

NO RETREAT:

The North African Front

The Invasion of Crete



RULE BOOK

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This is the "Living Rules" document for the game. It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.

[0.0] USING THESE RULES

The instructions for this game are organized into major rules sections (as shown in large **brown CAPS** font), and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each rule, there can be "Cases" that further explain a general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and subcases) are an extension of a rule shown in the way that they are numbered.

Important information is in ***bold italics*** text.

Text in shaded boxes like this provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

Text in shaded boxes like this explains differences between the The Invasion of Crete game and The North African Front game.

[1.0] INTRODUCTION

No Retreat: The North African Front (or "NR2", as this is the second game in the *No Retreat* series) is a two-player operational level wargame depicting the struggle between the Axis and the Allies in North Africa during World War II, from the start of Operation Compass on 8 December 1940 to the drive to evict the Axis from Libya in early 1943.

Also included in NR2 is *The Invasion of Crete*, which depicts the invasion of that Greek island in May 1941, and uses most of the rules from NR2, with a special section starting on page 28 of this rules manual noting the differences between the two games.

Common Abbreviations

AAC = Advance After Combat
 CRT = Combat Results Table
 EZOC = Enemy Zone of Control
 MP = Movement Point
 SP = Supply Point
 TEC = Terrain Effects Chart
 ZOC = Zone of Control

[2.0] GAME EQUIPMENT

Parts Inventory:

- One 17" x 22" two-sided map sheet
- Two 11" x 17" two-sided map sheets
- One two-sided 8.5" x 11" player aid mat
- Four 8.5" x 11" player aid cards
- One sheet of 88, two-sided square units
- One sheet of 112, two-sided round markers
- 2 booklets: Rules and Scenarios
- 55 Event cards (37 for *North Africa*, 18 for *Crete*)
- Two 6-sided dice

[2.1] Game Maps and Scale

The game maps represent the areas in Egypt, Libya, and Crete where the major operations took place. A hexagonal grid is superimposed on the maps to regulate the movement and location of the playing pieces. Explanations of the terrain features are found on the Terrain Effects Chart (TEC).

Each hexagon, called a hex, equals 10 miles from side to side. Each complete Game Turn represents one or two months of real time.

For Crete, each hex represents an area one mile from side to side, and each complete Game Turn represents eight hours of real time.

[2.2] Game Charts and Tables

These summarize and illustrate certain game functions. They include the CRTs, the TEC, the Game Turn Track, and Strategic Map.

[2.3] The Playing Pieces

Pieces with one or more large digits along their bottom edge are called units. These represent the actual military formations that fought in this campaign.

The Axis player controls the German (gray) and the Italian (green) units. The Allied player controls all British and Commonwealth (light and dark brown) units. Note that some units on each side use both colors.

The round pieces without numbers along their bottom edge are called markers. They provide the players with game and unit status information during play.

Unit Size & Designation

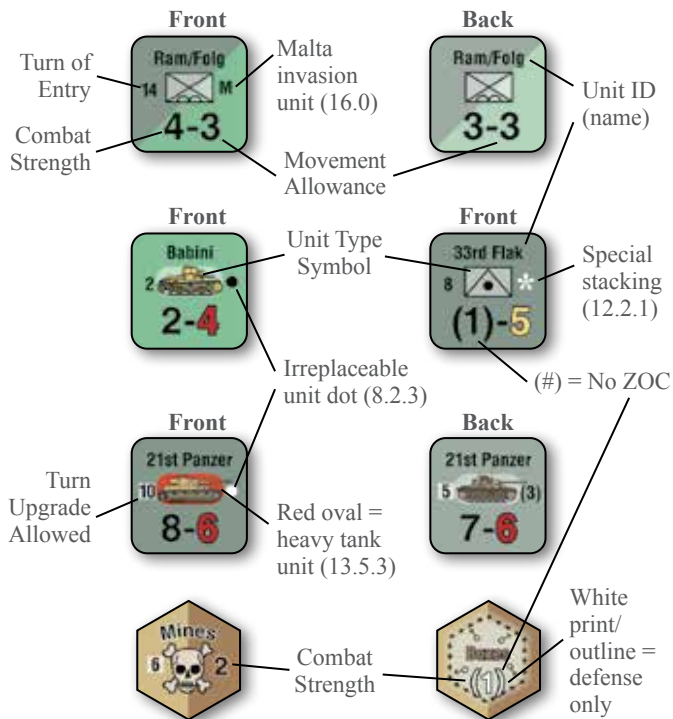
German and Allied units represent Divisions of 8,000 to 12,000 men (including occasional attached troop formations). Allied Tank and Mechanized Infantry units are brigades or regiments.

Most Italian Infantry units are corps of several binary divisions, each having two (instead of three) regiments.

For Crete, most units are battalion-sized and represent about 1000 men.

A unit's designation is the historical name or number for that unit.

Sample Units



Combat Strength measures a unit's value in battle, expressed in Strength Points.

Combat Strengths *printed in white*—or ones that are *white-outlined*—indicate that the unit cannot voluntarily attack (see 13.0).

Combat Strengths in *parenthesis* designate a unit that has no Zone of Control (see 12.3).

Movement Allowance determines how far a unit can move each turn, spending up to this many MPs to enter map hexes.

Mechanized units have **red**, Anti-tank **yellow**, and Infantry **black**, Movement Points to help identify them.

Counter Errata: The British "22nd Tank" unit has an "8" turn entry on both sides of its counter. It should have an "8" turn entry number *only* on its *front* side.

[3.0] SETTING UP THE GAME

Refer to the separate Scenarios booklet, choose a scenario, and follow its Set Up and Special Rules.

Place the scenario's Active Map between the two players. The Axis operates from the map edge with the Gray border, the Allies from the Tan-bordered map edge. The Player Aid Mat is placed between the players, adjacent to the map in contention, in such a way that both players can read it.

Both players' available units are placed conspicuously in front of them, just off the map edge. This group of active units is called that player's Force Pool.

The cards are shuffled and placed face-down to form the Draw pile. Each player also takes his respective CRT player aid card.

[4.0] SEQUENCE OF PLAY

How the Turns Work: Each Game Turn consists primarily of the New Turn Housekeeping Phase, an Operational Preparation Phase, and then this is followed by a variable number of Initiative and Non-Initiative Player Turns—depending on the number of Supply Points (SPs) spent. The player who is currently conducting his Player Turn is called the *Phasing* player. His opponent is called the *Non-Phasing* player.

During each Player Turn, several phases are conducted in strict sequence. All actions in one phase must be completed before the next phase begins.


After both players have completed a series of alternating Player Turns, an End of Turn Housekeeping Phase is conducted to organize things for the next Game Turn.

Procedure

I. New Turn Housekeeping Phase

This phase is skipped on the *first* turn of the scenario being played.

1. **Game Turn Segment:** Advance the *Turn* marker one box on the Game Turn Track (see 15.4). If Game Turn 18 was just completed, the game ends and the winner is determined (see 15.7.4).
2. **Malta Interdiction Segment:** Note the Axis *Supply* marker's maximum strength, depending on Malta's Status, active or inactive (see 5.1).

3. **Adjust Cards/Supply Segment:** The Initiative Player may discard and then draw cards to fill his hand up to his maximum (between 5 and 8 cards). The Initiative Player then receives SPs equal to his Supply Capacity. Finally, the Non-Initiative Player does the same, discarding and drawing cards, then receiving his SPs (see 5.2, 5.3.5 & 15.5).
4. **Note New Game Turn Event Segment:** If the new Game Turn has an Event on its box on the Game Turn Track, note it and apply its effects at the appropriate time (see 15.6).
5. **Checks Segment:** Sudden Death victory, Map Control victory, and Malta Invasion are all checked on turns displaying a “” symbol (see 15.7.1, 15.7.2). **Important:** On Game Turn 10, the Strategic Advantage shifts at this time (see 15.7.3).



- A Check Segment turn symbol
- Withdrawal game Event
- Game Turn Event
- Available *Blitz!* marker(s)
- Available *Shock!* marker(s)

II. Operational Preparation

1. **Strategic Phase:** Starting with the Initiative Player, both players alternate playing one card at a time for his Strategic Phase Event (only) until they both consecutively pass (see 5.3, 7.0).
2. **Organization Phase:** Starting with the Initiative Player, both players return shattered units to their Force Pool, receive replacements, reinforcements, entrenchments, and perform withdrawals (see 8.0).
3. **Declare Offensive Phase:** Starting with the Initiative Player, one side may initiate an Offensive for the current Game Turn by spending 1 SP; that player becomes the Initiative Player (see 9.0).
4. **Deployment Phase:** If an Offensive was initiated (above), then both players, starting with the Non-Initiative Player, deploy their units on the Battle Map (see 10.0). If no Offensive was initiated, skip ahead to the End of Turn Housekeeping Phase.

III. Initiative Player Turn

1. **Supply/Battle-Card Phase:** *No Supply* and *Low Supply* markers are placed on units that cannot trace a Supply Line (see 11.0). Both players get back their flipped on-table Battle Cards (see 13.5.7). Purchase *Target* markers.
2. **Movement Phase:** The Phasing Player can move his units on the map, off the map to the Shattered Units box, or—beginning on the third Game Turn—onto the map from the Strategic Reserve (see 12.0).
3. **Combat Phase:** All Voluntary, and then all Involuntary, Battles are declared and resolved according to the Battle Sequence in any order that the Phasing Player desires (see 13.0).

IV. Non-Initiative Player Turn

The Non-Initiative Player becomes the Phasing Player and repeats the above Player Turn phases (Supply, Movement and Combat; see 11.0, 12.0, 13.0).

V. Turn Continuation

1. **Continuation/Initiative-Switch Check:** Starting with the Initiative Player, *one* player (only) may pay 1 SP to conduct another pair of Player Turns for this Offensive (see 14.0). The Game Initiative changes if the Non-Initiative Player was able to pay to continue the Offensive: He now becomes the Initiative Player. Flip the *Turn* marker to indicate that the Non-Initiative Player is now the Initiative Player (having thus ‘seized the initiative’). He also gets two “free” *Target* markers (see 11.7).

This means that if he was able to seize the Initiative (the other player declined to pay), the ex-Non-Initiative Player will get to move/attack two turns in a row: last on the previous Player Turn, and then first in the new.

2. **Continuation:** If the Offensive continues, perform another set of Player Turns. If the Offensive was not continued, proceed with the End of Turn Housekeeping Phase.

VI. End of Turn Housekeeping Phase

1. **Map Control Segment:** Check the control status of the Map (see 15.1).
2. **Initiative Check Segment:** Check to see if the Initiative changes (see 15.2).
3. **Removal Segment:** Remove various markers, cards and units from the map (see 15.3).

[5.0] THE CARDS

Cards are usually drawn during the Adjust Cards Phase from the top of the Draw pile. They are held in their owning player’s hand. Cards are a resource that can be played to initiate an Event (and Alternate Event if Advanced Rule 18.4 is used), during an invasion of Malta (see 16.0), or to sometimes buy SPs (see 5.2). Played and discarded cards are placed face-up in a Discard pile next to the Draw pile. **Exception:** (see 13.5.7 *Battle Card Continuation*).

The Discard pile cannot be inspected unless allowed by an Event.

Sample Event Card



Procedure

The last card is never drawn from the Draw pile. The Draw pile is always reshuffled when there is only one card left in it or when instructed by certain Events.

[5.0.1] Appropriate Timing: Event cards are played as indicated on each card, usually during a particular phase or step in the Sequence of Play (see 4.0).

- **Card play is sequential.** That is, cards are resolved in the order that they were played unless they conflict, in which case the card played last takes precedence.

Example: The Axis player plays card #36 (621ST RADIO INTERCEPTS), allowing him to examine the Allied card hand while taking and keeping one card from it. However, as the Axis player extends his hand to reach for his opponent’s cards, the Allied player plays card #25 (HIGH COMMAND INTERFERENCE), which reads: “Play immediately to cancel a just-played (for any reason) Axis card.” The 621ST RADIO INTERCEPTS card is thus voided, and the Axis player frowns, empty-handed. Both cards are then discarded.

- If both players play a card at the *same* time, the Initiative Player decides the order in which the two cards are resolved.

[5.0.2] Once is Enough: The exact same-named Event cannot occur twice during a single Player Turn (this does not apply to Alternate Events).

Card Errata: Card #06 ALLIED SNAFU should read: “Play to negate a just-played Shock!, Target or Counterblow marker.”

[5.1] The Malta Interdiction Segment



If the *Malta* marker is in the Malta Status box:

- If Malta is Active, the Axis player cannot flip any Axis *Supply* marker to its “2” side anymore, under most circumstances (Card Events that give cards bonus SPs allow you to, but **not** other bonuses; e.g., the +2 bad weather extra SPs).

Allied air and naval assets interdict Axis supply sea convoy routes.

- If Malta is Inactive, the Allied player loses 1 SP immediately (if available).

Axis resources reestablish their convoy routes and contest British Dominance of the Mediterranean Sea.

[5.2] The Discard, Draw and Resupply Segment

During the New Turn Housekeeping Phase, a player's Adjust Cards Segment begins by optionally *discarding* (without any effect) cards from his hand. After discarding, that player then draws cards, one at a time, to fill his hand up to the limit of his card hand size (the text on some Event cards might lower this total).

Each player's basic hand size is **six cards**.

- Each player's hand size is increased by one (+1) during **Fair Weather** (see the Game Turn Track).
- The Axis player's hand size is decreased by one (–1) if **Malta is Active**.
- The hand size of the player with the **Initiative** (see 6.1) is increased by one (+1).
- The Allied player's hand size is increased by one (+1) if the **Monty** counter is in play and not in the Tobruk Reaction box.



The player then receives a number of SPs (in the form of *Supply Point* markers) equal to his Supply Capacity.



The Axis Player's Supply Capacity (i.e., the maximum SPs he can draw) equals the number shown next to the oil drum symbol in the gray box with the German cross on his Supply Map.



The Allied Player's Supply Capacity is the number shown next to the oil drum symbol in the tan box with the British roundel on his Supply Map.



Both players draw a number of additional SPs for their Port Supply; i.e., the Port hexes they control on their respective Supply Maps equal to their Port Values, shown in the blue box with “+ #” next to the oil drum symbol adjacent to a Port.

Both players draw two (+2) additional SPs during Bad Weather turns (the status of Malta could impede this for the Axis as their *Supply* markers could not be flipped to their “2” sides).

The bad weather (storms, clouds, rain, etc.) impedes the ability of enemy Sea and Air assets from interdicting supply lines.

Both players *once* per Turn only, draw one (+1) additional SP for two Event Cards they discard for that purpose.



Play Aid: For ease of play, the total SPs that each player receives if he controls the whole map are indicated on the Strategic map—in a gray circle for the Axis, and in a tan circle for the Allies.

