

# Bravery in the Sand

## 1. Introduction

Bravery in the Sand is a two-player game that covers the major part of the battle known as Operation Crusader in North Africa during World War Two. Covering the period from November 20 to December 3, 1941, players assume the roles of the Axis and Commonwealth generals to determine who will be victorious in this battle.

One player controls the Commonwealth force (British, Australian, New Zealand, and Indian), and the other player the Axis force (German and Italian).

Each turn represents 2 days, and each hex represents approximately 15 miles.

## 2. Components

### 2.1 Counters

#### 2.1.1 Units

Each unit represents a Commonwealth (CW) brigade or regiment or an Axis regiment.

The units are color-coded to show the force they represent. Grey counters are for German units, green counters are for Italian units, and tan counters are for Commonwealth forces.

Each counter has two sides, with one side representing a full-strength unit, and the side with the diagonal stripe representing a reduced-strength unit.

On each counter there is the Strength Level (A through D), Movement Allowance (0, 1, or 3), a symbol (showing armor or infantry), and the division or brigade name (or set-up location for garrison units). The division (or brigade) name appears over a colored stripe, which is used in activating the units.

The division/brigade names are abbreviated on the counters. For the German units the abbreviations are 15PZ (15th Panzer Division), 21PZ (21st Panzer Division), 90LT (90th Light Africa Division), SOLLUM (Sollum Garrison), and H. PASS (Halfaya Pass Garrison). For the Italian units the abbreviations are PAV (17 Pavia Division), BOL (25 Bologna Division), BRE (27 Brescia Division), SAV (55th Savona Division), TRI (101 Trieste Motorised Division), TRN (102 Trento Motorised Division), and ARI (132 Ariete Armored Division). For the Commonwealth units the abbreviations are 1A (1st Army Tank Brigade), 4A (4th Armoured Brigade), 7A (7th Armoured Brigade), 22A (22nd Armoured Brigade), 1SA (1st South African Division), 2SA (2nd South African Division), 2NZ (2nd New Zealand Division), 4IND (4th Indian Infantry Division), and 70D (70th Infantry Division).

