

Strategy & Tactics[®]

MAGAZINE

TRAIL OF THE FOX The Fight for Tunisia

COMPLETE SIMULATION
GAME INSIDE



PARKINSON



SMALL UNIT 1980s COMBAT
Updating the FIREFIGHT[®] Game
PLUS A SOLDIERS OF THE QUEEN[™] Game Feature



Fire in the East



*The World's Most Fascinating Wargame
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In 1973 we published our first game: **Drang Nach Osten**, the German invasion of the Soviet Union. It was the first monster game; never before had there been anything so large, so detailed, and so involving. **DNO** turned out to be what a lot of people were waiting for; it gave us our start and established our reputation for quality.

DNO was the cornerstone of *Europa*, a project of unprecedented scope: the entire European theater of World War II at an operational level, in a series of independent but interlocking games. Since **DNO**, there have been eight more *Europa* games, from **Unentschieden**, an extension of **DNO**, to **Western Desert**, the North African campaign.

In the past ten years, we have been leaders in advancing the state of the art. *Europa* has benefited from ten years of experience, increasing sophistication, and new research. Now it's time to apply everything we've learned to the game that started it all, in a new, completely revised edition of **Drang Nach Osten**, retitled **Fire in the East**.

Fire in the East covers the war in the Soviet Union from the Barbarossa invasion through the end of the Soviet winter counteroffensive in March, 1942.

The game contains 6 multi-color maps, stretching from Warsaw to Stalingrad, from Murmansk to Sevastopol. Terrain is analyzed in detail with over 20 different types, including two types of rivers, forests, and mountains and four types of cities.

There are over 2000 counters, each marked with its historical designation—the most accurate and detailed order of battle ever published for the Eastern Front. Every historical division is included, plus independent brigades, regiments, and battalions. Units are highly differentiated by type, from armor, infantry, and artillery to Soviet Guards, NKVD, and *katyushas*, German *flammpanzers* and railroad siege artillery, and Finnish ski troops. Air units vary from outmoded I-15 biplane fighters to the Me 109F, from Ju 87 Stukas and Il-2 Sturmoviks to Pe-8 long-range bombers. The Soviet Navy is included as well, with each capital ship individually represented.

The rules include extensive armor and antitank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. Every combat arm has its own abilities and limitations, and the players must use them all to achieve victory. The air system is extremely detailed—almost a game in itself. New logistics rules cover the different gauges of German and Soviet rails and allow supply lines to be extended temporarily with trucks. Isolated units gradually lose their combat abilities and die, but those besieged in cities survive longer. Other important rules cover weather effects, the unique nature of the Arctic front, the need for artillery support, the German surprise attack, doctrinal limitations of Soviet mechanized units, and more.

Fire in the East is extremely challenging to both sides. German panzer spearheads can break through the front almost at will, but soon they will find themselves outrunning their supply lines, infantry, and air support. Careful play and the optimum use of all arms are needed to travel the long road to Moscow. The Soviets are confronted with the need to preserve their army for the final defense of Moscow while delaying the German advance to make that defense possible. The Soviets must know when to stand and fight in advantageous terrain, when to retreat, and when to sacrifice precious armor reserves in carefully chosen local counterattacks.

Fire in the East cannot be described adequately in one page. It must be experienced. Now you can have the entire scope of history's greatest military campaign in the size and detail it deserves. You'll never go back to ordinary wargames.

Fire in the East: Available in April, 1984. \$60.00

Scorched Earth (*in preparation*) is the new edition of **Unentschieden**. It adds new components to **Fire in the East** to extend the game to the end of 1944. Three new half-sized maps add on to the eastern and southern board edges. Several hundred additional counters include refitted panzer and panzergrenadier divisions, Panther and Tiger battalions, Soviet mechanized and tank corps, Guards units, late model aircraft, and the amazing Hans Ulrich Rudel. You must have **Fire in the East** to play **Scorched Earth**.

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Strategy & Tactics[®]

MAGAZINE

Nr. 97,
July-August 1984

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The Fight for Tunisia

Douglas Niles

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Updating the FIREFIGHT[®] Game

James Meldrum

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On the cover:

Original artwork by Keith Parkinson dramatizing images of Rommel's North African conflict.

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OUTGOING MAIL

INHOUSE

This issue features something unique in S&T™ Magazine games: our first in-house designed game. The TRAIL OF THE FOX™ Game, designed by TSR™ staff designer Douglas Niles, is an expansion of the popular (and complex) DESERT FOX™ Game, one of the higher rated SPI™ games. While some gamers have felt that TSR was too busy with fantasy and role playing games to produce good historical simulations, the new SPI Game line and this game should dispel that notion. Doug's report follows below.

Issue Nr. 97's major article, also by Doug, covers the end battles of the North Africa campaign, from Rommel's retreat from El Alamein and the Torch landings, to the Axis surrender in Tunisia. The game is mateable to the original DESERT FOX™ Game and includes a scenario linking the two into one extended campaign. Our second article, by contributor Jim Meldrum, updates the SPI FIREFIGHT® Game, with more optional variant rules and new vehicles and helicopters. And Richard Berg and Jim Meldrum offer a variant Replays article to expand the popular SOLDIERS OF THE QUEEN™ Game from S&T™ Magazine Nr. 95, one of our hottest-selling issues. The usual fine selection of features and departments rounds out the issue.

Looking ahead, Special Edition Nr. 4's major article will feature the development of the armored division in World War II, by Richard DiNardo. Rich, a doctoral student in military history, turns his thesis into our major article, replete with charts, data, and sidebars on this most crucial element of land warfare. Articles by John Prados on American advisors in Indochina and David Isby on electronic warfare, along with gaming features and columns, fill out the issue. The explosive Straits of Hormuz situation is the topic of S&T Nr. 98's simulation, the CENTRAL COMMAND™ Game, by Chuck Kamps. He adapts rules from his NORDKAPP™ Game to simulate this hypothetical conflict of superpower intervention in the Persian Gulf.

One very popular feature, our Gaming Classifieds, is expanded to two pages this issue. We're grateful to all our readers who took the time to send their ads in. If we didn't get your ad in this time, we'll

certainly have it in the next one.

Next issue we'll talk more about the third wave of releases in the SPI™ Game line, which include the new strategy-adventure TWILIGHT WAR™ Game, SECRET OF SKULL ISLAND™ Game, DRAGON'S DEN™ Game, and SPIES™ Game.

Chuck Ramsay

FOX IN TUNISIA

Since this is the first S&T™ Magazine game to be designed on TSR™ premises, it represents something of a landmark. Of course, we had the outstanding DESERT FOX™ Game system designed by Richard Berg to draw from. In fact, we've used most of the DESERT FOX Game rules in creating the TRAIL OF THE FOX Game, adding systems mainly to account for some of the differences in the Tunisian theater.

For those who've played the DESERT FOX Game before, this game can probably be learned in a short time. Even so, the situation in this game is so different from that of the Western Desert that the game assumes a flavor all its own.

The skillful use of defensive terrain in Tunisia is probably the key to the game for both sides. Although the burden of attacking lies with the Allies, the Axis forces have the capacity to mount a number of nasty spoiling attacks. Each side must be careful when ending a turn not to leave units unsupported in poor defensive positions.

As in the desert, supply is a major concern to both players. Coupled with the mud, the Allies will have to deal with a miserably small number of supply units for the first few turns in Tunisia. The Axis, on the other hand, must be very stingy with the supplies that arrive in great numbers at first, or these may be used up before the later stages of the game.

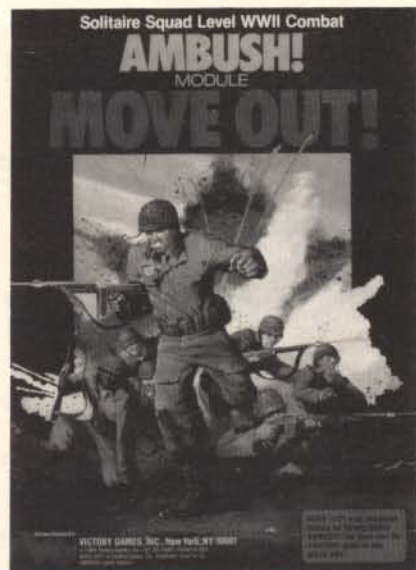
As the Afrika Korps comes onto the map, the Axis player must decide where the Korps will make its stand. It is very tempting to stop early to block the 8th Army's advance; but be careful of letting the rearguard get outflanked and cut off. For those who are really ambitious, they can try the campaign game; the combination of these two games makes for very complete coverage of the North Africa theater, allowing for a wide variety of possible outcomes.

Doug Niles ■■

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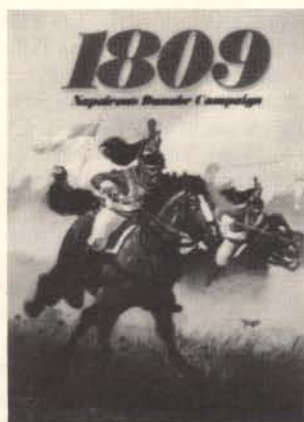
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DISPATCHES

Lizard Tales

Please add my congratulations to those you have already received for the excellent job you have done in reconstructing STRATEGY & TACTICS® Magazine. The magazine is certainly on par — even above in many areas — with S&T™ Magazine as published by Simulations Publications.

I noted with interest in issue Nr. 96 (SINGAPORE™ game) the comments by Capt. Joseph Miranda on the relative lack of "soul" in S&T™ Magazine games. To some extent I agree — the RDF™ Game was a glaring example of a soulless exercise — as Miranda would put it, we lined up some tanks and anti-tank guns and started shooting. So what? There was little study or simulation of the Rapid Deployment Force and all its geographical, political, and military problems and implications.

I also tend to agree that your maps don't really capture the flavor and spirit of the respective games — those mountains in the NORD KAPP™ and SINGAPORE Games look like lizard tails and the roads and river networks are rendered so poorly as to make them barely discernable.

These minor criticisms aside, I liked the SINGAPORE Game and the numerous options you built into it for the "what-if" scenarios — too often historical games attempt to make the player "rewrite history" with only that which was historically employed. You have also reached a nice balance with the main article and the various departments; it's nice to see that you cut back the Feedback section to a manageable department, although there's not much to choose from as far as new game ideas are concerned.

Again, STRATEGY & TACTICS Magazine looks great. Just keep an eye on those lizard tails!

John R. Brooker
San Diego, CA

It's Frere

Please permit me to call your attention to a serious error of style in Richard Berg's Isandhlwana article in S&T Nr. 95. Sir Bartle Frere is mentioned correctly once; thereafter he is referred to as "Bartle." "Bartle" should never be used except in the juvenile years of biography.

Eric Prasse
New Orleans, LA

"Job Well Done"

I have just completed the A GLEAM OF BAYONETS™ Game and had to compliment you on a job well done. The quality of the materials was outstanding — from counters

that were pleasing to the touch, to a colorful map that was pleasing to the eye.

The game rules were well written (and edited) and contained the time-saving index to the general TSS rules that we gamers have come to appreciate.

Again, congratulations on a job well done.

Francis L. White
Chicago, IL

SINGAPORE™ Game

Compliments on the SINGAPORE Game in S&T Magazine Nr. 96. The two-map format works well and avoids a simplistic resolution of a larger-scale campaign; the choices of transport, interception, combat mode, and options work against pat solutions. The low unit count and straightforward mechanics allow completion in a single evening (an important point for those with jobs and families). The components are handsome (especially the map) and well designed for their game functions.

The only fly in the soup is the not entirely "ept" job done by your die-cutter. Separating the counters — unless you aren't bothered by dangling clumps of pulp and torn corners — requires a session with an X-acto and the entire counter sheet. I would suggest that attention to more precise cutting, and to the crinkling of the paper on the reverse side of counters, would lend a minor but useful fillip of attraction to your games.

In general, however, the magazine is looking fine, and the quality of games is good (if not, as with Nr. 95, exactly thrilling). I am pleased with the leap-of-faith investment I made in the new S&T Magazine; keep it up.

Clark T. Irwin Jr.
Cape Elizabeth, ME

Nr. 95 Comments

The "Soldiers of the Queen" article (in S&T™ Nr. 95) was a good summary of a very colorful part of British history. As a fan of the two "Zulu" movies I was delighted to see the Zulu War in S&T Magazine at last. The imperialism article was a good complement to the British Empire piece in Nr. 92. FYI was great as usual. "Berg's Review" also came through again, though I'm still waiting for more Victory Games reviews. "MOVES® Replays" was a wasted effort because it didn't address the fundamental flaws in the AMERICAN CIVIL WAR® Game.

The SOLDIERS OF THE QUEEN™ Game looks pretty good, though I confess I've only tried the Isandhlwana scenario. At any rate, Richard Berg seems to have captured much of the historical flavor of that battle. However, I found a few problems

with the game mechanics.

Overall, I'd say S&T Magazine Nr. 95 was one of TSR™'s better efforts. If S&T Magazine could come up with an occasional FIFTH CORPS™ Game or the Panzergruppe Guderian™ Game to complement its merely good games, the magazine would be better than it was in Simulations Publication's heyday.

Gary Hladik
Saratoga, CA

Kamps Reply

A letter from Captain Joseph Miranda appeared in S&T™ Magazine Nr. 96, touching on the NORDKAPP™ Game. I will address his points in order.

1) "A stale set of rules." I refuse to inject novelty for its own sake. I believe that gamers feel more at home with standard rules covering basic mechanics rather than have to learn a new system each time they play a new game. Important features that distinguish the setting, time, units, etc., are, of course, non-standard.

2) "Any originality northern warfare might have had was lost. The map, while colorful, does not impart any sense of the Arctic." Evidently the Captain didn't bother to read the climate and weather rules, or distinguish the difference in unit mobility. If he has a gripe about the maps, he can take it to the Defense Mapping Agency and see if I have accurately analyzed Series ONC Sheet 2, and Series TPC Sheets C-2A, C-2B, C-2C, and C-2D correctly.

3) "Lack of support elements." Most wargames abstract logistics to a logical extent in order to place the player in the seat of a tactical commander — not his G-4 staff!

4) "For a couple of turns it was like Afrika Korps, with mobile units zipping along." The last time I played the Afrika Korps™ Game, there were no massed airborne drops, weather rules, unit differentiation by equipment status, helicopter operations, air units, or indeed much meaningful terrain. Given a few more game turns, Captain Miranda may have discovered these.

5) "I remember a time when wargaming was a kind of magic, when opening one of those old Avalon Hill boxes was a doorway into another world." Aside from the fact that those old AH games bore no resemblance to the operational factors bearing on the subjects they treated, if Captain Miranda feels more comfortable with the "magic" of "another world," maybe he should stick to fantasy and science fiction or role playing, and stay away from board wargaming.

Charles Kamps
Burke, VA

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For role-playing enthusiasts who lean more toward science fiction, there's **Lords of Creation**—also a totally new RPG system, and extremely unique in that the adventures can take place in any setting—past, present or future. Typical settings include fantasy, science fiction, time travel, alternate dimensions, mystery thriller, parallel worlds, and horror and science fantasy. In no way is this system "generic," yet it has its own consistent theme, with a combat system designed to handle any situation from sword play through rifle fire to blaster shots, plus psychic futuristic and magical powers. Basic **Lords of Creation** includes a 64-page Rules Book, a 64-page Book of Foes plus polyhedral Dice. **What about support material?** Already there's module #1—**The Horn of Roland**, plus module #2—**Yeti Sanction** and module #3—**Omegakron** soon to follow.

Avalon Hill is in tune with the current tastes of the role-player, and with the hard-line military strategy buffs, too! **Panzergruppe Guderian** presages to be the end-all and be-all of Russian Front WWII simulations. Rated "4" on the Avalon Hill complexity scale (1=easy, 10=difficult), **Panzergruppe Guderian** is a highly detailed and realistic simulation of one of the most critical early campaigns of WWII. The game is both deceptively simple to learn and remarkably enjoyable and informative to play. As the

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German player, you have the opportunity to re-create Guderian's "Lightning War." You, as the Soviet player, must figure a way to stop the Nazi express short of the political and cultural capital city of Moscow. More than 200 "unit counters," a large 22" x 32" mounted mapboard, and easy-to-digest rules are featured in this marvelously accurate portrayal of "life on the Russian front." **Panzergruppe Guderian** can even be played solitaire without any serious difficulty.

Presented just in time for the Olympics broohaha is **Decathlon**. To those who think it is the old Track Meet rehashed, well, you're not too far wrong. Except, we've added a new twist that allows you to compete against the 7 greatest athletes of all time. Is there strategy in **Decathlon**? You better believe it! Many factors must be considered aside from pure statistics, including stamina, risks of foul, injury, fatigue . . . and, as the lead changes from event to event, it will take a shrewd tactician to get the most out of your athlete's abilities while capitalizing on opponent's limitations. "The most realistic track and field game ever devised," comes complete with Play/Action Charts, historical summary, and playing aids for 1 to 7 players, ages 10 & up.

For all the non-fantasy gamers in the world, there is **Venture**—where one enters the real world of finance and big business. Actually, it's just a leisure time card game—but what a card game . . . great because of its interactive nature; you dictate not only your own fortunes but, with deft play, those of your opponents. **Venture** is the embodiment of big business excitement without its customary risks to your pocketbook. Here you can do the things to others you don't really have the guts to do in actual business practice; here you learn how the top executives skillfully organize their holdings—how they engage in proxy fights—all the things you've fancied yourself doing, but didn't have the nerve to do before. **Venture**—a fast-paced, quick-play fun game for 2 to 6 players, teens and adults alike.

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Edited by A.A. Nofi

DID YOU KNOW?

► During the Second World War, the US Armed Forces had an average of 60 convictions by courts-martial each day.

► In the 150 years from 479 B.C. through 338 B.C. Athens, during its so-called "Golden Age," was at war an average of two out of every three years; no period of peace lasted as long as ten years, and one war lasted nearly 30 years.

► Despite strenuous efforts to put an end to the practice, duels were so popular in the French Army during the reign of Louis XIII (1610-1643) that an average of 121 officers died in such each year.

► Marshal Vauban (1633-1707), the French fortification and siege expert, calculated that any fortress in the world could be captured in one month, provided that besiegers had 60,000 infantrymen with 2,400 tons of supply supported by 130 heavy guns provided with 16,000 rounds (132 tons of ball and powder), all of which required 20,000 horses and 80,000 tons of fodder in supplies.

► The first British infantry battalion to report not a single illiterate man in its ranks was the 1st Gordon Highlanders, in 1933.

► During the 1973 Arab-Israeli War, losses averaged one tank every fifteen minutes and one airplane every hour.

► From 27 May 1944 through to the end of the Second World War in the Pacific, Japan lost 3,913 aircraft in *kamikaze* attacks while sinking 62 Allied vessels of various types and damaging an additional 370 ships.

► Pay in the Royal Prussian Army in the period after the Napoleonic Wars was so poor that young Helmuth von Moltke once translated Edward Gibbon's enormous *The Decline and Fall of the Roman Empire* into German in order to raise cash.

► Senior officers of the US Navy Medical Corps once fought a lengthy bureaucratic battle in an effort to secure tactical command of hospital ships.

► In 1943, all 4,400,000 pairs of scissors produced in Occupied Europe were requisitioned for the use of the German Armed Forces.

► Not a single person of the nearly 4,500,000 American military personnel transported overseas during the First World War was lost in transit to enemy action, though 71 men did die of disease or accidents en route.

FEATURED: THE BABY BLITZ, THE MORMON BATTALION, US WAR COSTS, AND MONITOR-MERRIMAC.

FOOTNOTES

Uranium Ore

BEFORE WORLD WAR II, THE BELGIAN company Union Minière du Haut-Katanga was one of the world's leading producers of uranium ore. This ore was mined in the Belgian Congo and was shipped to research facilities around the world, there being no industrial use for the stuff at the time. In 1939, the company's president was informed by European scientists of the potential military value of uranium. Shortly after the invasion of Belgium in 1940, he had 1200 tons of uranium ore shipped to the United States and stored in metal drums in a warehouse on Staten Island.

In September 1942, the secret Manhattan Project was well underway when it was discovered that uranium ore was almost impossible to find. Without a source of ore, the Manhattan Project would be unable to build an atomic bomb. No one in the project knew about the ore stored on Staten Island until the company contacted the US government about selling some uranium ore. When a project representative contacted the company's president, the latter refused to sell ore to the representative unless he could be assured that the material would be used for military purposes. He was given this assurance, and shortly thereafter the Manhattan Project acquired its needed uranium ore. *Kenneth I. Roy*

A Marshal's Record

The wounds of Nicolas-Charles Oudinot, *Duc de Reggio, Marechal de l'Empire Française* under Napoleon:

Year	Ball	Saber	Other	Total
1793	1			1
1794	1			1
1795	1	5		6
1796	1	4		5
1799	3			3
1805	1			1
1807			1*	1
1809	1			1
1812	3			3
1814	1		1**	2
Total	13	9	2	24

Notes: Oudinot, whom Napoleon introduced to Tsar Alexander I in 1807 as the very Bayard of the French Army, appears to also have been the most wounded man, and certainly the most wounded general, in the long wars of the Revolution and those of Napoleon, averaging 1.14 wounds or combat related injuries per year from 1793 through 1814. His collection included a leg broken on the battlefield while leading his troops (*) and wounds from a cannon ball which nearly killed him (**), as well as an impressive number of musket ball and saber wounds. (Second place was claimed by Marshal Emmanuel Grouchy, who alleged

18 wounds. But 14 of his were inflicted on the same occasion.) Despite his propensity for being wounded, Oudinot lived to a ripe old age, giving up the ghost in 1847 at the age of 80.

The First US-Japanese Conflict

IN 1863, NINE YEARS AFTER JAPAN SIGNED its first treaty of friendship and commerce with the United States, the Japanese attacked without warning the American mail steamship *Pembroke* in the Shimonoseki Strait as it was leaving Yokohama for Shanghai. Dodging the shore batteries, *Pembroke* was overtaken by three Japanese gunboats and captured, thus preventing the US mail from arriving at Shanghai. USS *Wyoming*, which was looking for the Confederate raider *Alabama* in Japanese waters at the time, heard of the *Pembroke* incident and made for the Shimonoseki Strait. There, it was fired on by shore batteries and ran aground while returning fire. The US ship was pounced upon by the three Japanese gunboats, all of which *Wyoming* promptly sank with gunfire. The ship's engines then backed the vessel off the snag, and *Wyoming* then silenced the shore batteries. The entire battle had lasted only 70 minutes. Japanese leaders blamed the attack on the militaristic Chosu clan and stated that the attack had occurred without the blessing of the Emperor. Nearly 80

*Nearly every operational plane — some 447 planes — attacked London.
... the strongest air attack since May 1941 when 507 German planes attacked.*

years later, however, militarists seeking war with the US would have little difficulty obtaining such blessings of the Emperor.

Kenneth I. Roy

For the Encouragement of Others

AFTER RECEIVING NUMEROUS REPORTS ON the low morale and high desertion rates of German soldiers, the commanding officer of Army Group G in southwest Germany, SS Obergruppenfuehrer Paul Hausser, issued a special order on 10 February 1945. Being a good Nazi, he had a suitably National Socialist solution to the problem.

"Preventive measures are urgently needed," he wrote. "One of our armies has accordingly asked that the measures regarding the arrest of family hostages be made known to the troops. It should, however, be remembered that the threat of arresting dependents has lost much of its force, particularly when the families concerned are in enemy-occupied territory."

While one might question whether the lack of suitable family hostages had much to do with it, the Thousand Year Reich had less than ninety days to survive when Hausser penned this order.

Lee Enderlin

The Mormon Battalion

IN 1846, BRIGHAM YOUNG ORGANIZED THE Mormons for the trip west to the Great Salt Lake region. Previous to this year, President James K. Polk had ignored the Mormons. However, the US was now at war with Mexico. Polk recorded his worries in his diary: "If in a hostile mood, they [the Mormons] turn up in California at some delicate moment in the progress of the conquest, they might throw all plans out of joint."

In order to prevent this, Polk allowed the Mormons to settle where they wished and authorized the recruitment of a Mormon battalion. Capt. James Allen was sent to the Mormon camp to raise this battalion. He arrived there on 26 June 1846 and soon recruited 526 men. Mormon volunteers marched to Ft. Leavenworth, Kansas, for training and outfitting. Capt. Allen was promoted to lieutenant colonel and became the battalion commander. At Ft. Leavenworth, the battalion also suffered its first casualty, when Lt. Col. Allen became ill and died. Lt. A. J. Smith became the new commander over the objections of the Mormon com-

pany commanders.

On 12 October, Lt. Col. Philip St. George Cooke received into his command at Santa Fe the newly trained and equipped Mormon Battalion. His first action was to send the 103 weakest men home. On 10 November, he released another 55 men due to sickness. Without having seen one enemy soldier, the battalion had lost 30% of its fighting strength and was down to 364 men.

On 11 December 1846, the battalion loaded its muskets for the first time. While crossing the San Pedro River, the unit was attacked by a herd of wild bulls. The final count was 80 bulls and 6 mules killed, along with several soldiers gored. On 14 December, the battalion saw the enemy for the first time. A patrol of four Mexicans was captured outside of Tucson. One was released to go back to the Mexican garrison commander at Tucson to ask for his surrender. The request was rejected. The battalion then loaded its weapons for a second time, deploying and advancing into Tucson. In town, Cooke found that the entire Mexican garrison had fled. The battalion then moved on to California.

In early July 1847, the battalion was mustered out. One full company reenlisted; the others drifted north toward the Salt Lake Basin. While the battalion contributed little to the American victory in the war with Mexico, it did contribute a

great deal to American history. The battalion's route became the path that the Southern Pacific Railroad would follow. Some men from the battalion settled at Sutter's Mill and would later discover gold there. The members of the battalion who returned to the Salt Lake region took with them knowledge of irrigation techniques that they had observed while campaigning in the southwestern U.S., which enabled them to turn the Salt Lake desert into a rich agricultural region. Finally, the Mormon trail opened the way for the California gold rush of 1849. Altogether, it was not a bad record of achievement for an outfit that never inflicted a single casualty on the enemy.

C. Michael Short

Nonenlisted Minesweepers

RECENTLY, THE US NAVY ANNOUNCED that it would bolster its minesweeping force through the use of privately-owned fishing trawlers in time of war. Called the Craft of Opportunity Program (COOP), this plan consists of fishing trawlers modified to act as minesweepers in emergencies. Manned by naval reservists and Coast Guardsmen, the trawlers are a useful addition to the Navy and are cost efficient. The trawlers remain privately owned until needed to augment the US naval minesweeping forces.

The concept is not unique, however. The Royal Navy used converted trawlers in

The Baby Blitz

AFTER THE FAILURE OF THE AIR OFFENSIVE AGAINST GREAT BRITAIN IN LATE 1940 AND THE spring of 1941 during World War II, the German Luftwaffe went permanently on the defensive in the West. Although German bombers continued night raids on England, averaging four or five raids a month in 1943, it was not until January 1944 that the Luftwaffe was able to attack London on a consistent basis. On 21 January, the "Baby Blitz" was inaugurated: nearly every operational German plane in the West — some 447 planes — attacked London. This was the strongest air attack since May 1941 when 507 German planes attacked London.

Eight days later there was another German air raid at about half that size. The results were appalling: the Germans lost nearly 8% of their attacking force, while less than 25% of their bombs hit London. The British defenses, notably the fast Mosquito night-fighters, the improved radar, and the anti-aircraft guns, were far more advanced than those of the 1940-1941 Blitz; the German force, however, consisted largely of outmoded Junkers 88 and Dornier 217 aircraft, which had spearheaded the first Blitz. Only about one-fifth of the German force comprised modern aircraft: Heinkel 177s, Junkers 188s, and Messerschmitt 410s.

Nine more raids on London were held in February and March 1944, with a declining number of sorties on each occasion due to heavy losses and maintenance difficulties. The last major raid on London, on 18 April, consisted of only 125 bombers — a far cry from the large raids of the first Blitz, the largest of which included 712 aircraft on 19 April 1941.

The "Baby Blitz" highlighted the great decline of the Luftwaffe and its qualitative and quantitative inferiority to the Allied air forces, which were capable of attacking Germany with hundreds of aircraft on a regular basis. Only with V-1 and V-2 weapons was Germany able to seriously attack London again.

John McLeod

*By nightfall the crews from the stricken warships had been rescued;
by morning, both British battleships had sunk.*

the Falklands conflict. In fact, ten bouyant mines were successfully cleared by the Royal Navy's minesweeping trawlers.

Previous experience with using mine-sweeping trawlers in the Royal Navy has not always been quite as successful. In the Gallipoli campaign in 1915 during the First World War, the British inability to effectively minesweep the Dardanelles Straits had a direct impact upon the success of the operation. Had the trawlers been able to clear the Dardanelles of mines, the costly invasion of Gallipoli might have been avoided.

The attention on Gallipoli and Turkey stemmed from the need to relieve some of the pressure on Russia, Britain's ally. Responding to a request from the Tsar, the British Admiralty felt that a fleet could break through the Dardanelles and open a passage to the Black Sea, thus opening up that sea route for Allied supplies. Winston Churchill, of course, was a staunch proponent of the effort. As the British Army did not want to divert ground forces from France at the time, a naval expedition was proposed in its place.

The major obstacles facing the Royal Navy were the Turkish forts and minefields protecting the straits. To destroy the forts, the mines had to be cleared so that the warships could get close enough for their guns to be effective. However, until the forts could be silenced, the minesweepers could not clear the mines.

On 2 March 1915, the British admiral in command of the expedition anticipated that his forces could be in Constantinople within fourteen days. However, he was not taking into account the difficulties that his mine-sweepers were having. Manned by civilian crews from English fishing ports, the mine-sweepers were merely converted fishing trawlers. Even more significant, the civilian crews did not mind clearing mines, but were not too keen about working under gunfire.

By 10 March, after little success, the civilian crews were offered a bonus to sweep during a night encounter. That night the Turkish guns were not silenced by the British warships, and the Turks opened fire on the trawlers. Spotting with searchlights, the guns harassed the minesweeping operation so much that four trawlers did not deploy their sweep gear. Then one of the two remaining trawlers struck a mine and sank, causing the others to retreat.

The next night all seven minesweepers

involved fled as soon as the firing began. New crews were mustered from regular Navy personnel, and some progress was made in sweeping in the days following. Mines were exploded and the area was thought to be clear for a major naval bombardment.

On 18 March, eighteen British and French warships pushed into the Dardanelles to engage the Turkish forts. The water had already been swept for mines; this was verified by aerial observation. However, the Turks had managed to seed twenty mines in a line parallel to the Asiatic shore. The field went undetected and was in an area where the ships had been seen to maneuver on previous occasions.

After two hours of bombardment, the French ships were directed to retire. The old French predreadnought battleship *Bouvet* then hit a mine, capsizing and sinking with a loss of 670 men. It was thought that a Turkish shell had just been lucky, so it was another two hours before the mine-sweepers were ordered forward. Four trawlers were able to clear three mines, but the remaining mines in the line still went undetected. The Turkish fire increased as the trawlers started sweeping.

Soon afterwards, the relatively new British battlecruiser *Inflexible* struck a mine. Although damaged, it was able to limp to safety, but within five minutes the old British battleship *Irresistible* also hit a mine. Another old British battleship, *Ocean*, was ordered to close to *Irresistible*, but it too struck a mine. By nightfall, the crews from the stricken warships had been rescued; by morning, both British battleships had sunk.

The remaining ships withdrew, and the Allied admirals tallied their casualties. The three sunken capital ships and the one damaged by mines, along with some shell damage from the forts, had cost the Allies dearly. Initially, it was still thought that naval forces could break through the Turkish barrier. Optimism soon waned, however, and by April the decision had been made to conduct an amphibious assault at Gallipoli.

The privately-owned trawler-mine-sweepers had been ineffective in clearing the straits. Although new crews were found, the minesweeping was not renewed and an important opportunity was lost. The inability of these "crafts of opportunity" to perform their mission directly impacted the entire campaign and resulted in the fiasco

that was Gallipoli. It is hoped that the use of modern trawlers as minesweepers will not repeat the mistakes of 1915.

Kendall King

The Cost of America's Wars 1775-1984

Conflict	Cost in \$1,000,000s	
	Current	Constant (1980s)
Revolutionary War (1775-1783)	100	650
War of 1812 (1812-1814)	93	473
Mexican-American War (1846-1848)	73	702
Civil War (1861-1865)	3,200	88,182
Spanish-American War (1898)	400	4,160
World War I (1917-1918)	26,000	149,890
World War II (1941-1945)	288,000	1,420,874
Korea (1950-1953)	54,000	176,605
Vietnam (1964-1972)	111,000	276,968
Peacetime (1980s)	130,000	135,200

This table compares the cost of America's principal wars since 1775 on the basis of current and constant dollars. *Current dollars* refers to the actual expenditure in dollars of the period in question, while *constant dollars* converts that value into monetary terms of the 1980s. Thus, a 1775-1783 dollar would have the equivalent purchasing power of \$6.50 in the 1980s. Expressed in dollar figures, the table certainly suggests that the country's wars have become more serious with the passing centuries. But even converting the figures to constant dollars does not accurately account for the malignant effects of inflation, not to mention occasional bouts of deflation accompanying economic depressions and rapid advances in technology. Certainly, one would expect that the Revolutionary War and the Civil War (for which figures *exclude* the Secessionist States), both desperate conflicts involving national survival, would have been a bit more expensive than such adventures as the Mexican-American and Spanish-American Wars. Looking at the data in another way, on a per capita basis, can give a more accurate assessment of the intensity and desperation of each conflict.

While these figures seem more reasonable, even considering the matter on this basis does not seem to accurately reflect the importance of each conflict. Indeed, if the figures were further divided so as to at-

Conflict	US Pop. (Millions)	Total Cost in Dollars Per Capita	
		Current	Constant (1980s)
Revolutionary War	3.5	29	186
War of 1812	7.6	12	62
Mexican-American War	21.1	3.5	33
Civil War	25.2	127	3,500
Spanish-American War	74.6	5	56
World War I	102.8	253	1,458
World War II	133.5	216	10,643
Korea	151.7	356	1,164
Vietnam	204.9	542	1,352
Peacetime	226.0	575	598

tain a monthly per capita expense, the decidedly minor Spanish-American War would end up being more expensive at \$14.00 per capita than the decidedly important Revolutionary War, at a mere \$2.45 a month. There is a better means of calculating. For wars are not fought by money, but rather by men using money and the things money can buy. And a military participation ratio can be calculated for each of these wars, rendering a decidedly greater indication of the importance of each than mere money can possibly suggest.

Military Participation Ratio

Conflict	US Pop. (Millions)	Personnel	
		Enrolled	% Under Arms
Revolutionary War	3.5	ca. .200	5.7
War of 1812	7.6	ca. .290	3.8
Mexican-American War	7.6	21.1	.079
Civil War	25.2	2.123	8.4
Spanish-American War	74.6	.307	0.4
World War I	102.8	4.735	4.6
World War II	133.5	16.113	12.1
Korea	151.7	5.720	3.8
Vietnam	204.9	8.300	4.0
Peacetime	226.0	2.000	0.9

On this basis, the nation's wars are put into a more accurate perspective, with the more critically important struggles clearly shown as being those with the highest military participation ratios, though it seems that World War II is still rated as considerably more critical than both the Revolutionary War and the Civil War. It should be remembered that the Revolutionary War took place before the onset of the Industrial Revolution, while the Civil War took place

before its fullest impact. In addition, neither earlier conflict saw the massive mobilization of woman power experienced in World War II. All of these factors tended to free an increasingly greater number of men for military service along with some hundreds of thousands of women.

The column *Personnel Enrolled* represents the number of personnel maintained in the services and, therefore, is somewhat unreliable because it includes multiple enlistments in wars prior to 1900. In addition,

figures for the Korean and Vietnam conflicts are distorted to some extent by the fact that a significant portion of the forces under arms during both these conflicts were not, in fact, actually engaged in warfare, but were securing America's other newfound military frontiers.

One interesting fact emerges from all three tables: almost any way it's figured, America's most inexpensive wars, those with Mexico and Spain, were also the most profitable ones.



DATA FILES

Monitor and Merrimack Oddities

THE DUEL BETWEEN THE CONFEDERATE and Union ironclads CSS *Merrimack* and USS *Monitor* on 9 March 1862 during the Civil War is well known to all students of military history as the first combat between armored warships. Less known is the chance nature of their meeting and numerous other peculiarities about their careers and the engagement.

The ironclad *Merrimack* should more properly be called *Virginia*. The original *Merrimack* was a Union steam-driven frigate that was scuttled on 20 April 1861, when the Yankees evacuated Gosport Navy Yard at Norfolk, Virginia, after that state seceded from the Union. The Confederates raised the hull of *Merrimack* in May and began converting it into an ironclad warship in July. It was rechristened CSS *Virginia* when commissioned on 17 February 1862.

The Yankees were aware of the construction of *Virginia*, and greatly feared that it would break through the blockade and attack shipping at New York, Philadelphia, or any other port, or even assault Washington, D.C. Such fears were actually not realistic. *Virginia* made use of *Merrimack*'s engines, which had been condemned and were awaiting replacement when the ship was scuttled. The immersion of the engines in the muddy waters of the Navy Yard did little to improve their reliability. The Rebels were aware of the poor quality of these engines,

but had to use them for lack of anything better available. For this reason, the Confederates had no expectation of taking their ironclad on the high seas. In fact, *Virginia* spent its whole life in Hampton Roads and the lower James River.

Work continued on *Virginia* until 8 March 1862, the day the ship went into action at Hampton Roads. Its engines had hardly been tested, and none of its guns had been fired yet. Nevertheless, *Virginia*'s first combat was a total success. *Virginia* first rammed and sank the old sailing ship *Cumberland*, a 30-gun frigate, and forced the 50-gun frigate *Congress* to run aground and strike its colors. The day of the wooden warship was at an end.

That the two opposing ironclads met at all near Norfolk was due largely to chance. *Virginia* had been scheduled for completion early in 1862, but had met long construction delays because of difficulties obtaining machinery, iron plates, and railroad transport. Its first "sea trial" was conducted on its way to combat on 8 March. The *Monitor* was also a rush job, designed specifically to face *Virginia*. The construction of *Monitor* was begun in October 1861 and was scheduled to be completed in 90 days. Various problems delayed its commissioning until 25 February 1862. After a few sea trials and hastily completed repairs, *Monitor* left New York for Newport News on 6 March. It arrived at the Union-held Fortress Monroe after dark on the 8 March, in time to see the burning *Congress* blow up and to save the rest of the fleet on 9 March.

"War got its first bad name — from soldiers."

D.J.R. Bruckner

If *Monitor* had followed orders, it would not have fought *Virginia* when it did. Immediately after *Monitor* left New York, the US Navy sent orders for the ironclad to proceed to the defense of Washington. Since *Monitor* was by then already at sea, it did not receive its new orders until it reached Hampton Roads. There circumstances demanded its continued presence rather than a withdrawal to Washington.

Lt. John Worden, 44, commander of *Monitor* had been captured by the Rebels soon after Fort Sumter and was imprisoned for seven months before being exchanged. *Monitor* was his first wartime command. *Virginia*'s commander, Flag Officer Franklin Buchanan, age 62, had been the first Superintendent of the Naval Academy at Annapolis. At the outbreak of the war, he resigned his commission because he expected his native Maryland to secede. When Maryland did not do so, Buchanan tried to take back his resignation, but was not permitted to do so. His brother stayed in the Union Navy and was aboard *Congress* when it was sunk by Buchanan's *Virginia* on 8 March.

Both ironclad commanders were wounded in the engagement at Hampton

Roads. On 8 March, when he went on deck to yell at the Yankees for shooting at his men who were removing wounded from the surrendered *Congress*, Buchanan was hit in the leg by Union troops that were firing from the shore. On 9 March, Worden was wounded in the face by a direct hit from *Virginia* on *Monitor*'s pilot house.

