Gazala: The Cauldron 2nd Edition

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1.0 Introduction

Gazala is a simulation of the fighting near Tobruk, 27 May through 14 June 1942. The game covers the mobile portions of the fighting: the southern end of the Allied line and the area just to the east of the Allied defenses.

2.0 Components

1 22"x17" Map
168 Die-Cut Counters
1 Player Chart (Combat, Movement, etc.)
1 Rules Booklet

This game uses a ten-sided die, numbered 0-9, which is not included with the game. 0 is read as zero in this game.

2.1 Game Scale

Each hex on the game map is approximately one mile across. Each unit is a battalion with the exception of the units of the Italian units of the Brescia and Pavia Divisions which are regiments. The time span represented by each turn varies (see the Turn Record Track printed on the map).

2.2 Playing Pieces

2.2.1 Action Chits (see 4.0)

Axis Action Chits

Allied Action Chits

2.2.2 Tactical Chits (see 4.0)

Axis Tactical Chits

Allied Tactical Chits

2.2.3 Combat Units

The counters in the game represent the units from the historical formations which fought in the battle. Italian units are green, German units are gray, British units are brown, Indian units are orange, and French units are blue. Units have a used side on the rear of the counter that represents a unit's reduced capabilities after movement. **A Hard combat value printed in black means that value can only be used in the defense. A soft combat value printed in white can only be used in defense.** Note: this means that

infantry cannot attack armor and anti-tank units cannot attack infantry.

Full Strength   Reduced Strength

Unused Side

Red number Signifies reduced strength

Used Side

Stripe signifies used side.

Number of Steps
Unit Affiliation → ← Divisional ID
Hard Value
Soft Value
Movement Allowance

Unit Symbols

Armor   Infantry   Mot Infantry
MG Inf   Mot AT   Motorcycle

3.0 Sequence of Play

Each game turn consists of several phases that must be followed in the following sequence.

1. Chit Phase-Both players adjust the Action Chits and Tactical Chits in their cup and reset the Actions Available Markers.
2. Minefield Phase-The Axis player may place two minefield breach markers beginning with May 28th turn.
3. Supply Phase-Both players check the supply status of all of their units and mark units appropriately.
4. Initiative Phase-The players determine who will be the first player to perform an action.
5. First Player's Action Phase-The first player pulls chits and activates units for movement and combat.
6. Second Player's Action Phase-The second player pulls chits and activates units for movement and combat.
7. First Player' Action Phase-The first player performs another Action Phase, followed by the Second player, etc., until both players have expended all of their actions.
8. Recovery Phase-All Disrupted markers are removed from units. All units are flipped to their unused sides.

9. Victory Point Phase-The Axis Player collects victory points for units in supply adjacent to the north map edge. The turn marker is moved to the next turn.

4.0 Action Chits and Tactical Chits

Action Chits represent the orders from above, formation leadership, and supplies needed for a formation to move and fight. Tactical Chits represent airpower, corps and army artillery, extra fuel supplies, and replacements.

Each turn the Axis and Allied players place the Action Chits and Tactical Chits that are available to them for that turn together in a cup. The players will draw chits from these cups during the Action Phase. Each player has his own cup containing only his chits. The mix of Action Chits changes from turn to turn (see the Action Chits Per Turn Table on the Gazala Player Chart). All Tactical Chits are placed in the cup every turn.

Each turn each player will have a different number of Actions available to be performed. This is printed on the Turn Record Track (the number in brown refers to the Allies and the number in gray to the Axis). A marker labeled Actions Available is provided for each player, and this marker is placed in the corresponding box on the Actions Track (on map) to remind the player of the number of Action Chits he may play this turn. A player may have more Action Chits than available actions for the turn, which means that not all units will move that turn.

The number of actions the Axis player receives is also dependent on his breaching of Allied minefields. See 14.2

5.0 Supply

During the supply phase both players check the supply status of all of their units. A unit traces a supply path from the unit to a supply source. This path may be of any length but may not pass through a hex containing an enemy unit or impassable terrain. This includes minefield hexes for the Axis player unless they have been breached. (14.1) **Supply may be traced through an enemy zone of control. (9.0)** Allied units may trace supply through the Allied Prohibited Movement Zone (8.1)

A unit that cannot trace a supply path back to a supply source is marked as Out of Supply. If the unit is already marked as Out of Supply, the unit is now marked as Isolated. A unit that was Isolated or Out of Supply that can trace a supply path during the Supply Phase has its marker

removed; it is now in supply. Supply status is only checked and adjusted during the Supply Phase.

Axis supply sources are any west map edge hex south of 0105. Allied supply sources are any north or east map edge hex.

Out of Supply units' movement allowances are reduced by 1/3. Out of Supply units attack with a -2 modifier applied to the die roll. Defending units are not affected by being Out of Supply.

Isolated units' movement allowances are reduced by 2/3. Isolated units may not attack. Isolated units that are attacked have a +2 modifier applied to the attacker's die roll.