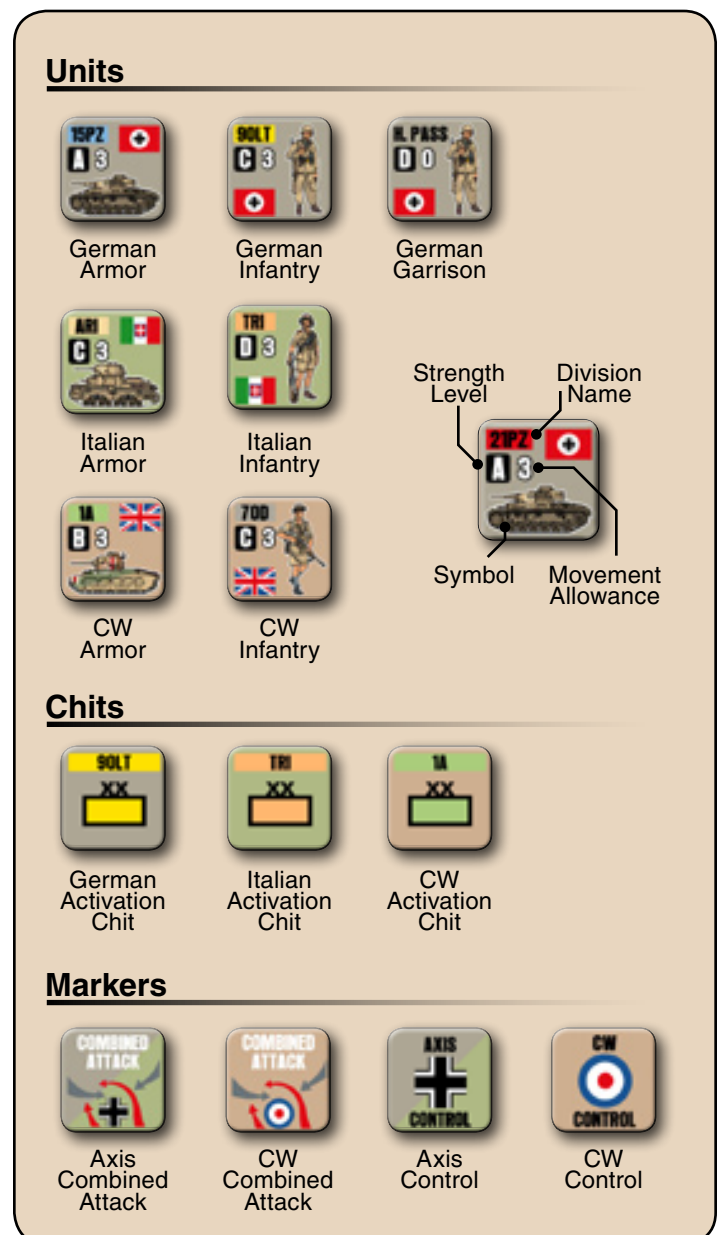
#### 2.1.2 Markers

There are 3 types of markers in the game.

Game Turn Marker: placed on the game turn track on the map.

Combined Attack Marker: placed on stacks of units that have declared a Combined Attack (see 8.1). The two sides of these markers have different colors, one for the Axis player and the other for the Commonwealth player.

Control Marker: placed in strategic hexes to show which side currently controls a strategic hex. The two sides of these markers have different colors, one for the Axis player and the other for the Commonwealth player.



### 2.1.3 Chits

During the game, Activation Chits are drawn, and these determine the units that are able to move and fight. Each chit has a division name upon it, and the color stripe matches the stripe on the units.

In total there are 9 Commonwealth Activation Chits, 5 German Activation Chits, and 2 Italian Activation Chits. Note that for 5 Italian infantry divisions there are no Activation Chits (see 6.6 to see how to activate these units), nor are there any Activation Chits for the garrison units. Additionally there are 2 DAK Activation Chits (see 5.1.5).

## 2.2 Map

The game features a map of the area in which the campaign was fought. The terrain types on the map are desert, cliff, roads, caravan tracks (which all influence movement), forts, encampments (both provide defensive bonuses), villages and towns (which form the strategic hexes).

## 3. Game Setup

Place all units on the map, in the hex containing the appropriate division name or garrison name. Place all the units of a division in that hex. The Activation Chits are divided, the Commonwealth player receives all the Commonwealth Activation Chits, and the Axis player receives all the Axis Activation Chits.

Place Control Markers in the 13 strategic hexes.

Place a Commonwealth Control Marker in Gabr Saleh (0308), Bir Sheferzen (0111), Sidi Omar (0211), Fort Cupuzzo (0412), Sidi Azeiz (0511), and Tobruk (0904).

Place an Axis Control Marker in Bir el Gubi (0403), El Adem (0604), Sidi Rezegh (0605), Gambut (0608), Bardia (0612), Halfaya Pass (0313) and Sollum (0413).

Place the Game Turn Marker on game turn 1.

Place the Combined Attack Markers off to the side, in reach of both players. If there are not enough Combined Attack Markers, players are free to make more as needed.

## 4. Sequence of Play

Each game turn follows the same sequence of play:

The Commonwealth player places any desired replacements (game turn 2 and onwards, see 11).

Both players place the Activation Chits of the divisions they wish to try and activate this turn into a mug.

Randomly draw an Activation Chit from the mug and place it in the empty space of the Activation Track above the turn number (for example, on turn 2, the first chit

drawn is placed in box number “9” on the Activation Track).

The owning player moves the units activated.

If the activated units move into a hex containing enemy units combat will occur (or a Combined Attack may be declared).

Draw the next chit and repeat the procedure. This Activation Chit is put in the box to the left of the last Activation Chit placed on the Activation Track. If the chit is placed in box number “1”, this is the last Activation Chit to be drawn this turn. So if the first chit is placed in box “9”, the next one is placed in box “8” and so forth.

Resolve any remaining Combined Attacks.

Return all Activation Chits to the owning player.

If it is turn 7, check Victory Points, and if neither player has won, advance the Turn Marker. Otherwise just advance the Turn Marker.

## 5. Activation

### 5.1 Activation Chits

**5.1.1** At the start of every turn, each player decides which of his divisions he wishes to activate, or try to activate, this turn. He places the desired Activation Chits into the mug.

**5.1.2** A player never has to reveal how many or which Activation Chits he placed, or did not place, into the mug.

**5.1.3** If all the units of a division have been destroyed, then the Activation Chit may not be placed in the mug.

**5.1.4** If a Commonwealth division received any replacements, that division’s Activation Chit may not be put into the mug the turn it received these replacements (see 11.4).