A player's Supply Map is the one on the Strategic Map Control Display where his own round *Control* marker is located (see 10.1).



A friendly Town/City is one where a friendly unit was the last to enter or pass through it, or if it began that scenario as a friendly hex. To indicate ownership, put a British roundel or German cross *Control* marker on a Town/City, found on the reverse sides of some of the *Crete* game round counters.



Note that the number of SP markers provided with the game is deliberately finite (six for the Axis and eight for the Allies). A player cannot receive more SPs than provided in the counter mix.

Example: *Malta is Active, the weather is bad, and Map 4 is contested (15.1). The Allied player has the Initiative and starts in control of Mersa Matruh. He has no cards in hand to discard, and so draws seven (Monty is not yet in play). He then takes 8 SPs (his allotment of 5 for Map 4, +1 for controlling Mersa Matruh, +2 for bad weather). The Axis player, holding one card he wishes to retain,*

draws four more (one less as Malta is active) to bring his hand up to six, and takes 5 SPs (his allotment for Map 4, +2 for bad weather). Note that—unlike cards—currently held SPs have no effect on the amount drawn.

[5.3] Named Events

The text in each card's two boxes are the named Events. The light green and/or gray boxes on each card's upper half are the Axis Events (playable *only* by the Axis player), while the tan-background Events on the bottom half of a card are the Allied Events (playable *only* by the Allied player). Once played, cards are discarded.

Thus, the effect of each card is different depending on who plays it.

[5.3.1] Named Event Effects: Events describe their exact timing and use on the cards themselves. When not specified, that Event can be performed at any time.

[5.3.2] Event Precedence: If there is a conflict between the Event text and these rules, the Event text takes precedence.

[5.3.3] Strategic Advantage Events:



Text Events on a card portion with a German cross can be played only during Game Turns 1-9.



Text Events on a card portion with a British roundel can be played only during Game Turns 10-19.

Text Events without the above cross/roundel symbols can be played throughout the entire game, as can the Alternate Events, as denoted by icons located in the upper-left corners of each side's Event Card portion (see rule 18.4).



Text Events on a card portion with a target symbol can be kept active under the right combat circumstances in succeeding Player Turns after being played (see 13.5.7).



[5.3.4] Malta Events: Regular Card Events (not the Alternate Events) marked with a Malta island graphic cannot be played for their Event text until and unless the *Malta* marker is in the Malta Status box (i.e., starting on Game Turn 4 and subject to a Malta Invasion).

You must still obey the red "Must Play" instructions: just discard the card without any Event text taking effect.

[5.3.5] Alternate Events: The small icons found in the upper-left corners of each side's Event description text area on the Event Cards are *only* used with Advanced Rule 18.4.

[6.0] KEY CONCEPTS

Certain global concepts tie the key systems of this game together. These include:

[6.1] Initiative



Initiative determines which player goes first. This player is called the Initiative Player and that status is symbolized by having his side (roundel for the Allies, German cross for the Axis) of the *Turn* marker face-up on the Game Turn Track. His opponent is the Non-Initiative Player.

Note that having the Initiative is different from having the Strategic Advantage, which only affects the play of certain Events via the Event Cards (see 5.3.3).

[6.2] Malta

The island of Malta had great influence over the campaign for North Africa during WW2. Its game status also broadly represents air and sea superiority in the Mediterranean Sea; and is an important condition for a Sudden Death Victory (see 15.7.2), and also affects supply in the game.

Prior to Game Turn 4, the Malta Status box has no *Malta* marker and, hence, Malta has no status. It is neither Active nor Inactive: Malta Events (see 5.3.4) cannot be played and no Axis Port Supply (see 11.2) can be traced.



The *Malta* marker is placed in the Malta Status box on Game Turn 4 on its *Inactive* side. It is flipped during the game by certain Events.

There is a more complex and comprehensive optional rule to cover Malta activation that was published in GMT's *C3i Magazine* Issue #28, including a half dozen extra counters.

[6.3] Target/Counterblow Markers



These markers are used to declare attacks and counterblows; some will be awarded for free by certain combat results, or by Event Cards. otherwise a player has to buy them using his *Supply* markers at the start of his player-turn (see 11.7). After being used to initiate combat, the markers are put back in the "Used Supplies/Support/Targets/CBs Box"—and thus must be purchased again for use.

[6.4] Supply Point Markers



These markers show the resources accumulated by each side. They are received at the start or each game turn (see 5.2), and are used to pay for Replacements/Rebuilds (see 8.2), Entrenchments (see 8.5), Offensives (see 9.0), *Target* markers (see 11.7). They may be kept from turn to turn (i.e., accumulated) if not used.

[7.0] STRATEGIC PHASE

Operational Preparation

During this phase, perform the following segments in order:

A. Initiative Card Segment: The Initiative Player must either:

1. Play one Event Card for its Event (e.g., one that begins with the text, “Play during the Strategic Phase”), or
2. Pass.

B. Non-Initiative Card Segment: The Non-Initiative Player performs the above segment, making one of those choices.

Ending the Card Segments: Continue to alternate Initiative Card Segments until both players consecutively Pass.

Example: The Initiative Player plays an Event and the Non-Initiative Player passes. Then the Initiative Player passes, and that means both players have passed consecutively, so the Card Segment ends immediately.

[8.0] ORGANIZATION PHASE

During this phase, the Initiative Player performs the following segments (A-F) in order, followed by the Non-Initiative Player:

- A. Recover Shattered Units:** Shattered units are placed back in the Force Pool (see 8.1).
- B. Build-Up Segment:** Pay 1 SP per eligible unit improved to its stronger side (see 8.2).
- C. Rebuild Lost Units:** Pay 1 SP per Destroyed and 2 SPs per Surrendered unit returned to the Force Pool (see 8.3).
- D. Receive Reinforcements:** Scheduled reinforcements are placed in the Force Pool (see 8.4).

E. Entrenchment Segment: Pay SPs to purchase or upgrade each Box or Minefield unit, or to increase the Tobruk Fort Level (see 8.5).

F. Withdrawal Segment: Place scheduled withdrawals on the Game Turn Track or Tobruk Reaction box (see 8.6).

[8.1] Recover Shattered Units

Units in the Shattered Units box are returned to the owner’s Force Pool on their current strength side (do not flip them).

[8.2] Build Up Segment, Get Markers

[8.2.1] Build Up Units: Units in the Force Pool or the Strategic Reserve (but not in Holding boxes or on the Game Turn Track) can be flipped to their higher-strength side for the cost of 1 SP.

- Multi-counter units (i.e., the German 15th, 21st Panzer and 90th Light Divisions) can have more than one Build Up in a single turn. These units can be Built Up to their next-higher counter on its lower-strength side, if available (i.e., that higher-strength side has entered play based on its black Turn of Entry number in a white box).



[8.2.2] Get Markers: Receive the number of *Blitz!* or *Shock!* markers as shown on the Game Turn Track for the current turn. The markers are available for use during this Turn only.

Example: At the beginning of Game Turn 9, the Axis player receives one Blitz! marker, and the Allied player receives two Shock! markers.

These support markers represent superior training, doctrine, tactics and leadership, plus elements of surprise, airpower, artillery concentrations, logistical support, etc.



[8.2.3] Irreplaceable Unit: A unit with a black Irreplaceable unit dot (●) next to its unit type symbol cannot be Built Up with SPs in this manner.

Important: These black-dotted units are also placed in the *Surrendered Units* box when they are Shattered by a combat result (i.e., they’ve “quit”).



Exceptions: *The Enhanced (8-6) versions of the two German Panzer divisions have a white dot (○), this means that they can Build Up only once during the game.*

The TANK RECOVERY UNITS and GIVE US THE TOOLS Event cards allow an on-map unit to recover a step (i.e., Build Up). This includes steps with an Irreplaceable Unit dot (e.g., the two German Panzer divisions) even if they have been previously Build Up.



Example: The 15th Panzer Division cannot be upgraded to its 7-6 value until Game Turn 6, as indicated by the white square on its counter.



The Enhanced side of a unit is shown by a turn of entry number in a white box. It can only be flipped to its Enhanced side on or after that Game Turn and by also spending the required 1 SP.

[8.3] Rebuild Lost Units

Units in the Destroyed Units or Surrendered Units boxes can be returned to their Force Pool on their lowest strength side at a cost of:

- 0 SP to Rebuild a Free unit*
- 1 SP to Rebuild a Destroyed unit*
- 2 SP to Rebuild a Surrendered unit*

* **Some** units with an Irreplaceable Unit dot (●) can never be brought back into play—such as the 2nd SA Division (see 13.6.3). “Free units” are those with “Free Build” marked on their reverse.

[8.4] Receive Reinforcements

After units have been recovered or rebuilt, then any units currently scheduled to arrive this turn are placed in their Force Pool.

[8.5] Entrenchment Segment



Unbuilt Box units can be added to their owner's Force Pool; the Tobruk Fort Level can also be improved (starting on Game Turn 4); and Box units (1-step) may be upgraded to Minefield (2-step) units (starting on Game Turn 6), for the following costs:

- 1 SP for each additional Box unit
- 2 SPs for each Minefield unit (on or after Game Turn 6).
- 1 SP to flip a Box over to its Minefield side.
- 1 SP for each increase of the Tobruk Fort Level (on or after Game Turn 4); multiple Levels can be purchased each turn.



The *Fort Active* marker appears on Game Turn 4 and is placed in the Tobruk Reaction box until either player has his *Control* marker on the Map 3 box (see 10.1). Then, it is placed on the “0” box of the Tobruk Fortification Level track, where it remains until additional Fortification Levels are purchased. **Right after an active map change (10.1) from Map 3 to 2 or 4, the Tobruk Fort marker is moved back to the “0” Box (unless using Advanced Rule [18.1] Siege of Tobruk and there is a siege).**

[8.6] Withdrawal Segment

Friendly units scheduled to withdraw during the current Game Turn (as indicated by the red colored text on the Game Turn Track) are removed from play. These must be taken from that player's Force Pool, if available, even if they are currently at reduced-strength. If not, they must be taken from the Shattered Units, Destroyed Units, or Surrendered Units box (in that priority order if a choice is possible, and randomly discarding one card per unit as a penalty for their not being in the Force Pool when needed). Withdrawn units are placed, as specified—full-strength side up—on the Game Turn Track, the Tobruk Reaction box, or are set aside as permanently removed from play.

[9.0] DECLARE OFFENSIVE

During this phase, one player may declare an Offensive. This initiates Player Turns on the Active Map, where units deploy, move, and conduct Battles.

Perform these segments in order:

- A. Initiative Player Declaration:** The Initiative Player may declare an Offensive for this Game Turn by paying 1 SP and proceeding directly to the Deployment Phase (see 10.0). He also gets two “free” *Target* markers (see 11.7)
- B. Non-Initiative Player Declaration:** If the Initiative Player declines to declare an Offensive, then the Non-Initiative Player may do so by paying the required 1 SP.

Flip the *Turn* marker to indicate that the Non-Initiative Player is now the Initiative Player (having thus “seized the initiative”) and proceed to the Deployment Phase (see 10.0).



If an Offensive is declared, but not on Map 3, the *Fort Active* marker is placed in the Tobruk Reaction box.

If *neither* player declares an Offensive, all units and *some* markers are retained in their owner's Force Pool between Game Turns, while other markers are *lost* (and the SPs spent to acquire them are wasted); such markers must be repurchased if still desired.

- Square units are always retained.
- Entrenchment units, Leader and *Supply* markers are retained.
- Unused *Blitz!*, *Shock!*, *Target* and *Counterblow* markers are always lost.

Finally, proceed directly to the End of Turn Housekeeping Phase (see 15.0).

No units will deploy, move, or fight on the Active Map this Game Turn.

[10.0] DEPLOYMENT

If an Offensive has been declared (see 9.0), perform these segments in order:

- Determine the Battle Map:** Determine on which map the Offensive takes place. This becomes the Battle Map.
- Deploy All Non-Initiative Square Units:** All of the Non-Initiative Player's square pieces in his Force Pool are placed on the Battle Map or in the Strategic Reserve box.
- Deploy All Initiative Units:** All of the Initiative Player's round and square pieces in his Force Pool and Shattered Units box (if any) are placed on the Battle Map or in the Strategic Reserve box.
- Deploy All Non-Initiative Round Units:** All of the Initiative Player's round pieces (Boxes and Mines) in his Force Pool are placed on the Battle Map.

[10.1] Determining the Battle Map

The Battle Map is the one where the Non-Initiative Player's *Control* marker resides on the Strategic Map Control Display of the Player Aid Mat.



Example: In this illustration, if the Axis is the Initiative Player, then the Battle Map would be Map 3 (i.e., the Axis is “invading” Map 3 from Map 2). If instead the Allies were the Initiative Player, then the Battle Map would be Map 2.

[10.2] Deployment of Forces

Starting on Game Turn 3, square units (only) may set up in the Strategic Reserve box. Place them for free in the Battle Map's Strategic Reserve box, three units per side, maximum.

Units *not* in the Strategic Reserve are placed on the Battle Map on or adjacent to a Road/Track leading to a friendly (5.2) supplied (11.0) Town or City; **or** within three hexes of a friendly-colored map edge—and within the regular per-hex Stacking Limits (see 12.2.1). **They cannot be deployed** adjacent to an enemy Town, City or enemy unit, unless separated by a Fort hexside (i.e., adjacent to Tobruk); and must be at least *two* hexes away from an enemy map edge; i.e., no ZOC on the enemy map edge entry hexes.

It is important to understand that units will be deployed on the “Active” map when there is a Game Turn with an Offensive declared. During a turn with no Offensive there will be no Battles so no need to deploy counters on the map. Even if you have a series of Turns where you see combat on the same map, you will redeploy your forces on the map each time (but for Minefields, see 15.3.2).

Capturing Towns and Cities during Deployment: The Non-Initiative Player, who sets up first, cannot capture (occupy and gain Control of) enemy Towns and Cities in this manner during Deployment. However, the *Initiative Player*, setting up second, can do so, *if* the Non-Initiative Player leaves any such hex(es) vacant and if the Initiative Player can trace a supply line to them.



The Town/City immediately changes control status, as if a unit of the Initiative Player passed through and occupied it. In such a case, put a *Control* marker (round German cross or British roundel) in the hex to indicate its capture.

In effect, a “chain” of such captures can be done, thus advancing the front closer to the new enemy lines, overrunning the “empty” ground.

[11.0] SUPPLY

During the Supply Phase of each Player Turn, the supply status of both sides' on-map units is checked, **the Initiative Player's units first**, and then the Non-Initiative Player's units. *This order is important because unsupplied units lose their Zone of Control (see 12.3) immediately.* Units that are not supplied are noted either with *Low Supply* or *No Supply* markers (see 11.3, 11.4). Then on-table Battle Cards are flipped back face up.