6.0 Initiative

During the Initiative Phase both players roll a die; the player with the higher die roll holds the initiative for this turn. Re-roll any ties. The player who wins the initiative decides who will be the first player to perform an Action Phase.

Exception: On the May 27 AM turn; the first turn, there is no roll for initiative. The Axis player performs the first two Action phases and then the players alternate for the rest of the turn. The Action Phases for this turn will therefore be as follows: Axis, Axis, Allied, Axis, Allied, Axis.

7.0 Action Phase

The player who is performing the first Action draws a chit from his cup. If he draws a Tactical Chit, it is placed in the box on the map for available Tactical Chits. The player then draws another chit, and continues to draw chits until an Action Chit is drawn. A player may collect multiple Tactical Chits before drawing an Action Chit. When he draws an Action Chit, the marker is placed on his Action Track on the map, and then all units of the formation named on the chit are activated for movement and combat. A player may instead of activating the units named on the action chit choose to activate one unit of any other formation.

Action Chit's with 2 sides: (Axis player only) Player may choose to activate the formation on either side of the chit.

The Axis has one Action chit that has two formations on the same side of the chit; Brescia and Pavia. When this chit is played all units of both of these formations are activated.

The Allied player has one action chit that says double move. This means that any two units, not formations, may be activated, including reinforcements.

Exception: No formation may be activated more than twice in a given turn.

Exception: On the May 27 AM and May 27 PM turns the 15th Panzer and the 21st Panzer may only be activated once.

Exception: On May 27 AM and May 27 PM no Allied units of the 9 Indian, 69 Infantry, 150 Infantry, 201 Guards, or 1 Free Fr. brigades may be activated. No Axis units of the Pavia and Trieste divisions may be activated during May 27 AM and May 27PM.

Individual units have no limit to how often they may be activated in a turn. **Example**: The 21st Panzer is activated twice in one turn and my not be activated again. However one of its units could be activated again by using another formation's action chit, or an extra move chit.

When a formation is activated, all of its units are flipped to their unused sides if not already on their unused sides. The same is true if only an individual unit is activated; it is flipped to its unused side.

The player now stops drawing chits and moves and fights with his activated units. After the current player completes all of his moves and combats with his activated units, the Second Player repeats the above procedure. This continues until both players have expended all of their available Actions for the turn. Since both players can have different numbers of actions available for the turn, it is quite possible for one player to run out of actions before his opponent, allowing the player with more actions to perform multiple actions in a row at the end of the turn.

8.0 Movement

During the Action Phase the player may move and fight with his activated units. Each unit has a movement allowance printed on the counter that is the maximum number of movement points the unit may expend for movement and combat. Movement allowances may be reduced by Supply (5.0), Disruption (12.0) or Sandstorm (13.5). Activated units are moved individually, with the currently selected activated unit called the active unit. **Once the active unit's movement has been completed the unit is flipped over to its used side, and the next active unit is selected for movement.** (Activated units that do not expend any

movement points for movement or combat remain on their unused sides.)

Active units move from hex to hex, expending movement points for the terrain in each hex entered, for hexside features between hexes, for Combat and for Zones of Control. See the Movement Point Cost Chart.

A unit entering a hex along a road pays the road movement point cost instead of the normal cost of the terrain. **This is the only way a unit may cross an escarpment.**

Exception: Roads do not negate the prohibition of Axis units crossing an un-breached minefield or the 12 movement point cost for Allied units crossing a minefield.

Units are split into three types for movement: tracked, wheeled, and foot. All armor units are tracked, all infantry with a movement allowance of six is foot, and all other units are wheeled.

Most of the terrain on the map is labeled around the edge of the hex grid. The words are color coded to match the terrain they are labeling. Minefields are the red dotted lines. Fortifications are the black lines around the hex edge. Escarpments have an up and a downside. The downside is the side with the shading. **Example** below.

8.1 Allied Prohibited Movement Zone

The Allied player may not move any units into the area west of the minefield line starting in hex 0104 and extending through 1119. From there a line is shown on the map to the south board edge. No allied unit may cross this line to the west, nor may they cross the minefields to the west either during movement, advance after combat or retreat after combat.

8.2 Allied 69th Brigade

Two units of the Allied 69th Brigade must remain at all times in the area bounded by a line from 0104 to 0801, inclusive, and then to the north map edge. The third unit of the brigade may move around the map freely. The two units have brackets around their movement allowances to remind the Allied player of this restriction.

8.3 Off Map Movement

Allied units may exit the map on the north, east, and south map edges. Axis units may exit the south map edge. To do so they pay the same terrain costs as the hex from which they are exiting the map. Units that exit the map are placed on the turn record track two turns in advance, at which time they may enter as reinforcements. When they return they are in full supply and are not disrupted, regardless of their condition when they left the map.

9.0 Zones of Control (ZOC)

Non-Disrupted units, including Isolated and Out of Supply units, exert a zone of control (ZOC) into the six hexes surrounding the unit.

