and would not have survived any encounter with a mobile force. They could have been put to some useful purpose if well entrenched, supported by artillery, and in a static defense. In any offensive mission, they probably would have failed.

The main reason for this was the lack of training given to officers concerning such missions. The Sudanese troops used in the Frontier District Administration (the border guards) were effective and fierce fighters. One of the FDA's former officers reports that their equipment was not up to the task of fighting regular armies of the day.

Egyptian Army composition as discovered by Steve Rothwell in the RAC Museum archives in a box of 7th Arm Div records untouched since the war...

Mobile Force Brigade

- one Light Tank Company
- one 3.7 Howitzer Battery
- one MG Company

Frontier District Administration North Detachment

- one Light Infantry Company mounted in Ford Pickups

Frontier District Administration South Detachment

- one Light Infantry Company mounted in Ford Pickups

Frontier District Administration Main Detachment

- three Light Infantry Companies mounted in Ford Pickups

1st MG Bde

- two MG Battalions

Egyptian Artillery Bn

- two 25 ldr Batteries
- one 105mm Battery

1st Infantry Bde

- two Infantry Battalions
- one MG Battalion

2nd Infantry Bde

- two Infantry Battalions

1st Egyptian Light Artillery Battalion

- one 3.7 inch Howitzer Battalion

transported by Mules

Egyptian Camel Corps (detachment battalions spread all over southern Egypt and into Sudan, two on-map)

- Siwa Camel Battalion (guarding Siwa oasis)
- Hauwasa Camel Battalion (guarding Hausawa Pyramid and cultivated area)

For the Royal Egyptian Air Force, we have from the History of the Armed Forces of Egypt, 1914-1945 Translated from the Arabic by Thomas Scheben) the following:

May 1940

1st Squadron (Ground Support): 15 Lysanders

2nd Squadron (Fighter): 18 Gladiators

4th Squadron (Bomber): 6 Audax

5th Squadron (Fighter): 18 Gladiators

May 1941

1st Squadron (Ground Support): 17 Lysanders

2nd Squadron (Fighter): 16 Gladiators

3rd Squadron (Target Towing): 1 Tiger

Moth, 1 Anson Avro 652

4th Squadron (Bomber): 10 Audax

5th Squadron (Fighter): 17 Gladiators

Flying School: Several types

What were these troops worth? A few quotes bring out the contemporary appraisal.

Major A.W. Sansom (Head of the Cairo Branch of the British Secret Service, 1940) reports to the British command:

“The morale of the Egyptian troops is at the lowest possible ebb. It is unlikely to rise unless we are defeated in battle, in which event they would almost certainly go over to the enemy. If Mersa Matruh is attacked, they will not resist, but will probably help the attackers. Our position would be stronger without them, even if no replacements are available.”

The Egyptian point of view is reflected in the leading national daily newspaper

(Al-Ahram) of 19 Sept 1940 in a quote from former Egyptian Prime Minister Ismail Sidqi:

“The Italian offensive is not an aggression against Egypt, but against another belligerent on the territory of a third and occupied power.”

Again from Major Sansom, this time from his memoirs:

“Most British observers, including myself, thought the Egyptian Army’s value as a fighting force was negligible. The officers, over whom Prince Daoud (the army Commander-in-Chief) had little control, spent most of their time with their wives in the Cecil Hotel in Alexandria, and were full of resentment against their hard life in the desert. The troops, who lived on an appalling diet of dried beans and lentil soup (Designer’s Note: they still do today), with an occasional bit of meat, regarded the officers with envious hatred and were ready to fire the first shots in their backs. As the officers were all well aware of this, there was a tradition of leading from behind. Officers and men alike panicked in air raids and it was a standing joke among British troops, that the Egyptian encampments moved further from the coast road after each heavy raid.”

It is one of the heroic myths circulated in Nasser’s Egypt that when ordered away from the frontier by Churchill, the younger officers were deeply humiliated and actually considered starting a revolution. The truth is the whole force was delighted to get away from the fighting and the desert. All these younger officers could talk about was getting back to comfortable quarters and bright lights.

What was the value of the Egyptian Army in World War II? Answer: Not much, regardless of which side it chose to fight on. This assessment was verified in the Egyptian Army’s abysmal performance in 1948 and 1956.

Italian Raggruppamentos

A number of short lived formations existed in the Italian army after the collapse of the Italian invasion army in Egypt in late 1940/early 1941. Here are some particulars regarding them,

- **Bergonzoli Group.** Formed after the fall of Bardia with II/86 Sabratha, 18 Libyan Battalion, 1st Libyan Parachute Battalion, a scratch battalion of rear area troops, the 60th Brs Motorcycle Company, an M-11 tank platoon and two armored cars (5,000 men). In the first days of February, Bergonzoli was put into command of the 3rd and 4th Medium Tank Battalions, the 60th Light Tank Battalion, an armored car

British Dummy Tank Units

The following were established as dummy tank battalions as part of the Commonwealth’s deception plans.

Unit	Controlling HQ	Dates	Locations
37 RTR	GHQ MEF	Jul 41-Oct 42	Egypt/Libya
38 RTR	GHQ MEF	Jul 41-Aug 41	Palestine
	GHQ MEF	Sept 41-Nov 41	Egypt/Libya
39 RTR	8 Army	Dec 41-Oct 42	Egypt/Libya
	GHQ MEF	Jul 41-Jul 42	Palestine
101 RTR	74 Arm Bde	Aug 42-May 43	Egypt/Libya/Tunisia
	BTE	Dec 41-Jan 42	Egypt/Libya
	8 Army	Feb 42-Jul 42	Egypt/Libya
102 RTR	74 Arm Bde	Aug 42-Aug 43	Egypt/Libya/Tunisia
	BTE	Jan 41-Nov 41	Egypt/Libya
118 RTR	8 Army	Dec 41-Jul 42	Egypt/Libya
	13 Corps	Oct 42	Egypt
124 RTR	13 Corps	Oct 42	Egypt

The 74 Arm Bde was a dummy Bde featuring the 39 and 101 RTR dummy battalions. It was formed on 5 July 42.

While not a Dummy Tank Brigade, it should be noted that the 1st Arm Bde returned from Greece without any tanks and spent the rest of the campaign as an inspection/training reception unit for armored units and their vehicles. It does show up is some OOBs later in the campaign and was a unit (of sorts) then, but was never a real combat unit again. The closest it came was at Gazala (fully organized and equipped with three armor battalions), but during the fighting it was decided to cannibalize the brigade to keep other units up to strength rather than to use the 1st Arm Bde as a combat unit of its own right.

platoon, a Motorcycle company from Savona, one 105/28 Battery and one 75mm AT Battery (2,500 men).

- **Bignami Group.** A Mobile group formed on 22 Jan 41 using the 25th and 27th MG Battalions, a battalion of the 10th Artillery Regiment (Bologna), the 6th and 21st Medium Tank Battalions.

- **Moech Group.** A column formed on 2 Feb 41 with the 3rd and 4th Artillery Battalions of the 20th Artillery Regiment, 1/86 Infantry Battalion, one MG Company, one 65/17 company, one 47/32 AT company, and four 20mm AA sections.

- **Piana Group.** One 75/27 battalion, one 105/28 battalion, one mixed artillery battalion (1,800 men).

Each of these groups was destroyed in the defense from Tobruk back to and including Beda Fomm.

Those Strange Little Garrison Units...

Just so the OOBs of these little guys are no secret, here they are for the little garrisons of the 30A Settore (HQ in Giarabub):

Giarabub

- one Infantry Company
- one Auto-MG Company
- 3rd Libyan Fortress MG Battalion (four companies of fixed MGs)
- one reinforced AT Platoon (6x 47/32 AT guns)
- one reinforced AA Platoon (6x 20mm AA guns)
- one Infantry Gun Platoon (2x 65/17 guns)

El Garn ul Grein

- one Infantry Company
- one MG Platoon
- one AT Platoon (4x 47/32 AT guns)
- one AA Section (2x 20mm AA guns)

Bir Scegga (Ft. Maddalena)

- one Infantry Company
- one MG Company
- one Field Artillery Battery (4x 75/27 guns)
- one AT Platoon (4x 47/32 AT guns)
- one AA Platoon (4x 20mm AA guns)

Further west, and not part of 30A Settore, is the Jalo oasis garrison:

Gialo (Italian spelling of Jalo)

- one MG Battalion
- one Libyan Replacement Battalion
- one AT Company (12x 47/32 AT

guns)

- one AA Platoon (4x 20mm AA guns)
- one Saharan Company

The Libyan Armored Division

Never quite formed, the 1st Libyan Armored Division was in the process of assembly during the Winter of 1940 and early months of 1941. It was to be based on the Babini Armored Brigade (1 Med Arm Bn, 3 Med Arm Bn, 21st Light Arm Bn, 60 Light Arm Bn), 10 Brs Infantry Rgt, 12 Artillery Regiment (reassigned from Savona), and the Provisional Motorcycle Battalion. Since the 10 Brs Infantry was ambushed in its trucks as it attempted to link up with the Babini Brigade, the formation was never completed. If, however, you manage to get them all together in one place, feel free to give yourself a pat on the back for generating the hypothetical 1st Libyan Armored Division.

General Pietro Maletti

General Pietro Maletti was an officer of considerable colonial experience, much of it serving under Marshal Graziani, the Italian Army Chief of Staff. Graziani took over Balbo's governorship in Libya.

In November 1935, Maletti commanded a motorized column of Graziani's army during the invasion of Ethiopia. While pursuing a retreating enemy, he ran into a dug-in force of Ethiopians and was counterattacked. Maletti beat a hasty retreat, losing three L3 light tanks (two of them bogged down in a river bank). The Ethiopians also fell back after their commander was wounded. Graziani attempted to claim this action as a victory.

In May 1937, Maletti became infamous as the man who massacred the monks at the Debra Libanos monastery. This was part of an Italian retribution for an assassination attempt on Graziani in February 1937. Two Eritrean assassins hurled hand grenades into Graziani's party at a public function. Graziani was wounded by a large number of grenade fragments. The head of the Ethiopian Coptic Christian Church (Abuna Cyrillos) was also wounded and his umbrella-bearer was killed. Twenty others were wounded, including General Liotta (the Regia Aeronautica's commander in Ethiopia) who lost a leg.

In retaliation, 449 monks and others were shot at Ethiopia's holiest monastery. Maletti was accused of other war crimes as well, such as refusing medical attention to wounded prisoners (on those rare occasions when his men bothered to take living

prisoners at all).

Maletti's Raggruppamento was formed on 8 July 1940 out of the following:

- Seven Libyan Infantry Battalions (1, 3, 4, 5, 17, 18, 19) (consolidated into two Libyan regiments 1st and 5th)

- One Saharan Battalion
- one 65/17 Group (12 guns)
- one 75/27 Group (8 guns)
- one M11/39 Company
- one CV35 Company
- two 47/32 AT Companies
- one 81mm Mortar Company
- two 20mm AA Batteries
- two Engineer Companies
- 160 Camels
- 500 Vehicles

At that point (July, 1940), about half the Libyan Battalions were poorly trained with bad morale.

During the Italian invasion of Egypt, Maletti's Group was intended to make a flanking movement through the desert. However, his staff failed to procure the proper maps and navigation equipment needed to work deeply in the desert. Moving to its jump-off point, the group got lost and the 23rd Corps HQ had to send aircraft out to lead his units into position.

On the morning of 13 Sept 1940, Maletti started with the advance of the Italian Army into Egypt under the command of 23rd Corps. The Raggruppamento formed the spearhead of Bergonzoli's advance to Sidi Barrani along with the other motorized formations: 23 March Division and Aresca's Armored Regiment (reinforced by armor detached from Maletti). Maletti was toward the rear of the advancing formations until 15 Sept 40—by the 17th, the group was consolidated near Sidi Barrani. The group sustained light losses during the advance (12 men).

In the next two months, the group changed organization by gaining and losing formations as well as fighting small actions between truck mounted Italian columns and raiding British armored cars and light tanks. When Compass began, the Raggruppamento had the 1st, 5th and 19th Libyan Battalions, the Saharan Bn 2nd Medium Tank Bn, and artillery in the Nibeiwa Camp. The 17th Libyan Battalion was at Alam el Iktufa.

When Compass began, the attack on the Nibeiwa Camp was led by a group of Matilda tanks. These proved impervious to even direct hits by Italian artillery—the 30 pound shells of the 100mm guns (the heaviest present) did no more than jam the

turrets on two vehicles, despite the fact that the gunners valiantly remained at their posts until literally crushed to death. At 9:00 am on 9 Dec 40, Maletti, dressed in his pajamas, was killed directing the fire of some 47mm AT guns. At Nibeiba, the artillery and Saharan Battalion were killed fighting almost to the last man, but after the death of Maletti, the Libyan battalions lost heart and by 11:00 am the fighting had ended.

The survivors of Maletti's Raggruppamento formed the 34th Libyan Motorized Battalion in Derna on 24 Dec 1940.

The French Units

From the very beginning of the campaign, there were Free French units participating. The first was the Free French Motor Marine Battalion (also known as the French Motor Battalion). This unit should not be confused with the later (and much better quality) unit, the Battalion of Marine Infantry (le Bataillon D'Infanterie de Marine, BIM). The French Motor Marine Battalion worked with the 7th Arm Division's support group during Compass, refused to attack Bardia (where the Italian defenders promptly surrendered to the British armored officers attacking with a handful of tanks who decided to go with or without the French infantry). Later, this same unit torched the supply depot at Msus when they saw dust clouds in the distance (an approaching column of the LRDG). These guys went out of their way to acquire their "O" rating. Oddly, the unit performed aggressively and well when sent to fight other Frenchmen in Syria during Operation Exporter.

The two Free French Infantry Brigades were organized as follows:

1 Free French Brigade Group

- 2 Bn 13 Demi-Brigade de Legion Etrangere
- 3 Bn 13 Demi-Brigade de Legion Etrangere
- 2 Bn de Marche (de l'Oubanghi) (arrived Suez at the end of April, 1941)
- Bataillon D'Infanterie de Marine (consolidated with Pacific Bn after Gazala)
- Bataillon du Pacifique
- 22 Compagnie Nord-Africaine
- Compagnie Antichars (AT Company)
- Bataillon de Fusiliers Marins (AA Battalion)
- 1 Regiment D'Artillerie (24x 75mm organized into four batteries, arrived 19 Dec 41)

2 Free French Brigade Group

- 1 Bn 13 Demi-Brigade de Legion Etrangere
- 3 Bn de Marche (until June 42)
- 4 Bn de Marche
- 11 Bn de Marche
- 5 Bn de Marche (after June 42) (arrived in Cairo 17 July 42)
- 21 Compagnie Nord-Africaine
- 23 Compagnie Nord-Africaine

1 Regiment de Marche de Spahis Marocains

- Formed in two Groupe de Reconnaissance, GR1 and GR2

- Armed with Marmon-Herrington armored cars modified to carry French 25mm cannon (July 42)

- 3rd Squadron equipped with "Conus Gun" Ford-made truck Chassis with a 75mm French gun mounted in a turret taken off an Italian M13 tank!

The Czech Battalion

The Czech 11th Infantry Battalion was organized on 1 Nov 1940 in Palestine. After garrisoning Egypt, the battalion moved into the Western Desert with the British 23rd Infantry Brigade (with which it served from 30 May 1941 until 6 October 1941) on May 31, 1941. It was held in reserve during Battleaxe (near Matruh) and was sent to Syria with the 23rd Bde for Operation Exporter. On 20 October, the battalion was shipped to Tobruk where it served under the Polish Brigade until 7 April 1942. It then departed for Palestine to be converted into the 200th Light AA Regiment. Eventually, these troops served with the Czech 1st Arm Bde in France.

Captured Allied Equipment

While the game explicitly replicates the instances of Axis equipment being used by the Allies (the captured Italian Tank units), some mention of the Allied equipment used by the Axis is in order.

About 30 Morris Commercial trucks and 30 Ford F.5 trucks were captured and modified by the Italian 12th Autoraggruppamento. On the first trucks were installed 65/17 guns and on the second 20/65 MGs. These then formed the Volanti Artillery Regiment which served with RECAM.

Ramcke's Parachute Brigade motorized itself by capturing an Allied supply column during the retreat from El Alamein. This was ignored in game terms as this event essentially happened after the game ends—while not in time, definitely in situation.

And, of course, this section cannot end without mentioning Rommel's captured command truck, Mammoth.

Armor Upgrades

Numerous unit exchanges occur during this game due to equipment upgrades. Here is a listing of the more notable ones.

- **Germans:** The German Panzer Battalions go through three phases. While the Pz Ib was phased out by Sept 1941 and the Pz II was in use for various functions throughout the campaign, the following periods are characterized by the dominant main battle tank:

- 1) Feb 41 to Dec 41: Pz III
- 2) Jan 42 to Aug 42: Pz III Long
- 3) Sept 42 to the end: Pz IV Long

At any point, regardless of overall period, a mix of vehicles existed in each battalion (for example, on 28 March 41, Pz Rgt 5 had 25x Pz Ib, 45x Pz II, and 71x Pz III). Generally, the available vehicles were distributed to make all four Panzer Abteilungen comparable. Note that at the time of Operation Brevity, these battalions have been consolidated into two, one from each regiment. The 5th Panzer Regiment had been reduced by the spring's fighting and mechanical losses, the 8th Panzer Regiment due to mechanical and shipping losses. In this case, rather than spreading the remaining vehicles thinly to keep all four battalions operational, Rommel chose to keep two full strength battalions and disband the other two until repaired vehicles became available.

- **Italians:** The Italians (fighting their poor man's war) were unable to physically upgrade existing units with new vehicles. Instead, new unit arrivals show a progression of vehicle types. At first you have a plethora of light tanks with pathetic models such as the CV33 and CV35. Only a few medium tanks are available in 1940, and these are equipped with M11 and M12's. Later units arrive with increasing numbers of M12's, then M13's and finally a few with M14's. The shipping of light tanks ceases altogether.

The one major armored exchange in the Italian armored force during the campaign is the exchange of Ariete's Medium battalions for ones with higher action ratings. This is not an equipment upgrade at all, but rather the result of an intensive training effort in the spring of 1942.

- **Commonwealth:** The Commonwealth goes through a sweeping series of vehicle upgrades through the campaign.