**5.1.5** The German player has two DAK Activation Chits. When either of these chits are pulled, the German player can activate any one German division.

**5.1.6** If an Activation Chit is pulled for a division which was completely destroyed (i.e., has no units left in play) earlier in the turn, place the chit on the activation track normally and pull the next chit.

### 5.2 Activating Units

**5.2.1** When an Activation Chit is pulled, all the units of the corresponding division **in the same hex** are activated. If the units of a division are split over multiple hexes, the owning player decides which hex is selected, and all the units of the activated division in that hex are activated.

**5.2.2** When units are activated, they can either pass (and do nothing), move (see 6.0), or if there are enemy

units in the hex they are activated in, combat can occur (or a Combined Attack is declared).

**5.2.3** All movement and combat must be resolved before the next Activation Chit is pulled.

## 6. Movement

When a stack of units for a division becomes activated, the stack may move. Depending on the terrain of the hex being moved into, it costs a different number of Movement Points (MPs) to move into an adjacent hex. The stack of units must move into the same hex adjacent to the one they are currently in, and the stack cannot divide and move into different hexes. When a stack of units are moving, some units from the stack can be left behind in a hex (“dropped off”) as the stack of units moves from hex to hex, provided there are no enemy units in the hex that the units are being dropped off into. The units that are dropped off may not continue moving.

**6.1** Normally, activated units have a Movement Allowance of 3, which gives the units 3 MPs to spend on movement.

**6.1.1** The cost to cross a hexside if there is a road is  $\frac{1}{2}$  MP.

**6.1.2** The cost to cross a hexside if there is a caravan track is 1 MP.

**6.1.3** The cost to cross a hexside if there is only desert is 2 MPs.

**6.1.4** If the hexside is a cliff (without a road or caravan track passing through it), movement is prohibited.

**6.2** If a unit does not have enough remaining MP to cross a hexside, then it may not move into the hex.

**6.3** There is no limit to the number of units that may be in any single hex (i.e. there is unlimited stacking in a hex) at any given time.

**6.4** If enemy units are in the hex the activated units move into, movement ends and combat occurs (or a Combined Attack is declared), unless the moving units are all armored units and the enemy units in the hex are all infantry units at reduced strength. If this is the case, the armored units may choose to stop their movement and declare combat, or continue moving.

**6.5** If the activated units start their activation in a hex containing enemy units, they can move out of the hex for the normal MP costs, with no additional penalties, and the activated units are not required to enter into combat with the enemy units in the starting hex. However, the activated units may decide not to move, and immediately enter into combat with the enemy units if they wish (or declare a Combined Attack).

**6.6** Except for the Trieste Division, units of the other five Italian infantry divisions cannot move separately, as they

do not have Activation Chits. The only way that units of these Italian infantry divisions can move is when a German stack is activated (either by the division Activation Chit or the DAK chit), if the activated German units start their activation in the same hex as one of these Italian infantry divisions, the Italian infantry units (of a single division) can move with the German units. The Movement Allowance of this combined stack is 3 MPs for the German units and 1 MP for the Italian units. The Italian units must move with the German units, but can be dropped off as the entire stack moves. The Axis player has the option to not include the Italian infantry divisions with the activated German units.

**6.7** The German garrison units may never move.

## 7. Combat

When Commonwealth and Axis units are in the same hex after movement, combat will take place (or a Combined Attack is declared). Combat is simultaneous between the attacker (the activated units) and the defender (the non-activated units). Combat takes place in rounds, until either one side is eliminated or retreats.

### 7.1 Combat Strength

**7.1.1** All units on their full-strength side have a Combat Strength of 1, while those on the reduced-strength side have a Combat Strength of  $\frac{1}{2}$ . Each player adds together the Combat Strength of all his units involved in the combat (round down any fractions) and this is the number of dice that he rolls.

Each die roll of a 6 or greater hits and causes 1 point of damage to the opponent’s forces.

**7.1.2** The attacker can only use the single active stack in combat (though a Combined Attack may change this, see 8.2).

**7.1.3** The defender totals the Combat Strength of all his units in the hex. Even defending units that are under a Combined Attack Marker are included.