Exception: Units do not exert a ZOC up an escarpment.

A unit may not move from a hex in an enemy ZOC to another hex that is in an enemy ZOC.

To leave a hex in an enemy ZOC costs 2 movement points in addition to the normal terrain costs.

10.0 Stacking

A maximum of two units may stack in a hex.

Exception: No unit may stack with a unit of the Pavia or Brescia Divisions. (These are larger units and fill the hex)

Stacking limits apply at the end of all movement and combat in a player's action phase, end of retreat, after advance after combat and at the moment of combat. If a hex is over stacked at one of these times, the owning player eliminates as many units of his choice as necessary to bring the hex back to the stacking limit.

11.0 Combat

Combat is performed as part of movement and costs movement points and may be initiated at any point during the active unit's movement. A unit may continue to move and initiate attacks as long as the unit has not been forced to Retreat and has available movement points. Combat has three levels of intensity: Light, Medium and Heavy attacks. Each type of attack also has a combat modifier associated with it. The cost in movement points and the combat modifier for each type of attack are listed on the Player Chart.

Exception: No units may attack across an escarpment hexside except where such escarpment is crossed by a road or track.

When an active unit wishes to attack, it expends the required number of movement points and attacks **all** adjacent enemy units. If an attacking unit, for example, is adjacent to four enemy units, then it must attack all four enemy units. All friendly units adjacent to an enemy unit that is being attacked may also be included in the attack, whether activated or not. The attacking player decides on a unit by unit basis which of these additional friendly units will be included in the attack. The only units the defender includes in the combat are the units adjacent to the unit initiating the attack, the active unit.

Units have two combat values, hard and soft. Hard values are used by the attacker against defending units as long as one defending unit is armor. Hard values printed in red may be used to attack enemy armor units. Soft values are used by the attacker if the defending units contain no armor. Soft values printed in black are used to attack enemy infantry and anti-tank units.

The defending player uses his hard value if at least one of the attacking units is armor. The defender uses his soft value if the attacker has no armor.

Exception: Infantry units may not initiate or **participate** in any attack in which the defender has an armor unit. Since an active unit that wishes to attack must attack all adjacent enemy units an infantry unit may not initiate an attack if it is adjacent to an enemy armor unit. Infantry hard combat values are printed in black to remind the players that these units may not attack armor.

Exception: Anti-Tank units may not initiate an attack as the active unit. Anti-Tank units may not participate in attacks against infantry. Anti-Tank soft combat values are printed in white to remind the players that these units may not attack infantry units. They may participate in an attack as long as one of the defending units is an armor unit.

The attacking player now adds up all of the attacking units' strengths and compares that number to the combined strength of all of the defending units. This will yield a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratios found on the Combat Results Table (CRT). Attacks at less than 1-3 are resolved on the 1-3 column. Attacks at greater

than 9-1 are resolved on the 9-1 column. The attacking player now rolls a die and applies all die roll modifiers (they are cumulative) for this combat to yield a final modified result on the CRT. A modifier is applied if any of the units on that side that are involved in that combat qualify for the modifier. For example, if one defending unit is Disrupted, apply the Disrupted modifier. Multiple modifiers of the same type are ignored. If the attacker is attacking multiple hexes, the terrain most beneficial to the defender is used. Minefield modifiers are applied in addition to the terrain of the hex; a maximum of one minefield modifier may be applied to each combat. If any attacking units are attacking across a minefield, the minefield modifier is applied.

The results on the CRT are read as follows: the left side of the slash applies to the attacker and the right side to the defender. The defender applies all results first.

A * result is the number of steps that must be lost. The first step loss for the attacker must come from the active unit which initiated the attack. Most units in the game have only a single step. All Allied and Italian armor units have two steps. All German armor has three steps. When a multiple step unit takes a loss simply replace the counter with the reduced strength unit with the next lower step number. A three goes to a two and a two to a one step unit.

A "—"result indicates that the combat had no effect

An "R" result indicates that all of the units involved must Retreat two hexes. See Retreat (11.1)
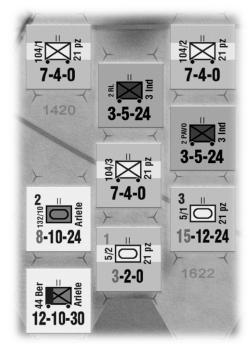
A "D" result indicates that **two** of the units involved in the attack are Disrupted. If only one unit participated in the combat for that side, the second Disruption result is ignored. The first Disrupted unit for the attacker must be the active unit which initiated the attack; otherwise it is up to the owning players, both attacker and defender, to choose which units to Disrupt from his non Disrupted units. If all units have been Disrupted there is no further effect.