Starting with some pathetic pre-war light and modest medium tanks (not particularly any better than their Italian adversaries) and ended with quite modern (especially by 1942 standards) Sherman, Grant (Lee), and Stuart (Honey) tanks. Here is a run down of the changes, although not all of them warranted replacement counters:

2nd Arm Bde: Cruisers to Grants/
Crusaders to Shermans/Grants/Crusaders

4th Arm Bde: Lt Tanks/Cruisers to
Grants/Stuarts/Arm Cars

7th Arm Bde: Lt Tanks/Cruisers to
Cruisers to Shermans

8th Arm Bde: Grants/Crusaders to
Grants/Crusaders/Shermans

9th Arm Bde: Grants/Crusaders to
Grants/Crusaders/Shermans

22nd Arm Bde: Cruisers to Grants/
Crusaders

The infantry tank battalions show a progression from Matildas to Valentines (with the few Scorpion Anti-Mine tanks thrown in) but rather than re-equipping old units with the newer vehicles, new units arrived which used the new equipment from the start (in the same manner the Italians did their upgrades).

German SP Anti-Tank Guns

There are numerous myths surrounding the use of SP AT guns by the Germans—especially regarding field conversions, improvised and ad hoc designs. Much of this has been exaggerated. The following were used in addition to standard designs such as the PzJg I, Marder and so on.

1) 37mm PaK: Platoon Leader halftracks had this AT from the very beginning.

2) 50mm PaK: In the spring of 1942, the PzJg Company of each Pz Grenadier Regiment converted one platoon of their towed AT guns into SP by mounting these guns on halftracks.

3) 76.2 PaK: In April of 1942, the PzJg Company of the Sonderverband zbV 288 converted nine of these captured Russian towed guns in SP models using halftracks. The design was called “Diana” and was unsuccessful.

4) 88mm FlaK/PaK: In preparation for the campaign in France, a handful of these guns were mounted on halftracks in the spring of 1940. The project was stopped and the weapons system was reconverted to normal use because the weapon was too heavy and large for the prime mover to handle. No definitive data is available about the use of such weapons in North Africa,

but it was most unlikely.

Combat Organization of German 88mm FlaK Units

Each FlaK Battalion consisted of three batteries (numbered 1, 2, 3, designated *schwere* (heavy)) of 88mm AA guns with four guns each and two batteries of 20mm AA with 12 guns each (numbered 4 and 5, designated *leichte* (light)). This was the administrative organization only. In practice, each FlaK battalion formed three FlaK Kampfstaffeln each consisting of one heavy battery (sFlakBt) of 4x 88mm AA and two light platoons (IFlaKZ) of a total of 8x 20mm AA. For example, the 5th Light Division on 31 March 41 was supported by 1-33 FlaK Abt with the first FlaKKS attached to PzRgt 5, the second to RgtStab zbV 200, and the third was held in reserve.

Royal Navy Shore Bombardments

Beginning on 17 Sept 1940 with the shelling of the coastal road above Sollum, the Royal Navy’s Inshore Squadron undertook bombardments of the Italian communications throughout the rest of the year. This squadron consisted of:

- The monitor *Terror* with 2x 15 inch and 8x 4 inch guns
- The gunboats *Aphis*, *Ladybird*, and *Gnat* which had “smaller armaments”.

These actions were occasionally reinforced by the Mediterranean Fleet. Destroyers attacked the area around Sidi Barrani on 17 September and the big guns were in action on 3 Jan 41 in support of the ground attack on Bardia. In addition to the gunboats, the Italian defenders were bombarded by the 15 inch guns of the battleships *Valiant*, *Barham*, and *Warspite*. In addition to seven destroyers. The carrier *Illustrious* provided spotting aircraft.

In the spring of 1941, *Aphis* and *Gnat* were temporarily diverted to Suez in response to the Italian naval threat from East Africa. They rejoined the Inshore Squadron at the beginning of April when the squadron was further reinforced by the Australian gunboats *Vendetta* and *Waterhen*. *Gnat* and two destroyers shelled Sollum on 13 April 41 and two days later the cruiser *Gloucester* (6 inch guns) and the destroyer *Hasty* attacked Capuzzo and Bardia, by now back in Axis hands. *Gloucester* was in action again on 18 April and sporadically during May (together with *Ladybird* and *Aphis*) conducting attacks on the transport along the coastal road. Other actions included a seaborne

raid by a unit from Layforce on Bardia on the night of 19/20 April and a bombardment of Tripoli by the battleships on 21 April, this time supported by the carrier *Formidable*.

May 1941 saw two attacks by destroyers on Benghazi aimed at the port facilities and the ships in the harbor. Similar targets were also hit between 19 and 20 July by cruisers and destroyers.

From that date on, shore bombardment, as either direct or indirect support of the army, ceased to be a feature of the campaign. No such support was planned for Operation Battleaxe—as air cover for the fleet in such a case could only come at the expense of the support granted the troops. Similar reasoning decided against the use of naval gun support during the Alamein battles.

Jock Columns

These columns were a feature of British tactics, but were purely ad hoc and only put together based on the needs of the moment. A typical column formed around support group units might consist of an infantry company, and artillery battery, AT and AA guns. They might also be reinforced by some armored cars or possibly heavy MG sections or companies. The 7th Arm Div can be seen using these columns from the time the Italians invaded Egypt, in Sept 1940.

Later, Motor or Motorized Infantry Brigades often fought in a similar dispersed manner. Where a large stretch of desert was assigned to a brigade, the ground would be covered by a number of columns. At Gazala, a brigade would form a defensive box from which it would send out columns for security, recon, and harassment missions.

Regular Infantry Brigades also sometimes formed columns from time to time for specific roles and these were often named for their commanders (for instance Gleecol and Leathercol). Again this would be driven by the need to cover a large amount of desert when on the defensive.

While the forming of such minor task forces is common to all armies of the period, what separates the British method from other nations was that it was wholly separate from the armored units, being a feature of the infantry and support brigades without armored units or support.

Scorpions

A handful of Scorpion mine clearing tanks (and an even smaller number of actual

Flails) were available for El Alamein. Of the very limited numbers of vehicles actually involved, fewer still made any contribution to the breaching of Axis "Devil's Gardens". In fact, all of the Flails broke down before clearing any mines. The two Scorpion units in the game represent the meager detachments which attempted to assist the Allied breaching effort.

The German Oasis Companies

A much misunderstood set of units, the German Oasis Companies and their theoretically controlling Battalion Staff (BtlStab zbV 300), has been represented in North African games in a number of unusual ways. In my own game **Afrika I** showed the 300 Oasis Bn as a consolidated unit—and a motorized weapons battalion at that. Here are the facts which will put some myths to rest.

In April, 1941, each German Wehrkreis formed one Oasis Company for a total of 13 companies. These were to be built around a core of soldiers who had either lived or worked for some time in Africa. The main task of these companies was to be static occupation duty of isolated places such as road junctions, oasis, and wells. Controlled by BtlStab zVB 300, the companies were specially equipped and trained (for example, they could capture water vapor from the air to generate drinkable water). In the summer and early fall of 1941, each German infantry regiment in Africa received one Oasis Company. The remaining five companies (2, 6, 10, 12, 13) were put under direct DAK HQ control.

The 300 Battalion Staff was just that, a staff of under 10 officers and men (no troops of its own) and it was absorbed by the DAK HQ staff in the fall of 1941. This staff was officially disbanded in mid-1942.

All the Oasis Companies had limited motorization and no heavy weapons.

The 52 Medium Tank Battalion

This unit fought with RECAM in November, 41 and was destroyed in the Crusader Battle. In the game, I have labeled this unit as "52 Mx" for 52 Mixed Tank Battalion. The actual 52 Medium suffered losses as it transited the Mediterranean and straggled its way onto Africa. Once there, it was reformed as an experimental unit consisting of one company of Medium Tanks from the original 52nd Medium plus additional L-6 Light Tanks and Armored Cars. This strange little unit was never reformed after its destruction in battle.

From All Tank to All Arms: The Evolution of British Armored Doctrine

by Steve Rothwell

(This article may be printed in a future issue of *Command Magazine*. Printed here with the author's permission.)

Of the feelings of British and Commonwealth troops who took part in Operation 'Crusader', launched on 18 November 1941 to push Rommel out of Libya, an officer of the British Royal Armored Corps wrote—

...a bitter taste remained; those who fought in tanks cursed those who sent them into battle, inferior in armor and equipment and in tanks that broke down endlessly. The infantry, with a sprinkling of useless antitank guns, looked to the tanks to protect them against enemy tanks, and were bitter at their failure to do so. The armored commanders, hurrying from one spot to another to protect infantry from the threat of enemy tanks which did not always materialize, blamed the infantry for wearing out their tanks and crews by such a misuse of the decisive arm in Desert warfare...

The tanks had become a spent force early on in the operation and, like many others, the unknown author blames this on poor British tanks and antitank guns. What the British lacked was a doctrine, or way of fighting, which successfully integrated tanks with infantry and artillery.

That this was so is perhaps surprising given that it was Britain which fielded the world's first armored formation in 1927. Although only in being for little over a year, this Experimental Mechanized Force showed, to those willing to look, how warfare might be conducted in the machine age. However, despite further experiments during the 1930s, the early British lead was effectively discarded. Pre-war research into tank design and doctrine was severely limited because of financial stringency, assumptions that there would be no major war, and conservatism & institutional infighting between the different arms of the Army. There were many who were hostile to mechanization in general, and to the tank in particular, the most vociferous being the cavalry, anxious to preserve their traditional role.

What discussions there were as to the use of tanks proceeded slowly and inconclusively. There were two extremes—those who saw the tank as a means of helping the infantry secure their objectives, and those who believed that the tank would win battles unaided by the other arms. By the outbreak of the Second World War, a compromise of sorts had been reached. Heavy or 'infantry' tanks would be used in support of the standard infantry division but the main offensive formation would be the 'mobile', later 'armored', division, equipped with fast cavalry or 'cruiser' tanks. These divisions were to dash deep into the enemy's rear, defeat his armor and paralyze his command, unfettered by the slower artillery and infantry. The infantry divisions, with infantry tanks in support, were to follow in the wake of the armor, capture by-passed strong points and mop-up the confused and demoralized enemy.

The need for several types of tank caused a dilution of effort in tank design and production which together with the inadequacies of British industry left the Army without an effective fighting tank until the war's end. More seriously it polarized the development of doctrine. The infantry, and to a large extent, the artillery, remained concerned with their own tactics. The idea of dashing armored operations was seized upon by the cavalry when, late in the day, they were forced to accept mechanization and the primarily 'all tank' armored formations formed in Britain trained for their own battle. In North Africa, where much of the infantry came from the Commonwealth and the armor was almost entirely British, the diversion of doctrine was made worse by Australian, New Zealand and South African antipathy towards the old British class-based society. By these means the principle of intelligent combination of all arms was largely cast aside, a situation compounded by lack of direction from higher command, and it was not until 1942 that the high levels of artillery-infantry-tank cooperation achieved in 1918 were re-instituted, by Montgomery, at El Alamein.

With the exception of 1 Army Tank Brigade, an infantry support formation, initial combat experience in France in 1940 was dismal and little was learned. Over the next eighteen months the expansion and equipping of Britain's armored force continued. Unfortunately it was not matched by significant improvements in doctrine and organization and the divisions raised at this

time consisted of large numbers of tanks, organized into two armored brigades supported by too few infantry and artillery.

The premier British armored formation in the desert was 7 Armored Division, immortalized as the Desert Rats. Formed in Egypt in 1938, by the time of the Italian invasion in September it had two armored brigades and a small infantry-artillery support group. The high levels of training and motivation it enjoyed allowed the division to overcome the appalling state of its equipment and superior Italian numbers. Unfortunately early success against the Italians, in addition to reinforcing the beliefs of the 'all tank' school, led to the establishment of the 'Jock Column' as an important feature of British tactics. The prevailing feeling in the desert at this time was that the losses of the First War could be avoided by mobility, dispersion and tactics amounting to little more than raiding. Encouraged by the romantic aura of the desert, independent task forces and 'patrol groups' of armored cars, lorried infantry and artillery were raised, becoming known after the commander of the most successful, Brigadier Jock Campbell, later to win the Victoria Cross. Drawn mainly from the armored divisions' support groups, the main effect of the columns was to disperse what little infantry and artillery support there was for the tanks. At the time, the tank men did not seem to mind.

Weakened by withdrawals to meet the needs of other theaters, by the spring of 1941 the British garrison in Libya was untrained, ill equipped and dangling at the end of a tenuous supply line, and Rommel's first drive encircled Tobruk with ease. Inadequate training and poor equipment characterized successive British attempts to raise the siege but more significant was the British failure to grasp just how different the German concept of operations was from their own. German defense rested upon the cooperation of tanks, minefields, artillery and antitank guns, and avoiding wherever possible the tank-to-tank actions so eagerly sought by the British. Instead British tanks were lured onto the panzers when hull-down or, more often, onto the waiting antitank guns. With only the enemy tanks visible British crews believed their losses were being inflicted by superior German tanks, hence the 'tank gun—armor' debate.

In June 1941, the British Operation 'Battleaxe', launched with inadequate forces at the insistence of Prime Minister Churchill, foundered on such a German

defense in just three days. The British were forced to withdraw, which they did successfully, covered with great skill and courage by the surviving tank crews. Wavell, the commander in the Middle East since 1940, lost his job and was replaced by Auchinleck. There followed another offensive, 'Crusader', in November 1941. A simple plan was devised whereby the infantry supported by infantry tanks would fix the Germans in place, leaving 7 Armored Division, with three armored brigades under command, to drive around the southern flank and take the Axis armor from behind.

It was a good plan but poorly executed. The attack began in pouring rain on 18 November but the British failed to concentrate their armor and the three armored brigades advanced independently. The Axis troops, their main force concentrated into a single entity and waiting behind a screen of 50mm antitank and 88mm dual purpose guns, destroyed each brigade in turn. By the evening of 22 November, two thirds of the British tanks had been knocked out. The infantry did better and when Auchinleck stepped in to command the battle personally (sacking 8th Army Commander Cunningham in the process) a renewed attack carried the day.

Back in Britain, the lessons of 'Battleaxe' and 'Crusader' were considered by Gen Martel, Director of the Royal Armored Corps, who believed that the 'all tank' school had been proved wrong. The separation of infantry and artillery from the tanks, each under separate command, presented too many opportunities for confusion. Exercise 'Bumper', in September 1941, had demonstrated some idea of how things should be done and that a new organization was needed for the armored division, one which gave the armored commander sufficient infantry, artillery and antitank guns to help the tanks achieve their objectives and to form a firm base for the next stage of the operation. In May 1942 the basic organization was changed and one armored brigade was replaced by a motorized infantry brigade.

Auchinleck authorized similar changes, together with the formation of 'brigade groups'. 'Crusader' had shown the need to concentrate the artillery in order to defeat the German antitank screen, to protect it with tanks during the advance and with infantry and antitank guns in defense. Within the armored division, the armored brigade was grouped with its own, permanently attached motor infantry

battalion and a field/antitank gun regiment, one of which was permanently attached to the motorized infantry brigade also. Auchinleck also made permanent the infantry divisions' practice of reinforcing their brigades temporarily with artillery, antitank guns and engineers from divisional troops, the idea being to create self-sufficient, self-protecting infantry formations that would satisfy the infantry commanders' demands for protection from Axis armor.

Auchinleck's new armored division organization was not implemented until August 1942, but the 'brigade group' concept was ready in time for Gazala. Unfortunately it did not bring about the high level of all arms cooperation intended. The armored brigades continued to fight their own battle as before, leaving their motor brigades and the infantry divisions to find their own role. The cultural leap that would see mixed battle groups concentrated to a single objective did not occur. Commanders were limited by pre-war training and experience which left them ill-prepared to command anything larger than a brigade. The brigade was seen as the major fighting formation and the 'brigade group' concept, with its permanent attachments, only served to reinforce this view and problems with the system of command persisted.

It was also common for brigades to be detached and reattached from division to division, often in the midst of battle. During Gazala for instance, 5 Indian Division had no less than 23 changes of brigade. Commanders had little time to familiarize themselves with each other or to work out how to coordinate their actions. When dispersed across the desert, the distances involved precluded any but the shortest of meetings and radio communications were not good enough to fill the gap. Rommel often succeeded in keeping his mobile troops concentrated and it was these contrasting methods which helped him overrun or roughly handle four brigades and a divisional HQ on the first day at Gazala. Whatever faults there may have been with his preference for leading from the front, Rommel's intentions were clearly understood by subordinates well able and willing to act on them intelligently. For the British, command was not always exercised so clearly or assertively, their difficulties being compounded by the coalition nature of their forces, and it became common for commanders to debate orders.

The conflict of roles between infantry and armor continued to pervade the campaign, with relations between the two reaching their lowest point during the defense of Egypt in July 1942. By now infantry commanders insisted on tank support for any action. In defense, infantry positions relied on the armor to keep supply routes open and to effect their relief. In attack, armor was needed to secure the objective against counterattack until the infantry's antitank guns could be brought forward. Following a successful night attack on Ruweisat Ridge on 21/22 July 1942, the 6 New Zealand Brigade was destroyed when the promised support from 2 and 22 Armored brigades failed to arrive. Responsibility for the disaster lay with all involved, arising from 'a mixture of misunderstanding, reluctance, indifference and, it may be supposed, war weariness' to which list can be added poor communications, staff work and training. To be fair to the armor, morale amongst the tank crews was low because of high casualties and the disruption caused by the methods used to rebuild shattered units. Squadrons, troops, even single tanks and crews had been moved from one unit to another and the six regiments of 2 and 22 Armored Brigades contained elements from nine different regiments.

That it took over two years to correct the failings of British doctrine is explained by a lack of overall direction from higher command, made worse by the continuous exchange of formations, units and commanders. The most experienced troops were withdrawn to other theaters, first Greece and Crete, then Iraq, Syria and the Far East. Those that remained were often rotated back to Egypt for rest, reorganization and rebuilding, their place at the front taken by green troops. In August 1942, with their fortunes in the desert at their lowest ebb, the British changed commanders again, Auchinleck was replaced by Alexander and Montgomery took over the 'brave but baffled' 8th Army.