Monitor had only two guns, both 11-inch Dahlgren smoothbores. Because of the arrangement of the portals in its turret, only one gun could be fired at a time. *Virginia* had ten guns, four on each broadside, one at the bow, and one at the stern, comprising six 9-inch Dahlgren smoothbores, two 6-inch rifles, and two 7-inch rifles. Though the two ironclads pounded each other on 9 March at ranges as close as ten yards, neither harmed the other beyond dents and concussions. The worst *Virginia* suffered was the loss of its iron ram when it sank *Congress*. *Monitor*'s worst wound was the pilot house hit which incapacitated Lt. Worden.

Both sides claimed to have won the combat of 9 March. *Monitor* drifted for awhile after Worden was wounded, leading the Confederates to believe that they had won the day. However, in order to turn

around to destroy the rest of the Union fleet, *Virginia* needed to withdraw quite a ways to seek deeper water. The men of *Monitor* interpreted this as a retreat, and so also claimed victory. Their duel was in every sense of the word a draw.

The two vessels faced each other several times after their historic engagement of 9 March 1862, but neither would take up the challenge to battle. Each commander believed, perhaps justifiably, that his ship was too valuable to risk again.

Both vessels met rather ignominious ends. Since its deep draft prevented it from sailing up the James River to Richmond, *Virginia* was blown up on 11 May 1862 after its base at Norfolk was captured. *Monitor* survived another seven months, only to be swamped in a storm off Cape Hatteras on the night of 30 December 1862. Its remains were located a few years ago, and various items have been salvaged from it, but *Monitor* cannot be raised economically; the wreck is upside down and was also badly damaged in World War II when it was mistaken for an enemy submarine and subjected to a depth charge attack.

David G. Martin ■ ■

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TORCH *of* LIBERTY

The Fight for Tunisia

by Douglas Niles

Claws of the Fox: American troops in Tunisia got a warm initiation into combat when Erwin Rommel's Afrika Korps turned on them. US units undergo shelling as a wounded soldier (foreground) receives first aid.

ON 7 NOVEMBER 1942, THREE ALLIED task forces, including some 200 American and British warships, 69 transports, and 200 storeships, gathered off the northwest African ports of Casablanca, Oran, and Algiers. The Western Task Force (General Patton commanding) was to seize the towns of Safi, Fedala, and Mehdiya in Morocco; the Central Task Force (General Fredendall) was to make landings on either side of Oran; and the Eastern Task Force (General Ryder) was to strike at three beachheads around the major port of Algiers. Early on 8 November, 61,000 troops hit nine beaches while an airborne assault flown from England attempted to take an airfield near Oran. Operation *Torch*, the Allied strategic plan to liberate French North Africa and evict the Axis from the continent, had begun.

Torch was the first planned World War II operation to combine the forces of Britain and America in coordinated blows against the Axis. It was also the largest amphibious operation in history up to that time. Ironically, the immediate foe of the invasion was not Nazi Germany, but the neutral forces of Vichy France. The decision to embark upon *Torch* was only reached after intense debate among the military and political leaders of both Allied nations. The plan chosen was a compromise of the differing perspectives of the Americans and the British. Because the French harbored bitter feelings toward the British for their opposition to the Vichy regime, American commanders for the expedition were chosen.

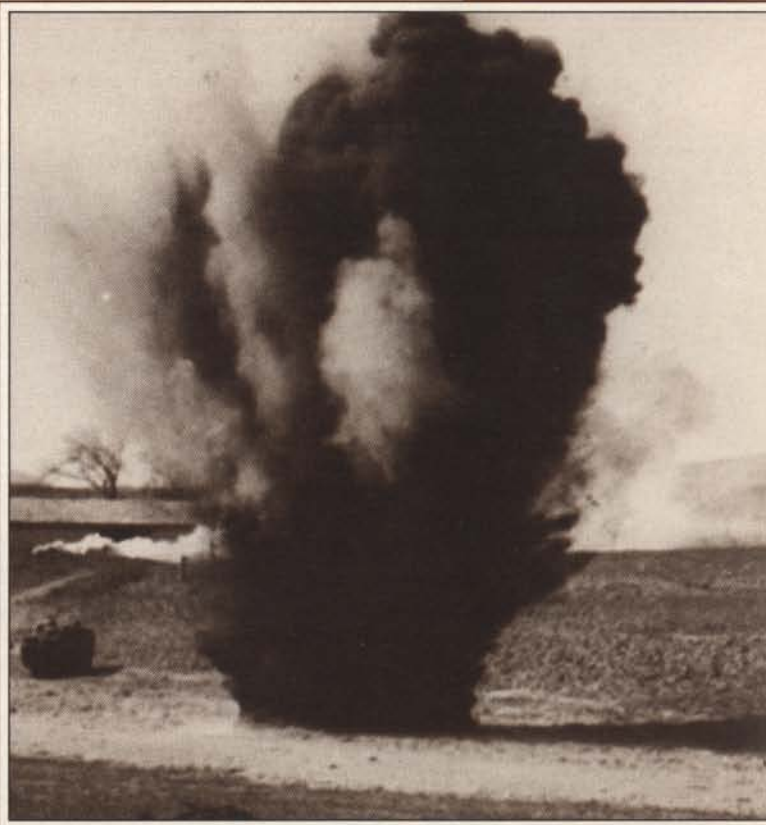
The Naval Battle and Landings

A MAJOR POINT OF TACTICAL CONCERN for the Allies was the French naval detachment in the port of Casablanca, where the partially completed battleship *Jean Bart* (with operational armament), the cruiser *Primaguet*, seven destroyers, and eight submarines were stationed. The port was the immediate object of shellfire and carrier-borne dive bomber attack, which succeeded in putting *Jean Bart* out of action; but the other French warships broke out of the harbor and made a high-speed dash toward the American transports off the nearby beaches of Fedala.

Forcing an outer screen of vessels to scatter, the French ships charged a line of American cruisers and destroyers. Allied dive bombers roared in to the attack while French submarines angled to lay a deadly net of torpedo tracks across the path of the Allied ships. Soon, French aircraft from nearby airfields arrived and the battle raged above, below, and upon the ocean. Two gallant attempts were made by the outnumbered and outgunned French to cross the

American line, but both times they were repulsed. When the battle was over, two French warships had been sunk, and five of the six surviving vessels, heavily damaged, reached harbor, where two more sank.

A different naval situation existed at Oran and Algiers: two cutters carrying several hundred troops rushed the harbor at Oran, and two destroyers attempted the same tactic at Algiers. The objective of each mission was the capture of port facilities intact, which was rather ambitious considering the forces allotted. The two British



cutters *Hartland* and *Walney* sailed into Oran harbor, displaying a large American flag and firing every weapon that could be brought to bear. The French responded with a fusillade from shore batteries and with troops that killed half the Allied troops and wounded most of the survivors, all of whom were taken prisoner.

The British destroyers *Broke* and *Malcolm*, also flying American flags, made a rush at the port of Algiers three hours after the first assault waves had gone ashore at nearby beaches. Again, French fire was accurate and deadly, as both destroyers were forced to withdraw.

In 1942, none of the sophisticated vessels for carrying troops and equipment ashore which would play such major roles later in the war existed. Most of the troops were carried in regular ship's boats, and the heavy equipment was aboard craft that

could not negotiate the shallow water near the beaches. Coupling equipment limitations with the inexperience of the troops and sailors on matters of amphibious operations resulted in many foul-ups. Confusion reigned as landing craft piled up on shore or became tangled in traffic jams. The handling of equipment and supplies was awkward and disorganized, causing inevitable delays in consolidation and exploitation.

The Battle Ashore

MAJOR GENERAL GEORGE PATTON WAS less than pleased as he stepped onto Fedala

the invasion. Light opposition was quickly neutralized. At the same time, problems with landing craft carrying valuable tanks were being resolved by the construction of a pier that would reach from the beach to deeper water. On the easternmost landing beach near Oran, a team of US Rangers was the first unit ashore. Swarming up a steep slope, the Rangers were to take out two French artillery batteries that commanded the beaches. Performing with elan, the Rangers accomplished their mission quickly, with minimal losses.

Oran was also the scene of the first

French General Charles Mast, who was able to persuade his superior, General A. Juin, not to resist the invasion. With the exception of the ill-fated attempt to rush the harbor, no resistance was encountered anywhere near Algiers. This was a fortunate circumstance because, like Patton's operation at Fedala, two of the three beaches near Algiers were paralyzed by confusion and lack of coordination.

Now ensued one of the most complicated series of political maneuverings in World War II. The Allied case, presented by General Dwight D. Eisenhower, with the aid of Robert Murphy, was examined by a succession of French leaders. General Henri Giraud, asked by the Allies to issue instructions to the Vichy French troops in North Africa not to resist the landings, arrived at Gibraltar on the eve of the invasion with the impression that he was to command the entire operation. When this was not forthcoming, Giraud refused involvement. In all likelihood his assistance would have had little beneficial effect anyway, since, when he later shifted his support to the Allies, he was found to have very little influence over the French officials who remained loyal to the Vichy government.

Holding far more influence over the French military establishment was the respected Admiral Jean Darlan, who happened to be in Algiers visiting his sick son when the invasion began. Overcoming his initial outrage, Darlan was persuaded to recommend a cease-fire on the morning of 10 November. The fighting had been lessening since the first Allied troops had come ashore, but Darlan's order brought the fighting to a final conclusion. Back in France, the Vichy leaders Marshal Henri Petain and Pierre Laval stalled and negotiated with Hitler, sending orders and suggestions to Algiers, but the Anglo-Americans were safely ashore and had already secured their primary objectives.

Though the raw Americans regarded themselves as battle-tested following the brief engagements with Vichy forces, little real combat had occurred, as these same troops were to find out when confronting veteran German troops in the months ahead. Fortunately, this first Allied amphibious operation, which tested so many theories and initiated so many inexperienced men to war, was in fact performed against an only slightly hostile foe. Although the *Torch* landings were marked with their share of problems, including miscommunication, uncoordination, and rivalries between services and allies, a number of things went right. This was the first in a long string of Anglo-American operations that would create a record of multi-national military cooperation unmatched, perhaps,



APIWIDE WORLD PHOTOS

beach near Casablanca. Not only had the cruiser *Augusta* (Patton's transport) been occupied all morning in the gunfight against the French sortie from Casablanca, thus preventing Patton from getting ashore, but also his units on the beach now presented an image of military chaos. More than a hundred landing craft were stranded about the beachhead while supplies piled up without being moved forward to the troops. Fortunately, opposition was light and Patton's forceful presence was able to get order restored.

A slightly more efficient operation was performed at Oran, where fine coordination was exhibited between the Royal Navy and US Army. The US 1st Infantry Division under Major General Terry Allen performed well, and an armored combat team from the 1st US Armored Division made an advance of 30 miles toward Oran on the first day of

German gunners ready for action on the Tunisian front. High quality German replacements and reinforcements helped delay the Allies.

combat airborne assault of a US Parachute Task Force, which was to capture the key Tafareoui airfield. Most of these troops were dropped over the African continent, but none landed within a dozen miles of the objective. Flying all the way from England, the planes had encountered abysmal weather. Storms off of the Atlantic had resulted in complete dispersal of the transports which bore the paratroops. Fortunately, the airfield was easily overrun by American armor on the day of the invasion.

At Algiers, the landings benefited from some tangible French assistance, expressed primarily as inaction. Robert Murphy's and General Mark Clark's machinations had earned the cooperation of

in history. A massive number of troops had been placed ashore in a short time, more or less on the beaches that had been selected for the invasion. Some of these troops had sailed all the way from America, while the rest had come from England — very long life-lines for an operation of this scale.

Unoccupied France was speedily overrun by German and Italian troops as a reaction to what Hitler considered Vichy perfidy, and one of the shortest-lived and least-lamented of recent European governments essentially ceased to exist. At the same time, the Luftwaffe began an intensive airlift of troops to Tunisia. Hitler was determined, finally, to give the African Theater the support that, six months earlier, could have proved decisive. Now, it only served to delay the inevitable.

The French troops in Tunisia skillfully avoided confronting their erstwhile German allies by gradually pulling back from the areas taken by the airlifted troops. These under-equipped soldiers, under the skillful leadership of General George Barre, gradually withdrew to the hills where they served as a buffer to quick Axis exploitation.

Although Field Marshal Erwin Rommel, retreating from El Alamein to Cyrenaica, regarded the Allied invasion as the end for the Axis in Africa, The German commander in the theater, Field Marshal Albert Kesselring, had no intention of giving up the Axis holdings. His reactions were remarkably fast and effective, considering the resources at his disposal and the surprise that accompanied the invasion. Kesselring's speed, coupled with the many delays encountered by the Allies as they tried to move eastward from their beachheads, were the primary factors in allowing a Tunisian campaign to be fought at all.

The Race For Tunisia

KESSELRING WAS SOON PLACING TROOPS by air in Tunis at the rate of 750 men per day, with more troops and heavy equipment sailing across the narrow Straits of Sicily. Air units were also flown across to the fine, all-weather airfields in Tunisia. These planes included some FW-190 fighters, among the best interceptors in the world during this period. Other advanced technical machines arriving were a detachment of the new 56-ton Tiger tanks, as well as a number of the PzKw IIIs and IVs. The IVs were superior to anything the Allies had, though the Sherman was a near match; however, the Tigers were completely invulnerable to a frontal shot from any Allied tank-mounted cannon.

This hodge-podge of formations, grabbed from every source of manpower at Kesselring's disposal, was dubbed XC Corps and was placed under the command

of General Walther Nehring. Although still suffering from a wound inflicted at Alamein, Nehring was a capable commander with an aggressive fighting spirit. Sending his forces, usually of company and battalion size, into the hills around Tunis, he attempted to expand the bridgehead until he could claim that most of northern Tunisia was under his control.

The primary obstacle facing Nehring was the French force under Barre. Although the French did not attempt to initiate combat, their presence created an interesting diplomatic problem for the Ger-

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mans; and the Allied advance gained precious days while Kesselring pondered how to handle his formerly Vichy allies. In the end, the French were treated as hostile troops and attacked, but Barre had gained precious time for the Allies.

Of course, the meager stream of Allied units that began to arrive in Tunisia late in November must have been little comfort to the French. This force had been dubbed the British First Army, under the command of British General Kenneth Anderson, on 9 November; at the time, however, Anderson had little more than a division at his disposal. As soon as possible, Anderson had sent elements of his small force toward Tunisia in a desperate race with Kesselring and the calendar. The Allies were aware that, within a month, winter rains would make campaigning in Tunisia virtually impossible, so they were determined to drive

the Axis from the country before the weather intervened.

On 11 November, the 36th British Brigade landed at the small port of Bougie, 100 miles east of Algiers. One day later, a company of the 5th Northamptonshires entered Djidelli, about 50 miles east of Bougie; the 6th Commando and the 3rd British Parachute Battalion landed by sea and by air at the port of Bone, located practically at the Tunisian border.

Just how close the race to take Tunisia was at this point is illustrated by the plight of a German parachute battalion: in flight to seize Bone, they saw the parachutes of the British airborne formation as the British landed. The Germans were forced to abort their own mission because it involved seizing the same objective.

Anderson now took some time to consolidate his forces, and Nehring made good use of the pause, flinging his spearheads as far to the west as possible. To be fair, Anderson had considerable problems to overcome. His forces were not large enough for the task which faced them. The supply line for units on the Tunisian frontier reached all the way to Algiers, requiring a seven-day travel on dirt roads to reach the front. In addition, constant plundering of British supplies by the Arab population, who viewed the Axis as potential liberators from their ancient French foes, created more supply difficulties. Nonetheless, a plan was formed.

Anderson elected to make a three-pronged advance into Tunisia. To the north, the 36th British Brigade was to advance along the coast road and attempt to thrust into the northern part of the country. A collection of tank and mechanized units dubbed "Blade Force" held the center line of advance and hoped to break through all the way to Tunis, while the 11th Brigade advanced to the south. Blade Force and 11th Brigade were ordered to exploit any successes gained by the other, but distance and rugged terrain made any such assistance unlikely.

On 17 November, contact was made between German and Allied spearheads at Djebel Abiod. The 6th Royal West Kents (part of 36th Brigade), supported by a battery of 25-pounder guns, encountered a German battle group and 15 tanks. A savage firefight erupted at close range as the Germans rolled through the British infantry. A heavy curtain of shell and anti-tank fire knocked out 8 German tanks, but most of the British equipment, including APCs, trucks, and guns, was destroyed. In the end, both sides withdrew from the field. A day later, the British 1st Parachute battalion (part of Blade Force) ambushed and wiped out a German patrol near Sidi Nsir. Amidst

this developing battle, on 19 November, General Barre ordered his withdrawing French troops to resist German attempts to take a key crossroads and bridge at Medjez El Bab. They repelled two light assaults on that day and then withdrew that night. This act held significance far beyond the few hours' delay it caused the Germans, for the French had finally committed themselves to the Allied cause.

Throughout the rest of November, the front in Tunisia fluctuated almost daily, usually based on the results of small-unit actions such as these. During this period, the Allies retook Medjez El Bab and advanced to Tebourba and to even slightly beyond that strategic crossroad. These advances had pushed a narrow salient toward Tunis so that, by December, less than 14 miles separated the Allies from that port — easily the most important Axis-held objective in Africa.

But the fight had not gone out of Nehring and the Germans. General Wolfgang Fischer's 10th Panzer Division was at less than half its strength on 1 December, but acting under Nehring's orders for a counterattack, Fischer mustered some 40 tanks and moved out. This was only the first of a number of attacks by 10th Panzer which were to wreak havoc on Allied plans in Tunisia. The target for Fischer's assault was the weak northern flank of the Tebourba salient.

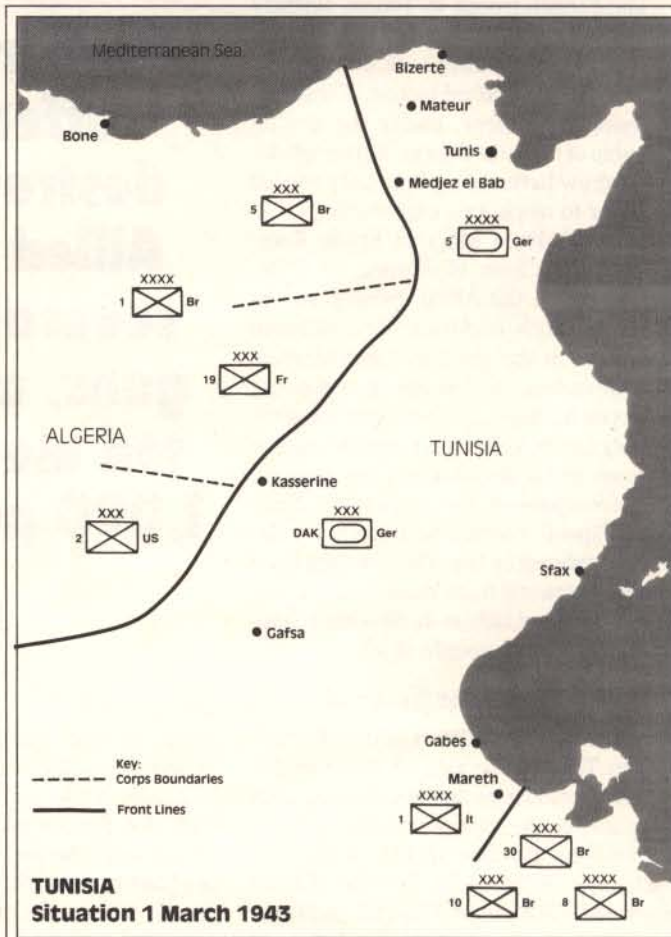
Fischer's PzKw III and IV tanks rumbled into Chouigui Pass on 1 December and immediately pushed the 1st Battalion of the 1st US Armored Regiment, with its light Stuart tanks, back to a reserve position held by the 17/21 Lancers in heavier Crusader tanks. In a matter of minutes, the Lancers had lost five tanks and had been thrown back to Tebourba, though the Germans were stopped short of the town. The next day, an attack was launched from the east against the 2nd Royal Hampshires near Djeideida, the farthest eastern Allied position. This German force was supported by 20 tanks, including several Tigers. Although the German infantry units participating were of unusually low quality, the presence of Tigers and the knowledge of their own exposed position forced the Hampshires back to Tebourba, where they joined the remnants of the East Surreys, a formation of which the companies had both been placed in thinly stretched positions far forward and been hard hit in the last few days.

Upon their arrival in Tebourba, the Hampshires and Surreys were understandably dismayed to discover that Anderson had ordered a withdrawal, leaving the spearhead units isolated and surrounded. By 3 December, these units had almost run out of ammunition and supplies, but the men

chose to break into small units and try to work their way back to friendly lines. Of about 540 men remaining to the two formations, 120 made it back.

Fischer's brief offensive destroyed or captured 55 Allied tanks, several dozen guns, and netted more than 1,000 prisoners. Of equal significance was the fact that the Allies had been pushed several miles further away from Tunis. Not resting on these laurels, however, Fischer struck again on 6 December. His next target was Combat Command B of the US 1st Armored Division, assigned to hold the key Medjerda river valley. In a sharp engagement, both sides lost heavily, but the Allied high command was unnerved by the week of fighting and ordered a withdrawal. Losing its way in the dark, CCB headed down a riverside

By March 1943, the war in North Africa had narrowed down to the Tunisian corner of the continent. The British 8th Army faced the Italian 1st Army across the Mareth Line, while the British 1st Army (Br 5th, Fr 19th, and US 2nd Corps) struggled to repair their lines after being hit by the Afrika Korps and the 5th Panzer Army.



track that soon turned into a virtually bottomless sea of mud. Hopelessly mired, the men of CCB had to abandon 18 tanks, 41 guns, and about 150 other vehicles. The main Allied mobile force was thus neutralized.

In early December the rain began to fall with pounding intensity, turning roads into slick tracks of sticky mud and making off-road travel impossible. One more attempt to capture Tunis would be made in a series of engagements on a double peak overlooking the Medjerda River. This became

known as "Longstop Hill"; one of its peaks was captured twice through the heroic efforts of the 2nd Coldstream Guards. On the second attempt, these Guardsmen were mown down as they attempted to reach the second peak; Longstop Hill (Christmas Hill, as the Germans came to call it) ended the year in Axis hands. Eisenhower wanted desperately to make one more thrust for the port in 1942, but the weather now made this impossible. Reluctantly, the Allies acknowledged that they had lost the race for Tunis. When the Allied advance was resumed in spring, it would be against all of the forces that the Axis could muster during the three-month period the rains had gained for the Axis.

During the winter, the German XC Corps was renamed the 5th Panzer Army

and was handed over to General Jurgin Von Arnim, a leader whose experience on the Russian front had left him ill-prepared for the kind of patchwork, shoestring operations that Rommel had been performing so well for the last two years. Nonetheless, he was to show an offensive bent that, if not as grandly ambitious as Rommel's might have been, would still cost the Allies men, materiel, and ground.

Meanwhile, Eisenhower shifted his attention to the far southern flank of his front. Here, the US II Corps, under Major Gen-

eral Lloyd Fredendall, was to advance as far as possible, threatening Rommel's supply line along the coast road and seizing several passes in the crucial Eastern Dorsal ridge. These passes were needed to provide the bases for the spring offensives. Eisenhower also briefly considered another winter attack (Operation *Satin*), but this was vetoed by the Allied High Commands.

Throughout January, Von Arnim took advantage of Allied inactivity to make a series of limited assaults along the length of the Eastern Dorsal. When these probes were completed, virtually all of the important terrain objectives on that barrier were in German hands. Not only did this prevent the Allies from launching their spring offensive as far forward as they desired, but it also gave the Germans some ideal positions

for the launching of attacks more ambitious in scope. The only ingredient missing was a leader with enough imagination to conceive a bold offensive and enough audacity to carry it out.

Enter The Fox

THE SECOND BATTLE OF EL ALAMEIN was over, and the long retreat had begun. By 2 November, after ten days of incessant shelling of his Alamein position, Field Marshal Erwin Rommel's Panzer Armee Afrika had reached the limits of its endurance. Always a realist, the "Desert Fox" ordered a withdrawal before his army could be annihilated. With skillful use of his few remaining tanks, Rommel was able to delay the pursuit of General Bernard Montgomery's 8th Army long enough to allow many of his Ger-

man and Italian forces to disengage and withdraw to the west. Again and again, these depleted armored formations fought with skill and tenacity as Rommel pulled through Cyrenaica to Mersa Brega, just east of his base at El Agheila, always seeming to escape just before the jaws of Montgomery's rather lethargic pursuit snapped shut on empty desert. The leading British armored elements reached Rommel's new position on 26 November, but Montgomery did not feel ready to order an assault against the Germans until 14 December. After some preliminary British raids at Mersa Brega on 12 December, intended to distract German attention from a deep flanking move Montgomery was planning to the south, Rommel guessed that an attack would be coming shortly. Still far too weak

Planning the Invasion: Compromise in Action

AMERICA'S INVOLVEMENT IN WORLD WAR II WAS TWO WEEKS two weeks old when, at the Arcadia Conference of Christmas 1941, Prime Minister Winston Churchill broached the subject of a Northwest African operation to his new allies. Although President Roosevelt saw substantial benefits in the plan, his military advisers were less enthusiastic about the project. The American high command urged that the blow be struck where it would do the most good: by a cross-channel invasion of occupied France. The British were convinced that an invasion in 1942 would be rash and disastrous, an opinion that was to last through 1943 as well.

Throughout the winter and spring of 1942, the "Super-Gymnast" operation, as the invasion of Northwest Africa was termed, rested on a back burner while the Allied staffs discussed a potential landing on the Cherbourg peninsula of France. These talks occurred in the face of continued British opposition to the plan. As late as the end of May, however, Roosevelt assured Russian Foreign Minister Molotov that the Allies expected to open a second front in Europe during the year. A British setback in the battle of Gazala drew attention to the African Theater, and in a visit to Roosevelt's home during June, Churchill again pressed for the African operation as an alternative to a premature landing in France. Roosevelt then challenged Chief of Staff General George Marshall to either present a viable plan for the invasion of France or to proceed with the Northwest Africa invasion. Thus, by default, the planning for *Torch* was begun in earnest; the new name was suggested by Churchill as a more inspiring title.

Roosevelt and Churchill agreed to set an invasion deadline of 30 October, mostly to prevent procrastination by the military. Arrogant and insulting comments from Stalin had embarrassed both leaders, spurring the conviction that something must be done to attack the Axis on land within 1942. While all sides realized that the African invasion hardly qualified as a "second front," the Western Allies were determined that the blow be struck as quickly as possible for political as well as military reasons. Planning began feverishly, as a number of questions arose and debate over the mission objectives began.

All participants agreed that Tunisia, with its valuable ports of Tunis, Bizerte, and Sfax, was the ultimate objective of the operation. It was equally obvious that Axis air forces in Sicily, plus extended communications for the Allies, made landings in Tunisia itself out of the question. The main arguments, then, centered around where the actual landings should be made. Eisenhower's first plan favored making all of the initial landings inside the Medi-

terranean, with the major forces delivered as far east as possible by taking the small port of Bone on the Algerian-Tunisian border. Additional landings would then seize the Algerian and Moroccan ports of Algiers, Oran, and Casablanca. Immediately, the American Chiefs of Staff, as well as the British chief planner, General Sir Alan Brooke, vetoed the plan, however. The chiefs were extremely worried about the reaction of Spain, where Franco's Fascist government had been a question mark since the outbreak of hostilities. Despite the intelligence reports indicating that Spain would remain neutral, and despite the historical evidence of Franco's skill at delaying and obstructing Hitler without antagonizing him, the plans were revised.

Another major question mark was the reaction of the Vichy French forces controlling the target areas. Ever since the battle at Mers-El-Kebir in July 1940, when the British Fleet had exploded into action against the ships of the nation which, a few weeks earlier, had been its closest ally, bitter feelings had existed between Great Britain and Vichy France. While it was hoped that a strong American presence would lessen the sting of the operation, there was no guarantee that the invasion would not throw Vichy France into the willing arms of Hitler.

In an attempt to gain intelligence on French reaction, a submarine-borne mission was sent ashore for a meeting in a beachfront villa near Algiers. Present were French leaders thought to be sympathetic to the Allied cause, including Major-General Charles Mast, the French Chief of Staff. General Mark Clark and American diplomat Robert Murphy were in charge of this adventure, which involved both near drownings when a boat overturned in heavy surf and a tense hideout in a wine cellar when suspicious Vichy police searched the villa.

Unfortunately, the results of the mission did not live up to the risks, since the two Americans were not authorized to reveal concrete details regarding *Torch*. In the end, misconceptions gained from the meeting served almost to negate the benefits gained. Eisenhower was later to report that French reaction did "not even remotely resemble prior calculations."

The final compromise plan settled upon landings at the three major ports of Morocco and Algeria. Exploitation to Bone and Tunis would have to come overland or through airborne operations; also, it was hoped that quick advances from the beachheads would allow this to occur before the Germans could occupy Tunisia in strength. As events were later to show, this was an optimistic assumption.

to withstand the brunt of 8th Army, Rommel withdrew during the night of the 12th and again left the British with a carefully planned, well-executed attack against an enemy who had already disappeared.

Rommel now took position at Buerat, 250 miles west of Mersa Brega. For the first time in many months, the supply line (that dictator of the desert war) began to work in Rommel's favor again. Whereas German reinforcements and supplies landed at Tripoli, less than 200 miles away, the most advanced British base was at Benghazi, some 500 miles from the front. After another pause to marshal his forces, Montgomery sent the 8th Army against the Buerat position on the morning of 15 January. This time Montgomery decided not to strike with preliminary raids which might indicate his intentions; even so, Rommel anticipated the attack and pulled his army out of the Buerat line, falling back to Homs. This was less than 50 miles from Tripoli. In fact, Rommel took it upon himself to send the unmotorized Italian infantry all the way to that port. Once again, he merely intended to delay the British for a little while and then fall back.

Rommel's major battles in this period occurred with Hitler and the Italian High Command. Only through stubbornness, persistence, and the fact that a few Italian generals also recognized the precariousness of his position, was he able to get limited authorization for these short withdrawals. Rommel often exercised a great deal of creative interpretation of orders to justify his actions, which were sometimes barely within the framework of his orders. There can be no doubt, however, that if he had attempted to stand at any one of these positions his entire army would have been surrounded and taken.

Eighth Army reached the German line at Homs on 19 January, and immediately began to muster a large amount of armor for an assault against that position. The buildup persuaded Rommel to order a withdrawal again on 22 January. Over the indignant protests of his Italian allies, the Desert Fox elected not to make a stand in Tripoli, but to pull all the way back to the Tunisian border. While the port facilities at Tripoli were blown up and as the Italian infantry marched into Tunisia, Rommel assigned as rear guard the veteran 15th Panzer Division. This formation did not have to lock horns with the British during this period; however, Montgomery paused again to regroup after he entered Tripoli on 23 January.

Rommel, meanwhile, had not paused at the border, but had sent most of his force 80 miles beyond to the fortified Mareth Line, a string of blockhouses erected by the French to discourage Italian territorial ambitions

years earlier. Although he would have preferred to withdraw another 40 miles to Wadi Akarit, a fine defensive position based on the deep wadi (gully), screened inland by the impassable salt marshes of the Chott el Jerid, Rommel finally yielded to political pressure and agreed to make a stand at Mareth.

It would be mid-February before Montgomery's leading division crossed into Tunisia, and even later before the British were prepared to attack the Mareth line. Rommel's forces were growing in strength again. By the time he entered Tunisia, he had 30,000 Germans and nearly 50,000 Italians under his command — about the same number of troops as at the start of the Alamein battle. Although his health was failing rapidly and his leaders were losing confidence in him, Rommel was to show that he still possessed the flair for lightning offensives that had first earned him his nickname, the "Desert Fox."

Kasserine Pass

SOON ALLIED OPERATIONAL COMMAND in Tunisia would fall to General Sir Harold Alexander, who had been placed in charge of the new 18th Army Group under Eisenhower. This Army Group would include 1st Army and, as Montgomery gradu-

ally entered Tunisia, the 8th Army. In attacks during early February, however, Anderson still had command of the region. The German attacks in January along the Eastern Dorsal had convinced Anderson that the enemy was planning an attack from Fondouk, a "near-fatal assumption," according to General Omar Bradley. Eisenhower also shared this belief.

Rommel had other plans. Leaving a very light screening force in the Mareth Line, since Montgomery's plodding advance offered no immediate threat, Rommel shifted the 21st and 10th Panzer Divisions northwest to the 90-mile front held by the US II Corps. Although the actual assignments of these divisions, whether they would remain with Rommel or go to Von Arnim, were still unclear, the Desert Fox prepared a plan. On 14 February, 21st Panzer Division and elements of the 10th fell upon Combat Command A of the American 1st Armored Division (part of II Corps) at Sidi Bou Zid. This position was just west of Faid Pass and well to the south of the expected thrust at Fondouk. CCA was quickly surrounded; most of its equipment, destroyed; and its personnel, captured. This quick defeat occurred in part because of the command's widely scattered deployment around the town. The armor was clustered

The Tunisian Landscape

WHEN GEN. MONTGOMERY'S EIGHTH ARMY ENTERED TUNISIA, it encountered a land vastly different from the deserts and low hills that it had covered in the previous two years. The land was more fertile than that of Libya or Western Egypt, and rain was much more common, especially in the winter. Areas of olive groves and vineyards offered a greenery new to the men who had fought the desert war, and a river — the Medjerda — was the first substantial flowing water west of the Nile.

The flat plain running along most of Tunisia's coastline was like the ideal tank terrain that 8th Army was used to. In the center of Tunisia, however, the low salt marshes of the Chott Djerid were quite impassable to land movement. But by far, the most significant feature of the country was its mass of mountains, rising and twisting through most of Tunisia like the raging waves of a stormy sea.

A northern range runs parallel to the coast from just west of Bizerte to the Algerian frontier. The Western and Eastern Dorsal ranges provide two barriers to movement from west to east, reaching southward and southwestward from Tunis. The latter ranges are characterized by steep escarpments and narrow, sheltered passes, features which were to prove the keys to more than one Tunisian offensive.

In fact, mountaintop positions were to prove critical to virtually every battle fought in Tunisia. Often a small formation, entrenched in high ground with a few anti-tank guns, would halt the movements of a powerful armored force on the flat plains below. In many respects, the Tunisian topography resembled what the Allies were to find in Italy a half year later; and, though the Americans and British gained valuable experience at mountain fighting, only one major lesson was really to be learned: even when the attacker has powerful armored forces, it takes a long time to displace a determined enemy from such terrain.

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This time it was the Germans who left the field in disorder; never again would the Americans be treated with contempt.

in the center of the position, while the infantry was entrenched on several widely separated hilltops. These were strong defensive positions individually, but were too far apart to support each other and were outflanked.

The fighting at Sidi Bou Zid was the first engagement of the series of battles that became known as "Kasserine Pass." Ordered to the relief of CCA, Combat Command C, eager to meet the Germans in a tank action, roared aggressively toward Sidi Bou Zid. After preliminary air and artillery strikes, CCC suddenly found itself under attack and outflanked by both German panzer divisions. Only four escaped.

The remnants of both Combat Com-

mands streamed back to Sbeitla, where the other command of 1st Armored (CCB) waited. Rommel had a fine opportunity to smash the division and break into the Allied rear. Once again, however, the Desert Fox found himself arguing with his own commanders and colleagues over command and priorities. Von Arnim had his own plans for 10th Panzer Division and withdrew it from the battle just when its presence could have proven decisive.

Angry and frustrated, Rommel nonetheless sent his tanks of the 21st Panzer toward Sbeitla on 17 February. With time to prepare, however, CCB was able to make a stand for most of the day, allowing the shat-

tered CCA and CCC to escape. By the time they entered Sbeitla, however, the Germans had destroyed 100 enemy tanks and taken some 3,000 prisoners. Meanwhile, a battlegroup from the Deutsches Afrika Korps (DAK) had driven through the former American position at Gafsa on 15 February, after it had been abandoned upon Anderson's order. As always, the Afrika Korps exploited quickly, moving northward to Feriana and Thelepte and overrunning several Allied airfields. On one of these airfields, 34 unserviceable planes were discovered. The lack of resistance along this axis caused Rommel to consider an alteration in plans: an aggressive thrust to the main Allied supply center at Tebessa was to be made. If this could be accomplished, the Allies could probably be driven all the way back to Algeria, since the supply line of the entire 1st Army would be menaced.

Von Arnim was a leader with much less grandiose schemes in mind, however, and had already pulled back 10th Panzer for a fruitless and gasoline-wasting drive to Fondouk, where the Allies had already withdrawn. With this dispersion of armor, Rommel lacked the means to implement the plan which would, in all likelihood, have

American tank destroyers in Tunisia pass an Arab village on the way to the front.



proven disastrous to the Allies. Despite these setbacks, the German units were ordered to press on. The 21st was to drive north from Sbeitla to Sbiba, while the DAK turned for Kasserine Pass — a key break in the formidable Western Dorsal ridge. Alexander, meanwhile, arrived to take command of 18th Army Group, though he took several days to tour the front and familiarize himself with the situation before assuming active command. Fierce fighting was still to come before the battle and the campaign were resolved, but the last real chance for a major setback to Allied plans passed with the bickering between Rommel, Von Arnim, and finally Commando Supremo in Italy. The latter finally settled the dispute by allocating the forces to Rommel, but directed him to strike north, toward Thala, instead of west. Rommel knew that the Allies would be expecting just such a move.

In fact, Anderson states in a despatch that he anticipated such a northern thrust and thus concentrated reserves to meet it. The Tebessa front, meanwhile, was guarded only by the shattered and demoralized remnants of the 1st Armored Division. The drive to Sbiba ran into trouble quickly, as on 19 February the 21st Panzer ran into entrenched Allied infantry and artillery waiting behind deep minefields. The 1st Guards Brigade, 18th Regimental Combat Team of the US 1st Infantry Division, and part of the US 34th Division held fast while the artillery pounded the German armor. A brief sortie by the tanks of the 16th/5th Lancers was quickly repulsed because the Crusader and Valentine tanks had been thoroughly outgunned by the panzers, but the line had held. Rommel, observing the battle in person, was convinced that the Sbiba route held no promise.

The drive on Kasserine Pass on 19 February also progressed slowly. Light units of the 33rd Reconnaissance Unit tried to force the pass during the day, but were unable to displace the American 26th Infantry and 19th Combat Engineers. The bulk of DAK arrived during the day and was committed piecemeal, but nonetheless made progress in securing the high ground around the pass.

Rommel was counting on reinforcement by the returning 10th Panzer division to take the pass. This formation had been ordered back to him by Commando Supremo, but Rommel was outraged to discover that Von Arnim had kept half the division, including the Tiger tanks, for use in operations of his own. On the afternoon of the 20th, however, he was able to force the Americans out of the pass. Only a small British formation (a single company of infantry, supported by an armored squadron and field battery) blocked the way.

This formation, called "Gore Force" after its commander, Colonel A.C. Gore, made a remarkable stand. All through the night of 20 February, long after the last of its 11 tanks had been destroyed, this force held. It was aided by a few American Grant tanks that had joined up but were also knocked out. At dawn, the few survivors withdrew; however, the hours they had bought proved crucial in ending Rommel's offensive.

On 21 February, 10th Panzer moved out toward Thala. It was delayed by the British 26th Armored Brigade, which fought many skillful holding actions on the way back to the Thala position. Here, a fierce round of fighting broke out as the Germans overran the initial British positions. A captured Valentine led the German column, fooling the defenders into believing friendly units approached. After this savage melee, from which the Germans carried away 700 prisoners but were unable to break the defenses, the advance on Thala finally stalled. Unable to take the British position despite the successful melee, 10th Panzer was ordered back.

Since 21st Panzer had also been repulsed in another attack at Sbiba, Rommel realized that the moment to attack had passed. So, with the same consummate skill that had governed his attack, he ordered a withdrawal all along the front. Aided by tardy pursuit — the Axis withdrew on 22 February, but a "counterattack" was not ordered to proceed until 25 February — Rommel made good his escape, slipping back through Kasserine Pass and leaving a demoralized and disorganized foe in his wake.