The results on the CRT are cumulative. In a single combat, a side could lose steps, be Disrupted, and forced to Retreat; and the results are applied in that order. (Disrupted retreating units are vulnerable to enemy ZOC; see 11.1)
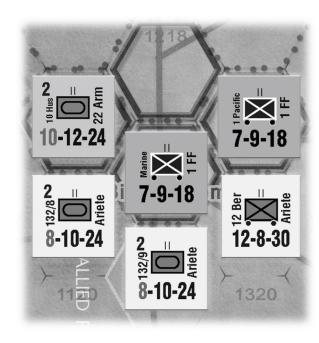
Example (below): It is the first Action Phase of the game and the Axis player (who automatically gets the first two actions) has drawn the Action chit for the 15th/21st Panzer and has chosen to activate the 21 Panzer. The Axis then

uses the 5/2 armor unit and some Italians who are not active to attack and wipe out the 3 Indian unit in 1521 and moves infantry around the remaining two units of the 3 Indian. The 5/1 armor unit then moves from hex 1622, where it was placed as a reinforcement, to hex 1621 and launches an attack. The armor unit has 23 movement points left since it only moved one desert hex. (Being placed in a hex as a reinforcement does not cost movement points.) Unfortunately for the Axis, it costs 24 movement points to launch a heavy attack, so the Axis settles for spending 16 movement points and launches a medium attack.

The defending unit uses its hard value strength of three since armor is attacking. The armor uses its soft strength of 12 since the defender is not armor. The Axis has two infantry units adjacent to the defending units each with a soft strength of four. (Units that have already moved may contribute to attacks initiated by another unit.) The total attack strength adds up to 20 and the defense is three, which rounds down to a 5-1. There are no modifiers, so a roll of six produces a result of RD. the defending unit is disrupted and must retreat two hexes. The defending unit is completely surrounded by enemy units or ZOC except on one side where it may retreat into a hex with the last unit of the 3 Indian, but this does it no good as it must retreat two hexes away from its original hex and all of those hexes are through enemy ZOC. The unit is eliminated. The 5/1 armor unit may now advance after combat if it so chooses. Regardless of whether it advances or not, the unit may continue to move using its remaining 7 movement points since it received a result which allowed advance

Example (below): The Italian armor unit 132/8 is the active unit and starts its move adjacent to the defenses of Bir Hacheim. It decides to attack. Since it has not moved, it may spend 24 movement points to launch a heavy attack. The defending units will be the Allied armor and infantry adjacent to the Axis unit, the 10 Hus and Marine. The Axis player may now include any other Axis units adjacent to the defending units. The 132/9 armor can join the attack but the 12 Ber infantry may not because one of the defending units is armor and infantry may never attack armor.

The attacking units will use their hard values (the first number on counter) because one of the defending units is an armor unit. The defenders will defend with their hard values since one of the attackers is an armor unit. The total attack value is 16 and the defense value is 17. The odds are 1-2. The defender gets a -2 die roll modifier for the minefield and a -2 modifier for the fortification. The attacker then plays a combat chit for a +1 to add to his +2 for a heavy attack and an anti-tank chit. The final modifier for the combat is -1 to the attackers die roll. A roll of seven is modified to a six, which causes both sides take a step loss. The attacker step loss must come from the active unit, 132/8. The defender can choose which unit takes the step loss, but he will also take a step loss on the Allied armor unit because of the anti-tank chit. The defender chooses to put both steps on the Allied armor unit in the hope of rebuilding it later with replacements which cannot be used to rebuild infantry units.

11.1 Retreat

When a unit is required to Retreat due to a combat result, it must finish its retreat two hexes from its original location. The unit chooses its retreat path according to the guidelines listed below in order of priority. In other words, a unit may violate a higher-numbered priority in order to avoid violating a lower-numbered priority. If multiple units must Retreat, the owning player decides the order in which the units retreat and stacked units may retreat together.

1. A unit may not Retreat into or through a hex it could not enter by normal movement. If forced to do so, the unit is eliminated. This includes hexes occupied by enemy units, escarpments not crossed by roads, un-breached minefields for the Axis, and the Allied prohibited movement zone for the Allies.
2. Friendly units negate enemy ZOC for the purposes of Retreat. A unit must avoid retreating into or through an enemy ZOC, if possible. If a unit must retreat through an enemy ZOC, the unit is Disrupted. If the unit is already Disrupted, the unit takes a step loss. This is done on a hex by hex basis, so the first hex with an enemy ZOC would Disrupt the unit, and if the unit then enters another enemy ZOC, the unit would take a step loss. Exception: If two units are stacked together and they are both Disrupted and the stack retreats into an enemy ZOC, only one step is eliminated.
3. Allied units retreat North, Northwest, Northeast, or Southeast. Axis units retreat South, Southwest or Southeast. There is no penalty for retreating in the wrong direction if no hex is available in the proper direction due to enemy units, enemy ZOC, or impassable terrain.
4. *A unit must avoid finishing its Retreat in a hex that is over stacked if possible. A unit that has no choice because of higher priorities but to end its retreat over stacked may continue to retreat additional hexes until it reaches a hex in which it can stack legally, if such a hex is available.*
5. Units may retreat off any map edge, in which case they are placed on the turn record track two turns in advance, when they may enter as reinforcements. When they return they are in full supply and not disrupted. Retreat off the map is always optional; a unit could choose to retreat through an enemy ZOC, in wrong direction, etc., instead of retreating off the map.