Monty made sweeping changes, re-imposing disciplined command and sacking many senior officers, especially those who would debate his orders. Communication, training and staff work improved dramatically (though the British were never to match German standards—as the traffic jams during Alamein, Goodwood and Market Garden were to prove). Above all Monty was determined that British strength would not be frittered away. 'Jock Columns' were scrapped, officers being forbidden

even to utter the words. Divisions were to fight as divisions using their artillery in its proper role, concentrated under the command of the divisional commander, and the brigade group organization was abolished. Brigades were not to be detached from their parent division, although in practice this continued for specific assignments. Significantly, Monty took to wearing a black beret with the badges of the Royal Tank Regiment and the General Staff. The author Barrie Pitt wrote that this possibly subconscious combination held out 'the promise of coordination between infantry and armor under a command knowledgeable of both'.

Monty's first test came at Alam Halfa at the end of August 1942 when the British 22 Armored Brigade demonstrated a discipline and tactical know-how rarely seen up to that time. The advancing panzers ran onto a British antitank screen and were then counterattacked by waiting Grants. Withdrawing behind their own antitank screen, the Germans fully expected the British tanks to be destroyed in the usual way. But it was not to be so, the British, under strict orders not to pursue, stopped in defensive positions, out of range of the German 88s, and began pounding the German positions with concentrated artillery fire that continued all night. The pattern was repeated the next day and the next night Rommel, desperately short of fuel, withdrew. Although insignificant in terms of material losses to either side, the British success had a huge effect on morale and showed the benefits of concentration and close coordination of all arms. Significantly, Gen Freyberg, CO of 2 New Zealand Division, attributed German failure at Alam Halfa to their inability to switch tactics and to carry out a proper infantry attack supported by artillery, he accused them of having become 'tank followers'.

Rommel had been defeated in a defensive battle, now the British had to attack, and Monty, still unsure of the 8th Army's ability, subsequently fought a far from mobile battle at El Alamein and the Afrika Korps was able to elude the leisurely pursuit which followed. However Monty's reforms marked a turning point for the British Army and its Commonwealth allies. The later campaigns in Italy and North West Europe were fought with increasing tactical efficiency, though there were few opportunities for the kind of mobile warfare experienced in the desert. The British soon discovered that the positional warfare forced by the Italian terrain left the armored

divisions short of infantry and a second infantry brigade was improvised for each.

By the autumn of 1944, all arms integration within the armored division was excellent and it was common practice for the brigades to exchange troops and tanks to form semi-permanent mixed battle groups. In North-West Europe, the ad hoc arrangements devised during the Normandy campaign became the norm and for the remainder of the campaign in NW Europe, British armored divisions fielded four battle groups, formed by pairing the division's four infantry battalions with the four armored and armored reconnaissance regiments. Command of a group would fall to either the infantry or the armor CO depending on the needs of the task in hand. Each group was assigned an artillery battery, with forward observers permanently attached and heavy weapons and ancillary arms attached from divisional troops as needed. Paired infantry companies and tank squadrons learned to work together and with new-found understanding of each others capabilities were able to evolve new, combined tactics in the field.

After the disasters which typified the period up until 1943, the British evolved a way of fighting that carried them successfully to victory in May 1945. As General Sir David Fraser wrote of the army—

...It was sometimes ponderous, lacking in élan. It rarely showed the 'handiness' in mobile battle which was the hallmark of the Afrika Korps. It is difficult to imagine that a Rommel or a Patton on the Waal on 19th September 1944 could not have reached the Arnhem Bridge—somehow—but it came to know its business. And, without histrionics, it did it...

There was little room for complacency and while there may have been little public discussion of the desert failings, since the end of the war there has been a determination within the British Army that they are not repeated. Only too aware of German operational and tactical superiority for much of the war, a doctrine was developed embodying the lessons learned. The all arms battle group and the balanced armored division were confirmed as the tactical and operational formations with which the British Army of the Rhine would help defend Europe against the Warsaw Pact.

Fortunately this much-prepared for war never came and the British Army had to wait nearly fifty years for an opportunity to

prove its mastery of mobile warfare, coincidentally in a desert campaign. In the Gulf War, admittedly against only weak opposition, a British armored division drove through an American-made breach in the Iraqi line. In an extended series of 'one-two' punches, the two British brigades made short work of the static Iraqi infantry formations and the Iraqi 52 Armored Division. Accompanied by unprecedented levels of artillery support and in a continuous 'round-the-clock' operation, the British advanced over 290 kilometers in less than three days when it had been expected that they would need ten. The British grasp of all arms, mobile warfare was clearly demonstrated.

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Annotated Bibliography

Here I intend to lead the reader to some of the volumes I found during this project that were particularly interesting reads and away from the occasional tome not quite worth the time. This is in no way an attempt to record even a fraction of the sources used to research this game (I fail to see the usefulness of generating a padded academic style source listing of all the rare text sources used...even if I did list the Arabic sources used to generate the Egyptian OOB, I can't imagine that many players jumping at the chance to read them.)

Australia in the War of 1939-45, series I, volumes I, II, & III. Gavin Long &

Barton Maughan, Australian War Memorial 1961 reprint.

The very best of the English-language Official records. The Australian works are well worth tracking down. In detail and excellent narrative, they are without equal. Unfortunately, they are also hard to find.

The Battle for North Africa. W.G.F Jackson, Mason/Charter, 1975.

Jackson's work is the best single volume on the campaign. An excellent read, good detail and some fairly nice maps, make for the best short work I have found on these operations. Highly recommended.

The Campaign for North Africa. Jack Coggins, Doubleday, 1980.

By no means a definitive volume, Coggins gives a good overview of the campaign, paying special attention to Torch and Tunisia. The numerous maps of the actions prior to the Tunisian campaign are worth a look. The Tunisian sections are a must see for players of OCS **Tunisia**.

Checkmate at Ruweisat: Auchinleck's Finest Hour. Donald Brownlow, The Christopher Publishing House, 1977.

While the title suggests an in-depth look at the summer of 1942, this volume actually covers the entire desert career of Auchinleck. I am not so sure I am convinced by the author's argument that Auck was a great general who is underappreciated. The author's stated aim is obvious and he is refreshingly open about this being an attempt to enlarge the stature of this general—something other apologist texts in this list could learn from. A great look at the campaign? No, but you might want to check it out to see if you agree with the author's assessment of Auchinleck—but if you do, be sure to also read Carver's **Delemmas of the Desert War** to balance the images made of Richtie.

The Crucible of War. Barrie Pitt, Macmillan, 1986, 3 Volumes.

Pitt's work is one of the two best general sources I ran into during this effort. I found these easy to read and follow. The first volume, covering the early parts of the campaign, was the best as Pitt began painting with a broader brush as the campaign grew in scope (such that some of the earlier excellent feel was lost in descriptions of entire divisional movements, etc.) I greatly

enjoyed the early sections dealing with the Italian invasion, Compass, and Rommel's entry into the theater. The sections on the campaigns in East Africa are very good as well.

Crusader. Richard Humble, Leo Cooper Ltd, 1987.

A decent, if not outstanding, work on the Battle of Crusader. The maps are drawn directly from the British Official history (i.e. no new material) and the text is ok on detail, but not a great read. The narrative is workman-like, not inspired, and is reasonably difficult to follow. However, if you want a single volume on this one major battle, this is all that is available.

Dance of War. Peter Bates, Leo Cooper, 1992.

An in-depth look at the critical battles in Egypt, July 42. While this work does little to cover the earlier periods, it fills in much detail glossed out of the usual overview volumes on what occurred in July, 42. Specifically, it examines the actions that delayed Rommel and kept the army intact. That the British Army was able to withdraw without a major panic is one of the show cases of the 8th Army's war experiences. That its attacks here failed are the subject of much analysis and show what Montgomery needed to do in order to make the "hard luck" 8th Army a machine that could win.

Delemmas of the Desert War. Micahel Carver, Indiana University Press, 1986.

This thin volume is a good one to read after you have a good grounding in the campaign by reading several other accounts. It is important to keep in mind Carver's stated objective in writing this book—namely to remove the blame from Ritchie for the disasters which befell the 8th Army during his time in command and place them upon Auchinleck and other commanders who he feels used Ritchie as a scapegoat. However one ends up feeling about this issue, the book is a good read and gives a nice overview of the campaign and is especially good from Crusader on. His look at the problems faced by the 8th Army and its "hard luck" is well worth reading—especially the feeling that the victory of Crusader was commonly interpreted as a defeat.

The Desert Rats. G.L. Verney, Greenhill Books, 1990 reprint.

A nice (if dated) history of the 7th Armored Division in World War II. Its

weakness is its rather weak maps of which there are but a few and the limited amount of space devoted to the war in the Desert. Less than 100 pages deal with the pre-Alemein part of the North African campaign. This makes for a nicely written overview of what was going on, but not for the kind of detailed unit history one would expect. An OK read, but not great.

Desert Warfare: German Experiences in World War II. Major General Alfred Toppe, Combat Studies Institute, USC&GS College, Excerpt from 1952 study.

This little volume gives some fairly interesting information on the problems associated with desert warfare that the Germans had to learn the hard way. It also gives a short summary of the history of the campaign which hardly sufficient as an overview for any student of the campaign serious enough to play this game...something of the high school book report version of what happened. The examination of terrain and weather effects is very good.

The Forgotten Victor. John Baynes, Brassey's, 1989.

An excellent bio of Richard O'Connor and the only book devoted to this remarkable man I know of. The look at the initial campaigns in the desert is good, but even better is the extensive quotes from O'Connor's report on the campaign written while he was a prisoner. The sections relating to his time as a prisoner, escape attempts, and career after his return are quite interesting. This is a good one to read.

Hellfire Tonight. Albert Martin, The Book Guild, 1996.

While I generally shy away from diaries and remenicenes, I recommend this one. Martin was a ranker in the 2nd Bn Rifle Brigade from the very beginning of the desert war (pity he got sick and missed the entire initial offensive). His account of what went on and what it was like to be a "snuffy" in the African campaign is the best I've read. It is also one of the few accounts that gives an appropriate impression of the vast base complex that existed in the Delta. Not a long book, this is a quick read. Check it out.

Italian Army Order of Battle: 1940-44. Edited by Victor Madeja, Valor Publishing, 1990.

A reprint of OOB data produced by

the Allies during the war. As such it is not entirely accurate and is sometimes accurate but for some unknown date. It points the reproduction is bad and difficult to make out. It is a good general source on the Italian Army, but should be questioned in the minor details—for example, a number of the OOBs ascribed to the divisions include units that never served with the division (projected units that never linked up) and numerous typographical and other simple errors. In other words, if you follow the general history of the division, you'll probably get the right story—just don't trust it when it claims the 345th Grenadier Regiment was part of the division.

The Italian Navy in World War II. James J. Sadkovich, Greenwood, 1994.

In my opinion, the opening sections of this book (dealing with the attitude in many historical works regarding the Italians in World War II) is a must read for all wargamers. Sadkovich chronicles his own exposure to the almost racist beliefs shown in many texts regarding the Italians and his examination of the attitude held by these same sources regarding the Germans. It is a good look at the poor man's war the Italians had to fight. Specifically relating this to the Italian Navy, the author goes on to show quite convincingly that the Italian Navy did quite well at the tasks asked of it and does not deserve the scornful reputation heaped on it by the likes of Erwin Rommel. The price of the volume is a bit stiff, but if you can find a library copy give it a read.

Knights Cross. David Fraser, Harper Collins, 1993.

A much more balanced look at Rommel than Young's work. While only a portion of this volume deals with the Desert War (a large section is devoted to determining what Rommel knew about the 20 July bombing), I recommend this work as the book to read on Rommel's life for those who want to learn a little about this talented (but not perfect) man. At least Fraser does not try to point out that Rommel wasn't really a Nazi as Young seems to do. (For those who are wondering, yes, he was a Nazi...all German claims to the contrary about their officers aside. Just look at the man's rise to power and the units he commanded—one does not become the commander of the Führer Begleit (Hitler's HQ Guard) with serious qualms about National Socialism.)

The Life and Death of the Afrika Korps. Ronald Lewin, Quadrangle, 1977.

A better military look at the campaign than Lewin's Rommel bio, and good as overviews go (not the best, that is). A little light in the detail and decidedly Germanophile in approach, this work should not be the basis for one's understanding of the desert war, but makes for an interesting read after some background has been developed.

Mare Nostrum. Greene, Massignani, & Blennemann, Jack Greene, 1990.

Greene et al give us a short work filled with interesting OOB information and a few topic articles. This is not a history of the campaign. The volume does try to point out that the Italians were not as bad as they are presented in English histories and that they did the best they could in fighting a poor man's war. The sections on the air and naval war are also very interesting.

The 9th Australian Division Versus the Africa Corps. Colonel Ward A. Miller, Combat Studies Institute, USC&GS College, 1986.

A technical examination of light infantry confronted by tanks, Col. Ward's study is a good quick read concentrating on the early attacks Rommel made on Tobruk and how the Australians defended against them. If you can find a copy, read it.

Orders of Battle: Second World War, 1939-1945. LTC H.F. Joslen, Reprinted by The London Stamp Exchange, 1990.

Jolsen is the definitive source for British (not Commonwealth) Brigade and Divisional units during the war. While following the movements of smaller units is nearly impossible and numerous independent units and corps/army assets are not listed, this volume brings out detail about the brigades and divisions that just won't stop. If you want to know which day the 151 Inf Bde got on the boat in England to go to Egypt, this is the place to look.

Panzer Army Africa. James Lucas, Presido Press, 1978.

War in the Desert. James Lucas, Beaufort Books, 1982.

These two volumes fit fully into the Lucas style—interesting narrative, popularly written, filled with anacdoties, but rather light on serious analysis. For pleasant reads, these are good enough, but those serious about their study of the

campaign can do better. For light reading when depth isn't an issue, they are good enough and bring out a nice feel for the campaign and the occasional useful tidbit of information.

Rommel's Army in Africa. Dal McGuirk, Motorbooks International, 1993.

A decent picture book of the campaign. Overview text (don't expect to become an expert after reading this). Lots of color photos and uniform information for those into such things.

Rommel: The Desert Fox. Desmond Young, Quill, 1950.

Frequently looked upon as "the" classic biography of Rommel, I was so disappointed by this work I actually put it down before finishing it. The degree of hero worship and stereotyping shown in these pages has to be seen to be believed...then again, maybe you don't want to see it. I don't recommend this one to anybody who does not fall into one of the following two categories: A) Those who already feel Rommel walks on water (and don't ever want to hear otherwise) and B) those with cast iron stomachs who can swallow anything.

Rommel's Desert War. Samuel W. Mitcham, Jr. Stein and Day, 1982.

This volume covers the 1942 campaign in more detail than the usual overview. Beware of the author's fascination with Rommel (which might explain why 1941—the year the Fox made many mistakes—was omitted from the topic covered by the book). Otherwise, a good read and a nice source on the 1942 campaign.

Rommel—in his own words. Edited by Dr. John Pimlott, Greenhill Books, 1994.

A bevy of quotes from Rommel's letters, diaries, and orders. While that in itself is nothing special, these are nicely arrayed by date so that one can read them in context with important events. For that reason, it is useful for determining what Rommel knew when and what his perception was of the things he did know.

Rommel in the Desert. Volkmar Kühn, Schiffer, 1991.

A down in the trenches overview of the campaign from the German perspective. The author uses the "you are almost there" approach which applies numerous anecdotes to tell the story (much as does Paul Carrell). The problem with

such an approach is that if Private Schmidt's truck doesn't go to the portion of the battle on the other side of the wadi, you don't really find out about it. OK in the parts it covers, the text is amazing in what it doesn't. The maps given are very weak as well. Not the best read, but there are worse.

Rommel as Military Commander. Ronald Lewin, Natraj Publishers (Indian Edition), 1981.

A decent overview of Rommel's career and life. As expected in such volumes, a bit of hero worship is present. This sort of book can be a good read if you have an amount of interest in the man and his background, but is of lesser interest if you want to learn about the campaign. As with any biography, if you didn't know better, the book makes it sound as if the fate of nations was determined our main character alone—the man on horseback theory of history and not something serious students of the subject need to waste their time on.

Rommel's War in Africa. Wolf Heckmann, Doubleday, 1976.

A reasonably entertaining narrative of the entire campaign. Not a serious study, but filled with enough anecdotes to give a nice feel for what was going on. A good book to read to add to an already established base of knowledge.

Tobruk: The Great Siege Reassessed. Frank Harrison, Arms and Armor Press, 1996.

A new work covering the siege of Tobruk, this detailed book is a good read of the defense of the fortress. Harrison also has an axe to grind—he is miffed that the British 70th Division's defense of Tobruk is not regarded in the same esteem as the earlier Australian effort. This portion of the campaign is covered in great detail in this volume and his analysis of Rommel (man and myth) is very good. This is a must read after the general works on the campaign have been studied.

Uniforms, Organization, and History of the Afrika Korps. Roger Bender and Richard Law, Bender Publishing, 1973.

An amazing little book. This source gives some great detail in the things it covers, if it was more inclusive it could be the definitive source on the campaign—as it is, the information is pretty hit or miss. Lots of detail on commanders, unit histories (by division, anyway), some neat OOB information, and (of course) lots of

data on uniforms and what not. This is a must have for the serious student of the campaign. It is also the only listing of the many Kampfgruppen formed in the desert and their composition I know of.

Wavell in the Middle East, 1939-1941. Harold Raugh, Jr., Brassey's, 1993.

An excellent (if expensive) look at the difficulties faced by Wavell as he tried to control his obscenely large command in the face of one disaster after another. Before one is too quick to condemn the British high command for letting slip away the gains of the Compass offensive, one should carefully look at the demands being imposed on Wavell both from above and from outside. Taking the North African events and decisions out of context is a common and dangerous tendency, read this to get a more balanced view as to all that was going on.

Designer's Notes

After working so hard, and so long, on this project, it is difficult to think of things that need to be said, but haven't already...here goes:

This project lies completed in your hands due to the enormous (and generally volunteer efforts) of a very large number of people. I cannot even imagine the number of hours expended on this project by the playtesters and researchers. I know how much time I spent on it, and the total amount of time spent playtesting, proofing, checking long-forgotten sources, and arguing one point or another (if it could be calculated in man-hours) would stagger the imagination.

