

THE CAMPAIGN FOR NORTH AFRICA:

The War in the Desert, 1940 to 1942

**Feedback section, S&T 54,
Jan/Feb 1976:**

NEW GAME PROPOSALS

SPECIAL EDITION GAMES: Each game will contain two to four 22" x 34" map sections. with 800 counters and the special detail available only in this type of production. and will sell for \$12 and up.

Rate the following game proposals on a one to nine scale. with one. two or three indicating very little intention to buy; four. five or six indicating a possibility of buying the game; seven. eight or nine, a definite intention to buy the game.

65. Battles for North Africa:

The seesaw African campaign with emphasis on ammunition, fuel, and the fluidity of desert warfare on the brigade/ battalion level.

(Also on this list are Highway to the Reich, and the feedback for games that would become Descent on Crete, Bulge, Atlantic Wall, Drive on Stalingrad, and Kursk!!)

Campaign for North Africa Moves 30, Dec 1976 /Jan 1977

This is the RIMS concept game that went high in the voting. It is still in the research stage, as we need battalion level OB, as well as

extensive info on ammunition and fuel, armor refit practices and vehicle wear-and-tear, plus the fun naval and air war. There will be, as of now, four maps. covering Tunisia to the Nile, including Italy (the boot), Malta, Crete. And Athens for shipping purposes. The idea is to maintain the fluidity of the Desert War while giving the player as much logistical and organizational information as possible.

Berg

Campaign for North Africa S&T 62, May/June 1977

Finally underway. this behemoth has entered the initial design stages. This means two things - research and map drawing. As for the latter we have relied primarily on aerial flight maps for general outline and location of major terrain features, supplementing these with smaller scale maps featuring the usual escarpments, wadis, etc. Waiting on the arrival of several maps from the National Archives, we are in the process of locating the system of oases and wells from which units draw the necessary water to keep their motorized units functioning. The map will differentiate between the standard "hard dirt" surface and the sand and gravel areas which were the bane of wheeled and tracked vehicles. As of now there will be five maps: the first

two maps cover Cairo to Marble Arch (the area of the game we are working on now) while the other three cover the rest of the campaign to Tunisia, etc. A sixth map will be used to coordinate the massive naval and air operations vis a vis shipping, etc.

OB work goes on apace. We have many good sources (official British, NZ, etc. histories, plus several publications from previously classified sources but pinning down the exact OB is always a pain. This especially applies to the Italian OB for the opening months - up to Beda Fomm. Several recent games contain interesting information along this line and we will not hesitate to use these where necessary. The actual system for the game has not been decided upon, but it is our hope to use battalion level units with a fairly, (or, better, relatively) simple combat system with reduction a la TSS. Concentration will be on usage and supply of fuel, ammunition, and water, as well as vehicle wear-and-tear and maintenance along with standard fatigue. This will mean extensive organization charts for keeping track of such niceties. We might even work in effect of spring-summer desert storms, and other such goodies. Scale is, at present, 7.5 miles per hex.

Berg

**Campaign for North Africa
Moves 33, Jun/Jul 1977**

Extended research goes on for this intensive game. It will not be a truly big game - in the sense of taking up space; rather it will concentrate on problems not covered before in other games, and the problem of presenting these in a depth never-before attempted. Thus much research on shipping tonnage, fuel usage rates, ammunition supply and use, water locations and use, etc. We have not yet arrived on a combat system, and the game is still in its pre-natal state, so to speak.

Berg

**Campaign for North Africa
S&T 63, July/Aug 1977**

Rich Berg's most ambitious project yet has still not received his full attention, and there is some possibility of further substantial delays. I cannot estimate when this game will be available at this point.

Hessel

**Campaign for North Africa
Moves 34, Aug/Sept 1977**

The big behemoth moves slowly forward. Work on the OB is the main thrust of our latest efforts, and this has proven to be a larger task than we originally thought. Not that finding out what was what is difficult; however, relating it to logistic information can be quite complex. For example, determining how much fuel a Panzer IV uses vis a vis a Matilda or a Sherman can be somewhat confusing, especially when you add into that such delightful statistics as a gallon of gas weighs 6.11 pounds (without the can; with a can it's 7.14 pounds). Now all this has to be translated into tonnage



information. The tonnage information then is dichotomized into shipping (transport) terms and usage terms. For the former, that means we have to know tonnage capacities for all the Italian transports. This is a bit more difficult than it would initially seem: e.g., how much does a "man" weigh in terms of transport and tonnage? Since the logistics system is the heart of North Africa, we are paying especially strict attention to these items. As of yet we have not finalized our combat system, but it will not be too complex. Our scale is now 8 km per hex (actually about 7.89 km per hex), and this scale would preclude any extensive tactical-style system,

such as carried by Tobruk or Highway to the Reich. We will be integrating tank, anti-tank, and artillery information, but exactly how this will be done is still in the future. We have also compressed our map somewhat to give us the 8km scale, and in the process we lopped off the Tunisia portion of the campaign. The latter was proving to be an albatross around the designer's neck both in terms of the scale (leaving it in would have meant a scale of 10.5 km per hex, much too large for what we wanted to do) and design intent (the operations in Tunisia were somewhat different than the desert warfare).

Berg

**Campaign for North Africa
S&T 64, Sept/Oct 1977**

North Africa: The game is at last taking shape, and we are aiming to complete the A&D work by the end of the year. However, we have not integrated the North Africa project into the production schedule as yet, due to its many previous delays. It should be available at the latest by the spring, and could come a month or so earlier.