**7.1.4** If one side has units that are a two Strength Levels greater than the Strength Level of the opponent (for example A versus C), each die roll has a +1 modifier (so a 5 or 6 hits). If a side has a mix of units of differing Strength Levels in a hex, use the highest Strength Level when comparing levels. This modifier is cumulative with the reduced strength modifier (see 7.1.5), defending units in fortifications (see 9.) and the Rommel Directive effects (see 10.). However, this modifier is negated if attacking a unit that is in a fort or encampment hex that the defender controls.

**7.1.5** If all the enemy units are at reduced strength, each die roll has a +1 modifier (so a 5 or 6 hits). This modifier is cumulative with the Strength Level difference modifier (see 7.1.4), defending units in fortifications (see 9.) and

the Rommel Directive effects (see 10.). This modifier is negated if attacking a unit that is in a fort and encampment hex that the defender controls.

Examples:

- a. German armor vs. reduced Commonwealth infantry: Total modifier is +2, so hits are on a die roll of 4, 5 or 6.
- b. German armor vs. reduced Commonwealth armor and full strength Commonwealth infantry: no modifier so hits on a 6.
- c. German infantry and Italian infantry vs. reduced Commonwealth infantry: Total modifier is +1, so hits on 5 or 6. If it was German armor (instead of German infantry), the modifier would be +2, and hits on 4, 5 or 6.
- d. Commonwealth armor and infantry in a combined attack on reduced Italian infantry: the modifier would be +2, and hits on 4, 5 or 6.

## 7.2 Damage Application

**7.2.1** Once damage has been determined from combat, both sides have to apply the damage they received. If there are two or more friendly units at different Strength Levels involved in combat, the unit(s) at the highest Strength Level must receive at least half of the damage (fractions round up). When there are a number of such units, assign the damage in accordance with 7.2.2 below. Any remaining damage can be applied to any Strength Level unit.

**7.2.2** Among multiple units of the same level, units at full strength receive damage before units at reduced strength. If all units are at reduced strength, it doesn't matter how the damage is applied.

**7.2.3** To apply 1 point of damage, flip a full-strength unit over to its reduced-strength side, or eliminate a reduced-strength unit.

Example: British armor units (1 full strength, 2 reduced strength) and infantry units (2 full strength, 1 reduced strength) receive 3 points of damage. The armor must take 2 points of damage and the infantry takes the remaining 1 point of damage. Damage is applied to the full-strength units first, but there is only 1 full-strength armor unit. After applying the 1st point of damage, all the armor units are at reduced strength, so the 2nd point of damage will result in the elimination of one of the three armor units. The third point is then applied to an infantry unit, leaving two armor units at reduced strength and three infantry units, one now at full strength and two at reduced strength. Alternatively, the Commonwealth player could have decided to apply all 3 damage points to the armor units (which would leave a single armor unit at reduced strength).

## 7.3 Retreat

**7.3.1** Once both sides have applied the damage the combat round comes to an end (but combat will continue if opposing units remain in the hex after retreat).

**7.3.2** The side with the smaller current Combat Strength (attacker first if tied) declares if he wishes to retreat or not (and will retreat first if both sides declare retreat). Then the other player declares if he wishes to retreat or not. Even if there is only one side in the hex (due to the other side being eliminated in combat), the remaining side may still retreat if eligible.

**7.3.3 If a player did not receive damage from the combat so far, his units may not retreat** (see 9.2. for an exception to this). Any damage received from earlier rounds of the current combat will allow units to retreat. However, if the defender has only a single reduced-strength unit at the end of a combat round, the unit can retreat even if it took no damage in the combat. If the attacker has only a single reduced-strength unit at the end of a combat round, the unit must retreat.

**7.3.4** The German garrison units may never retreat.

**7.3.5** To perform a retreat, move all friendly units from the combat hex into an adjacent hex.

The defenders cannot retreat to any adjacent hex that contains enemy units, or across a cliff hexside which does not have a road or caravan track through it. The defending units do not all have to retreat into the same hex, and may retreat into different hexes. The defenders may retreat into the hex the attackers came from, so long as this hex does not contain any enemy units.

The attackers, if possible, returns to the hex the units entered from. However, there are cases where there may be enemy units in this hex (because of a declared Combined Attack). In this case, the attacking units may retreat just like defenders and may retreat into multiple hexes.

If units cannot retreat because there are no legal retreat hexes, they are eliminated.