Fortunately, from where you sit, the game is here to be played and you will not have to sweat the issues that came up during the design process, unless you choose to tinker. If you do 'twist the knobs', please let me know how things turn out. Quite a few versions were indeed tried during testing and in many cases we discovered that they did not match history well—but the number of combinations is endless.

For those who might want to tinker (and those simply curious) here are some of the issues that came up and how I ended up handling them the way I did.

German Intervention

A number of players expressed concern that the design deal with the possibility of no German intervention at all. Their point being that if the Italians did well (or at least didn't get destroyed) in late 1940-early 1941, there should be no German entry into the theater. To give them their due, this certainly would be the case if Mussolini had his way—this was supposed to be his theater and he didn't want any Teutonic interference or attempt to share the spoils. As a practical matter, these players were concerned about what happens in numerous North Africa games (including my own **Afrika**) where the Italian player refuses to enter Egypt and sits in Tobruk and waits for the Germans to show up. As you can see by the rules, I chose to force the Italians to advance (they didn't have a choice in the matter historically).

That avoids the direct issue, though, of what if the Italians are doing very well and the Germans show up anyway? Well, from our testing, disaster in western Egypt is pretty much guaranteed (we've not yet had a game where it didn't happen...which is why some players might choose to skip this phase altogether and start at the end of March 41 instead). Better than that, should the Axis player do exceptionally well (or the Commonwealth player just plain blow it...), Axis sudden death victory will occur long before any German combat troops arrive in Africa. Effectively, the Germans won't intervene because the game will end before they might theoretically arrive.

I also had a problem interjecting a set of rules that would encourage players to do poorly (play bad and you get Germans, play well and you won't). I have seen guys do so **very** strange things to get what they want in games and can easily imagine the kinds of things the player would do (or force the British to avoid...as he suddenly **wants** his opponent to do well, for a while anyway). Also, it would give players the false idea that the Italian Offensive stalled where it did because the Italian commanders didn't want to 'screw up' their chance of getting the Germans to intervene. That is not the case at all.

Personally, I'm going to keep playing that September invasion campaign so I figure out a good way to advance quickly enough to win a sudden death. While I haven't done it yet, the tough puzzle is fun. I encourage you to give it a shot before jumping straight to the March 41 stuff. I think taking Matruh can be done and want to figure out how.

The Road Trace System

In a deviation from the series rules, **DAK** allows players to use roads for trace supply purposes. Early testing used a version where the armies had to be supplied off the map (there was no trace as there was no effective railway outside the Delta). That system rapidly showed itself full of holes. It was dependent on the forces in play being equal the number available historically at every instant—or wildly variable results would result. It greatly restricted the map area players could use (much more than history indicated). Strangely, the shipping amounts seemed to indicate that while the initial Italian army was almost starving to death, the German mobile forces would be **flush** with more supply than they could ever use. Frankly, it didn't work, not even poorly, and the no fix we came up with could make it work.

With some initial trepidation, I moved to the road trace system for this project. The results were so good from the very start, I never looked back. Not only did it greatly reduce the player's workload (the original was a lot like playing **GB** under the v1.0 rules!), but the historical results were readily apparent. Furthermore, conditions were stable enough that I could tweak supply and transport amounts on the basis of testing with some assurance of getting the results I was after. For both mechanical ease of play, and decent historical modeling, I am extremely happy with the result—the best of both worlds!

OCS New Optionals

In the three years since OCS v2.0 came out, I have observed a large number of games, received countless phone calls and e-mails, and have played a game or two myself. In doing so, I noticed a number of things about the system I did not feel were performing up to specs. The greatest of these (in the Air System) was addressed when v2.0i came out in 1995 in its optional rules. Also thrown out for discussion was a number of other rules I always play with which will eventually become standard (such as the Combined Arms material) and few others guys suggested that I don't (the Barrage resurrection rule and the fancy Recon stuff, for example).

As work proceeded on **DAK**, I noticed a number of things that were either exaggerated in **DAK** play or just didn't look right (either in this game or other OCS titles). So, I decided to introduce the Optionals here (effectively standard for

DAK play) to address them. These rules, in conjunction with the suggested ones listed early in the rules from the v2.0i rulebook are what will eventually become the standard v3.0 rules.

As one player conferred to me, the term "optional" might confuse what I mean. If the terminology is problem, perhaps thinking of them as "prototypes" would help. They are "optional" in that player can certainly avoid using them if they don't want to (actually, that is true of any rule—even standard ones, but whatever). But, these rules are special in that they form the basis (in my mind) of what OCS v3.0 will be when they become standard. If you choose to use the rules or not, I need to know what you think as I am attempting to tweak the system into a position that satisfies the majority of players. Those rules which lose the popularity contest will not make the cut and remain optional for the minority who do like them. In a way, you get to decide the future shape of the OCS series rules.

All of these rules have been extensively tested and do, indeed, work—the remaining question is if players **like** the way they work and the resulting game model. They must pass that test if they are to be adopted as standard.

Garrison Troops

Both sides in the early versions of the game had numerous units which actually served as garrisons in their respective rear areas. Both in Tripolitania and the Delta large groups of forces could be found which the player instantly released from their current duties and marched directly to the front. Without a mass of restrictions, he certainly had no reason to do otherwise. This required two different solutions, one for each side.

In the Italian case, a large number of units west of the map were omitted as they never entered the play area. Others were retained if they did (eventually) move to the map...regardless of how long that final movement took. I decided not to restrict the few remaining ones as at that point it will be up to the player to run his own war.

For the British, the numerous small units were melded together into the assortment of 'Fortress Brigades' the player gets. These units represent a number of smaller independent units which move in and out of the theater during the entire campaign (in other words, their composition isn't constant any more than other (real)

Commonwealth Brigades). At start, these brigades represent the following: Matruh is the 1 Cheshire MG Bn, and the 1 Welch Infantry Bn; Alexandria is the 1 Durham Light Infantry Bn, 1 South Staffordshire Bn, and the 1 Royal Notts Foresters MG Bn; Cairo is the 2 Black Watch Bn, 2 Scots Guards Bn, 1 Royal Sussex Bn, 1 Hampshire Bn, and the 3 Libyan Refugee Bn.

Tunis?

In an effort to increase the port capacity of the North African coast, the Axis attempted to get permission to unload cargo at Tunis (Vichy French territory). In this they failed, but personally I don't see the point. Tunis is another 500 miles down the coast from Tripoli and the Axis didn't have the transport they needed to move the tonnage being unloaded at that closer location to the front. I feel adding these ports would increase the tonnage being unloaded in Africa, but would not increase the amount being delivered forward one bit. The argument could be made that the use of Tunis will **reduce** the amount of supply making it to the sharp end—because trucking that could be used elsewhere will need to be dedicated to moving supply from Tunis to Tripoli.

British Supply

The use of the Nile port cities as infinite dumps (limited only by the ability to pull 'stuff' out of them), was generated to keep the player from going through the labor of bringing on SPs until those hexes turning into infinite dumps anyway. Cairo isn't such a dump as it is not an off-loading major port like the others. If anything, Cairo is a 'negative' dump (because of its huge population). Provided the couple of needed safety values (barring free direct draw for some purposes), the infinite dumps proved a readily playable alternative.

One might note the relative 'smallness' of the Delta ports in capacity. This is the result of taking the shipping needs of the Egyptian population "off the top." There is an enormous amount of cargo being unloaded in these ports which has no military significance—which also includes tonnage destined to Palestine as well.

Out of Theater Campaigns

I originally had an elaborate system in mind to handle the out of theater campaigns. The beginning of such campaigns would happen randomly and the player would choose what he wanted to send (based on certain minimums). The player could send

the absolute minimum (with the prospect of the campaign dragging on forever, and always needing more men in a Vietnam-like manner) or he could send a great deal more (so as to end the affair rapidly). In this way, the player could 'control' the events outside of his direct influence on the map. If a revolt started in Syria for example, the player could send the minimum number of units (if his on map situation warranted it) recognizing that "Syria" would be back looking for more in a while. Alternatively, the player could 'overkill' the Syrian revolt and have his troops back quickly.

In concept, it sounded cool (still does). In practice, it was a disaster. While I spent a lot of time on it, I never could get the system to function as intended. The ability of wargamers to "break the code" (no matter what code I came up with) was so great that eventually the entire concept went into the trash. It was replaced with the Random-but-based-on-history system you see here. The final system works very smoothly, but does not have the game-within-a-game feel I was searching for with the original version. I still have hopes that someday, a solution can be found that can make the originally intended system work as I conceived it (without being hideously overblown with rules, mind you), but for the present I acknowledge defeat on this one—I haven't been able to make it work. I like the way the current system works—smoothly and in the background—don't get me wrong, but I never let that keep me from chasing windmills in the past.

The Little Things...

North Africa is blessed (cursed?) with an abundance of information. While at times this allows the researcher to track even minor units with incredible detail and accuracy, it also brings out lots of detail which actually clouds the picture. The sheer detail can be overwhelming and has to be seen to be believed.

For example, the Commonwealth Army is a teeming mass of battalions which, seemingly at random, form brigade affiliations. To keep this chaos out of the player's control or concern (as well as to leave his sanity intact), I chose to track the brigades instead. This also gives the side benefit of showing the relative lack of tactical flexibility in the British Army.

For quite a while, I thought about a set of rules that would show the effect of the 4 gallon gas tins the British used before they adopted the 'Jerry Can' from their enemy.

This involved a number of contortions that are, thankfully I see now, left out of the final product.

A number of rules which were standard for a time in testing were moved into the optional rules sections as they proved too much bother for their value. Certainly players who want to strip their units of trucks (and so on) are not worried about what they perceive as "just a little" extra work. For everyone else, I made the rules optional, but to our truck stripping friend, it is there for his use.

I chose to track a slew of minor organizational and equipment changes in the units through the campaign. This is the reason for the number of unit exchanges and so on. Certainly some players will say "so what? I don't care that they got an extra infantry battalion" (or whatever), but I feel the greater number will welcome the added detail. I certainly believe this information is portrayed painlessly (it just happens during the campaign) and allows players access to an incredible wealth of minor unit facts as the game proceeds.

A Summing Up

I started wanting this game in 1976 (or so) when SPI began floating rumors and feedback items for what would eventually become Richard Berg's **Campaign in North Africa**. Sitting with my bi-monthly S&T's in hand, I awaited the final delivery of the "game I had always wanted". The delays dragged on for two years, yet I hung on every report, every setback, and every hint that progress was actually being made. I built my own image of what the game would be like and so on. My expectations could not have been higher.

When offered for sale, I sent in an order immediately and held my breath.

Then the game came...

In the years since, I've run into a number of players who claimed to have played that game—one claimed 30 turns. But, I am not one of them. I made a number of head-long attempts to break through its crust and 'understand' but was never able to make it function. Trying to do it solitaire didn't help either!

What you see here is the most accurate, pain-staking product I have ever devised. It is the culmination of that dream, and a damn fine game at that (yes, I know I'm biased...but I have **played** this one—even

solitaire!). I hope you enjoy many hours of playing this game and I welcome you in the sharing of this dream of mine. I hope you like what I've done.

WHEW!!!!

Enjoy! Have Fun! & Good Dice!
Dean

Abbreviations

AA— Anti-Aircraft
AG— Assault Gun
Alex— Alexandria
Arm— Armor
Armata— Army
AT— Anti-Tank
Aufk— Aufklärung (Recon or Advanced Detachment)
Aus— Australian
Bde— Brigade
BFM— Bataillon Francais Marine (French Marine Battalion)
BIM— Bataillon D'Infanterie de Marine (Marine Infantry Battalion)
Bn—Battalion
Brg. Cor.— Brigata Corazzato (Armored Brigade)
Brs— Bersaglieri (Motorized Elite Infantry)
B.Scegga— Bir es Scegga (Ft. Maddelena)
CAC— Compagnie Antichars (Anti-Tank Companies)
CAM— Corpo d'armate di manovra (Corps of Maneuver)
Cara— Carabinieri (Police)
Cap It— Captured Italian
Carp—Carpathian
Cav— Cavalry
CCNN— Camicie Nere (Black Shirt)
CD— Coastal Defense
Cel— Celere (Fast)
Centro— Centauro
CIH— Central India Horse
Cldst— Coldstream
CMA— Centro Militaire Arab
CMI— Centro Militaire Italiano
Ctnzro— Catanzaro
Czech— Czechoslovakian
DAK— Deutsches Afrika Korps
di Mnrva— di Manovra (Maneuver)
Div— Division
Divarty— Divisional Artillery
E.GuG— El Gam ul Grien
ENRR— Egyptian National Railroad
Exp— Exploration
FDA (n-FDA, s-FDA)— Frontier District Administration (north and south detachments and no)
FF— Free French

FJ— Fallschirmjäger (Paratrooper)
FK— Flieger Korps
Fld— Field Artillery Regiment
Frt— Fortress
GAF— Guardia Alla Frontiera (Border Guard, Colonial Troops)
Gd— Guard
GGFF— Giovani Fascisti (Young Fascists)
HCR— Household Cavalry Regiment
Hus— Hussars
Hvy— Heavy
IG— Infantry Gun
Ind— Indian
Inf— Infantry
It— Italian
KDG— King's Dragoon Guards
KG— Kampfgruppe (Battlegroup or Task Force)
Kor— Korück (Rear Area Command)
Krd— Kradschützen (Motorcycle)
KRRC— King's Royal Rifle Corps
KStA— Kampfstaffel Afrika (Combat HQ)
Lcr— Lancers
Ldg— Landing
Le— Leichte (Light)
Leg— Legion
Lib— Libyan
LibOp— Libyan Operations Group
LL— Luftlande (Air Landing)
LRDG— Long Range Desert Group
L. Spez— La Spezia
Lt— Light
Marm— Marmarica
Mech— Mechanized
Med—Medium (also Medeterrean)
MG— Machine Gun
Mil— Milmart
Mnfrto— Monferrato
Mob F— Mobile Force
Mtrizzato— Motorizzato (Motorized)
Mx— Mixed
NZ— New Zealand
PAI— Polizia Afica Italiana (Italian Police in Africa)
Para— Parachute
PG— Panzergrenadier (Mechanized Infantry)
Pio— Pioneer
PJ— Panzerjäger (Anti-Tank)
Prov— Provisional
Pz—Panzer (Armor)
RAF— Royal Air Force
Ragg— Raggruppamento (Task Force)
RECAM— Raggruppamento Explorante (Exploration Group)
Rgt— Regiment
RHA— Royal Horse Artillery Regiment
RM— Royal Marines
R. Mar— Regia Marina (The Italian Navy)
RR— Railroad

RTR— Royal Tank Regiment
RW— Reparto Wanda
SA— South African
SAS— Special Air Service
SM— San Marco
Snd— Sonderverband (Special Formation)
Spc— Special
Sud— Sudanese
TAML— Trans-Jordan Arab Mechanized Legion
Ter— Territorial
TF— Task Force
vdH— von der Heydte
Vd.Lib— Volontari della Libia (Libyan Volunteers)
VEC— Vittorio Emanuele Cavalleria (King Emmanuel Cavalry)
W. Desrt— Western Desert
Yugo— Yugoslavian

Arabic for Desert Foxes...

Alam— A landmark or road sign (An incorrect transliteration has changed the meaning of the word. It should be 'Alaam' (long A), which means mountain.) Example: El Alamein means "The Two Roadsigns"
Bab— Literally meaning door or entrance (such as into a house), but often the name of a narrow at sea or a pass
Bir— Well
Deir— Depression
Gabr— Grave (from the word Maqbara which means graveyard)
Ghizira— Island
Ghot— Area cultivated after rain
Minqar— A promontory on land, the word literally means 'Bird's Beak' or 'Chisel'
Naqb— Pass or Tunnel
Qaret— Low hill (a North African dialect corruption of the original 'Ghurd' which means dune)
Ras— Headland
Sabakha (Sabkha)— Dry salt marsh
Sidi— Tomb, possibly of a Saint (in better Arabic it would be Sayyidi, which means 'mylord' a title of respect given to a Holy Man. More common in North Africa than in the Middle East)
Tell— Hill
Trigh— Track or Way (In classical Arabic 'Tarik'. In North Africa the usual word for road or track)

Random Events Tables

Each event has a requirement in brackets listed just after the event title. If all of the requirements are not met, then the result becomes "No Event" instead. Do not reroll to get another result. EXCEPTION: If a player is rolling on the Ultra Rare Table, continue to re-roll until you get an event that applies.

The player who rolls for Random Events can be of either side and the results of these rolls should be known to both players. For complete fairness, alternate rolling for these...one roll per turn immediately **after** determining the turn's weather.

Numerous Rommel events have a "Rommel in Play" requirement. Rommel is in "play" if he is on any game map or holding box, he is not in play if he is off on a trip, has not entered the game yet, is wounded, captured or dead, or is arriving back to the game in the current turn.

(Hist) indicates the event occurred historically.

Common Events

11..12 No Event [none]

13..16 (Hist) Rommel Trains his Panzers. [June 41 through Sept 41] The DAK conducts desert training exercises. Expend 2 SP from the DAK HQ. If 2 SP is unavailable, expend the amount present. If the DAK HQ is not in play, expend 1 SP from any Italian HQ not in Tripoli. (If even an Italian HQ is not available outside of Tripoli, then expend 3 SPs from Tripoli as your troops **really** need the extra training!)

21 (Hist) Major Convoy Raid. [Jan 41 or later, Malta not under Axis Control] Double any Shipping Loss due to the Malta Table.

22 (Hist) Major Italian Shipping Success. [Jan 41 or later] This turn's Shipping losses due to the Malta Table are halved (no rounding).

23..25 (Hist) Royal Navy Bombards Coast. [Anywhere: Sept 40-Jan 41, no result after Jan 41] The Allied Player has one 12 Barrage Point free Barrage he can use on a coastal hex this turn. This barrage cannot be combined with regular artillery (or air) fires. Do not apply the "no friendly unit adjacent" shift to these barrages.

26 (Hist) Rommel Goes to Rome. [Rommel in play] Rommel is pulled out of play for this turn, arrives as a reinforcement next turn.

31 (Hist) Rommel Out of Contact. [Rommel in play] Rommel cannot use his reactive roll or his Action Rating mod this turn. In all other respects he is normal.

32 (Hist) Pearl Harbor Occurs. [Nov 41 and after, one time only] The Pacific War begins, note for future reference.

