

which played a major part in the late stage of this campaign. Its combat values were calculated assuming that it contained the 3rd, 6th, and 21st medium tank battalions plus one Bersaglieri infantry battalion. The three tank battalions mentioned above arrived in Tripoli between November 1940 and January 1941 and in total contained approximately 130 M13/40 tanks. The Saharan Detachment which was stationed at Giarabub along with a brigade-sized garrison force is included as an option but was left out of the variant because historically it was outside Graziani's span of control and had little impact on the desert fighting.

The Initiative Die Spans given on the Turn Record Track were determined subjectively based on the ebb and flow of the campaign historically. The Commonwealth Reinforcement/Withdrawal Schedule (5.17) and the Axis Reinforcement Schedule (5.18) as well as Air Points, Refit Points, and arriving supplies were determined based on the *CNA* reinforcement schedules. The FOX KILLED and *DF* unit arrival dates are somewhat later than the corresponding *CNA* dates because of time spent in training and/or in travelling from Tripoli to El Aghiola or from Cairo to Alexandria.

The three British armored brigades discussed in case 5.2 always return as class 2 cadres because their class 1 tanks were obsolete A9's, A10's, and Mark VI's which were thoroughly worn out during the first several months of fighting. Because these tanks were relatively worthless by the time the Germans arrived, no substitute is required if one or more of these units is destroyed prior to their scheduled withdrawal (Case 5.17), nor does the Axis player get a victory point in the extended campaign scenario if the Commonwealth player is unable to withdraw any of the three brigades (Case 15.46). Historically, at least one armored brigade was refitted by the "Tiger" convoy which arrived in Alexandria in May 1941.

Although the Italian Air Force in Libya was much larger in September 1940 than the Commonwealth Desert Air Force, I have given each side 1 Air Point. The Italian Air Force in Libya was a threat from September to December 1940, but its actual accomplishments were limited and Italy never achieved even temporary air superiority during the campaign. In the *DF* system, the functions of Axis air power are to increase enemy casualties and to reduce the Commonwealth presence on Malta. Since the Italians were particularly unsuccessful in accomplishing either, I have chosen to understate the Italian air capabilities. The Axis Air Point arriving in February 1941 represents the transfer of the Luftwaffe's X Fliegerkorps to Sicily, from where it was able to attack Commonwealth forces in eastern Libya.

Case 7.27 was included to simulate the usefulness of Tobruk as a supply base to the Italians. Supplying combat operations (particularly offensive) remains difficult, but as long as Bardia is held, sufficient stores to keep the army in general supply can be off-loaded at Tobruk. The rule also encourages the Italian player to garrison Tobruk (and Bardia to some extent) as was done historically. The reason for the stipulation involving Bardia is that once Bardia has fallen, the Royal Navy

would be better able to prevent major supply convoys from reaching Tobruk. Case 7.58 simulates the difficulties the Italians had, regardless of Commonwealth interference out of Malta, in shipping supplies to Libya sufficient to allow offensive operations. These supply difficulties eased substantially in February 1941. Again this was related to German involvement including the presence of the X Fliegerkorps in Sicily.

Lastly, the September 1940 positions of the Commonwealth and Axis units (15.32 and 15.33) were determined by transposing the initial set-up from the Italian campaign in *CNA* to the *DF* map grid. The "Anywhere in Egypt" units allow the Commonwealth player some flexibility in his dispositions. The situation is complicated because these units are

THE DESERT FOX™ GAME ADDENDA

Counters:

The Italian *Artclre* Armd Arty unit arrives on Game-Turn 13 (not 18). The Axis Reinforcement Schedule also incorrectly reads turn 18.

Commonwealth 6/2NZ enters on Game-Turn 3 (as per the Commonwealth Reinforcement Schedule) instead of on turn 2 (as printed on the counter).

The Movement Allowance for Italian 101/ Tri Heavy Wpns remains 14 when the unit is depleted (the counter reads 28).

Commonwealth 1FF should be 2 Stacking Points on both its depleted and non-depleted sides. Commonwealth 2FF should be 1 Stacking Point on both sides.