[11.1] Tracing Supply

A unit is in supply if it can trace a valid Supply Line **no more than three hexes** in length (i.e., a maximum of two intervening hexes) *from the unit tracing supply to a friendly Supply Source* (see 11.2).

Blocking Supply Lines: A Supply Line cannot be traced:

- Into or through a hex containing enemy units,
- Through a hex containing an enemy Zone of Control (see 12.3) *unless* there is a friendly unit in that hex; that is, friendly units negate enemy Zones of Control for the purposes of tracing Supply Lines,
- Through Marsh hexes, nor across Escarpment hexsides, except along connected Roads and/or Tracks.

[11.2] Supply Sources

A Supply Line must be traced to a Supply Source, which is:

- A **friendly-colored map edge hex**, or
- A **friendly Road or Track** that leads off the map at a friendly colored map edge, and is not blocked by enemy units or their ZOC as described above, or
- An **adjacent friendly unit** that can itself trace a valid Supply Line; you *cannot* have a chain of such units to extend a Supply Line, only the first supplied unit counts, or
- A **friendly Tobruk hex**. A Tobruk city hex can serve as a Supply Source for as many units as its Port Capacity allows. For Tobruk to serve as a Supply Source for the Axis, Malta must be *Inactive*. The Allies can always use Tobruk as a Supply Source.

Tank/Mechanized multi-step units count as two units each when tracing supply through a Port.

Because of historical and operational reasons, the other Ports in the game were never seriously defended or besieged and did not have an effective capacity to hold out on their own if isolated.

Example: Tobruk, with its Port Capacity of 2, can supply either 1 Armored Division, 2 Italian Corps, 2 Infantry Divisions, or 2 Armored (single-step) Brigades.



Port Capture: Because most ports were also major supply dumps that could be captured and used, when a player captures an enemy Port (**but not when a player uses 15.1.3 and yeilds a map**), he immediately receives a number of SPs from the stock (if available) equal to its Port Capacity (2SPs on the picture here). When a Port is captured, place an *No Supply* marker on its Port Capacity number on the map to indicate that it cannot provide this captured SP bonus again that same Game Turn. Remove the *No Supply* marker during the End of Turn Housekeeping Phase.

[11.3] Low Supply Source



Infantry-Type units that don't have a Supply Source but are stacked with a friendly Minefield or Box are (and stay) in Low Supply.

[11.4] Unsupplied Status



When a unit cannot trace a Supply Line (11.1) during the Supply Phase, place a *Low Supply* marker on it. If the unit *already* has a *Low Supply* marker, flip it to its *No Supply* ("No ZOC") side (exception, see 11.3). Units already with a *No Supply* marker simply continue at that status.

Minefield and Box units can never become Unsupplied (but can become Low Supply).

[11.5] Lack of Supply Effects



A *Low Supply* marker is primarily a warning state (but see rules 13.6.3 and 15.3.1: end of Turn).



Unsupplied units (in a hex with an *No Supply* marker) suffer the following ill effects:

[11.5.1] Movement: Its Movement Allowance is reduced, if higher, to 3 MPs.

[11.5.2] No ZOC: It loses its Zone of Control (see 12.3) for all purposes.

[11.5.3] Combat: The following penalties apply during combat:

- It does *not* receive a Mechanized Bonus (see 13.5.3),

- It can *not* conduct multi-hex Advance After Combat (AAC; see 13.7),
- When *all* defending square units are Out of Supply in a Battle, the Attacker gets **two** shifts to the right (2 ▶) on the CRT.

Note that you will not lose units “Out-of-Supply” during the alternating battle Player Turns, but only at the very end of a full Game Turn.

[11.5.4] Events: Certain Events apply only to fully supplied units. The unit (or at least one of the units) involved must be in full supply, which means not having *any* Supply status marker on it.

[11.6] Battle Card Recovery

Both player’s Battle Cards that are still on the table (played in a previous Player Turn) are flipped back up and go back into their owner’s hand (and thus are available for use again).

[11.7] Target Marker Purchase

The Phasing Player purchases *Target* markers.

- **Free Markers:** If he just paid 1 SP for the Offensive Declaration (see 9.0), or Turn Continuation (see 14.0) the Phasing Player gets up to two markers for free.
- **Paid Markers:** Each extra pair of *Target* markers costs 1 SP.

Note that each player has five Target markers maximum, and starts the game with less than that. So it might happen that only one is available for purchase: in that case it will still cost 1SP. Note also that some Counterblows might be awarded by Event Cards: you can use “unpaid” markers for these.

NOTE: The purchased markers can be kept from Player Turn to Player Turn if not spent, and can be placed either as *Target* markers in their owner’s Player Turn, or flipped and used as *Counterblows* in their Opponent’s Player Turn (*one-use only*; so either once as a *Target*, or once as a *Counterblow*).

In the very first Player Turn of an Offensive, the Non-Initiative Player will not be able to place any “Paid-for markers”, as he has yet to do his own Player Turn Supply Phase to buy Target markers. This represents the initial surprise gained by the attacker (the Initiative Player).

[12.0] MOVEMENT

A player may move none, some, or all of his *mobile* units (i.e., those with a Movement Allowance). Each unit may move through any combination of hexes up to the limit of its Movement Allowance, paying the appropriate Movement Point (MP) cost to enter each hex.

A player may not move his opponent’s units. The opponent’s units are not moved during your Player Turn except as a result of combat or as instructed through the play of certain Event Cards, or *Counterblow* markers.

Procedure

Units are moved one at a time, hex by hex, in any direction or combination of directions. A unit may continue moving until it has either spent all of its MPs for that Player Turn, or it moves adjacent to an enemy unit (where it *may have to stop*; see rule 12.3.3), or the player simply desires to cease moving it.

Units cannot save up MPs between Turns, nor can they be transferred between units.

Cases

[12.1] Terrain Effects on Movement

The basic cost to enter an Open (i.e., clear) terrain hex is 1 MP. The cost to enter other hexes can be higher, as shown on the TEC. **You must move along a Road path to get the ½ MP rate (also negating hexside MP costs).**

Unlike more tactical-scale games, there is no up and down slope along Ridges; it costs +1 MP in either direction.

A unit can enter a hex *only* if it has sufficient MPs left to pay the cost (**for a Marsh it means you have to start adjacent to move or advance in it**), with this exception: A unit that has a Movement Allowance greater than zero (0) can always move one hex regardless of MP cost considerations. Note that other rules regarding prohibited hexes/hexsides and Infiltration (see 12.3.3) *still apply*.

[12.2] Stacking Effects on Movement

Friendly units can never enter hexes containing enemy units.

Friendly units can freely enter and exit hexes containing other friendly units at no additional MP cost to do so.

When more than one friendly unit remains in a hex at the end of any phase, segment, or step, it is called stacking.

[12.2.1] Stacking Limit: Both players may stack **up to two square units per hex**, plus one entrenchment (Box or Minefield) unit.



Exception: One (only) of the six special units that have an asterisk to the right of their unit symbol can be added extra over the regular stacking limits in a hex—but Stacking Color Restrictions (see 12.2.2) still apply.

Both sides' Leader markers stack for free.

[12.2.2] Stacking Color Restriction: German (gray) and Italian (green) units cannot stack together (see 12.2.4).

Allied Mechanized (brown) and Infantry (tan) units cannot stack together (see 12.2.4).



Bi-color (gray/green, tan/brown) units may stack with either color type.



[12.2.3] Leaders: Leader markers stack for free and must always be on the same hex as a square unit. At the beginning of their friendly Movement Phase, they may be transferred to any supplied hex containing a friendly square unit, and **must remain stacked with and move with that unit at all times** until the next friendly Movement Phase (but see 13.7).

[12.2.4] Forbidden Stacking: *You cannot voluntarily overstack units.* If any units in a hex are not respecting Stacking Rules 12.2.1 and 12.2.2, the owning player must Retreat the excess units of his choice one or two hexes: if still overstacked they are put in the Destroyed Units box.

[12.3] Zone of Control (ZOC)



The six hexes on a map adjacent to a unit are called that unit's Zone of Control (ZOC). In the diagram at left these six hexes are shown shaded.

A unit's Zone of Control represents the area it controls through its size, mobility, and firepower and, for Minefields, an area covered by lower-density mine belts.

A unit's Zone of Control restricts the movement of *enemy* units only (but see 12.3.3).

A hex adjacent to an enemy unit is known as an *enemy controlled* hex. This hex is said to be in an *Enemy Zone of Control (EZOC)*.

[12.3.1] Closing with the Enemy: A friendly unit must spend one additional (+1) MP to enter an EZOC, **and cannot use the ½ MP Road movement rate in that hex.**

[12.3.2] Stop: After entering an EZOC, a friendly unit must *end its movement* for that Player Turn regardless of how many MPs it might have remaining. **Exception:** See *Infiltration*, below.

[12.3.3] Infiltration: In general, units cannot move directly from one hex in an EZOC to another; they would first have to move to a hex devoid of EZOCs, after which they could move normally.

Moving from one EZOC hex directly to another is allowed if the moving unit is Mechanized and the hex being entered is not affected by enemy Mechanized or Minefield units' Zones of Control. **In this case only**, that unit can continue moving from one EZOC to another (paying the normal +1 MP cost each time it enters an EZOC, as per 12.3.1).

Thus, unless in a hex with a minefield, pure infantry units will not be able to stop mechanized troops from moving around their front line.

[12.3.4] Negating EZOCs: The presence of friendly units negates EZOCs for the purposes of tracing a Supply Line (see 11.1) and when Retreating (see 13.6.1), but NOT for regular movement.

In the desert, 90% of all the mines laid were anti-tank mines. These were very effective in restricting the movement of vehicles (thus the ZOC for mines). Conversely, infantry was pretty powerless to stop tanks from manoeuvring around as they lacked mobility. Infantry was far more effective in prepared positions protected by mines.

[12.4] Entering the Map from the Strategic Reserve

Starting on Game Turn 3, instead of deploying on the map, units can be set up for free—3 units maximum—in their owner's Strategic Reserve (see 10.2). At the end of their owner's Movement Phase, any such square units in the Strategic Reserve may be placed on any friendly-colored map edge hex; or in/adjacent to a friendly, supplied City or Town hex not in an EZOC, **by spending one Counterblow marker per unit released (or by rolling one die, 1-3=Success, 4-6=No Effect), it is placed immediately in the Used Supplies/Support/Targets/CBs box.**

A DW combat result will put a unit in the Strategic Reserve even before Game Turn 3.



Minefield and Box units can be put “in reserve” there too, but cannot exit for the duration of the turn. This could be useful if you are attacking into an enemy map, but have no need for your fortifications. Note that the *Counterblow* marker is **not** placed on the released unit, but in the Used Markers box instead, so has no other effect.

[12.5] Exiting the Map

Similarly, units may exit the map during a friendly Movement Phase through a friendly-colored map edge. It costs that unit *1 MP* to exit the map. Such exited units are placed in the Shattered Units box.

[13.0] COMBAT

During your Combat Phase, your units may participate in Battles against adjacent enemy units.

Procedure



A Combat Phase begins with the Phasing Player—and then the Non-Phasing Player—declaring all of the Target Hexes (i.e., hexes containing Non-Phasing Player units). These are marked by the Phasing Player placing *Target* markers—and by the Non-Phasing player placing *Counterblow* markers—on Non-Phasing (“defending”) units in hexes adjacent to Phasing Player units that are across non-Prohibited hexsides). All of these Target Hexes must be attacked during that Combat Phase.

After all Target Hexes have been so designated by *Target* and *Counterblow* marker placements, each Battle is resolved by following all of the steps of the Battle Sequence. The Phasing Player determines the order in which each Battle is resolved.

Declaring All Battles

Before any Battles are resolved, both players must declare all Target Hexes.



First, the Phasing Player declares *all* of the Target Hexes that he desires to voluntarily attack that Combat Phase, marking each with one of his five “paid for” *Target* markers. Units with white—or white-outlined—Combat Strengths (e.g., Minefields and Boxes) cannot participate in these *voluntary* attacks.



Second, after the Phasing Player completes his declarations, the Non-Phasing Player declares *additional* Target Hexes that must also be at-

tacked by the Phasing Player if adjacent at the start of this Combat Phase by marking each such hex with one of his *Counterblow* markers, by flipping an available *Target* marker paid for in one of his previous Player Turns (see 11.7), or by the play of an Event card allowing such placement.

The number of Target/Counterblow markers is a design limit. Thus players cannot conduct more than five voluntary attacks/Counterblows (total) during a set of Player Turns (unless Event cards or Combat results gives them extra markers); or perhaps even less, depending on the number of markers available for this Turn (some markers arrive later in the game).

Mechanized Response Move



After all *Counterblow* markers have been placed, any Mechanized unit of the Non-Phasing Player which is under a *Counterblow* marker and **not in an EZOC** may move up to two *hexes* (not *MPs*; however Prohibited terrain effects and EZOC restrictions *still* apply) along with its *Counterblow* marker.

Mechanized units stacked together must remain together if conducting this move, but you can leave some behind in the starting hex.

Only one response move for each unit (per Player Turn) is allowed and they Cannot move on a hex containing a *Target* marker. They lose their *Counterblow* marker if not ending their move adjacent to an enemy unit.



The *Rommel* and *O'Connor* Leader markers may, once each enemy Player Turn, be flipped to their *Counterblow* marker side at no SP cost, with all of the usual *Counterblow* effects. They are flipped back (face-up) at the end of that Player Turn.

Counterblow Effects

- Units in *Counterblow* Target Hexes receive **no beneficial terrain combat shift modifiers** when attacked by the Phasing Player during that Combat Phase.

This represents the Non-Phasing Player's forces moving out of their defensive positions and closing on the enemy to force a Battle.

- Units of the Non-Phasing Player with a *white*—or *white-outlined*—Combat Strength in the Target Hex *cannot* participate in the *Counterblow* (they cannot “move onto the enemy”), whereas units with a *black* Combat Strength stacked with them *must* participate.

- Any and all of the Phasing Player's units can *respond* to a Counterblow, including those with *white*—or white-outlined—Combat Strengths.

It is a useful tactic to compel the Phasing Player's units to attack your units during their Player Turn when they are the only ones that can respond to a Counterblow that you've launched. This represents infiltration of the defender's hex by your troops.

[13.1] Battle Preconditions

Establishing a Battle

The units that may participate in a given Battle and their strengths are explained below.

[13.1.1] Which Units May Attack: The Phasing Player decides which Phasing units will attack which adjacent Target Hexes (i.e., those with *Target* or *Counterblow* markers), in any combination (with the exceptions noted below), as long as all declared Target Hexes are attacked by at least one Phasing unit (not *all* adjacent Phasing units are required to attack adjacent Target Hexes).

