ABBREVIATED COMBAT REFERENCE

This quick reference covers only typical combats. During more complicated combats (involving submarines, transports, units that do not require supply, etc.), you will need to reference the full rules.

Mines

Prior to the Conduct Combat phase, the defending side may be able to detonate mines found in territories and sea zones under attack. See page 26 for more information on detonating mines.

Land Mines: Roll **3 dice** for each mine icon removed. For each result of **3 or less**, the attacker **retreats** one land unit attacking across that border. It is not destroyed.

Sea Mines: Roll **1 die** for each removed mine token. For each result of **3 or less**, the attacker **destroys or damages** one sea unit.

PHASE 4: CONDUCT COMBAT

Air Defense

Prior to the first round of a land combat, defending units with *Air Defense* fire at air units attacking the territory. The number of dice rolled is the lesser of the number of attacking air units or 3 times the number of defending units with *Air Defense*.

For each result of **2 or less**, the attacker **destroys** 1 air unit.

GENERAL COMBAT SEQUENCE

Step 1. Issue Combat Orders

In land combats, the **defending combat units** choose to either fight or retreat:

- **Fight:** Spend 1 supply and fire during this round of combat.
- **Retreat:** Forego firing, and leave the territory at the end of this round of combat, after casualties. See pages 20 and 22 for more on retreating.

Step 2. Attacking Units Fire

For each hit rolled, the defender designates 1 combat unit (not a truck) as a casualty.

All such units will return fire in step 3. See page 21 for combats in convoy zones.

Step 3. Defending Units Fire

For each hit rolled, the attacker destroys 1 attacking unit. Land units in convoy sea zones do not fire.

Step 4. Remove Defender's Casualties and Resolve Retreats

The defending player destroys their assigned casualties, then resolves any retreats.

See page 22 for transports escaping combats at sea.

Step 5. Press or Cease the Attack

If either the attacking or defending side has no more combat units the combat ends (go to step 6).

Otherwise, the attacker chooses to either cease or press the attack:

- **Cease:** Go to step 6.
- **Press at Sea:** Return to step 1.
- **Press on Land:** The attacker may retreat some of the attacking units. Next, the attacker must spend 1 supply token for every 5 land units (or fraction thereof) that will continue to attack from each territory. Then return to step 1.

Step 6. Conclude Combat

- **Sea:** Surviving attacking sea units remain in the sea zone.
- **Land:** If you eliminate all defending combat units, attacking land units (other than scout cars) enter the territory until the stacking limit is reached (attacking air units do not count against this and must leave the territory during Noncombat Movement). See the rulebook for several other procedures that can occur after a successful attack.
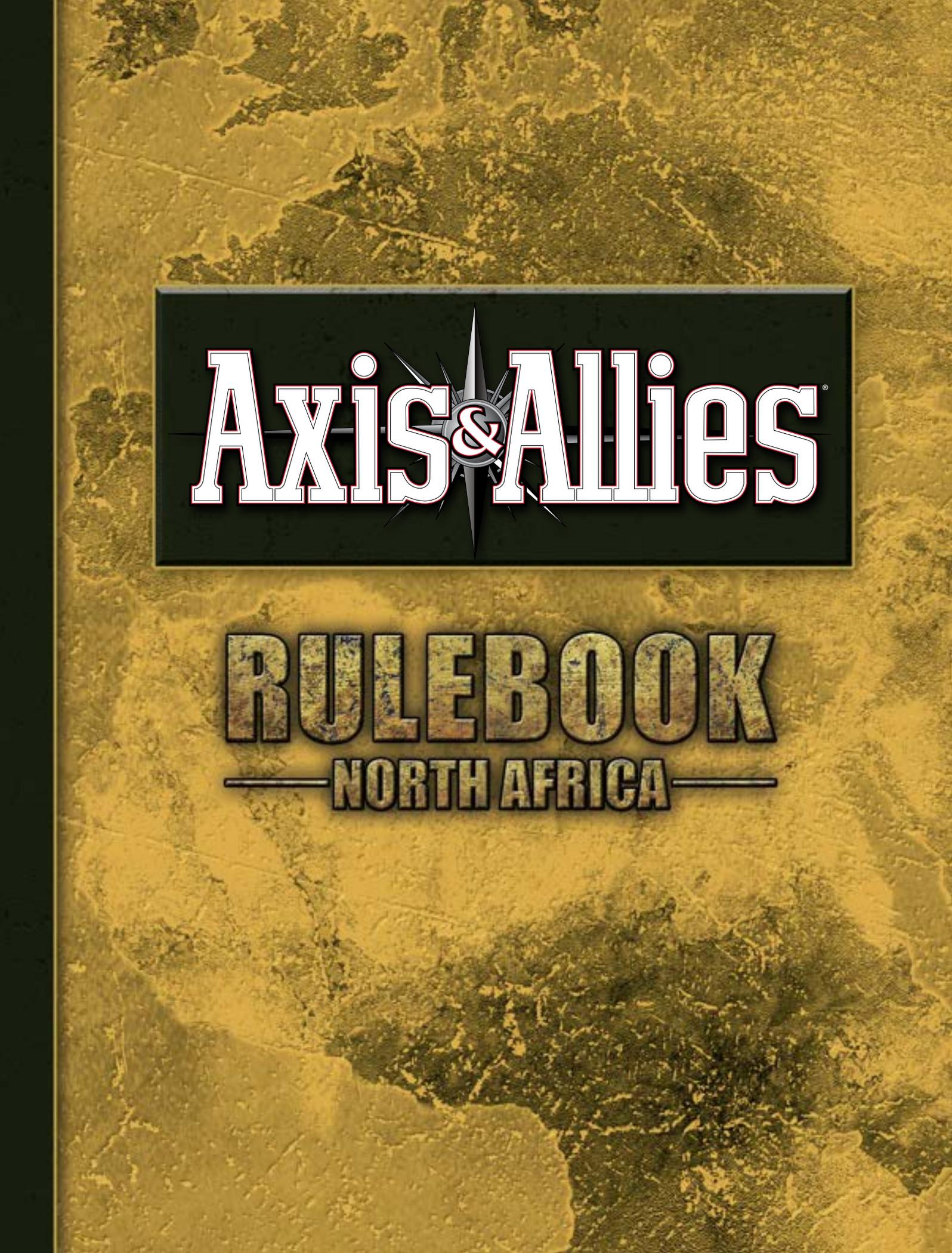
DESIGNER NOTES

In the grand tapestry of *Axis & Allies*, there are moments that stand out, and this one is truly special. Renegade Game Studios put the power in the hands of the fans, allowing them to choose the next historic campaign for *Axis & Allies*. The result? The vast, sun-soaked canvas of North Africa won the contest. The fans had spoken, their wisdom guiding us toward a great addition to the *Axis & Allies* family of games. On a related note, I want to share with you the delight I derive from watching Renegade wanting you to get to know them, but more importantly, how Renegade wants to get to know… you, the people we make these games for.

As I contemplated this unexpected turn, the brilliance of the North African Campaign's story struck me. The battlefield, with the Axis forces wedged between two formidable Allied armies, presented a unique geometry and an intriguing design challenge. Both sides were racing against time, and the strategic importance of perfect timing could mean the difference between failure and victory.

Logistics, logistics, logistics, became a pivotal factor. Both the Axis and the Allies will find themselves entangled in immense logistical challenges, their supply lines stretched thin and vulnerable.

Right after the vote was in, Renegade asked me if I wanted to design the game alone or with their in-house designer, Matt Hyra. I decided to be his Design Consultant, doing some of the basics like the map and other fun stuff, while Matt did the heavy lifting. In this intricate dance of design, Matt took the lead role. His dedication, professionalism, profound knowledge of the topic, and longstanding love for *Axis & Allies* quickly won my confidence. After months of brainstorming and prototyping, Matt orchestrated the playtesting, meticulously reviewed the feedback, and steered the project from its inception to its triumphant conclusion.

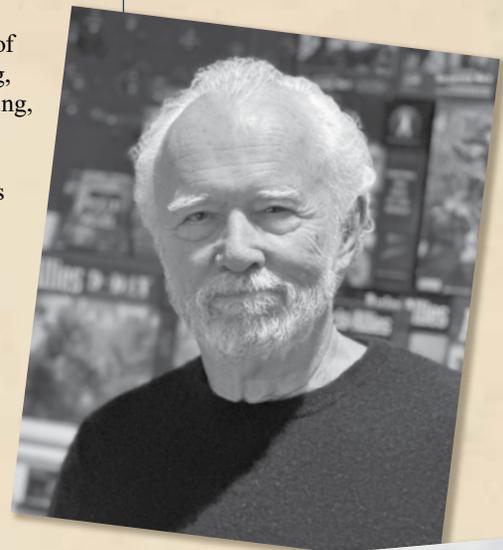Our mutual commitment and shared passion for the game made this process a true pleasure.

Enjoy!

—*Larry Harris*

Hi there. I'm Matt Hyra. Larry graciously allowed me to play in his sandbox. In this case, almost literally. I grew up with old war movies, *Axis & Allies* weekends, and hundreds of WWII books, and then earned a history degree. I did some early concept testing for 2004's *Axis & Allies* Revised Edition (my name is in the "Thanks"). I followed my dream and have been a game designer for over 20 years, but this project has been a dream come true.

It has been an honor and a privilege to collaborate with Larry and get an inside look at what makes this game series so great. He was always willing to entertain my crazy ideas, and had a crazy one himself… using 10-sided dice! Larry wanted to usher in a new era in the series with a new twist.

There are lots of new concepts in this game, and we hope you enjoy them as much as we do. Renegade Game Studios and I have been given a great opportunity here, and we hope that with this game we will earn your trust.

Thank you, Larry, for trusting me and for the kind words!

—*Matt Hyra*

Research in Morocco

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Watch
LEARN
&PLAY
https://renegadegamestudios.com/learn-north-africa
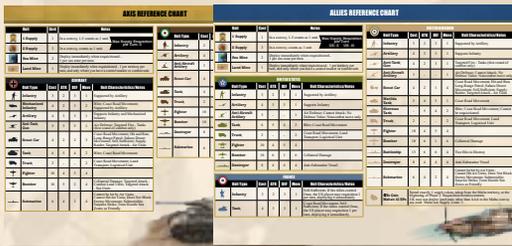
GAME COMPONENTS

Game Board

1 Game Board

Game Charts/Aids

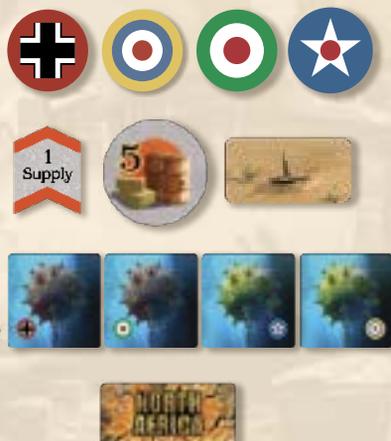2 Reference Charts (double-sided)
4 Power Setup Charts

Dice and Plastic Chips

50 Gray Chips
15 Green Chips
8 Dice

Markers and Tokens

48 National Control Markers
40 One Supply Tokens
15 Five Supply Tokens
20 Land Mine Tokens
15 Sea Mine Tokens
1 Round Tracking Marker

Plastic Miniatures

254 Total
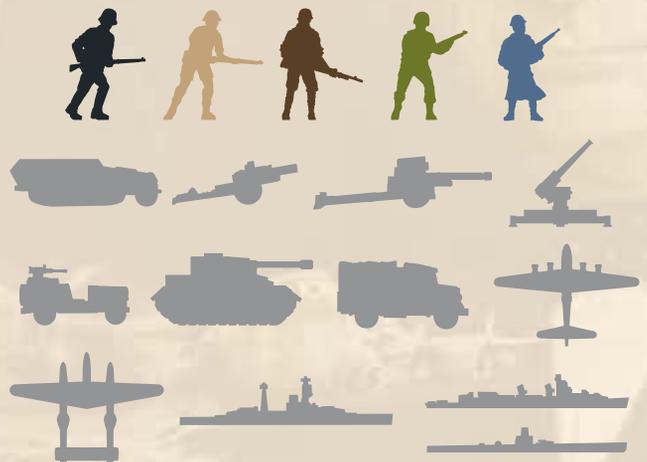
Unit List

German (Black):
12 Infantry
6 Mechanized Infantry
6 Artillery
6 Anti-Tank Guns
4 Scout Cars
10 Tanks
2 Trucks
5 Fighters
4 Bombers
3 Submarines

United Kingdom (Tan):
12 Infantry
6 Artillery
8 Anti-Tank Guns
6 Anti-Aircraft Artillery
6 Scout Cars
8 Matilda II Tanks
2 Lend-Lease Sherman Tanks
6 Trucks
6 Fighters
3 Bombers
2 Battleships
4 Destroyers
2 Submarines

Italy (Brown):
12 Infantry
6 Artillery
4 Anti-Aircraft Artillery
4 Scout Cars
7 Tanks
2 Trucks
3 Fighters
2 Bombers
3 Destroyers
3 Submarines

United States (Green):
12 Infantry
6 Artillery
4 Anti-Aircraft Artillery
8 Tanks
2 Trucks
3 Fighters
3 Bombers
2 Destroyers

France (Blue):
7 Infantry
4 Tanks

Spare Unit Bag
Do not include these units in the scenarios provided,
but feel free to use them in scenarios of your own making.

Germany (Black):
1 Scout Car
1 Truck
1 Fighter
1 Bomber
1 Submarine

United Kingdom (Tan):
1 Truck
1 Fighter
1 Bomber
1 Battleship
1 Destroyer
1 Submarine

Italy (Brown):
1 Scout Car
1 Tank
1 Truck
1 Fighter
1 Bomber
1 Destroyer
1 Submarine

United States (Green):
3 Scout Cars
1 Truck
1 Fighter
1 Bomber
1 Destroyer

France (Blue):
3 Trucks

HOW THIS GAME IS DIFFERENT FROM OTHER AXIS & ALLIES GAMES

1. The North African Campaign was a war of logistics. You will need to keep your armies supplied to fight. Attacking requires more supply than defending.
2. Defenders can choose to not fight during a round of combat and then retreat. They must do so if they have no supply.
3. There are new unit types and unit characteristics.
4. Some units of the same type have different statistics and/or unit characteristics for different powers.
5. There are no industrial complexes. Reinforcements all arrive by sea convoy.
6. There are no transport sea units in this game. Reinforcements may only land at specific ports, so the flexibility of landing from a transport anywhere is not needed.
7. There are no amphibious assaults (except for Operation Torch) or naval bombardments. This means you can't invade Malta, Greece, etc.
8. Territories have a stacking limit. Sea zones have no stacking limit.
9. Control markers are only placed in territories with income values and in convoy sea zones.
10. Each power's "income" is determined at the start of each of its turns. There is no "Collect Income" phase at the end of the turn.
11. There is no battle strip. There is a double-sided unit reference chart; Axis on one side, Allies on the other, that will aid you during combat.
12. Land units attack from territories adjacent to the territory they're attacking, and only move in if they clear the defending territory of combat units.
13. 10-sided dice are used for all rolls.