Hessel

The Sandy Behemoth is slowly grinding into second gear. As our feverish researchers - Ed McCarthy, Dave Isby, and Howie Barasch - crank out OB after OB, the designer is equally feverishly coming up with rules and systems to cover everything from Fuel Consumption to Sudden Rainstorms. Initial playtesting will start about a week after writing this (we will be working initially with the 40-41 Italian portion of the campaign for purposes of

design) and much work has been done on movement rates, etc. We have our Breakdown Table for vehicles, with factors assigned for each hex traversed during movement. The factors range from 1/2 point for the Via Balbia to 32 points for Wadis. (The Breakdown factor is a function of terrain traversability as well as the movement rate). We have a weather chart, on a weekly basis, covering the major forms of weather that affected the campaign - including sandstorms and the aforementioned sudden rains. We will be using an Ability Point system (similar to, believe it or not, *StarSoldier* and AH's new *Gettysburg!*) rather than the standard movement point system, and combat strengths will be in large numbers (derived from the TO&E Charts for each Brigade/Division; this will keep the actual counters on the game map to a minimum! Remember, folks, this is a HIMS game - meaning that, according to what YOU wanted in the feedback, the game will be quite complex in terms of

information to be used by the player. We hope to keep the system simple (relatively); it will be the wealth and breadth of information that will make this the definitive Africa game. And yes - we are working on behind the lines raids; so better check up on Rommel's birthday.

Berg

**Campaign for North Africa
S&T 65, Nov/Dec 1977**

Publication Date Assigned:
31 March 1978

Hessel

Campaign for North Africa

Playtesting has been underway for two months, and it is generally conceded that you cannot tell your friends from your enemies. Each side is commanded by three or four players, and Commonwealth team blunders have twice permitted the Italians to stage rear area raids. The Italians are not immune; a communications gap caused their combat forces to outrun their



supply. The game has proven to be easy and exciting to play although the amount of information handled is immense, producing its own command control (as above) without need of any rules on the subject. The game revolves around the unit's Capability Point Rating, as anything a Unit does (combat, movement, reorganization, whatever) expends Capability Points. A unit may exceed its Capability Rating, but once it does so it is subjected to increasing disorganization with increasing possibilities of surrendering. The Capability Rating is only the tip of the iceberg. Players not only have to worry about external factors such as Weather (Heat, Sandstorms, Sudden Rains, etc.), Supply Availability or Breakdowns, but have to be able to get their forces into battle in a state of combat effectiveness. The key to achieving this is the Log Sheet, which provides a source of confusion to people who first encounter the game. Each Side averages only a dozen combat "units" and an equal number of supply "units" on the five maps (stretching from Cairo to west of Marble Arch) at anyone time, yet everyone appeals to be deeply engrossed in higher mathematics. For example, a typical Commonwealth Infantry Division HQ controls 14 combat units and 4 support units. Each combat unit's present strength is listed along with its rating of the following categories: Offensive Assault, Defensive assault, anti-tank artillery, armor protection, and capability. Each transport unit's capacity is rated in the following categories: Troop, Fuel, Ammo, Stores, and Water, as well as its own capability. If such a division is to move and attack Italian "units" decisions must be made as to the amount of expenditures of

material and combat unit positioning during the assault. As a mistake can be fatal, careful consideration is given to all of the information available. The Log Sheet provides all of the above information at a glance while keeping the number of counters on the maps to a minimum. Some sample information: The 1st Royal Tank Regiment (4th Armoured Brigade/7th Armoured Division) consists of – initially – seven strength points of A9 and/or A10 Cruiser Tanks with a Capability Rate of 15, a 0 Artillery Strength, an Anti-Tank Strength of 2, an Armour Rate of 2, an Offensive Assault Rate of 3 and a Defensive Assault Rate of 4. A9/A10 tanks have a Fuel Consumption factor of *two* with a Range level of *four* per Strength point. And that's just basic information. This may all seem a bit much, but all the game information is readily available, easy to assimilate and use. The intent here is to make the system smooth and playable and just give the players a lot of information to plug into the system. So far its working quiet well.

*Marty Goldberger
Rich Berg*

**Campaign for North Africa
Moves 36, Dec 1977 /Jan 1978**

"Lust in the Dust" moves on steadily, if not spectacularly. As with all of these monster games, it has been impossible to judge when it will be ready. We had hoped for a March publication date; we will be happy with 31 April 1978 now. There actually have been few problems; what holds up a game like this is its sheer size. And in *CNA*, size refers to the amount of information available to the player for use. The system itself remains facile and smooth, as attested by the facts that the rules have been

easy to write and are not overly long. An effort has been made to give what is essentially an operational game a tactical feel. Thus, the sequence of play is long and combat-involved. Players first engage in simultaneous artillery barrages, with accuracy dependent on whether he has placed his guns "up front" or to the rear (for safety). Guns up front may also be used as anti-tank weapons in the succeeding antitank and assault phases.

Here is the Sequence of Play for the Land game at present.