The Kasserine battle was a major tactical success for the Germans, thanks mostly to Rommel's leadership and the weaknesses of the US II Corps. Many of these faults stemmed directly from the Corps commander, Fredendall. Failing to grasp the essence of mobile warfare, Fredendall's reactions and orders were confused and often showed a lack of appreciation for the tactical situation. His attempts to blame others for the failures of his Corps after the battle did nothing to exonerate him. Throughout the fight, his command post remained far behind the lines, in a deep, bomb-proof bunker that he had ordered excavated from the Tunisian rock.

In an ironic footnote to the battle, Rommel was appointed commander of all Axis forces in Tunisia on 23 February, too late to take advantage of the one opportunity for a dramatic turnaround that was to arise. From then until his relief by Von Arnim a few weeks later, Rommel's health was in rapid decline, and he was never again to win a major battle.

Looking to the East

WHILE VON ARNIM PREPARED TO LAUNCH a series of costly and localized attacks in the north, Rommel turned his attention to 8th Army, which was assembling along the Mareth line. Ordered by Kesselring to hold his two panzer divisions (10th and 21st) near the American lines in support of Von Arnim's attacks, Rommel could not strike until 6 March. Meanwhile, Von Arnim lost 71 tanks while knocking out less than 20 Allied machines. On 6 March, Rommel struck the British positions at Medinine, facing the Mareth line. Under an umbrella of complete Allied air superiority, the 10th, 15th, and 21st Panzer Divisions made a frontal assault on Montgomery's fortified line. Actually, the three "divisions" numbered only 160 tanks — less than a single division at full strength. The attack had hardly begun moving before it was pinned down by overwhelming artillery fire. Forty tanks were lost before Rommel realized the hopelessness of the task and called off the attack. From then on, the Axis in Tunisia was an army on the defensive.

Despite the Axis setback at Medinine, Montgomery saw no reason to move up his timetable for the offensive against the Mareth Line. Thus, when it was launched on 20 March, the Axis forces had had a couple of weeks to recover and were as prepared as their limited forces could be. Meanwhile, on 9 March, Rommel had finally taken his sick leave and returned to Germany. The inevitability of Axis defeat in Africa was plain to him, but he was unable to convince either Mussolini or Hitler, in personal meetings, of the futility of their strategy. Von Arnim took over command of Army Group Afrika.

The attack on Mareth was to be aided by a thrust from the US II Corps, now under Patton, against the German lines north and west. This attack was primarily intended to draw off Axis reserves, though Patton was later given clearance to advance and cut the coastal road near Gabes if the opportunity presented itself. This attack was spearheaded by General Terry Allen's 1st Infantry division, which quickly took Gafsa as the Italian garrison withdrew about 20 miles to El Guettar. Now the 1st Armored hurled itself against Maknassy Pass; and here the attack bogged down for three days. Patton's furious orders caused the division commander to personally lead the final attack, to no avail.

Tenth Panzer Division gathered to counterattack on the 23rd. Cruising toward the US 1st Infantry at El Guettar, the German tankmen must have felt supremely confident; on every previous instance, the Americans had routed in great disorder when faced by a panzer division in full



The "Desert Fox," Field Marshal Erwin Rommel, meets with his staff in Africa. Rommel's illness and quarrels led to his removal in March 1943.

charge. But those days were over. A withering fire of artillery and anti-tank weapons first slowed, then halted the panzers. This time it was the Germans who left the field in disorder; never again would the Americans idly be treated with the contempt with which many Germans had come to regard them. The defense of El Guettar made up for the failure to take Maknassy, and 10th Panzer had been drawn from the Mareth Line.

On the night of 20 March, Montgomery's carefully laid assault against the Mareth Line commenced with an attack by the British XXX Corps on the fortified line, with X Corps held in reserve to exploit any breakthroughs. A significant flank assault was to be launched by Major General Sir Bernard Freyberg's New Zealand Corps, which had been making a wide movement through the Matmata Hills, the southern anchor of the Mareth Line, for several days. The goal of the New Zealanders was El Hamma, deep in the enemy's rear and covered only by a small group of Italians in the Tebaga Gap leading through the hills.

The frontal assault made some head-

way as the infantry of XXX Corps penetrated the wadi line that the defenses rested behind. This bridgehead was slowly expanded, as several tanks crossed the heavily mined wadi due to the heroic actions of army engineers. The narrow lodgement came under savage fire from three sides and suffered heavy losses. Although the British held into 22 March, on the afternoon of that day a limited counterattack overran the forward infantry positions and the troops withdrew after nightfall.

The attack by the New Zealanders made good progress early, but then paused due to lack of initiative more than enemy resistance. By the time the Corps got moving again, 21st Panzer had come up from reserve to reinforce the defense, and progress was no longer possible.

Montgomery recognized that his original plan had failed, but showed good flexibility in reworking the assault. Later, he was to suggest that everything had gone according to his plan. On 23 March, he ordered the British 1st Armored Division inland, accompanied by X Corps commander L.G. Horrocks, to reinforce the NZ Corps. Although

friction between Horrocks and Freyberg was to cause some difficulties, this move proved successful in the long run. Also, the 4th Indian Division, under Major General Francis Tuker, was shifted into the hills and ordered to infiltrate the enemy in that rugged terrain.

The 4th Indian was to prove adept at mountain warfare, making an amazingly rapid advance along the crest of the Matmata Hills as the enemy fell back. On the afternoon of 26 March, the New Zealanders renewed their attack on Tebaga Gap and quickly achieved a breakthrough. The British First Armored then exploited through the attackers and rolled into the flat country beyond, reaching El Hamma by dawn. Here, however, it was held up by 21st Panzer for two days. All of this became the prelude to just another pursuit, however, for Von Arnim had ordered a withdrawal on 24 March. The holding action of 21st Panzer had been so successful that even the unmo-

torized elements of the Italian infantry escaped to the Wadi Akarit position, 50 miles up the coast. The 90th Light Division fought a fine rearguard action, ensuring the safety of the retreat.

Fortunately for the Allies, the Wadi Akarit had not been fortified when Rommel had first reached Tunisia. If he had been allowed by his commanders to retreat that far, he could certainly have established a much stronger position, less susceptible to flanking, than Mareth. As it was, the entrenchments were hurried and the position was given very little depth. Nonetheless, the deep wadi and commanding line of hills beyond required 8th Army to make another frontal assault. As a prelude, II Corps made another desperate drive for the coast road in an attempt to cut the line of retreat from Akarit, but was checked for three days, though it did draw the 21st Panzer to join the 10th Panzer in opposition.

On the night of 5 April, Montgomery opened his attack against the Akarit position. The 4th Indian Division was to repeat its hilltop drive along the peaks to the British left, while the 50th and 51st Divisions assaulted the line. Although 50th ran into trouble, the 51st had forced a wide breach in the line by dawn, and word was passed to Horrocks that the situation was ripe for an exploitation by the tanks of X Corps. The communication breakdown that occurred then is difficult to trace, though Horrocks seems to have requested Montgomery's permission to advance; and Alexander was told by Montgomery at noon that the breakthrough had begun.

In truth, British armor did not begin to move until later in the afternoon, and were quickly checked by 15th Panzer. This was the Germans' only mobile reserve, as the other two panzer divisions were still tied up with II Corps. A wide gap created by the 4th Indian was ignored for exploitation purposes.

Marching on foot, the retreating Axis forces reached their last line — 150 miles north at Enfidaville — two days before the fully motorized British did in pursuit. Alexander ordered the newly formed 9th Corps to attack through Fondouk pass and cut the retreat route; again, commanding mountaintop positions prevented rapid territorial gains.

Now Von Arnim knew that he could no longer expect to escape Montgomery or the other Allies with a timely retreat. The front was barely 100 miles long, in an arc covering northeastern Tunisia, and less than 25 miles from Tunis and Bizerte. Mustered against him were five Allied corps, and they had much more plentiful supplies and almost uncontested air superiority. Eisenhower and Alexander both agreed that the final as-

sault should be delivered by 1st Army. Militarily, the position facing 8th Army at Enfidaville was the strongest part of the enemy's defences; politically, it was essential that the Americans have a significant role in the attack. Thus, II Corps was moved to the far left flank, where it could drive toward Bizerte. This corps was now under Major General Omar Bradley, as Patton had been pulled to help plan *Husky* — the upcoming invasion of Sicily. The stigma attached to the corps from the Kasserine battle had vanished after the force had proven itself battle-worthy many times under Patton.

The "Final Plan" for a Tunisian offensive called for an advance from four of the five corps, with the French 19th Corps prepared to exploit victories gained to either side. Tenth Corps was to make the 8th Army attack on Enfidaville, with 19th Corps just to its left. Further left, 9th Corps was to thrust for Tunis through rugged terrain while 5th Corps followed the December route down the Medjerda River Valley. Second Corps was to take Mateur and then swoop into Bizerte. The attack was scheduled for 22 April, and a deadline for the conclusion of the campaign in Africa had been set as 30 April.

At the opening of this assault, the Allies had some 300,000 troops and 1,400 tanks to throw into the battle. The Axis could resist with about 60,000 Germans — the real strength of the defenders — and somewhere around 100 tanks. Although the offensive started on schedule, it soon was slowed and halted by the tenacious defense on the many hilltop positions that blocked the way. After four days of hard combat, the deepest penetration was eight miles on the 9th Corps sector, and there was no indication that a breakthrough might occur. Reluctantly, Alexander called off the attack and prepared another "Final Plan." By this time, however, the Axis forces were down to a reserve of about three days' supplies. Rommel and Von Arnim had estimated months earlier that 140,000 tons a month would be needed to support Army Group Afrika; in April, only 23,000 tons arrived, thanks to a deadly air and sea interdiction of the convoy routes from Sicily to Tunisia. The revised plan shifted 4th Indian and 7th Armored divisions from 8th Army to 9th Corps, and called for the attack to commence on 6 May. Preceded by an intense air and artillery barrage, 9th Corps moved out at 3 A.M. By 10 A.M., a breakthrough had been achieved, and 7th Armored slipped through on the road to Tunis. Although the division stopped for the night after a gain of six miles, the advance resumed the next morning, and by 4 P.M. the forward elements of the division had rolled into Tunis.

The Axis bridgehead was thus neatly sliced in two. About a half-hour later, reconnaissance units of II Corps entered Bizerte, though the French were given the honor of actually taking the city on the next day.

Most of the Axis forces were south of Tunis now, and the Allied commanders worried about elements making a last ditch stand in the long and narrow Cap Bon Peninsula. A German emplacement at Hamman Lif with several of the deadly 88mm anti-aircraft guns held up a thrust by 6th Armored to cut the base of the peninsula, but a well-coordinated attack took this position on 9 May, and by 10 May the peninsula had been cut off. By now the evidence of their entrapment was apparent to all of the Axis troops, and wholesale surrenders began. By 13 May, all resistance had ceased. The campaign that had occupied nearly all of the active British land forces since the autumn of 1940 — and all of the American soldiers to see action in the European Theater so far — had been drawn to a successful conclusion.

Figures on Axis prisoners taken have never been conclusively agreed upon, but it was probably somewhere between 150,000 and 250,000. Although the length of the campaign may have delayed Allied re-entry into southern Europe, it had also resulted in the capture of many of the troops that otherwise would have been defending Italy and Sicily. The Americans had grown from green recruits to seasoned soldiers — the cadre of a fine army that was just beginning to come into its own. The British had seen a major objective accomplished after long years of campaigning. The French, perhaps most elated of all, had seen one portion of their formerly large holdings freed from the Axis yoke. It was, in Winston Churchill's words, the end of the beginning.

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TRAIL OF THE FOX™ Game

by Douglas Niles



TRAIL OF THE FOX™ Game

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[1.0] INTRODUCTION

The TRAIL OF THE FOX™ Game is a brigade-level simulation of the war in Libya and Tunisia, from the time of the *Torch* landings and British victory at El Alamein to the final clearance of Axis forces from Africa in May 1943. The game may be played separately or as a campaign continuation of the the DESERT FOX™ Game. The Allied player attempts to take Tunisian ports, which are the key to Axis supply and reinforcements, in order to oust the Axis from North Africa and to develop bases

for the invasion of Italy. The Axis player attempts to take Tunisian ports and terrain as quickly, in order to deny strategic airbases and ports to the Allies as long as possible. The basic scenario in the TRAIL OF THE FOX Game lasts a variable number of turns and can be played in 4 to 8 hours (see 17.2). The campaign game scenario with the DESERT FOX™ Game and the TRAIL OF THE FOX™ Game lasts up to 20 hours.

Glossary of Game Terms

Air Point: An abstract measure of a player's

ability to support his ground units with air power. An air point can be used once per player turn indefinitely until it is destroyed.

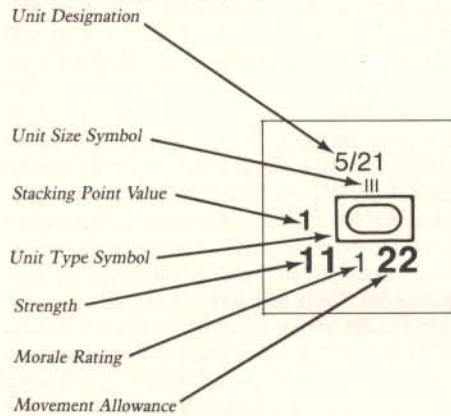
Cavalry Unit: A mounted unit that uses either motorized or nonmotorized movement rules, whichever is more favorable.

Column Number: The numbers at the top of the results columns on the Combat Results Table. In general, the higher the column number, the more favorable the attacker's result.

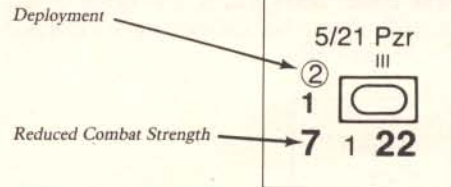
Combat Ratio: The attacker's combat

[2.22] Summary of Unit Types.

ARMOR UNIT (Front)

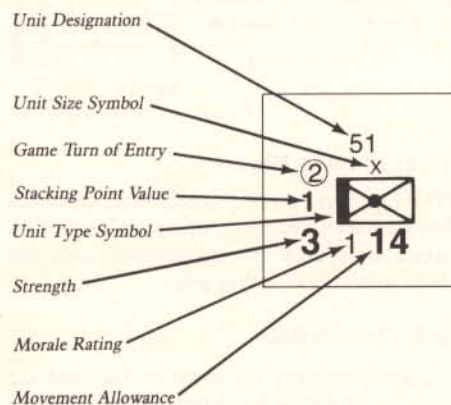


ARMOR UNIT (Back)

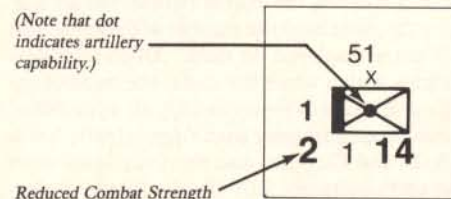


HEAVY WEAPONS UNIT (Front)

With artillery capability



HEAVY WEAPONS UNIT (Back)



COMBAT AND SUPPLY UNIT TYPES

Front		Back
962/999 1 14 4 2 14	Infantry Band indicates nonmotorized unit	962/999 4 14 2 2 14
47/VB 1 14 3 2 14	Motorized Infantry	47/VB 1 14 2 2 14
CCA/1 2 14 10 2 22	Armor	CCA/1 1 14 5 2 22
104/21 1 14 3 1 14	Mechanized Infantry	104/21 Pzr 2 1 14
1 Inf 1 14 (1) 1 14	Artillery	1 Inf 1 14 (1) 2 14
SM Marine 1 14 2 2 14	Marine Infantry	SM Marine 1 14 1 2 14
Aures 1 14 2 2 14	Cavalry	Aures 1 14 1 2 14
33/15 0 14 2 1 28	Reconnaissance	33/15 Pzr 2 1 28
51 1 14 3 1 14	Heavy Weapons with Artillery Capability	51 1 14 2 1 14
Brthn 1 14 6 1 14	Glider Infantry	Brthn 1 14 3 1 14
2/509 1 14 1 1 14	Paratroop	2/509 0 14 1 1 14
2/20 1 14 2 2 14	Flak (Anti-Tank)	2/20 3 14 1 2 14

Front		Back
1 Armd 3 14 3 2 14	Tank Destroyer	1 Armd 1 14 2 2 14
MSU 0 14 (1) 2 14	Mobile Supply Unit (MSU)	
	Supply Dump	DUMP 0 14 (1) 2 0

MARKER TYPES

Out of General Supply	Out of Supply Disrupted	d Disrupt
Fortification	Fortification	
Under Construction	Under Construction	
AXIS	Air Points	AXIS -10
REFIT	German Refit Points	REFIT -10
REFIT	Italian Refit Points	REFIT -10
REFIT	US Refit Points	REFIT -10
REFIT	French Refit Points	REFIT -10
	Game Turn	GAME TURN

strength (after modifications) compared to the defender's combat strength (after modifications). The compared strengths are rounded off in favor of the defender, to arrive at the combat ratio.

Combat Strength: The relative strength of a unit for the purpose of resolving an attack.

Combat Supply: The supply status of a unit for purposes of combat. A unit that is out of combat supply suffers combat penalties.

Combat Unit: A playing piece representing a military unit.

Controlled Hexes: The hexes through which a Zone of Control is exerted.

Depletion: The loss of combat strength as a result of combat. A depleted unit is flipped over onto its reduced strength side. If depleted while at reduced strength, the unit is eliminated immediately.

Disruption: A condition of disorganization and loss of equipment that reduces a unit to half movement allowance and combat strength, and eliminates its Zone of Control.

Dump (Supply Dump): A supply unit with its nonmobile side face up, indicating the supply unit as a "source of supply."

Entry Hex: One of 4 hexes (marked A, B, C, and D) on the game map by which Allied units (and Axis units, in the case of entry hex D) are brought into play.

Entry Port: A port used by the Axis player to bring units into play.

General Supply: The supply status of a unit for purposes of movement. A unit out of general supply suffers penalties.

Infiltration: A limited rule that allows movement through an enemy-controlled hex. Only a hex controlled by 1 stacking point worth or less of nonmotorized units can be infiltrated.

Initiative: The right to decide which player moves first in a game turn.

Line of Communication: A line of hexes unimpeded by enemy units or ZOCs to an entry port or hex. Eliminated units that have a line of communication are placed in the Refit Box. Those that do not have a line of communication are placed in the Destroyed Units Box.

Line of Supply: A condition that must be satisfied for a unit to be in general or combat supply. The unit must be within range of a source of supply, or a chain of MSUs that lead back to one.

Mobile Supply Unit (MSU): A supply unit with its mobile side face up. Mobile supply units are used to form a line of supply back to a supply source.

Morale Rating: A measure of the staying power of a combat unit. In general, the lower the number is, the better the morale rating of the unit. Morale ratings affect combat results, reaction movement, and forced marches.

Motorized Unit: A unit that can transport all of its elements via trucks or similar vehicles. Motorized units can move and react twice in a game turn.

Movement Allowance: The number of movement points a unit can spend in a movement phase. Different types of terrain have different movement point costs to enter.

Movement Phase: The segments of a phasing player's turn in which he moves his units. There is an initial movement phase in which all units can move, and a motorized movement phase in which nonmotorized units cannot move.

Movement Points: The measure of how far a unit can move in one movement phase.

Nonmotorized Unit: A unit with some elements on foot or using animal-drawn transport. A nonmotorized unit can move and react only during the first movement and reaction phase of a game turn. These units are distinguished by a shaded band across the bottom of the counter.

Overrun: The elimination of an enemy unit during movement by friendly motorized units with at least a 10:1 superiority in combat strength.

Partial Depletion: A combat result in which only one unit in a stack is depleted. The opposing player decides which unit is depleted in a phase.

Phasing Player: The player whose turn is currently in progress.

Pure Armor: A unit consisting of tanks or similar vehicles, without intrinsic infantry or artillery support (see 2.0, counter symbols).

Reaction Movement: A limited movement allowed to friendly motorized units after the opponent has completed his move but before combat is resolved.

Refit: A method of restoring depleted units to full strength. Refit points represent abstracted resources available to rebuild and resupply units.

Source of Supply: The end of the line of supply to which a unit must trace to be in supply. The Axis player uses supply dumps, while the Allied player uses either supply dumps or his entry hexes.

Stacking Point: A value given to a unit that determines how many units can be placed in a single hex. In general, a regiment has 1 stacking point.

Supply Overrun: The capture or elimination of an enemy supply unit by friendly units during movement.

Supply Radius: This is the distance at which a supply unit can supply a friendly combat unit. An MSU has a supply radius of 6 motorized movement points. A supply dump has a supply radius of 12 motorized movement points.

Supply Unit: A playing piece representing supplies, munitions, and replacement equipment. The face of the piece is a mobile supply unit (MSU), and the back of the piece is a nonmobile "supply dump."

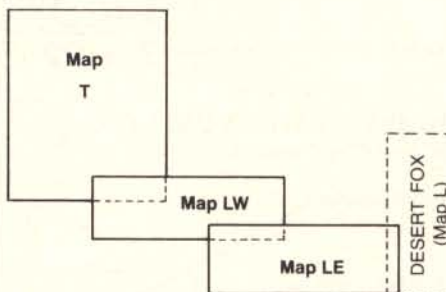
Zone of Control (ZOC): One of the six hexes adjacent to the hex occupied by a combat unit. Enemy movement, tracing supply lines, and other functions are restricted or blocked by friendly Zones of Control.

[2.0] GAME EQUIPMENT

[2.1] Game Map

The TRAIL OF THE FOX™ Game uses a three-section map depicting the North African coastline from El Agheila in Libya to Bone on the Tunisian-Algerian border. The map provided must be cut into three sections and aligned as shown in Diagram 1. Map T (Tunisia) should be placed on the left, with map LW (Libya-West) in the center and map LE (Libya-East) on the right. Terrain features relevant to African warfare, along with historically significant locations, are shown on the map. A hexagonal grid has been superimposed on the map to regulate movement and other game functions. Each hexagon, or "hex," is numbered for easy reference. Each hex number reference in the game rules with a letter prefix (hexes T2401, LW1113, or LE3401) refers to the numbered hex on each map section with the following prefixes: map T (Tunisia); map LW (Libya West); and map LE (Libya East).

The tracks, boxes, charts, and tables on the maps facilitate play, and their use is explained in the game rules.



[2.2] Playing Pieces

The cardboard pieces, called units, represent the military units that participated in the historical campaign. Special markers have also been provided as aids in play.

[2.21] Sample Units

Units beginning the game on the map are coded with one or two letters, showing where the units are placed on the map (see 17.0). Units entering the map as reinforcements during the game have the number of the game turn of entry displayed on them. Allied reinforcements with a white dot under the number enter at El Agheila (entry hex D); all other Allied reinforcements enter from Algeria (entry hexes A, B, and C); other Axis reinforcements enter at entry ports (see 5.0). Units with the deploy-

ment number on the back of the counter enter the map *depleted* (lower strength point side). (See 11.8.) Units with an asterisk (*) next to their deployment number may enter the map via special movement rule 8.5.

The following unit types are considered artillery (and flak) and are subject to rule 12.0:

[2.22] Summary of Unit Types

[2.23] Unit Size Symbols

A unit's organizational size is indicated as follows: II = Battalion; III = Regiment; X = Brigade; XX = Division.

[2.3] Charts and Tables

Several charts and tables used in the TRAIL OF THE FOX™ Game to simplify game functions are located on the game map. These include the Allied Reinforcement Schedule (5.16); Axis Reinforcement Schedule (5.17); Axis Convoy Arrival Table (7.55); Terrain Effects Charts (8.29); Terrain Effects on Combat Chart (11.38); Combat Results Table (11.9); Refit Chart (13.36); Terrain Key; and the Summary of Supply Sources and Capacities (on the game map). In addition, information that varies with the game turn is presented on the Turn Record Track.

[2.4] Game Scale

Each hex on the game map represents 16 kilometers, and each game turn represents a month. Most of the units are brigade- or regiment-sized, but a few are battalion- and division-sized. Air points reflect both quality and quantity of planes and pilots; there is no set ratio of planes to each air point.

[2.5] Unit Designations

The order of battle for the TRAIL OF THE FOX™ Game is as accurate as possible for a brigade-level simulation of the campaign. Many of the units in Tunisia, particularly during November and December, were collections of companies and battalions from different parent formations. These have been grouped into the formations that they later became. The following abbreviations are used in the initial setup and reinforcement schedules:

Nationalities: CW (Commonwealth); FR (French); GE (German); IND (Indian); IT (Italian); NZ (New Zealand); and US (United States).

Unit Types: ARMD (Armored); ARMD ARTY (Armored Artillery); ARMD CAR (Armored Car); ARTY (Artillery); AIRBNE INF (Airborne Infantry); CAV (Cavalry); PARA (Parachute Infantry); MECH (Mechanized Infantry); MTRZD (Motorized); and RECCE (Reconnaissance). Units with no type specified are infantry.

The following abbreviations are used in individual unit designations: AFR (African); AR (Ariete); ALG (Alger); BLM (Light Mech Brigade); BR (Bersaglieri); BRTHN (Barentin); CC (Combat Command); CEN (Centaur);

COL (Colonial); CFA (Corps Francaises d'Afrique); COM (Commando); CONS (Constantine); FF (Free French); GDS (Guards); GGFF (Giovanni Fascisti); HG (Hermann Goering); L (Light); MM (Marche de Maroc); MZT (Mixte Zouaves et Tirillieurs); PAR (Parachute); PIST (Pistoia); PZR (Panzer); RCA (Rgt. Chasseurs d'Afrique); RG (Rgt. Garde); RGR (Ranger); RLE (Foreign Legion); RST (Rgt. Spahis Tunisien); SAH (Sahara); SM (San Marco); LS (La Spezia); SPG (Superga); TRI (Trieste); TD (Tank Destroyer); VB (Von Broich).

[2.6] Parts Inventory

Each copy of the TRAIL OF THE FOX™ Game should contain the following game parts:

One 22" x 34" mapsheet

One sheet of 200 die-cut cardboard playing pieces

One 16-page rules booklet

Two six-sided dice (boxed game only)

If any parts are missing or damaged due to manufacturer's error, please write to TSR, Inc.'s Consumer Service Department, P.O. Box 756, Lake Geneva, WI 53147 for replacement parts.

Questions regarding the game rules should be sent with a self-addressed, stamped envelope to: TSR, Inc. Game Rules Questions, P.O. Box 756, Lake Geneva, WI 53147.

[3.0] SEQUENCE OF PLAY

GENERAL RULE

The TRAIL OF THE FOX Game is played in a series of game turns, divided into *phases*, during which players move their units, engage in combat, and perform other game functions in pursuit of their game objectives. Each game turn must be played according to a strict sequence. No phase of a turn can begin until the preceding phase has been completed. The player whose turn is currently in progress is the *phasing player*, while the other player is called the *nonphasing player*. The player whose turn is first in each game turn is determined by rules for initiative (4.0).

CASES

[3.1] Turn Sequence

A. Initiative Determination Phase

The players determine who will be the first player according to *initiative*, rule 4.0.

B. First Player Turn

1. Reinforcement Phase. The phasing player brings in any reinforcements due him (see 5.1) and notes the arrival of any refit points and air points he is due. The Axis player, during his player turn, uses the Axis Convoy Arrival Table (7.55) to determine his supply reinforcements. The Allied player, during his player turn, receives any supply units indicated on the Turn Record Track.

2. Initial Movement Phase. The phasing player determines which of his units are in general supply (7.32). Supply units may be expended to provide motorized units with general supply. Friendly units are moved according to the restrictions of rule 8.0. Enemy units may be overrun, as per rule 8.3.

3. Initial Enemy Reaction Phase. Eligible nonphasing units can undertake reaction movement according to rule 8.4. The nonphasing player can attempt to destroy his own supply units if desired, according to rule 7.8.

4. First Combat Phase. Phasing units in enemy Zones of Control (ZOCs) (rule 10.0) must engage nonphasing units in combat. All combat attacks are resolved according to combat, rule 11.0.

5. Motorized Movement Phase. The phasing player determines general supply for all his units. His motorized units can then move according to the rules of movement.

6. Enemy Motorized Reaction Phase. Nonphasing motorized units may conduct reaction movement.

7. Second Combat Phase. Phasing units attack as in Phase 4.

8. Refit Phase. The following activities must be completed in strict order: supply dumps can be converted to Mobile Supply Dumps (MSUs), and vice versa (7.6). The phasing player can then refit and rebuild friendly units. Friendly units may then recover from disruption results (11.83). The phasing player can attempt to destroy his own supply units (7.8). He then rolls for attrition of unsupplied friendly units (7.32) and then resolves random supply expenditure (see 7.9).

C. Second Player Turn

The second player becomes the phasing player and repeats phases 1 to 8.

D. Game Turn Marker Phase

The game turn marker is advanced one turn on the Turn Record Track, and a new game turn begins.

[3.2] Turn 1 Special Rules

Conflict in Tunisia did not begin until the middle of November 1942. In its initial stages the battle was hesitant and probing. The special rules that reflect this situation are in effect on turn 1 only, except for special rule nr. 1, which affects turns 1 and 2 only. Any procedures not covered under the turn 1 special rules are resolved normally.

1. The Axis player is automatically the first player on turns 1 and 2 (there is no initiative phase in these two turns). He cannot choose to be the second player.

2. All units halve their movement rates during the initial and motorized movement phases of turn 1. This does not effect reaction movement or the radii of supply units.

3. All Allied (including French) and Axis units

are in combat and general supply for all purposes during the first game turn, including combat, movement, and disruption removal. No supply is expended on turn 1.

4. Axis reinforcements may be placed on entry ports containing French unit(s) during the initial movement phase. These Axis units cannot move further in this movement phase. The Axis player immediately rolls a die to determine the French unit or stack's reaction.

French Garrison Table

1 — French unit/stack surrenders and is placed in the Destroyed Units Box.

2-5 — French unit/stack is immediately moved 2-6 hexes by the Allied player.

6 — French unit/stack resists; combat must be fought during the combat phase.

A +1 modifier applies to the die roll if all Axis units present are Italian.

French units that move as a result of the die roll ignore the presence of Axis units or ZOCs while moving, but they may not end their move on an Axis unit or in its ZOC. They can be moved 2-6 hexes (Allied player's choice), but cannot cross or enter prohibited terrain. A stack of French units may be split up and moved separately.

If French units resist, other Axis units can enter the port to reinforce the engaged Axis units, up to port capacity. French units that fight can attempt to destroy their supplies in their reaction phase. Air and artillery column shifts on the Combat Results Table (CRT) are used normally in these combats. Combats between Axis units fighting French units in the same port hex are resolved normally. If the French unit/stack still occupies the hex after the combat, all attacking Axis units suffer depletion in addition to any other results, and are returned to the Awaiting Transport Box on the map (see 5.18).

All landings and French reaction die rolls must be resolved before additional Axis troops may land and exit any vacated ports.

[3.21] French Initial Reaction Chart

See game map charts and tables.

[4.0] INITIATIVE

GENERAL RULE

The *initiative* procedure determines which player will move first in each game turn. The player with initiative decides whether he wants to be the first or second player during a turn. Initiative is determined each game turn and never carries over from one turn to the next.

PROCEDURE

Players find the initiative number range on the Initiative Track of the Turn Record Track. The Axis player rolls both dice. If the roll is within the number range (inclusive) for that game turn, the Axis player has the initiative. If the roll is outside the range, the Allied player has the initiative. The player with the initiative

chooses whether he wishes to be the first or second phasing player.

[5.0] REINFORCEMENTS

GENERAL RULE

There are four types of reinforcements. Refit points, air points, and supply units arrive when indicated on the Turn Record Track. Land unit reinforcements arrive as indicated on the players' reinforcement schedules (see tables 5.16 and 5.17). Reinforcements can be used normally the turn they are brought into play. Players may also gain air points by capturing airfield hexes on the map.

PROCEDURE

The Refit/Air Point Track of the Turn Record Track is adjusted to indicate the arrival of refit points and air points. Supply reinforcements are deployed in the manner described in rule 7.5. Any land units that the phasing player receives in a reinforcement phase are placed either in an entry hex on the map (Allied player) or in the Awaiting Transport Box (Axis player). Initial unit overstacking (excess stacking point totals) is allowed when reinforcements are placed in entry hexes A-D, but not in entry ports. Allied reinforcement units may move normally during the movement phases of the player turn they enter. During an Axis initial movement phase, Axis reinforcements in the Awaiting Transport Box may be placed in any entry port unoccupied by Allied units. On turn 1 only, Axis units may land in ports occupied by French units only. However, the number of Axis units placed in a port cannot exceed the entry limitation for that port during any Axis initial movement phase. French units on turn 1 do not count against Axis port entry limitations. Such units can move normally from the port if the port is free of enemy ZOCs. Note the turn 1 rule on French garrisons, however. **EXAMPLE:** On turn 1, a 1-stacking-point Axis unit is placed in Tunis. Since two French units are already in the port, a die is rolled immediately and the result is compared to the French Initial Reaction Chart (see 3.21). A 1 is rolled, indicating that the French units resist. The Axis player may then bring in up to 4 stacking points more of Axis units, as Tunis has an port entry capacity of 5 stacking points. If the French units do not move away from the port through reaction movement, combat is then resolved between Axis units in Tunis and the French units. French units may retreat or be eliminated as a result. If the French do not retreat, all Axis units in Tunis will suffer additional depletion (they enter play depleted) and are then eliminated.

CASES

[5.1] Reinforcement Entry

[5.11] If all Allied entry hexes are occupied by Axis units or ZOCs, Allied units enter on any land hex on the appropriate side of the map. If all such hexes are blocked by enemy units or ZOCs, any reinforcements due must be delayed a turn.

[5.12] Reinforcements can be delayed at the owning player's option. Previously delayed reinforcements arrive any turn following the turn they were due to arrive.

[5.13] The Axis player can use the ports of Bizerte, Tunis, Sousse, Sfax, Gabes, and Tripoli as Axis entry ports, if they are not occupied by Allied units or by hostile French units (see turn 1 special rules, 3.2). The Axis player can only enter a limited number of stacking points per game turn (based on port restrictions). The capacities of each port are both marked on the map and reprinted here. Each supply unit costs 1 stacking point for this rule.

Ports	Stacking Point Capacity
Tunis, Tripoli	5
Bizerte, Sfax	2
Gabes, Sousse	1

[5.14] Reinforcements are automatically in general supply until the beginning of phase 6 of the turn in which they enter the map.

[5.15] Air point and refit point reinforcements for both players are listed on the Turn Record Track.

[5.16] Allied Reinforcement Schedule

See game map charts and tables.

[5.17] Axis Reinforcement Schedule

See game map charts and tables.

[5.18] The Awaiting Transport Box on the game map functions as an off-play map holding area. Its only purpose is to hold Axis reinforcements that enter during the Axis reinforcement phase, until they are placed on the map during any subsequent Axis movement phase.

[6.0] AIR SUPPORT

GENERAL RULE

Air points reflect the capability to support attacks and defense with airpower. The number of air points a player has on his Refit/Air Point Track of the Turn Record Track is the number of air points he has available each game turn. Air points used during a turn do not reduce air capability for later turns. Air points may be lost to enemy action.

CASES

[6.1] Air Points

Each reinforcement phase, the phasing player receives the number of air points indicated on the Turn Record Track. These points can be used in all ensuing player turns until eliminated. Players should keep track of available air points on the Refit/Air Point Track of the Turn Record Track.

[6.11] **Capturing Airbases:** The airbase hexes marked on the map give air points to the side that gains control of them. One air point is immediately added to the Axis Air Point Track of the Turn Record Track when an Axis unit enters an airbase hex for the first time. One air point is added to the Allied Air Point Track when an Allied unit enters an airbase hex for

the first time.

One point is subtracted from the track if an enemy unit captures a friendly airbase hex. (NOTE: This includes Axis recapture of Tripoli.) Players can never gain an air point for the same hex twice, however; players should record each airbase hex occupied (for which they've received an air point) on a piece of paper. Air point losses cannot reduce a player's air capability below 0.

[6.2] Uses of Air Points

[6.21] Air Points may be used once each player turn until they are eliminated (6.23).

[6.22] Immediately before the die is rolled for any combat, the players decide how many air points (if any) they wish to use in combat. The attacking player announces whether he is allocating any air points before the defending player makes his decision. Each air point functions exactly like one friendly artillery unit (see 12.1). Air points only assist friendly units in combat and cannot attack by themselves.

[6.23] If, when the modified column on the Combat Results Table (11.9) (before column shifts for air points and artillery) is used, the combat result is accompanied by an **A**, then each player loses one air point he allocated to the combat (if any). The number of air points available on the Air Point Track of the Turn Record Track is reduced by 1.

[7.0] SUPPLY

GENERAL RULE

Combat units must be in supply to function efficiently. There are two supply types: general supply and combat supply. General supply primarily affects a unit's movement ability, while combat supply affects a unit's combat ability. It is possible to be out of general supply and still be in combat supply. Supply is provided by permanent supply sources and by supply units (*mobile supply units* and *dumps*). A combat unit must be within specific ranges of permanent supply sources or eligible supply units to draw supply. Allied supply units arrive as constant reinforcements; Axis supply units arrive as indicated by the Axis Convoy Arrival Table (7.55). Supply units can also be captured or destroyed. A summary of supply sources and capacities is provided on the game map, condensing the information of this section. Players should refer to the summary while reading this section.

PROCEDURE

At the beginning of each friendly movement phase, the phasing player determines whether or not each friendly unit is in general supply. This is done by tracing a supply path from the unit to a friendly supply source or unit. A unit that is out of general supply has an Out of General Supply marker placed on it; units that were previously unsupplied but have now regained supplied status have their Out of General Supply markers removed. A unit is in general supply at all times, except when it car-

ries an Out of General Supply marker. Combat supply is determined at the instant before each combat is resolved.

CASES

[7.1] Supply Units and Sources

[7.11] MSUs (mobile supply units) are motorized units without Zones of Control. Unlimited numbers of MSUs can be stacked in a single hex. MSUs are not sources of supply, but may be used to link units to sources of supply. An MSU has a supply radius of 6 motorized movement points about it. MSUs are automatically in general and combat supply.

[7.12] Dumps (printed on the backs of MSUs) have no Zones of Control and may not move. Each dump has a stacking point value of 0; however, a hex may be occupied by no more than 2 dumps at the end of a phase. Each dump has a supply radius of 12 motorized movement points. Dumps are supply sources and, unlike MSUs, have no need to trace to another supply source in order to provide supply. Dumps are automatically in general and combat supply.

[7.13] Entry hexes A, B, C, and D are permanent supply sources for Allied units so long as Allied units are the last units to enter them. The supply capacity of these hexes may never be destroyed or depleted, though it may be temporarily suspended if the hexes are controlled by enemy units. These hexes only supply combat units within the hex itself or MSUs within 3 motorized movement points of the entry hex. The MSU must be able to trace a supply line to the entry hex to draw supply from it. The only sources of supply for the Axis player are supply dumps.

[7.14] Dumps and MSUs are never affected by any combat results unless they are alone in a hex. If a dump or MSU is alone in a hex and suffers any combat result, it is eliminated. A player cannot attack friendly supply units.

[7.2] Supply Lines

To be in supply, a combat unit must be able to trace a supply line to a friendly dump or supply source. Supply lines are traced as if a motorized unit were moving from the hex occupied by the unit of which the supply status is being checked to the hex occupied by the supply source. A supply line must be free of enemy units and enemy ZOCs, and cannot pass into or through terrain impassable to motorized units; however, a supply line can be extended by MSUs.

[7.21] Dumps and other friendly supply sources provide supply to units within a radius of 12 motorized movement points. Mobile Supply Units (MSUs) supply units within a radius of 6 motorized movement points, providing that the MSU itself can trace a supply line to a supply source, to a friendly dump, or to another friendly MSU (which can itself trace a line of supply to a dump or supply source). Supply lines can be traced through a chain of any number of MSUs so long as the chain is unbroken by enemy units, enemy ZOCs, or

impassable terrain and ends at a dump or other friendly supply source. MSUs can never be used for supply unless they can trace a supply line back to a friendly dump or other supply source. **EXAMPLE:** A unit is within 6 motorized movement points of an MSU that is within 6 motorized movement points of a second MSU. If this second MSU is within 12 motorized movement points of a friendly dump, the unit can trace a supply line to the dump.