HOW THE CAMPAIGN IS WON

Axis & Allies: North Africa features two different scenarios:

Rommel's Last Push – **This scenario starts at round 1** with Rommel's counterattack at El Agheila. The United States does not enter the game until round 7, so its turns are skipped until then. This scenario takes longer to play and may be best suited for two players.

Operation Torch – **This scenario starts at round 7** with Operation Torch and the final phases of the Second Battle of El Alamein. The German turn in round 7 is skipped, so it starts with the United Kingdom's turn.

Special rules for each of these scenarios can be found on page 28.

On the map are the regional capitals of both sides: Tunis for the Axis, and Cairo for the Allies. If your side achieves one of its Instant Total Victory objectives shown in the chart below at any point during the game, your side immediately earns an Instant Total Victory. Otherwise, at the end of round 14, consult the chart to determine whether either side has achieved any level of victory.

	Rommel's Last Push		*Operation Torch*	
	Axis	**Allies**	**Axis**	**Allies**
Instant Total Victory	Capture Cairo, or eliminate all Allied combat units in territories in North Africa	Capture Tunis, or eliminate all Axis combat units in territories in North Africa	Capture Cairo, or eliminate all Allied combat units in territories in North Africa	Capture Tunis, or eliminate all Axis combat units in territories in North Africa
Total Victory			Control Benghazi	
Major Victory	Control Tobruk and Mareth	Control Tobruk and Tripoli	Control Tripoli and Mareth	Control Benghazi and Tripoli
Minor Victory	Control Tripoli and/or Algiers	Control Mareth	Control Tripoli and/or Algiers	Control Benghazi and Mareth

In either scenario, if none of the above victory objectives is achieved by either side at the end of round 14, or if both sides achieve a Minor Victory, the game ends in a draw. If you wish to break the draw, count the Reinforcement Points (RPs) of land units in territories; the side with the higher total is the winner.

History

Rommel's Last Push starts on January 21, 1942, with Rommel and the Italians (commanded by Ettore Bastico, seen on the left on the box art) counterattacking the British after having been pushed back from surrounding Tobruk. The British were so confident the Afrika Korps could not mount an offensive that they sent several Western Desert Force units to the Pacific to fight the Imperial Japanese Army.

Will the Afrika Korps succeed in capturing Tobruk and Cairo this time? Or will they get squeezed out of existence when…

Operation Torch starts on November 8, 1942, with a joint landing in three sectors of northwest Africa by the Americans and the British. What awaited them were strong Axis reinforcements in the region, as well as an unpredictable reaction by the Vichy French forces stationed there. Meanwhile, Montgomery is determined to break out during the Second Battle of El Alamein and push the Axis back to Tripoli and beyond. The Axis now must now split their attention between two fronts, and are caught in the middle.

Will the Allied Expeditionary Force and Patton's tanks overwhelm the last Axis holdout in Tunisia? Or will The Desert Fox shock the world one more time?

THE COMBATANTS

Up to four people can play *Axis & Allies: North Africa.* One or more players take the side of the Axis (Germany, Italy, and Vichy France), and one or more play the Allies (the United Kingdom, the United States, and Free France).

On your turn, you requisition, deploy, maneuver, and command army corps, air wings, and naval fleets. On your opponents' turns, they will bring their forces against you. The more strategic territories you hold, the more reinforcements you receive and the more units you can deploy—and the more powerful you become.

If fewer than four people play, some will control more than one power. If a player controls more than one power, those powers must be on the same side (Axis or Allies). If you control more than one power, you must handle them completely separately. You can conduct operations for only one power at a time. If there are fewer than four players, split control of the powers between them as follows:

Two Players
Player 1: Axis Powers
Player 2: Allied Powers

Three Players
Player 1: Germany (and Vichy France)
Player 2: Italy
Player 3: Allied Powers

Four Players
Player 1: Germany (and Vichy France)
Player 2: Italy
Player 3: United Kingdom
Player 4: United States (and Free France)

SETUP

Once you have decided which scenario to play and who will play which power(s), set up the game for play. It contains the following components.

Game Board

The game board is a map of North Africa, the Mediterranean Sea, and part of southern Europe. It is divided into a number of spaces, either territories (on land) or sea zones, separated by border lines.

Reference Charts

Take a Reference Chart. It lists all of the unit types (Axis on one side, Allies on the other), detailing their unit statistics and characteristics.

Setup Charts

Take the Setup Chart for your power. It shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units and supplies on the game board. *Rommel's Last Push* is on one side, while *Operation Torch* is on the other. Keep it handy, as there are round 7 deployments and rules reminders at the bottom of each of these charts.

National Control Markers

National Control Markers (NCMs) are used to indicate status in the game. They mark controlled territories and open convoy routes (see "Spaces on the Game Board," page 10). Take all of the National Control Markers that belong to your power (printed with its emblem). Place all of the NCMs that start on the game board as listed on your power's Setup Chart.

Supply Tokens/Attack Arrows

Supply tokens are used to facilitate land units' participation in combat, and double as attack arrows for declaring attacks. Place all of the supply tokens that start on the game board as listed on your power's Setup Chart. Place the rest in a general supply pool beside the board.

Mine Tokens

Land mine and sea mine tokens are used to indicate where defensive minefields have been laid. Place all of the minefield tokens that start on the game board as listed on your power's Setup Chart. Place the rest in a general supply pool beside the board.

Combat Forces

Take the plastic miniatures that represent your power's combat units and trucks. Each power is color-coded as shown in the table below. Place all of your power's starting units on the game board as listed on your power's Setup Chart. Place the rest in your unit pool in front of you.

In both scenarios, the United Kingdom begins the game with variable reinforcements of that player's choice in certain sea zones, noted on its Setup Chart. In each of these zones, the UK player may place any combination of combat units (not trucks) of any type whose total value in Reinforcement Points, as indicated on the Reference Chart, is equal to or less than the number indicated for the zone.

Note: If you are playing the *Rommel's Last Push* scenario, the Axis powers each have only **one** truck available to them at the beginning of the game. Set the other aside until it becomes available.

Power	Color
Germany	
United Kingdom	
Italy	
United States	
Vichy and Free France	

Plastic Chips

Use the chips to save space in crowded territories. **Only combat land units may be represented with chips** (see the "Component Limits" sidebar on this page). Gray chips represent one unit each, and green chips represent three units each. If the Italy player wanted to place five infantry on a territory, they would stack one green chip for 3, one gray chip for 1, and place an Italian infantry piece on top of the two chips. Any chips not currently in use should be placed in a general supply pool beside the board.

Round Track

The Round Track is located in the upper right corner of the game board, in Turkey. Place the round tracking marker on the round indicated by the rules for the scenario that you're playing. Special events that occur during the *Rommel's Last Push* scenario are marked on the track (ignore them when playing the *Operation Torch* scenario).

Reinforcements Zone

The Reinforcements Zone is located in the lower left part of the game board, in the Sahara Desert.
Most reinforcement units and all reinforcement supply tokens are placed here until they are deployed.

Dice

The dice are used to resolve combat in contested spaces. Place them beside the board, within reach of all players.

Component Limits

All components are limited in one way or another by those provided.

Air, sea, and truck units and tokens are strictly limited to the figures and tokens supplied. They may not be represented on the board by plastic chips.

Combat land units, on the other hand, may be represented by chips, but the number of stacks and the chips themselves are limited to those components supplied. As a result, the total number of such units available is limited by the combination of plastic pieces and chips.

Any component that is removed from the board for any reason is returned to its respective pool for possible reuse later.

SPACES ON THE GAME BOARD

The game board is divided by border lines into spaces. These spaces are either territories (land spaces) or sea zones (sea spaces). Units can move between adjacent spaces (those that share a common border). Units from the same side can freely share spaces with one another.

Territories

Some territories have restrictions as to which units may move through them. Some, such as Qattara Depression, are impassable (hash mark lines run through them), so no units may move into or through them at all. Some, such as the Sahara Desert territories (see next page), are restricted to certain units. Other territories, such as Italy and Malta, are permanently marked with a power's emblem, indicating that they may not be invaded by enemy land units, but they may be attacked by enemy air units. All other territories are accessible to all land and air units of both sides (sea units may not enter territories). **However, territories in Morocco, Algeria, and Tunisia (west of the white line border in Africa on the map) have additional movement restrictions in each scenario (see the scenarios for details).**

The white line marks the border between Libya and Algeria. The fortification markings of the Mareth Line have no game function.

Important territories have a Reinforcement Point (RP) value ranging from 1-15. These values are printed in white text and are circled as well. This is the number of Reinforcement Points they generate each turn for their controller. Many territories, such as Constantine and Mersa Matruh, have no RP value.

Only territories with an RP value can be controlled. No other territories may contain control markers. Once a power controls a territory, it doesn't have to keep units in it to maintain control, as control can change only as a result of enemy land units entering it.

Territories also have a unit stacking limit (SL). This limits the total number of combat land and air units that the occupying side can have in the territory. (Trucks and mine or supply tokens do not count toward the stacking limit.)

Any territory that does not have a designated limit printed in the space (including the larger islands, see next page) has a stacking limit of 8 units.

Mareth and Tobruk have **Defensive Bonus** text (see images on this page). The Mareth defensive bonus applies only while land units are attacking from Tripoli.

All territories exist in one of three conditions relative to each power:

Friendly: Contains a control marker and/or combat units owned by that power or an ally;

Hostile: Contains a control marker and/or combat units owned by an enemy power;

Neutral: Contains neither a control marker nor combat units.

Staging Territories: Some powers have a staging territory in the theatre in which to deploy reinforcement land and air units and supply tokens, either to remain there to defend it or for later redeployment by convoy (see below). The staging territory for both Axis powers is Italy, and the staging territory for the United Kingdom is Gibraltar. The United States does not have a staging territory. **Staging territories, being marked with a power's emblem, conform to the normal rules of such territories in every other respect (see above), so they may be attacked by enemy air units, friendly air units may come and go normally, and stacking limits apply.**

Sea Zones

Sea zones are accessible to all sea and air units of both sides. The only exceptions are that no units may enter the Suez Canal convoy sea zone except from the Indian Ocean convoy sea zone and that Allied units may not pass through the Strait of Messina (between Italy and Sicily). Land units may not enter sea zones, unless they are part of a convoy (see next page).

Sea zones cannot be controlled. They are either friendly or hostile. Friendly sea zones contain no surface warship (this doesn't include submarines) or air units owned by an enemy power. Hostile sea zones contain surface warship and/or air units owned by an enemy power.

Sea Unit Deployment Zones: Some sea zones are designated as sea unit deployment zones. These are marked with silhouettes of the sea units available to that power, and in that power's color. These are the sea zones in which reinforcement combat sea units of the indicated power enter the game board. The United Kingdom has two such zones, and each of the other powers has one.
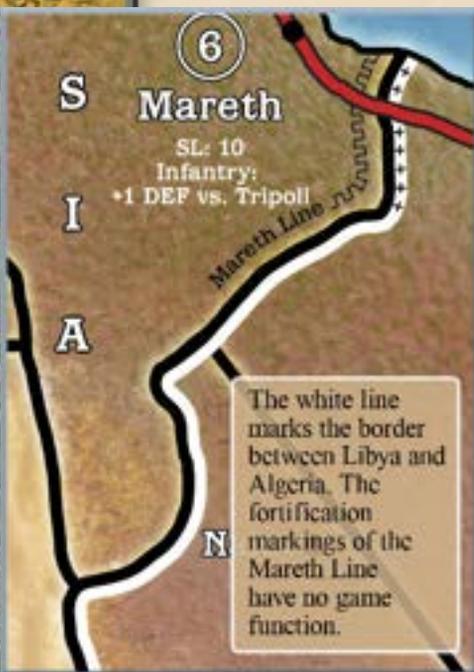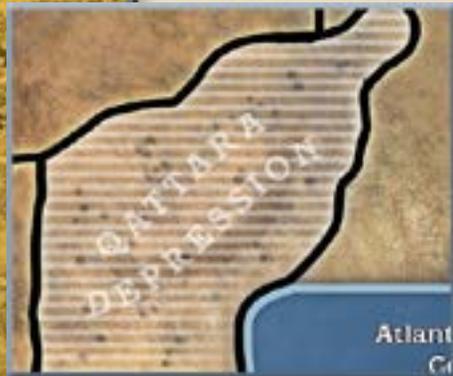
The presence of these silhouettes does not grant control of those sea zones, and units of other powers may freely enter them (except for the Atlantic Ocean convoy sea zone, see below).

Convoy Sea Zones: Some sea zones contain convoy routes, which are designated by the name of the convoy route printed in the zone. Most of these convoy routes are connected to the namesake territory, which contains a port, and the status of these convoy routes is linked to control of the port territory. The exception is the convoy route that starts in the Atlantic Ocean convoy sea zone and progresses through the Indian Ocean and Suez Canal on its way to Cairo or the Mediterranean Sea. (This safe route south through the Atlantic and around Africa is the main reinforcement route for the United Kingdom, as it is not subject to attack, but it takes much longer for them to get there!) Each convoy sea zone is marked with either a permanent power emblem or two "ghosted" emblems. In the former case, the connected port cannot be captured. In the latter case, when either depicted power controls the connected port, the convoy route is open; otherwise, it is closed. An open convoy route allows the depicted powers to deploy reinforcement land and air units and supply tokens to that convoy sea zone, en route to the corresponding port.

Closed Convoy Route	Open Convoy Route

The Strait of Messina

The Strait of Messina is a narrow sea passage between sea zones 11 (north of Sicily) and 16 (east of Sicily). The Axis permanently controls the territories on either side of the strait, so only Axis sea units may move from one of these sea zones to the other. However, air units owned by either side may pass freely between these sea zones.

Islands

An island is a single territory surrounded entirely by one or more sea zones. Islands that have no name label, such as the ones in sea zone 5, are not game spaces and may not have units on them. **For the purposes of these rules, Gibraltar is also considered to be an island.**

Both Gibraltar and Malta have circles around them to facilitate placement of units in the island territories themselves. Any units inside these circles on the map are considered to be in the respective territory, not in the surrounding sea zone. These circles serve no other game purpose.

The Coast Road

The coast road is represented on the board with a thick red line running from Morocco to Egypt. This road allows certain land units to move more quickly than normal. The territories that the coast road runs through are referred to as "coast road territories."
Note: Since Spanish Morocco is impassable, it interrupts movement along the coast road.