- A. Initiative Determination (Game-Turn Only) (A or B)
- B. Weather Determination
- C. Organization Phase
 - 1. Distribute Stores and Water
 - 2. Attach units/
transport to parent HQ
 - 3. Designate Reserves
- D. Air Phase (still under design)
- E. Construction Phase
- F. Player "A" Movement/ Combat Phase
 - 1. Transport/Convoy Movement
 - 2. Standard Movement
 - a. "A" moves units
 - b. "B" Reaction segment
 - c. Breakdown Determination
Both Players
 - 3. Player "A" Combat Segment
 - a. Both Players position artillery
 - b. Simultaneous Artillery Barrage
 - c. Player "B" Retreat Before Assault

d. Combined Anti-Tank and Assault Combat

4. Optional Release of Reserves by "A"

5. "A" repeats F/2, 3,4 as desired

G. "B" performs Phases C, E, and F

H. Air Phase

I. "A" repeats B, C, E, F

J. "B" repeats C, E, F

K. Air Phase

L. "A" repeats B, C, E, F

M. "B" repeats C, E, F

End of Game-Turn

Marty Goldberger

Rich Berg

**Campaign for North Africa
S&T 66, Jan/Feb 1978**

We have decided to bump this game down on the production schedule to make room for ***Swords & Sorcery*** and so it will probably be published sometime this summer rather than during the spring.

Hessel

Rommel and the *Deutsches Afrika Korps* have just arrived and are driving on Tobruk. The Axis are finding that victory bites the hand that doesn't feed it. The Commonwealth Players have defended historically and have suffered heavy losses by declaring to fight rather than retreat past Tobruk. However, the Axis Players have been forced to place all of their transport up front and have just about run out of supplies. While the Axis have been able to capture some supplies (and troops), the rest have been destroyed or removed to Tobruk, and in addition, the Commonwealth have been poisoning every possible water

source (which prompted a rule change). Meanwhile, the Commonwealth Players have been using the expensively bought time to construct fortifications and mine fields for the defense of Tobruk. The next few turns will determine whether the sacrifice was worth the cost. If Rommel smashes through the depleted forces guarding Tobruk, the Axis will be able to destroy or capture all Commonwealth units west of Mersa Matruh. If the Axis cannot take Tobruk, then entire army will have to fall back to regroup, mainly for supplies and tank replacements. Part of the Axis Players' problems have been their failure to take advantage of the desert track routes cutting south of the Jebel Akbar.

From the above, you can see that playtesting has been proceeding apace. The system is in its final stages of development, and as our final OB info comes in from our resident D.A.K. genius in Wisconsin (Richard Garczynski) the whole product will slowly shift into the Art Department. Playtesting will proceed, however, up until the last moment to see how the thing turns out.

Marty Goldberger

Rich Berg

**Campaign for North Africa
Moves 37, Feb /Mar 1978**

Awake! The design work for ***Campaign for North Africa*** is finished! The last three rules - Patrol, Air Combat, and Long Range Desert Forces - have been completed and are now undergoing testing. The rule are being hammered into presentable form and scenario testing will continue for several weeks.

As requested, **CNA** is a detailed operational level game. However, we have kept the detail off-map to simplify game mechanic, Thus, while typical on-map counters represent divisions and brigades, the basic building blocks are battalions which take individual strength point losses. Other examples of the game's extraordinary detail are truck differentiation into three sizes, distinctions among four types of supplies, individual desert generals. daily weather, and individual planes - with individual fighter pilots! Combat involves three artillery CRTs, two ground combat CRTs (also a "Morale at the Instant of Assault" table), differentiation of ammo expenditure by various units, tank requirements for supporting infantry in assault to make full use of their capabilities (the Commonwealth 1940 armored divisions, which were comprised mainly of tank, are now in the same mess they were in the campaign without any need for combat strength juggling), and prisoners (capture, care, and feeding of). This detail is enhanced by the use of two different colored dice in some of the tables, permitting results off a pattern of 36 equal possibilities (ala APBA Baseball). The detail is also reflected in the ten different types of displays that the Players use to keep track of their unit and/or supplies status.

In addition, the game has been designed so that it can be played with out the detailed supply rules (cutting playing time by two-thirds). Have no fear, all except the first three weeks of play testing have been with the entire supply sections (they were one of the first sections designed).

Marty Goldberger

Rich Berg

Campaign for North Africa
S&T 67, Mar/Apr 1978

Knock on wood: there is about a 33% chance of an Origins release on this blockbuster- More likely is August.

Hessel

People don't believe me when I keep insisting that **CNA** is a very simple game to play; it just requires attention to details. For example - to Assault an enemy unit you simply multiply your unit's ground strength by its rating(s) and compare it to the enemy number, modifying the difference for Terrain and (possible) Morale. Of course there are certain considerations - Can I afford the cost in Capability Points? How much Ammo will I expend? How many battalions is he likely to immobilize in the Artillery Barrage Phase? What units should I place in Anti-Tank roles? Is my Morale going to be modified because my men are elated or exhausted? Let's see, I've got three battalions of infantry of 15 TOE points with an Assault Rating of 1, three Heavy Weapons battalions of 17 TOE points with an Assault Rating of 4, four TOE points of Mark VI tanks with an Assault Rating of 2, 3 TOE Points of Matildas with an Assault Rating of 4, and, if I throw in my 2-lbr Anti-Tank Guns instead of using them for Anti-Tank, this whole thing is worth....

CNA tends to be very good at boggling the minds of the numerous visitors we get here at SPI. The following is a(n incomplete) list of the details in the game that have produced the reply "You have what?!?"