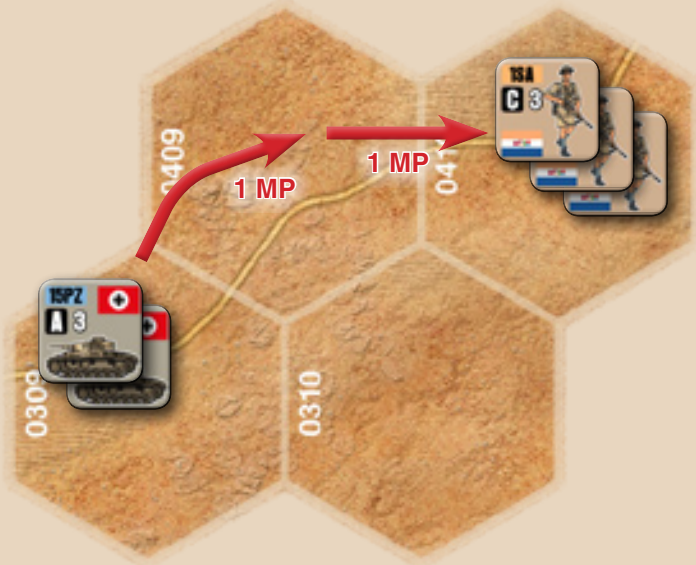
## 7.4 Tank Recovery

**7.4.1** If one side retreats from combat, or is eliminated, and the other side stays in the hex, the side that stays in the hex may have a chance to recover damaged armor.

**7.4.2** For German armor, for each armor unit that took at least 1 point of damage roll a single die. On a die roll of 5 or 6, the player can return a German armor unit eliminated during the combat at reduced strength into the hex, or flip one of the German armor units that became reduced strength to its full-strength side. If a player makes two successful tank recoveries, he may instead use both recoveries to bring a German armored unit eliminated during the combat unit back at full strength.

## Combat Example of Play

The chit is pulled that activates the German 15th Panzer Division. The German player moves the stack of two armor units into the hex that contains three Commonwealth infantry units (all at full strength). This movement costs a total of 2 Movement Points. This ends the movement, and combat must take place (or a Combined Attack can be declared). The German player decides to perform combat. His total Combat Strength is 2 (1 for each full-strength unit). For the Commonwealth player, his Combat Strength is 3. Both players roll a number of dice equal to their Combat Strengths. The German player will hit if he rolls a 5 or 6 (+1 for having two Strength Levels higher than the Commonwealth force), and the Commonwealth player will hit on a 6. The German player rolls a 4 and 1, the Commonwealth player a 2, a 2, and a 5. No hits! Neither side may retreat, as no units took any losses, so combat continues for another round. This time the German player rolls a 5 and a 6 (giving 2 hits), and the Commonwealth player rolls a 1, a 5, and a 6 (giving 1 hit). Both sides now apply damage. The German player flips one of his units over to its reduced-strength side, and the Commonwealth player flips over two of his units (he may not apply both points of damage to one unit). The German player declares that he will not be retreating, and then the Commonwealth player decides to retreat. The German player can now perform Tank Recovery. One armor unit took damage, so he rolls a single die. The roll is a 5, so he succeeds, and flips the armor unit that took the damage point back over to its full-strength side.



**7.4.3** British armor units use the same procedure as German armor units, but only a die roll of 6 results in a successful recovery.

**7.4.4** Italian armor units cannot make a Tank Recovery attempt.

### 7.5 Combat Continues

If neither player retreated or was eliminated, proceed to the next round of combat, repeating the same procedure as the first round.

Combat continues in this way until one (or both) side(s) is eliminated or retreats.

## 8. Combined Attacks

### 8.1 Declaring a Combined Attack

**8.1.1** Immediately upon entering a hex containing enemy units, it is possible to declare a Combined Attack rather than engaging in combat. Doing so allows for the possibility for combat later in the turn by the combined Combat Strength of multiple divisions.

**8.1.2** When a friendly stack declares a Combined Attack, place a Combined Attack Marker on the stack. The resolution of the combat in the hex is postponed until later in the turn. This ends the activation and the next Activation Chit is pulled.

**8.1.3** There is no limit to the number of stacks of units in a hex under Combined Attack Markers.

**8.1.4** If a player activates a stack of his units (not under a Combined Attack Marker) in a hex containing an enemy stack (or stacks) that are under a Combined Attack Marker, he may attack the enemy units in the hex (and add to his attacking force any friendly stacks of units under a Combined Attack Marker in the hex), or he may place the activated stack under a Combined Attack Marker. Finally he may move the active stack of units out of the hex instead, following the normal movement rules.