The Sahara Desert

The Sahara Desert consists of the beige territories along the bottom of the map. The harsh conditions and deep sand allow only scout cars (see page 31) to enter them or declare attacks against them.
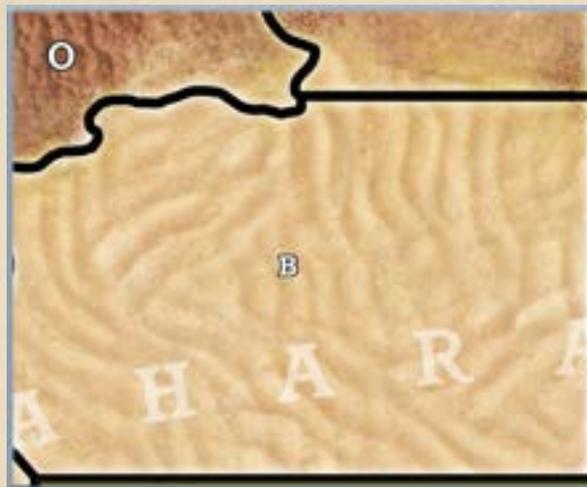
ORDER OF PLAY

Axis & Allies: North Africa is played in rounds. During a round, each power takes a turn, in order.

Turn Sequence:

1. Germany
2. United Kingdom
3. Italy
4. United States (starting in round 7)

Your power's turn consists of six phases, which take place in a fixed sequence. Some phases are voluntary, but others may not be. For instance, if you make combat movements, you must conduct combat. When you finish your Deploy Reinforcements and Assign Convoy Escorts phase, your turn is over. Play then passes to the next power in the turn order.

Stacking limits in territories (see page 10) must be checked and enforced at the end of each phase of your turn. However, they can be *temporarily* exceeded during a phase, for example a unit can move through a full territory on its way to another territory. If a territory contains combat units in excess of the limit at the end of any phase, an opposing player may move combat units of their choice out of the territory until the stacking limit is satisfied. These must be legal moves into adjacent territories that are not already at their stacking limits. If there are any excess units that cannot be moved out of the territory in this way, the owner of the units must destroy combat units of their choice until the stacking limit is satisfied.

Note: Attacking air units are "in the air," so they are never counted against stacking limits. This means that they are not counted at the end of phases 3 and 4 (see below).

When every power has completed one turn, the round ends. Advance the round tracking marker, and begin a new round.

Phase Sequence:

1. Advance Convoys
2. Requisition Reinforcements
3. Combat Move and Attack Declaration
4. Conduct Combat
5. Noncombat Move
6. Deploy Reinforcements and Assign Convoy Escorts

Phase 1: Advance Convoys

All of your reinforcement land units and supply tokens in the Casablanca and Mediterranean convoy sea zones must advance into the corresponding ports now (with two exceptions, see below). The presence of enemy units in the convoy sea zone does not interfere with this movement. On the United Kingdom's turn, land units and supply tokens in the Suez Canal convoy sea zone advance to Cairo, while sea units there advance to sea zone 31.

You must also move your air units in your convoy sea zones up to 2 spaces to land in friendly-controlled territories (possibly including the convoy's destination port); any that cannot land are immediately destroyed. These air units may move and fight normally in the remainder of your turn.

Sea units do not move with convoys into ports. They only move under their own power.

On the UK's turn, all of the units in the Atlantic Ocean and Indian Ocean convoy sea zones must then follow the arrows and advance into the next convoy sea zone.

Exception: If a convoy arrival fills the destination port to capacity (the stacking limit, see page 10), any excess land units are stuck in the convoy sea zone until there is room for them to arrive in a future turn (assuming they survive until then). To avoid overloading a port territory, you may wish to hold reinforcements for later convoys (see "Phase 6: Deploy Reinforcements and Assign Convoy Escorts," page 25), but if you are sure you'll take some convoy losses, sending excess units might work out.

> **Exception: Malta Supply Token Limit of 3**
> This tiny island has limited port facilities and storage. In the same way that combat units are subject to a stacking limit, supply tokens in Malta are limited. Consider the "**SL: 3**" on Malta to also stand for "Supply Limit." Excess supply remains in the convoy sea zone (12) until there is room for it to land.

> A convoy of 5 supply, 1 UK fighter, and 1 UK AAA are ready to advance from the Malta convoy sea zone into the territory. Because there is already 1 supply on Malta, only 2 of the supply may advance. The other 3 must remain in the convoy sea zone until there is room on the island in future turns. As there are no units already on Malta, the fighter and the AAA advance without issue.

Exception: Convoys Headed Towards Captured Ports
If your side no longer controls a convoy's destination port, the convoy route is closed and your convoy cannot arrive there. You must return your reinforcement land units and supply tokens in that convoy sea zone to the Reinforcements Zone, where they must be redeployed in phase 6.

In any case, your air units must still land as described above.

Benghazi has been recaptured by the UK, and the German land units and supply in that convoy sea zone have already been returned to the Reinforcements Zone. The fighter on escort, however, must still land on the board. It is exactly 2 spaces away from the Axis-controlled territories of Sicily, Tunis, Mareth, Tripoli, and El Agheila.

Phase 2: Requisition Reinforcements

In this phase, you can spend Reinforcement Points to requisition additional units and supplies for use in future turns. The United Kingdom can also repair damaged battleships.

✳ **Malta:** This "unsinkable aircraft carrier" has exhausted almost all of its resources and is barely scraping by. To simulate this crisis, the United Kingdom player must spend exactly 1 supply token, taken from the Malta territory, at the beginning of this phase on their turn in order to gain the island's 15 RPs.

Add the RP value of all of the territories you control to your National Basic Reinforcement Points (found in the upper right portion of the game board) to see how many RPs you have available to spend in the current turn. Consult the Reference Chart to see which units are available for your power to requisition. For the most part, you can requisition whatever reinforcements you can afford, but there are limits on certain units and tokens regarding the number that can be in play at one time (see "Component Limits," page 9). **Also, a maximum of 5 supply tokens may be requisitioned each turn by any power, except for the United States, which has a limit of 10.** You don't have to spend all of your RPs, but any that you don't spend are lost.

Note: The United Kingdom may never requisition Sherman tanks. These units are acquired only through Lend-Lease from the United States (see "Special Rules for the Scenarios," page 28).

Some of your reinforcements must be deployed immediately:
- Deploy your **mine tokens** on the game board (see "Mine Token Deployment," on the next page).
- **German submarines** must be deployed in Germany's sea unit deployment zone (sea zone 1, south of Portugal), as their elite submarine crews enable them to move and attack in the same turn that they are deployed.
- **Free French units** (see page 29) must be deployed by the United States player in the Oran territory, as the units' re-assembling at their local bases enables them to move and attack in the same turn that they are deployed.

Place all of your remaining **reinforcement units and supply tokens** in the Reinforcements Zone on the game board. You cannot use these units and tokens right away. You will deploy them later in the turn (in the Deploy Reinforcements and Assign Convoy Escorts phase).

Battleship Repair:
A battleship, which can take two hits, is laid on its side after the first hit. During this phase, damaged United Kingdom battleships can be repaired, but only if they are in sea zone 31 (featuring the naval base icon). Each damaged battleship requires the spending of 1 supply token, taken from the Cairo territory, to repair.

Mine Token Deployment

Land and sea mine tokens (see "Mine Tokens," see sidebar, below) are deployed in this phase. There is no limit to the number of mine tokens that may be in each space, but there are restrictions on where and when they can be deployed.

Land Mine Tokens: Deploying or upgrading each land mine token costs 1 RP. You may only deploy or upgrade them in territories that either you control or contain your combat land units. You may either deploy or upgrade 1 token in each such territory in each turn. A token must be deployed along the border of a territory, facing only one adjacent territory (it protects the entire border between the two territories, even if it's not a straight line). If there is already a "1 mine" token there, upgrade it rather than adding a new token.

Sea Mine Tokens: Deploying each sea mine token costs 2 RPs. They may only be deployed in sea zones that do not contain enemy combat sea units and are not enemy sea unit deployment zones (see page 25). In addition, Axis powers may not deploy mine tokens in sea zone 31 (north of the Suez Canal) or in the Atlantic Ocean, Indian Ocean, or Suez Canal convoy sea zones. You may only deploy 1 token (with your power's side up) in each sea zone in each turn. Unlike land mine tokens, sea mine tokens are deployed into the entire sea zone, not just along one of its borders.

A sea mine can be placed either aggressively to deter enemy reinforcements/movement or defensively to protect your own reinforcements.

If the Italy player wishes to deploy a land mine to protect El Agheila from attacks by the UK, they could place it along one, and only one, of these borders.

Mine Tokens

Mine tokens may be deployed on the game board and then detonated when enemy units move into or attack the spaces containing them (see "Mine Token Detonation," page 26).

Tokens come in two types: land mines and sea mines. These types share some properties, but each also has unique properties of its own.

Land mine tokens are "generic," in that both sides use the same tokens, and they can be captured in some circumstances. They are also double-sided, with "1 mine" and "2 mines" sides. They are initially deployed on the "1 mine" side, but may be flipped when upgraded later, and then flipped back (or used up completely) when detonated.

Sea mine tokens are power-specific. The 6 Allied sea mine tokens are green, while the 9 Axis ones are brown. Both are double-sided, with each side having the emblem of one of the two powers in that alliance. They can only be deployed and detonated by the owning power.

Transports

There are no transport sea units in this game. However, while reinforcement land units and supply tokens are in convoy sea zones (see page 11), they are considered to be on virtual transports.

Transports are treated as sea units for sea mine and combat purposes, but they are not combat units, and they have attack, defense, and move values of 0. However, they can be taken as casualties in some circumstances, and there are special rules regarding doing this. See "Mine Token Detonation" on page 26 and "Phase 4: Conduct Combat" on page 22 for details.

Each transport has two cargo bays. Each cargo bay can hold either 1 land unit or up to 5 supply tokens. However, the actual cargo of an individual transport is not determined unless it is taken as a casualty.

Phase 3: Combat Move and Attack Declaration

Movement in this game is separated into combat movement and noncombat movement phases (some limited movement is also done in phases 1 and 6). During the Combat Move and Attack Declaration phase, all movement of units must end in "attack position" (see below) and result in a declared attack, with two exceptions (see below). Any movement that doesn't meet these conditions must occur during the Noncombat Move phase (phase 5).

Land units are in attack position when they are in a territory **adjacent** to a hostile territory, with sufficient supply tokens available to enable the attack (see "Declaration of Attacks," page 18). Scout cars (see page 31) are also in attack position when they are in a territory adjacent to a neutral territory that contains supply tokens. Air and sea units are in attack position when they are **in** a hostile space, or when they are **in** a sea zone where the only enemy units are submarines and/or transports (a friendly sea zone).

Move as many of your units into attack position as you wish. You can attack a single hostile space from multiple adjacent spaces, as long as each moving unit can reach attack position with a legal move.

You can combat move units through friendly and neutral spaces en route to attack position during this phase. Your land units must also end their movement in such spaces (making neutral ones friendly). However, your air and sea units can't end their movement in such spaces during this phase, except for sea units moving from a hostile sea zone to escape combat as their combat move (see "Sea Units Starting in Enemy-Occupied Sea Zones," page 17). In other words, if an air or sea unit makes a combat move, it must end its move in a hostile territory/zone, except as noted above.

When your land and sea units move into or through spaces containing enemy-owned mine tokens, any or all of these tokens that are eligible may be detonated by the owning player. Movement *through* such spaces is interrupted as detonations are decided upon and possibly resolved. See "Mine Token Detonation" on page 26 for details.

All combat movement is considered to take place at the same time. Thus, you can't combat move a unit, then conduct combat, then move that unit again during this phase. You also can't combat move other land units into or through a territory that was captured by blitzing units in this phase (see "Tanks, Mechanized Infantry, and Blitzing," below). All of your combat movement must be completed before you declare any attacks.

Units with a move value of 2 or more can combat move into attack position.

Land Unit Movement

Declaring an attack (see "Declaration of Attacks," page 18) by a land unit uses 1 of its movement points. Since all movement by land units in this phase must result in a declared attack, **all land units making combat moves must reserve 1 movement point for that attack**. This means that land units that have a move value of 1 must already be in attack position in order to attack, as they do not have enough movement points to both combat move and attack. It also means that land units that have a move value of 2 or greater can only move a number of territories up to 1 less than their move value. The only exception is blitzing tanks and mechanized infantry that are not attacking (see "Tanks, Mechanized Infantry, and Blitzing," below).

Note: Your AAA and trucks cannot move in this phase and are never considered to be in attack position.

Tanks, Mechanized Infantry, and Blitzing

A tank with the *Blitz* ability can use its first movement point to move into an adjacent hostile territory **containing no enemy combat units**, immediately taking control of it without attacking it. Alternatively, it may move into an adjacent neutral territory containing enemy-owned trucks. In either case, any trucks there are immediately captured (see "Capturing Trucks," page 19).

Then, if the unit is in attack position, it may remain there in order to declare an attack. If the unit is not in attack position, or if it will not participate in an attack, it may then use its second movement point to move to an adjacent friendly or neutral territory. In the latter case, the complete move must occur during the Combat Move and Attack Declaration phase.

In addition, 1 mechanized infantry can move along with each blitzing tank, and can complete the movement even if the tank is retreated by a land mine (see "Mine Token Detonation," page 26).

Blitzing into Benghazi captures the territory and the truck there with the units' first move. Then the two units are in attack position and may declare an attack against Tobruk, or move elsewhere and not attack.
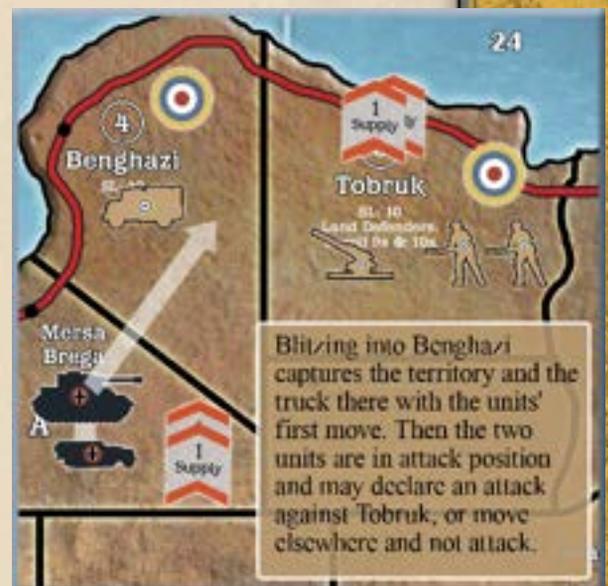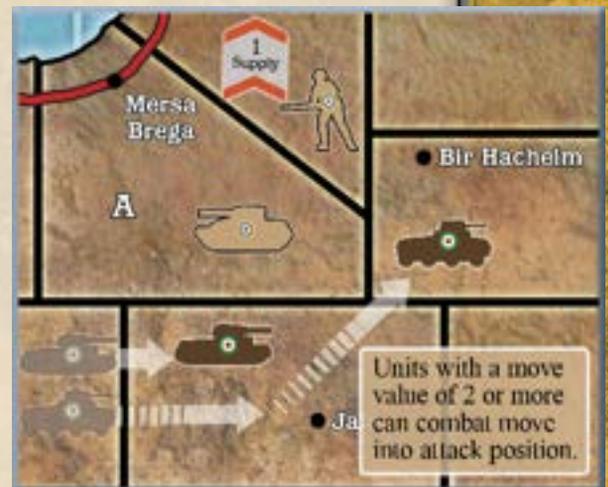
Air Unit Movement

In addition to moving through friendly and neutral spaces, your air units may also move through hostile spaces. An air unit that moves in the Combat Move and Attack Declaration phase must reserve part of its move value for the Noncombat Move phase, at which point it must return to a safe landing spot using its remaining movement.