"...dummy supply dumps & minefields", "...the Desert Rats (Long Range Desert forces)",

"...poisoning Water Holes", "...Assassination attempts on Rommel", "...yes we have individual planes, but what I said was that we have individually-rated fighter PILOTS", "...daily weather", "...Truck breakdown", "...ten different *types* of displays for keeping track of your units/supplies status", "...towing out-of-action tanks to Repair Depots", "...bombing and building roads", "...strafing columns of troops", "...morale modifiers at the instant of combat, (if that Italian brigade is attacked it is likely to Surrender, while the German 5th Light Division is off the scale in Morale bonuses)...;"

And last but not least: "You see that counter marked 'Commonwealth 2nd Armored Division?' Well, it has 2 battalions of 50 Mark VI tanks each, one 50 tank battalion of Crusader IIs, and a mixed battalion of 15 A9s, 20 Matildas and 15 (captured Italian) M 13/40s, two 600-man battalions of machine-gun armed infantry, 24 6-pounder Anti-tank guns, 12 3.7" anti-aircraft guns, 36 18-pounder artillery pieces, 33 25-pounder artillery pieces (detached from the

4th Indian Division) and exactly 190 Light Trucks, 610 Medium Trucks and 260 Heavy Trucks carrying all of the infantry, 640 points of Water (a five day supply), 318 points of Stores (a week's supply), 316 points of Ammo (enough to fire everything off once) and 2150 points of Fuel (enough to move the division 80 miles on a road, or about a one Impulse supply)."

But I still insist it is easy to play... just don't plan on going anywhere for a few months.

Marty Goldberger

Campaign for North Africa
Moves 38, Apr /May 1978

Details, details; the name of the game is details. **CNA's** game system lends itself to adding details without adversely affecting the overall play of the game, and we have been doing that since square one. For example, the air system was originally quite abstract; it is now a separate sideshow to the Land Game, requiring the efforts of one player just to keep the planes flying and exploit only a few of the possible actions available. Rich has



been telling me since I started developing this enfant terrible that he would not be putting in any 'Italian Frogmen' rules. An Italian Frogman rule is one that adds detail to the game on an incident or incidents that had little effect on the course of the battle/war of the game under design and would normally be incorporated in the game in some simple manner. However, Rich has been adding such rules as we go along, as anyone who has played with the rules permitting assassination attempts on Rommel, poisoning wells, assigning individual fighter pilots their own airplanes, etc., can attest. Now Rich has added The Italian Frogman rule - the Axis may make an Italian Frogman strike (they rode in on torpedoes) on the British navy.

We have completed the second testing of the second scenario (Rommel Arrival scenario). The rapid axis advance on Tobruk in this play test was a result of their making use of wide flank marches. The Commonwealth forces were forced to retreat or be surrounded and defeated in detail. This tactic was so successful that the German 5th Light Division was able to sweep past the defenders and capture Tobruk. However, it was unable to hold the city and was forced to surrender in toto, due to a lack of supplies, with only General Rommel escaping (disguised as a Bedouin water seller).

Marty Goldberger

**Campaign for North Africa
S&T 68, May/June 1978**

That **CNA** has proven to be a difficult project goes without saying. Not difficult because of the system involved, but difficult because of the sheer amount of

research effort needed for the game. As **CNA** winds down (it heads into the Art Dept in May for probable release towards the end of the summer. but definitely before September!) I can say that **CNA** will be one of the most challenging and informative simulations ever devised. Specifically, there is more Hard Information, more OB, more logistical knowledge in this game than anywhere. And it is all wrapped up in a system that is easy to learn and even easier to implement. All you have to have is a lot of time.

Now, we're not kidding anybody by saying that this is a simple game. It is not; but neither is it a mind-bender. The difficulty IS not in the system, it is in dealing with the staggering amount of information placed before you. The players are given the same problems facing the actual commanders in Africa - and virtually all of those problems have to be solved. The truck is King. The player who can organize his logistics in some rational format will do well; but this is easier said than done.

The OB work is exceptional. Not exceptional in that it is 100% accurate; I doubt whether it is that. What is exceptional is that, for the first time *anywhere*, owners of **CNA** will have a complete Order of Battle, on a battalion level, of all units that fought in Egypt and Libya from 1940-42. That includes:

Anti-Tank regiments (and sometimes companies), Flak battalions, air squadrons, Oases detachments, German "ad hoc" *gruppen* and a host of other units. And these units are rated for training and morale, even to the extent that many units must be trained in Desert Warfare before they can fight at maximum

efficiency (although you are free to throw these units into the front if you need them before they are trained). We have worked very hard on our OB, harder than on any game. Several people all over the country have provided remarkable information, yet the number of contradictions and the amount of simply missing information are staggering. We have attempted to solve that - we are still working on it (mostly with scattered AA units and arrivals of types of guns and tanks). Trying to determine whether an artillery regiment has 4.5's or 25-lbers, or 18-lbers, or where the damn 60-lbers are can be frustrating when each source tells you something different. But suffice to say Campaign for North Africa far and away, the most definitive simulation of an individual campaign ever designed. And it's a hell of a lot of fun to boot.

Rich Berg

**Campaign for North Africa
Moves 39, Jun /Jul 1978**

Play testing has finally halted, and **CNA** is wending its slow way, piece by piece, into the Art Department. The five game-maps have been back there for several months, but they have now gone through several revisions to account for some changes based on Italian maps from the late 30's and early 40's and the help of our non-resident genius researcher, Richard Garczynski. Most of the adjustments were to track locations and types of terrain in certain areas. Several wadis had been erroneously positioned, and these were also changed.

The order of Battle is now being finished in its two incarnations: the counter-mix and the Organization and Arrival Tables (one for each Division or Brigade).

CNA's OB has been particularly difficult, and it is with much satisfaction that we can say that ours is about as accurate an OB as you are ever going to see on this subject. (Thanks to Richard G. , we have identified most of the Italian garrison units, and he has supplied us with much information on the Gal Settore di Coperture formations.)

The final rules manuscript is half-finished, although several rules sections have yet to be finalized (including Axis Naval Convoys, Replacement Rates, Commonwealth Off-Shore Bombardment and Italian Frogmen, among others).