**8.1.5** If a stack of German units that is already under a Combined Attack Marker becomes activated for a second (or third) time in a turn, it must either immediately perform the Combined Attack, or do nothing and remain in the hex under the Combined Attack Marker. These activated units may not move out of the hex.

### 8.2 Performing a Combined Attack

**8.2.1** If a player moves a stack of units into a hex containing both enemy units and a stack (or stacks) of friendly units under Combined Attack Markers, he may perform a Combined Attack. He also has the options of declaring another Combined Attack (and placing a Combined Attack Marker on the stack of units that just moved into the hex), or he can just perform normal combat against the enemy units in the hex.

**8.2.2** The total size of the attacking force in a Combined Attack is the active stack of units, plus all friendly units under Combined Attack Markers in the hex.

**8.2.3** The total size of the defending force in a Combined Attack is all the defending units in the hex, no matter if they are under a Combined Attack Markers or not.

**8.2.4** The procedure for a Combined Attack is the same as normal combat, except that the minimum number of conducted rounds for combat is equal to the number of attacking stacks participating in the Combined Attack (which will be the number of Combined Attack Markers plus 1), the only exception being if the defender is in a fort or encampment (see 9.2).

If all units of one side are destroyed before this number of rounds has been conducted, the side with the surviving units may retreat if at least one of them received damage.

### 8.3 Ending a Combined Attack

**8.3.1** If a player has a Combined Attack Marker on a stack of his units, and all the enemy units in the hex move out (or retreat after combat or Combined Attack), immediately remove the Combined Attack Marker.

**8.3.2** If a stack of units under a Combined Attack Marker retreats, immediately remove the Combined Attack Marker.

### 8.4 Unresolved Combined Attacks

**8.4.1** Once the last Activation Chit of a turn is played, resolve any remaining Combined Attacks. The Combined Attack Markers do not carry over to the next turn.

**8.4.2** The attacker in this case is the side that declared the first Combined Attack in the hex. Both sides use all Combat Strength in the hex (the attacker gets to use units that are not under a Combined Attack Marker).

#### Combined Attack Example of Play

In the situation shown, the 21st Panzer Division stack is activated, and moves into the hex containing the 1st Army Tank Brigade. At this point the German units must either perform combat, or declared a Combined Attack. The German player declares a Combined Attack, and a Combined Attack Marker is placed on the 21st Panzer Division stack.

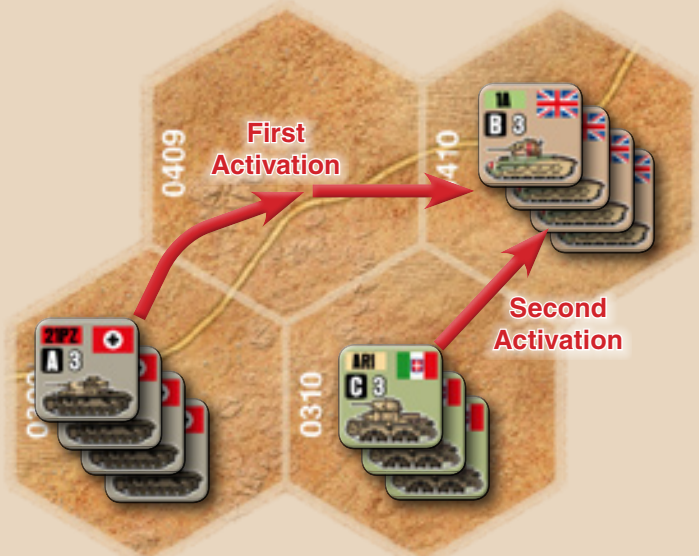
If the next chit drawn were to activate the 1st Army Tank Brigade, it could either move out of the hex, decide not to move and perform combat on the 21st Panzer Division units, or decide not to move and declare a Combined Attack (placing a Combined Attack Marker on the 1st Army Tank Brigade stack). However, the next chit drawn is for the Italian Ariete Division.

The stack moves into the hex containing both the 21st Panzer Division and 1st Army Tank Brigade. At this point it can either perform combat, or declare a Combined Attack. The Axis player decides to perform combat, and adds the 21st Panzer Division units under the Combined Attack Marker to his attack.