Each air unit's movement in any complete turn is limited to its total move value. Thus, an air unit with a move value of 4 can't move 4 spaces to get to a hostile space. It must save enough movement points to get to a friendly-controlled territory (remember that only RP territories can be controlled, see page 10) where it can land in the Noncombat Move phase (see page 24 for details). You can't deliberately move an air unit out of range of a safe landing space.

Air units attacking territories that contain units with the *Air Defense* unit characteristic (see page 31) will be fired upon. This doesn't include territories containing such units that are only being flown over.

The US bomber can fly from Algiers to attack the Tripoli convoy sea zone, and then fly back during noncombat movement, all without any *Air Defense* dice being rolled against it. Or it could land on Malta.
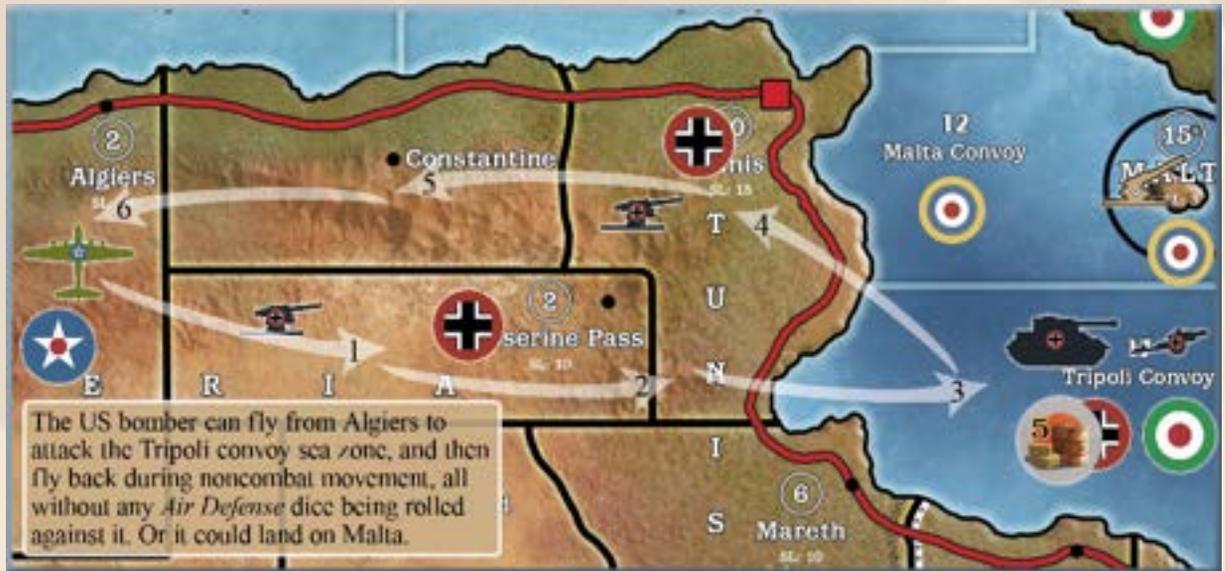
Sea Unit Movement

Each of your sea units can move a number of spaces up to its move value. Most sea units must stop when they enter a hostile space. Thus, a sea unit with a move value of 4 could move through 1 to 3 friendly sea zones and then enter a hostile sea zone with its final move, or just spend 1 movement point to combat move into an adjacent hostile sea zone.

Enemy submarines and/or transports do not block any of your sea units' movement. As the moving player, you have the option of attacking any such units that share a sea zone with you. However, if you choose to make such an attack with a unit, that unit must end its movement in that sea zone, and it must attack all such units present. In other words, you must either attack all enemy units in the sea zone, or you must ignore all of them. You may not attack some enemy units and ignore others in the same sea zone. It is possible that some of your units may stop to attack while others continue moving through such a sea zone.

The UK battleship and destroyer move into the Algiers convoy sea zone, but decide not to stop and fight the Italian submarine there. Instead, they move into the Tunis convoy sea zone. The presence of the German fighter makes it a hostile sea zone, so they must stop and fight.
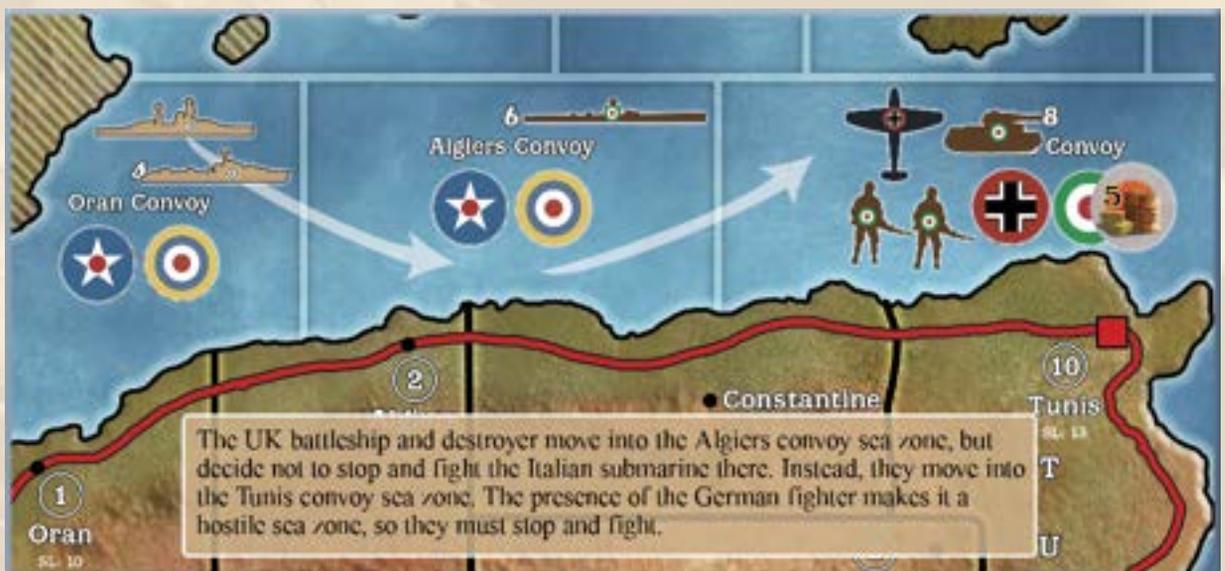
Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and an attack must be declared.

Sea Units Starting in Enemy-Occupied Sea Zones

At the beginning of the Combat Move and Attack Declaration phase, some of your sea units may be sharing sea zones with enemy units. For example, an enemy may have deployed reinforcement units in a convoy sea zone where you have sea units.

If such a sea zone contains enemy surface warship and/or air units (a hostile zone), your units can either remain in the zone and attack them or move out of the zone. The latter is a combat move, but the units are not required to move into attack position.

If such a sea zone contains only enemy submarines and/or transports (a friendly zone), your units may either attack them or ignore them. If your units ignore them, they may either remain in the zone or move away. However, moving away during this phase requires moving into a different attack position and declaring an attack (see next page). If you want to move them away without attacking anything, it must be done in the Noncombat Move phase.

The German submarine ended its last turn in sea zone 3, one of the UK's sea unit deployment zones. On the UK's turn, they deployed two destroyers there, but they did not get to attack immediately. Now it's Germany's turn again, and the submarine can stay and fight or move away. It can't wait to noncombat move away, as that would be implicitly declaring an attack by remaining in the hostile zone during the Conduct Combat phase. It could move into sea zone 2 to attack the lone US destroyer. It could also move east, either into the Oran convoy sea zone or through it, either to attack a different target or not attack at all.

Declaration of Attacks

After all of your combat movements have been completed, your attacks are declared:

- All of your land units that made combat moves into attack position *must* attack, except for blitzing units that moved 2 spaces.
- All of your land units that are in attack position and did not make a combat move *may* attack.
- All of your air and sea units that are in a hostile space *must* attack.
- All of your air and sea units that are in a friendly sea zone containing enemy units *must* attack if any of them made a combat move there from a friendly space.
- All of your other sea units that are in a friendly sea zone containing enemy units *may* attack.

Supply Tokens

Most land units cannot attack or defend without supplies. Supply tokens come in values of 1 and 5. While in a territory or convoy sea zone, a supply token with a value of 5 may be exchanged for five tokens with values of 1, and vice versa, at any time. However, they may *not* be exchanged in this way while in the Reinforcements Zone or while being deployed.

Note: When any rule refers to "1 supply token," it means a token with a value of 1.

Supply tokens can never be voluntarily destroyed. It is also not possible to spend more supply tokens to take an action than the number required by the rules. However, it is possible to use up supply tokens through legal actions in order to keep them from being captured or used by the enemy. An example would be leaving one infantry in a territory to defend it in order to spend 1 supply token for that defense in each combat round the unit survives.

Supply tokens can never move on their own. They can only be moved by trucks and in convoys.

Unlike units, supply tokens are not owned by any power. However, while part of a convoy, they are on a transport (see page 14) owned by a power, so they must be stacked on that power's control marker in the convoy sea zone so that they arrive in port on the appropriate power's turn. Once on land, supply tokens in a territory controlled by and/or containing combat units (not trucks only) owned by a power can be used or moved only by that side. Supply tokens in neutral territories can be used from an adjacent territory and moved by truck by any power. As a result, access to supply tokens can change at any time with the ebb and flow of combat.

While attacks against hostile sea zones and attacks by air units are evident and are implicitly declared, other attacks must be explicitly declared. Most land units require supply to attack, and supply tokens double as attack indicators in territories. **Air and sea units require no supply to attack (or defend).**

Your land units may attack only a hostile territory that is **adjacent** to the territory they occupy. Scout cars (see page 31) may also attack an adjacent neutral territory that contains supply tokens. All such attacks must be declared using supply tokens, which double as attack arrows.

Declaring an attack by land units against a hostile territory that contains enemy combat units requires spending supply tokens. In each such territory from which your land units are attacking, you must spend 1 or more supply tokens to initiate the attack (you may need to spend additional tokens during the combat to sustain it). **You must spend 1 supply token for every 5 of the attacking units, or fraction thereof** (1 to 5 units = 1 supply token, 6 to 10 units = 2 supply tokens, etc.). The units in each attacking territory must be paid for separately, even if attacking the same hostile territory. You must take these supply tokens from either the territory the units are attacking from or a friendly or neutral territory adjacent to it. Place one of the spent supply tokens on the border between the attacking and attacked territories, with the "1 Supply" side up and the arrow pointing in the direction of the attack, and put the rest back into the general supply pool.

Exception: Scout cars are exempt from the requirement of spending supply tokens to attack, so they are not counted in the above calculation. If *all* of the attacking units are scout cars, spending supply tokens is not required and may not be done (instead, take the attack arrow from the general supply pool).

Attacking a hostile territory that does *not* contain enemy combat units (or a neutral territory, in the case of scout cars) still requires an attack declaration, but as no actual combat will occur, you don't spend any supply tokens (instead, take the attack arrow from the general supply pool).

It is possible that some land units in a territory will attack and some will not (see above). Place any land units in such territories that are not attacking on their sides or backs to indicate this status. Such units will not participate in the combat in any way, and may not join it later on.

It is also possible that land units in a single territory will attack more than one adjacent territory. In such cases, each attack must be declared and paid for separately, and the units involved in each attack must be kept separate from those involved in the others.

After you have fully declared (and paid for, if necessary) all of your attacks, any or all eligible land mine tokens in each of the territories against which an attack was declared may be detonated by the owning player (see "Mine Token Detonation," page 26).

Phase 4: Conduct Combat

In this phase, you conduct combat against opposing units in each space against which you declared an attack in the previous phase. All declared attacks must be carried out for at least one round of combat. If you declared an attack against a single territory from two or more territories, you may be eligible for a flanking bonus (see sidebar). A number of unit types have special rules that modify or overwrite the combat rules in this section. See "Unit Profiles" on page 30 for combat rules associated with each type of unit.

If a combat is occurring in a sea zone containing a convoy owned by you or another power on your side, any transports (see page 14) owned by your side do not participate in the combat in any way – they cannot be taken as casualties. However, if the combat is occurring in a sea zone containing a convoy owned by the *defending* side, any transports owned by that side *may* be taken as casualties once any escorting sea and/or air units have been destroyed. Reinforcement air units and convoy escorts in the zone on both sides participate normally in the combat.

Combat is resolved by following the combat sequence on the next page. Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving combat in the next contested space. As the attacker, you decide the order in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each combat are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender.

Before each land combat begins, any *Air Defense* fire (see "Anti-Tank Guns" and "Anti-Aircraft Artillery (AAA)," pages 30 and 31) in the defending space must be resolved.

If you declared attacks against hostile territories containing no combat units other than AAA (or neutral territories, in the case of scout cars, see page 31), no actual combat is necessary, though any AAA will still fire at attacking air units. For each of these territories, simply destroy any AAA that might be in them and skip to step 6 (Conclude Combat).

Flanking Attacks

When you are attacking a single territory from multiple territories simultaneously, some of your land units are making a flanking attack. The units attacking from the territory that contains the highest number of attacking land units is considered to be the main attack (in the case of a tie, you choose the territory from among those tied). Any land units attacking from other territories are considered to be making a flanking attack; flip their attack arrows to the "Reroll 8+" side.

Each land unit making a flanking attack must reroll all results of 8, 9, or 10 during the combat, including rerolled results. This bonus remains in effect throughout the combat, even after all of the units in the main attack have retreated or been destroyed.