Exceptions: *Some units are prohibited from attacking based on their color:*

- German (gray) and Italian (green) units *cannot attack together* in the same Battle (they *can Counterattack together* using the **German CRT** if the majority of attacking units are German (gray), otherwise the **Italian CRT** is used; see 13.6.4). Bi-color units can freely attack with and be counted as either color.
- Allied “pure” Tank (brown) and Infantry (tan) type units *cannot attack together* in the same Battle unless a British Leader marker is on the game map (they *can Counterattack together*; see 13.6.4). Bi-color units can freely attack with either color.

[13.1.2] Adjacency: Attacking units in two or more hexes may combine their Combat Strengths to conduct a single Battle, attacking one or more hexes. To be resolved as a single Battle, *all* of the attacking units must be adjacent to *all* of the Target Hexes in that Battle.

[13.1.3] One Battle per Unit: No Phasing unit may attack more than *once* in any Friendly Combat Phase, and no Target Hex may *be* attacked more than once per Combat Phase (not including Counterattack results, see 13.6.4).

[13.1.4] Unity in Battle: An individual unit's Combat Strength cannot be divided between different Battles.

Units that are *stacked together* **must** participate in the same Battle when one of them attacks (or Counterattacks, 13.6.4), if it can attack (i.e., *white-strength units may not usually attack, unless responding to a counterblow*).

All units in a Target Hex *must defend together* if attacked.

[13.1.5] Multi-Hex Attacks: Attacking units in a single hex *may* attack more than one Target/Counterblow hex in a single battle, if they are adjacent to all of them, without penalty. In this case, the defender will decide which one hex to use for that battle's terrain effects.

[13.2] The Steps in a Battle

Resolving a Battle

Battles are conducted using the Battle Sequence. These steps must be completed for each Battle in the exact order listed below before the next Battle can be conducted.

The Battle Sequence

- Strength Step.** Total the Combat Strengths of all of the participating attacking units, then the defending units.
- Commitment Step.** First, the attacker (only) may announce his commitment of *one* (maximum) Combat Support marker (*Blitz!* or *Shock!*) to the Battle if one is available; then the attacker, followed by the defender, may each play one Battle Event card (see 13.3).
- Initial Odds Step.** Divide the attacking units' total Combat Strength by the total defending units' Combat Strength to determine the *Initial Odds* as found on the CRTs.
- Final Odds Step.** Shift the Initial odds column (step 3) as required by terrain effects, Support markers, Mechanized or Anti-Tank bonuses, and Event cards played for that Battle to determine the *Final Odds* column to resolve that Battle.
- Attacker Rolls Step.** The attacking player rolls a six-sided die and cross-indexes the result on the Final Battle odds column (see 13.5.6).
- Apply Results Step.** Apply the combat result (see 13.6).

[13.3] Battle Event Card Commitment



Each player's *one* Event card that is played during step 2 **must read**, “*Play during the Battle Sequence*” and is placed, face-up on the mapboard or next to it. Each such played card is later put on the Discard Pile after the Battle is resolved, *unless* it has a “target” symbol (see 13.5.7).

The defender makes his Event card commitment decision *after* the attacker does, with full knowledge of the attacker's marker and card commitment decisions.

[13.4] Initial Odds

When computing the initial odds during step 3, *always* drop fractions so that the ratios are rounded off in the defender's favor.

Example: A total of 14 Combat Strength points attack a total of 5 that are defending. The ratio is 2.8 to 1, which rounds down to a simple 2:1 odds ratio as found on the CRT. If the attacker had one more Strength Point committed, it would be a 3:1.

Example 2: 14 strength attacking 9 has an odds ratio of 1.56 to 1, which rounds down to 3:2 on the CRT.

Initial Odds ratios greater than 6:1 are first reduced to 6:1 before applying any Final Odds shifts (see 13.5).

Whenever an Initial Odds ratio is less than 1:3, skip steps 4 and 5; the Initial Odds column is *not* shifted and the result is an **automatic CA result**. This also applies to Final Odds ratios of less than 1:3.

Example: 24 Axis Strength Points attack an Allied unit worth 2 Strength Points. The Initial odds ratio would be 24:2, or 12:1, which is treated as a 6:1 before shifting.

[13.5] Final Odds Shifts

When determining the final Battle Odds column in step 4, the following Subcases apply:

[13.5.1] Terrain Effects: The terrain shifts are based on the defender's hex, and/or hexside if all of the units in that attack are across a Ridge/Wadi hexside, as listed on the TEC.

Note that Mines and Boxes have their own entry in the TEC and have their own combat terrain effect modifiers, which are in addition to the terrain effects in their hex, and that the Tobruk Fort Terrain CRT shift is always active, even if the Fort Marker is in the "0" box.



[13.5.2] Support Markers: When available to a player, a maximum of one *Blitz!* or *Shock!* support marker may be committed to a Battle when that player is the attacker (including a Counterattack situation, see 13.6.4). It provides one shift to the right (1 ►).



The Montgomery leader may—once each Allied Player Turn and if *adjacent* to a Battle—be flipped by the Allied player to its *Shock!* side at no SP cost, with all of the usual *Shock!* marker effects for one *adjacent* Battle. It is flipped back (face-up) after the Battle is resolved.

Restrictions

- Support markers cannot assist attacks made solely by unsupplied units.
- Support markers are not available again for the rest of the Player Turn after their shift is applied; they do not remain on the map. You *might* get them back on your next Player Turn (*not* Game Turn; see 13.5.8).



[13.5.3] Mechanized Combat Bonus: The Mechanized Bonus shift is only applied *once* per Battle regardless of how many individual qualifying units participate.

- When the *attacking* force includes a Mechanized unit (it has a red movement factor) and it is attacking into an allowable terrain type (see the TEC), that Battle receives one shift to the right (1 ►).
- When the *defending* force includes a Mechanized unit and it is defending in an allowable terrain type (see the TEC), that Battle receives one shift to the left (◄ 1).



Heavy Panzers/Tanks: In addition to being Mechanized units, *Heavy Panzers/Tanks* (with the red oval in their unit-type symbols) **can provide one extra mechanized shift—for a total of *two* shifts to the right or left. If the bonus is used, that unit must take the first loss in combat.**



[13.5.4] Anti-Tank: In a Battle if the Axis has one or more Anti-Tank (AT) units (even when attacking) it **can negate all enemy Mechanized shifts at that Battle, if any are present. Those units have a Yellow Movement Factor. If the bonus is used, one Anti-tank unit is eliminated if that Battle die roll is *odd* (see 13.5.8).**

Example: Two attacking Axis Heavy Panzer units (2 ► total, not each) and one Anti-Tank unit are attacking two Allied Tank units (◄ 1 total, not each; but it won't help as it is cancelled by the Anti-Tank). The net combat bonus is two columns to the right (2 ►).

[13.5.5] Odds Limits: All shift effects are cumulative. After they are added together, only their net odds column shift is applied to the Initial Odds column for that Battle.

Whenever a Final odds ratio *exceeds* 6:1, it is treated as 6:1.

Whenever a Final odds ratio is *less than* 1:3, the result is **automatically a CA result**.

[13.5.6] Combat Results Tables: The Germans, Italians and Allies each have their *own* CRT for resolving an attack. Before rolling the die, Axis mixed units may decide to use *either* the German or Italian CRT when attacking alone, or with other mixed units.



[13.5.7] Battle Card Continuation: Some Battle cards have a target icon. These cards could be used again in a later Player Turn. They stay on the table, but are still considered part of the players' card hand.

- The *attacker's* Battle card is *discarded* after use if the Battle die roll is **odd**; otherwise the card is flipped face-down and put in the sea area of the current map. It cannot be used for now, but will be put back in the owner's hand at the start of the next Player Turn.
- The *defender's* Battle card is *discarded* after use if the Battle die roll is **even**; otherwise the card is flipped face-down and put in the sea area of the current map. It cannot be used for now, but will be put back in the owner's hand at the start of the next Player Turn.
- Note that this rule works only if the card is played as a Battle Event—an Event that must read “Play during the Battle Sequence” *and* has a target icon above the card's applicable text box.

[13.5.8] Support Marker & Anti-Tank Units: Each support marker used in a Battle is placed in the Used Supplies/Support/Targets/CBs box if the die roll is **odd**; otherwise put it aside in the sea area of the map. It will be available again at the start of your next Player Turn. **An Anti-tank unit using its ability (13.5.4) is eliminated if the roll is odd. You can cancel the removal/elimination by immediately paying one SP per marker/unit.**

[13.6] Applying Battle Results

The various combat results are listed under each CRT and explained below.

COMBAT RESULTS:

— = **Indecisive Battle:** No Effect

CA = Counterattack: The defender may launch an immediate Counterattack (see 13.6.4; recompute the odds; no terrain modifiers apply).

CB = Counterblow: Place a *Counterblow* marker on one of the Phasing Player units' hexes (only). The marker is not removed during that side's Marker/Unit Removal Phase, but is instead resolved as usual during the *other* side's Combat Phase (i.e., during the next Player Turn; see 13.6.5). The marker can be taken from the Used Marker box or the unused ones—owner's choice.

Player Turns can begin with some Counterblow markers already in place, meaning that either:

A) *Those enemy units must be attacked if friendly units remain adjacent to them during the Combat Phase; or*

B) *Those friendly units will have to move away during their Movement Phase to avoid those Battles (but if those are enemy armor units, they will get a free Mechanized Response move). This can be a big decision!*

CR = Counterattack Required: The defender *must* launch an *immediate* Counterattack, **or** suffer a DR result.

DR* = Defender Retreat: Defender *Retreats all* of his involved units three hexes, **or**—without Retreating—*reduces one* of his defending units by 1 step*. Attacking units can Advance if the defending units Retreated, or if no steps remain in that hex after the step loss option is exercised. Treat as No Effect if the Target hex is an active Fortress.

DW* = Defender Withdraw: Apply a DR result, if the Retreating units are not destroyed, place them in the Strategic Reserve box, **or** lose 1 step. Treat as No Effect if the Target hex is an active Fortress.

DS* = Defender Shattered: Defender Retreats his units 3 hexes and, if not destroyed, places them in the Shattered Box (or the Surrendered Box for (dotted) irreplaceable units), **or**—without Retreating—*each* defending unit loses 1 step†. Attacking units can Advance if the defending units Retreated or if no steps remain in that hex after the step loss option is exercised. Treat as EX if the Target hex is an active Fortress.

† *This represents a hold-at-all-costs option that allows the defender to keep control of the attacked hex as long as surviving steps remain in that hex.*

DD* = Defender Destroyed: Defender Retreats his units three hexes *and* each defending unit loses 1 step. If the Target hex is an active Fortress, the defending units do not Retreat. Attacking units may Advance if the defending units Retreated or the hex is *completely* vacated by square units after step losses.

EX = Exchange: *Both* sides lose 1 step. Neither side Retreats or Advances.

EX+CR or EX+DR: When two results are listed on the CRT, resolve the EX result first and then resolve the CR/DR result second.

* *A result of DR, DW, DS or DD also results in the loss of one Fortification level.*

[13.6.1] Retreating: When required to Retreat, the defender must move the Retreating units three hexes toward the **nearest friendly** Supply Source, if possible (see 11.2). Retreating does not consume MPs—you just move hexes. Units stacked together may be Retreated individually to different hexes, if desired. Units cannot zigzag when Retreating so that they end up fewer than three hexes away from the Battle hex.

Non-Retreating Situations



Minefield and Box units *never* Retreat. They remain in their hex when other units Retreat from it. They are removed from the map and placed

among the available pieces only if an enemy unit actually Advances into their hex.

Thus it's usually always better (but for an "EX" result) to take losses from these units, as they will be lost if the enemy advances in their hex.



If the Tobruk Fortification Level is greater than zero (0), the effects of DR, DW, DS, DD results are modified (see the Combat Result Tables), *after which the Fortress Level is reduced by one.*

Retreat Restrictions

Units that must Retreat cannot violate the following restrictions. If they do so, they are destroyed instead (see 13.6.3):

- A unit cannot Retreat into a hex containing an enemy unit or across a prohibited hexside.
- A unit cannot Retreat off the map except from a hex adjacent to its friendly-colored map edge. In that case, the unit is placed in the Shattered Units box (see 12.5) instead of the Destroyed Units box.
- A unit cannot Retreat into an EZOC, unless a friendly unit occupies that hex. ***Friendly Mechanized type units can Retreat through enemy ZOCs if the hex being Retreated into is not affected by enemy Mechanized or Minefield units' Zones of Control.***

Pure infantry will thus be hard-pressed to surround and eliminate fast enemy mechanized units in the open desert.

Notes:

Stacking: Retreating units may freely pass through and end their Retreat stacked with other friendly units (but see 12.2.4 regarding overstacking).

Shattered Units: Units suffering a DS result *must* Retreat before being removed to the Shattered Units box. If unable, they are destroyed instead.

Example 1: A hex with a Box and an Infantry unit suffers a DR. The defender can Retreat the Infantry (Boxes do not Retreat). The Box is eliminated only if an enemy unit then Advances into the hex. Alternatively, the defender could take a step loss from either unit and stay put.

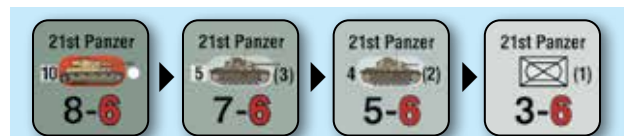
Example 2: Tobruk, at Fortification Level 1, is attacked with a DS result. The Retreat part of the result is cancelled and the Fortification Level is reduced to zero. Since the target was in an Active Fortification (greater than 0) when attacked, the result becomes an EX, and both sides take a single step loss.

Example 3: A British Tank unit attacks a lone Axis Infantry unit and the result is a CB. The Phasing (Allied) Player places a Counterblow marker on his Tank unit. During the next Axis Combat Phase, if there is an Axis unit next to that Allied Tank unit, the Axis must attack it (see 13.6.5). If there are no Axis units next to it, it will be able to do a free Mechanized Response move (13.0) as it is under a Counterblow marker and not in an EZOC.

[13.6.2] Step Losses: Certain results cause a step loss to be suffered by the defender (DD, DS) or both sides (EX). When there is a choice, the owning player determines which of his units suffers a step loss.

When a step loss occurs:

- A full-strength, multi-step unit is either reduced (flipped over) to its reduced-strength side or—for units with more than two steps—replaced with its next-lower strength unit.



The two Panzer Divisions have a maximum of four steps each (when available), and a 7-6 unit would be replaced by its 5-6 counter when losing a step. Similarly, the 90th Light Division has three steps.

- A unit on its last step, or that has only one step, is destroyed (see 13.6.3).
- Tobruk's Fortification Levels cannot be taken as step losses.

[13.6.3] Destroyed Units: Place a square destroyed unit in the Destroyed Units box or—if it had a round Supply (either *Low* or *No Supply*) marker on it when eliminated—it is instead placed in the Surrendered Units box (**Exceptions:** *Counters with an irreplaceable unit dot on their 1-step side* are removed from play instead; Boxes and minefields are **always** placed in the Destroyed Units box, never in the Surrendered Units box).