The total size of the attacking force has a Combat Strength of 7, and the defending force has a Combat Strength of 4. There are no modifiers to the dice rolls, so 6s only will hit. The Axis player rolls seven dice, and two hit. The Commonwealth player rolls four dice and one hits. In assigning damage, the Commonwealth flips over two of his units, and the Axis player flips over one of the 21st Panzer armored units (he has no choice in this, as half the damage—fractions rounded up—must be applied to the units with the highest Strength Level). This ends the first round of combat, but neither side is allowed to retreat. Combat must continue for as many rounds as there are attacking stacks.

In the second round the Axis player rolls six dice (his new Combat Strength) and scores two more hits, and the Commonwealth player rolls three dice (his new Combat Strength) and scores two hits also. The Axis player flips one of the 21st Panzer units to its reduced-strength side and flips one of the Ariete units as well (at least one hit must be placed on a 21st Panzer unit). The Commonwealth player flips his remaining two full strength units to their reduced-strength side.

At this point the Commonwealth player declares that he will retreat, the Axis player decides not to retreat. The Commonwealth units move into an adjacent hex. This allows the Axis player to perform Tank Recovery. He rolls two dice (one for each of the German armor units that were damaged during the combat), and he rolls a 2 and a 5, so one unit is flipped back over to its full-strength side (or, if there had been a German armor unit eliminated in this combat, it could have come back at reduced strength). The Italian armor may not perform Tank Recovery. The Combined Attack Marker from the stack of 21st Panzer Division units is removed, as there are no Commonwealth units remaining in the hex.



There is no restriction on the number of rounds of the Combined Attack, so a retreat can take place after 1 round (providing the retreating side took at least 1 point of damage or is a single reduced–strength unit).

## 9. Fortifications

**9.1** For the purposes of this game, Tobruk (0904) and Halfaya (0313) are forts, and Bardia (0612), Fort Cu-puzzo (0412) and Sollum (0413) are encampments. Units defending in these hexes receive defensive bonuses if they control the hex.

**9.2** Combat against units defending in forts and encampments (that the defender controls) are conducted for only one round. Combined Attacks are possible, but they only last one round. If all defending units are not destroyed in this one round of combat, all attacking units must retreat.

If all defenders are destroyed, the hex is captured, and if the attacking units received damage, the attacking units may retreat (see 12.1.4).

**9.3** Attacks against defending units in forts and encampments (that the defender controls) negate all attack modifiers except for the Rommel Directive modifier.

**9.4** Units defending in a fort hex (that the defender controls) get a die roll modifier of +1 modifier. Units defending in an encampment hex do not get this modifier. This modifier is cumulative with all other possible modifiers.

## 10. Rommel Directive

**10.1** The Axis player, from turn 4 onwards, can declare a Rommel Directive once each turn when a DAK chit is pulled. The effect of the Rommel Directive continues until the next chit is pulled. Stack the “Rommel” counter on the DAK chit to show that the Rommel Directive has been used for the turn.

**10.1.1** The activated German units that receive the Rommel Directive have a temporary Movement Allowance of 4.

**10.1.2** When rolling dice in combat, the Rommel Directive units get a die roll modifier of +1 modifier. This modifier is cumulative with all other modifiers, and cannot be negated.

**10.2** In the case where units under the Rommel directive join and resolve a Combined Attack, all attacking **German** units get the Rommel Directive modifier. However, if the units under the Rommel Directive are placed under a Combined Attack Marker, the Rommel Directive modifier will not apply when the Combined Attack is resolved later in the turn, as the effect ends immediately when the next chit is pulled.

## 11. Commonwealth Replacements

**11.1** Starting on turn 2, the Commonwealth force receives 2 Replacement Points every turn. Each point can be used to return a reduced–strength unit to full strength, or to bring an eliminated unit back at reduced strength. The player can use both points to bring an eliminated unit back at full strength. Replacement Points can be applied to different units in different hexes.

**11.2** When eliminated units are returned to play, they must be placed in a strategic hex (village, fort, encampment) containing a Commonwealth Control Marker.

**11.3** Replacement Points that are not used cannot be saved until a later turn and are lost.

**11.4** Divisions that receive Replacement Points cannot be activated that turn (their Activation Chit may not be placed into the mug). However such units can defend against an attack, retreat after combat, and conduct Tank Recovery as normal.