With three units attacking from each territory, the Germany player chooses Benghazi as the main attack. That makes the attack out of Bir Hacheim a flanking attack, so that attack arrow is flipped to the reroll side.
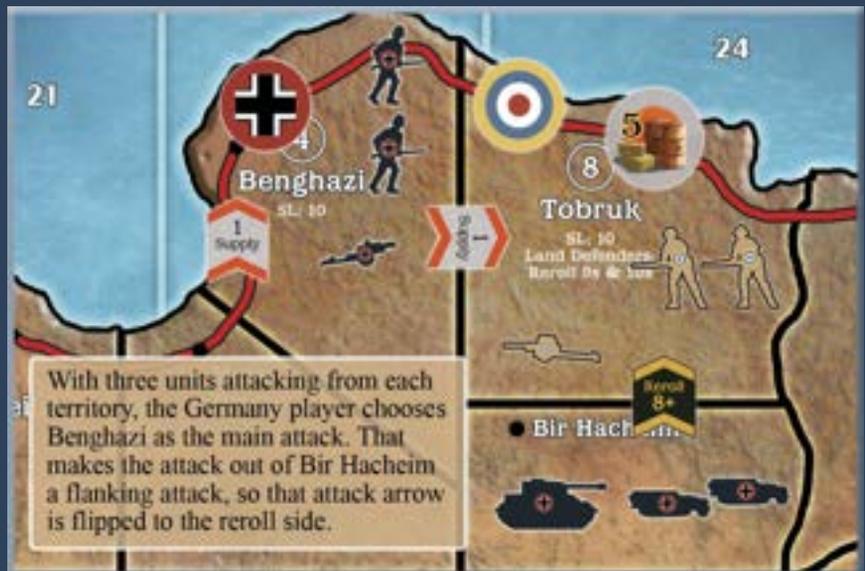
Capturing Trucks

Any combat unit that ends its movement, whether combat or noncombat, in a territory containing enemy trucks captures those units. Combat units moving into a territory after a successful combat also capture any trucks there. Any movement through a territory containing enemy trucks does not result in their capture, except by a blitzing unit (see "Tanks, Mechanized Infantry, and Blitzing," page 15).

Captured Allied trucks simply change ownership (place a control marker under them). Captured Axis trucks are replaced with equivalent pieces of the new owner, but if no replacement trucks are available, they are destroyed instead. Captured trucks may not make a noncombat move in the same turn in which they were captured.

General Combat Sequence

1. Issue Combat Orders
2. Attacking Units Fire
3. Defending Units Fire
4. Remove Defender's Casualties and Resolve Retreats
5. Press or Cease the Attack
6. Conclude Combat

Step 1. Issue Combat Orders

In land combats, the defender must decide whether to fight or retreat. In sea combats, submarines may have the opportunity to submerge.

Defender Fight or Retreat (Land Combats Only): The defender in a territory must now make a decision whether to fight or retreat. If the defending combat units are to fight, the defender must spend exactly 1 supply token, regardless of the number of units. This token must be taken either from the defending territory or from a friendly or neutral territory adjacent to it. If it is spent, *all* of the defending units must fight.

If the defender cannot or chooses not to spend a supply token, all defending combat units *must* retreat from the territory. **Trucks and supply tokens may never retreat.**

Exception: Air, scout car, and French units are exempt from the requirement of spending a supply token to defend. If *all* of the defending combat units are exempt, spending a supply token is not required and may not be done, and the defender simply has a choice to fight or retreat. If there is a mix of exempt and non-exempt units, the exempt units *must* fight if the non-exempt units do, but they may either fight or retreat if the non-exempt units retreat. In the latter case, the exempt units must all make the same choice.

Retreating units will still be fired upon in step 3, but none of them will fire back, and any such surviving units must leave the territory in step 4. This retreat must be to an adjacent neutral or friendly territory that did not have an attack declared against it by **land** units and was not blitzed through this turn. An attack against a territory by air units only does not prevent retreats into that territory (units that retreat to such a territory where the attack has not yet resolved will defend in that attack).

Note: Because they fire before combat begins (see above), units performing *Air Defense* fire (see page 31) do not require spending supply tokens to fire, and they may fire even if retreating.

Due to lack of supply, the Allies are forced to declare a partial retreat at the start of the second round of combat in El Oued. The Free French units' *Self-Sufficient* unit characteristic (see pages 30 and 32) allows them to stay and fight, or they may retreat with the US units. The retreating US infantry are still eligible to be taken as casualties before they exit. If they survive, they can retreat into either Laghouat (unoccupied) or Kasserine Pass (attacked by air units only).

Submarine Surprise Strike or Submerge (Sea Combats Only): If the opposing side *does not* have a destroyer in the combat, both attacking and defending submarines can choose to either make a Surprise Strike or submerge (see the *Surprise Strike* and *Submersible* submarine unit characteristics, page 34) in this step. If the opposing side *does* have a destroyer in the combat, submarines may not do either, and must fire along with the other units in either step 2 or step 3.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled by either side. A player may choose to submerge all, some, or none of their submarines. You, as the attacking player, decide first.

Step 2. Attacking Units Fire

Roll one die for each attacking unit that didn't fire (or submerge) in step 1. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of 3 at the same time. There are some exceptions, as some units may have restricted targets or may be flanking (see "Flanking Attacks," page 19), and thus will need to be rolled separately.

An attacking unit scores a hit if you roll its attack value or less. After you have rolled for all attacking units, the defender must choose 1 combat unit (not a truck) for each hit scored and move it to the back of the space to indicate that it is a casualty. All such units will return fire in step 3 (unless they have opted to retreat in step 1). The defender must assign as many hits as possible. For instance, if 1 destroyer and 2 submarines are attacking a battleship and a fighter and score 3 hits, the defender must assign the destroyer hit to the fighter and the submarine hits to the battleship. The defender may not assign the destroyer hit to the battleship, as the submarines cannot hit the fighter and 1 submarine hit would be lost.

If the combat is occurring in a convoy sea zone containing transports owned by the defender, they may not be taken as casualties until no more escorting sea or air units remain in the combat.
When transports are taken as casualties, each hit immediately destroys two reinforcement land units (which can include trucks). The first is freely chosen by the defender. For the second, you select a unit type, and then the defender must choose a unit of that type. Instead of a unit, each side also has the option of destroying 5 supply tokens, chosen by the defender (if there are less than 5, destroy all that are there). The two casualties, or any supply tokens taken in their place, do not necessarily need to be owned by the same power.

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together. (This does not mean powers can share Reinforcement Points; a territory generates RPs only for the power that controls it.)

Attacking: A multinational force cannot attack in the same space together, because each power attacks with its own units only on its own turn. In a space where a combat occurs, any units that belong to a power friendly to the attacker cannot participate in the combat in any way. Such units cannot be chosen as casualties in the combat.

Exception: During the Operation Torch amphibious landings in round 7, United Kingdom and United States forces attacking Algiers fight together during the United States' turn (see "Special Rules for the Scenarios," page 28).

Defending: When a space containing a multinational force is attacked, all units in that space defend together. If the defending units belong to powers under the control of different players, those players must decide together whether to fight or retreat and the choice of units and/or supply tokens for casualties (or any other reason units must be chosen). If they cannot agree, the attacker chooses.

The UK attacks the Tripoli convoy sea zone, scoring hits with both submarines. Since submarines cannot hit air units (and vice versa), both casualties are assigned to transports. The defenders choose to lose 1 infantry to the first hit. The attacker chooses supply, so the defenders decide to lose 2 German and 3 Italian supply (breaking the 5 token). For the second hit, the defenders choose to lose 1 infantry. The attacker chooses the tank unit type, so the defenders choose to lose the Italian tank.

Step 3. Defending Units Fire

The defending player rolls one die for each defending unit with a defense value, including units designated as casualties, that didn't opt to retreat (or fire or submerge) in step 1. They roll for units with the same defense value at the same time (with some exceptions, see above). A defending unit scores a hit if they roll its defense value or less. Defending land units on transports do not fire.

After the defending player has rolled for each eligible defending unit, you must choose 1 attacking unit for each hit scored and return it to your unit pool. You must assign as many hits as possible. For instance, if 1 destroyer and 1 submarine are defending against 1 destroyer and 1 fighter and the defender scores 2 hits, the attacker must assign the submarine hit to the destroyer and the destroyer hit to the fighter. The attacker may not assign the destroyer hit to the destroyer, as the submarine cannot hit the fighter and its hit would be lost.

If the combat is occurring in a convoy sea zone containing transports owned by you, they are not involved in the attack and may NOT be taken as casualties.

The Axis units in Mersa Metruh have declared a retreat. After taking several casualties without returning fire, 4 units remain and must retreat. They cannot retreat into Bir Hacheim, as it was attacked this round by a land unit. It doesn't matter whether the attack has been resolved or not. Siwa is a hostile territory, as there is a UK scout car there, so Tobruk is the only available retreat option, and all of the remaining units retreat there.

Continuing the convoy combat example from the previous page, at the end of the first round of combat, the defenders choose 2 reinforcement land units to escape the combat. They choose the 2 supply tokens (instead of a unit) and the tank. The German scout car remains vulnerable at sea. As there is only one target left to hit, this combat will cease at the end of the second combat round. The scout car will either be destroyed or escape.

At the end of the first round of their attack, the UK player realizes their supplies are running low. So the UK player chooses to retreat both of their anti-tank guns, reducing the supply cost for the second round of combat to just 1 supply token.
The retreated units are moved to the back of the territory and flipped over to indicate that they are no longer part of the attack and cannot fire or be taken as casualties.

Step 4. Remove Defender's Casualties and Resolve Retreats

The defending player returns their assigned casualties to their unit pool, then resolves any retreats.

In a land combat, the defender must move any surviving defending combat units (not trucks and/or supply tokens) that opted to retreat in step 1 to adjacent friendly or neutral territories that have not reached their stacking limit (see page 10). Additionally, retreats may be made only to territories that did not have attacks declared against them by **land** units and were not blitzed through this turn. Each unit may move to a different territory, but if no eligible territory is available to retreat to, it is destroyed.

In a convoy sea zone containing transports owned by the defender, the defender may now choose up to 2 reinforcement land units (including trucks) **to escape from the combat.** These units need not necessarily be owned by the same power. In place of either or both land units, up to 5 supply tokens per unit may be chosen. This simulates one transport, carrying up to two land units and/or groups of up to 5 supply tokens, escaping. Place the escaped pieces away from the other pieces still in the convoy. They will no longer participate in the combat in any way, but do not leave the sea zone, and will rejoin the convoy after the combat is completed, win or lose.

Retreated and escaped units are no longer considered to be defending.

Note: After casualties are removed and/or retreats are resolved, it might be necessary to reevaluate certain units' capabilities that depend upon the presence or absence of other units. These changes will take effect in the following combat round.

Step 5. Press or Cease the Attack

If all units that can either fire at a valid target or retreat on one or both sides have been destroyed, the combat ends (go to step 6). If this has not occurred, you have some options, depending on where the combat is occurring.

In a sea combat, you may simply choose to either press or cease the attack. If you choose to press, return to step 1. If you choose to cease, the combat ends (go to step 6).

In a land combat, it works a bit differently. In order to press the attack, you must spend 1 supply token for every 5 land units (or fraction thereof) that will continue to attack from each territory (some may retreat, see below). The units in each territory must be paid for separately, and the supply tokens must be taken from either that territory or a friendly or neutral territory adjacent to it.
If you choose to cease, or are forced to due to lack of supply tokens, the combat ends (go to step 6).
If you choose to press, you must spend the required supply tokens for the units that will continue to attack, turn any others (including any or all air units) on their sides or backs to indicate retreat, and then return to step 1. (Retreating units will not participate in future combat rounds in any way, and may not move into the territory if the attack is ultimately successful.)

Note: Scout cars must retreat at the end of the first combat round (see the *Hit and Run* unit characteristic on page 31), regardless of whether or not any other attacking units do.

Step 6. Conclude Combat

In a sea combat, surviving attacking sea units remain in the sea zone (along with the defending ones, if the attack was ceased).

In a land combat, if you eliminate all defending combat units and you have *land* units (other than scout cars) remaining in the combat, units of your choice from among them must move into the attacked territory until either they have all moved or the stacking limit is reached. (Remember, attacking air units in the territory are still "in the air," so they don't count against the stacking limit at this point). Any trucks remaining in the territory are captured by your power (see "Capturing Trucks," page 19), and your side now has exclusive access to any supply tokens there. If the territory has an RP value, replace the enemy control marker on the territory with your own. If the territory has a corresponding convoy route:

> **Axis:** If you captured **Tunis, Tripoli,** or **Benghazi,** place 1 Italian and 1 German control marker in the corresponding convoy sea zone, marking the convoy route as open. If you captured Casablanca, Oran, or Algiers, remove the Allied control markers from the corresponding convoy sea zone, marking the convoy route as closed (do not place your own markers there, as you cannot use it).

> **Allies:** If you captured **Casablanca, Oran, or Algiers,** place 1 United Kingdom and 1 United States control marker in the corresponding convoy sea zone, marking the convoy route as open. If you captured Tunis, Tripoli, or Benghazi, remove the Axis control markers from the corresponding convoy sea zone, marking the convoy route as closed (do not place your own markers there, as you cannot use it).

If you either did not eliminate all defending combat units or could not move any land units into the territory, it remains in the defender's control, along with any trucks there, and the status of any corresponding convoy route doesn't change.

Either way, remove all attack arrows along the border(s) of the territory. If all attacks out of any territory have been resolved, return any pieces on their sides or backs there to the upright position.

At sea or on land, win or lose, surviving attacking air units must return to friendly territories where they can land during the Noncombat Move phase (see "Air Unit Movement," page 24). Until then, they stay in the space where they fought.

After a retreat by the Axis forces out of Mersa Metruh, the UK advances into the territory, but with only 8 of the attacking units, as the territory has the default stacking limit of 8. Upon entering the territory, they capture a German truck and 2 supply tokens. The German truck is returned to its pool and is replaced with a UK truck. The scout car that flank attacked out of Siwa is not eligible to advance after combat, but has other options (see the scout car unit profile on page 31). The UK bomber does not count against the stacking limit of 8, and will noncombat move out of the territory shortly.

Phase 5: Noncombat Move

In this phase, you can move any of your units that didn't move in the Combat Move phase or participate in combat during your turn. You will also land all your air units that participated in and survived the Conduct Combat phase, and may move your scout cars that made combat moves (see the *Long-Range Patrol* unit characteristic on page 31). This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front.

Land Unit Movement

Each of your land units can move a number of spaces up to its move value, into or through any friendly or neutral territory, including territories that were captured in the current turn. They can't move into or through hostile territories (not even ones that contain no combat units but are enemy-controlled). This is the only phase in which your trucks and AAA (anti-aircraft artillery) can move. Supply tokens and some of your land units may also be transported by your trucks (see page 32) in this phase.

Tip: Move your forward units first, so it doesn't become difficult to remember which have moved and which haven't.

Air Unit Movement

Each of your air units can move a number of spaces up to its move value, less the number of spaces it might have moved during the Combat Move phase. Each air unit that did not move at all during the Combat Move phase may use its entire movement allowance in this phase.