Three scenarios have been set - The Italian 1940 Offensive, Rommel's Arrival, and the Campaign Game - and we are finalizing information on El Alamein (10/42), which will be more of a chase scenario, but we are not sure what accurate supply info we have for this. In all, we are aiming for an early autumn release.

Rich Berg

Campaign for North Africa S&T 69, Jul/Aug 1978

CNA is slowly being fed into the Art Department, and the rules have initially been completed (except for the final touches on the Axis Aegean Air Network and some minor adjustments to the Malia rules). Most of the tables have also been finished - except for Artillery Barrage against Facilities and some Strafing information. While the rules are being digested, attention has now turned to tuning up the Order of Battle (compliments of our non-resident researcher, Richard Garczynski) and the Replacement rates. The latter has proven to be something of a hard

nut as exact numbers of men (as opposed to new units) and the dates of their arrival are often hard to come by. And, to add to that confusion, we have to figure out how to "factor" this information into the Axis Convoy Rules (e.g. a 150mm Artillery piece may weigh, say 2 1/2, tons - that may be the wrong number, but take it for argument sake - which is fine, but how much room does it take?) Speaking of Artillery, we now have over 25 different pieces of Artillery rated from Italian 65/17's up to German 210 mm's and British 5.5" howitzers. We also have 25 different tank ratings and 10 various anti-tank weapons. And all this for an operational level game!

Rich Berg

Campaign for North Africa Moves 40, Aug /Sep 1978

The Sandy Behemoth is finally in Production Land. The order of battle and counter mix have been finally set (until and unless we find the two missing battalions of Commonwealth units ...) at 1800 counters; 1021 of these are considered "combat" counters, with an approximate breakdown of 157 German, 437 Italian and 421 Commonwealth. This does not include ships and/ or planes. (The latter counters are used somewhat more abstractly than the land units, although abstract is a humorous term to use in **CNA**). The last minute changes to the OB proved difficult - the whole OB for Africa proved to be an immense chore. We had several problems with the grotesque number of ad hoc Italian units (territorial and garrison troops, splinter artillery units, etc.) and even the British armored battalions gave us some fits (who belongs to what and when - and why?) We are quite

happy with our OB; we think it is the most accurate ever published in such form. There are, to be sure, discrepancies. For instance, Playfair states that the 1st Sherwood Foresters was at Tobruk when it fell; Joselyn states that the Foresters were in Cyprus and nowhere near Tobruk. One book lists the 10th Indian Division with two brigades; another source gives it three brigades (oh where are you, 25th?); a third source says there is no 10th Indian Division!!! Try playing games with that sort of information. Other minor touches have been added: Rommel is now away on trips to Berlin, the British have evaporation and spillage problems (above the norm) because they have lousy containers, prisoners can now escape, Dummy Tank Formations and the Desert Recovery Squadrons have been added ... the list of minutiae is endless. We're pushing mightily on **CNA**, and we're looking for a mid-Fall release.

Rich Berg

Campaign for North Africa S&T 70, Sep/Oct 1978

As you, dear readers, may see from the ad in this issue, **CNA** is approaching its destiny. As of this writing (mid-August), the map and counters are in the Art Department for Redmond's sage advice and consent, the rules are finished and presently shuffling between a varied group of readers and scribes, and the charts are being typed for the final form. (There are 50 or so charts ranging from the immense combat tables, the largest of their kind ever seen - son of the Bigfoot of CRT's - to a whole host of minutiae charts, such as Harbor Mining, the varied Axis vs. Malta Air Availability Table, and



the Chariot Attack Table.) What remains to be done is the final typing of all the scenarios and the finalizing of the Replacement Tables. The latter has been saved for last - that was the one item we had the least information about. We are combing our sources for a second time to find even the briefest hint of the number of non-unit replacements (i.e., drafts). We did find a list of all German tank replacements, but the major thorn has been truck numbers. Allied information is available, but the numbers are misleading: many trucks that arrived in Egypt were put to use in Cairo, Suez and Alexandria, handling shipments and L of C problems. We are also playtesting our last scenario: Crusader. This scenario can be played without the massive logistics system used for the rest of the game. Much help was obtained for this scenario through Frank Chadwick at GDW, whose huge game on Crusader has just been released. All in all, this is, hopefully, our last progress report. It's done.

Rich Berg

Campaign for North Africa Moves 41, Oct /Nov 1978

Just a brief note on The Epic in the Sand. The maps are under treatment in the Art Department at this time (September), the counter-mix is solidified (pending any last minute information received). and the rules are finished and being read by a battery of (overwhelmed) editors. The only items remaining are the Reinforcement Tracks and Replacement Tables. The former is simply a lengthy, tiresome job with a lot of crosschecking to do. The latter is the scariest part of the design. Very little concrete information is available, on a campaign scale, of the actual numbers of "men" and "guns" that were sent over as Replacements (as opposed to new units, etc.) We have such info for tanks and airplanes; almost none for artillery replacements (where we will have to extrapolate using known figures at various points) and Axis trucks. We do have some numbers for

Trucks, but these numbers can often be misleading. e.g., the Commonwealth received 1276 trucks in May of 1941. The question is, what kind of trucks and for what were they used. The Allies used a great number of trucks for unloading shipments at Cairo and Alexandria. Just how many is never made clear. Problems like this can cause hair to be raised on otherwise barren locations. We have such excellent information on all other levels that working on Replacements has been a major cause of worry for both hard-pressed designer and over-worked developer. A note here: it is unusual to have such a dedicated and hard-working developer as Marty Goldberger. It would be hard to imagine this project ever getting near anything like completion without his help. Anyway, **CNA** is almost finished. I personally think it is one of the finest systems I have ever designed. And it was hard work.