11.2 Advance after Combat

If any of the defending units' hexes are vacated as a result of combat, **any of the** attacking units—not just the active unit—may occupy the defenders' vacated hexes up to the stacking limit.

Exception: Allied units may not advance into the Allied Prohibited Movement Area. (8.1)

Exception: Axis armor and anti-tank units may not advance across an un-breached minefield hexside. Axis infantry may advance across un-breached minefield hexes.

ZOC have no effect on Advance after Combat. Advance after Combat does not cost movement points. Advance after combat does not cause a unit to flip to its used side.

If eligible to Advance after Combat, the active unit that initiated the combat may continue to move if it has movement points, regardless of whether it advanced after combat or not.

12.0 Disruption

Units become Disrupted as a result of combat, retreat through enemy ZOC and air attacks. Disrupted units' movement allowances are reduced by 1/3. This modifier is in addition to the modifiers for being Out of Supply or Isolated. For example, a unit which is both Out of Supply and Disrupted has its movement allowance reduced by 2/3.

A unit that is Isolated and Disrupted has no movement allowance at all.

If one or more of the defending units in a combat are disrupted, a +2 modifier is applied to the combat die roll.

If one or more of the attacking units in a combat are disrupted, a -2 modifier is applied to the combat die roll.

If both the attacker and defender have disrupted units involved in the same combat these modifiers will cancel each other out.

Disrupted units have no ZOC.

Disrupted units ignore additional Disrupted results.

Disrupted units have their disruption removed in the Recovery Phase. (See 3.0 Sequence of Play.)

13.0 Tactical Chits

There are six types of Tactical Chits in the game. The Tactical Chits are placed in the same pool as the Action Chits and are randomly selected during the Action Phase. When pulled, Tactical Chits are placed face down in the Tactical Available Box on the map for use in this Action Phase or a later one during this turn. Exception (13.5, 13.6) When and how each type of Tactical Chit is played is explained in the rules for each type of Tactical Chit. Chits in the Tactical Available Box are used once and then placed in the Played Tactical Box, face up. In the Chit Phase, all Tactical Chits in the Tactical Available box and the Played Tactical Box are placed back in the pool of available chits (your cup).

13.1 Combat

This Tactical Chit allows the Axis player holding it to add one to the die roll of any one of his attacks or to subtract one from the die roll of any one of his opponent's attacks. The Allied player may add two to the die roll of any one of his attack's or subtract one from the die roll of any one of his opponent's attacks. This chit is played after the odds and modifiers are calculated for an attack but before the attack die roll. The attacker announces first if he is using this Tactical Chit if both players have it available.

13.2 Extra Move

This Tactical Chit allows a player to activate one additional unit of any formation. The Extra Move Chit does not need to be played in the action it is drawn, it may be saved for a later action during the turn. It may be played right after a friendly Action Chit has been used to activate a formation or individual unit but before any of the units move or attack. The unit activated by the extra move is now part of the group of activated units and the player may move these activated units in any sequence he desires.

13.3 Replacement

Replacements represent the repair of vehicles and the reserves of tanks held in the rear areas. **Replacements may only be used by armored units**

The Replacement Chit does not need to be played in the action it is drawn, it may be saved for a later action during the turn. It may be played right after a friendly Action Chit is pulled but before the player decides which units to activate. The unit being replaced can be from any formation; it is not limited to the formation of the Action Chit pulled.

This chit allows the player to replace one step loss from a multiple step unit by removing a reduced strength unit and replacing it with the next higher step unit. A one-step unit becomes a two, a two-step unit becomes a three.

Alternatively, the player may rebuild an eliminated one-step unit, including reduced strength units, from among the units destroyed. Rebuilt Axis units are placed anywhere in the area prohibited to Allied movement. Rebuilt Allied units are placed on any North or East map edge hex.

When rebuilding a unit from one step to two, two to three, or rebuilding a one-step unit and placing it on the map, the following conditions apply: the hex must be in supply and not enemy occupied nor in an enemy ZOC. Stacking limits apply after replacements have been placed.

A rebuilt unit may be activated normally in the Action Phase in which it is rebuilt.

13.4 Air

The Air Tactical Chit must be played the moment it is drawn. If it is drawn after a Sandstorm chit was previously drawn in the current Action Phase, the Air Chit is considered played and had no effect. Otherwise apply in the following manner:

Allied: player may immediately attack any Axis unit with an Air Attack. Roll one die: on a 0-2 the unit is Disrupted.

Axis: player may immediately attack any Allied unit with an Air Attack. Roll one die: on a 0-1 the Allied unit losses a step. On a 2-6 the Allied unit is Disrupted. Allied units in a fortified hex receive a +2 modifier to the Axis die roll.