[13.6.4] Counterattacks: A CA result requires the Defender to choose between treating the Battle as a No Effect *or* conducting an immediate Counterattack.

A CR result requires a defender to choose between conducting a Counterattack *or* a Retreat (see 13.6.1).

To conduct a Counterattack: Remove all previously committed Support markers and Event cards for that Battle and begin an entirely new Battle Sequence (see 13.2) starting with step 1. This includes *all* of the same units from that Battle (only), but now the Counterattacking Player is the attacker and ***no terrain shift modifiers are used***. Other terrain effects that affect armor shifts and multi-hex advance, plus the Tobruk Fortress CRT changes, still apply (DR, DW, DS, DD results).

It is possible in a Counterattack Battle that only some units in a particular hex are being Counterattacked while others are not. That is permitted. Only participating units are affected by the combat result losses. Uninvolved units in the defending stack will only suffer the same Retreat results. One Counterattack can lead directly to another, and so on until some other outcome occurs.

[13.6.5] Counterblows (Involuntary Counterattacks): The Non-Phasing Player's Counterblows, designated when all Battles were declared (see 13.0), require the Phasing Player to conduct what amounts to "Involuntary Counterattacks" against those additional Target Hexes.

Remember that a Counterblow called for by the CRT (the CB result) will be resolved during the next Player Turn: you flip the "Target" marker to its Counterblow side, and place it on one of the Phasing Player's attacking hexes, owner's choice; even if during a Counterattack (CA).

A Battle against a Counterblow Target hex is similar to a Counterattack (see 13.6.4) in that the defending units do not receive terrain shift modifiers. However, units with white—or white-outlined—Combat Strengths can participate in these Counterblows, if desired (and *must* if they're the only possible units that could), but white-Strength units cannot AAC (see 13.7) if victorious.

Counterblows placed by the non-phasing player using his flipped Target markers are "Diversion" made by the defender, forcing the Phasing Player to attack. While those placed by a "CB" result on the Combat Table (thus resolved next turn) are partial advances made by the attacker, that will force the other player to either Retreat, or deal with the threat by attacking it directly.

[13.7] Advance After Combat (AAC)





German Mechanized Bonus: German Mechanized units whose multi-hex AAC has not been stopped in their *second* hex due to the above-mentioned terrain restrictions can continue their AAC into a *third* hex within the above restrictions.

[14.0] TURN CONTINUATION

After *both* players have completed their turns, the Initiative player may declare that he's continuing the Offensive, thus starting a new Supply/Movement/Combat cycle for both players. If the Initiative player passes, the Non-initiative player may declare his Continuation of the offensive.

1. **Continuation/Initiative Switch Check:** Starting with the Initiative Player, either side may pay 1 SP to conduct another pair of Player Turns for this Offensive. *The Game Initiative changes* if it was the Non-Initiative Player that paid to continue the Offensive after the other player "passed": *He now becomes the Initiative Player.* Flip the Turn marker to indicate that the Non-Initiative Player is now the Initiative Player (having thus 'seized the initiative'). He also gets two "free" Target markers (see 11.7).

This means that if he seizes Initiative, the ex-Non-Initiative Player will get to move/attack two turns in a row: last during the previous Player Turn, and then first in the upcoming Player Turn.

2. **Initiative Switch Counterblow Removal:** If the Initiative switches between players, then *remove* from the map all *Counterblow* markers.
3. **Continuation:** If the Offensive continues, perform another set of Player Turns. If the Offensive was not continued, proceed with the End of Turn Housekeeping Phase.

[15.0] HOUSEKEEPING

At the *end* of every Game Turn and at the *beginning* of the next, several administrative "Housekeeping" phases are performed.

End of Turn Segments

At the end of every Game Turn, each of these segments is performed in order:

[15.1] Map Control Segment

Check to see if control of the battle map changes.

[15.1.1] Seizing Full Control: A player seizes control of the Battle Map by either controlling the **map in play** *or* overwhelming the enemy.

- A player controls the board if all the Towns and Cities on the map are *friendly* (see 5.2), but the following takes precedence:
- A player overwhelms the enemy if there are no *fully* supplied (see 11.0) enemy square units (i.e., excluding Minefield and Box) on the map.
- If a map that was *not* Contested (see 15.1.2) changes Control (i.e., it was completely owned when Player Turns began and completely lost when Player Turns ended during a single Game Turn), the player that lost control of that map loses half (rounded up) of his remaining SPs at this time.



Seizing full control is indicated by putting the controlling player's *Control* marker on the Strategic Map Control Display in the box corresponding to the Battle Map, and withdrawing the other player's *Control* marker one box on the display (i.e., the Axis toward Map 1 and the Allies toward Map 5).



[15.1.2] Contested Control:

If both players control Towns or Cities *and* have one or more fully supplied square units on the Battle Map, then it is contested.

This is indicated by placing both players' *Control* markers in the box corresponding to the Active map on the Strategic Map Control Display

[15.1.3] Voluntarily Yielding Control of a Contested Map: Starting with the Non-Initiative Player, a player may declare that he is voluntarily yielding control of a Contested map. Withdraw his Control marker one box on the display (i.e., the Axis toward Map 1 and the Allies toward Map 5).

Thus only one map will be used at any time, with the "front lines" indicated on the Strategic Map on the Turn/TEC chart. The Active map will change over the course of the game depending on the success (or lack of) of both players' offensive operations.

[15.2] Initiative Check Segment

Check to see if players switch Initiative at the end of the turn.

[15.2.1] If a player lost or yielded control of a map, he becomes the Non-Initiative Player (6.1).

[15.2.2] If the turn's original Initiative Player (i.e., the player that declared the First Offensive of the turn; see 9.0) did not lose or yielded control of a map, but failed to capture at least two enemy towns on an enemy-controlled map that turn, the offensive is considered as aborted, he becomes the Non-Initiative Player; then the current Game Turn is repeated, skipping the Housekeeping and Strategic Planning Phases.

[15.2.3] Otherwise, there is no change in Initiative.

Rule 15.2.2 means that if you are an attacker with the initiative, you cannot just do a smallish "spoiling attack" on the adjacent Enemy-Controlled map just to "waste" one Game Turn. So either you must yield initiative at the start of the Game Turn; or if your attack was not serious enough, then the enemy will get the chance to do his own offensive on your controlled map!

[15.3] Removal Segment

Both players must remove most of their units remaining on the Battle Map as follows:

[15.3.1] Square Units: Units with "No Supply" markers are placed in the Surrendered Units box.

Units with "Low Supply" markers are put in the Shattered Units box. All other units (including those in the Strategic Reserve) and available leader markers are placed in their owner's Force Pool (use any convenient location outside the map).

[15.3.2] Minefields and Boxes: Minefield and Box units can stay on a Contested map (see 15.1.2) in their present locations, or Minefields can be flipped to their Box sides, and then any Box units can be put in the owner's Force Pool.

If the Active map is Fully Controlled (see 15.1.1), Minefield and Box units on the player's side that does *not* have control are removed to the Stock. The player who controls the map flips his Minefield to their Box side, and then places all Box units in his available "built" Force Pool.

[15.3.3] Town/City Control: If the map is Contested (see 15.1.2), note who controls each Town and City hex. Use the national insignias on the backs of the Round "Crete" units, to indicate control.

[15.3.4] Battle Cards: Put all the Battle Cards still on the Table in the discard pile.

[15.3.5] Support Markers: Unused *Blitz!* and *Shock!* markers are not returned to their owner's Force Pool; they go back into the stock instead, unused. *Target!* *Counterblow* markers are discarded and go back to their Holding box (so must be purchased again). Unused Supply counters are kept for use next turn.

Beginning of Turn Segments

This phase is skipped on the *first* Game Turn of *all* scenarios because these segments are included in that scenario's set up instructions. At the beginning of all other Game Turns, perform these segments in order.

[15.4] Game Turn Segment

Advance the Game Turn marker one space on the Game Turn Track. If there are reinforcement units, markers, or Events scheduled for that Game Turn, these would take place later in the Sequence of Play.

[15.5] Adjust Cards Segment

First, the Initiative Player discards any cards he desires. He then draws his allotted number of cards; this will be somewhere between 5 and 9 (see 5.2). Then, the Non-Initiative Player repeats this procedure.

[15.6] New Game Turn Event Segment

If the new Game Turn has Event text in its box the events to apply to are explained below by turn number.



Events printed in red on the Game Turn Track can move to another turn by card play; black-printed Game Turn Events are fixed. Use the round *Event Early* or *Event Late* marker to note when a red-printed event is shifted a turn.

Example: *Axis card #22, STRATEGIC PRESSURE, will moves next Turn's Allied event to this turn.*

Game Turns 1-18: Blue turns have fair weather and are one month long (both players draw one extra card). Grey turns have bad weather and are thus two months long (both players get 2 extra SPs)



Game Turns 1-9, Axis Strategic Advantage: Event cards with a German cross can be played as Events, and those with a British roundel cannot.

This reflects the early Axis superiority in means and strength in the Mediterranean Theater.

1: Surprise Attack: For this turn (only) the Allied player uses the German CRT for all his attacks.

This represents the devastating initial Surprise attacks by the British forces at the start of the Campaign against the unprepared Italians.

2a: Ethiopia Campaign: During the Organization Phase, the Allied player must withdraw the 4th Indian Infantry unit, placing it as a Game Turn 5 Reinforcement.

This unit is being sent to Ethiopia to help fight the

The desert lacked natural terrain cover, so mines were critical in building effective defensive positions.

7a: ANZACs: During the Organization Phase, the Allied player must permanently remove one Australian Infantry unit, and place one other Australian Infantry unit in the Tobruk Reaction box on the Player Aid Mat.

After successfully defending Tobruk, the Australian War Cabinet requested that their troops be redeployed for training and rest.

7b – No Offensive: On this game turn, no player can declare an Offensive (9.0), unless discarding card #34 for the Axis player (HEERESGRUPPE AFRIKA) or #33 for the Allied player (BRITISH 8TH ARMY) for the privilege.

Note that if a player does so and declares an offensive, the other will also need to do the same if he wants to do a “Continuation” later in the Turn. Weather and/or War Events outside the theater affect the North African Combat Operations’ tempo.

7-13: Tobruk Reaction Box Activated: This box holds the Allied units that become available as reinforcements the Game Turn *following* the Axis capture of Tobruk. If Tobruk has already been captured, these units are instead received as normal reinforcements (or simply stay in play).

8: +1 Allied Target: The Allied player gets one extra Target marker for the rest of the game (for a new total of 5).



9: O'Connor: Remove the O'Connor marker if still in the game.

He's finally replaced by another British Commander (historically he was captured during Rommel's first offensive on Turn 4).

10a: Pacific Campaign: During the Organization Phase, the Allied player must *permanently* remove one British, one Indian Infantry and the 4th Tank unit; and put the New Zealand Infantry unit in the Tobruk Reaction box.

The British sent numerous units to the Pacific in reaction to the Japanese surprise attack.

10b: Deactivate Malta: If the Malta marker is on its “Active” side, flip it over to its Inactive side.

The Axis High Command made a very serious effort to neutralize Malta at the start of 1942, employing substantial air forces, and deploying many U-Boats in the Mediterranean sea.

10-18: Allied Strategic Advantage: Starting this turn, Event cards with a British roundel can be played as Events and those with a German cross cannot.

This reflects the later Allied superiority in means and strength in the Mediterranean Theater.

11: +1 Axis Target: The Axis player gets one extra Target marker for the rest of the game. (for a new total of 5).



12: Montgomery: The Monty marker is immediately placed in the Tobruk Reaction box.

After the fall of Tobruk, Montgomery was sent to Egypt to take command of the British 8th Army.



13: Activate Malta: If the Malta marker is on its Inactive side, flip it over to its Active side.

Major new Air/Sea assets were re-deployed by the British to hold the Island at that time.

14a: Tobruk: If there are still Allied units in the Tobruk Reaction box, they are now released and enter play this turn as Reinforcements.

14b: No Offensive: On this game turn, no player can declare an Offensive (9.0), unless discarding card #34 for the Axis player (HEERESGRUPPE AFRIKA) or #33 for the Allied player (BRITISH 8TH ARMY) for the privilege.

Note that if a player does so and declares an offensive, the other will also need to do the same if he wants to do a “Continuation” later in the Turn.

15: +2 Axis Mines: The Axis player gets two free “Mine-field” markers this turn.

16a: Torch: All Italian and Axis Mixed units cannot receive Replacements for the rest of the game. Also, if Malta has not been successfully invaded, then during the Organization Phase, the Axis player must *permanently* remove one German Panzer unit, and one German Infantry unit (90th Lt or 164th Lt).

The Allied invasion of French North Africa forced Rommel to send major units to defend the Tunisian front.



16b: Activate Malta: If the Malta marker is on its Inactive side, flip it over to its Active side.

With the “Torch” landings in Tunisia, the Axis was losing more and more control over the Mediterranean Sea, and used what was left of their Air/Sea resources to try to interfere with the landings.

17a: Diggers: If Malta was not successfully invaded by the Axis, then during the Organization Phase, the Allied player must *permanently* remove one Australian and one South African Infantry, plus the 10th Armored unit.

If Malta had fallen, these units would not have been stripped from this threatened Front.

17b: -2 Axis/Allied Targets: The Axis and Allied players lose two *Target* markers for the rest of the game (for a new total of 3 each).

The front in Tunisia is drawing away war resources.

18: Continuation Not Possible: On this turn, card #34 for the Axis player (HEERESGRUPPE AFRIKA) and card #33 for the Allied player (BRITISH 8TH ARMY) cannot be used to “repeat” the turn.


The last turn of the game represents a time span of less than a month.

[15.7] Checks Segment

Certain critical matters are checked as shown below:

[15.7.1] Map Control Victory: During this segment each turn, the Axis player immediately wins if he controls Map 5 (Alexandria), or the Allied player immediately wins if he controls Map 1.

Map control occurs when friendly units were the last to have passed through or occupied *all* the Towns and Cities on that Map.

[15.7.2] Sudden Death: During this segment of Sudden Death Game Turns (i.e., those with the “” symbol on the Game Turn Track), one player might immediately win.

Procedure

Determine if either player *exclusively controls* Maps 2, 3 or 4:

Malta Invasion Status:

- If Map 3 is exclusively Allied controlled, Axis has the Initiative, and Malta is Inactive, then the Axis Player may conduct an Axis invasion of Malta (see 16.3).
- If Map 3 is exclusively Axis controlled, Axis has the Initiative, and Malta is Inactive, the Axis invasion of Malta is permanently canceled (as per 16.1).