[7.22] Friendly units negate enemy ZOCs for purposes of tracing supply lines.

[7.23] A unit worth 2 or more stacking points (see 12.14) may trace general supply and combat supply to more than one supply source, exactly as if it were several units of 1 stacking point each. When supply is determined, however, the entire unit is out of supply if any part of it cannot trace supply.

[7.24] A player can always choose not to provide general or combat supply to any of his units.

[7.25] Unlike the DESERT FOX™ Game rules, a unit can always trace supply to an adjacent supply dump or MSU regardless of the number of movement points required. Note that occasionally weather effects may cause this condition.

[7.3] Supply Unit Expenditures

[7.31] Supply line capacity for motorized units is limited to 5 motorized units for general supply and 3 units for combat supply. Additional units can be supplied if the dumps or MSUs supplying them are expended (removed from the map).

[7.32] General Supply: No more than 10 stacking points of motorized units may ever trace general supply (see 9.0) to any one dump during any phase, nor can more than 10 stacking points worth of motorized units ever use any one MSU in a supply line during any one movement phase. Entry ports and hexes (other supply sources) are unaffected by this limitation. The number of nonmotorized stacking points which can trace general supply to or through a supply unit is unrestricted. If more than 5 stacking points worth of motorized units trace general supply to any one friendly dump during a movement phase, that dump is expended (removed from the map) at the end of that phase. If more than 5 stacking points worth of motorized units use any one MSU in a supply line during a movement phase, that MSU is expended at the end of the phase. See rule 7.5, however.

[7.33] Combat Supply: No more than 5 stacking points can trace combat supply to any one dump during any phase, nor can more than 5 attacking stacking points trace combat supply through an MSU in any phase. Any number of defending units may use a dump or MSU for combat supply. There is no limitation on the amount of combat supply that can be drawn for either attack or defense from en-

try hexes A, B, C, and D for the Allies only. If more than 3 attacking or more than 6 defending stacking points trace combat supply to a given dump during the course of a combat phase, that dump is expended at the end of the phase. If more than 3 attacking or 6 defending stacking points trace supply through a given MSU in a particular combat phase, that MSU is expended at the end of the phase. Three or more units worth 0 stacking points participating in the same attack are treated collectively as 1-stacking-point units for supply. See rule 7.34, however.

[7.34] During a given phase, no more than 2 MSUs per player can be expended because of rules 7.32 or 7.33. If more than 2 MSUs will be expended because supply has been traced through them, the owning player may choose which 2 MSUs are expended. For example, if 9 stacking points of motorized units traced general supply through a chain of 5 MSUs ending at entry hex D, only 2 of the MSUs would be expended. This rule refers only to MSUs; any number of supply dumps can be expended in a phase.

[7.35] Supply dumps can also be expended to remove *disruption* combat results.

[7.4] Effects of Supply

As stated previously, there are two supply types: general and combat supply. Each has a different function and is independent of the other. It is entirely possible for a unit to be out of general supply, but still be in combat supply status.

[7.41] Units that are not in general supply at the beginning of a friendly movement phase are so noted by placing Out of General Supply markers on them. A unit's general supply status changes only at the beginning of a friendly movement phase.

[7.42] Motorized units that are out of general supply move only one hex, expending a maximum of four movement points in any friendly movement phase. The movement allowances of nonmotorized units which are out of general supply are halved (rounded down). Units of any type which are out of general supply have no ZOC and may not use reaction movement (8.4).

[7.43] During each friendly refit phase, the phasing player rolls a die once for each of his units that has an Out of General Supply marker on it. If the die roll is less than or equal to the unit's current morale rating, the unit suffers *depletion* (see 11.84).

[7.44] Every unit participating in combat must trace combat supply in order to function at full combat strength. Any reductions of combat strength are conducted individually for each unit before the combat strengths of the units in a force are totalled. Flak and artillery units lose their special combat bonuses (12.0) when they are out of combat supply. A unit suffers no penalties for being out of general supply at the instant of combat.

[7.45] If a *defending* unit cannot trace combat supply, its combat strength is halved (rounded down) and 1 is added to its morale rating for purposes of determining the effects of combat.

[7.46] The combat strengths of *attacking* units are halved (rounded down) if they are out of combat supply. Moreover, units attacking while out of combat supply suffer *disruption* in addition to any other results. This additional disruption is applied after all results against the defending force have been figured but before the other results against the attacking force are resolved.

[7.5] Supply Unit Availability

[7.51] At the beginning of each friendly reinforcement phase, the Allied player receives the number of supply units indicated for that turn on the Turn Record Track. Supply units on the left of the slash are placed on entry hexes A, B, or C. Those to the right of the slash in a given turn must be placed in entry hex D. Allied and Axis supply units are placed in either MSU or dump form.

[7.52] Each friendly reinforcement phase following turn 1, the Axis player rolls two dice and checks the Axis Convoy Arrival Table (7.55) to determine the number of MSUs the Axis player receives that phase. This dice roll is modified by the number listed on the Turn Record Track. The supply units are immediately placed in the Awaiting Transport Box on the map. During the initial movement phase, supply units are placed on friendly ports on the map in MSU or dump form. Each supply unit is assumed to equal 1 stacking point for purposes of port entry capacities.

[7.53] No MSUs may be brought into a hex that is enemy-occupied. Any supply units that cannot be brought onto the map's entry hexes are permanently lost. Remember that only 2 dumps can be placed in any given hex.

[7.54] If the players need more supply counters than are provided, they can make additional ones. The number of supply units provided is not a design limit.

[7.55] Axis Convoy Arrival Table

See game map charts and tables.

[7.6] MSU/Dump Conversion

A player can convert any number of friendly supply units from MSUs to dumps (or vice versa) at the beginning of his refit phase. To indicate such a conversion, simply flip a supply unit over to its alternate status.

[7.7] Supply Overrun

Supply units can be overrun in either of two ways: the normal overrun procedure (8.3) or supply overrun, whichever has fewer restrictions with it.

[7.71] For purposes of overrun and combat, any number of supply units stacked together in the absence of combat units are considered to have a total combat strength of 1. A supply unit has a combat strength of 0 when stacked

with friendly combat units.

[7.72] Supply units stacked with combat units that are overrun are treated as if they themselves were overrun, per rule 7.82. The supply overrun procedure (7.74) may not be used against supply units which are stacked with combat units. Only the normal overrun procedure (8.3) may be used against such a stack.

[7.73] If the conditions for an ordinary overrun are fulfilled, the phasing player rolls a die once for each overrun enemy supply unit. On a roll of 1-3, the supply unit is captured (7.74). On a roll of 4-6, it is eliminated. A player may voluntarily destroy an enemy supply unit rather than try to capture it.

[7.74] Any unit or stack in general supply and able to expend one movement point in addition to the movement points needed to enter the supply unit's hex can conduct a supply overrun (the unit need not be motorized). Supply units may not be overrun using the supply overrun rule if they are in a friendly ZOC which cannot be infiltrated (10.3), or if they are stacked with friendly units.

[7.75] When conducting a supply overrun, the phasing player rolls a die (when the overrunning units are adjacent to, but have not yet entered, the supply unit's hex); if the roll is less than or equal to the number of overrunning combat strength points, the overrunning units enter the hex occupied by the supply unit. The phasing player then rolls another die for each enemy supply unit in the hex, capturing it on a roll of 1-3, and destroying it on a roll of 4-6 (see 7.77). A player may choose to destroy a supply unit rather than roll to capture it.

[7.76] If the initial roll for the supply overrun is greater than the number of overrunning combat strength points, the overrunning units suffer a 3d result (11.7), do not enter the supply unit's hex, and cease all movement for the remainder of the phase.

[7.77] Captured supply units are immediately replaced with a supply unit in the same state (MSU or dump) of the side that made the capture. They may immediately be treated as friendly supply sources for all purposes, but may not move (in the case of MSUs) during the phase they were captured. Unlike in the DESERT FOX™ Game, there is no captured supply status.

[7.78] If a friendly unit advances after combat (11.74) into a hex occupied by an enemy supply unit, the advancing units automatically capture the supply units and the phasing player need not roll to capture the supply units, as per rule 7.73.

[7.79] Supply overrun may not be conducted against supply units in mountain, city, or fortified hexes, except during advance after combat procedures.

[7.8] Destroying Supply Units

[7.81] In any friendly refit phase, the phasing player may automatically destroy any friendly

dump or MSU which is stacked with a friendly combat unit.

[7.82] If a combat unit begins a friendly reaction phase in the same hex as a friendly supply unit, it may attempt to destroy that unit. Unlike in rule 7.81, this attempt is not automatic. The owning player rolls a die; on a **1-3**, the supply unit is destroyed; otherwise there is no effect, and no further attempt may be made to destroy that unit for the remainder of the phase. A unit may only attempt the destruction of one friendly supply unit in a given phase, and may not conduct reaction movement in a reaction phase in which it attempts the destruction of a friendly supply unit. Only motorized units may attempt to destroy dumps during the second reaction phase. Each friendly unit in a stack can attempt this.

[7.9] Supply Attrition

At the end of each friendly refit phase, the phasing player must roll the die once for each friendly dump that cannot trace a line of communication (13.2) or supply line back to a friendly entry hex or entry port. If a dump cannot trace an appropriate line of communication, it is expended on a roll of **1-3**. Dumps that can trace lines of communication will never be expended in this manner. MSUs converted to dumps in a refit phase must be rolled for in the same phase if they cannot trace the appropriate line of communication.

[8.0] MOVEMENT

GENERAL RULE

During a movement phase, the phasing player can move none, some, or all of his units that are capable of being moved. Units are moved in any direction or combination of directions, limited only by their movement allowances, the terrain, and the provisions of this section. Overruns can take place during both movement phases. *No Axis unit can end a friendly movement phase within 3 hexes (inclusive) of the eastern edge of Map LE. Axis units that cannot move out of this area are placed in the Destroyed Units Box at the end of the friendly movement phase.*

PROCEDURE

Each unit or stack of units is moved one at a time, tracing a path of contiguous hexes through the hexgrid. As a unit enters a hex or crosses certain hexsides, it must expend a portion of its movement allowance. The movement point costs to enter or cross each type of terrain are listed in the Terrain Effects Chart (8.29). Each unit or stack of units must complete its movement before another unit or stack is allowed to move.

CASES

[8.1] Motorized and Nonmotorized Units

For movement purposes, there are two types of units in the game: motorized and nonmotorized units. Nonmotorized units are designated by a horizontal stripe across their counter; all

units without a stripe are motorized. MSUs are automatically motorized.

[8.11] The movement point costs to enter a hex or cross various terrain features are different for motorized and nonmotorized units. Consult the Terrain Effects Chart (8.29) for appropriate movement costs and differences.

[8.12] Motorized units move in both friendly movement phases and react in both friendly reaction phases. They can attack in both friendly combat phases and conduct overrun attacks during movement. **EXCEPTION:** MSUs can never react under any circumstances.

[8.13] Nonmotorized units move only in the initial friendly movement phase of their turn, and in the first reaction phase of each opposing player's turn. Nonmotorized units can attack in both the first and second combat phases and conduct supply overrun attacks during movement phases.

[8.2] Movement Restrictions

[8.21] Movement never takes place out of sequence; players can move friendly units only during friendly movement or reaction phases.

[8.22] A unit never expends more movement points than its movement allowance during any one phase. The expenditure of movement points during one phase does not affect a unit's movement allowance during any other phase. A unit moves only once per given phase.

[8.23] A unit must be in general supply to move its full movement allowance, or its movement is severely restricted (see 7.32). Motorized units can move only one hex, nonmotorized units at half their normal rate.

[8.24] A friendly unit never enters a hex containing enemy combat units unless it is capable of overrunning the units (8.3), nor does it enter a hex containing enemy supply units unless it succeeds in a normal or supply overrun (7.7). Except for stacking limitations (9.2), which apply only at the end of friendly movement and reaction phases, friendly units do not affect the movement of other friendly units.

[8.25] Whenever there is more than one terrain type in a hex, the greater movement point cost of the terrain types is used. **EXCEPTIONS:** Units moving along a road or trail use the road or trail movement costs. Units moving through coastal hexes pay the highest land terrain cost.

[8.26] Motorized units can neither enter marsh or sand sea hexes nor cross escarpment hexsides, except by moving along a road or track through such hexes.

[8.27] A unit must stop immediately upon entering an enemy Zone of Control (ZOC); it can move no further that phase unless it is capable of infiltration (10.3). A unit that begins a movement or reaction phase in an enemy ZOC can leave that enemy-controlled hex as long as it does not move directly into another enemy-controlled hex. It must first move to another hex which is not enemy-controlled. **EXCEP-**

TION: See 10.3.

[8.28] Any number of friendly units that begin a movement or reaction phase in the same hex can move together as long as the lowest movement allowance among the units is not exceeded and the units end the phase in the same hex. Once a stack of units has begun movement, it must complete its movement before any other friendly unit can move. Units never move off the game map involuntarily or voluntarily.

[8.29] Terrain Effects Chart

See game map charts and tables.

[8.3] Overrun

During a friendly movement phase, friendly units that outnumber an opposing enemy unit/stack by 10-1 or more can eliminate them during movement. Such an elimination is called an *overrun* and is treated as part of movement rather than combat. To conduct an overrun, the player moves a unit or stack of units directly into the enemy-occupied hex. If the conditions detailed in this section are fulfilled, the overrun unit/stack is automatically placed in the Destroyed Units Box (see 13.21). An overrunning unit or stack can continue to move after completing an overrun, as long as it has sufficient movement points.

[8.31] Only motorized units conduct normal overruns; nonmotorized units conduct only supply overruns (7.7). All overruns occur during movement phases; they do not take place during reaction phases.

[8.32] A unit in a mountain, city, or fortified (14.0) hex can never be overrun.

[8.33] An overrunning unit must pay the normal terrain cost to enter the enemy-occupied hex plus 2 additional movement points. An overrunning unit pays the normal movement point cost for entering the overrun unit's ZOC (if any) when it first moves adjacent to the enemy unit. A unit cannot participate in an overrun if it has insufficient movement points.

[8.34] A unit or stack must have at least a **10-1** superiority over an enemy unit or stack in order to conduct an overrun against that enemy unit. The total combat strengths of the forces are calculated normally (see 11.0). The supply status of the defending unit (7.3), the combined arms effects (11.16), and the anti-tank effects (12.2) are ignored when calculating the ratio for an overrun.

[8.35] Hexside effects (11.37) are included when determining the combat strength of an overrunning force. **EXAMPLE:** If an overrunning force enters the hex of the overrun through a wadi hexside, **20** combat strength points would be needed to overrun a unit with a combat strength of **1**.

[8.36] If a unit about to be overrun would normally be capable of reacting in an upcoming reaction phase, it can react rather than be overrun. Such reaction is conducted (according to reaction rules, 8.4) immediately following the

phasing player's declaration of the overrun but before the phasing units enter the hex of the overrun or expend the two extra movement points for the overrun. A unit may react before an overrun only if the nonphasing unit has a movement allowance greater than that of the fastest overrunning unit. If a unit does react to avoid overrun, it may not react in the following reaction phase, nor can it react before another overrun during the current enemy movement phase.

[8.37] A friendly nonphasing unit in the ZOC of another friendly unit cannot be overrun by enemy units unless the friendly unit's ZOC is subject to infiltration (10.3) by the overrunning unit or stack.

[8.4] Reaction

Any nonphasing combat unit in general supply which begins a reaction phase within two hexes (i.e., there is only one hex between the units regardless of intervening terrain) of an enemy combat unit can move up to one quarter of its movement allowance (retain fractions) during that reaction phase.

[8.41] Motorized units can engage in reaction movement during both reaction phases. Nonmotorized units can react only in the first reaction phase. Supply units, units with parenthesized combat strengths, and disrupted units never react.

[8.42] A unit can expend up to one fourth of its movement allowance (retain fractions) during a reaction phase. All terrain costs and normal movement restrictions apply to reaction movement. Nonmotorized units never react more than one hex.

[8.43] A unit can move adjacent to an enemy unit in a reaction phase only if that enemy unit is already in a friendly ZOC.

[8.44] Movement points expended on reaction do not affect a unit's movement allowance at any later point.

[8.45] Reacting units may leave enemy ZOCs if they begin a reaction phase in them, but they may never move directly from one enemy ZOC to another. They may not infiltrate (see 10.3). Reacting units do not conduct overruns or supply overruns. Reacting units may enter enemy ZOCs under certain conditions (see 8.43).

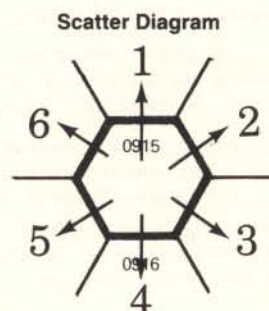
[8.46] At the end of each reaction phase, the nonphasing player rolls a die once for each of his units that reacted. If a roll is less than the unit's morale rating, the unit is immediately *disrupted* (see 11.8). Units with a morale rating of 1 are never disrupted by such reaction movement.

[8.5] Special Units

These units have special rules regarding their deployment and use: the US 2/509 Airborne unit; the US 1st Ranger Battalion; the British 1st and 6th Commando Battalions; and French cavalry units.

[8.51] Airdrops: The 2/509 Airborne may

attempt to drop onto any hex that it could normally enter during the initial movement phase of the player turn it is due. The unit can be delayed and can drop on a later turn at the Allied player's option. To resolve the airdrop, the Allied player declares the intended destination hex and rolls a die. On a 5 or 6 the unit arrives in good order. On a 4, the unit hits the target but is *disrupted*. On a roll of 1 to 3, the unit misses the hex and lands disrupted. To determine where a unit which misses its target lands, roll a die and consult the scatter diagram. The diagram indicates which direction from the target hex the unit lands. Now roll another die: this result indicates the number of hexes in the previously determined direction from the target hex where the unit lands. If an Airborne unit lands on an enemy unit, in an all-water hex, or off the map, it is destroyed. An Airborne unit cannot move during the phase it is dropped.



[8.52] Commandoes and Rangers: These units can be placed on any shore hex west of Bizerte (inclusive) during the initial movement phase of the turn they are due to enter. They may be delayed and land in the initial movement phase of a later turn at the Allied player's option. The units land on the designated hexes, even in enemy ZOCs, as long as the hexes are not occupied by enemy combat or supply units. A Commando or Ranger unit cannot move beyond the hex in which it lands during its initial movement phase. A Ranger or Commando unit which lands this way is automatically in combat supply for the first combat phase following the landing.

[8.53] French Cavalry: For purposes of supply calculation and movement, the French cavalry can use the rules governing either motorized or nonmotorized units, selecting the rule most beneficial for a given situation. **EXAMPLE:** a cavalry unit's general supply can be determined as if it were a nonmotorized unit, then can move using the road movement rate for motorized units during a motorized movement phase.

[8.54] Pure Armor Transport: A Commando, Ranger, or Airborne unit can be carried by any "pure armor" unit with twice as many strength points as the unit to be carried. The armor unit moves to the carried unit (or begins movement stacked together). The carried unit is moved with the armor unit, in any friendly movement phase, to the limit of the armored unit's movement capacity. The trans-

ported unit cannot use its own movement allowance during a movement phase when it is carried.

[8.6] Forced March

A unit's movement allowance may be doubled, at some hazard to the unit, through the use of forced marches.

[8.61] Only nondisrupted combat units with nonparenthesized combat strengths in general supply which do not begin a movement phase in a hex adjacent to an enemy unit can force march. Forced marches are not made during a reaction phase.

[8.62] A unit undertaking forced march cannot move adjacent to any enemy unit at any time during its movement.

[8.63] Allied units undertaking forced march cannot end their movement phase in a hex from which they cannot trace general supply.

[8.64] Regardless of a unit's basic movement allowance, its movement allowance is never increased above 40 by forced march. Thus, all units with a basic movement allowance of 20 and above have a movement allowance of 40 when using forced march.

[8.65] At the end of any phase in which a unit has used forced march, the unit is automatically disrupted. In addition, at the end of each friendly movement phase, the phasing player rolls a die once for each friendly unit that used forced march. If the roll is less than or equal to the unit's morale rating, the unit is depleted (11.8).

[9.0] STACKING

GENERAL RULE

Stacking refers to the number of units that can end a friendly movement or reaction phase in the same hex.

CASES

[9.1] Stacking Points

Every unit has a stacking point value (see 2.21). The number of friendly stacking points that may end a movement or reaction phase in a given hex is limited by the following restrictions to them.

[9.2] Stacking Restrictions

[9.21] A unit's stacking point value is constant throughout the game.

[9.22] Up to 6 stacking points can end a movement or reaction phase in a noncity hex.

[9.23] Up to 9 stacking points can end a movement or reaction phase in a city hex.

[9.24] There are no restrictions as to the number of 0-stacking-point units, MSUs, and informational markers that may stack in a hex. (EXCEPTION: See 9.25.)

[9.25] Dumps have a stacking point value of 0, but no more than 2 dumps can end a movement, reaction, or refit phase in a given hex.

[9.26] Stacking limits apply only at the end of a movement or reaction phase (or refit phase for dumps). If 2 units are overstacked, the opposing player removes the excess units, and places them in the Refit Box.

[10.0] ZONES OF CONTROL

GENERAL RULE

The six hexes surrounding the hex a unit occupies constitute that unit's Zones of Control (ZOC). Hexes in a unit's ZOC are called *controlled hexes*. The presence of an enemy ZOC affects movement, causes combat, interdicts supply, and blocks friendly retreats. Certain units have no ZOCs. Also, ZOCs do not extend through or into certain types of terrain.

CASES

[10.1] Which Units Exert ZOCs

[10.11] Each combat unit exerts a ZOC, except the following: units with parenthesized combat strengths; disrupted units; units out of general supply; and 0-stacking-point units.

[10.12] ZOCs extend into and through all types of terrain with the following exceptions:

1. A ZOC never extends through escarpment hexsides (DESERT FOX™ Game only).
2. ZOCs never extend into a city hex; ZOCs do extend out from a city, however.
3. A unit's ZOC does not extend into or through any type of terrain through which the unit could not move.
4. The ZOC of a "pure armor" or a reconnaissance unit does not extend into mountain hexes.

Zone of Control



[10.13] For purposes of rule 10.12, a ZOC does extend along roads. Thus, if a unit could enter a hex through a road hexside, that unit's ZOC extends across all road hexsides leading into the hex.

[10.14] A hex may be friendly-controlled and enemy-controlled simultaneously. Neither ZOC is affected by the presence of the other.

[10.2] ZOC Effects

[10.21] A unit expends one extra movement point to enter an enemy-controlled hex. A unit entering an enemy ZOC must stop and moves no further that phase, unless it is capable of *infiltration* (see 10.3) or *overrun* (8.3). The presence of friendly units does not negate enemy ZOCs for purposes of movement.

[10.22] A unit that begins a phase in an enemy ZOC can move out of that ZOC, but can-

not move directly from one enemy-controlled hex to another enemy-controlled hex unless it infiltrates (see 10.3).

[10.23] A unit with a parenthesized combat strength can enter an enemy ZOC only if stacked with a unit with a nonparenthesized combat strength, unless entering a hex already occupied by such a unit.

[10.24] Enemy ZOCs block supply lines (7.2) and retreat paths (11.72). If a friendly combat unit is in an enemy-controlled hex, supply lines can be traced into or through that hex without consideration for the ZOC.

[10.25] Enemy ZOCs block retreat paths (see 11.72). The presence of friendly combat units does not negate enemy ZOCs for purposes of retreat.

[10.26] A friendly combat unit in an enemy-controlled hex at the beginning of a friendly combat phase must attack an enemy unit. Each enemy unit exerting a ZOC on a friendly combat unit must be attacked by some friendly unit.

[10.27] No form of supply can be traced to or through a supply unit in an enemy ZOC unless that supply unit is stacked with one or more friendly combat units.

[10.3] Infiltration

A hex containing a ZOC exerted by 1 or less stacking point of nonmotorized units can be infiltrated. Zones of Control exerted by motorized units or by 2 or more stacking points worth of nonmotorized units cannot be infiltrated. If an enemy unit can be infiltrated, friendly motorized units can enter and exit its ZOCs. Each time a motorized unit leaves such a ZOC and moves directly into another enemy ZOC, it must expend 1 additional movement point. Supply units and units with parenthesized combat strengths can infiltrate if they are moving with units that could normally infiltrate by themselves.

[11.0] COMBAT

GENERAL RULE

A friendly unit that is in an enemy-controlled hex at the beginning of a friendly combat phase must take part in some combat during that phase. Each enemy unit that exerts a ZOC on adjacent friendly combat units at the beginning of a friendly combat phase must be attacked in that combat phase. If a friendly combat unit is adjacent to an enemy unit, but not in its ZOC, attacking is optional. The phasing player is termed the attacker, and the nonphasing player the defender, regardless of the overall strategic situation. The outcome of each attack is determined by the combat strengths, morale ratings, and supply status of the units involved; the terrain of the battle; and a random die roll. Air support, artillery and flak/anti-tank units, and weather can also affect the outcome of a battle. Combat results include retreats, disruption, depletion, and also elimination.

PROCEDURE

For each attack, the attacking player determines which enemy units are to be attacked by friendly units. Consult the Combat Results Table (on game map) while reading this procedure. The following steps are then performed:

1. The combat strengths of the units involved are determined, taking into account the effects of supply (see 7.4), combined arms effects (11.16), disruption (11.8), hexside terrain (11.33), flak/anti-tank units (12.2), and fortifications (14.22).
 2. The total modified combat strength of the attacking force is divided by the total modified combat strength of the defending force to arrive at a *combat ratio*, which is rounded off (in favor of the defending player) to the nearest ratio listed on the Combat Results Table (11.9).
 3. The attacking player finds the row at the top of the Combat Results Table corresponding to the terrain of the defender's hex, then traces across until he finds the combat ratio determined in step 2.
 4. Looking down the column under the combat ratio, the attacking player finds the *column number*.
 5. Apply column shifts due to the combined nationality rule (11.5) and the US inexperience rule (11.6). Apply weather effects rules on turns 2-5 only. If the defending unit occupies a hex north of the Weather Line in Tunisia, roll 2 dice and consult the Weather Effects Chart (15.3). Column shifts due to weather are now applied.
 6. The phasing player commits air points as desired, then the nonphasing player commits his air points.
 7. The attacking player then rolls a die, adding the roll to the column number. If the adjusted column number has an **A** result, both players lose one air point of those committed to the combat.
 8. Column shifts due to artillery and air support are applied (see 12.1).
 9. The adjusted column is cross-indexed with the morale rating of each defending unit. Combat results are applied to each defending unit individually.
 10. The adjusted column is cross referenced with the Effects on Attacking Units row. The combat results are applied to the entire attacking force.
- EXAMPLE:** The game is in the January 1943 turn. An Axis stack of units is in a clear terrain hex and consists of the German 190th Panzer Battalion and 5th Parachute Regiment and the Italian 16th Pist and GGFF Divisions. The Axis stack is attacked by two Allied stacks of units, one containing the US 1st Arm AT, CCA/1, CCB/1, 1st Inf Art, and 18/1 Inf units and the other containing the British 26/6 Arm and 11/78 Inf units; both Allied stacks are in clear terrain. All units are in combat supply.

The attacker's and defender's combat strengths are totalled: the Allied total is 36 (the CCB/1 unit attacks at half strength, 5, because it is a "pure armor" unit without a matching infantry stacking point); the Axis total is 14 (the 190th Pz is reduced 2 points because of the Allied anti-tank unit). The combat ratio is 36-14, or 2-1. There are no terrain adjustments in clear terrain. Matching the combat ratio to the defender's clear terrain hex gives the column number 4. The weather dice roll is 7, giving a leftward column shift of 2. The combined nationality rule gives a leftward column shift of 1. And the US inexperience rule gives another leftward column shift of 1. The current column number is 1, as no shifts left of Column 1 are allowed. The Allied player now commits 2 air points and the Axis player commits 1 air point. The random die roll is 3, giving a column number of 4. As air point losses are determined at the end of this step, both players lose 1 air point. The Allied player receives 1 rightward column shift for air power, giving a column number of 5. After checking the combat results for Columns 5 and 6, the Allied player decides to apply his artillery column shift (1 column rightward). The combat is resolved on Column 6. The results are as follows: The Axis 190th Pz and 5th Para units are unaffected (due to their morale ratings of 1 and 2); the Allied player chooses whether the 16th Pz or GGFF is depleted, and selects the 16th Pz unit. The attacking units suffer a **p** result, and the Axis player chooses to deplete the Br 26/6 Arm unit. This completes the combat sequence for this attack.

CASES

[11.1] Combat Restrictions

[11.11] The combat strength of an individual unit is not split between separate attacks. Similarly, a unit's combat strength cannot be split on defense. **EXAMPLE:** an attacking unit cannot attack half of a defending unit.

[11.12] Each attack must be resolved before another can be initiated.

[11.13] No unit can attack or be attacked more than once per phase. A defending stack's combat strength can never be reduced below 1. If a defending stack's combat strength would ever be rounded below 1, it is treated as 1. When a unit's combat strength is subject to more than one modification, all such effects are cumulative and are executed for each unit in the order determined by the owning player except where specifically indicated otherwise (e.g., as per the flak effects rule, 12.2, or per weather rules, 15.0).

[11.14] A unit with parenthesized combat strength cannot add its combat strength to friendly attacks. A unit's parenthesized combat strength is only used when the unit is attacked and it is not stacked with a friendly unit with a nonparenthesized combat strength. In the latter case, any number of defending units with parenthesized combat strengths are considered to have a collective total combat

strength of 1.

[11.15] An attack cannot be made voluntarily at a combat ratio below the minimum on the Combat Results Table if it is possible to allocate attacks such that all enemy units that exert ZOCs on friendly units are attacked at a ratio at or above the minimum listed for the occupied terrain. If a unit or stack is forced to attack at a lower ratio, or if all attacking units have parenthesized combat strengths, the attacking units automatically suffer **d4D** results and the defending force is unaffected.

[11.16] Combined Arms Effects: An armor unit's combat strength is halved (rounded down) unless an eligible infantry unit is stacked with it and participates in the same combat. Infantry units include: infantry, motorized infantry, heavy weapons, (both with and without artillery capacity), glider infantry, Commandoes, Rangers, and airborne infantry. One infantry unit must be present for each armor unit in a stack to receive combined arms effects. For example, if 3 stacking points of armor were stacked with 2 stacking points of infantry, 1 stacking point of armor (owning player's choice) would be halved in combat strength. Defending armor units are affected by this rule, though overrunning units and units being overrun are not affected by this.

[11.2] Multiple Combat

[11.21] A single unit cannot attack units in more than one adjacent hex. Units attacking from a hex may participate in different attacks.

[11.22] Units in two or more different hexes can combine their combat strengths to attack any number of defending hexes, provided that all attacking units are adjacent to all defending units.

[11.23] All defending units in a given hex must be attacked as a single entity, totalling their combat strengths. Individual units within a stack cannot be singled out for attack.

[11.3] Terrain Effects

[11.31] The terrain in the defending units' hex determines the row used on the Combat Results Table (11.9).

[11.32] If there is more than one type of terrain in a hex, the defending player chooses which of the terrain types he will defend in. Similarly, if units are defending in more than one hex, the defending player may choose which of the terrain types present in any of the hexes his force is defending in will use; the attack is resolved using the row of the Combat Results Table corresponding to that terrain type.

[11.33] Hexside Terrain: The combat strengths of units attacking across various types of hexside terrain are modified, as per the Terrain Effects on Combat Chart (11.38). Units attacking across such hexsides have their combat strengths modified individually. If only part of a multi-hex defending force is being attacked across hexside terrain, any units

attacking any defending units across hexside terrain are subject to the modifications of rule 11.37.

[11.34] Cities: ZOCs do not extend into city hexes, and units in such hexes do not have to attack from them. If the owning player does choose to have units attack from a city, not all units in the city need attack, nor does every enemy-occupied hex adjacent to the city have to be attacked. However, all units in a given hex must be attacked.

[11.35] Mountains: The combat strength of any infantry unit is doubled when that unit is defending in a mountainous terrain hex. This doubling is calculated before all other modifiers are applied.

[11.36] The effects of fortifications are used in place of the terrain in the defending units' hex, at the defending player's option (see 14.2).

[11.37] Units cannot attack across hexsides that they could normally not move across (8.29), though they defend normally when so attacked.

[11.38] Terrain Effects on Combat Chart
See game map charts and tables.

[11.4] Combat Column Shifts

[11.41] Column shifts due to all causes will not exceed the limits of the table. Shifts resulting in a column greater than 17 are treated as Column 17; shifts resulting in a column of less than 1 are treated as Column 1.

[11.42] Friendly column shifts from any combination of artillery or air support are limited to a total of 4 columns. The column on which the opponent's losses are read may be adjusted by other factors, such as weather effects, combined nationality combat, and US inexperience rules.

[11.5] Combined Nationality Combat

If Allied units of more than one nationality participate in the same attack, a one-column shift to the left is applied for that combat. This shift is applied to the combat column number before the die is rolled.

[11.6] United States Inexperience

The American forces in Tunisia were eager to engage Germans, but when combat occurred the US units suffered from lack of experience and poor leadership. The following rule reflects this situation:

On turns 1-4, all combats involving American units suffer a 1-column shift to the left against the Americans. This shift is applied at the same time as the Combined Nationality Penalty (see 11.5), and is cumulative with it.

[11.7] Combat Retreats and Advances

The results of combat listed on the Combat Results Table include one or more of the effects listed below and in rule 11.8. All such effects are cumulative. All results of one combat

are applied before the next combat begins. The following rules apply only to combat units. See rule 7.14 for the effects of combat on supply units.

[11.71] When both attacking and defending units receive combat results, all defending units apply their results before any results are applied against the attacking force.

[11.72] Units that receive retreat results are immediately moved away from their starting hexes the number of hexes indicated by the combat result. Retreats are conducted by the owning player. Exceptions to this include:

1. A player may voluntarily have any of his units ignore a **1**, **2**, or **3** retreat result and suffer depletion instead (in addition to any other combat results).
2. Defending units in cities and in fortified hexes subtract **3** from any retreat results. Thus, **1-3** retreat results have no effect against units in such hexes. If a unit's path of retreat leads it through a city hex, it may end its retreat in that city hex and ignore the remainder of the retreat results.
3. Attacking units may ignore retreat results if all the hexes that were occupied by defending units are vacated as a result of the attack. Otherwise, if a unit cannot retreat the full number of hexes indicated by the combat result, it retreats as many hexes as it can (see 11.73, however) and is *depleted*, in addition to any other non-depletion results of the combat.

[11.73] Within the following restrictions, a unit retreats through any type or types of terrain, without consideration for movement point costs. A unit's movement allowance during a later phase is not affected by its having been retreated. The following restrictions apply to all combat retreat results:

1. Units cannot retreat through enemy units, enemy ZOCs, off the game map, or through or across enemy ZOCs that prohibit movement.
2. Units can retreat into hexes in violation of stacking limits. If a hex becomes overstacked as a result of a retreat, the owning player has until the end of the next friendly movement phase to correct the situation, or the excess units are removed. See rule 9.26.
3. Units retreating into a stack that is subsequently attacked do not add to the defense of the attack, but do suffer any adverse results exactly as if they were defending.
4. Motorized units retreat through or into sand sea or marsh hexes only when following a road.

[11.74] Advance After Combat: If a defending hex is vacated as a result of combat, up to 6 stacking points of nondisrupted attacking units may advance into the vacated hex at no extra cost in movement points and without consideration for enemy ZOCs. The advance must be taken immediately before proceeding to the next combat. Advance after combat is never mandatory. A unit never advances more

than one hex as a result of combat. Units with parenthesized combat strengths never advance after combat. Defending units never advance after combat.

[11.8] Disruption and Depletion Results

[11.81] Units suffering from disruption are affected in the following ways:

1. They have half normal movement allowances and combat strengths (rounded down for each unit).
2. They do not have ZOCs.
3. They may not participate in overruns or supply overruns.
4. Disrupted anti-tank and artillery units lose their special combat abilities (see 12.0).
5. Additional disruption results are treated as depletions.
6. Disrupted units may not refit (see 13.0).

[11.82] A unit's disrupted status is indicated by placing a Disruption marker on the unit. Disruption markers are removed at the end of any friendly refit phase from all units in city hexes. A unit can also be undisrupted by expending supply units if it can trace a supply line during a friendly refit phase.

[11.83] A dump is expended if a unit traces supply to it to remove disruption. All disrupted units that trace a supply line to a single dump can be undisrupted by its expenditure. A dump can be expended to remove disruption in the same phase as it is converted from an MSU. A unit cannot be refitted in the same phase it recovers from disruption.

[11.84] Depletion: If a full-strength unit suffers a depletion result, it is flipped over to its reverse (depleted) side. If a depleted unit suffers another depletion result, it is eliminated. Depleted flak and artillery units lose their special combat abilities (see 12.0).

[11.85] Eliminated units are placed either in the Refit Box or the Destroyed Units Box depending on whether or not they trace a *line of communications* when eliminated (13.2).

[11.86] Partial Depletion: When an attacking force receives a partial depletion (**p**) result, one attacking unit of the defender's choice suffers a depletion result.

[11.87] When two or more units in a defending stack suffer a partial depletion result, any one defending unit of the attacker's choice suffers a depletion result. Regardless of the number of defending units that suffer partial depletion, only one defending unit will be depleted as a result of some or all defending units suffering partial depletion.

[11.88] All depletions caused by partial depletion results are performed after any other combat results are applied to a force.

[11.9] Combat Results Table

See game map charts and tables.

[12.0] ARTILLERY AND ANTI-TANK UNITS

GENERAL RULE

Artillery units (those units with military symbols containing centered dots) and flak/anti-tank units have special effects on combat. Artillery units shift combat results columns while flak/anti-tank units reduce the combat strengths of "pure armor" units. The terms "flak" and "anti-tank" are used in this section interchangeably.

PROCEDURE

Each attacking artillery unit in a given combat adds **1** to the attacker's column number. Each defending artillery unit subtracts **1** from the attacker's column number. Each attacking flak/anti-tank unit subtracts **2** from the total modified combat strength of defending "pure armor" units. Each defending flak/anti-tank unit subtracts **4** from the total combat strength of attacking "pure armor" units.

CASES

[12.1] Artillery Shifts

[12.11] Artillery units can shift combat results only if they are in combat supply. Disrupted or depleted artillery units lose the ability to shift combat results.

[12.12] Friendly artillery shifts affect only the column on which enemy losses are determined. Thus, if either the attacker or defender has artillery shifts affecting combat, the combat results for the opposing forces will be found on different columns, even if each force is eligible for the same number of artillery shifts.

[12.13] A player may choose not to take all the artillery shifts to which he's entitled; he makes this decision after he sees the combat die roll. However, the attacking player announces the number of shifts he will use before the defending player does.

[12.14] Artillery units are considered to have stacking point values of **2** for combat supply (see 7.33), so long as they retain their artillery capacity. **EXAMPLE:** when depleted or disrupted these units consume only **1** stacking point worth of supply.

[12.2] Anti-Tank and Flak Effects

German anti-aircraft guns (the famed 88s) were used with great effect as anti-tank weapons during the Tunisian campaign. Although the Allies had some guns of equal quality, the German flak units were much more effective.

[12.21] Anti-tank or flak subtractions to the combat strengths of enemy "pure armor" units are made after all other modifications to the "pure armor" units' combat strengths.

[12.22] Flak/anti-tank units will not subtract more from an enemy force's combat strength than the total modified combat strengths of the "pure armor" units in the enemy force.

[12.23] Flak/anti-tank units reduce "pure armor" strength only if they are in combat supply. Disrupted or depleted flak and anti-tank units lose the ability to reduce the combat strength of enemy "pure armor" units.