Rich Berg

Campaign for North Africa S&T 71, Nov/Dec 1978

We blew it on this one. Seems there were more gray areas concerning rules and systems than we thought, and it has taken us a month - Including a grueling two week rules editing/arbitration to finalize things. The game will not be ready before mid-January.

Hessel

The sun was hot, almost burning. It blazed with an intensity that seemed to burn into the skull, and shimmering waves of heat rose from the horizon. Three men, ragged, weary, worn by thirst, heat, and overwork, staggered toward the horizon. The first two stumbled, refusing to go on. But

their commander, Sergeant Hessel von Markof was relentless. Brandishing a rust-eaten, sand clogged Luger, he forced the weary Legionnaires - the Romantic "Beau" Berg and his faithful cohort "Gold" Berg - onward. "You will lead me to the "Blue Water", Herr Berg. I promise you." Hessel von Markof's voice was a croak in the dry air. "But sergeant, there is no Blue Water. I have received no Tables or Charts for it. And you have all final drafts..." The sand caught in "Gold" Berg's throat and a rasping cough wracked his giant body. "Beau has it.... he always had it." "Beau" Berg smiled He knew exactly what Sergeant Hessel

wanted but only he knew where it was. (And even he wasn't too sure).

"Soon, Sergeant Hessel... very soon. It will all be yours very soon." A smile played around the burnt and cracked lips of the weary 'Beau.' "You've been telling me that for weeks, Private 'Beau' Berg." The word 'Beau' was spit out with a mouthful of hot, dry sand. "You keep walking until it is all mine." Beau Berg halted and swayed dizzily in his place. He turned slowly towards the sergeant. "It would be folly to go further. Sheik V'Asee is watching our every step, and Ali ben Randall is lying in wait... with eagerness, I would note."

"Yet you will proceed." The words lashed out from the tired bent, and poorly dressed frame of the veteran sergeant. And the three turned towards the horizon and trudged on. Tune In next week.

Rich Berg

**Campaign for North Africa
Moves 42, Dec 1978 /Jan 1979**

Well, I must say that I am impressed. This is quite a game! I had been aware of its broad outlines, but the whole point of Rules Editing is from someone here who is game literate but not familiar with the game to give it a final once over, and so reading the 600-plus pages of rules manuscript was a vast learning experience for me. Rich Berg's continuous combat system impressed me as a substantial and logical extension of the efforts that have been made throughout the history of the hobby to express in a game system the complex interrelationships between the various factors which go into determining the combat ability of a military unit. He has distinguished in detail several of the most critical aspects - mostly ones that can be measured with a high degree of objectivity such as time, space, ammunition, fuel, etc. - and puts into the hand of the players decisions which in other games "come out in the wash", as it were.

For example, in *CNA*, if one wishes to commit one's troops to an all-out offensive, he has the option to maintain the attack to and beyond the point of exhaustion of his troops. And if one knew (or suspected) that the enemy was close to running out of ammo, or close to collapse himself, such an attack could be worthwhile. Of course, such an attack would make one's forces in

The ultimate in simulational realism!

The culmination of two and a half years of research and development, *The Campaign for North Africa* has emerged at last as the most intensive and complete simulation ever published.

- ★ over 200 pages of rules, charts, tables, log sheets, data summaries, historical background, and supporting material
- ★ 1800 counters, over 1000 of them representing combat units
- ★ more than 15 types of tank and nearly 30 varieties of artillery individually rated
- ★ five 23" x 34" four-color maps
- ★ complete coverage of the war in the air (with individually rated pilots and aircraft types) as well as on land
- ★ enormously detailed logistical system that brings the nightmares of supply and maintenance in North Africa to life
- ★ innovative Continual Movement system that allows units to go as far as they please — as far as they dare.

The Campaign for North Africa is ready now to provide you with the most consuming and fulfilling gaming experience of your life.

Available now for \$44 boxed.

A super-detailed, intensive simulation specially designed for maximum realism

THE CAMPAIGN FOR NORTH AFRICA
THE DESERT WAR
1940-43

HEADQUARTERS UNIT Garrison Indicator
Engineering Capability: EG
HQ Indicator and Stacking Point Value: (2)
Designation: 31 Gaf
Unit Type: III
Parent Formation (Garrison Location): Tobruk

COMBAT UNIT
Organization Size: 1
Stacking Point Value: III
Designation: 11bM
Unit Type: I
Parent Formation: Maletti

AXIS COASTAL SHIPPING UNIT
1000 ton Naval Transport Capacity
Designation: B

COMMONWEALTH WARSHIP
Warship Type: BB 6/12
Designation: On Elizabeth
Barrage/Anti-air Strength

turn extremely vulnerable - a vulnerability that is accurately reflected in the **CNA** game system. It's a long way from each player having each of his units attack once and once only each turn of the game . . .