13.5 Sandstorm

A Sandstorm chit must be played the moment it is drawn. All movement is reduced by 2/3 for the following action. (the next friendly formation that is activated) This modifier is in addition to any modifiers for Disruption, Out of Supply and Isolation. This means that during a Sandstorm no unit suffering from one of the above-named conditions will be able to move during this Action Phase.

13.6 Anti-Tank (Axis Only)

An Anti- Tank chit increases Allied armor losses by one step in any combat it is used, offense or defense. The chit is played after the odds and modifiers are calculated for the attack but before the attack die roll. The loss from the anti-

tank chit is taken by the Allied player after the combat die roll, but before any other losses are applied.

Exception: An Anti-Tank chit may not be played if the only Axis units involved in the combat are from the Pavia, Brescia or Trieste Divisions.

13.7 Withdraw/Attack (Allied Only)

The Withdraw/Attack Chit need not be played in the action in which it is drawn. It may be played during any of the actions of the turn immediately after a friendly Action Chit has been pulled. It may be played two ways—as a withdrawal or as an attack. If it is not played during a turn as either a withdrawal or an attack, then the Axis player receives one victory point added to his victory point track.

If played as a withdrawal, all units of a single formation, and its Action chit, if there is one, is permanently removed from the game. Any unit that may not trace a path free of enemy units to the board edge may not be removed from the map. The units removed from the map do **not** count as eliminated for victory points. Any units of that formation that have already been eliminated **do** count for victory points. The Allied player may withdraw a formation that has had all of its units eliminated. (This is often done to remove from the pool the Action chit of a formation that has been eliminated) The Allied player may not withdraw the same formation more than once per game.

By withdrawing units, the Allied player can create a situation in which he has more actions available in a turn than action chits in the pool to be drawn. In this case the extra actions are wasted and cannot be used.

If the Allied player does not play the chit as a withdrawal, it may be played as a mandatory attack**.** The Allied player plays the Withdraw/Attack chit immediately after a friendly Action chit is pulled and then attacks any Axis unit in that Action Phase with ground units. The mandatory attack gives no benefit in combat.

13.8 Playing Multiple Tactical Chits

The Extra Move, Replacement, and Withdraw/Attack Tactical Chits may all only be played after a friendly Action Chit, but any number of them may be played after the same Action Chit, and in whatever order the player desires.

Example: The Allied player has pulled the Action Chit for the 22ⁿᵈ Armor Brigade, and decides first to use a Withdraw Chit

to remove the remains of the 4ᵗʰ Armor Brigade, followed by using an Extra Move Chit to activate the 5 GH Battalion of the 150ᵗʰ Brigade, and then the replacement chit to build up a unit of the 2ⁿᵈ Armor Brigade.

14.0 Minefields

Axis units may not move across a minefield hexside unless it is breached. Allied units may move across a minefield hexside at a cost of 12 movement points. Roads and tracks do not negate the effects of minefields.

Axis infantry units may advance after combat across an un-breached minefield hexside. Axis units may not retreat across an un-breached minefield hexside, including Axis infantry.

Axis supply may not be traced across a minefield hexside unless it is breached. Allied supply may be traced across a minefield hexside, breached or un-breached.

An attack across an un-breached minefield hexside receives a -2 combat modifier. This applies to both Axis and Allies.

Some of the minefields on the map were constructed during the battle. These minefields have no effect until the minefield phase of the turn in which they are completed:

Hex 1102: June 5-6

Line from 0204 to 0801, inclusive: June 9-10

14.1 Breaching Minefields

Starting on the May 28ᵗʰ turn, the Axis player may breach minefield hexsides. The Axis player may only attempt to place two breach markers per turn. If a minefield hexside is breached, that hexside is now treated as if the minefield did not exist; it no longer has any effect on movement, supply or combat for either side.

 The Axis player is limited to the total number of breach counters provided in the game. They may not be removed or reused once a breach has been made.
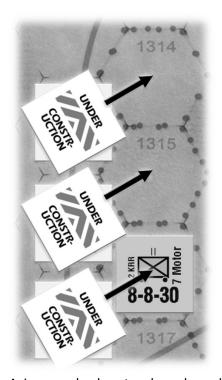
During the Minefield phase the Axis player may place a breach maker in any hex adjacent to a minefield hexside that contains an Axis infantry unit. The breach counter, with its under construction side facing up, is placed pointing toward the minefield hexside that the Axis player is trying to breach. The Axis unit may not move, attack, or retreat during the following Action Phases. At the start of the

Minefield Phase in the next game turn the minefield is considered breached and the marker, still pointing at its target hexside, is flipped to its breached side unless an Allied unit occupies the hex on the opposite side of the breach. In this case the breach does not occur and the Axis player removes the breach counter from the map. He may now attempt to breach a new hexside, try the same hexside again in the hopes of driving off the Allied unit with other forces, or just save the marker for an attempt in a later turn.