[12.24] Flak units have no effect on the combat strengths of overrunning armor units.

[13.0] REFITTING UNITS

GENERAL RULE

Both players receive refit points as indicated on the Turn Record Track. These points are used to rebuild depleted and eliminated friendly units.

PROCEDURE

Depleted units are brought up to full strength by finding the unit's type symbol on the Refit Chart (13.36) and by expending the indicated number of refit points. Eliminated units in the Refit Box can be brought onto the map as reinforcements. They enter in depleted condition if the owning player expends the number of refit points indicated on the Refit Chart. They can be brought onto the map at full strength if the owning player expends the refit points listed in both columns of the Refit Chart.

CASES

[13.1] Refit Points

[13.11] Refit points are given to each nationality: American, Commonwealth, French, German, and Italian. Points of one nationality cannot be used to refit combat units of another nationality.

[13.12] Players should keep track of the number of refit points available to them on the Refit/Air Point Track. Refit points may be accumulated from turn to turn. The +10 sides of the Refit markers can be used to indicate totals of 10-19 refit points.

[13.2] Lines of Communications

When a unit is eliminated for any reason, it is placed in the Refit Box unless it was out of combat supply or it could not trace a *line of communications*. This is a path of any length through traversable hexes unimpeded by enemy units and ZOCs to an entry hex (Allied) or entry port (Axis). Friendly combat units negate enemy ZOCs for this purpose.

[13.21] Nonmotorized units that are eliminated and that cannot trace a line of communication are placed in the Destroyed Units Box. Motorized units with morale ratings of 2-6 that are out of combat supply or that are unable to trace a line of communication, receive a die roll by the owning player. On a roll of 1-3, the unit is placed in the Refit Box; on a roll of 4-6, it is placed in the Destroyed Units Box. Destroyed units never appear on the map again during the game. Motorized units with morale ratings of 1 subtract 1 from die roll, being destroyed only on a roll of 5-6.

[13.3] Refit Restrictions

[13.31] Only Refit Box units are rebuilt.

[13.32] Friendly combat units are only refitted during a friendly Refit Phase. Supply units and air points cannot be refitted.

[13.33] To be refitted, a depleted unit must be in general supply, cannot be in an enemy ZOC, and cannot have been disrupted at any point during the current refit phase.

[13.34] Axis reinforcement units can be refitted to full strength on the turn in which they arrive on the map. If held off the map for their first turn, they can be refitted in the Awaiting Transport Box and can enter later at full strength.

[13.35] When an Allied unit enters Tripoli, the Italian Refit Point Track is immediately reduced to 0. No more Italian refit points can be gained until Tripoli is recaptured. When the port is recaptured by the Axis, Italian refit points are added normally; however, previous points and all points that would have been received while the port was Allied-controlled are permanently lost.

[13.36] Refit Chart

See game map charts and tables.

[14.0] FORTIFICATIONS

GENERAL RULE

Fortifications represent heavily protected lines or strongpoints, usually composed of concrete defenses, minefields, and entrenchments. Fortifications can be built by either player and are of two different qualities: level 1 and level 2.

CASES

[14.1] Constructing Fortifications

[14.11] Fortifications may not be constructed in mountain, city, sand sea, or marsh hexes.

[14.12] The number of fortifications that can be emplaced is not limited by the counters provided. The players may make additional markers, if necessary.

[14.13] Level 2 fortifications are only constructed in hexes already containing level 1 fortification markers. The level 1 marker is replaced with a level 2 marker when the level 2 fort is completed.

[14.14] A player may build one level of fortification in a hex containing a dump and any combat unit having a nonparenthesized combat strength and a stacking point value of at least 1. Both the combat unit and dump must begin the movement phase in the hex and remain there during the phase in order to build a fortification. An Under Construction marker should be placed on the hex at the beginning of the phase to denote such activity. At the end of that phase, the dump is expended, and a level of fortification is added to the hex. Level 2 forts are not strengthened by further construction to them.

[14.2] Fortification Effects

[14.21] The player defending in a fort has the option to use the row of the Combat Results Table corresponding to that fort's level in place

of the terrain of the hex.

[14.22] The combat strength of any one non-armored unit of the defending player's choice is doubled if it defends in a level 2 fort.

[14.23] A fortification benefits any force in its hex regardless of who first constructed it.

[14.24] Fortifications are never destroyed.

[15.0] WEATHER

The heavy rains that fall all winter in Tunisia dictated the pace of the fighting to some extent. Weather affects both movement and combat north of the Weather Line in Tunisia during turns 2 to 5.

[15.1] Movement Costs

The cost to enter any hex north of the Weather Line during any phase of turns 2-5 (inclusive) is doubled. This affects the radii of supply units as well as all facets of combat unit normal and reaction movement. Advances and retreats after combat are not affected.

[15.2] Combat Shifts

When an attack is launched against a hex north of the weather line on turns 2-5 (inclusive), the phasing player rolls two dice. The result is compared to the Weather Effects Chart (15.3) to give a number of column shifts ranging from 0-6. The column number of the combat (before the die is rolled) moves to the left the number of shifts indicated by the weather effects roll, but is never reduced below Column 1. An attack cannot be cancelled once the weather effects have been determined.

[15.3] Weather Effects Chart

See game map charts and tables.

[16.0] AXIS COMMAND RULE

GENERAL RULE

A number of problems arose with the Axis command structure in Tunisia that had not been seen earlier in the desert war, when Rommel held almost complete control. This rule reflects the later German lack of coordination.

The units of the 10th, 15th, and 21st Panzer Divisions may operate normally, provided that units from two or more divisions do not combine to attack a single stack (or group, if adjacent stacks are attacked together) of Allied units in Tunisia. If the Axis player wishes to use units from more than one panzer division in an attack, all additional panzer division units must be checked for eligibility.

PROCEDURE

When any unit of a panzer division moves adjacent to an enemy unit with a ZOC, that division has been committed to attack the Allied unit. Other units from the same division may join in the attack or be committed to other attacks. When the Axis player wishes to add units from either or both of the other two panzer divisions, those units must check for eligibility after using half their movement

allowances.

[16.1] Eligibility Checks

A die is rolled for each unit being checked. On a roll of 1-3, that unit is not eligible to attack and cannot be moved adjacent to any enemy unit that German units from another panzer division have been committed to attack. On a roll of 4-6, the unit may attack normally.

[16.2] Variable Attacks

If a panzer division unit cannot attack, due to the armor eligibility rule, it can use its remaining movement allowance normally, and can attack Allied units within reach where other panzer units have not yet been committed. The rule has no effect on panzer divisions' ability to defend.

[16.3] Movement Points

The Axis player can declare half of a unit's movement points expended at any time so that he may check an armor unit's eligibility. That unit can then use only half its movement allowance during the rest of the phase.

[16.4] Affected Units

This rule only affects indicated units that belong to the 10th, 15th, and 21st Panzer Divisions. This rule is in effect during turns 1-4 only.

[17.0] TRAIL OF THE FOX SCENARIO

This section contains the setup and victory condition information for the TRAIL OF THE FOX™ Game.

[17.1] Setup

[17.11] The following Allied units are on the map at the start of the game: BONE (T3504): CW 6th Com; 1st Para; Dump. BIZERTE (T3815): FR 43rd Col; Dump. TUNIS (T3417): FR 4 MZT; FR 4th RCA Cavalry; Dump. SFAX (T1720): FR 2nd RG; Dump. GABES (T1014): FR 4th RST Cavalry. Hex T0817: Fort 1. Hex T0717: Fort 1.

[17.12] The following Axis units begin the game on the map. All combat units are Italian. In Libya, adjacent to Tunisian border: Sahara Infantry Brigade. TRIPOLI (LW1417): 350th Inf Regiment; Dump. BUEBAT (LE3113): Dump. Within 20 hexes of eastern edge of map LE: 16th Pist; GGFF; 80th LS; 131st Cent; 16th Pist Arty; 31/131st Armrd; 5Br/131st Inf.

[17.13] **Abbreviations:** The following abbreviations are used as deployment codes for units that start on the map, and designate the city or town where the unit is placed: BO (Bone); BI (Bizerte); TU (Tunis); SF (Sfax); G (Gabes); and TR (Tripoli).

[17.2] Victory Conditions

The game is played until the Allied player captures all of the Axis entry ports, or until the end of turn 9. The game ends immediately when the last Axis entry port is occupied by an Allied unit. The winner and the level of victory are determined by the turn on which the

game ends, as follows:

Turn Last Entry Port Captured	Level of Victory
1-4	Smashing Allied
5-6	Substantial Allied
7	Marginal Allied
8	Marginal Axis
9	Substantial Axis
Never	Smashing Axis

[18.0] AFRICAN CAMPAIGN SCENARIO

This is a combination of the DESERT FOX™ and TRAIL OF THE FOX™ Games. Players must have both games to play this scenario. Trim the eastern edge of the TRAIL OF THE FOX Game map so charts on the DESERT FOX Game map are visible; line the maps up at El Agheila.

[18.1] Setup

Set up both games for the Africa Campaign scenario. Place the French garrisons for the start of the Trail of the Fox scenario. The following Italian units are placed at their starting locations in western Libya in November 1942, as in the Trail of the Fox Scenario (17.0): 350/ Sahara; Sahara Bde. These French and Italian units may not move until November, 1942. The Italian units are released from this restriction on a unit-by-unit basis if an Allied unit moves within 10 hexes of the Italian unit in question.

[18.2] Reinforcements

Proceed through the DESERT FOX™ Game with the normal reinforcement and withdrawal schedule. Add the following Italian units from the TRAIL OF THE FOX game to these DESERT FOX Game reinforcements: 80 LS (June 1942); 16 PIST (August 1942); and 131/ Cent Arty, 5BR/Cent, and 131 Cent Armrd units (September 1942). When the November 1942 turn is reached, add the Trail of the Fox scenario units that enter from Algeria (entry hexes A-C) for the Allies, or the entry ports for the Axis, along with the Italian and British units appearing in the November 1942 turn. The British units that start at Bone in the Trail of the Fox scenario are placed there: CW 6th Com and 1st Para units.

Continue with all Trail of the Fox scenario reinforcements except those that enter through entry hex D. Units that enter at hex D in the Trail of the Fox scenario are not used in the Africa Campaign scenario.

[18.21] **Optional Transition Rule:** If both players agree beforehand, at the end of the October 1942 turn, all surviving units from the DESERT FOX Game that have counters with different strengths for the TRAIL OF THE FOX Game are removed and replaced with the updated counters. These replacements come on in the same condition (full strength, depleted, in or out of general supply, or disrupted) as the unit that was removed.

[18.3] November and December 1942 Turns

[18.31] Use the supply allotments for both games during these two turns for the Allies. The Axis player may roll on the Axis Convoy Arrival Table (7.55) once in each of these turns and brings on his scheduled TRAIL OF THE FOX Game supply units.

[18.32] The Axis player is the first phasing player on these two game turns. There is no roll for initiative on these game turns.

[18.33] The provisions of TRAIL OF THE FOX Game rule 3.2 are in effect for any and all units that enter a hex on the TRAIL OF THE FOX Game map during the November 1942 turn. Units which spend the entire turn on the DESERT FOX Game map are not subject to this rule, except to note that the Axis player automatically goes first that turn.

[18.4] Rules Differences

[18.41] Where the DESERT FOX Game and TRAIL OF THE FOX Game rules differ, choose the rule that applies to the map in question for movement and combat rules. Thus, to attack a unit in Tunisia, the Combat Results Table for the TRAIL OF THE FOX Game should be used; whereas in Egypt, the one in the DESERT FOX Game is used. Terrain effects, such as infantry combat strength doubling in mountains, apply only to the terrain on the appropriate map. Combat strengths of infantry in mountain hexes on the DESERT FOX Game map are not doubled.

[18.42] **El Agheila** The L0701 hex (El Agheila) on the DESERT FOX Game map retains all of its supply capabilities until an Allied unit enters the hex. From then on, supply must be traced through MSUs and dumps normally. In this case, Tripoli serves as the base of the Axis line of communication. Entry hex D on the TRAIL OF THE FOX Game map loses all significance as an entry area. If the campaign crosses over onto that hex area, units can move freely from one map to the next.

[18.43] **Emergency Supply:** The players should decide at the start of the game whether or not they will use the DESERT FOX™ Game emergency supply rule (7.4) in the campaign scenario.

[18.5] Victory Conditions

Disregard the DESERT FOX™ Game rule 15.26.

The Axis player wins automatically by capturing Alexandria, as in the DESERT FOX Game rule 15.25. In addition, the Allied player automatically wins if any Allied combat unit with a stacking point value of 1 or greater and a nonparenthesized combat strength occupies Tripoli at the end of any game turn up to, and including, October 1942. Otherwise, the levels of victory for the TRAIL OF THE FOX™ Game are used. ■■

TRAIL OF THE FOX™ Game Counter Section Nr. 1 (200 pieces): Front

Quantity of sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

5 1 14	8th 1 14	961/999 3 14	962/999 4 14	190 4 22	580/90L 2 28	7110 12 22	477/8 3 14	10 Pz (1) 14	1/20 2 14
754/234 5 14	755/234 4 14	69/10 6 14	86/10 5 14	501 4 22	334 (1) 14	1/HQ 3 14	2/20 2 14	756/234 4 14	71 (1) 14

GERMAN

361 Ab 3 14	Rancher 7 14	33/15 2 28	115/15 3 14	81/5 12 22	33/15 (1) 14	52/1 11 22	104/21 3 14	3/21 2 28	580/90L 2 28
155/90L 3 14	200/90L 8 14	190/90L (1) 14	220/164 (1) 14	125/164 3 14	433/164 3 14	360/164 4 14	2/HQ 3 14	3/HQ 3 14	160 3 14

AXIS 1 14	AF/90L 3 14	19 5 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14
REFIT 1 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14

Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply
Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply	Out of General Supply

MARKERS

50 2 14	SM Marine 2 14	200/90L 3 14	Sahara 2 14	1 Spg 3 14	80 LS 4 14	16 Plat 4 14	GGFF 3 14	5BR/90L 2 14	31/Cent 4 22
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ITALIAN

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FRENCH

4M2T 2 14	2RG 1 14	43 Col 1 14	Conc 2 14	Alger 5 14	CFA 2 14	1MM 4 14	3 RLE 2 14	2500 1 14	1 Rgr 2 14
Le Clerc 2 14	FF 6 14	4 PCA 2 14	Oran 4 14	Aures 2 14	BLM 2 14	4 RST 2 22	REFIT REFIT	REFIT REFIT	61 Armd 4 14

CCB/1 9 22	CCA/1 10 22	18/1 5 14	1 Rf (1) 14	CCC/1 6 22	26/1 5 14	16/1 5 14	166/34 4 14	81/1 1 28	1 Armd 3 14
609 4 14	47/9 4 14	6 (1) 14	34 (1) 14	136/34 4 14	133/34 4 14	1TD 3 14	13 (1) 14	39/9 4 14	REFIT REFIT

AMERICAN

6 Com 1 14	1 Para 3 14	21 1 14	25/6 10 22	36/78 4 14	156/78 5 14	11/78 4 14	78 (1) 14	8/7 12 22	131/7 5 14
153/51 3 14	154/51 3 14	152/51 3 14	51 3 14	5/2 NZ 4 14	6/2 NZ 4 14	4BR/2 NZ 4 28	22 9 22	5/4 Ind 4 14	7/4 Ind 4 14

1 Greek 3 14	201 Gds 5 14	3/1 13 22	7/1 4 14	23 9 24	69/50 3 14	151/50 3 14	36/6 4 14	138/46 4 14	139/46 3 14
128/46 3 14	46 (1) 14	25 AT 8 22	2/1 4 14	1 (1) 14	24/1 4 14	3/1 4 14	188/56 4 14	187/56 4 14	104 4 14

COMMONWEALTH

169/58 4 14	129 4 14	21 11 22	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14
MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	MSU (1) 14	ALLIES 1 14

TRAIL OF THE FOX™ Game Counter Section Nr. 1 (200 pieces): Back

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

1 Rgr 1 14	2500 1 14	3 RLE 1 14	1MM 2 14	CFA 1 14	Alger 3 14	Conc 2 14	43 Col 1 14	2 RG 1 14	4M2T 1 14
61 Armd 2 14	REFIT REFIT	REFIT REFIT	4RST 1 22	BLM 1 14	Aures 1 14	Oran 2 14	4PCA 1 14	FF 3 14	LeClerc 1 14

FRENCH

1 Armd 2 14	81/1 2 28	166/34 3 14	16/1 3 14	26/1 3 14	CCC/1 3 22	1 Rf (1) 14	18/1 3 14	CCA/1 5 22	CCB/1 5 22
REFIT REFIT	39/9 2 14	13 (1) 14	1TD 2 14	133/34 2 14	135/34 2 14	34 (1) 14	9 (1) 14	47/9 2 14	609 2 14

AMERICAN

131/7 3 14	8/7 6 22	78 (1) 14	11/78 2 14	106/78 3 14	36/78 2 14	25/6 5 22	1C 1 14	1 Para 2 14	6C 1 14
7/4 Ind 2 14	5/4 Ind 2 14	22 5 22	4BR/2 NZ 2 28	6/2 NZ 2 14	5/2 NZ 2 14	51 2 14	152/51 2 14	154/51 2 14	153/51 2 14

139/46 2 14	138/46 2 14	36/6 2 14	151/50 2 14	69/50 2 14	7/1 5 19	7/1 2 14	3/1 7 22	201 Gds 3 14	1 Greek 2 14
104 2 14	167/56 2 14	166/56 2 14	3/1 2 14	24/1 2 14	1 (1) 14	2/1 2 14	25 AT 4 22	46 (1) 14	128/46 2 14

COMMONWEALTH

DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	21 6 22	129 2 14	169/58 2 14
ALLIES REFIT	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20

1/20 2 14	10 Pz (1) 14	477/8 3 14	7110 12 22	580/90L 2 28	190 4 22	962/999 4 14	961/999 3 14	8th 1 14	5 1 14
71 (1) 14	756/234 2 14	2/20 2 14	1/HQ 3 14	334 (1) 14	501 2 22	86/10 Pz 3 14	88/10 Pz 3 14	755/234 2 14	754/234 3 14

GERMAN

580/90L 2 28	3/21 Pz 1 28	104/21 Pz 2 14	5/21 Pz 7 22	33/15 Pz (1) 14	81/5 Pz 8 22	115/15 Pz 3 14	33/15 Pz 1 28	Rancher 3 14	361 Ab 2 14
160 2 14	3/HQ 2 14	2/HQ 2 14	360/164 2 14	433/164 2 14	125/164 2 14	220/164 (1) 14	190/90L (1) 14	200/90L 5 14	155/90L 2 14

DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20
DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	DUMP (1) 20	REFIT REFIT

66/71 1 14	9 BR/71 3 22	Ar 4 22	65/71 1 14	10 Br 1 14	131/Cent (1) 14	REFIT REFIT	GAME TURN REFIT	d DUMP	d DUMP
31/Cent 2 22	5 BR/Cent 1 14	GGFF 2 14	16 Plat 3 14	80 LS 3 14	1 Spg 3 14	Sahara 1 14	350/Sah 1 14	SM Marine 1 14	50 1 14

ITALIAN

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The Air Bridge to Tunisia

A MAJOR FACTOR OF THE GERMAN SUCCESS IN BEATING THE Allies to Tunisia was the Luftwaffe's *Gruppen zur besondere Verfeugungen*, or air transport groups. Hauling everything from parachutists and gliders to supplies and casualties, these units had already proven themselves as strategic assets for the Wehrmacht by the time of the Tunisia campaign. The ugly, familiar Ju-52/3m trimotors had dropped parachute units during the Norway and Holland campaigns in 1940 and during the Greece and Crete campaigns in 1941. They had supplied an entire army corps in the Demyansk pocket throughout the winter of 1942. Hermann Goering's boast that his Luftwaffe could supply an entire army was taken at face value, but would soon be put to the test at Stalingrad.

In Africa, Rommel's Panzer Army was able to retreat more or less as a whole because of fuel flown in by the 250 Ju-52 transports based in Crete and Italy. On the day of the *Torch* landings, the Luftwaffe immediately ferried parachute troops to seize the airfields around Tunis and Bizerte, valuable air bridgeheads that allowed 15,000 troops to be brought in by air during November. In turn, These troops blocked Allied units from reaching the airfields and ports long enough to create a front in Tunisia.

The cost was high, however. Some 150 Ju-52s were shifted to the Mediterranean at the expense of the Russian Front in November. An additional 170 Ju-52s were stripped from training

units and other fronts in December for the Africa campaign, but only made good losses of 70 transports destroyed during the last two months of 1942 and losses from breakdowns. Even a transport unit of new, six-engined Me-323 *Gigants*, capable of hauling ten-ton loads, was brought in to Sicily.

The z.b.V. Gruppen continued their shuttle flights to Tunisia from Sicilian airfields during the following months, flying in more troops and supplies, until Allied airpower became an effective counter to this method of supply. Losses grew prohibitive by March, as Allied fighters roamed the coasts of Tunisia, downing some 50 German transports on Palm Sunday alone.

The transport gruppen were at their best in Tunisia, since close airfields, ready reinforcements, and lack of opposition enabled the Luftwaffe to build and supply an air bridge to Tunisia. This bridge enabled the Germans to reinforce and rescue Rommel's army retreating across Libya, and effectively stymied Allied grand strategy in the Mediterranean for six to eight months. But there were only a few thousand troops to be flown in and supplied in Tunisia, not an entire army, as was trapped at Stalingrad during the same time. The twin demands of Tunisia and Stalingrad upon the German transport fleet drained its effectiveness for the rest of the war; both also contributed to the decline of the Luftwaffe bomber arm, as some He-111 units were converted to transports and training schools were stripped for transport pilots. The bomber units never fully recovered. □□

Tunisian Campaign Order of Battle

AXIS UNITS

Army Group Afrika

German 5th Panzer Army: 190th Pz Bn, 501st Pz Bn, 504th Pz Bn; 71st Art Rgt; 160th Pz Gr Rgt; 20th Flak Division — 1st, 2nd Flak Regiments.

German 90th Corps: 10th Panzer Division — 7th Pz Rgt, 69th Pz Gr Rgt, 86th Pz Gr Rgt, 90th Art Rgt. 334th Infantry Division — 754th, 755th Inf Rgts, 756th Mtn Inf Rgt, 334th Art Rgt. 999th Infantry Division — 961st, 962nd Inf Rgts. Hermann Goering Panzer Grenadier Division (-) 1st, 2nd, 3rd HG Pz Gr Rgts. Division von Broich — Barenthin Glider Inf Rgt, 5th Para Inf Rgt, 47th Pz Gr Rgt.

Italian 30th Corps: 1st Superga Infantry Division — 91st, 92nd Inf Rgts, 5th Art Rgt. San Marco Marine Inf Rgt, 50th Special Inf Bde. 10th Bersaglieri Inf Rgt.

Italian 1st Army: German Afrika Pz Gr Rgt, 22nd Para Inf BG (Ramcke), 19th Flak Division — 102nd, 135th Flak Art Rgts.

German Afrika Korps: 15th Panzer Division — 8th Pz Rgt, 115th Pz Gr Rgt, 33rd Recon Unit, 33rd Art Rgt. 21st Panzer Division — 5th Pz Rgt, 104th Pz Gr Rgt, 3rd Recon Unit, 155th Art Rgt. 90th Light Division — 155th, 200th, 361st Inf Rgts, 580th Recon Unit, 190th Art Rgt. 164th Light Division — 125th, 382nd, 433rd Pz Gr Rgts, 220th Recon Unit, 220th Art Rgt.

Italian 20th Corps: Ariete Armored BG. 101st Trieste Infantry Division — 65th, 66th Inf Rgts, 9th Bersaglieri Inf Rgt, 21st Art Rgt. 131st Centauro Armored Division —

31st Arm Rgt, 5th Bersaglieri Inf Rgt, 131st Art Rgt.

Italian 21st Corps: 16th Pistoia Infantry Division — 35th, 36th Inf Rgts, 30th Art Rgt. 80th La Spezia Infantry Division — 125th, 126th Inf Rgts, 80th Art Rgt. 136th Young Fascist Infantry Division — 136th Inf Rgt, 136th Art Rgt. Sahara Inf Bde, 350th Inf Rgt. 21st Corps Art Rgt.

ALLIED UNITS

18th Army Group

British 8th Army:

British 30th Corps: Br 22nd Arm Bde. 1st Greek Inf Bde. British 7th Armored Division — 8th Arm Bde, 131st Inf Bde. British 51st Infantry Division — 152nd, 153rd, 154th Inf Bdes, Hvy Wpns Bde. 2nd New Zealand Infantry Division — 5th, 6th NZ Inf Bdes, 4th Br Lt Arm Bde.

British 10th Corps: Br 201st Guards Inf Bde. Br 23rd Arm Bde. LeClerc French Inf Grp. 4th Indian Infantry Division — 5th, 7th Ind Inf Bdes. British 50th Infantry Division — 69th, 151st Inf Bdes. 1st British Armored Division — 7th Inf Bde, 2nd Arm Bde. 1st Free French Infantry Division (FFL) — 1st, 2nd FFL Inf Bdes.

British 1st Army: Br 1st Para Inf Bde. Br 1st Cdo Bn. Br 6th Cdo Bn. Br 25th Tank Bde.

British 5th Corps: British 6th Armored Division — 26th Arm Bde, 38th Inf Bde. British 78th Infantry Division — 11th, 36th, 1st Guards Inf Bdes, Art Bde. British 46th Infantry Division — 128th, 138th, 139th

Inf Bdes.

British 9th Corps: British 1st Infantry Division — 2nd, 3rd, 24th Inf Bdes, Art Bde. British 4th Infantry Division — 10th, 12th Inf Bdes, 21st Tank Bde. British 56th Infantry Division — 167th, 168th, 169th Inf Bdes, Art Bde.

American 2nd Corps: 2nd Bn, 509th Para Inf Rgt. 1st Ranger Bn. US 1st Armored Division — 1st, 13th Arm Rgts, 6th Arm Inf Rgt, 81st Arm Cav Bn, Tank Destroyer Bde. US 1st Infantry Division — 16th, 18th, 26th Inf Rgts, Art Rgt. US 34th Infantry Division — 133rd, 135th, 168th Inf Rgts, Art Rgt. US 9th Infantry Division — 39th, 47th, 60th Inf Rgts, Art Rgt. 13th Art Rgt. 1st Tank Destroyer Bde. French Corps Francais Afrique Inf Grp.

French 19th Corps: Spahis Cav Bde; Aures Cav Bde; Lt Mech Bde; 3rd RLE Inf Rgt. Division Tunisie — 43rd Col Inf Rgt, 4th MZT Inf Rgt, 2nd RG Inf Rgt. Division de Marche de Constantine. Division de Marche de Alger. 1st Division de Marche du Maroc. Division de Marche d'Oran.

Notes: Arm, Armored; Art, Artillery; Bn, Battalion; BG, Battlegroup; Bde, Brigade; Br, British; Cav, Cavalry; Col, Colonial; Cdo, Commando; Engr, Engineer; FFL, Forces Francaises Libre, Free French; Fr, French; Grp, Group; HG, Hermann Goering; Ind, Indian; Inf, Infantry; Lt, Light; Mech, Mecanique, Mechanized; Mtn, Mountain; MZT, Mixte Zouaves et Tirillieurs; NZ, New Zealand; Para, Paratroop; PZ, Panzer; Pz Gr, Panzer Grenadier; RG, Regiment Garde; Rgt, Regiment; RLE, Regiment Legion Etrangere, Foreign Legion; US, United States. □□



SMALL UNIT 1980s COMBAT

Updating the FIREFIGHT® *Game*

by James E. Meldrum

THE FIREFIGHT® GAME WAS PUBLISHED first in 1976 as a game of contemporary small unit combat and tactics. Since that time, several interesting changes have occurred in the structure and function of different kinds of US Army units that might hypothetically meet Soviet Army formations in combat. A lot of new equipment has been produced — for example, the M1 Abrams tank and the Bradley M2 and M3 fighting vehicles (formerly the MICV in the earlier versions of the game) — thus adding more firepower to infantry and armored cavalry formations. In addition, more reliance has been placed on ATGMs and their increased firepower.

Now, with the republication by TSR™ of this classic tactics simulation, used by the US Army to demonstrate small unit combat, boardgame players can once again enjoy the flavor of hypothetical tactics in the 1980s.

Until recently, gamers playing the FIREFIGHT Game were limited to conducting mostly mechanized actions against formations that were, for a long time, standard in both the US and Soviet Armies. The new formations introduced below give the game a little extra variation. These optional rules and scenarios are intended to

update and add to the existing game rules. For any differences that might arise between these variants and the game rules, use the game booklets to resolve any questions that arise.

New Units

AMONG THE NEWER US ARMY UNITS IS A redesignated "leg" infantry division that is heavily armed with Anti-Tank Guided Missiles (ATGMs) and is supported by tanks and mechanized infantry. The reinforced infantry company simulated in this article can be used to provide a cross section of the new unit, along with an idea of how it might be expected to perform in combat. This new unit was developed after the Iranian hostage crisis of 1979-1981, which demonstrated to the US that lighter, more easily transported units with fewer vehicles were needed. Prior to this time, most US ground units were heavily mechanized with large numbers of heavy, bulky vehicles.

To simulate the new infantry unit, the US player starts with the infantry company given in the game's Scenario 3 (6 TM, 6 TM-, 2 M150, and 6 Dragon missiles to be assigned) and adds 3 M60A1 or A3 tanks, 1 M113, 1 TM-, 1 TM, and 2 M150s. Artillery support depends upon the game sce-

nario to be played and is the same as is stated for the scenario currently in play. This unit is then substituted into any of the scenarios in the *FIREFIGHT®* Game in place of the US units originally listed. This new unit can best be used in Scenarios 2 to 6 in the rules booklet.

All the recent developments and changes in tactics in the past several years have not been confined solely to infantry units. Originally, armored cavalry units were to be used to delay any advancing Soviet formations during a theoretical Soviet invasion of Germany, and also perform reconnaissance duties to determine the strength and axis of the attack and seal flanks between formations. For example, an older-style armored cavalry troop was equipped with 4 M60A2, 4 M113, 4 M150, 2 TM, 1 TM+, and 1 81mm mortar.

Lately, the US Army has strengthened the armored cavalry units and assigned them to a different mission. Now, the armored cavalry is expected to meet the advancing enemy as far forward as possible and function as a tank-destroying formation with a secondary reconnaissance and flank security role. Consistent with this new mission is the fact that the Army has removed the M115 light tanks formerly used by the armored cavalry and added M60 medium tanks and the M3 armored cavalry fighting vehicle. A newer-style armored cavalry unit could consist of 4 M1, 4 MICV, 2 TM, 1 TM+, 1 4.2" mortar, 4 M113, and 6 M150 elements.

Again, players can substitute these units for any of the US units in the scenarios in the *FIREFIGHT®* Game. Both kinds of units can be used to test performance in combat in Scenarios 1, 2, 4, 5, and 8. The amount of artillery support and all other rules are the same as in the original scenarios. In all cases, including the infantry scenarios, the Soviets use the same units listed in the original scenarios.

Scenario 7 can also be modified to demonstrate how an armored cavalry unit can be used in a reconnaissance-in-force situation, where the armored cavalry unit tries to detect a Soviet unit of unknown size and strength. When simulating this situation, the US player gets 5 M1 tanks, 4 MICV, 2 M150, 4 M113, 5 TM+, and 1 TM. The Soviet units in Scenario 7 receive 6 more dummy counters, 3 T62 tanks, 2 BMP, and 2 SPG-9 counters. The US player does not receive any additional artillery support, but the Soviet player receives the same amount of artillery with the same conditions as in Scenario 7. Both the US and Soviet players have the identical missions, deployments, and victory conditions as in Scenario 7. In addition, the special rule affecting the Soviet player remains the same.

New Vehicles

ANOTHER FEATURE OF THE *FIREFIGHT®* Game is the Vehicle-X counter. Frequently, when searching through the countermix, a gamer comes across this counter and wonders what to do with it. The following vehicles can be simulated for this counter to expand the game and update it for other NATO vehicular units.

M114: Now obsolete, the M114 is a light scout vehicle similar to the M113, but has a lower silhouette. The optional rules here apply only to the version armed with the 20-mm cannon. Movement is at movement points per turn, and is identical to the MICV in combat against vehicles.

M551 Sheridan: The Sheridan light tank is currently only in service with airborne units. It is simulated by using an M60A2 counter, but with the movement allowance increased to 5 per movement phase.

Leopard 2: The Leopard 2 is the standard tank of the West German Army and is also used by a number of NATO countries, including Canada, Norway, and Turkey. Its movement allowance is 5 and it functions like an M1 in anti-vehicle combat. See rule 27.3 in the rules booklet.

Marder: The Marder is the standard West German APC, mounting a 20 mm cannon, and has a lower silhouette than an M113. The movement allowance is 5, and vulnerability is standard for an APC, as per the APC rules. In vehicular combat, the Marder is the equal of the MICV. Infantry fireteams may conduct mounted combat from the Marder as per rule 16.1.

Jagdkanone: This vehicle is a tank destroyer similar to some of the old World War II tank destroyers used by the German Army. It mounts a 90mm gun in a fixed mount, and has a low profile, good speed, and light armor.

Chieftain: The Chieftain is currently the main British battle tank. It has very heavy armor, a low profile, poor mobility, and a main gun that loads slowly. In combat against hostile vehicles, it functions like an M60A3. Movement allowance is 2. When firing at the Chieftain, the values of the RPG-7, SPG-9, and BMP gun are reduced by 1 at all ranges.

Challenger: The Challenger is the replacement tank for the Chieftain and will enter service in 1985. It functions exactly like the Chieftain, but its mobility is increased, with a movement allowance of 3. As an option, players can use rule 27.3 for the new armor with which this tank might be equipped.

Scorpion: The Scorpion is a light tank equipped with a 76mm gun and is fast, with a movement allowance of 6. When attacked by the RPG-7, SPG-9, or a BMP cannon, all ratings are increased by 2 at all ranges. The ratings for tanks firing at this vehicle are increased by 3 at all ranges; the rating for the Sagger ATGM is increased by 1 at all ranges.

S-Tank: The S-Tank is the main battle tank for the Swedish Army. It has a fixed cannon, which is governed by all the rules governing the *Jagdkanone*. a variable suspension system is used to elevate and depress the main gun. It has the same vulnerability as the M1 Tank (see rule 27.3) and has a movement allowance of 4.

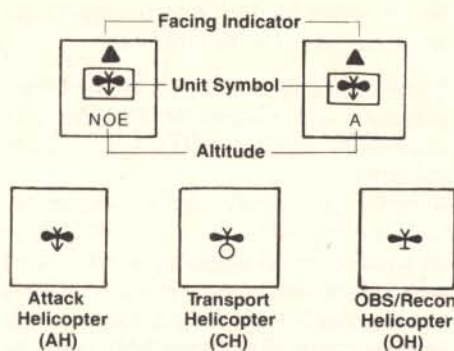
LAV: The Piranha 8x8 armored car has been chosen as the US Army's Light Armored Vehicle (LAV), and will probably take the place of the M551 Sheridan in some of the US Army's units, especially those earmarked for the US Rapid Deployment Force (RDF). Many of these vehicles will also serve with the US Marine Corps. This vehicle is treated exactly as an MICV, except that it has a movement allowance of 6. One point is added to the values for the Sagger ATGM and SPG-9 at all ranges.

T-72: Another counter that gamers seem to have problems using is the Russian XMBT unit counter. Since the game was first published, the Soviet Army has introduced two new tanks into service. The first of these is the T-72, with the next tank being the T-80; the latter is due to enter service in the near future.

The T-72 is actually very easy to simulate. Players use the XMBT row on the Attack Effectiveness Charts and use rule 27.4 to simulate this vehicle, since they're the same. To simulate the T-80, players use all data for the T-72 but apply rule 27.42 and reduce attack effectiveness for NATO units at all ranges by 2.

Trucks: Two squads of infantry can be carried by a single truck. Breakthrough scenarios into rear areas might involve supply or transport trucks, which have mobility on roads per hex at the rate of 1/4 movement point per hex. Trucks are always treated as personnel units when fired on, and all units firing on a truck have 2 added to their ratings at all ranges.

The US player in the *FIREFIGHT* Game can maneuver his units any way he wishes to deal with the opposing Soviet forces. The Soviet player, on the other hand, is governed by a tactical doctrine that routinely makes use of standardized formations, organizations, and tactics.



Helicopters

ONE MAJOR TYPE OF MECHANIZED WEAPONS system has been ignored previously in the game: the helicopter. These variant rules are intended to be of a generic nature, since the same rules can be used for both US and Soviet helicopters. Any major differences in individual performance between helicopter types used by the US and Soviet Armies exist in the weapons system types installed on the aircraft. At this point, players are reminded that unit strengths and mechanics are not calculated as precisely as the original rules; but these optional rules convey the effects and mechanics of airmobile warfare as simulated in the game.

In order to use helicopters in the game, players have to construct their own counters. This can be done either by using the appropriately colored blank counter sheets or by coloring white counters with a felt-tip pen. The letters NOE and A indicate the altitude at which the helicopter is flying in the current game turn. NOE means "Nap of the Earth," in which the helicopter is flying so low that it is literally skimming the ground; and A indicates that the helicopter is flying at altitude, a significant distance (50-500 feet) above the ground. The format shown below ought to be used when constructing helicopter counters.

All helicopters have a movement allowance of 12. Helicopters expend one movement point for each hex through which they move, regardless of the terrain in the hex the helicopter counter occupies. Furthermore, each helicopter must expend one additional movement point to change altitude in either climbing or diving maneuvers. While a helicopter is moving, NOE is its normal flight altitude. Helicopters can fly over all forest, hill, and town hexes and are subject to opportunity fire, just as ground units are. Helicopters flying at NOE are affected by artillery barrages, but helicopters flying at altitude are unaffected. All helicopters can stack in a hex without expending movement points, but no more than two helicopters can be in a single hex.

Any helicopter flying at NOE is subject to the same Line-of-Sight (LOS) restric-

tions as a ground unit is and is treated as a ground vehicle for this purpose. See rule 11.0 and table 11.1. Helicopters sight units in town or forest hexes when flying directly over those hexes and are fired upon by the units, or else if the helicopters move adjacent to those occupied hexes.

All types of helicopter units can spot for artillery. Helicopters at altitude have an observation range of 60 hexes for all types of targets. Helicopters which are flying at altitude or else hovering (remaining stationary in the hex) can be detected and observed automatically by all personnel or vehicle units within a 10-hex radius. As a result, all units within a 10-hex radius can fire at a hostile helicopter even though, for this purpose, a helicopter is considered to be a personnel unit.

Transport Helicopters (CH): These aviation units can carry a maximum of 12 men and can function like an airborne APC in game terms. Each HMG, mortar, recoilless rifle, or ATGM unit is considered to be worth six men for airlift purposes. Transport helicopters are bound by all transport rules (see 7.4) and by all mounting/dismounting rules. The exception is that the

helicopter must expend two extra movement points to mount and dismount personnel. Transport helicopters are the only aviation units which are allowed to carry personnel units.

Observation Helicopters (OH): These types are used only by the US Army and spot for any friendly unit by conducting armed reconnaissance missions. When conducting armed recon missions, the OH functions like an attack helicopter, except that it is armed with a machine gun and uses that effectiveness rating on the Combat Results Table (CRT). Observation helicopters only attack personnel units. If attacks on vehicles are attempted, see rule 24.0. Observation helicopters used in this variant represent either OH-6 Cayuse or OH-58 Kiowa aircraft.