Game Sudden Death Victory:

- If Map 2 is exclusively Allied controlled, Allies have the Initiative, and Malta is Active, then the game ends immediately in an Allied victory (**Exception:** *Advanced rule 18.3*).
- If Map 4 is exclusively Axis controlled, Axis have the Initiative, and Malta has been previously invaded successfully (see 16.3, #3), the game ends immediately in an Axis victory.

Thus, for the Axis to win, it is not enough to successfully invade Malta. They must also exclusively control Map 4 and have the Initiative.

- If Map 3 is Axis Controlled, and Malta has not yet entered play (Turn 3 check), then game ends in Axis victory.

[15.7.3] Shift in Strategic Advantage: The Strategic Advantage belongs to the Axis through Game Turn 9. During this segment of Game Turn 10, the Strategic Advantage belongs to the Allies for the remainder of the game (see 5.3.3).

[15.7.4] End of Game Victory: If Game Turn 18 was just completed, then check the End Game Victory Conditions below to determine the winner.

- Both players score 1 Victory Point (VP) for each map they control (i.e., the map where their Control marker is located, and *all* the friendly-controlled maps behind it).
- If Malta is Inactive, the Axis score +1 VP
- If Malta was successfully invaded (see 16.3), the Axis score +1 VP (in *addition* to the Inactive VP award).

The side with the most Victory Points wins. In the case of a tie score, the Allied player wins (but see *Advanced rule 18.3*).

Example: *Both the Axis and Allied Control markers are on Map 2 and Malta was successfully invaded. The Axis score one VP each for Maps 1 and 2, plus two more VPs for conquering Malta and leaving it Inactive, for a total of 4 VPs. The Allies score one VP each for Maps 2, 3, 4 and 5, for a total of 4 VPs. The score is tied, so the Allied player wins.*

[16.0] MALTA



During the Checks Segment of Sudden Death turns, an Axis invasion of Malta might occur or be canceled permanently.

[16.1] Permanently Canceled

If Map 3 is exclusively Axis controlled, Axis have the Initiative, and Malta is Inactive, the Axis Invasion of Malta is *permanently canceled*.



Put an Allied Control marker in the Malta Status box as a reminder. The Axis receives the *Ramcke/Folgore* and 164th Light units as reinforcements on Game Turn 14. No Axis invasions of Malta can be made subsequently; ignore any instructions to do so.

[16.2] Axis Invasion Delayed/Canceled

If Map 3 is exclusively Axis controlled, Allies have the Initiative, Malta is Active, and the Crete Invasion Event on Turn 5 was an Allied Victory, the Axis Invasion of Malta is *permanently canceled* (see 16.1). Otherwise there is No Effect.

[16.3] Axis Invasion Possible

If Map 3 is exclusively Allied controlled, Axis have the Initiative, and Malta is Inactive, the Axis player *may* (if not, see procedure #5 below) conduct an Invasion of Malta as follows:

Procedure

1. The Axis *Ramcke/Folgore* and 164th Light units are permanently removed from play.

They're conducting the invasion and remain there.

2. Both players count the number of cards in their hand with a Malta graphic [symbol on](#) their half of the card and compare those counts to resolve the invasion (but see #3 below)
3. If the previous Crete Invasion was an Allied Victory, the Allied player gets a bonus +1 Card towards the result.

If Axis player's count is greater than the Allied player's, then the invasion succeeds. Remove the Malta marker from the game. Place the two Axis Malta units (*Ramcke/Folgore* and 164th Light) in the Malta Status box. Malta is Inactive for the remainder of the game.

If the Allied player's count is greater than the Axis player's, then the invasion fails. Remove the Malta marker and the two Axis Malta units from the game. Place an Axis *Counterblow* marker in the Malta Status box as a reminder (so the Axis will play with one fewer *Target/Counterblow* marker for the rest of the game). Malta is Active for the remainder of the game.

If the counts are equal, then the invasion succeeds if the Crete invasion Event on Turn 5 was an Axis Victory, otherwise the invasion fails (see the two above results for instructions).

4. After this Axis invasion of Malta is resolved, regardless of the outcome, both players discard all the Malta cards counted in step two, lose 5 SPs, and all *Blitz! Shock!* markers of this turn.

This represents the resources committed to the battle for Malta.

5. No Axis Invasions of Malta can be made subsequently; ignore any instructions to do so, even if the Axis decided not to conduct the invasion.

Example: During a Check Segment of a Sudden Death Game Turn, Map 3 is exclusively Allied-controlled, the Axis player has the Initiative, and Malta is Inactive, so an Axis Invasion of Malta is conducted. The Axis player "pulls the trigger," and the invasion is on!

A count of the Malta Event cards in each player's hand shows the Axis has two and the Allied Player has only one, so the invasion succeeds! The Malta marker is removed from play and the Axis Malta units are placed in the Malta box to show the island is permanently Inactive. If the Axis can gain exclusive hold of Map 4 during a subsequent Sudden Death check, he'll win the game.

[17.0] HOW TO WIN

There are *three* ways of winning the game:

1. A **Map Control Victory**, checked each turn, where you literally have to push your opponent out of all the maps in the game (see 15.7.1).
2. A **Sudden Death Victory**, checked every three Turns, that entails a combination of Map Control, initiative, and the status of Malta (see 15.7.2).
3. An **End of Game Victory**, checked at the end of Turn 18, where players compare Victory Points scored for the control of each Map and the Final Status of Malta (see 15.7.4).

[18.0] ADVANCED RULES

These Advanced Rules add greater detail and realism at the expense of some added complexity. Players are free to use any or all of them by mutual agreement.

[18.1] Siege of Tobruk

This represents the Axis or Allies continuing their offensive past an enemy-occupied Tobruk. It is something that was not done historically for supply and security concerns, but you might risk it.

Contrary to rule 10.1, if, at the start of a turn, Map 3 is contested but the only enemy-occupied City or Town is Tobruk, then the Initiative player can attack *past* this Map 3 onto the *next* map as follows:

At the beginning of the Deployment Phase, before any other Deployment matters are attended to, the player who controls Tobruk must place one or two square units and one Minefield or Box unit on the Strategic Map Control Display in the Map 3 box to stand as the Tobruk Garrison.

Then the other (“Besieging”) player must put *more* square units and *more* Minefield or Box units in that same Map 3 box than the Tobruk Garrison (as the Tobruk Besieger). His total strength must exceed that of the Tobruk Garrison force. In addition, he must then discard two cards of his choice.

All of this is required to “keep a lid” on Tobruk each turn and maintain its siege.

If the “Besieging” player later wishes to attack Tobruk, his side’s Control marker must be (voluntarily) withdrawn or (involuntarily by his opponent) pushed back to Map 3 where it reverts to Contested Control status.

[18.2] Mechanized Infantry vs. Armor

These troops were not as able to directly and effectively attack tanks in the barren desert.

When *attacking* (only, not when defending against) enemy Tank/Panzer units in Open or Town terrain hexes, Mechanized Infantry units do not receive the Mechanized Combat Bonus (13.5.3).

[18.3] Variable German Assistance

This Advanced rule allows the Axis player to send less German assistance to the Italians in North Africa. Italian Troops that were historically sent to Russia will take their places.

At the *end* of Turn 2, the Axis player can:

- Decide to ask for the full German Afrika Korps historical commitment; in that case the game plays normally.

or

- Decide that the Italian Army can fend off the British by itself, and request only token support from the Germans.

In the latter case, apply the rules below:

1. The Axis player will only receive the bi-colored German reinforcements, plus Rommel. The other Germans are not used in the game.
2. Each Turn one of those German units was supposed to come in as reinforcements, you get instead, for each of these, *one* Italian irreplaceable (black-dot; 8.2.2) unit that had been permanently removed from the game previously.
Example: During Game Turn 4, the Axis player will get Rommel and two bi-colored Germans (18 Flak, Aufk), but not the 21st Panzer. Instead of the latter, he will get one permanently eliminated Italian unit of his choice.
3. All irreplaceable Italian Units in the game are now considered *replaceable* (no black dot), thus can always be rebuilt.
4. The British cannot win by Sudden Death victory anymore (15.7.2).
5. The Axis player wins ties (15.7.4).
6. The game will be over at end of Turn 9.

Hitler and the OKW (Oberkommando der Wehrmacht, or Supreme Command of the Armed Forces) will use the freed resources on other fronts, forcing the hand of the British to finish the campaign faster and redeploy to the threatened areas.

[18.4] Alternate Events

This recommended Advanced rule allows for more Event variety on the cards, mainly for tactical use, and are not Initiative-dependent.

- Each player's Event box on the cards has an "Alternate Event" symbol in the upper left corner that can be used **instead** of the regular Event.

Exception: The "play immediately" Events do not have this feature.

- These Alternate Events are not Initiative-dependent and can be played in all the turns of the game (see 5.3.3).

The Alternate Events have the following effects:



ANY: Play for any Event in the list below.



AMBUSH: Play during the Opponent's Combat phase before a regular battle (not a Counterblow

The Invasion of Crete

[C0.0] USING THESE RULES

[C2.0] Game Equipment

The *Invasion of Crete* mini-game has the same general rules framework as the more expansive *The North African Front* game, but given the time/scale and operational differences between the two campaigns, some *No Retreat 2* (NR2) rules will not be used, some slightly modified, and some added. The following pages explain those differences and exceptions, keeping the same section numbering, but with a “C” added to the rules that are different or new.

[C2.1] Game Maps

There are three small maps in the game, and contrary to NR2 *The North African Front* they are used simultaneously, and always active.

Hexes displaying red stars are *objective hexes*, and count for victory if the game does not end in Sudden Death (see C15.7.4).

[C2.2] Game Charts and Tables

There are a different set of charts and tables for the Crete game, including the Combat Results Tables, the Terrain Effects Chart, the Game Turn Track, and some new tables are added: the Paratroop/Convoy and Hidden Box Display.

[C2.3] Special Crete Units

There are some unit in the *Crete* game that have abilities different from the *North African* game. Here is a list:

Regiment/Brigade Organization: Most square units have a superior unit designation at the top of the counter, to the left of the slash. This is important for some game functions like stacking and night reorganization,



Example: On the counters above, the German superior unit is the 100 GJ Regiment, and the Allied unit the 14 Brigade; the German 7 Eng(+) unit is not part of a regiment/brigade organization.

The “+” designation on some units indicates the unit has some attached smaller sub-units; the “+” designation is only there for historical information purposes.

Greek Irregulars



These counters have no ZOC and no strength or movement values. They can still attack or defend in regular combat if with other “non-irregular” units and can take one step loss. If alone in battle it uses the “IRC” column of the CRT (see C13.1.3).

Allied Boxes



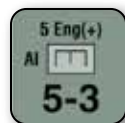
“Box” counters represent trenches and barbed-wire field fortifications, anti-aircraft batteries, artillery etc. Each has one step.

Each 2-strength Box can have one Artillery Support Counter attached to it (see C8.2.1)

Both 1- and 2-strength Boxes have an Anti-Aircraft range of 3 hexes vs Paratroops and Air Landings (see C8.6.1), or vs Air Support for 2-strength Boxes (see C13.5.8).

Dummy Boxes have no such abilities.

German Engineers



These counters represent the focal point for the set-up of German Artillery. Each German engineer unit can have up to two Artillery Support Counters attached to it (see C8.2.1).

Three-Step Units/Glider Units



The units with a “double” unit type symbol (e.g., the German Sturm/I(+) unit) has three steps—the two sides of the counter—and when destroyed such a unit is replaced by a spare round Detachment counter taken from its Reserve box.

Detachments



These are smaller units with low battle command & control (thus they have no printed movement factors). They have only one step, and the back of the counters represent the detachment “reorganizing” and is used when they are put in the reserve box when destroyed, or absorbed as replacement by larger units (by the play of certain event cards or in the Organization phase; see C8.0).

German Air Support Markers



These markers have four main uses and are generally treated a bit like the *Blitz!/Shock!* markers in NR2 *The North African Front*, from their Zones holding boxes, they are put on:

1. The interdiction roundels on their zone to impede enemy movement (see C12.3.2) and Artillery fire during the organisation phase (see C8.2.1).
2. On their zone in the Defensive Support phase to lower the enemy attackers CRT attack table column (see C12.8.3).
3. On their zone in the Defensive Support phase to “strafe” enemy Boxes, impeding their Anti-Air and Artillery capabilities (see C12.8.3).
4. On their zone in the Combat phase to increase the friendly attackers CRT attack table column (see C13.5.2).
5. Air Support markers cannot be used during Night Turns.

Artillery & Tank Support Markers



These markers have two main uses and are generally treated a bit like the Blitz/Shock markers in NR2 The North African Front, from their Zones holding boxes, they are put on:

1. On their zone in the Defensive Support phase to lower the enemy attackers CRT attack table column (see C12.8.1 and C12.8.2).
2. In their zone in the Combat phase to increase the friendly attackers CRT attack table column (see C13.5.2).

[C3.0] SETTING UP THE GAME

* NO CHANGES *



Note that eleven round counters from the NR2 The North African Front game are used in NR2 The Invasion of Crete: the five Axis and five Allied Target/Counterblow markers, plus the Turn marker.

[C4.0] SEQUENCE OF PLAY

How the Turns Work: There is only one set of initiative and Non-Initiative Player Turns during a game-turn.

The Allied player is the Initiative Player for the first half of the game, then initiative switches to the German player on turn 10. This is indicated by the British roundel/German cross on the Game Turn Track.

Procedure

I. New Turn Housekeeping Phase

Segments 1 and 2 of this Phase are skipped on the first turn of the scenario.

1. **Game Turn Segment:** Advance the Game Turn marker one box on the Game Turn Track. If Game Turn 18 was just completed, the game ends and the winner is determined (see C15.7.4).
2. **Checks Segment:** Sudden Death victory is checked on turns displaying a skull icon. **Important:** On Game Turn 10, the Strategic Advantage shifts (see C15.7).
3. **Note New Game Turn Event Segment:** If the new Game Turn has an Event printed in its Game Turn Track box, apply its effects at the appropriate time (see C15.6).
4. **Adjust Cards Segment:** The Initiative Player may discard and then draw cards to fill his hand up to his maximum (three to five cards). Then the Non-Initiative Player does the same, discarding and drawing cards.

II. Operational Preparation

1. **Strategic Phase:** Starting with the Initiative Player, both players alternate playing one card at a time for his Strategic Phase Event until each consecutively passes.
2. **Organization Phase:** The Initiative Player, then Non-initiative Player, does Rebuilds, Reinforcements, Evacuations, Sea Moves and Air Moves (in that order).

III. Initiative Player Turn

1. **Movement Phase:** The Phasing Player can move his units on the map (see C12.0).
2. **Defensive Support Phase:** The Non-Phasing Player can use his round Support units (Air/Artillery/Tank) on the map (see C12.8).
3. **Combat Phase:** All voluntary—and then all involuntary—Battles are declared and resolved according to the Battle Sequence in any order that the Phasing Player desires (see C13.0).