33..34 (Hist) Churchill Demands Action! [May 41 through July 41, maximum of once per calendar month] The Commonwealth Player must make at least **two** attacks (regular or overrun) during the coming turn **OR** capture any port or airfield he did not control when the turn began (the latter condition has no attack requirement). An attempt at an attack (should the defender run away) is OK and can be counted as one of the attacks.

35..43 (Hist) Russian Campaign Begins. [May 41 and after, Greek campaign terminated, one time only] Barbarossa begins, the world holds its breath, and the Fliegerkorps becomes inactive.

44..45 (Hist) Winter in Russia. [Dec 41 through Feb 42, one time only] Due to adverse weather in Russia, the Fliegerkorps becomes active as it has returned to a warmer climate.

46 (Hist) Axis Finds Abandoned Dump. [none] Place 2T with any friendly unit.

51 (Hist) Commonwealth Finds Abandoned Dump. [none] Place 2T with any friendly unit.

52 (Hist) Allies Crack Luftwaffe Codes [Nov 40 and after, one time only] The first level of Ultra codes have been broken. All Axis Malta Table rolls and results must be made in public so that both sides can see the results.

53 (Hist) German Signal-Intercept Genius At Work [Feb 41 and after, one time only] Rommel was graced with an amazingly effective signal intercept unit. No Allied Divisional Markers allowed in play to hide units off map until this effect is revoked.

....OR....(depending on the date)

53 (Hist) German Signal Unit Disaster. [Nov 41 or after, one time only, above result must have occurred earlier] The 200 specialists and communications equipment of Nachrichten-Kompanie 200 is destroyed at DAK HQ. (How this happens could be anything...air attack, vehicle smash-up, severe gastro-intestinal distress, whatever.) Void the effects of the earlier German Signal-Intercept Genius at Work event.

54 (Hist) Allies Crack Wehrmacht Code [June 42 and after, one time only] The second tier of Nazi codes have been broken by Ultra. Cancel the effect of German Signal-Intercept event above (the markers come back) and allow Allied player to **always** know what **units** and **SP** amounts are shipping and to what destination from Sicily or via Coastal Shipping. No Divisional Markers or KG Markers can hide Axis units off map. In effect until the end of the game.

55..66 Roll on Less Common Events Table

Less Common Events

11 (Hist) Massive Convoy Raid. [Jan 41 or after, Malta not under Axis control] No Axis shipping capacity for this turn.

12..13 (Hist) Coastal Transport Interdiction. [Jan 41 or later, at least one active Commonwealth air unit (any type) must be on station on or west of Tobruk] No Axis Coastal Shipping for this turn.

14 (Hist) Hitler Orders No Unit Shipping for One Turn. [Feb 41 and after, No active Fliegerkorps] Hitler has bad dream about drowning. Axis shipping capacity cannot be used to ship any sort of unit counter (or truck) this turn. It can only ship SPs.

15 (Hist) Axis Rail Stock shipped to Africa. [Aug 42 and after, one time only] The Axis shipped three diesel locomotives and some rolling stock to open the railway east of Tobruk. Historically, these were destroyed by British aircraft in a few weeks.

If this event occurs the railway to Matruh (those parts under Axis control anyway) can become operative on 1 Sept 42 with a rail cap of 2T. Also, this affects the rail cap available on the Tripoli Railway if that is built by its random event.

16..22 (Hist) Rommel Goes Off Half-Cocked. [Oct 41 or earlier, Rommel in play, Rommel at or within 12 hexes of any enemy unit] Part of the price paid for the extra initiative Rommel provides is that sometimes he does things that are not well thought out. This effect was most pronounced in the early stages of the campaign, before Rommel developed his “desert sense” fully. Any stack stacked with Rommel right now must make at least one Overrun attack this turn with their Action Rating reduced by 1 (Rommel’s normal Action Rating effect is inverted). Rommel does not roll for his own loss as a result of this attack (you didn’t think he’d go with them, did you?). An announced attempt at an attack is fine—if the defender retreats due to the recon screen rule, the combat still counts even though the actual combat never occurred.

23..24 (Hist) Rommel Goes to Berlin. [Oct 41 or earlier, Rommel in play] Rommel goes to see Hitler and OKW. Roll one die for number of turns he is off on this trip, counting the current turn as one. When the rolled number of turns have passed, Rommel returns as a reinforcement.

25..26 (Hist) Massive Italian Shipping Success. [Jan 41 or after] The Italians manage to sneak through a huge convoy. No shipping losses this turn (regardless of the Malta mods in effect) and the Shipping Capacity for the turn is x2. Vino for everyone!

31..34 Suez Canal Mined. [Active Axis air units stationed in Crete (any type) and weather on Map E allows flight] No reinforcements can off-load in Alexandria or Port Said this turn. Neither location can “generate” any SPs this turn.

35..42 (Hist) Royal Navy Bombards Coast. [Anywhere: Sept 40-Jan 41, Maps B-E: Feb 41-Apr 41, Maps C-E After Apr 41] The Allied Player has one 12 Barrage Point free Barrage he can use on a coastal hex this turn. This barrage cannot be combined with regular artillery (or air) fires. Do not apply the “no friendly unit adjacent” shift to these barrages. The maps on which this barrage can happen are restricted according to the time frames given in the event restrictions.

43..44 (Hist) Rommel Goes to Berlin. [Rommel in play] Rommel goes to see Hitler and OKW. Roll one die for number of turns he is off on this trip, counting the current turn as one. When the rolled number of turns have passed, Rommel returns as a reinforcement.

45..46 (Hist) Summer Campaign in Russia. [June 42 through July 42, one time only, Fliegerkorps is active, Russian Campaign ongoing] Due to a new summer offensive in Russia, the Luftwaffe shifts assets to Russia to support the German effort. The Fliegerkorps becomes inactive.

51..52 (Hist) Allies Crack Wehrmacht Code. [Jan 42 through May 42, one time only] The second tier of Nazi codes have been broken by Ultra. Cancel the effect of German Signal-Intercept event above (the markers come back) and allow Allied player to **always** know what **units** and **SP** amounts are shipping and to what destination from Sicily or via Coastal Shipping. No Divisional Markers or KG Markers can hide Axis units off map. In effect until the end of the game.

53 (Hist) LRDG Raid on Airfields. [Jan 41 and after] Remove LRDG unit from play for one turn (it comes back as a reinforcement next turn). The Commonwealth player identifies one Axis airfield to be raided. The airfield must be on the map and not in any holding box. Garrisons do not matter, nor does precise location. Roll one die for each air unit at the base, reduce on a 4-6. Active or inactive status does not matter.

54 (Hist) Italians Discover “Lost” Supplies. [Jan 42 or later] The Italians stumble upon a supply cache they had overlooked near Tripoli due to administrative incompetence. Historically, they found 3,000 tons of fuel desperately needed at the front! Place 2 SPs in Tripoli.

55 (Hist) Rommel Gets Sick. [July 42 or later, Rommel in play] Months of desert warfare take their toll on Rommel’s health. No longer able to keep pushing on, Rommel takes the advice of his doctors and reports back to Germany for a cure. Rommel leaves the game for two calendar months and returns as a reinforcement.

56 (Hist) Force K suffers Minefield Disaster. [July 41 or after, one time only] Force K stumbles into a coastal minefield. +1 to the Malta Table roll for this turn.

61..66 Roll on Rare Events Table

Rare Events

11..13 Malta Invasion Ok’d. [Jan 42 or after, one time only] Hitler gives permission to launch the Malta invasion. The Axis player decides if he wants to do this invasion or not. Execute the invasion as desired according to the Malta Invasion rules.

14 Force K Pull out. [May 41 or after, Active Fliegerkorps, one time only] Force K leaves Malta permanently due to incessant air raids. +1 to all remaining Malta Table rolls in addition to any other applicable mods.

15..16 (Hist) Human Torpedo Raid. [none] Italian frogmen attack Alexandria creating some damage and distracting dock operations. Alexandria cannot accept any shipping this turn (no reinforcements can unload there) and the Alexandria infinite dump does not exist for the turn (no SPs can be “manufactured” there).

21..22 Germans Reveal Shipboard Radar to Astounded Italians. [Feb 41 or after, one time only] The Germans explain shipboard radar to the Regia Marina. The Germans had this technology and knew the British had it as well, but historically did not inform the Italians of its existence. Apply an additional +1 to Axis Malta Table rolls for the next two calendar months.

23..24 Allied Amphib Operation OK’d. [June 41 or later, Royal Marine Battalion in play, one time only] On this or any future turn (once only), the Allied player can move the RM Marine Battalion from any port hex to any unoccupied coastal hex in Combat Mode with 2T of supplies. On the turn it lands it cannot fight or move. After that, it is on its own. No return trip by sea is possible.

25..26 (Hist) Rommel Brags to Mussolini. [June 42 or after, one time only, Rommel in play] Rommel proclaims to Il Duce that he will be in Cairo in a week (regardless of actual situation). Mussolini rubs his hands with glee and boards an Italian Transport with his white charger for the impending triumphal entry into Cairo. After a look at Westphal’s situation map, Rommel realizes the nonsense in his bombast and decides to put on a good show to save face. The Axis must make a minimum of **three** attacks (regular or overrun) this turn. Each attack must have at least one German unit in it. Attempted attacks which do not occur because the enemy ran away (etc.) count as attacks made.

31 Captured Leader Escapes. [One or both players have at least one leader in a cage] If both players are holding an enemy leader prisoner, roll one die to determine which side's guy escapes. If more than one leader is held in a prison having an escape, randomly determine which leader escapes. The escaping leader is welcomed back as a hero and enters play as a reinforcement one turn from now.

32..34 Aussies Go Home. [After Pearl Harbor, one time only] Threatened by Japan, the Australian government finds it ever more difficult to convince its citizens that the bulk of Australian troops should be in the Middle East rather than defending interests far closer to home. Remove all Australian troops except one Division (player's choice) from the game. The Commonwealth player has four turns to move all these units to any friendly port or ports and remove them from play. Roll one die for each non-Australian troops currently in the Far East Box, on a 3-6 return the unit to Africa, otherwise the unit is gone for good. No further Far East withdrawals are to be made.

35..36 South Africans Go Home. [Jan 42 or after, one time only] A growing rift between the British and South African governments leads Field Marshal Smuts to demand the return of South African troops from North Africa. Remove all SA troops. The Commonwealth player has four turns to move all these units to any friendly port or ports and remove them from play.

41..44 (Hist) Offer of US Assistance. [May 42 or after, one time only] After yet another British fiasco, Roosevelt offers Churchill the fledgling 2nd US Armored Division or a rather large cache of American tanks. Churchill chose the tanks. Here, you can choose which to get: either 5 Eq Repls or US 2nd Arm Div plus Patton. These reinforcements appear this turn. If the player chooses the US troops, the following restrictions are imposed on US ground units: Patton can only stack with US units or affect them, US units can only attack using their **own** Action Ratings. US units can only be rebuilt in Alexandria or Suez and only when all US ground units are at or within three hexes of the given city. US Units are rebuilt using British Repls.

45..46 New Zealanders Free to Fight. [Before March 41, one time only] Freyberg and the New Zealand government required that the NZ Division not fight until all units

had arrived and it could fight as a complete formation. If this event occurs, either Wavell has demanded their use in no uncertain terms or the Kiwis were less adamant about their conditions. Release the 2 NZ Div from its Matruh Restriction.

51..52 (Hist) LRDG Raid on Dumps. [Jan 41 or after] Remove LRDG unit from play for one turn (it comes back as a reinforcement next turn). The Commonwealth player identifies one hex on the map (not the Tripoli Box...). The Axis player destroys 25% of all dumps at or within 5 hexes of that hex.

53 The Grand Mufti is taken to Jerusalem. [July 42 or after, one time only] Having successfully delivered the Grand Mufti to Jerusalem (paving the way for decades of strife after the war), the Italian RW commando unit (his escort) becomes available and appear when called for by the Axis Order of Arrival (July 42). If this event occurs after then, it arrives this turn. If not already in the war, Egypt joins the Axis as Islam throws in with the Fascist powers.

54..55 Troops released to Axis Use. [One time only] Allow the 22 LL Division and 287 Sonderverband Rgt to arrive in August 42 as per the Order of Arrival. If this result is rolled after August 42, bring the troops on this turn. If the Malta invasion is occurring or has occurred, ignore the 22 LL Division and bring on only the 287 Sonderverband Commando Rgt.

56..61 Hitler Lives up to his Promises. [One time only] Allow the 190 Pz Bn to arrive in Nov. 42 and the 9 Werfer Bn to arrive in Sept 42. If rolled after one or both of these dates, bring on the unit having past its date this turn.

62..63 Luftwaffe Transport Concentration. [May 41 or later] Allow the extra five (5) Ju-52 air units to become available for play the turn after Crete falls until the end of the game (or the Malta invasion, whichever happens first). This represents the dedication of the Luftwaffe's transport fleet to the Africa Theater of Operations.

64 Severe Hoof-n-Mouth Outbreak. [none] Remove all three camel units (one Italian, two Egyptian) from the game due to a Dromedary disease epidemic

65..66 Roll on Ultra Rare Events Table

Ultra Rare Events

(reroll until a result which can be applied occurs)

11..14 Royal Navy Trashes Tripoli. [June 41 or beyond, one time only] Churchill orders the Royal Navy to take out the port of Tripoli using the old battleship the *Centurion*. The Admiralty decides the old ship is too slow to make the scheme work and sends the Barham and a cruiser. These run themselves a-ground in Tripoli Harbor and fight all-comers until destroyed in place. Tripoli's port does not function at all this turn and next—no incoming shipping or outgoing coastal shipping allowed from Tripoli at all.

15..16 Free French Quit. [One time only] The Free-French army dissolves as the Pétain's Vichy government does "something" right. Whatever it is, it makes the Free-French decide that the Boche is not all that bad and they leave to go home. Tears in his eyes, de Gaulle follows them back to France to live out his remaining days as an obscure retired army officer. Remove all Free French units from game. This includes all in play and any future arrivals.

21..22 No Greek Campaign. [Before Greek Campaign Execution Begins, One time only] The Greeks count the divisions arrayed against them and determine that resistance is futile. They decide to collaborate instead. No Allied troops are sent to Greece, if any already have been sent, return them to Africa. Crete becomes usable by the Axis player. Ignore any future Greek campaign events.

23..24 Oil Cut Off at Haifa. [One time only, No Allied Troops in the Near East Box] An additional +2 to Axis Malta Table rolls until troops do appear in the Near East box.

25..31 Franco Pulls Spain into the War. [April 41 or later, one time only] Franco manages to convince his people that German victory is inevitable and throws in on the side of the Axis. Apply an additional +1 to Axis Malta Table rolls for the rest of the game.

32..34 Gibraltar Falls. [Spain is in the war, one time only] Spanish troops with German assistance conquer "The Rock" and close the entry to the Mediterranean from the west. Apply an additional +1 to Axis Malta Table rolls for the rest of the game **on top of** the Spain in the War mod.

35..42 Victory in Russia. [Nov 41 or later, one time only] Stalin's government collapses when Moscow falls. The Soviet Government tries to reform in the Urals but fails. The War in Russia devolves into guerrilla warfare with no end in sight. The German army ceases full-scale warfare and reorganizes itself for frontier patrolling. Rommel was promised some 5,400 tons of trucking should Barbarossa be successful. This would be 4 truck points which would become available 1 Mar 1942 (they arrive this turn if it is already past 1 Mar 42). Double any results from the German Variable Reinforcement Table rolls for the rest of the game. The Fliegerkorps becomes active for the rest of the game and ignore any later results calling for the Fliegerkorps to move back to Russia.

43..44 Proposed Railroad finished—Phase I. [Aug 41 or later, one time only] A railroad is built Tripoli to Benghazi given that all points west of it along the coastal road are free of enemy units or their ZOCs. A Railroad exists now along the path of the coastal road and the Axis has a rail cap of 1 SP to use it (Increase this to 2 SP if the "Axis Rail Stock shipped to Africa" event occurs.)

45 Proposed Railroad finished—Phase II. [Aug 41 or later, one time only, and Phase I above has already happened] An extension of the Benghazi Railroad is finished to either Tobruk, or Bardia given that all points west of the city along the coastal road to Benghazi are free of enemy units or their ZOCs. A Railroad exists now along the path of the coastal road.

46..51 LRDG Raid on Rommel Succeeds. [Nov 41 or later, one time only, LRDG unit in play] The LRDG launches a successful raid on Rommel. Rommel is killed in his night clothes and taken back to Cairo as proof. The LRDG unit is removed from play permanently.

52..54 (Hist) SAS Raid on Crete airfields. [Crete in Axis hands, SAS unit in play, one time only] Remove SAS unit from play permanently, Roll one die for each air unit in Crete (active or inactive), on a 4-6 reduce it.

55..56 Texas Tea! [one time only] The Italians discover the rich oil reserves in Libya before the war. When this event is rolled, one Oil Refinery opens for business in Tripoli. Place 2 SPs per turn in the

Tripoli Box to represent the output of the refinery. The refinery can never be damaged or destroyed.

61..62 The Egyptians Join the War on the Axis Side. [One time only, Egyptians not in the war yet] All Egyptian land and air units fall under the command of the Axis player. They can only exist on captured supplies or SPs given to them from the Axis. It would be a really good idea for them to take over a major Egyptian port on the Med (Alexandria or Port Said) so they can trace supply and open the way for other Axis troops and SPs to arrive via coastal shipping. Other than that, their insurrection is sans portfolio.

63..66 The Egyptians Join the War on the Allied Side. [One time only, Egyptians not in the war yet] The Egyptians become just that many more Allied troops.

Allied Order of Arrival

If a date has no entry, there are no regular reinforcements that turn.

1940

Restrictions in Force:

The following cannot move further West than Mersa Matruh until released:

2 NZ Inf Div

These units cannot move outside the "Restriction Zone" Boundary until released:

Carp Polish Inf Bde
Polish Lancer Cav Bn

This Division cannot leave its at-start Hex:

6 Aus Inf Div

This Division cannot move further than 5 hexes from Mersa Matruh until released:

4 Ind Inf Div (the 4 Ind Artillery Bde

(Divarty) cannot move from its starting hex until noted.)