Attack Helicopters (AH): Attack helicopters function to provide fire support to friendly ground units and to escort transport helicopters. Their armament consists of MG and ATGM weapons; any major differences in helicopters are noted in the armaments for American and Russian attack helicopters. For game purposes, all attack helicopters are assumed to be armed in the

ANTI-VEHICLE ATTACK EFFECTIVENESS CHART

Range in hexes		1	2	3	4	5	6	7	8	9	10	11-15	16-20	21-30	31-40	41-50	51-60
Firing Unit	Target Unit																
Jkanone	Tank	9	9	9	9	9	8	8	8	8	7	7	5	4	2	1	1
Jkanone	APC	9	9	8	8	8	8	8	8	8	7	7	4	4	3	1	1
Scorpion	Tank	7	7	7	7	7	7	6	6	6	5	2	—	—	—	—	—
Scorpion	APC	7	7	7	7	7	7	6	6	6	5	2	1	—	—	—	—
Swingfire*	Tk/APC	—	—	—	—	4	4	9	9	9	9	9	9	9	9	9	9
Vigilant**	Tk/APC	—	—	—	4	8	9	9	9	9	9	9	9	9	—	—	—
Milan**	Tk/APC	4	4	8	9	9	9	9	9	9	9	9	9	9	9	—	—
Cobra*	Tk/APC	—	—	—	—	4	8	9	9	9	9	9	9	—	—	—	—
HOT*	Tk/APC	—	—	—	—	4	8	9	9	9	9	9	9	9	9	9	9
C. Gustav**	Tank	8	7	7	7	7	7	7	7	3	—	—	—	—	—	—	—
C. Gustav**	APC	8	7	7	7	7	7	7	4	—	—	—	—	—	—	—	—

ANTI-PERSONNEL ATTACK EFFECTIVENESS CHART

M114/20mm	7	7	7	6	6	6	6	6	6	6	6	6	6	4	2	—
Marder	7	7	7	7	6	6	6	6	6	6	6	6	6	6	3	—
Leopard 2	6	6	6	6	6	6	6	6	6	6	6	6	6	4	3	—
JKanone	1	4	4	4	4	4	3	3	3	3	3	3	3	3	1	—
Chieftain	4	4	5	5	5	5	5	5	5	5	5	5	5	4	3	2
Scorpion	7	7	7	7	7	6	6	6	6	6	6	6	5	5	4	3
S-Tank	1	4	4	5	5	5	5	5	5	5	5	5	4	4	4	2

There are some vehicles whose anti-vehicle effectiveness is identical to vehicles found on the US anti-vehicle chart. These are:

M114, Marder, LVA = MICV

M551 = M60A2

Leopard 2, Challenger = M1

S-Tank = M60A1

Chieftain = M60A3

* Indicates that this ATGM system is mounted on a vehicle that is equivalent to the M150 for game purposes.

** Indicates that this ATGM system is used like the Dragon.

A helicopter is a rather flexible aircraft and can be used for other missions. US transport helicopters can lay airdropped minefields.

same manner and, unless otherwise noted, the AHs used for each side are AH-1s or MI-24 Hinds.

Attack helicopters can use their onboard weapons in a direct fire role. They fire either of their two weapons systems during a game turn, but never both in the same turn. Attack helicopters flying at altitude can fire their weapons at enemy units in forest hexes without having established LOS first — this is an exception to the normal Line of Sight rules. All attack helicopters can move sideways in order to keep their facing indicator (and consequently, their onboard weapons) facing in the direction that they are intended to be fired.

For game purposes, the gun armaments of most US and Soviet attack helicopters are the same. Both sides' helicopters are armed with MGs; Soviet helicopters will be armed with an MG+, while US helicopters are armed with an MG-M113; both use the indicated rows on the CRT to compute their fire strengths.

Lately, the US has been equipping its new AH-64 attack helicopter with the 30mm chain gun. If players wish to simulate this weapon and its use, they should first consult the Vehicular Attack Effectiveness Chart for US units firing at Soviet vehicles, then locate the MICV row. Players should use these ratings when the AH-64 is firing at both Soviet vehicles and personnel.

ATGM Armaments: ATGM armaments for the US attack helicopters are TOW; for the Soviets, the Sagger missile. When helicopters are flying at altitude, these missiles are used exactly as in the FIREFIGHT® Game original rules. However, when the helicopters are flying at NOE, the ranges for these ATGMs are halved. US attack helicopters fire their ATGMs a total of eight times during any single scenario, while Russian attack helicopters fire their ATGMs four times.

Anti-Aircraft Fire: As mentioned earlier, all hostile helicopter units are automatically detected and observed when flying at altitude and can be attacked by any unit within a radius of 10 hexes. Any fire directed at helicopters flying at NOE is gov-

erned by the game's LOS rules.

Both the US and Soviet Armies have deployed mobile anti-aircraft weapons systems for use against both hostile helicopters and low-flying aircraft. For the US player, this system is the DIVAD (Sgt. York) system; for the Soviet player, the ZSU-23-4 system is used. Both of these vehicles can be simulated by using the Vehicle-X marker included in the game. For game purposes, both of these vehicles perform in the same manner. In terms of movement and combat against personnel, they are treated as M113 or BMP units, except that ATGMs can never be used. Opposing armored vehicles can never be attacked. Both of these vehicles may attack helicopters flying at altitude at ranges up to 15 hexes in all directions. The effectiveness of both US and Soviet weapons is 9 at 1-10 hex ranges and 8 at 11-15 hex ranges.

Any helicopter flying at NOE and caught in an artillery barrage either in the impact hex or in any one of the six adjacent hexes is considered to be destroyed immediately. There are no further effects for helicopters that are flying at altitude or are flying in some other hex at the time of the artillery barrage.

Helicopter Facing: Each simulated helicopter unit has a facing indicator printed on the front of the unit counter which represents the front of the aircraft. Each helicopter unit must always be pointed only at hexsides perpendicular to the helicopter and can never be facing a hex juncture. Helicopters carrying onboard weapons fire these through the 120 degree arc in the front of the helicopter counter as indicated by the facing indicator, i.e., the hex and hexside immediately in front of the unit.

Helicopter Tactics: Most of the time US attack helicopters approach their targets at NOE, then pop up to launch their ATGMs. Targets and launching locations are scouted by OH units before the actual attack begins. Gunfire attacks are usually made at NOE and at close range. In Afghanistan, the Soviet Army has been observed using Hind attack helicopters in groups of three; two of these fly at low level while the other one

flies at higher level to perform support and recon functions for the other two.

Units: Helicopter units can be used independently or in conjunction with the units used in the existing FIREFIGHT® Game scenarios.

Soviet Units: Soviet AHs are commonly used in groups of two or three, with four to six usually used to support a battalion-sized attack. A Soviet airborne infantry battalion would probably resemble a mechanized rifle battalion minus all tanks and BMP units. As an option, the BMP units could be airlifted in by helicopter units four game turns after the airborne infantry units arrive on the map.

US Army Units: AirCav Troop — 11 × OH, 9 × AH, 5 × CH, 1 × mortar section, 1 × TM, 5 × TM+. AirCav Platoon — 3 × OH, 7 × AH. AirCav Section — 1 × OH, 2 × AH. AeroRifle Platoon — 5 × CH, 1 × mortar section, 1 × TM, 5 × TM+. AeroScout Platoon — 8 × OH. AeroWeapons Platoon — 3 × OH, 9 × AH. US helicopter unit organization is extremely flexible, and helicopter types are often mixed and matched as required by missions in the game.

Scenarios: The units described here can be added to the appropriate forces in any of the original FIREFIGHT® Game scenarios. Also, players should try adding some of the US airmobile units listed above in several of the scenarios. An aircaav platoon, an aerorifle platoon, or an aircaav section of US units can be inserted into Scenario 2. In Scenario 4, an aircaav troop, with or without the 4.2" mortars listed in the scenario, might be used in place of the original US forces. When playing Scenario 8, the US player should use either an aerorifle or aircaav platoon. Another scenario might consist of a Soviet air assault or airmobile battalion (infantry units carried in helicopters) landing ahead of a Soviet mechanized advance, attacking in-place US units. Or, the same scenario might place a US aircaav troop landing in front of a US armored/mechanized company against an opposing Soviet battalion. In all the scenarios in the game, players could try adding 2-4 Soviet helicopters.

A helicopter is a rather flexible aircraft and, as such, can be used for missions other than those suggested here. For example, US transport helicopters can be used to lay air-dropped minefields. When this is done, the minefield is deployed as in rule 25.0, except that no scatter occurs. All types of helicopters of both sides can be used to lay smoke screens from the air when flying at NOE altitude. Attack helicopters can attack each other so long as both are either at altitude or at NOE mode and there is an uninterrupted LOS between them. US

fireteams can conduct fire while mounted in transport helicopters. While doing so, they are governed by rule 16.2, except that no ATGMs can ever be fired from a transport helicopter.

ATGMs: Another feature of combat emphasized in the **FIREFIGHT®** Game is the use of ATGMs. The ranges given in the rules seem to be a bit far when examining the terrain on the map. No doubt the ranges and accuracy as simulated in the first edition of the game are possible — on the armor ranges at Fort Hood in Texas. But in Germany, where these weapons would be used in combat, that is another story. Germany is a land of small villages, thickets, forests, and rolling terrain. To simulate this, the ranges for the ATGMs should be reduced to a maximum of 30 hexes for the US TOW and the Soviet Sagger missiles, and a maximum of 10 hexes for the US Dragon missile. Only when ATGMs are launched from helicopters should the indicated ranges be used — 60 hexes.

Last Notes

LATELY, THE SOVIET ARMY HAS BECOME increasingly mechanized, with more self-propelled guns appearing in Soviet units. One of these is the M1974 122mm SP gun, which functions in a direct fire role to suppress and destroy enemy defensive positions. These guns are assigned to each motorized rifle or tank battalion with a battery of 18 guns assigned to each regiment.

To simulate the M1974 122mm SP gun, players should use the Vehicle-X unit counter and consider this unit to be a vehicular unit if attacked. If any K or Kf result is obtained against an M1974 unit, its onboard ammunition will detonate; when this happens, all units in adjacent hexes are attacked with an attack effectiveness rating of 3. The movement allowance for this unit is 3, and its attack effectiveness rating at all ranges is 9 against all units, except helicopters in flight. In order to preserve play balance, no more than 6 M1974 units should be used in any single scenario.

Currently, the US M60A2 tank is no longer being used, so players should use M60A3s instead of the former in all appropriate scenarios. The M551 Sheridan light tank has been withdrawn from all units except the 101st Air Assault Division. To simulate this vehicle, an M60A2 unit is used and is given a movement allowance of 5. Aircav units receive Sheridans five game turns after aerorifle platoons have been inserted; in addition, they are landed by helicopter in clear terrain only. Usually, three Sheridans are used in conjunction with the aerorifle platoon as reinforcements. An additional vehicle entering service with the US Army is the Piranha armored car, known as the LAV. This is simulated by using an MICV, giving it a movement allowance of 4 to represent the LAV.

Readers' comments on all these suggested variants are welcomed. If there is enough interest in this game, as we've seen in our own gamers here, we'll probably be doing another article on this topic with more variants. ■■

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BERG'S REVIEW OF GAMES

by Richard Berg

WELL, HERE'S ANOTHER INSTALLMENT OF "Shake and Rake," wherein yours truly shakes the game box and then rakes the designer over the coals. Aside from a couple of really execrable games discussed below, we have yet another Civil War item, the arrival of which started me thinking that we've surely seen a great deal of the Civil War this past year. Checking out the list of games published in 1983 that I received with my GAMA awards ballot, I discovered that, of the 28 pre-modern simulations published last year, 11 were on the Civil War. And that didn't include the oft-announced but yet to appear *Killer Angels*™ Game and the *Brandy Station*™ Game, plus two games already released in early 1984 by West End. If one assumes that such entries on the list such as the *Jack the Ripper*™ Game and the *Lions and Christians*™ Game are not actually simulations (in the histo-war game sense), that means that virtually one-half of the pre-modern output for last year concerned the Civil War. Exactly what that means is anybody's guess. Mine is that it is two-fold: first, it's simply a phase. Secondly, and possibly conversely, the Civil War always seems to sell, regardless of the ups and downs of the market. Several new magazines emerged last year devoted solely to the Civil War, and it is a rare Civil War game that doesn't make some sort of financial impression. In that case, it is simply a matter of insightful marketing. It remains to be seen how far this carries into 1984-1985. Things may get so hectic I can finally sell this design I have on ValVerde. . . .

Never Call Retreat™ Game

Design: George Shandel

Components: 17" x 22" unmounted map; 200 counters; 7-page rules folder, enclosed in issue Nr. 25 of *The Wargamer* Magazine. Worldwide Wargamers, Cambria, CA, \$7.95 per issue, \$32 per year.

Reviewed by Stephan A. Kalinowski

NCR IS A TACTICAL BATTLE-LEVEL GAME ON the first day's combat at Gettysburg in the American Civil War. It is billed by 3W as the first in a proposed series of games on American Civil War battles. The system seems to owe some of its origin to Richard Berg's Great Battles series, with some marked differences. There are three movement modes: road, column, and battle. Only units that are in battle mode for their entire movement phase may enter enemy Zones

REVIEWS THIS ISSUE COVER THE CIVIL WAR, HANNIBAL, HASTINGS, AZTECS, AND THE FALKLANDS.

of Control (ZOC). Once all movement is completed, combat takes place. All units adjacent to enemy units must attack. But only the top unit in a stack uses its combat strength; other units in that stack support the attack by increasing the attacker's strength by up to three. However, by doing so the attacker risks more casualties.

Combat results include retreat, rout, disordered, and broken, with retreats resulting from being routed or disordered. Attacking units may advance if all defending units vacate the hex. After all combat is resolved, both players have the option to withdraw their units from enemy ZOC. As the defending player withdraws his units, the attacker may pursue with formed, undemoralized units. After withdrawal and pursuit phases are ended, and if there are friendly units still adjacent to enemy units, a second round of combat occurs. This continues until no opposing units are adjacent to each other after a pursuit phase.



There are other differences between this game system and the Great Battles system, but the differences in the combat system are the most important, in that the combat procedure gives the feel of the ebb and flow of battle without the clutter of more complex game systems.

I like the game, and I feel that anyone who wants a game that can be played in four or five hours and does a good job in holding their interest should consider this game.

Capsule Comments

Physical Quality: Map is functional but drab. The counters have nice silhouettes but the setup numbers on the Confederate counters were unreadable.

Playing Time: 4-6 hours, one scenario only.

Historicity: Fair, perhaps because the games I played followed different courses than the actual battle.

Comparisons: A substantial improvement over the old BLUE & GRAY® Quad Games but simpler than the Great Battles system or other similar systems.

Overall: Like all new systems it takes getting used to, but all in all, is good fun.

The One World™ Game

Design: P.L. Hollinger and Steve Newberg

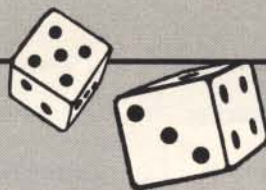
Components: 22" x 27" heavy cardboard, three-color map; 255 multi-colored counters; 8-page rules booklet; box. Simulations Canada, PO Box 452, Bridgewater, NS, \$20.

Reviewed by Richard Berg

LET'S GET THIS OVER QUICKLY. THERE IS nothing worse than wading through a sloppy, extended execution.

I constantly marvel at the willingness of Steve Newberg and his SimCan company to tackle subjects that no one wants to go near. I think that is, unequivocally, marvelous. This game has, as the subject at hand, a topic in which I have particular — and extensive — interest: the Aztecs (pre-Cortes). The Aztecs were a fascinating, if remarkably grand guignol, people. Their rise to power and eventual control of most of central Mexico is interesting and while it may not be a subject dear to the hearts of everyone, the situation is really fraught with possibilities.

I also constantly marvel at the ability of SimCan to take interesting subjects such as



these and make absolutely nothing out of them. In a way, they are alchemists: they turn intrigue into ennui and fascination into fatuousness. *The One World* is a stultifying snore with practically no interest to any but the most naive gamer, and the game has even less insight into its subject.

The game was designed to be easy to play, and it is. The problem with that approach is that it provides the players with little insight into what they are playing; they might as well be pushing counters around an abstract map for all the information they receive about the Aztecs. Players are given rules covering assassination, a mechanic probably much overused during play (it seemed to be the only interesting thing to do when I slogged through this with a disgruntled and depressed group of gamers). Also present is a nod toward the intriguing Aztec concept of Flower Wars, mock battles conducted to provide subjects for the continual rounds of human sacrifice that the Aztecs engaged in. But the mechanics for the Flower Wars are stiff, overwrought, and a bit too haphazard in their outcome for me.

From two to five players can play this, and it shouldn't take long to get through the 25 rather quick turns the game has. One of the more unusual (and sillier) aspects of the system is that, while each turn covers five years, movement is controlled by hexes and is limited to 20 hexes a turn. Although there is no scale printed with the map, that appears to boil down to about 100 miles every five years. Hmmm.

I don't know, maybe I'm being a bit too harsh on poor old SimCan. After all, the company has done some good (if not great) work in other areas, mostly in modern naval games. I just wish SimCan would expend the time and effort to come up with something more illuminating and interesting than this item. At the least, SimCan should make some attempt to brighten up its maps and change typefaces — they're almost as dreary as the game itself.

Capsule Comments

Physical Quality: Professional, but dreary.

Playability: Good; game is aimed at simplicity and achieves it.

Playing Time: Long evening.

Historicity: About as much as gin rummy.

Comparisons: Luckily for SimCan, there's no other Aztec game. But if another one did exist, it would be better than this one.

Overall: Good subject, dumb title, bad

game. Read Gary Jennings's *Aztec* instead.

14 Ottobre Hastings™ Game

Design: Unspecified

Components: 26" × 34" multi-colored map; 161 unit counters plus other markers; 3 heavy cards, summarizing rules and presenting tables. All writing in Italian.

Edizioni New Deal, III trav. A. Righi 7, 80078 Pozzuoli (Na), Italy. Price: About \$18. (I bought my copy in a Rome store about two years ago. Do not send money if you order. Write first in English or Italian for information.)

Reviewed by Antonio Santosuosso

SO FAR, WARGAMING ITALIAN-STYLE HAS had a Jekyll-and-Hyde complex. The esoteric productions of the company International Team — the *Odyssey™*, *Rommel™*, and *Norway™* Games — have made even the most attractive North American game look like the poor kid on the block. On the other hand, these sorts of games have suffered enormously, mainly because of the atrocious — and often hilarious — English rendition of their rules.

A new game from Italy (the first by this company as far as I know) makes amends for the pitfalls of the International Team. The *14 Ottobre Hastings* Game is a recreation of the battle that gave English lands to William, Duke of Normandy. The game comes in a beautiful box with a striking map on hard paper. The counters — red for the Saxons, blue for the Normans — are attractively designed. Each strength point is equivalent to 100 men and each hex equals 33 yards. There are 15 turns, each equivalent to 30 minutes of battle.

Though there is no mention of it in the rules, it is clear, as I've found out, that the unnamed designer used an article by Stuart Asquith in *Military Modelling Magazine* (vol. 19, nr. 9, Sept. 1980) as the basis of his game. The designer is clearly an expert on miniatures gaming and has used well the suggestions contained in various rules, especially those of the War Games Research Group.

The map is an accurate portrayal of the battlefield, with the observer having a bird's-eye view of Senlac Hill rising from the plain among hues of greens, browns, and blues. The Norman side of the field shows part of Telham Hill, where Duke William remained before deploying his troops in the open field. The left side of the Saxon army is

pinned against a marsh and a wooded area, while the right is more open despite a nearby marshy area.

The designer is also accurate in the order of battle and in the setup of the units, although he assumes, as do many historians, that King Harold received reinforcements throughout the day. The reinforcements are of poor quality (C class), but there are still enough of them to make the task of winning on the part of the Normans almost impossible.

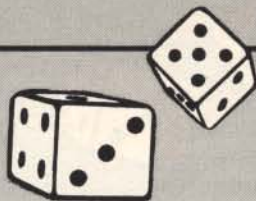
The Norman units are deployed in three wings. Each wing has archers first, followed by infantry, then knights. The Saxons who stand on the hilltop have neither archers nor horsemen, but their housecarles, who are the best on the field.

The sequence of play is clearly based on miniatures rules: missile fire; movement; resolution of combat; rally of disorganized units; and rally of demoralized units. Except for the attack phase (where the nonphasing player attacks), all other phases refer to the phasing player's procedure only. Stacking limits are strictly enforced at all times, and movement through hexes occupied by friendly units is forbidden even if stacking limits aren't exceeded.

The combat system is quite interesting. Archers can shoot from a distance of five hexes (165 yards). At one-hex distances (66 yards), they're unable to use the bow because it's assumed that they're about to be engaged in hand-to-hand combat. The shooting distances make sense in terms of the efficacy of the bow at this time in history.

Combat between adjacent opposing units is based on a differential between strength and defense — again, a welcome relief to the proportional approach. Regardless of the result, first the defender, then the attacker, must check for morale. The morale table is a clever synthesis of the interaction between numbers of casualties and morale (units are rated A, B, and C). Actually, the type of morale is important not only for the aftermath of each engagement, but also for rallying and combat. Both infantry and cavalry can charge, but can become disorganized in the process. Disorganized units are unable to move and attack next turn, but can defend normally.

The game simulates the mechanics of medieval warfare fairly well. However, it is almost impossible to recreate the victory of Duke William at Hastings. Most impor-



tantly, no rules cover the possibility that Classes B and C of the Saxon line might leave their hilltop position to follow retreating Norman units. This was one of the main reasons why the Normans won: Duke William's men were able to turn back and mercilessly cut down the pursuing Saxons. Also, the flow of Saxon reinforcements makes William's task even harder, despite the fact that they're poor-quality reinforcements. Another problem is in the efficacy of the mounted knights: on flat terrain, this should have been greater than it is represented in the game.

The *14 Ottobre Hastings Game* is a very handsome simulation with clear rules and a good level of playability. As a recreation of the general level of medieval warfare it is quite good (the best around at the tactical level) in spite of the subdued role of the knights.

Capsule Comments

Physical Quality: Excellent; the map is one of the most beautiful ever created for a war-game.

Playability: The good news is that the rules are clear and well written; the bad news is that they're in Italian. Game length is about five hours.

Historicity: Good in terms of rendering a general view of medieval warfare. However, unless some modifications are made it is hard to duplicate Duke William's success against King Harold's Saxons.

Comparisons: The most attractive medieval tactical game on the market, but this is easy because there are so few games on this period.

Overall: Very good; a must for the collector and the medieval gamer.

Port Stanley™ Game

Design: Albert C.E. Parker

Components: 22" x 34" map; 200 back-printed counters; 9 pages of rules and 2 pages of tables enclosed in Nr. 28 of *The Wargamer Magazine*.

Worldwide Wargamers, Cambria, CA, \$7.95 per issue, \$32 per year.

Reviewed by Jeff Schneider

UNLIKE THE OTHER FALKLANDS GAMES ON the market (by Mayfair and Close Simulations), the *Port Stanley Game* does not present a strategic overview of the entire conflict. Instead, it concentrates on the land battle for the portion of East Falkland Island

between the settlement of Darwin and Port Stanley, the Falklands capital and only town. This was the area where all the land fighting in the campaign occurred.

The game's graphics are acceptable, if not exactly inspiring. The counters are done in a matte finish, using standard symbols for land units and silhouettes for air and naval units. The units are battalions, companies, and platoons of infantry; individual (or groups of two) ships; and abstract air points (for the British, 1 point = 2.5 aircraft (I'd hate to be flying 0.5 of a Harrier!). The map is rather drab, but to be fair, so are the Falklands.



The rules are not very complex: the phase sequence is basically movement-combat, but with non-attacking units able to move in the combat phase as well. However, there is more than enough "chrome" to give players a good feel for the situation. The rules are quite readable, with many explanatory notes included. Players can read them and quickly begin play. Unfortunately, they will soon find that many important points are not covered in the rule book. Some of the questions left unanswered are: Can a naval or ground unit be attacked by air units of the same type more than once per combat phase? When air units sink a ship, which one in a stack is sunk? What happens to helicopter units when enemy units enter the hex they occupy? There are many more.

The map has problems as well, as ambiguous terrain hexes abound. 3W is evi-

dently aware of the problem, as an enclosed errata sheet notes the proper terrain types for some of the problem hexes. It's a good idea for players to agree on terrain interpretation before beginning play.

Once past these obstacles, players will find a fun little game which is also a reasonably good simulation. Most of the important factors which affected the actual battle are addressed in the game. For example, lack of adequate helicopter transport to bring supplies to the front is a major constraint on the British player. Above all, though, it's the well-thought-out Argentine morale rule which encourages players to follow the historical strategies of each combatant.

The Argentines' morale level affects the movement and combat abilities of their units making morale an important consideration for both players. Basically, morale is raised by the destruction of British units and is lowered by Argentine losses and British capture of settlements and the high ground overlooking Stanley. It's advantageous for the British player to adopt a "peripheral" strategy (as the British did in the actual battle). If the British mop up the rest of the island before attempting an assault on the capital, the Argentine defenders may be seriously weakened. Even better, since the British receive more victory points for a quick victory, and lose them for unit losses, the game ends with an Argentine surrender if the morale level hits zero. Thus an assault on the heavily-defended Stanley area may not be necessary. As in the historical battle, the war may end before Stanley is attacked.

I want to like the *Port Stanley Game*. It appears that a lot of research was done for this game and that it has a lot of potential. However, unless you're very interested in the subject and don't mind making up some rules yourself, I can't recommend it.

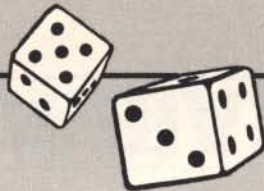
Capsule Comments

Physical Quality: Professional, but dull. The style resembles Simulations Publications circa 1974.

Playability: Once players have filled in the gaps in the rules, play is fast. The sequence of play is simple, and there aren't many counters on the map to push around.

Playing Time: Eight hours or more for the first game. After house rules are made up, about four hours.

Historicity: About as good as possible in a game that two people can play in an evening's time.



Comparisons: Probably the most realistic Falklands game out so far. The only game to deal exclusively with the land war.

Overall: This game is for players very interested in the subject, and/or gamers experienced enough to make up a few reasonable house rules. For everyone else, there are plenty of other wargames which are just as fun to play, and which can be gotten into with less trouble.

Hannibal™ Game and Mohawk™ Game

Design: Glenn Kidd (*Hannibal*); Tom Loback & Rick Bowes (*Mohawk*)

Components: 16" x 22" mounted map-board; 176 counters; rules booklet; 76 option cards (*Hannibal* only); boxed.

Aulic Council Publishing Co., New York, NY, \$15 (*Mohawk*), \$16 (*Hannibal*).

Reviewed by Richard Berg

"LA MORTE AVANT L'ENNUI" (DEATH Before Boredom) — is the official motto of this new game company, Aulic Council. I'm not sure how much of Aulic's collective tongue is planted inside its corporate cheek, but I hope that the company's sense of humor is as good after reading this as when it decided on its public slogan.

Hannibal and *Mohawk* are two separate games being reviewed here together, as they have similar design thrusts and similar problems. *Mohawk* attempts to simulate one of my favorite obscure subjects, the French and Indian War of 1754-1763. If you don't know what *Hannibal* covers you're probably reading this in a doctor's office. Physically, both games present a better-than-average appearance. The maps are mounted very nicely and are done in full-color renditions. The *Hannibal* map is quite appealing to the eye. The rules — all short — are easy to read, but the counters are less successful. There are some die-cutting problems with these, with names of commanders and units lopped off; the counters for *Mohawk* are, bluntly, unacceptable. They do not correspond to what the rules say they are and are confusing and unattractive to boot — which is what I wanted to give them. Given the state of the art for counter design, these appear to have been designed by the local hermit. The box covers are colorful in an overwrought, grade-B movie way. A note to the artist of the *Hannibal* cover: Carthaginians rode their elephants bare-backed.

The lesser of these two efforts is *Mo-*

hawk. With a system based on the old, estimable *Quebec 1759™* Game — a system which was just revived for the *Rommel in the Desert™* Game — one would think that Aulic could present a set of game mechanics that would be clear and playable. Well, to a certain extent, Messrs. Loback and Bowes have. Unfortunately, their components keep getting in the way of the game. First, the actual playing surface of the 16" x 22" map is only 60% of the entire map, about 10" x 22". Not much area to move around in. As movement is from point-to-point, a system well adapted to the plentiful forests and road-accessible-only regions of eighteenth century North America, the counters are placed at a variety of points on the map. There are a lot of these points. A large lot. So large that by the time I had set up all the French, British, militia, rangers, Indians, and whatever, I couldn't see the map. It was less a game than a cheap mosaic kit.

The rules are not much help either. A player first raises troops, moves, fights, and then handles a few other chores. Reinforcements have a lot to do with a naval system for which there is a small boxed map on the board that has a lot more to do with guessing and luck than anything else.

Actually, most of this production is in the realm of confusion and mismanagement. I was never quite sure of how to deal with the myriad number of Indians floating around on the board, although that confusion may be a part of the design intent. Actually, despite the rather terse set of rules which tend to skip much and explain little, I pretty much figured out what I was supposed to be doing. For example, certain counters are flipped over to reveal a reduced-strength side. Great, except that both sides of the counter are exactly the same. And with all those counters spread all over the board, I could never see where I was supposed to go.

Hannibal, at least, looked a lot more interesting. There are random events covering the various actions by both Senates, sieges, and pitched battles. And an attractive map. It's so nice looking one almost doesn't want to play on it, because it's not the easiest map to figure out despite the fact that it's one of the easiest to read. Many of the game's mechanics assigned to map functions — cities guarding passes through the mountains, the map being divided into areas and zones, etc. — are poorly visualized by those functions. I kept

looking back into the rules to try to figure out how I could move from one zone to the next, or even if I could.

The game itself is not that bad, mostly because the Punic Wars are, in and of themselves, interesting situations. Here the designers have at least gone a step further beyond the recent *SimCan* game on this subject and included Spain, which was an important part of the Second Punic War. But Illyria and Greece appear nowhere, so again, Aulic has created not so much a simulation of the Second Punic War (which involved many of the states of the Mediterranean), as one of Hannibal's campaign in Italy.

The problem with *Hannibal* is that the rather simple game mechanics — the rules are relatively short — are hampered by an unwieldy system for integrating the politics of the day. The Cathaginian Senate, for one, is much too influential on the Hannibal player and the mechanics for the use of Senatorial influence — rolling a die, playing event cards for effect — are far too arbitrary and confusing. Moreover, an inordinate amount of the historicity of the game is in question. The designers start with far too many legions, with some of those in the wrong locations. In addition, they place a Carthaginian unit called the Sacred Band in Cathage; that phalanx had been disbanded more than a hundred years prior to the start of this war! Perhaps the product should be viewed more as a game than a simulation. At that level, it's pretty good fun, and a lot better than *Mohawk*. So is hibernation.

Capsule Comments

Physical Quality: Maps good, counters less so. All very colorful.

Playability: Simple and fast-moving, although there are too many counters hindering mobility in *Mohawk*.

Playing Time: One evening. *Hannibal* takes about twice as long as *Mohawk* to play.

Historicity: Fair at best, and that's being generous.

Comparisons: *Mohawk* compares poorly in system to *Quebec 1759* or to the *War of 1812™* Game and even less favorably to similar subjects such as the *1776™* Game. As for *Hannibal*, considering the opposition, it's the best game on the subject, which is saying very little indeed.

Overall: Disappointing. "*La Morte avant l'ennui*" should have been "*Le Development avant la Sale*." ■ ■

BOOKS IN REVIEW

Napoleon at War: Writings of Lorraine Petre, edited and introduced by Albert A. Nofi. New York: Hippocrene Books, Inc., 1983, 274 pages, maps, tables, and index. \$19.95.

During the late nineteenth and early twentieth centuries, England produced a formidable array of military historians, such as Charles Oman, Spencer Wilkinson, and A.H. Burne. Not the least of this distinguished group was F. Lorraine Petre. Beginning his academic career after his retirement from the Indian civil service in 1900, between 1900 and 1914 he produced a series of five volumes on Napoleon's later campaigns. The books specifically deal with Napoleon's lightning conquest of Prussia in 1806 and the campaign against Russia in 1807; the hard-fought campaign against Austria in 1809; the campaign of 1813, culminating in disaster for Napoleon at Leipzig; and finally the campaign of 1814, ending in Napoleon's first abdication.

These volumes, meticulously researched by Petre (who toured the battlefields) quickly became popular; the re-issued editions went out of print in the mid-1970s. Now Hippocrene Press has published a book of excerpts from these volumes, edited by Albert A. Nofi, familiar to readers of *S&T* Magazine.

The work is divided into five sections: the politics of war, organization and planning, strategy, battle, and Petre as a military critic. All sections are very informative, especially the strategy section covering the campaign of 1806 and the famous "six days" episode of 1814, though the Ratisbon phase of the 1809 campaign could have been included. That show was not only one of the Emperor's better efforts, but the onset of the campaign demonstrated what happened when Napoleon's stratagems were carried out by an inadequate commander, in this case Berthier. The battle section contains excerpts dealing with Auerstadt (where Napoleon was absent), Friedland, Wagram, Dresden, and Hanau. The Friedland selection could have been longer, as it does not include Petre's explanation as to why Napoleon did not ex-

NAPOLEON AT WAR: SELECTED WRITINGS OF F. LORRAINE PETRE ON HIS LATER CAMPAIGNS.

terminate the Russian Army. This would have illustrated the connection between politics and the actual conduct of war. The section on Petre as a military critic is quite good, covering his analysis of the 1809 and 1814 campaigns.

The book is enhanced by using updated maps, replacing the older-style ones Petre used in his volumes. Unfortunately, no photographic reproductions have been included. This is regrettable, as the Petre volumes do contain a number of very fine plates. All told, this book is a must read for anyone interested in Napoleonic warfare.

Richard L. DiNardo

The Strategic Metals War, by James Sinclair and Robert Parker. New York: Arlington House Publishers, 1983 (no price given).



The World After Oil, by Bruce Nussbaum. New York: Simon & Schuster, 1983 (no price given).

A curious dichotomy exists in world resources in the areas of oil and metals. Generally, those who have exportable quantities of one seldom have the other. Oil is easily the prime resource of a mechanized world, at least until some synthetic

replacement is developed. Strategic metals are those which are used in the military and high-tech worlds and are indispensable to either a viable armed force or the technological culture to which we have now grown accustomed.

In these two books — seemingly more at home in a banker's library than a wargamer's — the complex, shifting world situation in these two areas is examined, with particular emphasis on the political and military aspects of these resources.

It is surprising to learn of the extent of the strategic metals war in the military realm. For example, the Soviet Union sells titanium to the US and other Western na-

tions, knowing full well that the material is used for the production of engines and missiles, weapons which one day might be used against it. In 1979, the USSR was providing more than 20% of the US's titanium supply. Then supplies were suddenly cut off as the Soviets began to buy titanium on world markets. Since experts estimate that 65% of the Soviet Union's titanium goes toward its own weapons production, the change in this metal's sales pattern suggests a large arms buildup in the USSR.

But strategic metals are only one part of the picture. In Nussbaum's look at the international picture of the world of oil, we see an even darker view of economic politics and of the future. *The World After Oil* goes far deeper into the world oil economics scene than the title suggests. Nussbaum delves into the many facets of high technology: from microelectronics, fiber optics, and cybernetics to the evolving world economy, the current microelectronics revolution, and the shift from oil to silicon as political resources. What emerges in Nussbaum's view is a crisp picture of the tangled web spun by military and civil authorities in competition with one another in worldwide economic battles.

One chapter worth reading by any wargamer; titled "The Disintegration of the Soviet Empire," it focuses on the USSR's copy-cat absorption of Western technology, such as its changing from regular to "smart" missiles and its new Ryad computers — copies of IBM's 360 and 370 line.

Nussbaum paints a vivid, often frightening picture of the importance of technology in the modern world and of its effects and growth, all wrapped up in the world's dependence on oil and the military's desire to manipulate its consumption.

Both these books have major importance to the wargamer whose interests fall into the area of modern warfare; they offer detailed looks at the complex world economy and the shifting political, military, and technological influences affecting it. For that alone, these books are worth adding to any wargamer's collection.

Ian Chadwick

New From GDW



THE THIRD WORLD WAR™ Battle for Germany

1990: A spark in the Persian Gulf grows into the long-feared battle between East and West; Germany, where both sides station major forces, is the main battlefield. With a week's warning, NATO's Reforger and 2+10 reinforcements have arrived, but many units are not yet in their battle positions as 16 Warsaw

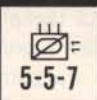
Pact armies, deeply echeloned, attack across the border. World War III has begun, and no one can foresee the outcome.

In *Third World War*, ground units have attack and defense strengths based purely on firepower; troop quality is taken into account by a proficiency rating with strong effects on combat. An innovative sequence of play shows the different natures of both sides. Each player-turn has two movement/combat impulses. The Pact attacks twice in each impulse with separate echelons of troops; NATO is allowed to move and attack with reserves between the two Pact impulses.

Extensive air rules simulate this vital aspect of modern warfare. Air units, from the Mig-21 to the F-19 stealth fighter/bomber, are rated for air superiority, combat support, and strike missions; a serviceability rating shows the NATO advantage in sortie rate.

The Third World War is the first of a series of four division-level games covering a conventional war in Europe and the Middle East in 1990, using the same rules and playable together or separately.

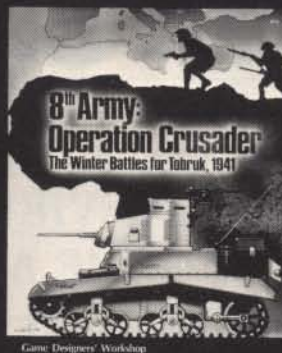
This is the definitive game on the subject: it's accurate, detailed, and complete. And it's only \$18.



The Normandy Campaign

Beachhead to Breakout

- ★ Revolutionary "double-blind" hidden movement system
 - ★ Simulates every important factor of the campaign, from Allied supply problems to hedgecutters
- \$10



8th Army: Operation Crusader The Winter Battles for Tobruk, 1941

Late in 1941, the British 8th Army began its third attempt to relieve the German siege of Tobruk. Operation Crusader was 30 days of confused fighting, characterized on both sides by near-total ignorance of the enemy's positions and movements. Front lines were chaotic; Tobruk was relieved, then cut off again. Finally, his army

exhausted and short of supply, Rommel was forced to retreat.

To simulate the intense "fog of war" of Operation Crusader, *8th Army* uses the unique hidden movement system pioneered in *The Normandy Campaign*. Each player has his own map, showing his units plus the location (but not composition) of the enemy front line. Players gain intelligence about the enemy by attacking, either probing (to gain information at low risk) or assaulting (to take a position). Players are really put in the roles of commanding generals: instead of thinking about how to get one more factor for that 3:1 attack, they must guess at the enemy's positions and intentions.

Supply is vital and is represented by mobile supply columns which are burned in attacking; new supplies are available off-board but take time to transport to the front.

Air support is powerful, but the confused nature of the ground battle also affects air cooperation; air support is difficult to use unless the enemy occupies known, fixed positions.

8th Army is a challenge. Static defense won't win the game: a strong position is only useful if attacked; mobility is the key. Both sides must attack, and a wise general combines the strategic offensive with the tactical defensive. *8th Army's* rules are simple, but mastering the game isn't. You can try it for \$10.



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COMPUTER CONFLICT

Ian Chadwick

Fortress™ Game, by Strategic Simulations, Inc., Mountain View, CA. Atari and Apple version.

ONE OF THE LATEST OFFERINGS FROM that prolific company, Strategic Simulations, Inc. (SSI), is the *Fortress™* Game, for the Atari and Apple computers. This delightful little strategy game is one of the best I've seen in the past year.

Somewhat of a hybrid of the *Go* and the *Othello™* Games, *Fortress* combines elements of both games, with some wargaming concepts thrown in. The essential idea is to control the most number of squares at the end of the game. The board is a simple six-by-six grid and the number of default turns is 21, but that can be changed.

The playing unit is the "castle" — two end towers joined by a wall, using unimaginative but adequate graphics. A castle exerts a zone of control (ZOC) into each square adjacent to it. Unlike wargames, more than one castle *increases* the strength of a ZOC. Enemy ZOCs of equal strength cancel each other out, making the contest square neutral. A castle has three levels of fortification, each displayed as increasing levels of complexity. Each level exerts a ZOC equal to its fortification level.