IV. Non-Initiative Player Turn

The Non-Initiative Player becomes the Phasing Player and the three Player Turn Phases are repeated (Movement, Defensive Support, and Combat; C12.0, C12.8, C13.0).

V. End of Turn Housekeeping Phase

1. **Removal Segment:** Remove Counterblow and Support counters from the map and put them in the Used Markers Holding box (see C15.3).

[C5.0] THE CARDS

Note that the cards for *The Invasion of Crete* are much simpler—they have no special icons whatsoever, and the Battle Event cards (13.5.7) cannot be kept active from one turn to another.

[C5.4] Special Card Uses

You can discard an Event card for two special uses:

- You get back—*anytime*—one used *Target/Counterblow* marker from the marker holding box for each card discarded.
- In the Organization Phase you can flip back to their front sides up to two round detachment markers in the reserve boxes per card discarded (see C8.2.2)

Both players' basic Hand size is **four**.

- The German player's Hand Size is *increased by one* if he Controls at least one Airfield.
- The Allied player's Hand Size is *decreased by one* if he has lost control of one or more Ports.

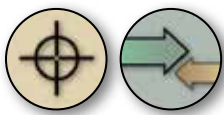
[C6.0] KEY CONCEPTS

[C6.1] Initiative

The Allied player is the Initiative Player for the first half of the game, and then initiative switches to the German player on Turn 10. This is indicated on the Game Turn Track by the British roundel icon in the Turn 1 box, and German cross icon in the Turn 10 box.

There is no Strategic Advantage, as in the other NR2 The North African Front game. The German will thus play two turns in a row when the switch is made: last on turn 9 and first on turn 10.

[C6.3] Target/Counterblow Markers

 Each side gets five *Target/Counterblow* markers each turn for free in the Organization Phase (use the NR2 *The North African Front* markers). A player can “buy back” used *Target/Counterblow* markers during a turn by discarding Event Cards (see C5.4).

[C8.0] ORGANIZATION PHASE

During this Phase, the Initiative Player performs the following Segments (A-F) in order, followed by the Non-Initiative Player:

A. Rebuilds: Get Target & Support markers. Discard cards to flip round Detachment units (in that order).

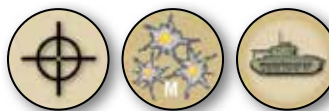
B. Receive Reinforcements: Scheduled reinforcements, Aborted Support Markers, and destroyed units reorganized during night turns are placed on the Map or holding boxes.

C. Evacuations: The Allied player may move units in a port hex or a south map edge road hex to the “Evacuated Units” Holding box, by using one Target/Counterblow marker for each stack (see C8.4).

D. Sea Moves: German Invasions and Allied coastal port moves (night turns) are made and rolled for (see C8.5).

F. Air Moves: The German player may land units from the Reserve Box to friendly airfields, and then places scheduled Paratrooper units on the map from their Zone Holding boxes, in that order (see C8.6).

[C8.2] Build Up Units, Get Markers/Supports:



[C8.2.1] Get Target/Counterblow and Support Markers:

Receive back all your used Target/Counterblow (five markers per player) Support markers from the Used Markers Holding Box and aborted Support markers from the Game Turn Track. Place the Support markers in their assigned Zones on the map:

- The Tank marker goes in any Zone's Holding box.
- The Air Support markers go in any Zone's Holding Box, or Interdiction Holding Circle.
- Each German Artillery marker goes in a Holding box of a Zone containing a square German Engineer unit of the same color; max two per Engineer.
- Each Allied Artillery marker goes in a Holding box of a Zone containing a 2-strength Box marker; max one per Box.
- Artillery markers that cannot be assigned for lack of an Engineer or Box are returned to the Used Markers Holding Box.
- Note that German Artillery markers have to be successfully landed before they can be used (see C8.5.2 & C8.6.1).

[7.0] STRATEGIC PHASE

THIS RULE IS NOT USED

Each Allied 2-strength Box's attached guns are represented by an artillery marker; if the Box is eliminated, the Allied player loses the use of the marker next turn. The same basic principle applies to the German Engineers, although each engineer can support two artillery markers.



[C8.2.2] Flip Detachment Counters:

Each used detachment marker in a reserve Holding Box (i.e., a marker with either the Allied roundel or German cross showing) can be flipped back to its normal side at the cost of one card discard for each such marker flipped. Greek round units can never be flipped back this way by discards.

While on its flipped side, a detachment counter is assumed to be reorganizing and is not available for use. A player must spend cards to get the unit back into operational shape. Greeks cannot be flipped back this way, and most become “Irregulars” after a step loss.

[C8.3] Get Reinforcements

[C8.3.1] Scheduled Reinforcements: Each unit with a Turn Entry number on its counter is put on the map or in the Zone Holding boxes according to the instruction for that Turn Event (see C15.6).

[C8.3.3] Night Reorganization: At night, reduced Square units on the map can absorb any same-color round Detachment units that are adjacent or stacked with them: Flip the square unit to its front (higher) side and put the used round detachment unit face-down in its Reserve Holding Box.

- Once per night turn, and at a cost of *two* card discards, each player can place on the map—in the same location as a round detachment marker, and in the same Zone as another unit of the same Brigade/Regiment—one of his square units (lower-strength side up) taken from that side's Destroyed Units box. The detachment marker is then placed face-down in its Reserve holding box.

Note that square counters that do not have a superior regiment/brigade organization cannot be put back on the board using this process (see C2.3).

- Once per night turn, for free, the German player can put in the Reserves and Air Landing box, one square Mountain Infantry unit (full strength face up) that is currently in the Destroyed Units box.

This simulates the late arrival of the 141st Mountain Regiment. There was not enough space in the counter mix to actually put those three battalions in the game; historically they participated mainly in the last phases of the battle.

[C8.4] Allied Evacuations

Starting on Turn 11, Allied units can move off-map near road hexes or Ports. Evacuations also occur in the “End of Game Allied Evacuation” phase (see C15.7.5).

[C8.4.1] Port Evacuations: Allied units on a Port hex can be moved to the Evacuated Units box at a cost of one Counterblow marker per stack. Roll one die for each unit on the Evacuation Table.

[C8.4.2] Off-Map Evacuation: During day and night turns Allied units on a south map edge road hex (or a south map edge hex adjacent to such a road hex) can be moved to the Evacuated Units box at a cost of one Counterblow marker per stack. Roll one die for each unit on the Evacuation Table (but see C12.6.1). Evacuated units can affect the end-game victory conditions (see C15.7.4)

Some players will find Evacuations useful in the regular game scenario, especially for units forced off-map by combat and to lower the eliminated British unit penalty for the end game victory conditions (see C15.7.4). It will be even more important when using the Allied “non-combatant” rules that will be offered as optional rules in an upcoming issue of the C3i magazine.

[C8.5] Sea Moves

During day and night turns both players have limited sea movement capabilities.

[C8.5.1] Allied Coastal Moves: During night turns, one unit per turn on a Port hex or a Zone Holding Box can move to any other friendly Port hex not in an EZOC. Roll on the Convoy Table for the outcome. If you get the “Retry next turn” result consider the attempt aborted (since it will be a day turn where such a move is not allowed).

[C8.5.2] German Invasions: During day and night turns German units in the Invasion Convoy box can try to move to a Port or Beach hex not occupied by enemy units (when a round artillery marker is successfully landed, put it in the Used Markers Holding Box) by rolling the outcome on the Convoy table, this is a two-turn process:

1st Turn: Put the units you want to land on that Zone Holding Box.

2nd Turn: Next turn, land those units on the zone Beaches/Port Hexes, rolling on the Convoy Table for the outcome.

Note: In an outcome of “Retry Next Turn” the unit will stay in the same Zone Holding Box.

[C8.6] Air Moves

During day turns (only) the German player does Paradrops and lands units at friendly airfields during the organisation phase.

[C8.6.1] Air Landings: Starting on Turn 5, *one* square unit per turn can be landed at each friendly airfield that is not in an EZOC (the “1” number of the airfield hex represents that limit). Each round unit counts as half, thus you can instead land two round units of one square unit if desired.

If the Airfield is within three hexes of any Allied Box that is not in the ZOC of a German unit, you must roll for possible losses on the Air Landing Table.

When a round artillery marker is successfully landed, put it in the Used Markers Holding Box.

[10.0] DEPLOYMENT

THIS RULE IS NOT USED

The Deployment Phase is done per the scenario instructions.

[11.0] SUPPLY

THIS RULE IS NOT USED

Given the scale and time frame of this game, both sides have enough supplies on hand to be combat effective, or are considered to be replenished at night (Allies) or by air (Germans). Both sides were operating at degraded supply levels compared to a regular battle, and this is taken into account in the design. Thus you do not need to buy Target/Counterblow markers, but get a full allotment of five markers in the Operational phase.

[C12.0] MOVEMENT

[C12.2.1] Stacking Limit: Both players may stack up to two square/round units per hex, plus one Box unit.

[C12.2.2] Stacking Color Restriction: German Paratroopers (blue-gray) and German Mountain (gray-green) units *cannot* stack together. Allied Commonwealth (tan) and Greek round (blue) units cannot stack together. Bicolor (gray/green) units may freely stack with either color type.

[C12.2.5] Stacking Square Counter Restriction: Square counters can only stack together if member to the *same* regiment/brigade organization (see C2.3).



Example: These three counters are all part of the 19 (Australian) Brigade, and are al-

lowed to stack together (maximum of two per hex).

[C12.3.1] Closing with the Enemy: There is no extra cost for entering an EZOC in *The Invasion of Crete* game.

Scarce heavy weapons and good ammo supplies made long-range firepower projection difficult for most units in the game.

[C12.3.2] Special Crete Movement Restrictions: You *cannot* enter EZOCs during Night Turns.

- The Allied player *cannot* use road or Counterblow movement in map Zones where the German player has an Air Support marker in the Zone Interdiction box.

- Most units cannot use regular Movement or Combat during Game Turns 1 and 2 (see C15.6, Event 1 and Event 2).

Air interdiction of a map Zone will make rapid deployment of Allied troops very difficult.

[C12.5] Detachment Counters



Round Detachment counters have no movement factors and can only be moved using two ways:

- Using Counterblow movement (see C13.0.1).
- When stacked with a square counter at the start of a Player Turn it can be moved together with that counter (it can be dropped along the way, too).

[C12.6] Exiting a Map

Only Allied units can completely exit a map, using off-map evacuation (C8.4.2). Any other unit forced off a map due to Combat results is usually eliminated, but see below:

[C12.6.1] Exiting a Map by Combat: German or Allied units are eliminated if forced off a map by combat retreat, *unless*:

- There is a crossing arrow on that map side, unoccupied by enemy units. In that case put the retreating unit on the crossing arrow.
- An Allied unit can be forced off-map on a south map edge hex. In such a case roll immediately on the

[C12.7.4] Entering a Map by a Crossing Arrow: At the start of its Movement Phase, when on a crossing arrow touching a map, a unit/stack can be placed on any edge hex of the same map side as the arrow at a cost of one *Counterblow* marker. The unit can enter an EZOC.

- If an enemy unit blocks the map-edge hex a moving unit is attempting to enter from another map, the blocking unit can be moved back one hex.

Example: A stack of two Allied units starts its movement phase in Rethymnon's Zone on the west map edge road hex on Turn 4. There is no Interdicting German air support, so the stack can be moved on the "Canea Sector" crossing arrow touching that map at a cost of one *Counterblow* marker.

During Turn 5 movement it pays another marker to move to the "Rethymnon Sector" crossing arrow touching the Canea Sector.

During Turn 6 it pays yet another counterblow marker to move on the Canea sector Zone/map edge hex.

So it takes at least a full day to move from one map to another!

[C12.7.5] Crossing Arrow Stacking: Each side cannot have more than two stacks (four units) on any crossing arrow.

At the end of his Movement Phase, a player can "push away" enemy units on the same crossing arrow to the adjacent arrow or map edge hexes, if his units have a higher combat factor total than the blocking enemies.

You cannot bypass enemy units; they have to be "pushed away" for your units to continue moving to another arrow or on the map (put the units on opposite sides on the arrows to indicate which are on what side). There is no off-map combat.

If units end up "squeezed" on both sides by stronger enemies and have no place to move away, they are eliminated.

[C12.7.6] Entering a Map from a Zone Holding Box: At the start of its Movement Phase, when in a Zone Holding box pointing toward a map, at a cost of one *Counterblow* marker, a unit/stack can be placed on any South map edge hex of that Zone if Allied. If German, roll a die: 1-3 = east edge; 4-6 = west edge.

This will be a very rare occurrence, used mainly by German paratrooper units that got scattered on their drop (C8.6.1).

[C12.8] DEFENSIVE SUPPORT PHASE

In a daylight turn, the non-phasing player can put his Support units on the map to defend against future attacks.



[C12.8.1] Artillery Support: The non-phasing player can put on the map—one per hex, face down, in any hex of the same Zone—his Artillery support markers that are available in the Zone's Holding box. They affect the terrain type of the unit in the hex for Combat and movement purposes (see the TEC), and the German Air landings (C8.6.1).



[C12.8.2] Tank Support: The non-phasing Allied player can put on the map—one per hex, face down, in any hex of the same Zone, and adjacent to a friendly unit—his Tank support marker that is available in the Zone's Holding box. It affects the terrain type of the unit in the hex for Combat and movement purposes (see the TEC).



[C12.8.3] Air Support: The non-phasing German player can put on the map—one per hex, face down, in any hex of the same Zone—his Air support markers that are available in the Zone's Holding box. They affect the terrain type of the unit in the hex for Combat and movement purposes (see the TEC), and also the Anti-Air/Artillery capabilities of a Box in the same hex (see C13.5.8 and C13.5.10).

Note that it can be useful to put those markers in hexes that contain no enemy units for interdiction purposes, like in airfields or roads. The tank marker cannot be used in this way.

[C13.0] COMBAT

[C13.0.1] Counterblow Movement: Any square or round units—even ones with no Movement Factors (but not the Boxes)—can use the *Counterblow* move rule.



After all *Counterblow* markers have been placed, any unit of the non-phasing player—which is under a *Counterblow* marker and not in an EZOC—may move up to two hexes (not MPs; however prohibited terrain effects and EZOC restrictions still apply; see 12.3) along with its *Counterblow* marker.

Units stacked together must remain together if conducting this move, but you can leave some behind in the starting hex.

Only one response move for each unit (per Player Turn) is allowed and it cannot move to a hex containing a *Target* marker (Exception: Commandos; see C18.6).

At the end of this move, put the *Counterblow* marker in the Used Markers Holding Box.

[C13.0.2] Counterblow Movement Restrictions: Units in the same hex as a Strafed/Pinned marker, or an Allied unit in a map Sector where the Germans have an Air unit committed to Air Interdiction (see 8.2, C13.5.10), cannot use *Counterblow* markers for movement.