NOTE: 4 Ind Div Infantry Bdes are not formed as Divisional Groups when the campaign begins and does not have the intrinsic artillery ability.

September 40

12

15 Required Italian units must be in Egypt.

19

22 7 RTR Arm Bn (6-5-3)

26

29 2 NZ Inf Div (6 NZ Inf Bde)

October 40

1

5 204 Coastal Arty Battery

8 2 RAF Arm Car Co

12 4 Ind Inf Div (7 Ind Inf Bde), 7 Arm Div (3 Hus Lt Arm Bn, 2 RTR Arm Bn)

Note: 7 Ind Inf Bde (4 Ind Inf Div) **must** move to join the rest of the 4 Ind Div within its restriction area (w/ i 5 of Mersa Matruh) so that it can fall under that restriction with the rest of the division on or before 1 Nov 40. Release the 4 Ind Divarty Bde from its single hex restriction, it must fall under the general 4 Ind Div Matruh restriction by 1 Nov 40 as well.

15 Italians must capture Sidi Barrani by now or lose. Apply Mussolini Line restrictions.

19 1T Truck Point

22 Release: The 6 Aus Inf Div is released from Helwan and must immediately move to the Restriction Zone.

26 1 RHA Arty Bn (red), 51 Fld Arty Bn

29 14 Inf Bde **Exchange:** 3-2-3 104 RHA Arty Bn (no color) with 5-2-3 104 RHA Arty Bn (Red)

November 40

1 **Remove:** 1x Blen IV

Note: The 4 Ind Inf Div restriction now applies to the 7 Ind Inf Bde (4 Ind) and Divarty Arty Bde (4 Ind) as well.

5

8

12 6 Aus Inf Div (19 Aus Inf Bde, 1x Organic Truck), Unlock 6 Aus Training Marker

15 68 Med Arty Bn, 1T Truck Point

19

22 1x Blen IV

26

29

December 40

1 64 Med Arty Bn, Road to Sidi Barrani becomes Primary.

5 **Exchange:** Matruh Fort Bde with Selby Inf Bde **Release:** 4 Ind Inf Div released from its w/i 5 of Matruh restriction

8

12 1x Hurri I **Release:** 6 Aus Inf Div released from the Restriction Zone

15 **Remove:** 1x Gladiator

19

22

26

29 2 RHA Arty Bn (Red)

1941

January 41

1 2 Arm Div (KDG Arm Car Bn, 1 Arm Bde, 2 Support Bde), 3 RTR, 5 RTR Arm Bn **Exchange:** W.Desrt Corps HQ with 13 Corps HQ, 2 Arm Training Marker (Green, not locked), **Remove:** 68 Med Arty Bn, Divarty Bde (4 Ind Div)

NOTES:

4 Ind Div Infantry Bdes are again formed as Divisional Groups and again have the intrinsic artillery ability (apply even if the Divarty Bde has been destroyed).

5

8 **Remove:** 1x Blen IV, 1x Hurri I

12

15

19 **Remove:** 7 Arm Div (6 RTR, 8 Hus Arm Bns) if 7 Arm Div (2 RTR Arm Bn) is dead, then replace one of the two being removed with it, otherwise there is no replacement for these two.

22 **Exchange:** 1-3-6 Cav Bn (CIH (4 Ind)) with 2-4-6 Arm Car Bn (CIH (4 Ind))

26 **Exchange:** 3-2-3 107 RHA Arty Bn with 5-2-3 107 RHA Arty Bn

29

February 41

1 **Remove:** Selby Inf Bde

5 4 RTR Arm Bn (6-4-3) **Add to Dead Pile (can only be rebuilt when 4 RTR (non-rebuildable) is killed):** 4 RTR Arm Bn (6-2-3 rebuildable), **Released:** 2 Nz Inf Div released from its Matruh restriction

Greek Campaign Status Change Roll: 2

Roll two dice, if the roll equals or is less than the listed value, the Greek Campaign Prep Period Begins, otherwise no effect and no effect if the Prep Period has already begun.

8 22 Inf Bde, 3 Ind Inf Bde, 18 Ind Cav Bn

Greek Campaign Status Change Roll: 2

12 The restriction on Italian Private Property Damage ends.

Greek Campaign Status Change Roll: 3

15 1x Blen IV, 1x Hurri I, **Exchange:** 13 Corps HQ with 1 Aus Corps HQ

Greek Campaign Status Change Roll: 4

19

Greek Campaign Status Change Roll: 5

22 **Remove:** 3 RHA AT Bn

Greek Campaign Status Change Roll: 6

26 9 Aus Inf Div (20 Aus Inf Bde), 9 Aus Training Marker (Green, Locked), **Replace:** 7 Arm Div (3 Hus Lt Arm Bn, 2-4-10 non-rebuildable) with 3 Hus Lt Arm Bn (2-3-10 rebuildable), **Remove:** 1 Aus Corps HQ

Greek Campaign Status Change Roll: 7

March 41

1 Axis No Running Away Restriction ends. Hex A19.35 becomes an Axis Trace Source. Italians can begin to use secondary roads for trace purposes. **Remove:** 2 RHA Arty Bn (Red)

**Greek Campaign Status
Change Roll: 8**

5 7 Aus Inf Div (18 Aus Inf Bde), 7 Aus Training Marker (Green, locked)

**Greek Campaign Status
Change Roll: 9**

8 9 Aus Inf Div (24 Aus Inf Bde), 2 NZ Inf Div (5 NZ Inf Bde, 28 Maori Inf Bn, 2-5-8 Arm Recon Bn (2 NZ), 1x Organic Truck), Unlock 2 NZ Training Marker

**Greek Campaign Status
Change Roll: 10**

12 Remove: 3 Cldst Inf Bn

**Greek Campaign Status
Change Roll: Automatic**

15 9 Aus Inf Div (26 Aus Inf Bde), 1x Organic Truck), Unlock 9 Aus Training Marker

Remove: 7 Med, 64 Med Arty Bn

19 Exchange: 22 Inf Bde with 22 Gds Inf Bde

22

**Greek Campaign Status
Change Roll: 2**

Roll two dice, if the roll equals or is less than the listed value, the Greek Campaign Execution Begins, otherwise no effect and no effect if the Execution phase has already begun.

26 Remove: 3 RTR Arm Bn, 106 RHA AT Bn

**Greek Campaign Status
Change Roll: 2**

29 Place in Abbassia (E23.20): Royals Arm Car Bn

**Greek Campaign Status
Change Roll: 3**

April 41

1 Tobruk's Hedgehogs become Level 3.

**Greek Campaign Status
Change Roll: 4**

5 7 Aus Inf Div (21 Aus, 25 Aus Inf Bde, 1x Organic Truck), Unlock 7 Aus Training Marker

**Greek Campaign Status
Change Roll: 5**

8 149 Fld Arty Bn Place in Maaten Baggush (D37.32): W.Desrt Corps HQ

**Greek Campaign Status
Change Roll: 6**

12 Remove: 2 RAF Arm Car Co, 5 RTR Arm Bn

**Greek Campaign Status
Change Roll: 7**

15

**Greek Campaign Status
Change Roll: 8**

19

**Greek Campaign Status
Change Roll: 9**

22 10 NZ RR Co

**Greek Campaign Status
Change Roll: 10**

26

**Greek Campaign Status
Change Roll: Automatic**

29 68 Med Arty Bn, Place in Dead Pile: 2 RHA Arty Bn (Red)

May 41

1 1 SA Inf Div (5 SA Inf Bde), 7 SA Arm Car Bn, 1 SA Training Marker (Green, Locked), 2x Blen IV, 1x Hurri I, 1x Gladiator

5 23 Inf Bde, 1x Beaufgtr

8 Exchange: KDG Arm Car Bn (2 Arm) with KDG Arm Car Bn (Independent) Remove: All living 2 Arm Div units and replace with equivalent Eq and Pax Repls. 2 Arm units cannot be rebuilt. Place the Repls at any British held point of interest, village, city, or HQ.

12 Tiger Convoy (Historical)

**Greek Campaign Status
Change Roll: 2**

Roll two dice, if the roll equals or is less than the listed value, the Greek Campaign Terminates, otherwise no effect and no effect if the Termination has already occurred.

15 2T Truck Point Place in Dead Pile: 9 Aus Div (3-4-8 Arm Recon Bn (9 Aus))

**Greek Campaign Status
Change Roll: 2**

19

**Greek Campaign Status
Change Roll: 3**

22

**Greek Campaign Status
Change Roll: 4**

26

**Greek Campaign Status
Change Roll: 5**

29 7 Med Arty Bn, 2-4-3 Inf Bn (11 Czech)

**Greek Campaign Status
Change Roll: 6**

June 41

1 64 Med Arty Bn

**Greek Campaign Status
Change Roll: 7**

5 1x Blen IV, 4 SA Arm Car Bn, 1x Reserve Marker

**Greek Campaign Status
Change Roll: 8**

8 1 SA Inf Div (2 SA Inf Bde), 1 SA Training Marker unlocked

**Greek Campaign Status
Change Roll: 9**

12 50 Inf Div (150 Inf Bde), 6 SA Arm Car Bn

**Greek Campaign Status
Change Roll: 10**

15 8 RTR, 42 RTR, 44 RTR Arm Bn, 1 SA Inf Div (1 SA Inf Bde, 1x Organic Truck)

**Greek Campaign Status
Change Roll: Automatic**

19 2 SA Inf Div (6 SA Inf Bde), 3 SA Arm Car Bn, 2 SA Training Marker (Green, not locked)
Exchange: 149 Fld Arty Bn with 149 AT Bn (Red)

22 2 SA Inf Div (3 SA Inf Bde)

26 144 Fld Arty Bn, 5 Ind Inf Div (9 Ind Inf Bde) **Remove:** 2-4-3 Inf Bn (11 Czech)

29

July 41

1 11 RM Marine Bn, Layforce Commando Bn

5 1x Wellington, 1x Maryld

8 50 Inf Div (151 Inf Bde), 1 SAS Commando Bn, **Remove:** Royals Arm Car Bn

12

15 5 Ind Div (10 Ind Inf Bde)

19 50 Inf Div (69 Inf Bde, 1x Organic Truck)

22 102 AT Bn (Red), 5 Ind Inf Div (29 Ind Inf Bde, 1x Organic Truck)

26 161 Inf Bde (British)

29 1x Ktyhk, **Remove:** 64 Med Arty Bn

August 41

1

5

8 2 SA Inf Div (4 SA Inf Bde, 1x Organic Truck)

12

15 2T Truck Point

19

22 **Release:** Carp Polish Inf Bde, Polish Lancer Cav Bn released from the Restriction Zone

26

29 **Remove:** 18 Ind Cav Bn

September 41

1

5 60 Fld Arty Bn

8

12

15 13 NZ RR Co

19

22 1x Blen IV, 2x Hurri I, 1x Maryld

26 **Exchange:** W.Desrt Corps HQ with 13 Corps HQ

29

October 41

1 30 Corps HQ, 7-4-8 Arm Bde (2 (1 Arm)), 1x 1 Arm Organic Truck, 1 Arm Training Marker (Green, Locked)

A) Tobruk By-Pass Road becomes a

Primary Road

B) Germans are now acclimated to the desert, they are no longer modified.

C) Commonwealth gets Hip Shoot Capability.

Optional: Vyvyan Pope Leader

5

8 65 AT Bn (Red)

12 F Coastal Arty Battery **anywhere w/i 3 of the Suez Canal**

15

19 2x Hurri I, 2-4-3 Inf Bn (11 Czech)

22

26

29

November 41

1 2x Reserve Markers

5 1T Truck Point

8

12

15

19 1x Blen IV

22

26 1 Arm Div (12 Lcr Arm Car Bn), 64 Med Arty Bn **Exchange:** 161 Inf Bde (British) with 161 Ind Inf Bde

29 7-3-8 Arm Bde (2 (1 Arm Div)), Royals Arm Car Bn, Unlock 1 Arm Training Marker

December 41

1

5 1 Arm Div (1 Support Bde), 1 FF Inf Bde, 1 FF Leg Inf Bn

8 95 AT Bn (Red), 1x Hurri I

12

15 1x Beaufgtr

19 **Exchange:** 1x Hurri 1 with 1x Hurri IIa

22

26

29 2x Ktyhk

Place in any hex adjacent to the Suez Canal:

Greys Arm Car Bn

1942

January 42

1 Mines can now be laid by the Commonwealth player and reused by the Axis player.

5 1 RAF, 2 RAF Arm Car Co

8 2T Truck Point

12 **Exchange:** 22 Gds Inf Bde with 200 Gds Inf Bde

15 1 Bn FF Arty Bn, BFM FF Marine Bn

19

22 **Exchange:** 1x Hurri 1 with 1x Hurri IIa

26 1x Blen IV, 1x Hurri I, 2x Ktyhk

29 **Appears in 1 Support Bde (1 Arm Div) Hex (or dead with it):** 11 RHA Arty Bn (Red)

February 42

1

5 **Remove:** 1 RTR Arm Bn

8 Brigade Groups now in effect for **Armor** brigades as well as Infantry,

Consider all Commonwealth Armored Brigades to be "Red" Armor, not "Yellow" Armor.
Remove: 1 Arm Div (1 Support Bde) and replace with equivalent Eq and Pax Repls at any Allied HQ
Exchange: 7 Support Bde (7 Arm) with 7 Motor Inf Bde (7 Arm),
Exchange: 5-4-8 Arm Bde (4 (7 Arm)) with 9-4-6 Arm Bde (4 (7 Arm))

12 **Exchange:** 7-3-8 Arm Bde (2 (1 Arm)) with 9-3-5 Arm Bde (2 (1 Arm)) **Exchange:** 7-4-8 Arm Bde (22 (1 Arm)) with 9-4-5 Arm Bde (22 (1 Arm))

15 1x Ktyhk

19 8 Arm Bde (10 Arm Div)

22

26

29

March 42

1 **Remove:** Carp Polish Inf Bde, Lancer Polish Cav Bn

5 **Exchange:** 11 RHA Arty Bn (Red) with 11 RHA Arty Bn (Yellow)

8 12 Fld Arty Bn, **Remove:** 8 Fld Arty Bn, 51 Fld Arty Bn

12 **Remove:** 60 Fld Arty Bn

15 2T Truck Point, 2-4-6 Arm Car Bn (Skinner)

19 1x Boston, **Remove:** 4 Ind Div (2-4-6 Arm Car Bn (CIH))

22 2-3-3 Yugoslavian Inf Bn (Yugo Gd)

26 1x Baltimore

29

April 42

1

5

8

12 1x Hurri IIa, **Remove:** 64 Med Arty Bn

15 **Exchange:** 107 RHA Arty Bn with 107 Fld Arty Bn

19 CAC FF AT Bn, 1x Ktyhk, 1x Wellington, 1x Baltimore

22 **Exchange:** 2-5-8 Arm Recon Bn (2 NZ (2 NZ)) with 4-5-8 Arm Recon Bn (2 NZ (2 NZ))

26 1x Hurri IIc, **Remove:** 11 Hus Arm Car Bn (7 Arm Div)

29 2 FF Inf Bde

May 42

1

5

8 9 Arm Bde (10 Arm Div)

12

15 1x Blen IV

19 **Remove:** 144 Fld Arty Bn

22 **Exchange:** 200 Gds Inf Bde with 201 Gds Inf Bde

26 10 Ind Inf Div (21 Ind Inf Bde)

29 1x Wellington, 1x Beaufgtr, 1x Baltimore, **Exchange:** 149 AT Bn (Red) with 5-2-3 Arty Bn (Red) (149 AT)

June 42

1 10 Corps HQ, 10 Ind Inf Div (20 Ind, 25 Ind Inf Bde, Guides Arm Car Bn, 1x Organic Truck)

5 5-2-3 Arty Bn (Red) (121 Fld), 1 Sud Inf Bde

8 **Exchange:** 65 AT Bn (Red) with (5)-3-3 AT Bn (65 AT)

12 Exchange: 1 RHA Arty Bn (Red) with 1 RHA Arty Bn (Yellow)

15 18 Ind Inf Bde, 1x Ktyhk, 1x Beaufgtr

19 1x Hurri IIa

22 1T Truck Point

26

29

July 42

1

5 40 RTR, 46 RTR, 50 RTR Arm Bn, 3x Blen IV, 1x Hurri IIc, **Exchange:** 149 Fld Arty Bn with (5)-3-3 AT Bn (149 AT)

8 24 Arm Bde, 11 Hus Arm Car Bn (7 Arm Div), 1x Hurri IIc

12 26 Ind Inf Bde, 2T Truck Point

15 Exchange: 95 AT Bn (Red) with (5)-3-3 AT Bn (95 AT)

19 44 Inf Div (131 Inf Bde), 5 RHA Arty Bn

22 44 Inf Div (133 Semi-Motorized Inf Bde), 1x Baltimore

26 1x B-24, 44 Inf Div (132 Inf Bde, 1x Organic Truck), 2 Greek Inf Bde

29 Remove: 2-4-3 Czech Inf Bn (11 Czech)

August 42

1

5

8

12 51 Inf Div (152, 153, 154 Inf Bde, 1x Organic Truck)

15 1 Greek Inf Bde, 1x Blen IV, 1x Spit Vb, 1x Hurri IIc

19 53 Fld Arty Bn, 1x Wellington, 1x Beaufgtr

22 Remove: 5-2-3 Arty Bn (Red) (4 RHA, 104 RHA), 5-2-3 Arty Bn (Yellow) (1 RHA, 2 RHA)

26 Exchange: 102 AT Bn (Red) with (5)-3-3 AT Bn (102 AT)

End Brigade Groups for all units, add Divarty to 44 Inf Div, 50 Inf Div, 51 Inf Div, 1 Arm Div, 7 Arm Div, 10 Arm Div, 2 NZ Div, 1 SA Div, 2 SA Div, 6 Aus Div, 7 Aus Div, 9 Aus Div, 4 Ind Div, 5 Ind Div, 10 Ind Div as appropriate

Only Divisions with two brigades or more in play at the moment this turn begins get their Divarty Bde. This occurs even to units which have all or some of their Brigades in a Deployment Box. Divarty Belonging to Divisions which do not qualify are put into the dead pile and must be rebuilt to be brought into play.

Armor remains "Red".