If a breach is successful, the minefield hexside on the opposite side of the minefield hex from the hexisde that was just breached is also breached if there are no Allied units adjacent to it. Position the breach maker in the middle of the minefield box to indicate the two hexsides on opposite sides of the hex that have been breached. (The absence of Allied units has allowed the Axis infantry unit to clear a straight path all the way across the minefield in a single turn.)
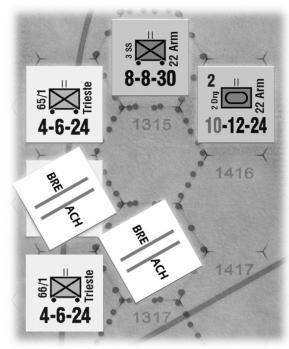
If the Axis player forms a breach in one hexside of a minefield box, and then in a later turn an Axis unit manages to breach the hexside on the opposite side of the box (this would require the unit to be adjacent to the hexside), the Axis player may then reposition one of the breach markers so that it marks both breaches, thus allowing him to remove the other breach marker from the map. (Remember, the number of breach markers is limited.)

Example: In the first illustration (left) three Axis infantry units have placed under construction markers during the minefield phase showing that they are attempting to breach minefield hexes adjacent to them in 1314, 1315 and 1316. The Axis infantry in 1217 may place an under construction marker to attempt to breach into hex 1316 even though an enemy unit is present. (The Axis can only place two breach markers but I needed examples for three possible outcomes.)

The second illustration (below) shows the same area a turn later during the minefield phase. The breach attempt from 1215 to 1314 was not completed because the Allies moved a unit to hex 1314. The breach attempt from 1216 to 1315 was successful and the marker was turned to its breach side showing a path through the minefield into hex 1315. Finally the breach attempt from 1217 to 1316 was able to breach into 1316 and into the hex on the other side 1416 because no Allied units were in hex 1416. (Allied unit that was in 1316 moved elsewhere during the turn)

14.2 Minefields and Axis Actions

Starting on the May 29 turn, the Axis players must be able to trace a line of communication (LOC) during the Supply Phase from the west map edge through a breached minefield hex, from 0104 to 1118 inclusive, to at least eight Axis units. The LOC may not be traced through enemy units, escarpments not crossed by a road, or an un-breached enemy minefield. The LOC may not cross into a breached minefield hex and then back into the Allied Prohibited Movement Area. If the Axis player cannot fulfill this requirement his actions are reduced by one for that turn.

Starting on the Jun 1-2 turn, the Axis player must be able to trace two LOC during the Supply Phase from the west map edge through two breached minefield hexes, from 0104 to 1118 inclusive, or his actions will be reduced. Each LOC must be able to trace to at least eight Axis units. The LOC may not cross into a breached minefield hex and then back into the Allied Prohibited Movement Area. For the purposes of this rule, the Axis player may not trace both LOC to the

same unit. If the Axis player cannot fulfill these requirements his actions are reduced by one for the turn.

Historical Note: The Axis LOC around Bir Hacheim at the bottom of the map was long and vulnerable and could not supply the main Axis attack for long. Opening up other routes through the Allied minefields and keeping them open was a necessity if the Axis forces were to survive.

15.0 Reinforcements

Reinforcements become available according to the Reinforcement Schedule. (15.1) All reinforcing units must be placed in their arrival hexes when the unit or its formation is activated for the first time. Some reinforcing units have multiple arrival hexes and they may be placed in any of them. A player may use an Extra Move Tactical Chit or another formation's action chit to activate an individual reinforcing unit. An arriving reinforcement may not be placed in a hex occupied by an enemy unit; it may be placed in an enemy ZOC.

A unit spends no movement points to be placed in the reinforcement hex. A reinforcing unit is an active unit and may move and fight with its full movement allowance. Multiple units may be placed in the same reinforcement hex during an Action Phase, creating a temporary over stacked hex, which must be corrected before the next time stacking is judged, (10.0) or the excess units will be eliminated. If a reinforcing unit does not enter on the turn it is scheduled to arrive because the unit or formation was never activated or the arrival hexes were blocked, the unit(s) are available as reinforcements during all following turns.

The Allied player has several turns in which he receives armor replacements as reinforcements. These replacements arrive in the supply phase and are spent at that point rebuilding any Allied armor units using the normal procedures (13.3). Exception: The Allied player may spend two replacements on a two-step eliminated unit and place it back on the map, something that is impossible with a replacement chit. These replacements must be used in the turn of arrival; they may not be saved for later turns.

15.1 Reinforcement Schedule

Axis
May 27a: 21 PZ-all units in 1321, 1422, 1521, 1622, 1721.
May 27a: 15 PZ-all units in 1622, 1721, 1822, 1921, 2022.
May 27a: 90 Lt-all units in 1721, 1822, 1921, 2022, 2121.
June 7-8: Brescia-all units in 0108, 0109, 0110.