This is the only way to move round unit counters not stacked with square units, since round units do not have regular movement factors. Since these are not mechanized units, they do not conserve their Counterblow counters during the Combat phase as those units do in The North African Front and you cannot put a new one on top when the move is finished.

[C13.1.1] Attack Exceptions: Some units are prohibited from attacking based on their color:

- Allied (tan) and Greek round units (blue icons) *cannot attack together* in the same Battle (including artillery support); they *can Counterattack together*; see 13.6.4. Bi-color units can freely attack with either color.
- You cannot make regular attacks or counterblows during Night Turns, but some Event Cards and the Commando advanced rule (see C18.6) can cause combat to happen.



[C13.1.2] Attached Detachment Counters: A round Detachment counter with a *white* strength value can participate in a battle when stacked with a black strength-value unit. It does not add its combat strength, but *can* absorb losses.

The detachment is reinforcing the friendly attackers, but not effectively enough to add its SPs to the battle.



[C13.1.3] Irregular Combat: When Greek Irregular troops are the only units involved in battle, defending or attacking, use the “IRC” column on the CRT. There are no combat shifts modifiers used and no odds.

This table represents low intensity skirmishes and anti-partisan sweeps.

[C13.5.2] Support Markers: When available to a player, a maximum of *two* Combat Support markers (Air, Artillery or Tank) may be committed to a Battle when that player is the attacker (including a Counterattack situation, see 13.6.4). Each provides one column shift to the right. Those markers must come from the Zone’s Holding box where the battle is being fought.

[C13.5.8] Anti-Aircraft Artillery: If a German Air Support marker is used in a Battle within *three* hexes of an Allied 2-strength Box counter that is not Strafed/Pinned, it is aborted by an *odd* die roll. It is put on the Game Turn

Track, becoming available two turns later in the Reinforcement Phase.

Example: *It is Turn 4 and a newly placed German Air unit is in a hex that is attacked and in range of an Allied box unit (that is not Strafed/Pinned). An odd die roll places the Air unit on Turn 6 of the Game Turn Track.*

[C13.5.9] Anti-tank Units: If the Tank marker is used in a Battle, it is eliminated by an *even* die roll. It is put in the Allied Destroyed Units box (it can be rebuilt with the “C04 TANK SUPPORT” Event card).

[C13.5.10] Air Interdiction: If an Allied Artillery Support marker is used in a battle in a Zone where an Air unit is in the Interdiction holding circle, it is aborted by an *even* die roll. It is put on the Game Turn Track, becoming available two turns later in the Reinforcement Phase.

Only the stronger 2-strength Boxes’ anti-aircraft artillery (AAA) has an effect on the German Air Support counters, as fighter/bomber aircraft are much harder to hit than transport planes. Historically Allied AAA had little success downing German bombers and fighters in Crete, but they did have a nuisance effect.

[C13.6] Applying Combat Results: Some combat results are different in *The Invasion of Crete* game, and are explained here, the ones not mentioned are the same as in *The North African Front* game:

COMBAT RESULTS:

D = Defender Falls Back: Defender Retreats his unit(s) 1 hex, or not retreat and lose 1 step. Attacking units can Advance 1 hex if the defending units Retreated.

D2 = Defender Retreats: Defender Retreats his unit(s) 2 hexes, or not retreat and lose 1 step. Attacking units can Advance 1 hex if the defending units Retreated or no defending unit(s) remain there after a step loss.

DB = Defender Broken: Defender Retreats his unit(s) 2 hexes and loses 1 step, or not retreat and lose 2 steps. Attacking units can advance 1 or 2 hexes if the defending units Retreated or no defending unit(s) remains there after a step loss.

DD = Defender Destroyed: Defender Retreats his unit(s) 3 hexes and each defending unit loses 1 step. Attacking units may Advance 1 or 2 hexes.

IRC = Irregular Combat: Use this table when the Allied units in the battle are only Greek Irregular troops.

CC = Close Combat: Immediately re-roll the combat result using the “CC” combat table column. Same attackers and defenders. No modifiers used.

[C13.6] Destroyed/Eliminated Units: Put each eliminated square unit face-down, in their side's Destroyed Units box on the TEC card; round units go face-down in their side's Reserve box (see 8.2.2); hexagonal Box units are removed from the game.

[14.0] TURN CONTINUATION

THIS RULE IS NOT USED

There are no Continuations in The Invasion of Crete game, only two single player-turns for each Game Turn, as each turn represents a much shorter period of time (eight hours instead of many days).

[C15.0] HOUSEKEEPING

At the end of every Game Turn and at the beginning of the next, several administrative "Housekeeping" phases are performed.

[15.1] Map Control Segment

THIS RULE IS NOT USED

[15.2] Initiative Check Segment

THIS RULE IS NOT USED

Since all units are always on the map and there is only one mapboard used, always in play, these two segments are not in use in The Invasion of Crete game.

[C15.3] Removal Segment

Both players remove *Counterblow* and support markers from the map, as follows:

[C15.3.1] Artillery/Tank Removal: Remove both sides' flipped-over Tank and Artillery support units that are on the map and/or in zone holding boxes and place them in the Used Markers Holding Box front side up.

[C15.3.2] Air Support Removal: Remove the German Air Support markers on the map, Zone holding boxes and "Interdiction" roundels, and place them in the Used Markers Holding box front (airplane) side up.

[C15.3.3] Counterblow Removal: If the next turn is a [night turn](#) remove any *Counterblow* markers on the map, and place each in the Used Markers Holding box front (target) side up.

You will get back these markers and can reassign them in next turn's Organization Phase.

[C15.6] New Game Turn Event Segment

Following are the turn Events for *The Invasion of Crete*:

Game Turns 1-18: Light-blue turns are day turns, during which players can use Support markers and declare regular Combat. Dark gray turns are Night Turns, during which no Support markers can be used, nor regular Combat declared; units cannot enter EZOC.

Turns 1-9, Allied Initiative: The Allied player plays first in a turn.

This reflects the early British preparedness gained from "Ultra" intercepts deciphering Axis radio message, and bad German intelligence about enemy troop deployments.

Turns 1, 2 & 4, German Parachutes: During the organization Phase the German player drops his troops using the Parachute Table as per the scenario or event instructions.

Historically, the Germans dropped very close to their objectives and badly underestimated the number of Allied troops in their drop zones.

Turn 1, Limited Moves: Allied units cannot use regular Movement or *Target* markers (they can use *Counterblows*).

Note that the only movement possible will be using "Counterblow Movement" (see C13.01), and this will not even be possible in a Zone that is Interdicted.

Turn 2, Limited Moves: Allied units cannot use regular Movement or *Target* markers (they can use *Counterblows*).

The Allies were instructed to "Stay Put" in their positions if attacked by Air, and their Commanders were often slow to react. Casualties caused by firefights are simulated by the Parachute Table.

Turn 3, -2 Target Markers: Each player gets two fewer *Target/Counterblow* markers at the start of the turn, for a maximum of three.

Both sides are reorganizing from the initial battle shock and were not very active that night.

Turn 4, Reserve Wave: The German player can pick up four round detachment markers from his Reserves holding box (if flipped over, flip them back to their front sides) and Paratroop them within two hexes of another German unit (but not one dropped *this* turn).

These represent some of the reserve companies that were available to reinforce the Germans.

Turn 5, Convoys & Air Landings: The German player can start Air Landing units on captured Airfields (see C8.6.1), and invade with units from the Invasion Convoy box (see C8.5.2). The Allied RF/1A&SH (3-3) unit is now free to move.

The Germans used two convoys of small captured Greek ships to transport mountain troops and heavy equipment. Most were either intercepted and destroyed by the Royal Navy or forced to abort. The air landing of Mountain troops was far more successful.

Turn 6, British Reinforcements: The Allied player can freely flip (back to full strength) one non-Greek Allied unit of his choice on the map.

Some units were reinforced by ad-hoc troops sent from nearby brigades.

Turn 7, -1 Air Support: The German player gets one less Air support marker this turn. It remains in the Used Markers Holding Box.

This represents German aircraft being diverted to combat incursions of the British Royal Navy.

Turn 8, Greek Replacements: The Allied player can freely flip (back to full strength) one Greek unit of his choice on the map.

Some Greek units were assisted by the local population, and by 300 cadet officers from the Hellenic Army Academy who—upon hearing of the invasion—mutinied and sailed from the Greek mainland to Crete on caiques.

Turn 9, Sudden Death: Check to see if the Allied player wins the game (see C15.7.2).

The Airfields and Port facilities on the island were the strategic targets both sides aimed to hold. A Sudden Death victory means the opponent has “called it quits” in face of a perceived desperate situation.

Turns 10-18, Axis Initiative: The Axis players plays First in a turn.

Turn 10, -1 Event Card: Both players get one fewer card draw during the current turn.

Both sides reorganized their command organization and were a bit less effective this day.

Turn 11, Evacuation Allowed: The Allied player can

Turn 17, Possible End Game: Check to see if the game ends this turn: Roll one die; if it's equal to or lower than the total number of Airfields and Port hexes the *German* player holds, the game ends *immediately* (no Turn 17). Use End of Game Victory (C15.7.4) to determine victor.

This way the very last turn of the game will not be a sure thing; the game might continue for two more turns (one day and one night).

Turn 18, End Game: At the end of Turn 18 the game ends and final victory is determined (see C15.7.4).

This event will not be used when playing with the optional longer game to be offered in an upcoming C3i magazine issue.

[C15.7] Checks Segment

Certain critical matters are checked as shown below.

[C15.7.2] Sudden Death: During this segment of Sudden Death Game Turns (i.e., those marked with a skull and crossed bones icon on the Game Turn Track), one player might immediately win.

Procedure

Game Sudden Death Victory:

On Turn 9, if the German player does not hold *at least one Airfield hex*, the game ends immediately in an Allied Victory; unless the Germans hold at least one Port hex, then roll one die:

Sudden Death Victory

1-3 The Allies win

4-6 The game continues

Thus, for the Allies to win, it is probably not enough to successfully protect just the Airfields; they must also keep most of their Ports open.

On Turn 15, If the German player holds one or more Airfields, and the Allied player does not hold at least two Ports, the game ends immediately in a German Victory.

Again, the Allies must try to keep some of the Ports open, or evacuation would have been inevitable.

[C15.7.3] Shift in Initiative: The initiative Advantage belongs to the Allies through Game Turn 9. During this Segment of Game Turn 10, the Initiative Advantage belongs to the Germans for the remainder of the game (see C6.1).

[C15.7.4] End of Game Victory: If Game Turn 18 was just completed, check the End of Game Victory conditions Table to determine the winner.

Total the number of objective hexes the Allied player holds (maximum of eleven). Shift victory “down” one level (Allied favor) if six or more German blue-square Paratroop units were destroyed. Shift victory “up” one level (German favor) if six or more Allied square units were destroyed, minus Allied square units in the Evacuated Units box.

End of Game Victory Conditions Table

≤ 2 Decisive German Victory

3-4 German Victory

5-6 Draw

7-8 British Victory

≥ 9 Decisive British Victory

Shift victory “up” one level (Allied favor) if ≥ 6 Paratroop (blue) square units were destroyed.

Shift victory “down” one level (German favor) if ≥ 6 Allied square units were destroyed, minus Allied square units in the Evacuated Units box.

Example: *The Allies hold five objective hexes (a draw), but the Germans have had eight Paratroop units eliminated. This shifts the victory one level in favor of the Allies. The Allies have also lost eleven units, but they have six units in their “Evacuated Units” box, lowering the total to five eliminated units, so they do not lose a victory step. The game is thus a British victory.*

Evacuated square units will be very important for the Allied player—as all square units end up either in the Evacuated Units box or the Eliminated Units box if the game does not end in “Sudden Death” (see C15.75). On the other hand, the German player should monitor elite Paratrooper casualties very closely. Let the mountain troops do the fighting (and dying) when at all possible.

[C15.7.5] End of Game Allied Evacuation: The Allied player needs to check the fate of his square units still on the maps at the end of the game. Round units and Boxes are not taken into account.

- Each Allied square unit that cannot trace of path of 10 hexes or less on its own map to a south-leading road hex, or the Friendly Port hexes of Suda, Rethymnon or Heraklion, is put in the Destroyed Units box. The

path cannot cross Enemy units or EZOCs (Friendly units do not negate EZOCs for that purpose).

- Roll on the Evacuation Table (found on *The Invasion of Crete* player aid card) for each Allied unit that can trace such a path to determine its fate.

Note that evacuation by map edge is somewhat easier, as there is a +1 modifier for Port Evacuation during day turns. There is also an extra +1 modifier for units rolling on this table during the end game.

[16.0] MALTA

THIS RULE IS NOT USED

[C17.0] HOW TO WIN

There are two ways of winning the game:

- 1. A Sudden Death Victory:** Checked twice in the game, once for each side. A Sudden Death victory means the other side has “called it quits” in face of a perceived desperate situation (see C15.7.2).
- 2. An End of Game Victory:** Checked at the beginning of Turn 17 and—if the game continues—at the end of Turn 18, when players compare Victory Points scored for the control of Map objectives and unit casualties (see C15.7.4).

[C18.0] ADVANCED RULES

These advanced rules add greater detail and realism at the expense of some added complexity. Players are free to use any or all of them by mutual agreement.

These advanced rules are recommended once you are familiar with the basic game.

[C18.5] Tactical Interdiction

You can now put on the map your air, tank and support markers in the enemy turn—not only during the Defensive Support Phase, but also at the start of the enemy Movement Phase.

This makes movement interdiction more possible as the enemy will have to pay extra movement factors to cross those hexes.

[C18.6] British Commandoes

The four Allied round detachment counters that come in as reinforcements on Turn 13 represent elite lightly-equipped British commandoes.

1. To differentiate these units put *Shock!* markers from *The North African Front* under them.
2. They can attack even if they have a white SP.
3. Each can make a Counterblow move (see C13.0.1); no need to pay with a marker. Thus they can do two such moves in a row if you pay, and can also enter a hex containing a target marker.
4. It can declare regular Combat during night turns, getting a special one-column shift bonus to the right.

This will make the Commando units more flexible and very useful as rear-guards to protect the retreating Allied troops. Some special “Commando” counters will be offered in an upcoming GMT C3i issue.

DEDICATION

This game is dedicated to the fearless soldiers of the Greek 8th Regiment, and the people of Alikianos, Crete. Poorly equipped and without much training or support, they defended their homeland against Hitler’s best for over a week, greatly impacting the fighting, and aiding the eventual Allied evacuation of the island.

AEPA!!!

“Χωρίς νεκρούς η λευτεριά
ζάλο η παντέρμη δεν κάνει γιατί εκείνη βρίσκεται
στου τουφεκιού την κάνη”.

AIR!!! (Freedom Cry)

*Without fallen soldiers
There cannot be freedom,
For it stands at the tip of the gun.*



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