29 1x P-40, 1x B-24, 2x B-25 **Exchange:** 133 Semi-Motorized Inf Bde (44 Inf Div) with 133 Semi-Motorized Inf Bde (10 Arm Div)

September 42

1 2x Reserve Markers

5 Remove: 2-4-6 Arm Car Bn (Skinner)

8 1x Blen IV, 1x Spit Vb, 2x Hurri IIa, 1 HCR Arm Car Bn

12 2 Derby Arm Car Bn, 1x P-40, 1x Beaufgtr

15 1 Spahis FF Arm Car Bn, 8 Arm Dummy Divisional Marker

19 98 Fld, 146 Fld Arty Bn, 1x Baltimore, 1x B-26 **Exchange:** 7-4-8 Arm Bde (7 (7 Arm)) with 8-4-7 Arm Bde (7 (7 Arm))

22 Exchange: 3-4-8 Arm Recon Bn (9 Aus (9 Aus)) with 4-4-8 Arm Bn (9 Aus (9 Aus))

26 1x B-25 **Exchange:** 121 Fld Arty Bn with 121 Fld Arm Arty Bn

29 Exchange: 11 RHA Arty Bn (Yellow) with 11 RHA Arm Arty Bn

October 42

1 TAML Arab Mech Inf Bde (**enter w/ 1T SP from east edge of Map E. Exchange:** 133 Semi-Motorized Inf Bde (10 Arm) with 133 Motorized Inf Bde (10 Arm) **Exchange:** 4 NZ Inf Bde (2 NZ) with 4 NZ Arm Bde (2 NZ)

5 52 Fld, 69 Med Arty Bn, 42 RTR Scorpion Co, 44 RTR Scorpion Co, **Remove:** 5-2-3 Arty Bn (Red) (98 Fld)

8 Exchange: Greys Arm Car Bn with Greys Arm Recon Bn

12 1x Spit Vb, 1x Hurri IIc, 1x Hurri IIa

15 1x Ktyhk, 1x Wellington

19

22

26

29

November 42

1

5 1x Spit Vb, 1x Hurri IIc

8

12 1x Hurri IIa

15

19

22

26

29

Allied Historical Order of Withdrawal and Return

(To be used in conjunction with the Allied Order of Arrival)

W/D means withdraw. If no special notation exists, the unit listed is a return. If the date is blank, there is no withdrawal or return.

1940

September 40

(none)

October 40

(none)

November 40

1

5 W/D: 14 Inf Bde

8

12

15

19

22

26

29

December 40

1

5

8

12

15

19

22 W/D: 7 Ind Inf Bde (4 Ind), 5 Ind Inf Bde (4 Ind)

26

29

1941

January 41

1 W/D: 11 Ind Inf Bde (4 Ind), CIH Cav Bn (4 Ind), 1x Organic Truck (4 Ind)

5

8

12

15

19

22

26

29

February 41

(none)

March 41

1 W/D: 1 Arm Bde (2 Arm Div)

5

8 W/D: 2 NZ Inf Div (4 NZ Inf Bde, 28 Maori Inf Bn), 16 Aus Inf Bde (6 Aus)

12

15 W/D: 6 NZ Inf Bde (2 NZ)

19

22 W/D: 2 NZ Inf Div (5 NZ Inf Bde, 2 NZ Arm Cav Bn, 1x Organic Truck)

26

29

April 41

1 W/D: 6 Aus Inf Div (19 Aus Inf Bde, 6 Aus Arm Recon Bn, 1x Organic Truck)

5

8 W/D: 17 Aus Inf Bde (6 Aus)

12 5 Ind Inf Bde (4 Ind)

15

19 11 Ind Inf Bde (4 Ind)

22

26

29 6 NZ Inf Bde (2 NZ), 7 Ind Inf Bde (4 Ind), CIH Arm Car (4 Ind)

May 41

1

5

8

12 W/D: 5 Ind Inf Bde (4 Ind)

15

19

22 W/D: 16 Inf Bde

26

29 2 NZ Inf Div (28 Maori Inf Bn, 1x Organic Truck), 16 Inf Bde

June 41

1 14 Inf Bde, **Return Dead:** 2 NZ Inf Div (4 NZ, 5 NZ Inf Bde, 2 NZ Arm Recon Bn), **W/D:** 7 Aus Inf Div (21 Aus, 25 Aus Inf Bde, 1x Organic Truck)

5 W/D: 9 Aus Div (3-4-8 Arm Recon Bn (9 Aus))

8
 12
 15 W/D: 16 Inf Bde
 19
 22
 26 W/D: 23 Inf Bde
 29

July 41

1
 5 W/D: 14 Inf Bde

8
 12
 15
 19
 22 W/D: 151 Inf Bde (50 Inf)
 26
 29

August 41

1
 5 W/D: 50 Inf Div (69 Inf Bde, 1x Organic Truck)

8
 12 W/D: 150 Inf Bde (50 Inf)
 15
 19
 22 W/D: 10 Ind Inf Bde (5 Ind)

26
 29 W/D: 9 Ind Inf Bde (5 Ind), 1x Organic Truck (5 Ind), 18 Aus Inf Bde (7 Aus)

September 41

1
 5
 8
 12
 15
 19 16 Inf Bde
 22 5 Ind Inf Bde (4 Ind)
 26 W/D: 24 Aus Inf Bde (9 Aus)

29

October 41

1
 5
 8
 12 23 Inf Bde
 15 9 Ind Inf Bde (5 Ind), 10 Ind Inf Bde (5 Ind), 1x Organic Truck (5 Ind)
 19
 22 14 Inf Bde
 26 W/D: 9 Aus Inf Div (20 Aus, 26 Aus Inf Bde, 1x Organic Truck)

29

November 41

1 W/D: 9 Ind Inf Bde (5 Ind), 10 Ind Inf Bde (5 Ind)
 5 W/D: 161 Inf Bde (British)
 8
 12
 15
 19

22
 26
 29 150 Inf Bde (50 Inf)

December 41

(none)

1942

January 42

(none)

February 42

1 W/D: 7 Arm Bde (7 Arm)
 5 W/D: 14 Inf Bde
 8 W/D: 16 Inf Bde
 12
 15 W/D: 5 NZ Inf Bde (2 NZ)
 19 69 Inf Bde (50 Inf)
 22 16 Inf Bde, 50 Inf Div (151 Inf Bde, 1x Organic Truck) W/D: 23 Inf Bde
 26 W/D: 2 NZ Inf Div (4 NZ, 6 NZ Inf Bde, 28 Maori Inf Bn, 2 NZ Arm Recon Bn, 1x Organic Truck)
 29

March 42

1
 5 W/D: 16 Inf Bde
 8
 12 10 Ind Inf Bde (5 Ind)
 15
 19
 22

26

29 W/D: 7 Ind Inf Bde (4 Ind)

April 42

1

5 9 Ind Inf Bde (5 Ind), 5 Ind Div (Organic Truck (Full)) W/D: 5 Ind Inf Bde (4 Ind)

8

12

15

19

22

26

29

May 42

(none)

June 42

1

5

8 5 Ind Inf Bde (4 Ind)

12

15 4 NZ Inf Bde (2 NZ)

19

22 2 NZ Inf Div (2 NZ Arm Recon Bn (Yellow), 5 NZ, 6 NZ Inf Bde, 28 Maori Inf Bn, 1x Organic Truck)

26 9 Aus Inf Div (24 Aus, 26 Aus Inf Bde, 1x Organic Truck)

29 9 Aus Div (20 Aus Inf Bde, 9 Aus Arm Recon Bn)

July 42

1 161 Ind Inf Bde

5

8

12

15 W/D: 10 Ind Inf Bde (5 Ind)

19

22

26

29

August 42

1

5

8

12

15 W/D: 25 Ind Inf Bde (10 Ind), 1x Organic Truck (10 Ind)

19

22 7 Ind Inf Bde (4 Ind), 1x Organic Truck (4 Ind)

26

29 W/D: 3 Ind Inf Bde

September 42

1

5

8 W/D: 9 Ind Inf Bde (5 Ind), 1x Organic Truck (5 Ind)

12

15 W/D: 201 Gds Inf Bde

19

22

26

29

October 42

(none)

November 42

(none)

Axis Order of Arrival

1940

September

12 Sept 40: Inferior Italian Parachute design modifier in play.

15 Sept 40: Required units must be in Egypt.

No reinforcements.

October 40

15 Oct 40: Italians must capture Sidi Barrani by now or lose. Apply Mussolini Line restrictions.

Italians:

Optional: (7)-4-3 AT Bn (5)

Move to Dead Pile: 3-3-6 Arm Bn (1 Med)

Move to Dead Pile: 2-0-6 Lt Arm Bn (61 Lt)

Note: These battalions had their running tanks removed and replaced with deadlined vehicles from the other Italian armored forces (holding HQs for the down tanks). The deadlined vehicles were “generated” during the Italian September advance.

November 40

Italians:

4-3-6 Arm Bn (3 Med)
22-3-2 Arty Rgt (25 Corps)

19 Nov 40: Formed in Benghazi: 2-3-12 Motorcycle Bn (ProvBrs)
(ignore if the Italians no longer hold (!) Benghazi)

26 Nov 40: Exchange: Remove both 1 Ragg (Aresca) and 2 Ragg (Trivoli) Markers, replace **one** of them with Brigata Corazzata Speciale (Babini) Marker (player's choice which).

December 40

1 Dec 40: Road to Sidi Barrani becomes Primary.

Italians:

3-4-3 MG Bn (S.Maria)
4-2-6 Arm Bn (5 Med)
5-3-3 Brs Inf Rgt (10 Brs)
2-3-3 MG Bn (55, 60)
2-2-3 MG Bn (27)
10-3-3 Arty Rgt (12)
1x CR.42
1x G.50
1x SM.79

If Sidi Barrani is under Commonwealth Control, the following appears in Tobruk (B50.08):

2-3-3 Blackshirt Inf Bn (Vd.Lib)
If Sidi Barrani is still under Italian Control, the unit appears the turn it falls.

19 Dec 40 Form in Tripoli: 13-3-3 Arty Bde (Mtrizzato)

26 Dec 40: Place in any Italian HQ's Hex: 2-3-3 Motorized Inf Bn (34 Lib), **Place in Benghazi:** 1-3-12 Motorcycle Cos (201 Brs, 202 Brs)
(ignore these units if the Italians no longer hold Benghazi)

Optional: (7)-4-3 AT Bn (3)

1941

January 41

Italians:

7-3-3 Arty Rgt (2 Cel)
2-0-6 Lt Arm Bn (5 Lt)
4-2-6 Arm Bn (6 Med)
Ariete Armored Division (8 Brs Inf Rgt, 132 Arty Rgt, 1x Organic Truck)
3-4-3 Assault Eng Bn (32)

Exchange: 2-1-6 Lt Arm Bn (21 Lt) with 4-2-6 Arm Bn (21 Med)

5 Jan 41: Place in any Italian HQ's Hex: Bergonzoli Ragg Marker
22 Jan 41: Place in any Italian HQ's Hex: Bignami Ragg Marker

Germans:

1x Ju.52

The Flieger Korps becomes Active 1 Jan 41.

February 41

Axis General:

2T Truck Points (**ignore if motorized Trento is used**)

Italians:

Ariete Armored Division (1 Lt, 2 Lt, 3 Lt Arm Bn)
2-1-6 Lt Arm Bn (4 Lt)
Trento Inf Division (61, 62 Inf Rgt) (all non-motorized) (**see also Optional entry July 41, ignore this entry if optional motorized Trento used**)
5-4-3 Brs Inf Rgt (7 Brs)
2-3-3 MG Bn (551)
(6)-4-5 AT Bn (1 Mil)
(4)-4-5 AT Bn (2 Mil)
7-3-3 Arty Rgt (1 Cel)
8-3-3 Arty Rgt (3 Cel)
11-3-2 Arty Rgt (16 Corps, 24 Corps)

Remove: 2-0-6 Lt Arm Bn (9 Lt)

Remove: Brigata Corazzata Speciale (Babini) Marker

Available 12 Feb 41 and after (move to the "Old" Box...even if some of the above Italian units remain there.)

12 Feb 41: The restriction on Italian Private Property Damage ends.

Axis General:

3x Reserve Markers

Germans:

Rommel
14-0 Corps HQ (DAK)
KG Marker (3 Aufk)
3-5-3 Pioneer Bn (200 (5.Le))
5-5-3 MG Bn (8 (5.Le))
4-5-8 Recon Bn (3 (5.Le))
3-5-8 PJ Bn (605)
(3)-4-3 PJ Bn (39 PJ (5.Le))
(7)-5-3 Flak Bn (1-33)
(3)-3-3 Koruck Bn (556)
1x Organic Truck (5.Le)
1x Bf.110
1x Ju.88
1x Ju.87b

Add to Dead File: 3-5-8 Pz Co (KStA)

March 41

1 March 41: Hex A19.35 becomes an Axis Trace Source. Italians can begin to use secondary roads for trace purposes. No Running Away restriction ends. Inferior Italian Parachute design modifier ends.

Axis General:

1T Truck Point

Italians:

5-4-7 Arm Bn (7 Med (Ariete))
1x G.50

Germans:

5-5-3 MG Bn (2 (5.Le))
4-3-3 Arty Bn (1-75 (5.Le))
(7)-5-3 Flak Bn (1-18)

Available 12 March 41 and after

Germans:

KG Marker (Marcks)
5-5-8 Pz Bn (1-5 (5.Le), 2-5 (5.Le))

April 41

1 April 41: Tobruk's Hedgehogs become Level 3.

Axis General:
2T Truck Point

Italians:

Trento Inf Division (46 Artillery Rgt) (non-motorized) (see also **Optional entry July 41, ignore this entry if optional motorized Trento used**)

Germans:

KG Marker (Linau)
4-5-8 Recon Bn (33 (15.Pz))
3-5-3 Motorcycle Bn (15 Krd (15.Pz))
4-5-3 Pioneer Bn (33 (15.Pz))
6-5-3 Inf Rgt (104 (15.Pz), 115 (15.Pz))
(3)-4-3 PJ Bn (33 PJ (15.Pz))
1x Organic Truck (15.Pz)
3-3-3 AA Bn (606)
1x Bf.109e

May 41

Axis General:
2T Truck Point

Italians:

(3)-3-3 AT Bn (551)
1x G.50
1x SM.79
1x Ju.87b (reduced)

Add to Dead File: Ariete Armored Division (5-4-7 Arm Bn 8 Med Arm Bn)

Germans:

KG Marker (Bach)
5-5-8 Pz Bn (1-8 (15.Pz))
17-3-3 Arty Rgt (33 (15.Pz))
3-3-3 Arty Bn (408)

Add to Dead File: 5-5-8 Pz Bn (2-8 (15.Pz))

29 May 41, Place at the DAK HQ:
2x German Eq Repls

Note: 2-8 Pz Abt is in the dead pile to reflect mechanical breakdowns and shipping losses in both Panzer

Regiments. DAK Ordered the depleted Panzer Battalions (1-5 and 2-8, 1-5 down due to battle losses) to be brought up to strength using vehicles under repair and available replacements—this process was finished at the end of May (reflected in the 2x German Eq Repls available above).

June 41

Historically, Crete becomes a usable Axis Base, Greek Campaign ends 1 June 41.

Axis General:
2T Truck Point

Italians:

1x G.50

Germans:

2-3-3 Inf Bn (3-347, 3-255)
4-3-3 Arty Bn (864)
1-3-2 Mountain Arty Battery (362, 363, 364)
(1)-4-3 Oasis Co (2-300)
1x Ju.88
1x Ju.87b

July 41

Italians:

3-4-3 Para Inf Bn (1 Cara)
(optional) Trento Motorized Inf Division (61, 62 Motorized Inf Rgt, 46 Motorized Artillery Rgt) **(Ignore if Trento brought on earlier as a non-motorized division)**
1x CR.42
1x MC.200

Remove: 3-4-3 MG Bn (S.Maria)

Form in Tripoli: 8-0 Corps HQ (CAM, 21 It) (ignore 21 It Corps HQ, if the original was never destroyed)

Germans:

6-5-3 Commando Rgt (288.Snd)
7-3-3 Arty Bn (2-115)
2-3-3 Arty Battery (902)
9-3-3 Arty Bn (911)
(1)-4-3 Oasis Co (6-300, 10-300)
1x Bf.109e

Historically, the Flieger Korps becomes Inactive.

August 41

Italians:

4-3-6 Arm Bn (9 Med (Ariete))
3-4-3 Inf Rgt (GGFF (Independent))
3-4-3 Assault Eng Bn (31)
(2)-3-3 AT Bn (AT (Ariete))
Raggimento Marker (RECAM)
1x Br.20
1x CR.42

Place with any Italian Corps HQ:
10-3-5 Arty Rgt (Volanti)

Germans:

17-3-3 Arty Rgt (155 (5.Le)) **Built in any Axis HQ hex**
1-5-3 Exploration Co (580 (Afrika))
3-5-3 Pioneer Bn (900 (Afrika))
1-4-4 IG Co (707, 708)
(1)-4-3 Oasis Co (12-300)
1x Bf.109e

Formed in Tripoli (requisitioned Coastal Artillery shipped earlier):
4-3-2 Coastal Arty Battery (4-772)

Exchange: 3-5-3 Motorcycle Bn (15 Krd (15.Pz)) with 3-5-3 Motorcycle Bn (15 Krd (5.Le))

Remove: 4-3-3 Arty Bn (1-75 (5.Le))

Remove: 4-3-3 Arty Bn (864)

Remove: 9-3-3 Arty Bn (911)

September 41

Italians:

3-2-3 MG Bn (101)
2-3-12 Motorcycle Bn (PAI)

Germans:

KG Marker (Schütte)
3-3-3 AA Bn (617)
7-4-3 Inf Rgt (155 (Afrika))
(1)-4-3 Oasis Co (13-300)
1x Bf.110

Formed in Tripoli (requisitioned Coastal Artillery shipped earlier):
9-3-2 Coastal Arty Bn (523, 528)
4-3-2 Coastal Arty Battery (4-149)

Exchange: 5-5-3 MG Bn (2 (5.Le)) with 5-5-3 MG Bn (2 (15.Pz))

Exchange: 1x Bf.109e with 1x Bf.109f

October 41

1 Oct 41:

A) Tobruk By-Pass Road becomes a Primary Road

B) Germans are now acclimated to the desert, they are no longer modified.