Charts and Tables:

On the Summary of Supply Sources and Capacities, "U/U/" was mistakenly printed in the bottom right-hand position of the summary. It should read "U/-" instead.

[5.17] **Commonwealth Reinforcement/Withdrawal Schedule.** (*Addition*) "150/50 Mtrzd" returns on Game-Turn 12 after being withdrawn on turn 6.

(*Correction*) Delete "5/3 Ind(3)" from Game-Turn 4 withdrawals; "5/4 Ind(2)" is removed instead.

(*Clarification*) "1/2, 4/7 and 7/7 Armd" arrive in the Refit Box on Game-Turn 3, as correctly indicated on the Reinforcement Schedule; it should be noted that these units cannot actually be rebuilt until Game-Turn 4 because of Armor Rating restrictions (see Case 13.3).

[7.57] **Axis Convoy Arrival Table.** (*Correction*) The note to this table is wrong. The information in Case 7.55 is correct.

[8.29] **Terrain Effects Chart and Key.** (*Important addition*) Roads *negate* hexside movement costs. Tracks *halve* the cost of hexside terrain.

Rules:

[5.1] (*Addition*) Reinforcements may not be placed on the map overstacked. Reinforcements must be delayed if they cannot be placed without violating stacking restrictions.

[7.9] (*Clarification*) This case does apply to dumps captured in the current turn by the phasing player. These dumps trace a line of communications as any other dumps owned by the phasing player.

placed prior to the determination of initiative. The Commonwealth player can deploy his units in anticipation of gaining the initiative, although at some risk. The victory conditions for the short scenario (15.36) are a cross between the victory conditions in *CNA*'s Italian Campaign scenario and the *DF* victory conditions of 15.26. The victory conditions for the extended campaign game (15.46) are based on those of the *DF* campaign game. The number of Axis victory points required for a given level of victory has been adjusted upward. This change is to reflect the opportunity the Axis player has to avoid the mistakes of Marshal Graziani. Also it is expected that not every Commonwealth commander will be as skillful (or as fortunate) as General O'Connor. ■ ■

[8.37] (*Clarification*) A player must roll for disruption immediately following any reaction movement to overruns (see 8.46).

[8.43] (*Clarification*) This rule applies only at the end of each reacting unit's movement. A reacting unit may move by enemy units which are not already in friendly ZOC's (within the restrictions of ZOC's and movement in general) provided that it does not end its movement adjacent to such units.

[8.51 and 8.61] (*Clarification*) When these rules indicate "one unit or Stacking Point (whichever is greater)," they mean that the criteria for permitting movement is either "no more than one unit" or "no more than one Stacking Point." For example, a unit with a Stacking Point Value of 1, another unit with a value of 0, and three MSU's (also with Stacking Points Values of 0) could all be moved by rail or by sea, since all 5 units together comprise only one Stacking Point. On the other hand, a unit with a Stacking Point value of 2 and an MSU could *not* use naval or rail transport as they together comprise 2 stacking points and 2 units. The unit with a value of 2 could be transported by itself, however.

[11.4] (*Correction*) An infantry-type unit worth more than 1 Stacking Point could satisfy the combined arms needs of more than one armored unit stacked with it. Each infantry-type Stacking Point will satisfy the combined arms requirement for 1 Stacking Point of friendly armor.

[11.62:3] (*Addition*) Motorized units may also retreat through sand sea and marsh hexes along a track.

[11.9] (*Correction*) The Commonwealth unit "22(2)" is portrayed in the example at an Armor Rating of 2. The example should have used the "22(3)" counter, indicating an Armor Rating of 3. In the example its combat strength would then be 4 after halving for combined arms effects.

[13.2] (*Addition*) A line is missing. The fourth sentence of this Case should read "Non-motorized units which are eliminated and cannot trace a line of communication go into the Destroyed Units Box." (Combat supply status is irrelevant.) The next sentence should then begin, "If a motorized unit which is out of Combat Supply or cannot trace a line of communication is eliminated, the owning player..." ■ ■