Aside from occupying or else controlling squares, players can eliminate enemy castles by attacking them in greater strength. However, since each turn consists of only placing one single strength castle or else increasing a castle's fortification level, the computer opponent sees a player's intentions and can take action right away.

Since adjacent castles add their strength to each other, they can support units by building next to them, often increasing a player's territory in the process. Castles on the board can't be moved once placed, so the game assumes situations similar to the game of *Go*; units support each other while trying to attack the enemy units. A fair strategy has to be carefully thought out in order to play a decent game.

The manual is quite good and leaves nothing for the player to have to figure out on his or her own, though the BASIC lan-

REVIEWS ON SSI'S *FORTRESS™* GAME AND ADVENTURE'S *WAR™* GAMES ARE FEATURED.

guage the program is written in can make things tedious. There is a little too much sound and music with the game, but I'd say *Fortress* was one of the most enjoyable games I've played in the past year. It's imaginative and fresh, with some nice ideas and a well-executed approach. This is certainly one of SSI's better efforts.

Ian Chadwick

War™ Game, by Adventure International, Longwood, FL. Atari 32K and Apple 48K Disk versions.

IN *WAR*, ONE OR TWO PLAYERS AND THE computer maneuver fictionalized armies in a battle to the death. The forces at their disposal include conventional armor, infantry, and aircraft, which move and fight across terrain of fields, rivers, forests, and cities. The goal is to destroy all enemy units in battle, though the ultimate objective is to conquer the opponent's capital city.

Players' armies struggle across one of three possible map-screens, which the computer chooses randomly. The terrain features on the three boards pose the same basic strategic problems for units, but the varying details necessitate different solutions.

Both armies contain the same number and types of units, unless one side is given more as a handicap. Each army begins the game with its forces divided into two wings. All ground units have the same movement factor, but aircraft can move up to twice as far per turn.

Each player moves his units according to a rigid sequence: engineers first, infantry next, then armor, and finally aircraft. The computer indicates the unit currently available to move, and moves are entered indicating the desired direction. A unit that moves only part of its allotted rate may move far-

ther in subsequent turns.

Combat occurs when hostile units are adjacent to each other at the end of a player's movement. All units within three squares of the center of battle are involved; each unit's strength is affected by the terrain it occupies and its distance from the center of battle. Combat results in the elimination of units, which may be brought back as replacements in cities.

The game features several innovations, the most successful being aircraft strikes: the player must pilot his craft over the target with a steady hand, as strikes must be right on target. However, none of the other features work so well. The combat system is interesting, but means that the most effective tactic is to mass units into blocks.

The lack of zones of control, as well as the rigid sequence of movement, can seem to be weaknesses. Hostile units can move right past each other without a second thought, which is incongruous when a player's own units move into traffic jams, blocking other units.

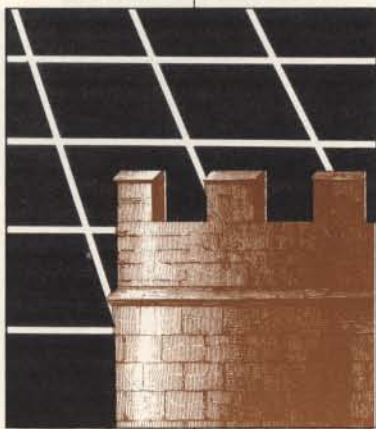
The game's biggest weakness is the artificial intelligence in the solitaire version. The computer's program simply makes stupid moves, consistently violating strategy with piecemeal attacks. The computer does better on defensive counterattacks, but proves to be a mediocre opponent at best.

All these criticisms aside, I like *War* and play it more often than any other computer wargames. It's easy to play; the "save game" feature allows players to stop and resume playing where they left off later; and the situation is fluid, with both sides having equal tactical opportunities. It compares to the *Tactics II™* and *Kriegspiel™* board games, both of which present simple fictional conflicts. Personal computer wargaming is still in its infancy, but if this game has many weaknesses, it is fast, easy, and engrossing.

Edward Bever



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by Richard Berg

TAKE A QUICK LOOK AT THE FEEDBACK questions at the end of this issue. Notice something unusual? It's the question asking you to rate the front cover. This has been going on for the last several issues and it certainly rates as a step forward in the awareness (both public and industrywide) of the immense importance which graphics plays in this "hobby."

I firmly believe that the way a game looks, both inside and outside, is *at least* 50% of what inspires the public to buy that game. Moreover, graphics encompasses probably a large percentage of the subliminal input into the player's attitude toward the game. Try this not-so-little experiment: pull one of your older games, say an S&T™ Magazine (circa issue Nr. 35), off the shelf and set it up. Then take this issue game and set it up next to the older game. Ask a friend, or judge for yourself, which one looks more interesting. If you want to be even more direct, take the old *Panzerarmee Afrika*™ Game and set it up next to the *DESERT FOX*™ Game. Ignore the relative merits of each game and ask yourself which one looks more inviting. The answer is obvious. Yet there are a goodly number of people who simply refuse to recognize this important sensual concept.

I remember, back in the early days of Simulations Publications, one of the theories being espoused was that a good game would sell itself. Well, in retrospect, it was pure bunk. *Nothing* ever sells itself, especially in a field where competition is keen. And nothing sells a game better than top-level, professional, colorful graphics.

I bring all this up in order to level an accusing finger at what must be one of the most heinous omissions in this industry: the failure to recognize the graphics end of the business as an integral part of a game's success. And just who do I point this finger at? The Awards Committee for the Game Manufacturing Association; i.e., the people who run what we euphemistically call the Charlie Awards, a committee of which, often to my chagrin and frustration, I am a member.

Now, the Awards Committee is a fairly large group of industry types who have never been noted for either collective in-

THE GAMING MANUFACTURERS ASSOCIATION'S AWARDS COMMITTEE GETS THUMBS DOWN ON GRAPHICS.

sight or courage. Mostly what the committee is noted for is its incredible inability to reach a decision on even the most menial of suggestions. For example, the method of voting for awards is that the public nominates and then the members choose from the nominations. I have my own reservations about this system, but it is not invalid. The problem here is that the Committee which determines the rules on these awards selections doesn't have the stomach to make such simple decisions as which games should be eligible to be voted on. Their method is totally *laissez-faire*; anything published in the past year is eligible. That sounds relatively simple and applicable, but in truth is not. Why? Because a great number of previously published games are reissued. Why should these games be eligible again for an award when they've already been eligible once before? And perhaps such games would and should be eligible. But let's take a look at some of the items considered votable in 1983. Last year Avalon Hill reissued the *Conquistador*™ Game (previously published back in 1977 and a game of my own design) and TSR™ did the same for the equally old and well-designed *SPI*™

WELLINGTON'S VICTORY® Game. Both, according to the GAMA rules, were eligible to win an award for Best Game. Now, as much as I'd like to see the *Conquistador* Game win an award, I can honestly say that, aside from the minor graphic improvement, and the addition of one even more minor rules change, the game was essentially the same as it was when it first came out. The *WELLINGTON'S VICTORY* Game situation is much the same. TSR, Inc. designed a brand new box cover (which was interesting, if not entirely successful) and that's all they did. Under what theory should these two games be eligible for an award now?

And this same viewpoint pervades their thinking when it comes to awarding recognition for graphics. Despite the obvious importance and increasing sophistication of graphics and artwork, and despite the mounting number of creative and insightful artists such as Larry Catalano, Roger MacGowan, Keith Parkinson, and others, the hidebound thinking of the Committee seems to be that to give a Charlie for graphics is to cheapen the award by giving out too many. Furthermore, the Committee claims, the Charlies are awards from "the public," a popular award in the literal sense.

I beg to differ. The public already has its own awards system; it's called "purchasing the game." This may seem to you out there to be an elitist viewpoint, but recognition by one's own peers is the highest, and usually the sincerest, form of recognition. The Charlies offer none of that . . . and little of anything else. The Gaming Hall of Fame is in danger of becoming a sham and the whole awards process is so unresponsive to the industry as a creative community that it needs a complete overhaul.

Something has to be done: either the industry should take over the awards process entirely, setting up an independent committee to supervise the process, or the game companies should allow the present committee to exist but pressure them to restructure the system so that creativity is recognized, not popularity.

Lest anyone feel that I am harvesting sour grapes because I didn't win anything this past year, I specifically chose a year in which I did not have any new games eligible. (Oops! I forgot to mention the *A GLEAM OF BAYONETS*™ Game.) But, aside from that, I have little hope that anyone will actually do anything about the situation. Companies are too busy trying to make a living to get involved and the Committee itself is not about to give up its rather solidified, banality-set-in-cement position.

Perhaps the best bet is to give the Committee an award representing its tremendous ability to respond rapidly and its astute intellectual insight: a 200 pound block of cement. ■■



CENTRAL COMMAND™ Game

SEVERAL GAMES DURING THE PAST FEW years have examined potential conflict in the Persian Gulf region, including the strategic simulation *Gulf Strike™* Game, the operational *OIL WAR™* Game, and the tactical *RDF™* Game. The **CENTRAL COMMAND** Game, scheduled for *S&T™* Magazine Nr. 98, does not cover the same ground as these other games, focusing instead on the Straits of Hormuz area in a hypothetical superpower confrontation occurring before the end of the decade. A standard 22" x 34" map covers the area on a 4 km per hex scale, while 200 counters represent regiment, battalion, and company sized units, as well as air squadrons of the US, Soviet, and Iranian armed forces. There are three scenarios: the basic meeting engagement scenario, in which the US and USSR attempt to rush troops to the area in response to an Iranian closing of the Strait; the "invitational open" scenario, in which the Iranians ask the US into the region to counter Soviet threats; and the preemptive scenario, in which the Soviets launch a surprise invasion and the US is caught unprepared.

The Soviet force consists of an airborne division, an air assault brigade, and a couple of motorized rifle divisions, which appear on the map at various stages due to prior readiness (per scenario) and to US air intervention. The US player has more troops at his disposal than he can ever

use in the game, due to transportation restrictions. These forces consist of the US 82nd Airborne Division (which must capture an airfield for other troop arrivals), the 101st Airborne Division (Air Assault), and the 1st Marine Division (which tries to meet up with prepositioned equipment ships). The US player must design balanced force packages in order to make the most of the transport capacity at his disposal.

The game's air system is similar to the *NORDKAPP™* Game, but without avionics/weather rules, and with the addition of an interdiction rating. Transport and attack helicopters are included. Ground units include mechanized and nonmechanized



UPCOMING GAMES IN *S&T™* MAGAZINE FOCUS ON PERSIAN GULF SUPERPOWER CONFLICT AND ON LUETZEN.

units, with the mechanized types being broken down into "carrier" and "passenger" units. In addition to normal infantry, tank, and artillery type units, special anti-tank and engineer companies are included, which have die roll modifications on combat. There are even two engineer airborne light equipment companies which can build airfields. Special features deal with chemical warfare, surprise attacks, overruns, tunnel demolitions, airborne operations, highway airstrips, seasonal off-road mobility, and the US battleship *New Jersey*. The **CENTRAL COMMAND** Game will give you a taste of hypothetical modern Persian Gulf combat in a realistic setting.

Charles T. Kamps, Jr.

THUNDER AT LUETZEN™ Game

ALTHOUGH THE DAMAGE HIS ARMY HAD sustained in 1812 was enormous, the Emperor Napoleon had done such a remarkable rebuilding job during the winter that he was able to return to the offensive in the spring of 1813. That campaign opened with the battle of Luetzen in central Germany on 2 May 1813, the first clash between the resurgent Allies and the rebuilt French Army.

The **THUNDER AT LUETZEN** Game in *S&T™* Magazine Nr. 99 simulates that engagement, with some differences for players used to Napoleonic campaigns. The French player has the numbers, while the Allied player has quality in his units, an inversion of the normal situation. As a further twist, the French are on the strategic offensive in the game but the Allies have local initiative and can counter-attack at will.

The game scale is set at 1,500-2,500 men per unit and 500 yards per hex. That makes the map a tight fit, but I have yet to meet a gamer who feels that too much of his mapsheet is given over to map.

One of the more interesting features in de-

signing this game has been the creation of the victory conditions. I am not a great believer in the importance of victory conditions in a game; not just for balancing the game (the obvious intent), but for the dynamics victory conditions impart to game play.

The victory conditions in the **THUNDER AT LUETZEN** Game reflect the reasons why the battle took place at all: in the Luetzen campaign, Napoleon sought to drive on Berlin by passing through Luetzen and then Leipzig. Napoleon needed a rapid advance through the Luetzen area for his plans to succeed, which is reflected in the game's victory conditions by awarding the French player a marginal victory if he can advance from Luetzen to Leipzig.

The Allies, on the other hand, judged the loss of Leipzig (much less Berlin) to be politically unacceptable. Diplomatic efforts were underway to bring Austria into the Allied coalition, which might well have backfired if the Allies retreated. Therefore, the Allied commanders decided that the French must be beaten before they took Leipzig.

The possession of Leipzig is the key to winning the game; the Allies possess it at the start, but in order to win, the French must take it. However, the **THUNDER AT LUETZEN** Game features a second tier of victory conditions in Demoralization levels, which award decisive victory to the more skilled side, regardless of who possesses Leipzig. Both sides are forced to be aggressive and take risks at different times in the game, which gives it a dynamic balance that keeps matters lively for both players.

The very simplicity of the solution in creating the game's victory conditions belies the amount of design and production time that has gone into producing it. The payoff for this extra effort will come when you play it. It was exciting for me to hear the reactions of the playtesters; one liked the game so much he hand-produced his own copy. The **THUNDER AT LUETZEN** Game has all the markings of a great player's game. We'll have more updating on it in *S&T* Nr. 98.

Bowen Simmons

by Richard Berg

WELL, I SAY, OLD CHAP, GOOD SHOW! In this era of built-in mistakes, we came up with what looks like an almost errata-free game. Oh, yes, there was a minor blunder with the counters which most of you spotted and almost certainly did not affect play. There are two Jaalin camel units (Omdurman scenario) that should be tinted brown, not blue. And we did have another question about the Isandhlwana scenario in the game. Mounted cavalry, after avoiding melee, as in the last paragraph of Part 12, Section C of the rules, may not return to that vacated hex during the ensuing British movement phase. But aside from that, we've received no quibbles and few questions.

I know this should not be the place to say this, but it is rare that one gets the chance to thank his cohorts in print. And it is thanks well earned. I was especially taken with Keith Parkinson's rendering of Isandhlwana, considering the large amount of Victorian era, ready-to-wear paintings and prints that were already available. It is accurate and evocative.

In any case, not having any errata on which to dwell on at length, you folks might be interested to know that this project began as a highly complex version of Rorke's Drift. I had considered Rorke's Drift as the second game (to Isandhlwana) before lighting on Omdurman. The main reason for its exclusion was that it required more than 200 counters, even at the relatively simple scale and level that the SOLDIERS OF THE QUEEN Game uses. You see, it would be silly to do the scenario by military units (at least for the British), because you'd only have one or two counters. Rorke's Drift is best on an individual basis in terms of a British order of battle. Zulu counters would probably be halved in scale but would still represent an aggregation of men.

The actual methodology for the game — combat results tables, movement, morale, firepower, and so forth — would all remain the same simply by assigning to each man a series of ratings similar to those assigned the companies in the SOLDIERS OF THE QUEEN Game. What would have been different was that all movement outside the "compound" was to be area movement, including those positions directly adjacent to the walls, while movement inside the fortifications was to have been hexagonal. It all worked fairly nicely, but there were just too many counters needed, what with some 125 British soldiers contending

SOLDIERS OF THE QUEEN™ GAME VARIANTS: MORE ZULU WAR BATTLES AT HLOBANE AND ULUNDI.

with about 75 to 80 counters (at bare minimum) for the Zulus.

Another problem was the battle itself, a problem that all fledgling Rorke's Drift designers must face up to: the Zulus can't win. Really, they can't. The British position is so good, so easily defended against native weapons, that you have a problem coming up with a "game."

Some better simulations from the Zulu War that might be tried are the battles at Hlobane Mountain and Ulundi. Jim Meldrum gives some gameable additions to the battle of Isandhlwana, within the restrictions of the counter mix and game map, that recreate other battles of the Zulu War.

Zulu Battles

by James Meldrum

MOST OF THE BATTLES OF THE ZULU WAR took place close together in terms of time: the Zulu victory at Hlobane Mountain occurred in late winter and the final British victory at Ulundi came in July. Using the game mechanics and equipment from the SOLDIERS OF THE QUEEN™ Game, these battles can be simulated to some degree. Since the game map and units from the Isandhlwana scenario will be used it is obvious that there will be little historical accuracy; the major emphasis has been placed upon simulation of the tactical situation that existed during these engagements. Both scenarios here use a mini-game format, with setup, victory conditions, and special rules given. Play takes place on the Isandhlwana map side and is covered by all rules covering that scenario.

HLOBANE MOUNTAIN

In this scenario, a British column has chased a Zulu impi up on top of Hlobane Mountain and is in the process of attacking them. While strung out in an awkward tactical position, they are attacked by an approaching Zulu force and decimated as they try to move off the mountain.

Initial Forces

British: 1 × colonial infantry platoon (NNP), 10 × cavalry units, and 4 × British infantry platoons deployed at the British player's choice in hexes 1529, 1629, or 1730, subject to stacking restrictions.

Zulu: all units of the uKhltshn impi in hex 1630; all units of the uNokenke impi in or adjacent to hex 1125; all units of the iGbm-khsi impi in or adjacent to hex 1520.

Game Length: 10 turns.

Victory Conditions: The British win by exiting a minimum of four units of any type from the western map edge between hexes 1334 and 2134. The Zulus win either by eliminating all British units or by preventing their exit from the map. Any other result is a draw.

Special Rules

1. Play is confined to all hexes west of the xx17th hexrow (the mapfold half containing Isandhlwana Rock).
2. Isandhlwana Rock and the "spur" north of the Rock are considered to be Level 4 terrain. All British units leaving any Level 4 hex must make an immediate Morale check.



3. No British unit may enter the Nqutu Plateau.
4. The movement allowance for all British units is reduced to 3 and increased for all Zulu units to 6.
5. British units are considered to have unlimited ammunition.

ULUNDI

The last major battle of the Zulu War was the battle for Ulundi, the major Zulu settlement. Here a British force employing Gatling guns (similar to the Maxim gun) makes contact with the various Zulu forces and tries to enter the town.

Initial Forces

British: 12 x British infantry platoons, one unit each in hexes 2217, 2218, 2219, 2317, 2320, 2416, 2420, 2517, 2520, 2617, 2618, and 2619. Inside this circle, all colonial infantry units; 2 x Maxim gun units (from the Omdurman scenario); all leaders; all artillery units (except the rocket battery); the supply wagon; and 6 x colonial cavalry units (all units of the NMP, RNC, NMR, BBG, and Edendale units).

Zulu: The Zulu player deploys all units and leaders of the following impis anywhere east of the Donga riverbed: uVe, iGbmkhisi, umCijo.

Game Length: Indefinite (see below).

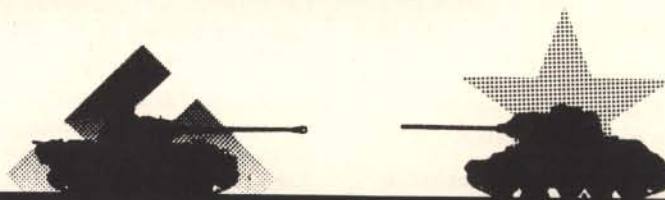
Victory Conditions: Play continues until all British or all Zulu units are eliminated or until the British player is able to exit the supply wagon and six infantry units from the eastern map edge between hexes 1501 and 2301.

Special Rules

1. Game duration is indefinite; see Victory Conditions above.
2. Neither player may enter the Nqutu Plateau.
3. The British player uses two Maxim gun (machine gun) units from the Omdurman scenario to simulate Gatling guns that were used in this action. At the start of each British Combat Phase the British player must roll one die to determine whether or not each Maxim gun unit may fire. If the roll is even, the Maxim unit may fire; if the roll is odd, the unit may not fire this game turn. To resolve Maxim gun fire, use the Omdurman Range Effects Table but resolve the results on the Isandhlwana Combat Table.
4. The Maxim guns may not fire through friendly units. ■ ■

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WANTED: EMPIRES OF THE MIDDLE AGES™ Game (SPD)™ in mint condition. Original price. Contact J. Kulp, 1230 N. Hanover St., Pottstown, PA 19464. (215) 323-4183.

WANTED: Issues 1 through 30 of STRATEGY & TACTICS® Magazine, with or without games. Contact Reuben L. Correll, Rt. 4, Box 217, China Grove, NC 28023.

WANTED: books about WWII Eastern Front. Also, any military related postcards. Write to Michael Mahoney, 9807 High Point, Shreveport, LA 71106.

FOR SALE: send SASE for my list of wargames for sale. Ronald Hunadi, 36 Jones St., Lansford, PA 18232.

FOR SALE: issues of S&T™ Magazine, ARES™ Magazine, Grenadier, The General, and RBROG; some games. Send SASE to John Rush, 56 N. Oak Park Ave., Oak Park, IL 60301.

HISTORICAL wargames and magazines for sale, or will trade for SFRP. Contact E.A. Edwards, 1410 E. Boyd, Norman, OK 73071.

COLLECTOR'S games: FRANCE '40™ Game; ARDENNES OFFENSIVE® Game; BREAKOUT & PURSUIT™ Game; KURSK™ Game; and the Panzerarmee Afrika™ Game. All in very good condition. Send SASE with offer to Cpt. Egon Hatfield, PO Box 5669, Ft. Hood, TX 76544. (817) 532-3458.

WANTED: complete WAR IN THE PACIFIC™, WAR IN EUROPE®, and WORLD WAR I®

Games. Also, WAR IN EUROPE Game expansion kit. Premium prices paid. Excellent or good condition only. Contact C.S.S. Neep, PO Box 1271, Bedford, TX 76021.

WANTED: one copy of Simulations Publication's MUSKET & PIKE™ Game. Describe condition and asking price. Contact Major Virgil-dee Daniel, NAMRU-3(UN), FPO NY 09527.

WANTED: SPI™'s OBJECTIVE MOSCOW™ Game, send price and condition. For sale or trade: STARSOLDIER™ Game (punched); NATO™ Game; CRIMEAN WAR™ Game (unpunched); OPERATION TYPHOON™ Game (punched), all good or mint condition. Stacy Bartley, 18 1/2 E. 8th Ave., Columbus, OH 43201.

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WANTED: used or mint, SDC, Dunkerque 1940™ Game, Panzerfaust Magazines before Nr. 45, The General Magazine before Vol. 7, Journal of Twentieth Century Wargaming, Nrs. 2, 3, and 5, GDW's Eagles™ Game, and Marshall Enterprise Games. Francis W. Brown III, 2713 Woodcrest Dr., Apt. C, Augusta, GA 30909.

WANTED: used or mint, the SOLDIERS™ Game, the MARNE™ Game, the WINTER WAR® Game, the SEELOWE™ Game, the USN™ Game, the FRANCO-PRUSSIAN WAR™ Game, and the WILDERNESS CAMPAIGN™ Games. Will pay reasonable price. Contact Ron Hopkins, 1919 Burton, #106B, Austin, TX 78741.

SEEK S&T™ Magazine Nr. 23, Up Against the Wall™ Game, WAR IN THE PACIFIC™ Game, all old Test Series games plus many old obscure games. Send lists please. Join Metrowest Gamers, Robert E. Ruppert, 44 Regency Dr., Holliston, MA 01746. (617) 429-5181.

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WANTED: SPI™ WAR IN THE PACIFIC™ Game, USN™ Game, and YEAR OF THE RAT '72™ Game. New or used, fair to good condition. Contact John McDonald, 4009 Driftwood Ct., Loveland, CO 80537.

WANTED: SPI™ BARBAROSSA™ Game, 1st and 2nd editions; 1812™ Game; DARK AGES™ Game; DREADNOUGHT® Game. Morison's naval history of WWII, many volumes needed. Jim Dapkus, Rt. 1, Westfield, WI 53964.

FOR SALE or trade: mint issues of *Fire & Movement* Magazine Nrs. 2, 3, 5, 13-21, 23. Also Marshall Enterprise's *La Bataille d'Auerstadt™* Game in good condition. For cash and/or *Siege of Jerusalem™* Game or NEXT WAR™ Game. Contact Louis J. Sheehan, 3018 O'Donnell St. Rear Apt., Baltimore, MD 21224.

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WANTED: SPI™'s SEVASTOPOL™ Game and KURSK™ Game (2nd ed.). Contact Ronald Snow, 5817 Cranston, Portage, MI 49081.

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WANTED: AH's 1914™ Game and *Jutland™* Game, SPI™'s MUSKET & PIKE™ Game. Send condition and price to Roger Baier, 1325 18th St. NW, Canton, OH 44703.

WANTED: S&T™ Magazine Books I-IV, MOVES® Magazine Nrs. 3, 27, 50, and SPI™'s AUSTERLITZ™ Game, LA GRAND ARMEE™ Game, NORTH AFRICA QUAD® Game, BLOODY APRIL™ Game, and THIRTY YEARS' WAR QUAD® Game. For sale: DESERT WAR™ Game, DREADNOUGHT® Game, NATO™ Game, SOLDIERS™ Game, SEELOWE™ Game, PATROL™ Game, and GLOBAL WAR® Game. Contact Steve Michot, 502 Magnolia St., Thibodaux, LA 70301.

WANTED: S&T™ Magazine Books I-IV and any issues before Nr. 50, plus any MOVES® Magazine issues before Nr. 50. Send list and prices to Pat Haley, 8712 S. 1700 E., Sandy, UT 84092.

WANTED: ACRE™ Game and all the Prestags games, CHARIOT® Game, SPARTAN™ Game, LEGION™ Game, VIKING™ Game, YEOMAN™ Game. Will also pay for DARK AGES™ Game and will pay postage. Will answer every letter. Dennis Milbert, 35 Marwood Ct., Rockville, MD 20850. (301) 340-2138.

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Please answer the questions below by writing your numbered response in the appropriate response boxes that correspond to each question number. In the first box write the issue number, 97; write one number in all other boxes. When answering, a "0" response always means NO OPINION or NOT APPLICABLE, unless noted otherwise. Yes and no questions are answered with a "1" meaning YES and a "2" meaning NO. Rating questions are answered on a 5 point scale, with "1" as the WORST rating and "5" as the BEST rating. Please use the COMMENTS portion of the card for any opinions or additional information you wish to give us, and thank you for responding.

1. Issue number.

The following questions ask you to rate the articles and features in this issue on a scale of 1 (poor) to 5 (excellent); 0 = no opinion.

2. The TRAIL OF THE FOX™ Game
3. Torch of Liberty (article)
4. Small Unit 1980s Combat (article)
5. For Your Information
6. Berg's Review of Games
7. Computer Conflict
8. Books in Review
9. Outgoing Mail
10. Dispatches
11. MOVES® Gaming Section overall
12. Forward Observer
13. Replays (game variant)
14. Previews
15. Front cover art
16. Gaming Classifieds
17. Feedback
18. This issue overall
19. Was this issue better than the last game issue?

Please rate the features that were in Special Edition Nr. 3, using the same rating method.

20. Overlord: Normandy Invasion (article)
21. Ejidos y Libertad! (article)
22. Programming Boardgames for Computers (article)
23. Ardennes Battles (game variant)
24. Strategic Suspense Over Britain (profile)
25. Outgoing Mail
26. For Your Information
27. Berg's Review of Games
28. This issue overall
29. Was this Special Edition better than the last Special Edition? 1 = yes; 2 = no.

We are interested in profiling our readers' age groupings for marketing purposes. Please answer Question 30 with a "0" and then write the YEAR of your birthdate (1949, 1955, etc.)

in the COMMENTS Section below.

30. The YEAR of your birth (write below). 0 = your response in box.

Please respond to the following, using the appropriate number with each question.

31. Your sex: 1 = male; 2 = female.
32. Your education level (number of years): 1 = 0-8; 2 = 9-12; 3 = 13-14; 4 = 15-16; 5 = 17 or more years.
33. Do you have a subscription to S&T™ Magazine? 1 = yes; 2 = no.
34. Have you seen S&T Magazine displayed in your local hobby store? 1 = yes; 2 = no.
35. Are you currently serving in the active US Armed Forces or in the Reserves or National Guard? 1 = yes; 2 = no.
36. How often do you play the S&T Magazine issue games per month? 1 = never; 2 = 1-2 times; 3 = 3-5 times; 4 = 6-10 times; 5 = 11 or more times.
37. Do you prefer "glossy" or non-glare "matte" counters with your issue and SPI™ Games? 1 = glossy; 2 = matte.
38. Do you prefer "painted" game map features (as in Nrs. 94, 95, and 96) or do you prefer somewhat abstracted game map features (as in Nrs. 90 and 93)? 1 = prefer painted maps; 2 = prefer abstracted-feature maps.
39. Concerning older SPI™ game titles scheduled for reprinting, how much revising do you favor? 1 = no changes at all; 2 = include only updated errata; 3 = revise only rules; 4 = revise only counters; 5 = revise only maps. Multiple answers may be written below.
40. For new SPI™ game titles, which historical era would you most favor seeing simulated? 1 = ancient and medieval; 2 = sixteenth to eighteenth century; 3 = nineteenth century; 4 = early to mid-twentieth century; 5 = mid-century to current era.
41. How often do you go to gaming conventions per year? 1 = never; 2 = once; 3 = 2-3 times; 4 = 4-6 times; 5 = 7 or more times.
42. How often do you visit your local hobby store per year? 1 = never; 2 = 1-3 times; 3 = 4-6 times; 4 = 7-10 times; 5 = 11 or more times.
43. Do you own a personal computer at home? 1 = yes; 2 = no.
44. If you do own a home computer, for what purpose do you most frequently use it? 0 = not applicable; 1 = run a business from home; 2 = household uses; 3 = creative uses (writing, designing, etc.); 4 = playing any games for relaxation; 5 = playing military historical computer games.

Please rate the following games on a 5 point scale, with 1 representing POOR, and 5 representing EXCELLENT. Publisher's name is in parentheses. 0 = have not played the game yet.

45. Up Front™ Game (AH)
46. La Regia Marina™ Game (SimCan)
47. A GLEAM OF BAYONETS™ Game (SPI™/TSR™)
48. BATTLE OVER BRITAIN™ Game (SPI/TSR)
49. Assault™ Game (GDW)
50. Aachen™ Game (PWG)
51. AIR WAR® Game (SPI/TSR)
52. Close Assault™ Game (Yaquinto)
53. WELLINGTON'S VICTORY® Game (SPI/TSR)
54. Crisis in the Ukraine™ Game (Centurion)
55. Siege of Vienna. A double game that would cover both sieges of the Austrian capital, in 1529 and 1683, and the repulse of the Turks by Christian forces. Analysis on changed tactics and the events influencing each siege would be included.
56. Blenheim/Ramilles. The campaigns of the Duke of Marlborough in the War of the Spanish Succession would be treated in this double game with an innovative, pre-Fredrickian tactical system.
57. Buena Vista. The crucial battle in the north during the Mexican-American War would be treated in a modified Great Battles system.
58. European TSS Quad. An adaptation of the popular ACW system to the Civil War-era European battles of Soferino (1859), Sadowa (1865), Sedan (1870), and Shipka Pass (1877), would emphasize the contrasts and similarities to European and American warfare in the mid-nineteenth century.
59. Philippine Sea. The World War II naval and air battle for the Marianas would be covered on a strategic and tactical level, with optional rules for ship-to-ship and night battle.
60. Airmobile. Modern tactical combat would be the subject of this helicopter/infantry assault game, on a platoon/company level, with optional rules for air strikes and artillery.

Feedback Results: S&T™ Magazine Nr. 95

Rank	Item	Rating
1.	Cover Art	4.14
2.	Soldiers of the Queen (article)	3.92
3.	Berg's Review of Games	3.92
4.	SOLDIERS OF THE QUEEN™ Game	3.86
5.	For Your Information	3.76
6.	Previews	3.74
7.	War in the World	3.73
8.	MOVES® Section	3.70
9.	FYI Modern Notes	3.64
10.	Replays	3.63
11.	Age of Imperialism (article)	3.62
12.	Outgoing Mail	3.46
13.	Forward Observer	3.45
14.	Feedback	3.44
15.	Books in Review	3.17
16.	Computer Conflict	2.91
Overall		3.79

46. La Regia Marina™ Game (SimCan)
47. A GLEAM OF BAYONETS™ Game (SPI™/TSR™)
48. BATTLE OVER BRITAIN™ Game (SPI/TSR)
49. Assault™ Game (GDW)
50. Aachen™ Game (PWG)
51. AIR WAR® Game (SPI/TSR)
52. Close Assault™ Game (Yaquinto)
53. WELLINGTON'S VICTORY® Game (SPI/TSR)
54. Crisis in the Ukraine™ Game (Centurion)

Please rate the following game proposals on a 5 point scale, with 1 indicating little interest and 5 indicating strong interest in such a game.

55. Siege of Vienna. A double game that would cover both sieges of the Austrian capital, in 1529 and 1683, and the repulse of the Turks by Christian forces. Analysis on changed tactics and the events influencing each siege would be included.
56. Blenheim/Ramilles. The campaigns of the Duke of Marlborough in the War of the Spanish Succession would be treated in this double game with an innovative, pre-Fredrickian tactical system.
57. Buena Vista. The crucial battle in the north during the Mexican-American War would be treated in a modified Great Battles system.
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59. Philippine Sea. The World War II naval and air battle for the Marianas would be covered on a strategic and tactical level, with optional rules for ship-to-ship and night battle.
60. Airmobile. Modern tactical combat would be the subject of this helicopter/infantry assault game, on a platoon/company level, with optional rules for air strikes and artillery.

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Richard Berg's

DRUID

Complexity: low to moderate
Solitaire Suitability: moderate
Playing Time: two hours
Players: two

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754/334 1 14	755/334 1 14	69/10 1 14	66/10 1 22	501 0 22	334 1 21	1/HG 1 14	2/20 1 14	759/334 1 14	71 1 21
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GERMAN

361 A/c 1 14	Flamke 1 14	33/15 0 28	115/15 1 14	8/15 1 22	33/15 1 14	5/21 1 22	104/21 1 14	3/21 0 28	560/90L 0 28
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ITALIAN

FRENCH

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Le Clerc 1 14	FF 1 14	4 RCA 1 14	Otan 1 14	Aures 1 14	BLM 1 14	4 RST 1 14	REFIT 1 14	REFIT 1 14	6/1 Armd 1 14
2 3 14	1 2 14	1 3 14	4 2 14	5 3 14	2 3 14	4 2 14	2 2 14	1 1 14	2 0 14

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4 2 14	4 2 14	(1) 1 14	(1) 2 14	4 3 14	4 3 14	3 2 14	(1) 2 14	4 2 14	

AMERICAN

6 Com 1 14	1 Para 1 14	1 Com 1 14	26/6 1 22	36/78 1 14	1Gd/78 1 14	11/78 1 14	78 1 21	8/7 1 22	131/7 1 14
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128/46 1 14	46 1 14	25 AT 1 22	2/1 1 14	1 1 14	24/1 1 14	3/1 1 14	168/56 1 21	167/56 1 14	10/4 1 14
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MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	MSU 0 21	ALLIES 1 14
(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14	(1) 2 14

[11.38] Terrain Effects Chart

**Unit Attacking
Across:**

- Wadi* Attacker's Strength Halved (round up)
- Ridge* Attacker's Strength Divided by 3 (round up)
- Escarpment* Attacker's Strength Divided by 3 (round down)
- River* Attacker's Strength Divided by 3 (round down)

**Infantry Unit
Defending in:**

- Mountain* Defending Infantry's Strength Doubled



ed (round up)
 ed by 3 (round up)
 (round down)
 ed by 3 (round down)

Length Doubled

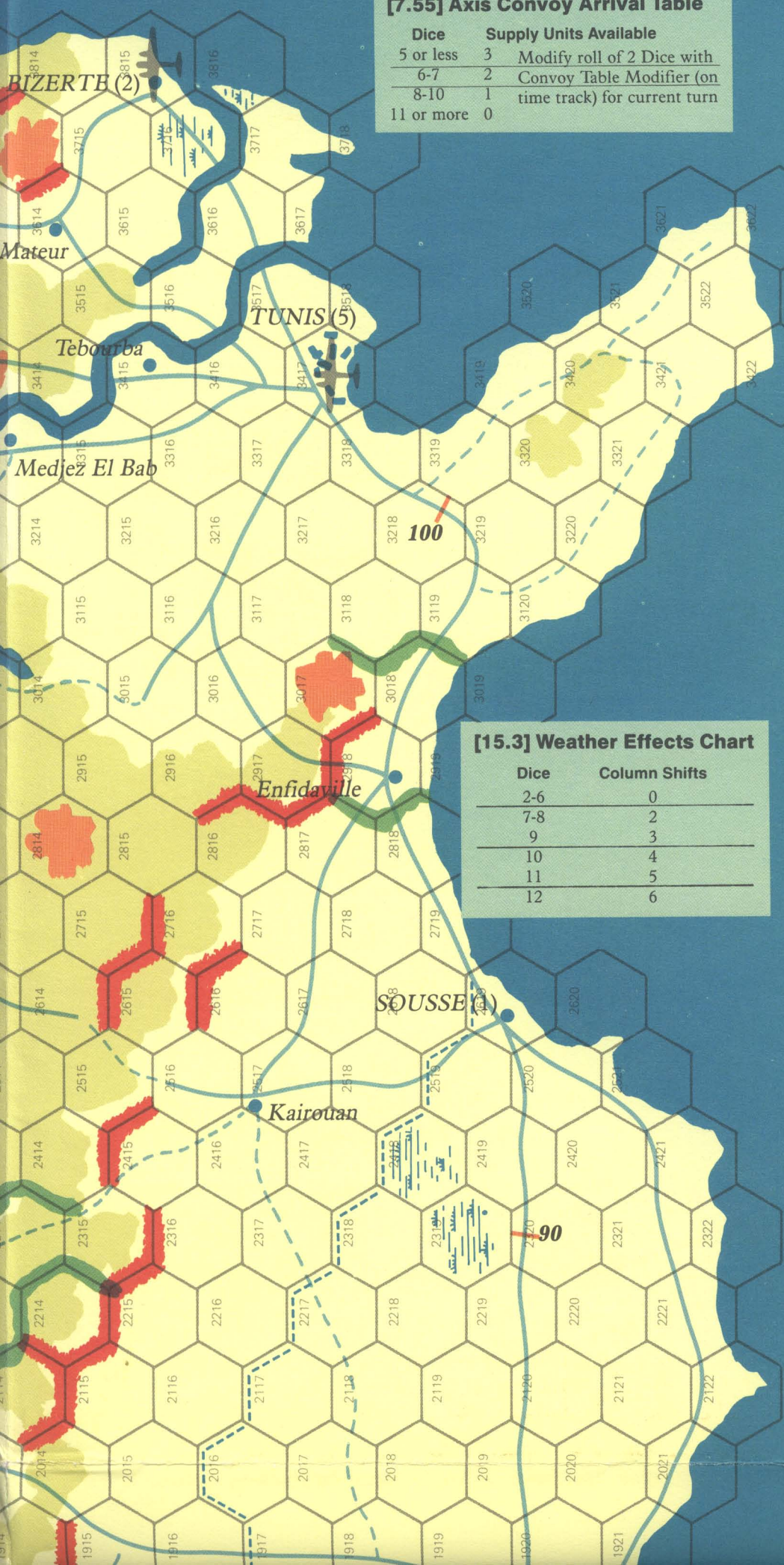
[7.55] Axis Convoy Arrival Table

Dice	Supply Units Available
5 or less	3 Modify roll of 2 Dice w
6-7	2 Convoy Table Modifier
8-10	1 time track) for current t
11 or more	0



[15.3] Weather Effects

Dice	Column Shift
2-6	0
7-8	2
9	3
10	4
11	5
12	6



[7.55] Axis Convoy Arrival Table

Dice	Supply Units Available
5 or less	3 Modify roll of 2 Dice with
6-7	2 Convoy Table Modifier (on
8-10	1 time track) for current turn
11 or more	0

[15.3] Weather Effects Chart

Dice	Column Shifts
2-6	0
7-8	2
9	3
10	4
11	5
12	6

[5.16] ALLIED REINFORCEMENT SCHEDULE

Turn 1: CW — 26/6 Armd; 36/78 Mtrzd; 1Gd/78 Mtrzd; 11/78 Mtrzd; 78 Arty
US — 2/509 Para; 6/1Arm Mtrzd; CCB/1 Armd
FR — Cons; Aures Cav

Turn 2: CW — 8/7 Armd; 131/7 Mtrzd; 153/51 Mtrzd; 154/51 Mtrzd; 152/51 Mtrzd; 51 Hvy Wpn Arty; 5/2NZ Mtrzd; 6/2NZ Mtrzd; 4BR/2NZ Armd; 22 Armd; 1 Com
US — CCA/1 Armd; 18/1 Mtrzd; 1Inf Arty; 1 Rgr
FR — Alger; BLM Mech

Turn 3: CW — 5/4Ind Mtrzd; 7/4Ind Mtrzd; 38/6 Mtrzd; 138/46 Mtrzd; 139/46 Mtrzd; 128/46 Mtrzd; 46 Arty
US — CCC/1 Mech; 26/1 Mtrzd; 16/1 Mtrzd; 168/34 Mtrzd; 81/1 Armd Cav; 1Arm TD
FR — CFA; 1MM; FF Mtrzd

Turn 4: CW — 1 Greek Mtrzd; 201 Gds Mtrzd; 2/1 Armd; 7/1 Mtrzd; 23 Armd; 69/50 Mtrzd; 151/50 Mtrzd
US — 60/9 Mtrzd; 47/9 Mtrzd; 9 Arty; 34 Arty; 135/34 Mtrzd; 133/34 Mtrzd
FR — 3 RLE; Le Clerc Mtrzd

Turn 5: CW — 2/1 Mtrzd; 1 Arty; 24/1 Mtrzd; 3/1 Mtrzd
US — 1 TD; 13 Arty; 39/9 Mtrzd

Turn 6: CW — 168/56 Mtrzd; 167/56 Mtrzd; 10/4 Mtrzd; 169/56 Mtrzd; 12/9 Mtrzd; 21 Armd

[5.17] AXIS REINFORCEMENT SCHEDULE

All Axis units enter Depleted.