Allies (all units in north or east map edge hexes)
May 27p: 7 Motor (2 KRR).
May 29: 29 Ind-all units, 3 tank replacements.
June 1-2: 151 Inf (9 Dur Lt.), 2 tank replacements.

June 3-4: 10 Ind-all units, 9 Ind (3/9 Jat, 2 WY), Indep (Cumber.)
June 5-6: 32 ATB-all units.
June 9-10: 1 tank replacement

16.0 Victory Conditions

During the Victory Point Phase of each turn the Axis player collects one victory point if at least four Axis units that are not Out of Supply or Isolated are located in hexes on the north map edge. A victory point marker is provided to keep track of the Axis total on the victory point track.

During the Victory Point Phase of each turn the Axis player collects one victory point if an Axis unit occupies hex 2803.

The maximum number of victory points the Axis may collect during the game is 19. Note that in Scenario One the Axis starts with two victory points. The Allies do not collect victory points during the game.

At the end of the game the Axis player receives one victory point for each enemy step eliminated and the Allied player receives two victory points for each enemy step eliminated. Steps that have been replaced do not count as eliminated for victory points.

The player with the most victory points wins. If both players have the same number of victory points the game is a tie.

17.0 Scenarios

Scenario One

First Turn: May 27 AM   Last Turn: June 1-2

Victory Conditions: In addition to the normal rules (16.0), the Allied player collects one victory point for each Allied-occupied fortified hex at the end of this scenario. The Axis player starts with 2VP marked on the VP track

Estimated playing time: 3.5 hours

Allies: Set up first, one unit per hex, unused side up unless otherwise noted.

3 Ind- all units within 1 hex of 1520
7 Motor (2 RB, 9 KRR) within 2 hexes of 2720 used side up.

9 Ind-3/12 FR in 2705
1 FF -all units in hexes 1218,1219,1318,1118
201 Gd-all units 1504, 1605 two units per hex
150 Inf-all units within 2 hexes of 0810
22 Arm-all units within 1 hex of 1310

4 Arm-all units within 3 hexes of 2615
2 Arm-all units within 1 hex of 1901
1 ATB-all units within 1 hex of 0806
69 Inf-all units within 3 hexes of 0201

Axis: may start stacked, unused side up.

Trieste-all units within 3 hexes of 0517. *Note: the Trieste division shows two units labeled 65/1 on of the units should be 65/2.*
Ariete-all units within one hex of 1321
Pavia-all units within 2 hexes of 0110

Campaign Game

First Turn: May 27 AM   Last Turn: June 13-14

Victory Conditions: In addition to the normal rules (16.0), the Allied player collects two victory points per hex for occupying 1504, 1605, 2705 and 3 victory points per hex for occupying 1118, 1218, 1219, 1318.

Estimated playing time: 7 hours

Set Up: same as Scenario One

18.0 Players Notes

Axis Player: In order to win, the Axis player needs to eliminate a large number of Allied units and also to capture some of the geographical objectives on the map that are worth victory points (VP), while at the same time keeping his own losses to a minimum. The one VP gained per turn for having a unit in 2803 or for having four units in a hex along the north map edge are good ways of picking up some VP; advancing towards these objectives also has the advantage of spreading the Allied defenses. You can also pick up some VP by destroying the Allied units in the fortified hexes, but be warned—it will require a substantial investment of both time and force to blast them out. The Axis also needs to be patient. In many games the Axis will appear to be losing, but then the Allies collapse towards the end, especially in Scenario One, which has a final turn in which the Axis has four actions and the Allies only one.

The Axis player needs to give some thought to the minefield breaching rules right from the start of the game. Set up the Trieste and Pavia divisions adjacent to the minefields. Gaining control of the gap in the rear minefield between hexes 1214 and 1313 is critical, as is controlling the triangle of open ground that is surrounded by the minefields north of Bir Hacheim.

Allied Player: You have more forces than your opponent, and eliminated units cost you only half as many VP as the Axis player, so aim to whittle away the enemy with exchanges. Low odds attacks with positive modifiers on the die roll work to your advantage. Look to attack Axis infantry units that are not protected by armor with Allied infantry units, and go after Axis armor when it is used or damaged.

Make the Axis player work hard to establish a LOC, and then try to maneuver behind his units to cut it off. Remember, it takes a turn to breach a minefield, and you have time to move a unit into place to block the attempt.

Study your reinforcement schedule, especially your tank replacements. This will tell you when you can be a little more aggressive with your armor, since the replacements are use them or lose them. Also note the changes in the number of actions during each turn and the different units that are available in the pool each turn. This can help guide your overall plan.

19.0 Designer's Notes

This game uses the same basic system as our game "Celles" with a few changes. Minefields were added and infiltration was deleted (hard to do with no cover). Hard and Soft combat factors were introduced to show that these units were not combined arms teams and no effective infantry anti-tank weapons were available. Supply is even easier to trace in terrain that could be driven over in almost any direction and the tactical chits are slightly different to reflect the different battle.

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