Speaking of long ways, there are many kilometers between Tripoli and Cairo; and Rich and **CNA** developer Marty Goldberger are both convinced that they have walked the distance back forth several times in the past year. Perhaps inevitably, some of those travels were along different routes, and, even between the two of them, they missed one or two important stops. Consequently, we had to spend considerable time

and effort ironing out some of the systems or parts of systems where omissions or contradictions had crept into the rules. For example, we added a search capacity to the Commonwealth anti-convoy air effort, and resolved the important issue of whether or not the players would keep track of the amount of gasoline in the tanks of their tanks, if you see what I mean. (They do, of course.) Plus we had miscalculated the amount of work required to format the Scenarios and find these last elusive units, and that took time. And finally, parts of several Rules Sections had to be rewritten to conform with the SPI format (mostly transplanting procedures explaining how to do things from

sprinkled minor cases to "Procedure" paragraphs). The end result was nearly a month longer spent on the "editing" process than we had anticipated, with a consequent delay in publication. As this is written, artwork on the maps and counters is substantially completed, typesetting has begun on the rules, but the charts are not even all formatted as yet (i. e., Marty won't even turn in the last of them until 22 November). With luck (and we're due some), players can be experiencing the heat of North Africa as the first snows of winter sweep across the land.

Hessel

The image shows the front cover of a board game box. At the top, in yellow text, it reads: "A super-detailed, intensive simulation specially designed for maximum realism". Below this is a thick black horizontal line. The main title is in large, bold, red letters: "THE CAMPAIGN FOR NORTH AFRICA" followed by "THE DESERT WAR" and "1940-43" in a slightly smaller red font. The central illustration is a black and white photograph of three soldiers in military uniforms standing on the roof of a military vehicle. The soldier in the foreground is looking towards the camera. The background is a hazy, desert-like landscape. In the bottom left corner, there is a small red logo with the letters "SPI" and the number "2140". To the right of the logo, there is small text: "Copyright © 1978, Simulation Publications, Inc., New York, N.Y. 10010. 'THE CAMPAIGN FOR NORTH AFRICA' is SPI's name for its comprehensive guide to the desert war in Africa in WWII. 7-78. Approved for". At the bottom center, there is text: "GAME DESIGN: Richard Berg • GRAPHIC DESIGN: Redmond A. Simonsen • GAME DEVELOPMENT: Martin Goldberger".

Soon Available after 2 Years of Research & Testing
Special Pre-Publication Price!

THE CAMPAIGN FOR NORTH AFRICA:

The War in the Desert, 1940 to 1942

The Campaign for North Africa: never before has a game so accurately depicted all facets of a single, prolonged campaign, and never before has so much hard information been presented to the gamer in such usable form. *CNA* is a massive, ultra-complex simulation designed on a multi-player level. Yet the complexity is not in the game system, which is quite playable and easy to learn; it is in the sheer amount of input that the players must assimilate and control. Organization and Training of units, dispensing fuel, ammunition and food, finding necessary transport, refitting aircraft, repairing tanks, fighting sandstorms and fierce, unrelenting terrain, raiding enemy depots with Desert Raider forces, planning supply needs and conveying them to port — it's all here, and more — much more. Some of the features of the game are:

The Game-Maps: Five 23" × 34" four-color maps portray the desert from the Nile Delta to Nofilia, with additional areas for Tripoli, Malta, Crete and Italy/Sicily. The terrain itself is a revelation, including Wadis, Sand and Rock Gravel, Ridges and Escarpments, the Delta, Depressions, Salt Marshes, Sand Desert, etc. Based on Aerial Survey maps of the coast, plus German and Italian military maps of the early 1940's, the game-map is the most accurate operational-level map of the area currently in print.

The Units: 1800 counters are provided, over 1000 of them being land combat units of battalion (and some company) level. Over 25 different types of tanks are individually rated, as well as close to 30 varieties of Artillery pieces — not to mention anti-tank guns and anti-aircraft pieces, including the infamous German 88's. Also included are several hundred plane and squadron counters, British Fleet counters, Axis Coastal Shipping units, and such special units as Long Range Desert Groups, Special Air Service Brigade, German Mobile Tank Recovery Squadrons, and a host of other various markers. The counters are multi-colored by nationality and they are remarkably easy to read.

The Order of Battle: Over a year of research by more than a dozen researchers has produced the most accurate Order of Battle for the campaign. For the first time anywhere, *CNA* offers historians a complete

chronological OB for the *entire* campaign! Each Division and Brigade has a separate listing, complete with footnotes and special items of interest. Furthermore, the organizational set-up for each nationality is explained and used as a guideline. For example, the British Armored Divisions have four different organizational parameters, all of which serve to limit how each can operate! The Order of Battle in *CNA* will be a source of information — and yes, controversy — for years to come.

The Movement System: *CNA* employs a unique concept: Continual Movement. The Continual Movement concept is one of the most interesting design innovations of the year. Players may move and fight with their units as long and as far as they wish, limited only by how far they wish to drive them. The further the drive, the more susceptible units are to Disorganization. Vehicles also suffer Breakdown problems. Each type of terrain has a breakdown factor, and each unit has its own Breakdown Rating. The farther a unit moves, the more susceptible it becomes to breaking down. Players then have to tow their disabled tanks and trucks to their Repair Facilities.

The Combat System: Each land unit in the game is rated for Barrage Capability; Vulnerability; Anti-Armor Fire and Armor Protection Ratings; Offensive Assault and Defense against Assault; and Anti-Aircraft. These ratings are multiplied by strength points, equivalent to 100 200 men, five tanks, four to eight guns, etc. Furthermore, all units have Morale Ratings (and often need Training to reach them) which are further affected by Cohesion (exhaustion, esprit de corps, victories, etc.) The heart of the system is the three giant CRT's, with literally thousands of possible results. When interwoven with the Continual Movement System, Cohesion Levels, a unique Reserve Status Rule, and mobility through transport, combat takes on a meaning, and an explicitness, far in excess of that found in normal operational games.