Air units can move through hostile spaces, but they must end their movement in eligible landing spaces. Air units can land in any territory that was controlled by a friendly power at the *start* of the current turn (had such a power's control marker on it, including permanently-controlled islands/territories). Air units cannot land in any territory that cannot be controlled (see "Territories," page 10) or that was controlled by a hostile power at the start of your turn, including any territory that was just captured by you this turn.

Air units that are not in an eligible landing space at the end of the Noncombat Move phase are destroyed.

Sea Unit Movement

Each of your sea units can move a number of spaces up to its move value, into or through any friendly sea zone. Submarines can also move through and even into hostile sea zones in this phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

The Italy player noncombat moves the submarine into sea zone 8, then chooses to continue the submarine's movement into sea zone 11. The submarine could continue on from there, but the Italy player chooses to stop. It could also have moved into sea zone 12, but would have to stop there, as an enemy destroyer is present.

When sea units move into or through sea zones containing enemy mine tokens, any or all of these tokens may be detonated by the owning player. Movement *through* such zones is interrupted as detonations are decided upon and possibly resolved. See "Mine Token Detonation" on page 26 for details.

Phase 6: Deploy Reinforcements and Assign Convoy Escorts

You must now deploy any reinforcement units and/or supply tokens in the Reinforcements Zone on the game board. You may have a choice in *where* to deploy some of them, however. You may also move some of your air units into sea zones that contain your open convoy routes to protect your convoys (see below). If you deploy or move units into sea zones that are hostile in this phase, no combat will result.

Deploying Sea Units

You must deploy your sea unit reinforcements in the sea unit deployment zone for your power (see "Sea Zones," page 10), even if it is hostile. The United Kingdom has two such sea zones, and may deploy sea units to either or both of them.

Deploying Land and Air Units and Supply Tokens

You may deploy your reinforcements in the Reinforcements Zone to either your staging territory (see page 10) or directly to your convoys (see below). You may also redeploy your units already in your staging territory (regardless of how they got there) to your convoys at this time. You may wish to hold reinforcements in the staging territory to form a larger convoy during a future turn, or to wait to ship them when you hold a better port. Remember, you may not break a value 5 supply token into value 1 supply tokens until they are in a territory or a convoy sea zone.

You may deploy these units and/or supply tokens to any of your open convoy sea zone(s) (see "Convoy Sea Zones," page 11), even those that are hostile. However, the United Kingdom has some restrictions:

- UK may not deploy land units other than AAA to the Malta convoy sea zone.
- UK may not deploy reinforcements directly to either the Indian Ocean or Suez Canal convoy sea zones, as they must start in the Atlantic Ocean convoy sea zone and progress through the others on their way to Cairo or the Mediterranean.

Since the United States has no staging territory, if it has no open convoy sea zones, its land and air units and supply tokens cannot be deployed and are immediately destroyed.

When you deploy supply tokens to a convoy sea zone, stack them on your control marker there to indicate their arrival on your next turn.

Your convoys will be at sea for at least one full round. The enemy may be able to attack them during that time, so protect them or deploy them in zones that are out of enemy reach.

After you have deployed all of your units and supply tokens, if you deployed any land units and/or supply tokens into convoy sea zones containing enemy mine tokens, any or all of these tokens may be detonated by the owning player (see "Mine Token Detonation," page 26).

In addition to the above options, the Axis powers may also deploy AAA, air, and German anti-tank guns directly to **Sicily**, **Sardinia**, and **Crete**, from either the Reinforcements Zone or Italy.

The US deploys several reinforcement units and supply tokens to the Casablanca convoy sea zone at the end of round 7. This is the only sea zone in which the US destroyers may be deployed.

Assigning Convoy Escorts

Air units that were deployed to a convoy sea zone, as well as any friendly sea units already in the zone, are automatically on convoy escort duty and will defend any convoy there against any attacks.

You may also now move any of your air units that did not move in either the Combat Move and Attack Declaration phase or the Noncombat Move phase **up to two spaces** into sea zones that contain your open convoy routes to serve as escorts.

The Germany player decides to move a fighter that did move in either phase 3 or 5 into the Tripoli convoy sea zone, as it is within 2 spaces. It joins the bomber that was just deployed on escort duty and both will remain there until the start of Germany's next turn.

At the beginning of your next turn, all convoy escort air units must either land or be destroyed (see "Phase 1: Advance Convoys," page 12).
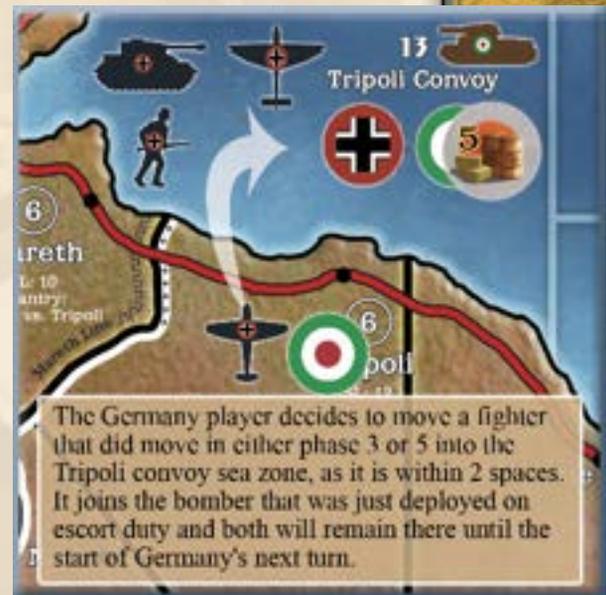
MINE TOKEN DETONATION

When land or sea units (never air units) are deployed into, move into or through, or declare an attack against a space containing enemy-owned mine tokens (see "Mine Tokens," page 14), the owner(s) of those tokens must check to see whether they are currently eligible for detonation (see below). If so, after the acting player has committed all units to the space, the owner(s) of the eligible mine tokens may detonate any or all of them in that space. **Players may only detonate their mine tokens during enemy powers' turns.**

Land Mine Tokens

Land mine tokens are active only in territories containing a control marker and/or combat units (it's easy to clear a path through a minefield when you're not being shot at!). If the territory is controlled by a power, that power owns the mine tokens in it. Otherwise, the power that owns the most combat units there owns them. In the case of a tie, they are owned collectively by both powers, and they may be detonated only if both players agree (if they disagree only on the number to be detonated, the lower number is used). Mine tokens in a territory that contains neither a control marker nor combat units are not owned by any power and may be captured by moving combat land units into the territory.
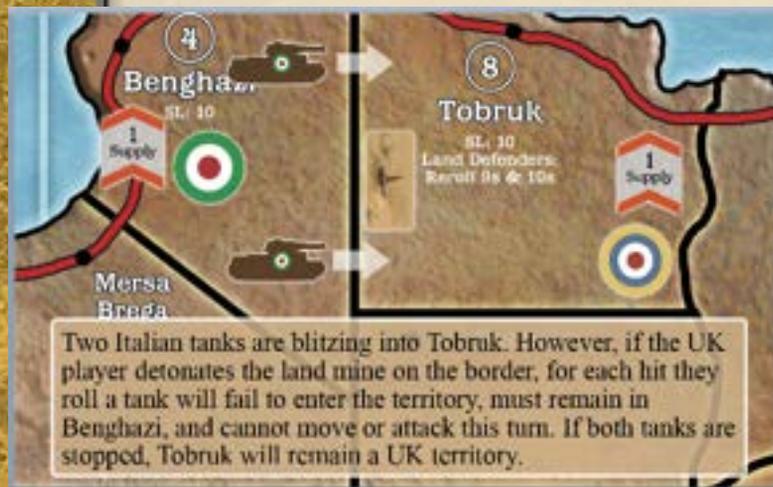
Detonation Triggers

When land units either move into or declare an attack against a territory containing enemy-owned mine tokens, only tokens that are along the border those units are crossing are eligible for detonation (see "Mine Token Deployment," page 14).

If blitzing units (see "Tanks, Mechanized Infantry, and Blitzing," page 15) are crossing a mined border, all such units must cross that border before the decision regarding detonation is made. After detonations, if any, are resolved (see below), any units that were not hit may either stop or continue moving.

Two Italian tanks are blitzing into Tobruk. However, if the UK player detonates the land mine on the border, for each hit they roll a tank will fail to enter the territory, must remain in Benghazi, and cannot move or attack this turn. If both tanks are stopped, Tobruk will remain a UK territory.

Similarly, all attacks must be declared (see "Declaration of Attacks," page 18) before any decisions regarding mine token detonations are made in attacked territories.

Detonation Procedure

All mines to be detonated on a given border of a territory must be decided upon before any detonations are resolved there. After the number of mines to be detonated has been determined, remove tokens showing that total number of mine icons from the border. A "2 mines" token may be partially detonated by flipping it to its "1 mine" side, rather than removing it.

To resolve their detonation, the owning player **rolls 3 dice** for each mine *icon* removed. **A hit is scored for each result of 3 or less.** After all dice are rolled, for each hit scored, the acting player must immediately **retreat** one land unit attempting to cross that border (it is not destroyed) by turning it on its side or back. If that unit is part of a declared attack, it remains where it is, will not participate in the combat in any way, and may not move into the territory if the attack is ultimately successful. If that unit is blitzing through the territory (see above), it is also moved back into the territory it entered from. (If *all* land units attempting to cross that border are retreated, remove the attack arrow in the case of an attack, and the territory is not captured in the case of a blitz.) Either way, units retreated in this way are still considered to have made a combat move and may not move or attack again in the same turn (including scout cars, see the *Long-Range Patrol* unit characteristic on page 31).

After this attack is declared, the UK player decides to detonate the land mine protecting the Benghazi/Mersa Brega border. They remove the mine token from the board and roll a 2, a 3, and a 5. Two hits! The Italy player decides to retreat both tank units, tipping them over and placing them at the back of the territory.

Sea Mine Tokens

Sea mine tokens are always active.

Detonation Triggers

During phase 6, all deployments must be made before any decisions regarding mine token detonations are made. Then, the player(s) owning the mine tokens may resolve any detonations in the deployment sea zones, one zone at a time, in any order they choose (see below).

During phases 3 and 5, decisions regarding mine token detonations are made sea zone by sea zone as units move into mined zones. If any sea unit will be moving into or through a sea zone mined by an enemy power, the following procedure for moving all sea units must be followed:
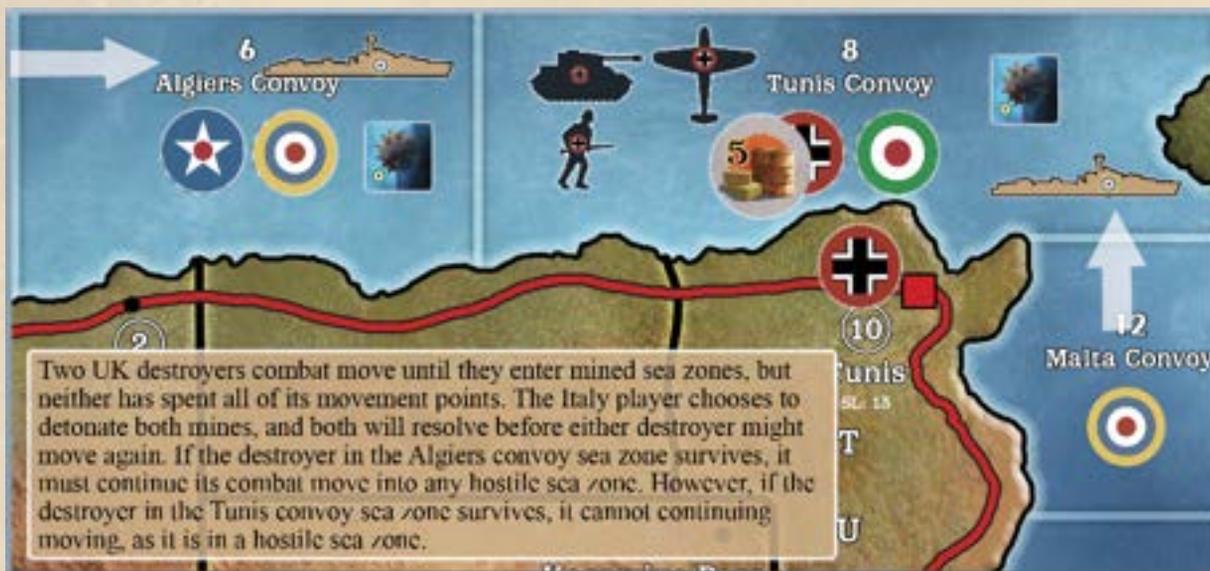
1. The moving player must move all of their desired sea units until each either reaches its final destination or enters a sea zone mined by an enemy power, whichever comes first. No sea unit may move into or through the same sea zone more than once during an individual phase,

2. The player(s) owning the mine tokens may resolve any detonations in each entered sea zone, one zone at a time, in any order they choose (see below),

3. If the moving player wishes to continue moving any of the surviving sea units in the entered mined zones, go back to step 1.

Detonation Procedure

All mine tokens to be detonated in a given sea zone must be decided upon before any detonations are resolved there. After the mine tokens to be detonated have been determined, remove those tokens.

To resolve their detonation, the owning player **rolls 1 die** for each removed mine token. **A hit is scored for each result of 3 or less.** After all dice are rolled, the acting player must immediately apply all hits to their sea units (including transports) that were either deployed or moved into the zone (units that were already in the zone cannot be chosen). **Hit combat units are destroyed** (battleships still take two hits to destroy).

In the case of transports, each hit destroys 2 newly-deployed reinforcement land units. The first is freely chosen by the acting player. For the second, the mine token's owner selects a unit type, and then the acting player must choose a unit of that type. Instead of a unit, each side also has the option of destroying 5 newly-deployed supply tokens, chosen by the acting player (if there are less than 5, destroy all that are there).

Despite the presence of an Italian sea mine, the US player decides to deploy their reinforcements into the Oran convoy sea zone. The Italy player chooses to remove and detonate their sea mine, rolling a 2... a hit! Forced to lose a transport (the escorting fighter cannot be chosen as a mine casualty), the US player chooses to lose the truck. The Italian player then chooses supply, so the 5 supply token is destroyed.

Two UK destroyers combat move until they enter mined sea zones, but neither has spent all of its movement points. The Italy player chooses to detonate both mines, and both will resolve before either destroyer might move again. If the destroyer in the Algiers convoy sea zone survives, it must continue its combat move into any hostile sea zone. However, if the destroyer in the Tunis convoy sea zone survives, it cannot continuing moving, as it is in a hostile sea zone.

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SPECIAL RULES FOR THE SCENARIOS

This section contains special rules that apply only to each of the two scenarios.

Rommel's Last Push

This scenario starts on round 1 (place the round tracking marker in that space on the Round Track).