Turn 1: GR — Brthn Arbne Inf; 5 Para; 7/10Pzr Armd; 190 Armd; 78/VB Mtrzd;
IT — 1 Spg; SM Marine; 50

Turn 2: GR — 580/90L Recce; 3/21Pzr Recce; 104/21Pzr Mech; 5/21Pzr Armd; 33/15Pzr Arty; 8/15 Pzr Armd; 115/15Pzr Mech; 33/15 Pzr Recce; Ramcke Arbne Inf; 361 Afr Mtrzd; 382/164 Mtrzd; 433/164 Mtrzd; 125/164 Mtrzd; 220/164 Arty; 190/90L Arty; 200/90L Mtrzd; 155/90L Mtrzd; 19 Flak; Afr/90L Mtrzd; 1/20 Flak; 10Pzr Arty; 501 Armd; 86/10Pzr Mtrzd; 69/10Pzr Mtrzd; 755/334 Mtrzd; 754/334 Mtrzd
IT — 66/Tri Mtrzd; 9BR/Tri Mech; Ar Mech; 65/Tri Mech. 10 BR Mtrzd

Turn 3: GR — 756/334 Mtrzd; 2/20 Flak; 1 HG Mech; 334 Arty

Turn 4: GR — 71 Arty

[5.16] ALLIED REINFORCEMENT SCHEDULE

Turn 1: CW — 26/6 Armd; 36/78 Mtrzd; 1Gd/78 Mtrzd; 11/78 Mtrzd; 78 Arty
US — 2/509 Para; 6/1Arm Mtrzd; CCB/1 Armd
FR — Cons; Aures Cav

Turn 2: CW — 8/7 Armd; 131/7 Mtrzd; 153/51 Mtrzd; 154/51 Mtrzd; 152/51 Mtrzd; 51 Hvy Wpn-Arty; 5/2NZ Mtrzd; 6/2NZ Mtrzd; 4BR/2NZ Armd; 22 Armd; 1 Com
US — CCA/1 Armd; 18/1 Mtrzd; 1Inf Arty; 1 Rgr
FR — Alger; BLM Mech

Turn 3: CW — 5/4Ind Mtrzd; 7/4Ind Mtrzd; 38/6 Mtrzd; 138/46 Mtrzd; 139/46 Mtrzd; 128/46 Mtrzd; 46 Arty
US — CCC/1 Mech; 26/1 Mtrzd; 16/1 Mtrzd; 168/34 Mtrzd; 81/1 Armd Cav; 1Arm TD
FR — CFA; 1MM; FF Mtrzd

Turn 4: CW — 1 Greek Mtrzd; 201 Gds Mtrzd; 2/1 Armd; 7/1 Mtrzd; 23 Armd; 69/50 Mtrzd; 151/50 Mtrzd
US — 60/9 Mtrzd; 47/9 Mtrzd; 9 Arty; 34 Arty; 135/34 Mtrzd; 133/34 Mtrzd
FR — 3 RLE; Le Clerc Mtrzd

Turn 5: CW — 2/1 Mtrzd; 1 Arty; 24/1 Mtrzd; 3/1 Mtrzd
US — 1 TD; 13 Arty; 39/9 Mtrzd

Turn 6: CW — 168/56 Mtrzd; 167/56 Mtrzd; 10/4 Mtrzd; 169/56 Mtrzd; 12/9 Mtrzd; 21 Armd

[5.17] AXIS REINFORCEMENT SCHEDULE

All Axis units enter Depleted.

Turn 1: GR — Brthn Arbne Inf; 5 Para; 7/10Pzr Armd; 190 Armd; 78/VB Mtrzd;
IT — 1 Spg; SM Marine; 50

Turn 2: GR — 580/90L Recce; 3/21Pzr Recce; 104/21Pzr Mech; 5/21Pzr Armd; 33/15Pzr Arty; 8/15 Pzr Armd; 115/15Pzr Mech; 33/15 Pzr Recce; Ramcke Arbne Inf; 361 Afr Mtrzd; 382/164 Mtrzd; 433/164 Mtrzd; 125/164 Mtrzd; 220/164 Arty; 190/90L Arty; 200/90L Mtrzd; 155/90L Mtrzd; 19 Flak; Afr/90L Mtrzd; 1/20 Flak; 10Pzr Arty; 501 Armd; 86/10Pzr Mtrzd; 69/10Pzr Mtrzd; 755/334 Mtrzd; 754/334 Mtrzd
IT — 66/Tri Mtrzd; 9BR/Tri Mech; Ar Mech; 65/Tri Mech. 10 BR Mtrzd

Turn 3: GR — 756/334 Mtrzd; 2/20 Flak; 1 HG Mech; 334 Arty

Turn 4: GR — 71 Arty

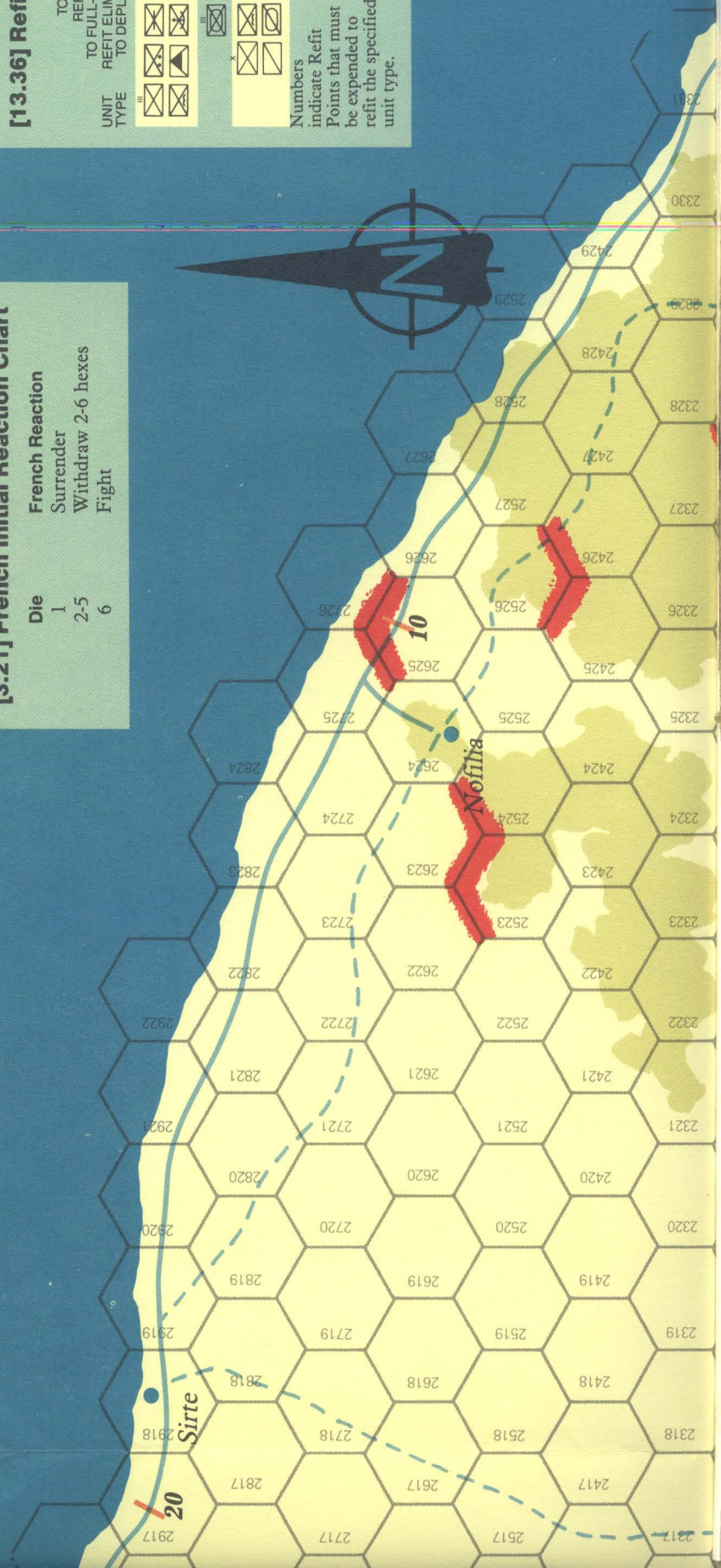
[13.36] Refit Chart

UNIT TYPE	REFIT ELIMINATED UNIT TO FULL-STRENGTH STATUS	REFIT DEPLETED UNIT TO FULL-STRENGTH STATUS	REFIT ELIMINATED UNIT TO DEPLETED STATUS
1	2	3	4
2	3	4	5
3	4	5	6
4	5	6	7
5	6	7	8
6	7	8	9
7	8	9	10
8	9	10	11
9	10	11	12
10	11	12	13
11	12	13	14
12	13	14	15
13	14	15	16
14	15	16	17
15	16	17	18
16	17	18	19
17	18	19	20
18	19	20	21
19	20	21	22
20	21	22	23
21	22	23	24
22	23	24	25
23	24	25	26
24	25	26	27
25	26	27	28
26	27	28	29
27	28	29	30
28	29	30	31
29	30	31	32
30	31	32	33
31	32	33	34
32	33	34	35
33	34	35	36
34	35	36	37
35	36	37	38
36	37	38	39
37	38	39	40
38	39	40	41
39	40	41	42
40	41	42	43
41	42	43	44
42	43	44	45
43	44	45	46
44	45	46	47
45	46	47	48
46	47	48	49
47	48	49	50
48	49	50	51
49	50	51	52
50	51	52	53
51	52	53	54
52	53	54	55
53	54	55	56
54	55	56	57
55	56	57	58
56	57	58	59
57	58	59	60
58	59	60	61
59	60	61	62
60	61	62	63
61	62	63	64
62	63	64	65
63	64	65	66
64	65	66	67
65	66	67	68
66	67	68	69
67	68	69	70
68	69	70	71
69	70	71	72
70	71	72	73
71	72	73	74
72	73	74	75
73	74	75	76
74	75	76	77
75	76	77	78
76	77	78	79
77	78	79	80
78	79	80	81
79	80	81	82
80	81	82	83
81	82	83	84
82	83	84	85
83	84	85	86
84	85	86	87
85	86	87	88
86	87	88	89
87	88	89	90
88	89	90	91
89	90	91	92
90	91	92	93
91	92	93	94
92	93	94	95
93	94	95	96
94	95	96	97
95	96	97	98
96	97	98	99
97	98	99	100

Numbers indicate Refit Points that must be expended to refit the specified unit type.

[3.21] French Initial Reaction Chart

Die	French Reaction
1	Surrender
2-5	Withdraw 2-6 hexes
6	Fight



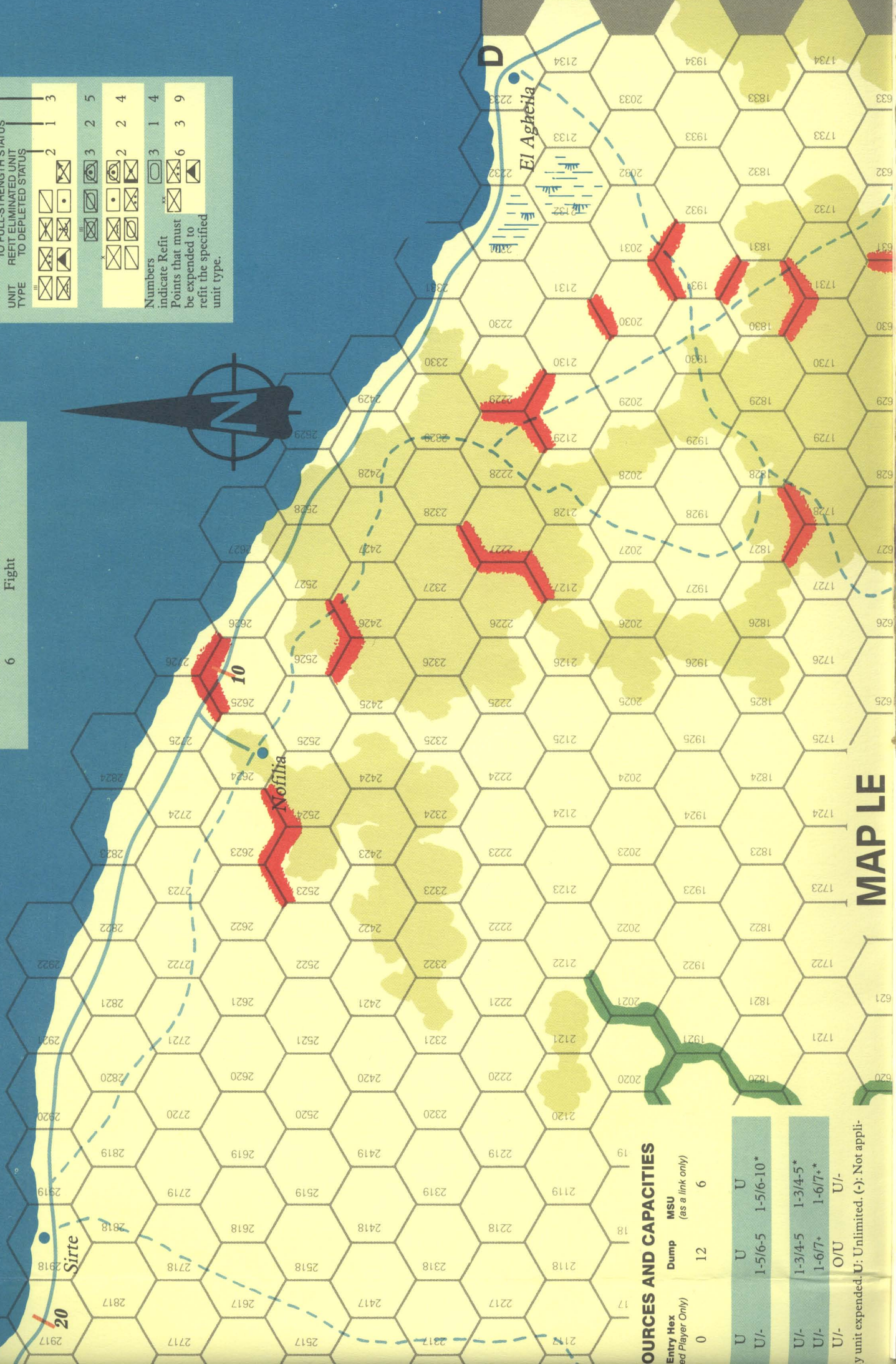
[3.21] French Initial Reaction Chart

Die	French Reaction
1	Surrender
2-5	Withdraw 2-6 hexes
6	Fight

[13.36] Refit Chart

UNIT TYPE	REFIT ELIMINATED UNIT TO FULL-STRENGTH STATUS	REFIT DEPLETED UNIT TO FULL-STRENGTH STATUS	REFIT ELIMINATED UNIT TO DEPLETED STATUS	REFIT DEPLETED UNIT TO DEPLETED STATUS
1	☒	☒	☒	☒
2	☒	☒	☒	☒
3	☒	☒	☒	☒
4	☒	☒	☒	☒
5	☒	☒	☒	☒
6	☒	☒	☒	☒
7	☒	☒	☒	☒
8	☒	☒	☒	☒
9	☒	☒	☒	☒
10	☒	☒	☒	☒
11	☒	☒	☒	☒
12	☒	☒	☒	☒
13	☒	☒	☒	☒
14	☒	☒	☒	☒
15	☒	☒	☒	☒
16	☒	☒	☒	☒
17	☒	☒	☒	☒
18	☒	☒	☒	☒
19	☒	☒	☒	☒
20	☒	☒	☒	☒
21	☒	☒	☒	☒
22	☒	☒	☒	☒
23	☒	☒	☒	☒
24	☒	☒	☒	☒
25	☒	☒	☒	☒
26	☒	☒	☒	☒
27	☒	☒	☒	☒
28	☒	☒	☒	☒
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30	☒	☒	☒	☒
31	☒	☒	☒	☒
32	☒	☒	☒	☒
33	☒	☒	☒	☒
34	☒	☒	☒	☒
35	☒	☒	☒	☒
36	☒	☒	☒	☒
37	☒	☒	☒	☒
38	☒	☒	☒	☒
39	☒	☒	☒	☒
40	☒	☒	☒	☒
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61	☒	☒	☒	☒
62	☒	☒	☒	☒
63	☒	☒	☒	☒
64	☒	☒	☒	☒
65	☒	☒	☒	☒
66	☒	☒	☒	☒
67	☒	☒	☒	☒
68	☒	☒	☒	☒
69	☒	☒	☒	☒
70	☒	☒	☒	☒
71	☒	☒	☒	☒
72	☒	☒	☒	☒
73	☒	☒	☒	☒
74	☒	☒	☒	☒
75	☒	☒	☒	☒
76	☒	☒	☒	☒
77	☒	☒	☒	☒
78	☒	☒	☒	☒
79	☒	☒	☒	☒
80	☒	☒	☒	☒
81	☒	☒	☒	☒
82	☒	☒	☒	☒
83	☒	☒	☒	☒
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96	☒	☒	☒	☒
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99	☒	☒	☒	☒
100	☒	☒	☒	☒

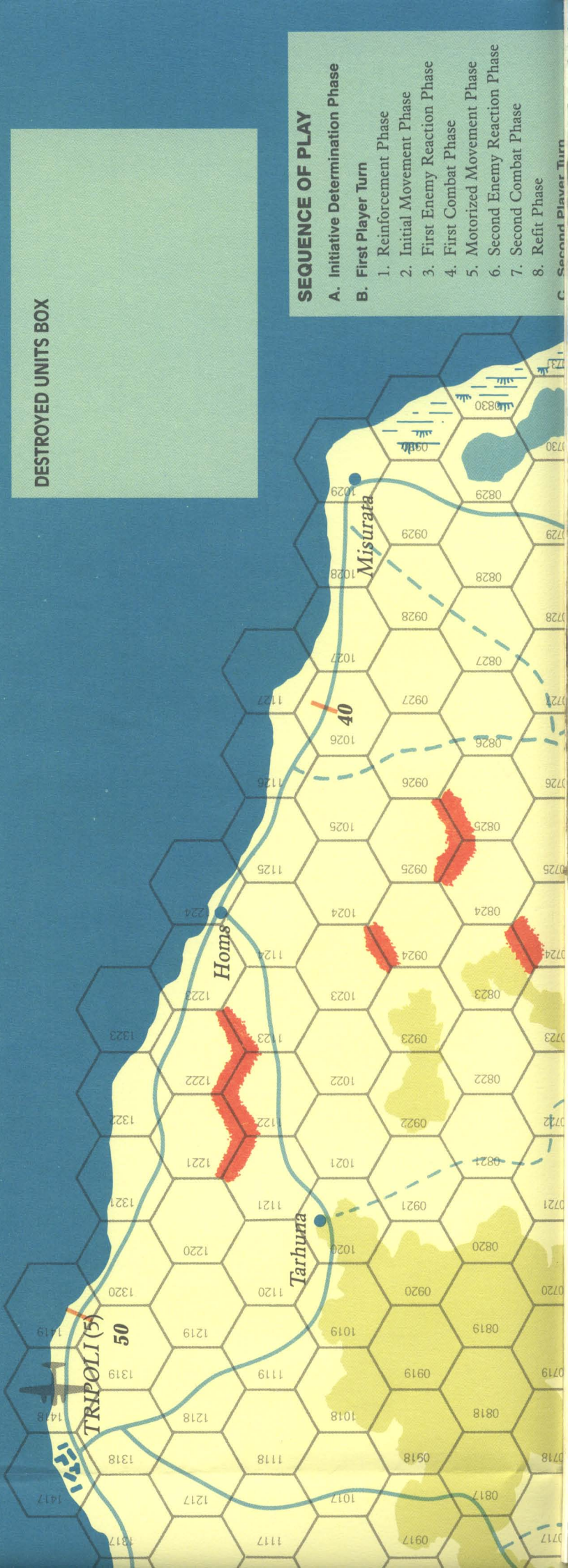
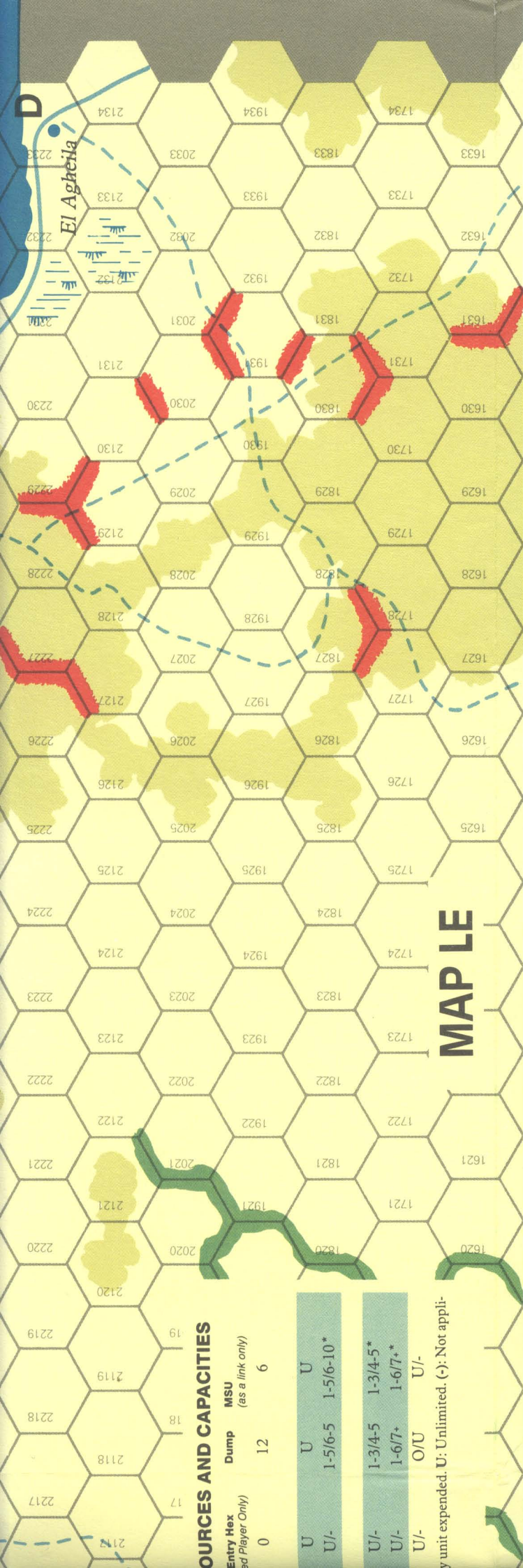
Numbers indicate Refit Points that must be expended to refit the specified unit type.



SOURCES AND CAPACITIES

Entry Hex (as a link only)	Dump	MSU (as a link only)
0	12	6
1	U	U
2	U	U
3	U	U
4	U	U
5	U	U
6	U	U
7	U	U
8	U	U
9	U	U
10	U	U
11	U	U
12	U	U
13	U	U
14	U	U
15	U	U
16	U	U
17	U	U
18	U	U
19	U	U
20	U	U
21	U	U
22	U	U
23	U	U
24	U	U
25	U	U
26	U	U
27	U	U
28	U	U
29	U	U
30	U	U

unit expended. U: Unlimited. (-): Not applicable.



DESTROYED UNITS BOX

SEQUENCE OF PLAY

- A. Initiative Determination Phase
- B. First Player Turn
 1. Reinforcement Phase
 2. Initial Movement Phase
 3. First Enemy Reaction Phase
 4. First Combat Phase
 5. Motorized Movement Phase
 6. Second Enemy Reaction Phase
 7. Second Combat Phase
 8. Refit Phase
- C. Second Player Turn
- D. Game Turn Indication Phase

- A. Initiative Determination Phase**
- B. First Player Turn**
 1. Reinforcement Phase
 2. Initial Movement Phase
 3. First Enemy Reaction Phase
 4. First Combat Phase
 5. Motorized Movement Phase
 6. Second Enemy Reaction Phase
 7. Second Combat Phase
 8. Refit Phase
- C. Second Player Turn**
- D. Game Turn Indication Phase**





[8.29] TERRAIN EFFECTS CHART AND KEY

Terrain Type

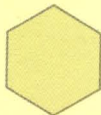
Motorized Unit: Movement Point cost to cross or enter.

Non-Motorized Unit: Movement Point cost to cross or enter.



CLEAR

Motorized: 2
Non-Motorized: 2



ROUGH

Motorized: 4
Non-Motorized: 2



MOUNTAIN

Motorized: 6
Non-Motorized: 3



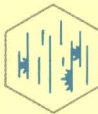
CHOTT

Motorized: Prohibited
Non-Motorized: Prohibited



SAND SEA

Motorized: 2 (see 8.26)
Non-Motorized: 2



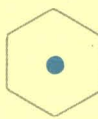
MARSH

Motorized: 2 (See 8.26)
Non-Motorized: 3



CITY

Motorized: 1/2
Non-Motorized: 1



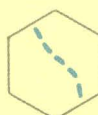
TOWN

Use cost of other terrain in hex for all units



ROAD

Motorized: 1/2
Non-Motorized: 1



TRACK

Motorized: Use half the cost of other terrain in hex. Non-Motorized: 1



ENTRY PORT

Use cost of other terrain in hex for all units.



ENTRY HEX

Use cost of other terrain in hex for all units.



AIRFIELD

Use cost of other terrain in hex for all units.



DISTANCE INDICATOR

Use cost of other terrain in hex for all units.



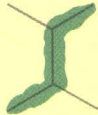
WEATHER LINE

Use cost of other terrain in hex for all units.



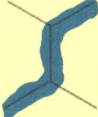
RIDGE

Motorized: +3
Non-Motorized: +2



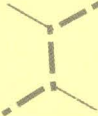
WADI

Motorized: +2
Non-Motorized: +1



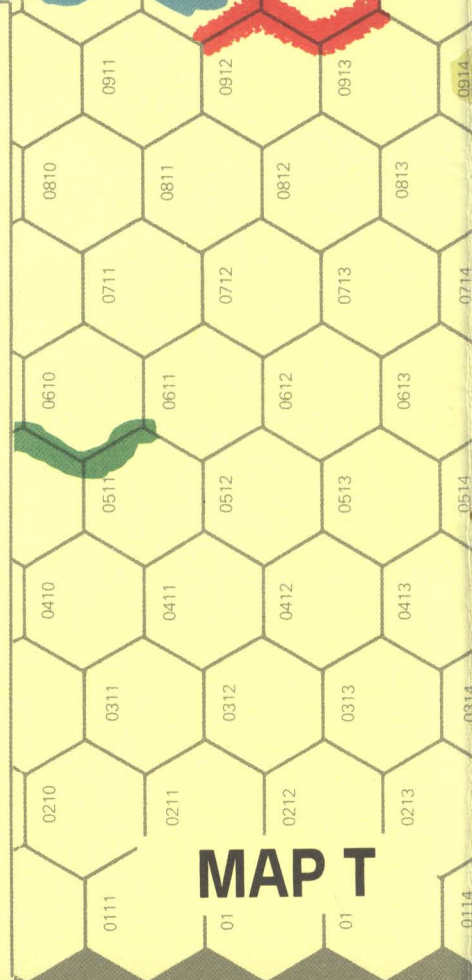
RIVER

Motorized: +4
Non-Motorized: +2



BORDER

Use cost of other terrain in hex for all units.





AIRFIELD
Use cost of other terrain
in hex for all units.

DISTANCE INDICATOR
Use cost of other terrain
in hex for all units.

WEATHER LINE
Use cost of other terrain
in hex for all units.

RIDGE
Motorized: +3
Non-Motorized: +2

MADI
Motorized: +2
Non-Motorized: +1

RIVER
Motorized: +4
Non-Motorized: +2

BORDER
Use cost of other terrain
in hex for all units.

MAP T



Mtrzd; 754/334 Mtrzd
IT — 66/Tri Mtrzd; 9BR/Tri Mech;
Ar Mech; 65/Tri Mech. 10
BR Mtrzd

Turn 3: GR — 756/334 Mtrzd; 2/20 Flak; 1
HG Mech; 334 Arty

Turn 4: GR — 71 Arty

Turn 5: GR — 160 Mtrzd; 3/HG Mech; 2/
HG Mech

AWAITING TRANSPORT BOX

ALLIED REFIT BOX

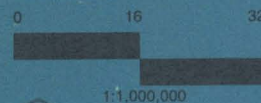


AXIS REFIT BOX



SCALE

KILOMETERS



Mtrzd; 754/334 Mtrzd
IT — 66/Tri Mtrzd; 9BR/Tri Mech;
Ar Mech; 65/Tri Mech. 10
BR Mtrzd

Turn 3: GR — 756/334 Mtrzd; 2/20 Flak; 1
HG Mech; 334 Arty

Turn 4: GR — 71 Arty

Turn 5: GR — 160 Mtrzd; 3/HG Mech; 2/
HG Mech

AWAITING TRANSPORT BOX

ALLIED REFIT BOX



AXIS REFIT BOX



SCALE

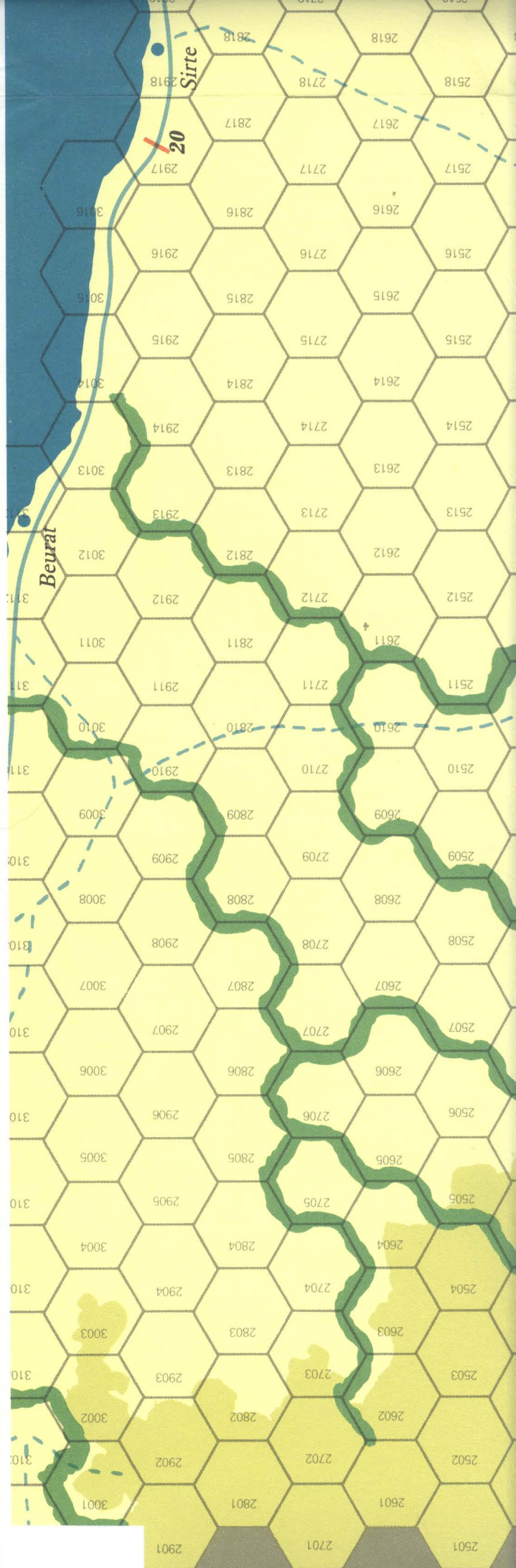
KILOMETERS

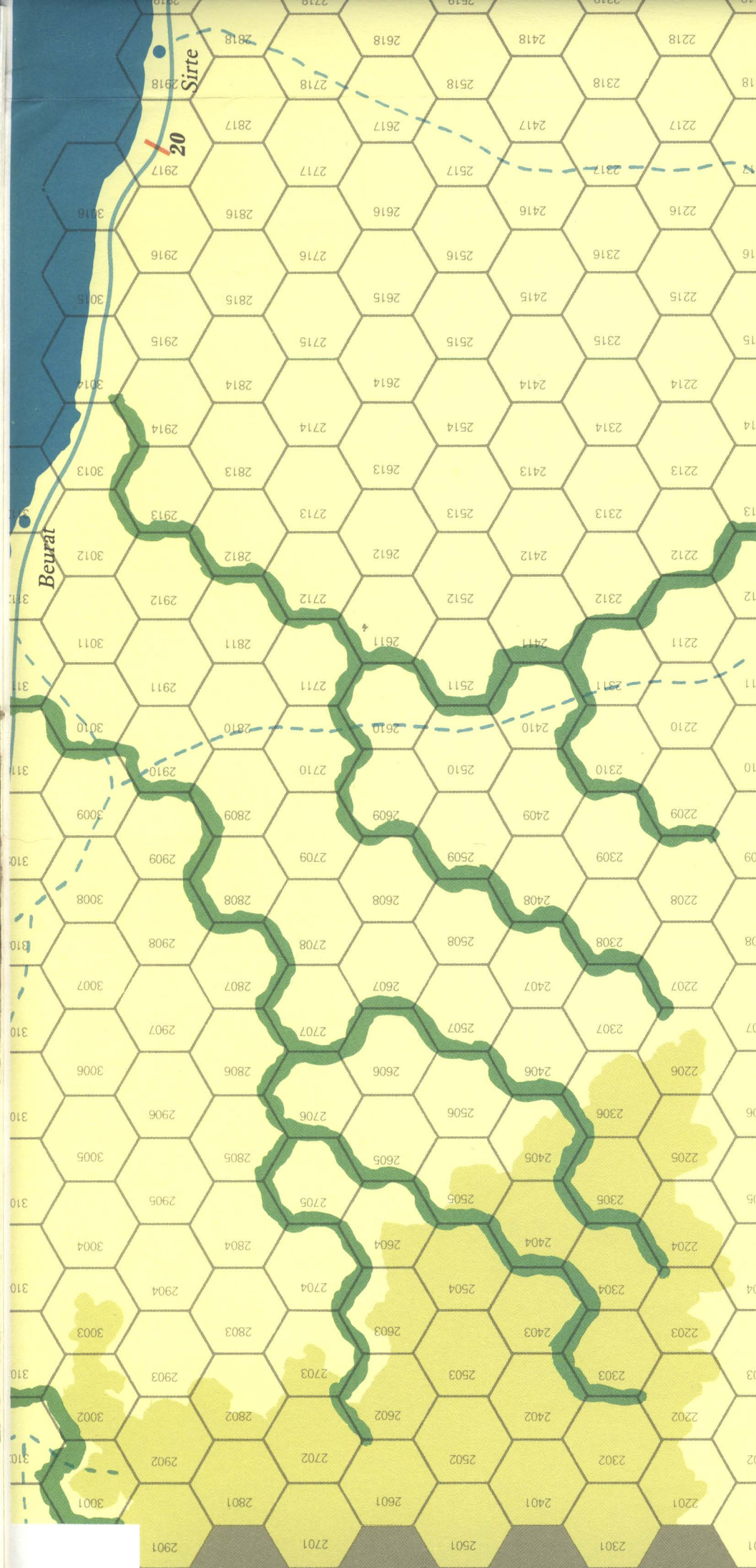
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[11.9] COMBAT RESULTS TABLE

DEFENDER'S HEX		Combat Ratio (Attacker-Defender)																
Mountain/Fort 2/City		1-1	2-1	►		3-1	4-1	5-1	6-1	7-1	8-1 or more							
Rough/Fort 1/Town		1-2	1-1	2-1	►		3-1	4-1	5-1	6-1	7-1	8-1 or more						
Clear/Sand Sea/Marsh		1-3	1-2	1-1	2-1	►		3-1	4-1	5-1	6-1	7-1	8-1 or more					
COLUMN NUMBER	1	2	3	4 ^A	5	6	7	8	9	10 ^A	11	12	13	14	15	16 ^A	17	
DEFENDER'S MORALE	1	—	—	—	—	—	—	1	1	2	p	d3p	d4p	d5p	d3D	d4D	d5D	
	2	—	—	—	—	—	1	2	p	d3p	d4p	d6p	d2D	d3D	d5D	d6D	E	
	3	—	—	—	1	2	p	d3p	d4p	d3D	d4D	d5D	d6D	E	E	E	E	
	4	—	—	1	2	p	p	d3p	d5p	d6p	d4D	d6D	E	E	E	E	E	
	5	—	1	2	p	d3p	d5p	d6p	d3D	d5D	E	E	E	E	E	E	E	
EFFECT ON ATTACKING UNITS	E	d6D	d5D	d4p	d3p	p	1	—	p	—	p	1	—	—	—	—	—	

Number: Retreat indicated number of hexes. **d:** Unit(s) disrupted. **D:** Unit(s) depleted. **E:** Unit(s) eliminated. **p:** One unit of opposing player's choice depleted. **A:** Players lose one air point of those committed. **(-):** no result. **▶:** indicates the next higher Combat Ratio is to be found in the next column to the right. Note also that the "no result" entries scattered through the Effect on Attacking Units line are intentional. See 11.0 for explanation of use of this table.

SUMMARY OF SUPPLY SOURCES AND CAPACITIES			
Source▶	Entry Hex (Allied Player Only)	Dump	MSU (as a)
Radius	0	12	
General Supply			
Non-Motorized (NE)	U	U	U
Motorized (NE/EX)	U/-	U	1-5/6-5 1-5
Combat Supply			
Attack (NE/EX)	U/-	U/-	1-3/4-5 1-3
Defense (NE/EX)	U/-	U/-	1-6/7+ 1-1
Remove Disruption (NE/EX)			
Supply unit not expended. EX: Supply unit expended. U: Unlimited.			
cable. *See 7.34.			

[illegible]