C) Commonwealth gets Hip Shoot Capability.

Italians:

30-3-2 Arty Bde (8 Ragg)
1x CR.42

Germans:

1-5-8 Commando Co (v.Könen)
5-5-3 Inf Rgt (361 (Afrika))
4-3-3 Arty Bn (361 (Afrika))
1x Organic Truck (Afrika)
1x Bf.109e
1x Ju.52

Formed in Tripoli (re-equipped Coastal Artillery shipped earlier):

9-3-2 Coastal Arty Bn (529, 532)
4-3-2 Coastal Arty Battery (4)

Exchange: 5-5-8 Pz Bn (1-5 (5.Le), 2-5 (5.Le)) with 5-5-8 Pz Bn (1-5 (21.Pz), 2-5 (21.Pz))

Exchange: 3-5-3 Pioneer Bn (200 (5.Le)) with 4-5-3 Pioneer Bn (200 (21.Pz))

Exchange: 5-5-3 MG Bn (8 (5.Le)) with 5-5-3 MG Bn (8 (21.Pz))

Exchange: 4-5-8 Recon Bn (3 (5.Le)) with 4-5-8 Recon Bn (3 (21.Pz))

Exchange: (3)-4-3 PJ Bn (39 PJ (5.Le)) with (3)-4-3 PJ Bn (39 PJ (21.Pz))

Exchange: 6-5-3 Inf Rgt (104 (15.Pz)) with 6-5-3 Inf Rgt (104 (21.Pz))

Exchange: 3-5-3 Motorcycle Bn (15 Krd (5.Le)) with 3-5-3 Motorcycle Bn (15 Krd (21.Pz))

Exchange: 17-3-3 Arty Rgt (155 (5.Le)) with 17-3-3 Arty Rgt (155 (21.Pz))

Exchange: 1x Organic Truck (5.Le) with 1x Organic Truck (21.Pz)

November 41

Axis General:

3T Truck Points

Italians:

Trieste Inf Division (65, 66 Inf Rgt, 21 Arty Rgt, 1x Organic Truck)
5-4-3 Brs Semi-Motorized Inf Rgt (9 Brs)
3-3-7 Lt Arm Bn (52 Mx)
3-4-3 Marine Bn (4-SM)
4-2-3 MG Bn (R.Gessi)
1x MC.200
1x MC.202

Germans:

KG Marker (Wechmar, Voss)
1x Bf 109e
1x He.111

Exchange: 1x Bf.109e with 1x Bf.109f

29 Nov 41:

Exchange: 1-5-3 Exploration Co (580 (Afrika)) with 3-5-8 Recon Bn (580 (90.Le))

Exchange: 3-5-3 Pioneer Bn (900 (Afrika)) with 5-5-3 Pioneer Bn (900 (90.Le))

Exchange: 7-4-3 Inf Rgt (155 (Afrika)) with 7-4-3 Inf Rgt (155 (90.Le))

Exchange: 5-5-3 Inf Rgt (361 (Afrika)) with 5-5-3 Inf Rgt (361 (90.Le))

Exchange: 4-3-3 Arty Bn (361 (Afrika)) with 10-3-3 Arty Bn (361 (90.Le))

Exchange: 1x Organic Truck (Afrika) with 1x Organic Truck (90.Le)

December 41

Italians:

3-1-3 Engineer Rgt (1 Spc)
1x MC.200
1x MC.202
1x Br.20

Germans:

(7)-4-3 Flak Bn (1-43)
1x Ju.52

Exchange: 1x Ju.87b with 1x Ju.87d

1942

January 42

1 Jan 41: Mines can now be laid by the Commonwealth player and reused by the Axis player.

Italians:

5-3-6 AG Bn (551 (Ariete), 552 (Ariete))
1x CR.42
1x MC.200
1x MC.202
1x SM.79

Exchange: 5-4-3 Brs Semi-Motorized Inf Rgt (9 Brs) with 5-4-3 Brs Fully Motorized Inf Rgt (9 Brs)

Remove: (3)-3-3 AT Bn (551)

Germans:

(7)-4-3 Flak Bn (1-53)
1-5-3 Landing Co (778 Ldg)

Exchange: (3)-4-3 PJ Bn (39 PJ (21.Pz)) with (4)-4-3 PJ Bn (39 PJ (21.Pz))

Exchange: 1x Bf.109e with 1x Bf.109f

Historically, the Flieger Korps becomes Active.

February 42

Italians:

Littorio Armored Division (12 Brs Inf Rgt, 11 Med Arm Bn, 133 Arty Bn (3-3-3), 1x Organic Truck) (See Special Rules regarding Littorio, 4.6d)
(6)-4-5 AT Bn (501)
3-0-3 Inf Rgt (350) **Formed in Tripoli**

Germans:

4-3-3 AA Bn (612)
1x Bf.109e

Exchange: 5-5-8 Pz Bn (1-5 (21.Pz)) with 6-5-8 Pz Bn (1-5 (21.Pz))

Exchange: 5-5-8 Pz Bn (1-8 (15.Pz)) with 6-5-8 Pz Bn (1-8 (15.Pz))

March 42

Italians:

Littorio Armored Division (10 Med Arm Bn)
3-1-3 Engineer Rgt (7 Spc)

12 March 42: Exchange: 8-0 Corps HQ (CAM) with 8-0 Corps HQ (20 It) (Ignore if 20 It Corps never was destroyed or has been rebuilt).

Exchange: Ariete Arm Div (5-4-7 Arm Bn (7 Med, 8 Med) with 5-5-8 Arm Bn (7 Med, 8 Med)

Exchange: Ariete Arm Div (4-3-6 Arm Bn (9 Med) with 5-4-7 Arm Bn (9 Med))

Exchange (see Optional Rule): 4-3-6 Arm Bn (11 Med (Littorio)) with 4-3-6 Arm Bn (11 Med (Trieste))

Exchange (see Optional Rule): 4-3-6 Arm Bn (10 Med (Littorio)) with 4-3-6 Arm Bn (10 Med (Ariete))

Add to Dead Pile: Littorio Armored Division (12 Med Arm Bn)

Optional: 1-5-3 Commando (CMI)

Germans:

(7)-4-3 Flak Bn (2-25)

Exchange: 5-5-8 Pz Bn (2-5 (21.Pz)) with 6-5-8 Pz Bn (2-5 (21.Pz))

Exchange: 5-5-8 Pz Bn (2-8 (15.Pz)) with 6-5-8 Pz Bn (2-8 (15.Pz))

Exchange: (3)-4-3 PJ Bn (33 PJ (15.Pz)) with 4-5-8 PJ Bn (33 PJ (15.Pz))

Exchange: 1x Bf.109e with 1x Bf.109f

Exchange: 1x Flieger Korps Ju.87b with 1x Flieger Korps Ju.87d

April 42

Italians:

Ariete Armored Division (Nizza Arm Car Bn,
3-4-8 Arm Car Bn (8 Bns (Trieste))

Exchange: (2)-3-3 AT Bn (AT (Ariete)) with (6)-4-3 AT Bn (AT (Ariete))

Remove: All remaining Italian MG Bns

Germans:

6-4-3 Inf Rgt (200 (90.Le)) **Built in**

any Axis HQ hex

1x Bf.110

Remove: 2 MG Bn (15.Pz) and 8 MG Bn (21.Pz)

Remove: 3-5-3 Motorcycle Bn (15 Krd (21.Pz))

Remove: 2-3-3 Inf Bn (3-347)

Exchange: 6-5-3 Inf Rgt (104 (21.Pz), 115 (15.Pz)) with 8-5-3 Inf Rgt (104 (21.Pz), 115 (15.Pz))

Exchange: 7-4-3 Inf Rgt (155 (90.Le)) with 6-4-3 Inf Rgt (155 (90.Le))

Exchange: 5-5-3 Inf Rgt (361 (90.Le)) with 6-5-3 Inf Rgt (361 (90.Le))

Exchange: 2-3-3 Arty Battery (902) with 2-3-5 Arm Arty Battery (902)

Exchange (Optional): Remove 1-5-8 Commando Co (v.Könen), 2-5-3 Landing Co (778 Ldg), and 3-4-3 It Marine Bn (4-SM) and replace with 5-5-3 Commando Bn (Hecker) at any Axis HQ

May 42

Axis General:

2T Truck Point

Italians:

5-3-6 Arm Bn (51 Med (Littorio))
Ariete Armored Division (Novara Lt Arm Bn)
GGFF Inf Division (4 Lib, 9 Inf Bn)
(7)-4-3 AT Bn (6)
1x CR.42
1x MC.202
1x Z.1007
1x SM.79

Exchange: GGFF Inf Rgt (Independent) with GGFF Inf Rgt (GGFF)

Exchange: Volanti Arty Rgt with 136 Arty Rgt (GGFF)

Remove: Raggiamento Marker (RECAM)

Germans:

KG Marker (Crüwell)
14-3-3 Arty Rgt (190 (90.Le))
2-5-3 Para Inf Bn (Lehr) **OR**
(Optional) 4-5-3 Para Inf Bn (Lehr)

Exchange: 3-5-8 Recon Bn (580

(90.Le)) with 4-5-8 Recon Bn (580 (90.Le))

Expend One Eq to Convert (now or later): 8-5-3 Inf Rgt (104 (21.Pz)) to 10-5-8 PG Rgt (104 (21.Pz))

Expend One Eq to Convert (now or later): 8-5-3 Inf Rgt (115 (15.Pz)) to 10-5-8 PG Rgt (115 (15.Pz))

Exchange: 1x Bf.109e with 1x Bf.109f

Exchange: 1x Bf.109e with 1x Bf.109g

Remove: (1)-4-3 Oasis Co (2-300, 6-300, 10-300, 12-300, 13-300)

June 42

Italians:

(6)-4-5 AT Bn (503)

Germans:

KG Marker (Gräf)
1x Ju.52

Exchange: 3-5-8 PJ Bn (605) with 4-5-8 PJ Bn (605)

Exchange: 1x Ju.87b with 1x Ju.87d

Historically, Rommel transferred the Flieger Korps air units to the map. They remained there until the end of the campaign.

July 42

Italians:

4-3-6 Arm Bn (4 Med (Littorio))
5-3-6 AG Bn (554 (Littorio), 556 (Littorio))
1x MC.200
1x MC.202

Random Event Driven: 1-5-3 Commando Bn (RW)

Optional Exchange: 3-3-3 Arty Bn (133 (Littorio)) with 10-3-3 Arty Rgt (133 (Littorio))

Optional: 1-5-8 Commando Bn (Arditi)

Germans:

6-3-3 Inf Rgt (125 (164.Le))
1x Bf.109f
1x Bf.109g

Apply Optional 90.Le Fully

Motorized Rule (now or later)
Expend One Eq to Convert (now or later): 6-4-3 Inf Rgt (155 (90.Le)) to 9-4-6 PG Rgt (155 (90.Le))
Expend One Eq to Convert (now or later): 6-5-3 Inf Rgt (361 (90.Le)) to 9-5-6 PG Rgt (361 (90.Le))
Expend One Eq to Convert (now or later): 6-4-3 Inf Rgt (200 (90.Le)) to 9-4-6 PG Rgt (200 (90.Le))

August 42

Littorio Action Rating Modifier ends.

Italians:

12-3-3 Inf Div (Pistoia) **Restricted to Libya**
 Folgore Para Inf Division (186, 187 Para Inf Rgt, 185 Para Arty Bn, 8 Para Assault Engineer Bn)
 5-3-6 Arm Bn (13 Med)
 3-3-3 Brs Inf Bn (57 Brs)

Germans:

2-5-8 Recon Bn (220 (164.Le))
 3-4-3 Pioneer Bn (220 (164.Le))
 (4)-3-3 PJ Bn (220 (164.Le)) **OR**
 (5)-3-3 PJ Bn (220 (164.Le)) **(optional)**
 3-3-3 AA Bn (305 (21.Pz))
 6-3-3 Inf Rgt (382 (164.Le), 433 (164.Le))
 5-2-3 Arty Bn (220 (164.Le))
 3-5-5 Para Inf Bn (Kroh (Ramcke), vdH (Ramcke), Hüber (Ramcke))
 5-3-3 Para Arty Bn (2-7 (Ramcke))
 (7)-4-3 Flak Bn (1-6, 1-46)

Exchange: 1x Flieger Korps Ju.87b with 1x Flieger Korps Ju.87d

Optional: 22.LL Air Landing Division (16, 47, 65 Air Landing Rgts, 22 Pioneer Bn, 13 Krd Motorcycle Bn, 22 PJ Bn, 22 Arty Rgt) **If used, KG Buhse does not arrive in Oct 42**

Random Event Driven or Option: 6-5-3 Commando Rgt (287.Snd)

September 42

Italians:

(7)-4-3 AT Bn (3, 5) **(if options not used)**
 1x MC.200
 1x CR.42

Germans:

(6)-4-3 PJ Bn (190 (90.Le))
 1x Bf.109g

Random Event Driven: 19-3-3 Werfer Bn (9)

Exchange: 6-5-8 Pz Bn (1-5 (21.Pz)) with 7-5-8 Pz Bn (1-5 (21.Pz))
Exchange: 6-5-8 Pz Bn (1-8 (15.Pz)) with 7-5-8 Pz Bn (1-8 (15.Pz))

October 42

Italians:

2-0-3 Inf Bn (2-87)
 3-0-3 Inf Rgt (336)

Germans:

7-5-3 Inf Rgt (Buhse) **Only if 22.LL Random Event does not occur.**
 17-3-3 Arty Rgt (Afrika) **Built at any Axis HQ**
 1x Bf.109g

Remove: 2-3-3 Inf Bn (3-255)
Remove: 7-3-3 Arty Bn (2-115)
Remove: 9-3-2 Coastal Arty Bn (532)
Remove: 3-3-3 Arty Bn (408)
Exchange: 6-5-8 Pz Bn (2-5 (21.Pz)) with 7-5-8 Pz Bn (2-5 (21.Pz))
Exchange: 6-5-8 Pz Bn (2-8 (15.Pz)) with 7-5-8 Pz Bn (2-8 (15.Pz))
Exchange: 5-2-3 Arty Bn (220 (164.Le)) with 15-3-3 Arty Rgt (220 (164.Le))

Apply Optional 164.Le Fully Motorized Rule (now or later)
Expend One Eq to Convert (now or later): 3-5-8 Pz Co (KStA) with 7-5-8 Pz Bn (KStA)
Expend One Eq to Convert (now or later): 6-3-3 Inf Rgt (125 (164.Le)) to 7-4-6 PG Rgt (125 (164.Le))
Expend One Eq to Convert (now or later): 6-3-3 Inf Rgt (382 (164.Le)) to 7-4-6 PG Rgt (382 (164.Le))

(164.Le))
Expend One Eq to Convert (now or later): 6-3-3 Inf Rgt (433 (164.Le)) to 7-4-6 PG Rgt (433 (164.Le))
Expend One Eq to Convert (now or later): 6-5-3 Inf Rgt (288.Snd) to 8-5-8 PG Rgt (Afrika)

November 42

Italians:

12-3-3 Inf Div (L.Spez)
 Centro Arm Division (5 Brs Inf Rgt, 14 Med, 17 Med Arm Bn, 131 Arty Rgt, Lodi Arm Car Bn)
 GGFF Inf Division (Mnfrto Arm Car Bn)
 3-5-3 Assault Eng Bn (30)
 5-3-6 AG Bn (555 (Centro))

Germans:

Random Event Driven: 6-5-8 Pz Bn (190 (90.Le))

Allied Variable Withdrawal and Return Table

Roll 11..66 each turn and compare to the below.

Result	1940 Sept to Oct	Nov	Dec to Jan '41	1941 Feb to Mar	April	May to June	July to Nov	Dec to Jan '42	1942 Feb to Mar	April	May to June	July	Aug to Sept	Oct to Nov
Make Roll? →	N	Y	Y	N	Y	Y	Y	N	Y	Y	Y	Y	Y	N
To Greece... ...Inf Bde		11..14												
To Sudan... ...Inf Bde			11..16											
...Arm Car Bn**			21..22											
...Organic Truck			23..24											
To Near East... ...Inf Bde						11..32	11..12		11..32	11..14		11..14	11..14	
...Arm Car Bn**							13		33..34					
...Organic Truck									35..36					
To Far East... ...Inf Bde							14..22		41..44					
...Armored Bde							23		45..46					
...Organic Truck														
To Mid-East... Inf Bde							24..25						15..22	
Organic Truck							26						23..24	
No Result	11..66	15..66	25..66	11..66	11..36	33..66	31..56	11..66	15..62	11..32	15..66	25..62	11..66	
Return... *** ...from Sudan					41..66									
...from Near East							61..65		51..56	63..66	33..66		63..66	
...from Far East							66		61..66					

* Not part of the full Greek deployments, but returns with them after Greek Campaign.

** Arm Car Bn, Cav Bn, or Arm Recon Bn as player wishes can be used for this requirement.

*** Return one counter of the player's choice from the Box indicated. The counter can be any type or organizational size.

Notes:

- First choice is always a trained unit of the type given. Units which are in some sort of Green status cannot be sent unless there are no units remaining which are already normal (i.e. trained).
- If no unit of the correct type is available, substitutions are OK. An Inf Bde can be substituted first by a Support Brigade and (if no Support Bde is available) by a Fortress Brigade. Arm Car Bns being interchangeable with Arm Recon Bns has already been mentioned, if neither are available Armored Battalions with Action Ratings of 3 or more can be used. Organic Trucks can be replaced by 21 of real Trucks should their be no Organic in play.
- Returns only affect those units already in the Box giving up a return. Example: a brigade is on its way to the box, but has not yet made it their (the player is dragging his heels for the full four turns allowed) and a roll is made which brings back a unit from the box this brigade is going to. The box, however, is empty. (Naturally, the player feels he should be able to use his foot dragging brigade to fill the requirement...and never leave with them.) Sorry, the return result is ignored, the brigade must continue on until it gets to the box. Perhaps next time the player won't dawdle so much, if he hadn't this time he'd have that brigade back in play.
- If all of the combat units return from a box leaving one or more Organic Trucks left behind, have the Organic Trucks return with the last combat unit leaving the box. In other words, Organic Trucks are never left behind