At the beginning of the game, no units of any power may enter territories in the countries of Morocco, Algeria, or Tunisia. These are the territories in Africa west of the white border on the game board.

The Axis powers each have only one truck available to them at the beginning of the game. Set the other aside until it becomes available.

Special events occur during three different rounds in this scenario. These rounds are marked on the Round Track.

Round 4

During the United Kingdom's phase 6 of round 4, to represent Lend-Lease support from the United States, place the 2 United Kingdom Sherman tanks in the Atlantic Ocean convoy sea zone. The UK may not requisition these units for itself.

Round 7

At the beginning of round 7, the United States enters the game (having its turn last). Pause the game at the beginning of this round, before Germany's turn, to perform the following actions:

1. Add a second truck to each of the German and Italian unit pools.
2. Place a German control marker in each of the Tunis and Kasserine Pass territories.
3. Place an Italian control marker in the Mareth territory.
4. Place both a German and an Italian control marker in the Tunis convoy sea zone.
5. Place 3 supply tokens in Tunis.
6. To represent the forces of the Operation Torch amphibious landings, place the following pieces on the game board:
   - 5 United States infantry, 4 supply tokens, and 1 attack arrow in the Casablanca territory;
   - 5 United States infantry, 4 supply tokens, and 1 attack arrow in the Oran territory;
   - 3 United Kingdom infantry, 3 United States infantry, 5 supply tokens, and 1 attack arrow in the Algiers territory.

Beginning in round 7, the Axis powers may deploy reinforcements in the Tunis convoy sea zone. However, Axis units may still not enter territories in Morocco, Algeria, or Tunisia. Allied units may enter these territories from this point onward.

The following special rules are in effect **during round 7 only:**

- The Allied units in the Casablanca, Oran, and Algiers territories are amphibiously attacking the Vichy French units there (see next page) during the United States' turn. These attacks are already declared (see above), so supply tokens do not need to be spent to declare them. Each of these attacks must continue to be pressed with all units until either all of the attacking Allied units have been destroyed, or all of the defending Vichy French units have either been destroyed or joined the Allies as Free French. Amphibious attackers cannot attack adjacent territories. In all other respects, these attacks follow the normal attack declaration and combat procedure. For each of these attacks that the Allies win, place both a United Kingdom and a United States control marker in the corresponding convoy sea zone.
- The United Kingdom units in the Algiers territory cannot act during the United Kingdom's turn.
- The United States cannot requisition air units.
- During the United States' turn, the United Kingdom units in the Algiers territory will attack alongside the US units. If the territory is captured in this joint attack, the US takes control.
- If it controls the Casablanca territory, the United States *must* deploy all of its reinforcement land units and/or supply tokens to the Casablanca convoy sea zone. Otherwise, it follows the normal deployment rules.

Round 8

Axis units may enter territories in Morocco, Algeria, and Tunisia from this point onward.

Operation Torch

This scenario starts on round 7 (place the round tracking marker in that space on the Round Track). Movement into the territories in the countries of Morocco, Algeria, and Tunisia (the territories in Africa west of the white border on the game board) is **not** restricted for any power.

Note: The United Kingdom starts with 2 Sherman tanks in the Suez Canal convoy sea zone, representing Lend-Lease support from the United States. They advance as usual at the start of round 7. The UK may not requisition more of these units.

The following special rules are in effect **during round 7 only:**

- The Allied units in the Casablanca, Oran, and Algiers territories are amphibiously attacking the Vichy French units there during the United States' turn (see below). These attacks are already declared (see previous page) as part of the setup. Each of these attacks must continue to be pressed until either all of the attacking Allied units have been destroyed, or all of the defending Vichy French units have either been destroyed or joined the Allies as Free French. In all other respects, these attacks follow the normal attack declaration and combat procedure. For each of these attacks that the Allies win, place both a United Kingdom and a United States control marker in the corresponding convoy sea zone.

- Germany's turn is skipped, so the round begins with the United Kingdom's turn.
- The UK units in Algiers cannot act during the United Kingdom turn.
- The only convoy sea zone Italy may deploy to is the Tripoli convoy sea zone.
- The United States cannot requisition air units.

- During the United States' turn, the UK units in the Algiers territory will attack alongside the US units. If the territory is captured in this joint attack, the US takes control.
- If it controls the Casablanca territory, the United States *must* deploy all of its reinforcement land units and/or supply tokens to the Casablanca convoy sea zone. Otherwise, it follows the normal deployment rules.

French Units

In both scenarios, all French units begin the game as Vichy French, owned by the Germany player. However, the loyalty of these units is unpredictable, and is subject to change. They are ready to defend their coastline at first, but may eventually join the Allied cause (see below).

Vichy French Units

Vichy French units cannot move, retreat, attack, or be requisitioned.

If German or Italian combat land units end their noncombat movement in a territory containing only Vichy French units, the moving power may immediately take control of the territory, if applicable.

When Vichy French units are attacked by an Allied power and there are no other Axis units defending, they will continue to fight until they either are destroyed or fail to score any hits in an individual combat round. In the latter case, all surviving defending units in that territory surrender at the end of step 4 and join the Allies.

Upon such a surrender, all of the remaining Vichy French units in that territory immediately become Free French (see below). They are no longer "defenders," and the attack is then automatically ceased, following the normal procedure (see "Step 6. Conclude Combat," page 23).

Note: It can happen that Vichy French units are taken as casualties in the same round that they fail to score a hit. Sadly, they are destroyed while attempting to surrender.

Example: *There are 5 United States infantry attacking 2 Vichy French infantry in Casablanca. The US player rolls 1, 5, 6, 8, and 9 for 1 hit, eliminating a defending infantry. The Germany player rolls 6 and 7, two misses, and removes the casualty. Since the defenders failed to score any hits, the surviving unit surrenders and joins the Allied cause, becoming Free French. As there are no more defending units, the combat is over, and the US player places a control marker in Casablanca.*

Free French Units

Free French units are owned by the United States player, regardless of which Allied power they surrendered to. They move and attack along with US units on the US' turn (they are considered to be US units for these purposes). If an Allied power controls the Oran territory, the US may requisition 1 of each of the Free French unit types per turn, deploying them immediately in the territory.

UNIT PROFILES

This section provides information for each unit type in the game. **Note that not all unit characteristics may apply to all units of that type.** Information about the characteristics that apply to each unit type, as well as its cost in RPs and attack, defense, and move values can be found on the Reference Charts.

Land Units

Infantry, mechanized infantry, artillery, anti-tank guns, anti-aircraft artillery, scout cars, tanks, and trucks are land units. They cannot enter sea zones, except as part of a convoy (see "Phase 6: Deploy Reinforcements and Assign Convoy Escorts," page 25). Infantry, mechanized infantry, artillery, anti-tank guns, anti-aircraft artillery, scout cars, and tanks are combat units, but trucks are not combat units.

Infantry

These basic land units are the backbone of any ground force, and are typically stronger on defense.

Unit Characteristics

Self-Sufficient: Some infantry require little logistical support. When all defending units in a combat have this characteristic, they can choose to fight in step 1 of combat without spending a supply token.

Supported by Artillery: When attacking along with artillery, infantry with this characteristic are more effective in combat. See "Artillery," below. Infantry are not supported by artillery while defending.

Mechanized Infantry

These fast-moving, self-propelled units have all of the advantages of infantry, plus speed.

Unit Characteristics

Blitz: In the Combat Move phase, mechanized infantry paired with a tank may make a Blitz movement along with it (see "Tanks," page 32), and can complete the movement even if the tank is retreated by a land mine (see "Mine Token Detonation," page 26).

Coast Road Movement: In the Noncombat Move phase only, mechanized infantry can move up to 5 territories, as long as they begin their move in a coast road territory and remain in coast road territories for the entire move.

Supported by Artillery: When attacking along with artillery, mechanized infantry are more effective in combat. See "Artillery," below. Mechanized infantry are not supported by artillery while defending.

Artillery

These heavy gun batteries provide extra punch whether on offense or defense, and support infantry attacks.

Unit Characteristics

Supports Infantry and Mechanized Infantry: When attacking with artillery, infantry or mechanized infantry with the *Supported by Artillery* characteristic has its **attack value increased to 3**. Each eligible infantry or mechanized infantry must be paired one-for-one with a supporting artillery (an artillery may not support both an infantry and a mechanized infantry), but paired units need not necessarily be attacking from the same territory. Artillery does not support infantry or mechanized infantry while defending..

Anti-Tank Guns

These units are a powerful counter to armored units. They are especially effective when they are defending.

Unit Characteristics

Air Defense: In addition to their normal combat abilities, anti-tank guns with this characteristic can also fire at air units that attack the territory containing them in the same manner as AAA. See the *Air Defense* unit characteristic of anti-aircraft artillery, on the next page, for details.

Targeted Fire - Tanks: Whether attacking or defending, anti-tank guns may target tanks with their fire **during the first round of combat only,** so they must be rolled separately from other units. For each die that scores a hit, the firing player has the option of requiring the opposing player to choose any of their tanks as the casualty, if possible. During subsequent rounds of combat, casualties from anti-tank guns are chosen by the defender, as usual.

Anti-Aircraft Artillery (AAA)

These units provide a powerful defensive umbrella against air attacks on land.

Unit Characteristics

Air Defense: AAA can fire at air units that attack the territory containing them. They fire only once, before the first round of combat. Each AAA may fire up to three shots, but each attacking air unit may be fired upon only once. In other words, the total number of air defense dice rolled is either three times the number of AAA, or the number of attacking air units, whichever is the lesser. For example, five air units attacking a territory containing two AAA would have five shots fired against them, while those same five air units would have only three shots fired against them if there were only one defending AAA.

Once the number of air defense dice is determined, the dice are rolled. For each result of **2 or less** rolled, the attacker must choose one air unit as a casualty. These casualties are removed immediately, and will not participate in the combat in any way. This fire occurs immediately before combat occurs in the territory.

Cannot Attack: AAA with this characteristic cannot move in the Combat Move phase and are never considered to be in attack position.

No Defense Value: Even though AAA can defend, either alone or with other units, AAA with this characteristic have a defense value of 0. This means that they cannot fire in the Defending Units Fire step of combat. They can, however, be taken as casualties. If a territory containing AAA and no other combat units is attacked, these units are automatically destroyed after they fire (see "*Air Defense*," above), but if only air units are attacking, at least one of them must survive the *Air Defense* in order to destroy the AAA.

Scout Cars

These units are composed of specially-equipped, lightweight vehicles. They are fast-moving and require little logistical support, so they can attack far behind enemy lines and easily flank enemy forces. Their unexpectedly fast attacks often catch enemy air units still on the ground. They can also travel far into the vast desert, where other vehicles become instantly stuck in the deep sand.

Unit Characteristics

Coast Road Movement: In the Noncombat Move phase only, scout cars can move up to 5 territories, as long as they begin their move in a coast road territory and remain in coast road territories for the entire move.

Hit and Run: When attacking, scout cars require no supply expenditure, but must always retreat after the first round of combat, even if attacking along with other unit types. They may still be taken as casualties during the first round of combat. If an attack consists only of scout cars, use an attack arrow from the general supply pool to declare the attack. Due to this, they cannot move into an attacked territory after a successful combat, so they alone cannot capture a territory, but they may move into the territory in the Noncombat Move phase, if they are able (see *Long-Range Patrol*, below).

Long-Range Patrol: When scout cars attack, they may split their movement between the Combat Move and Attack Declaration and Noncombat Move phases. Even though they participated in combat, they may in the Noncombat Move phase move a number of spaces up to their move value, less the number of spaces they have moved during the Combat Move and Attack Declaration phase (remember that declaring an attack uses 1 movement point). This unit characteristic is canceled for scout cars during turns in which they have been prevented from combat moving or attacking by land mine token detonations (see page 26).

Sahara Desert Movement: Scout cars can move in Sahara Desert territories (see page 11).

Self-Sufficient: Scout cars require little logistical support. When all defending units in a combat have this characteristic, they can choose to fight in step 1 of combat without spending a supply token.

Supply Raider: When scout cars are attacking, immediately before rolling attack dice in the first round of combat, the attacking player may choose to destroy 1 supply token in the defending territory, regardless of the number of scout cars that are attacking. This is in addition to the scout car's normal attack. If the attack occurs in a territory in which no actual combat is necessary (see page 19), the supply token may still be destroyed, unless all scout cars are prevented from attacking by land mines (see page 26). Scout cars may attack neutral territories for this purpose.

Targeted Attack - Air Units: When attacking, scout cars may target air units with their fire, so they must be rolled separately from other units. For each die that scores a hit, the attacking player has the option of requiring the defending player to choose any of their air units as the casualty, if possible.

Tanks

These armored units provide a mobile punch for ground forces. They strike a balance between heavy-hitting and fast-moving, making them very effective on the battlefield.

Unit Characteristics

Blitz: In the Combat Move phase, a tank with this characteristic can use its first movement point to move into an adjacent hostile territory **containing no enemy combat units**, immediately taking control of it. Alternatively, it may move into an adjacent neutral territory containing enemy-owned trucks. In either case, any trucks there are immediately captured (see "Capturing Trucks," page 19).

Then, if the tank is in attack position, it may remain there in order to declare an attack. If the tank is not in attack position, or if it will not participate in an attack, it must then use its second movement point to move to an adjacent friendly or neutral territory.

Coast Road Movement: In the Noncombat Move phase only, most tanks can move up to 5 territories, as long as they begin their move in a coast road territory and remain in coast road territories for the entire move.

Self-Sufficient: Some tanks require little logistical support. When all defending units in a combat have this characteristic, they can choose to fight in step 1 of combat without spending a supply token.

Trucks

These logistical units provide basic, dependable land transport. They are vital to maintaining reinforcement and supply lines for ground forces.

Unit Characteristics

Coast Road Movement: Trucks can move up to 5 territories, as long as they begin their move in a coast road territory and remain in coast road territories for the entire move.

Land Transport: Trucks can transport certain land units as well as supplies. Each truck has a cargo capacity of **six** units and/or supply tokens (a value 5 supply token counts as five). The unit types that can be transported are infantry, artillery, anti-tank guns, and AAA. Cargo units (but not supply tokens) must belong to the same power as the truck.

Cargo may be loaded from the territory the transporting unit is in both before it moves and at any point during its movement, as capacity allows, and then moves along with the truck until it stops. At the end of the truck's movement, all cargo is unloaded in the territory with the truck, and no additional cargo may be loaded. Cargo may not be unloaded before the truck ends its movement, and **may not move on its own before being loaded or after being unloaded.**

Transport movement may only occur in the Noncombat Move phase. Cargo units must have neither moved in the Combat Move phase nor participated in combat.

Logistical Unit: Trucks are not combat units, so they can never move in the Combat Move phase, are never considered to be in attack position, and can never be taken as casualties or retreat during land combat.