## 12. Control

**12.1** Control of the 13 strategic hexes, as indicated by the Control Markers on the map, can change during the course of the game. If control changes, flip the Control Marker to show the side that now controls the hex.

**12.1.1** If there are currently no units in a hex with a Control Marker, it is controlled by the side that last passed through the hex.

**12.1.2** If both sides retreated from a hex with a Control Marker, control belongs to the side that retreated from the hex last.

**12.1.3** If both sides were destroyed in the hex, control belongs to whomever controlled it before the combat.

**12.1.4** If one side was destroyed, the remaining side controls the hex even if all the units retreat from the hex.

**12.1.5** If there are units from both sides in the hex due to a Combined Attack, control belongs to whomever controlled it last.

## 13. Victory

### 13.1 Decisive Victory

If any one of the following conditions occur, the game ends immediately. Should two of these conditions occur at the exact same time, one for the Axis player and the other for the Commonwealth player, the Axis player wins.

### 13.1.1 Axis Decisive Victory

**13.1.1.1** Tobruk (0904) is under Axis control; or

**13.1.1.2** The total Combat Strength of Commonwealth tanks on the board is  $\leq 2.5$ ; or

**13.1.1.3** There are  $\geq 3$  Combat Strength of German units in any of the three hexes labeled “To Alexandria” and those units have a continuous line of roads or caravan tracks to German controlled Gambut (0608), Sidi Rezegh (0605), or Bir el Gubi (0403). The entire traced line of roads or tracks may not pass through any hexes with a Commonwealth Control Marker (though it can pass through hexes containing Commonwealth units).

### 13.1.2 Commonwealth Decisive Victory

**13.1.2.1** Total Combat Strength of German tanks on board is  $\leq 2.5$ ; or

**13.1.2.2**  $\geq 3$  Combat Strength of Commonwealth units in 0901 (“To Tripoli”) and no German units in 0902, 0903, 0803, 0804 and Tobruk (0904) (German units only, not Italian).

### 13.2 Tactical Victory

If neither side achieves a decisive victory by the end of turn 7, each player receives Victory Points (VP) for the strategic locations he controls, and the player with the higher total is the winner of a tactical victory.

1) Score VP as follows:

a. Tobruk: 2 VP

b. All other strategic locations: 1 VP

2) If the score is tied (7 VP to 7 VP), game play is extended for another turn. During extended play, the number of Activation Chits pulled is 14 per turn and a decisive victory is not possible. Continue play in this manner with additional turns until the tie is broken.

## 14. Credits

**Designer:** Ginichiro Suzuki

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**Translator:** Doug Williamson

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**Rules Layout and Format:** Nick Richardson

**Playtesting:** Ken Li, Jeff Chepeski, Jeff Myers, Arnie Shimo, Benjamin Starkweather.

**Special Thanks:** Perry Cocke, Ken Dunn, Hans Korting, Kevin Valerien, Brian Youse.

### Combat Summary

Determine the Combat Strength for each side. Full-strength units contribute 1 Combat Strength point, reduced-strength units contribute  $\frac{1}{2}$  Combat Strength point.

Roll 1 die for each Combat Strength point (round down fractions). Modify each die roll using the table below. Any die result of a 6 or greater gives 1 damage point.

Situation	Modifier
Strength Level two greater than enemy	+1*
All enemy units at reduced strength	+1*
Unit defending in a controlled fort	+1
Rommel Directive (German units only)	+1

\* this modifier is negated if attacking a unit in a fort or encampment.

Each damage point causes a unit to flip to its reduced-strength side, or eliminates an already reduced unit. Half of the damage must be applied to the highest Strength Level units. All units of the same Strength Level must be reduced before any are eliminated.

Either side may retreat (lower Combat Strength first, attacker if tied) if it took at least 1 point of damage. The defender may retreat if he only has a single reduced-strength unit. The attacker must retreat if he only has a single-reduced strength unit.

If only one side retreats, the remaining side may attempt Tank Recovery. Roll a die for each armor unit that took at least 1 point of damage. German armor recovers on a 5 or 6, Commonwealth armor recovers on a 6.

Repeat combat until at least one side is eliminated or retreats.

### Combined Attack

Attacker uses active units, plus all units in the hex under a Combined Attack Marker. Defender uses all units in the hex.

No side may retreat until there have been a number of rounds of combat equal to the number of attacking stacks.

### Forts and Encampments

Attacks against units in a controlled fort or encampment must end after 1 round of combat.