The Air War: All the planes are here, and each plane is represented *individually!* Included are the great Beaufighters, the lumbering SM 79's, the marvelous Spitfire VB's and VC's, the special tank killer Hurricane IID's, the night fighter Ju88C's, and even specialized reconnaissance planes such as the Sunder

land Flying Boats and the Imam RO 37bis. Players will have to refuel, rearm and refit close to 1500 planes. To help them, we've provided the fighters with individually-rated pilots, including the infamous German Ace, Marseilles!

The Special Rules: There is a veritable multitude of rules designed expressly to accurately simulate the subtler factors present in the war for North Africa. From the New Zealand RR Construction companies, through the Well Poisoning rules, to the amazing exploits of the Italian 10th Light Flotilla, each and every nuance of the campaign is covered in marvelous detail. There is even a rule for a Raid on Rommel. Nothing is left out, everything is provided for the players — all geared to solve the problem of "command control". With hundreds of units, thousands of tons of supplies, and every real combat problem to handle, each player provides his own "command control". Even the strength of the units is completely unknown to the opposing players. For that we have patrolling, air reconnaissance, and the Desert Raiders.

The Scale: *CNA* uses a multi-layered sequence of play in which each Operational Stage covers approximately 2½ days of play. Each hex is the equivalent of five miles (a scale of 1-500,000). Unit scale is noted above. The sheer amount of material and information available in *Campaign for North Africa* is staggering. For that reason we will state here that *CNA* is unequivocally *not* for the casual gamer. It is a serious, consuming simulation on an intensive level. It is for the historian, it is for the game-buff, and most of all it is for anyone who wants insight on what it is like — in fine detail — to conduct a complete campaign over a course of time. The Player is in total control; the game "simply" provides the information. With scenarios of varying length, *CNA* is a long game even at its shortest! The quickest scenario can be played in a weekend, not including set-up time (which can be considerable). A "simpler" scenario — not using the logistics rules — (Operation Crusader) is provided, but the complete campaign game runs well over 1000 hours of playing time. Designed by the award-winning Richard Berg, *Campaign for North Africa* is the most definitive, most exhaustive, and most challenging simulation of the year.

SPECIAL! Pre-publication orders for *Campaign for North Africa* received on or before 7 December 1978 will be honored at \$28

***Campaign for North Africa* will sell, after 7 December, for \$32. Available 7 December 1978.**

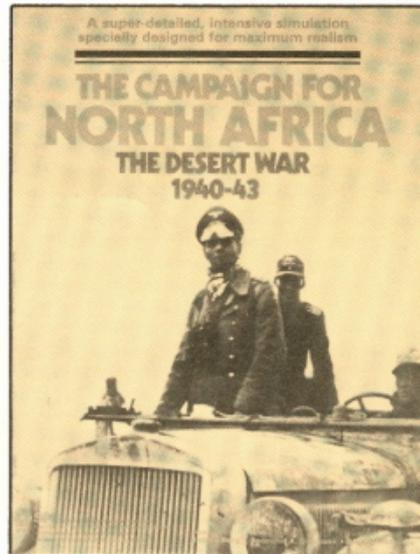
Available as of June 22 (in time for Origins '79) for \$33 boxed.

THE CAMPAIGN FOR NORTH AFRICA

The War in the Desert, 1940 to 1942

For twenty years, the hobby of wargaming has been expanding ever more widely the potential of simulation games to provide the gamer-historian with critical insights into the whys and wherefores of military history. *The Campaign for North Africa* stands, not only as the culmination of two and a half years of painstaking research and development, but also as a provocative and substantial expansion of the inherent power of simulation gaming to bring history alive.

The Campaign for North Africa brings SPI as near the ultimate simulation realism as we have ever been. *CNA* has (almost) everything: 1800 counters, over 1000 of them representing land combat units, are provided. More than 15 different tank types are individually rated, as well as nearly 30 varieties of artillery pieces. Other counters represent British ships, supply dumps, tank recovery squadrons, long range desert groups, airplanes and squadrons, and a variety of markers. Five 23" x 34" four-color maps cover the sands of North Africa from the Nile to Nofilia, with off-map boxes representing Tripoli, Malta, Crete, Italy, and Sicily. Included on the maps are all the features that affected the fighting — among these many that will be new to students of previous games concerning this topic, such as oases, wadis, sand and rock gravel, salt marshes, the Delta, and



several others. And last, but not least, over 100 pages of rules and supporting charts and tables cover in detail the three critical factors that shaped the course of the struggle: the land battles, the air battles, and the logistics. From individually rated pilots and types of aircraft to the higher consumption of water by Italian units because of the fact that they were supplied with spaghetti to the decided superiority of the German 88's — *CNA* has it all!

And yet, replete as it is with unprecedented detail, at its core *CNA* is a highly playable game. The innovative Continual Movement system allows the player an illuminating insight into the dynamics of the war in the desert. Basically, players may move and fight with their units as far and as long as they wish. Of course, the further they go, and the more they fight, the more susceptible units are to disorganization. And disorganized units are vulnerable units.

By the same token, as playable as the mechanics are, the sheer weight of the material and information packed into *CNA* is staggering. For that reason, we must state unequivocally that the game is *not* for the casual gamer. *The Campaign for North Africa* is the most intensive and complete simulation ever published by SPI. Even at its shortest, it is a long game. The quickest scenario can be played in a weekend, not including set-up time (which is considerable). The complete campaign game runs well over 1000 hours of playing time.

The Campaign for North Africa is a game designed for the historian, for the gaming buff, and most of all for anyone who is looking for some insight into what it is like — in fine detail — to conduct a campaign-level military effort. It could be the most consuming and fulfilling gaming experience of your life.