Air Units

Fighters and bombers are air units. They can enter any space, except for impassable and Sahara Desert territories (see pages 10 and 11), but can only land in territories that were friendly-controlled at the start of the current turn. Remember, only RP territories can be controlled. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to anti-aircraft fire before combat whenever they attack a hostile territory that contains units with the *Air Defense* unit characteristic (see page 31).

To determine movement range, count each space an air unit enters "after takeoff." When moving over water from a coastal territory or an island, count the first sea zone entered as one space. When flying to an island, count the surrounding sea zone and the island itself as one space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone.) In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses 1 movement point.

Air units cannot deliberately be sent into combat situations that place them out of range of a place to land afterward. In the Combat Move phase, a player must be able to demonstrate a way for all their attacking air units to land safely in the Noncombat Move phase.

Fighters

These small, fast air units provide both considerable range for attack and strong defense. They are extremely useful in combat and for convoy escort and interdiction duty.

Unit Characteristics
These units have no specific unit characteristics.

Bombers

These air units are major, often long-range offensive weapons. They are extremely powerful attackers in both combat and convoy interdiction, especially dive bombers, with their targeted attacks. However, they are poor defenders, so are less well suited for escorting convoys.

Unit Characteristics
Collateral Damage: When bombers are attacking a territory (not a sea zone), immediately before rolling attack dice in the first round of combat, the attacking player may choose to destroy 1 supply token in the defending territory, regardless of the number or type(s) of bombers that are attacking. This is in addition to the bombers' normal attack. If the attack occurs in a territory in which no actual combat is necessary (see page 19), the supply token may still be destroyed, unless all of the bombers are destroyed by *Air Defense* fire (see page 31).

Targeted Attack - Combat Land Units: When attacking in a territory, bomber units with this characteristic may target combat land units (not trucks) with their fire, so they must be rolled separately from other units. For each die that scores a hit, the attacking player has the option of selecting a specific combat land unit type and requiring the defending player to choose the casualty from among their units of that type, if possible.

Targeted Attack - Sea Units: When attacking in a sea zone, bombers with this characteristic may target sea units with their fire, so they must be rolled separately from other units. For each die that scores a hit, the attacking player has the option of selecting a specific sea unit type (submarines may only be selected if there is an attacking destroyer) and requiring the defending player to choose the casualty from among their units of that type, if possible.

If the combat is occurring in a convoy sea zone containing transports (see page 14) owned by the defender(s), they may be targeted, even if escorting sea units remain in the combat. The standard transport casualty selection method is still used.

Sea Units

Battleships, destroyers, and submarines are sea units. They move only in sea zones, and cannot move into territories. Battleships and destroyers are surface warships. Submarines are warship units, but they are not surface warships.

Most sea units cannot move through hostile sea zones. If enemy surface warship and/or air units occupy a sea zone, the sea zone is hostile, and moving sea units must stop and engage in combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present.

Battleships

These units feature the strongest and most durable warships afloat. With their massive firepower and thick armor, battleships are a cornerstone of sea power.

Unit Characteristics
Two Hits to Destroy: When attacking or defending, battleships require two hits to destroy. If an undamaged battleship is hit once, even by a submarine's *Surprise Strike* (see page 34) or a sea mine (see page 27), turn it on its side to mark its damaged status. Don't return an attacking battleship to its unit pool or move a defending battleship to the back of the space as a casualty until it takes a second hit. If a battleship survives a combat having taken one hit, it can be repaired by a visit to the UK naval base in sea zone 31 (see "Battleship Repair," page 13).

Destroyers

These relatively inexpensive units are the infantry of the seas. They are also specially equipped for anti-submarine warfare, and have the capability of canceling many of the unit characteristics of enemy submarines.

Unit Characteristics

Anti-Submarine Vessel: Destroyers cancel the *Treat Hostile Sea Zones as Friendly* unit characteristic of any enemy submarine that is in the same sea zone with it. This means that the submarine must immediately end its movement, whether combat or noncombat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, it must attack.

If a destroyer is participating in a combat, whether attacking or defending, it cancels the following unit characteristics of all enemy submarines in that combat: *Cannot Be Hit by Air Units*, *Submersible*, and *Surprise Strike*. Note that destroyers owned by a power friendly to the attacker that happen to be in the same sea zone as the combat don't actually participate in it, therefore they don't cancel any of these unit characteristics of defending submarines.

Submarines

These units feature submersible warships with unique capabilities. They have several stealthy unit characteristics that make them good hunters. However, most of them are canceled by the presence of an enemy destroyer. Their stealth capabilities are a double-edged sword, as they also allow enemy sea units to ignore their presence.

Unit Characteristics

Cannot Be Hit by Air Units: Hits scored by attacking air units can't be assigned to defending submarines unless there is a destroyer that is owned by the same power as the air units participating in the combat. Hits scored by defending air units can't be assigned to attacking submarines unless there is a destroyer that is friendly to the air units participating in the combat.

Cannot Hit Air Units: When attacking or defending, all submarines cannot hit air units. Any hits scored by submarines in combat must be assigned to sea units, including transports (see page 14).

Does Not Block Enemy Movement: Any sea zone that contains only enemy submarines doesn't stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

Submersible: When attacking or defending, anytime a submarine may make a Surprise Strike, it has the option to submerge instead. This decision is made before any dice are rolled by either side (the attacker decides first) and takes effect immediately. A player may choose to submerge all, some, or none of their submarines. When a submarine submerges, it's immediately turned on its side and takes no further part in the combat. As a result, it can no longer fire or be taken as a casualty. However, a submarine can't submerge if an enemy destroyer is participating in the combat.

Surprise Strike: When attacking or defending, submarines can make a Surprise Strike by firing before any other units fire in a sea combat, unless an enemy destroyer is participating in the combat. These submarines fire in step 1 of the General Combat sequence, before any other units, instead of firing in later steps. This fire is resolved in exactly the same way as fire in steps 2 and 3, with the attacking submarines firing first and the defender choosing casualties, and then the defending submarines firing (including casualties) and the attacker choosing casualties. (Submarines that submerged in step 1 can't be chosen as casualties, as they have been removed from the combat.) However, these casualties are removed at the end of step 1 (except for battleships that have taken only one hit), so they will not return fire in steps 2 or 3. If neither side is eligible for a Surprise Strike, nothing happens in step 1, and players move directly to step 2 of the General Combat sequence.

Treat Hostile Sea Zones as Friendly: Submarines can move through a sea zone that contains enemy units, in either combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, an attack must be declared.

STRATEGY ADVICE FROM THE DESIGNERS

General Tips

- Buy supply! The UK starts each scenario with lots of supply, but will need more eventually. The other powers would do well to buy their limit almost every round.
- Buy trucks to get supply and non-mechanized units to the front quickly. If your power's setup doesn't give you a truck near the port you intend to use, you might want to buy one during your first turn.
- When convoying cheap units, they don't always require an escort. An attacking fighter will only hit 40% of the time. You could also split your reinforcements into multiple convoy sea zones (CSZs), increasing the odds that something gets through.
- When it looks like a port territory may be lost during the next enemy turn, think carefully before deploying new units to that CSZ. If you lose the port, the units will have to redeploy to a new CSZ, wasting valuable time.
- You should typically draw supply from a territory *behind* your attacking units. Supplies in the territory you're attacking *from* will be needed to defend the newly-captured adjacent territory.
- If you are making an all-air attack against a territory, resolve it before other nearby attacks, or your air units could face additional defenders retreating into the territory.
- Don't be afraid to retreat from an attack you can't win, especially if the attackers will be splitting their forces and giving you excellent counterattack options.
- It's not typically worthwhile to spend supply just so a single infantry can defend against a large attack. But if there's supply in that territory waiting to be captured, you could stay and use at least some of it up.
- Use land and sea mines to deter the enemy and slow down their attacks. Don't wait until the enemy is adjacent to your regional capital to begin laying mines.
- If your opponent is of equal or greater skill, consider trying for a Major Victory from the start.

Tips for the Axis

Speed and supply are your priorities. Use Italy to open the door, then Germany can rush through it!

Rommel's Last Push

Your only convoy option during your first turn is Tripoli, and it will be fairly safe, so this is your best chance to get land units and supply to the continent. Consider buying air and sea units in future rounds.

During round 7, deploy new units into the Tunis convoy sea zone. Or you could noncombat move units into Tunis from Tripoli during round 8, before the Allies can capture it and instantly win the game. You don't get the free units that you do in the Operation Torch scenario.

Operation Torch

Tunis isn't going to be seriously threatened for a couple of rounds. Delay the UK for as long as you can in Tobruk and Benghazi, so you can set up a solid defense in El Agheila and/or Tripoli.

Tips for the Allies

Keep Malta supplied! Break up a 5 supply token in Gibraltar to more efficiently send supply to Malta. The US needs to threaten Tunis to take the pressure off of the UK. Don't deploy reinforcements to the Atlantic Ocean convoy route after round 11, as they won't arrive before the game ends.

Rommel's Last Push

Consider buying defensive land combat units with the 12 RPs for reinforcements in each of the Atlantic Ocean, Indian Ocean, and Suez Canal CSZs during setup. The goal is to survive to round 7, after which the Axis must spend much of their resources to deal with the US.
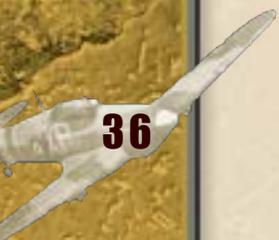
Operation Torch

The UK should focus on capturing Tobruk and Benghazi (to prevent an Axis Total Victory) during the first several rounds. The US might need to go it alone in northwest Africa for a while.
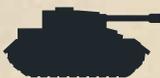
AXIS & ALLIES GAME PIECE DIRECTORY

	Control Marker	Infantry	Mechanized Infantry	Artillery	Anti-Tank Gun	Anti-Aircraft Artillery	Scout Car
Germany			Sd.Kfz 251 Halftrack	10.5cm Howitzer	Flak 41 8.8cm	—	Sd.Kfz 231
Italy			—	Cannone da 75/32	—	Cannone da 90/53	Same as Germany
UK			—	25 Pounder	6-Pounder	QF 3.7 inch	LRDG Jeep
US			—	105mm Howitzer	—	M1 90mm	Spare Only
France			—	—	—	—	—

UK Supplemental	Tank	Naval Base
	Lend-Lease Sherman	Repair Dock

Tank	Truck	Fighter	Bomber	Battleship	Destroyer	Submarine
Panzer IV	Truck	BF-109	JU-87 Stuka	—	—	Type VII
M15/42	Truck	C.202	SM.79	—	Soldati	Marconi
Matilda II	Truck	Spitfire	Halifax	Royal Oak	Saumarez	Truculent
Sherman	Truck	P-38	B-17	—	Johnston	—
SOMUA S35	Spare Only	—	—	—	—	—

OPTIONAL RULES

Reinforcement Point Bidding

If you and your opponent both wish to play the same side, resolve the dispute with an award of bonus RPs to the other side. Determine a first bidder, either at random or by choice. The first bidder must make a bid of 1 or more RPs. The bidding then alternates, where each bid must be greater than the previous one, until a player accepts the offered bid.

The accepted bid amount is then granted to the bidding player, who must play the side that was not disputed. Remember the amount bid and add that amount to that side's **first round** (only) available RPs, divided between the two powers as the controller of that side desires.

> **Bidding Example**
> **Player A:** "I'll bid 4 RPs for the Axis."
> **Player B:** "Hmm, I'll bid 5."
> **Player A:** "I'll take those 5 and play the Allies!"

Reinforcing Land Attacks

When pressing a land attack (in step 5 of the General Combat Sequence), the attacker may add any number of available *land* combat units to the attack. These units must be in attack position relative to the contested territory, must have at least 1 unused movement point remaining from combat movement, and must not have declared an attack this turn. Such reinforcements immediately become part of the combat, prior to supply expenditure for the next combat round. Use this to protect tanks from anti-tank guns and to press attacks when supply is scarce.

Note: Scout cars cannot reinforce attacks. Anti-tank guns' *Targeted Fire - Tanks* unit characteristic is not in effect for reinforcements.

Advantages

If you are an experienced player and wish to add new elements to the game, you can choose one or more items from the list below. These are extra rules that may contradict the standard rules, so you will need to keep track of the differences. Typically, it is best if there are an equal number of advantages in use for each side. Though you could grant an advantage to a less experienced opponent, to make sure you face a challenge. Or you could grant one side an advantage instead of using RP bidding.

Axis Advantages

Tiger Tanks
If you own *Axis & Allies 1941*, use Tiger tank pieces found there. If not, you may designate a Panzer IV as a Tiger by placing a Germany control marker under it. Starting on round 8 of either scenario, the Germany player may requisition **one** of these units during each of their turns.

GERMANY					
Unit Type	Cost	ATK	DEF	Move	Unit Characteristics/Notes
Tiger Tank	9	6	7	2	Blitz

Note that this unit does not have the *Coast Road Movement* characteristic.

Air Transport
During the Noncombat Move phase, Axis bombers in Italy may each transport one infantry, mechanized infantry, artillery, anti-tank gun, or AAA unit. Each bomber may transport only one unit at a time this way, and it must be a unit of the same power. Both the bomber and the transported unit must begin and end their movement in the same space.

Mining the Suez Canal
During the Requisition Reinforcements phase, if an Axis player has one or more bombers on the island of Crete, they may deploy 1 sea mine token per turn in the Suez Canal convoy sea zone. The bomber does not actually make this move, and there is no defense against it, except for the presence of a combat sea unit in the sea zone. The presence of such a bomber simply allows this deployment, and all of the other rules of sea mine deployment still apply.

Allies Advantages

Choice of US Landing Zones
The United States player is not restricted to deploying to the Casablanca convoy sea zone during round 7. All other rules of deploying reinforcements and supply still apply.

ANZAC Reinforcements
The United Kingdom player may deploy one UK infantry each turn from the Reinforcements Zone directly to the Indian Ocean convoy sea zone.

Strategic Supply Reserve for Air and Sea Attacks
(Applies to all powers.)
Each side starts out with a strategic reserve of supply tokens in their staging territory (see page 10) during setup:

Rommel's Last Push	*Operation Torch*
Axis: 4	Axis: 6
Allies: 9	Allies: 4

Any supply tokens in a staging territory, whether placed there during setup or subsequently requisitioned, may be used either normally or as a strategic reserve.

After declaring all attacks, you must spend 1 supply token from your strategic reserve for every 5 attacking air and/or sea units (or fraction thereof). This is very similar to how land attacks spend supply, except that these tokens come only from your strategic reserve and are not dependent on where the attacking units moved from.

Note: With this optional rule, the US player may use Gibraltar as a staging territory for supply tokens only.

Axis & Allies
NORTH AFRICA

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