Field Commander
Deluxe Edition
Rommel

Introduction

Welcome to Field Commander Rommel, the first in our series of Field Commander games. My goal in designing this game system is to make the careers of some of history's great commanders accessible in an easy to learn, fast playing game format. I decided on solitaire, because it had the proper feel. Commanders have staffs and advisors, but in the end, they alone make the hard decisions that affect lives, change the course of campaigns, and decide the fate of nations.

In this game, you make all the decisions needed to command your Forces. The game rules, charts, and die rolls dictate the actions of your opposing Forces.

General Erwin Rommel

Rommel served in WWI and fought in Italy, Rumania, and France as part of the elite Alpenkorps. He earned several medals and gained a reputation for making quick tactical decisions. The Italians captured Rommel, but his language skills and quick wits saw him back in Germany in two weeks.

Between the first and second World Wars, he served as an instructor and leader for several military schools in Germany. It was during this time he became acquainted with several high-ranking members of the soon to be formed Third Reich.

It was Rommel's exploits in WWII that made him a legend. Although he was present in the invasion of Poland, his star truly began to rise with Case Yellow, the invasion of France. At the time, his background was in infantry, but he soon learned and re-wrote the rules for armored warfare. He relied on the shock of a fast assault to carry the battle and throw the enemy into disarray. This would later serve him well in the wide-open expanses of North Africa. While Rommel's bold actions drew criticism within the military, Hitler and other members of the Nazi party openly praised him as a national hero.

North Africa saw the peak of Rommel's power and career. With limited forces and supplies, his bold maneuvering and tactical genius kept the Allies off-balance even though they far outnumbered him. He took the Axis from the brink of defeat in Tripoli to the edge of victory in the sands outside Cairo. In the end, massive Allied reinforcement to both Cairo and Algeria overwhelmed his beleaguered survivors.

The downward Axis slide continued for Rommel on the D-Day beaches of France. Indecision on the part of Hitler delayed the badly needed German reinforcements from reaching the Normandy beaches during the first few vital hours of the invasion. Once the Allied beachheads were established, it was only a matter of time before their superior resources rolled over the defenders.

Even though the Third Reich soon fell, Rommel, with his larger than life personality and legendary exploits, will be remembered as one of the most brilliant minds in military history.

Components

Within this game box, you will find:

> 3 11" x 17" MOUNTED Campaign Maps
> 1 Counter Sheet
> This Rulebook
> 1 Six-sided die
> 1 Player log sheet (photocopy as needed)

Victory

Each campaign has its own Victory Condition. To successfully complete the campaign, you must achieve this condition. Some campaigns also have a defeat condition. If the defeat condition occurs, you lose the campaign. These conditions are noted on each campaign map.

Example from the North Africa Campaign:
Hold Cairo to win the campaign. Lose the campaign if the Allies hold Tripoli.

Note: The North Africa campaign is used consistently throughout these rule examples to make referencing the game components easier.

Holding an Area

On the campaign maps, every area has a unique name. There are two sides in the game, the Axis (player) and the Allies (non-player). A side controls an area if it has Forces present in that area at the end of a step.

Objective Areas

Areas with flags are Objective areas. If neither side has Forces present, the side whose flag is shown in the area holds it. If an area does not have a flag or Forces present, it is uncontrolled.

Example:
Tripoli is an Objective. This means it is held by the Axis unless the Allies have a Force present.

End of a Campaign

The campaign ends when the victory or defeat condition is met, or when the turn counter is moved past the last box on the Campaign Track.

Campaigns

Ghost Division Campaign

Your division has earned the "Ghost Division" nickname because you quickly maneuver and charge boldly into battle. Even your own high command doesn't know where you are half the time. This can make your resupply situation tricky at best. It is your goal to hold all three Allied objectives as quickly as possible. This campaign has the shortest play time due to the small number of Forces on the map.

North Africa Campaign

Your objective is to hold the Cairo area on the map. When you do this, the campaign ends. If the Allies ever hold Tripoli, you lose.

D-Day Campaign

This is what is called a "holding action". The unstoppable Allied war machine outmatches your Forces, and it is your duty to hold them back as long as possible. The campaign ends if the Allies hold all three objectives. This is the largest of the campaigns and will take the most time to play.

Victory Points

Many of the Campaign Turn boxes on each map have a Victory Point (VP) number in the top-right corner.

July august 942 ch 4+)	Sept. 9 to Oct. 1942 (Torch 3+)	Nov. 7 to Dec. 1942 (Torch 2+)	Jan. 5 to Feb. 1943 (Torch 1+)

When the game ends, you score the VPs shown in the box for the current campaign turn.

You do not score VPs if the defeat condition was met and ended the game.

Examples:
Ghost Division: If you first hold all 3 objectives when the turn marker is in the "June 5 to 14, 1940" square, you score 19 VPs.

North Africa: If you first hold Cairo when the turn marker is in the "Nov. to Dec. 1942" square, you score 7 VPs.

D-Day: If the Allies first hold all 3 objectives when the turn marker is in the "June 11 to 12, 1944" square, you score 5 VPs.

Set-Up

To begin, select the campaign map you want to play and place it in front of you.

Set-Up
Scale: Counters = Divisions

Axis Starting Forces:
German: 15th Pz, 21st Pz in Buer
Italian: Bologna, Brescia, Pavia, S
Ariete, Trento in Misurata

All campaigns are set-up using the same procedures. The Set-Up area of each map provides you with all the information you need to get started.
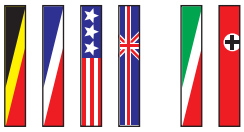
Scale

Each campaign notes the scale of the Forces. This does not affect game play.

Organize the Counters

At the start of a campaign, you need to organize the counters you will be using.

National Symbols

Banners and flags appear throughout the game to identify national forces, map Objectives, and counter placement areas on the maps. In order above, they are the Allies: Belgium, France, United States (US), United Kingdom (UK), and the Axis: Italy and Germany.

Force Counters

Force counters have a full strength side and a reduced strength side. The reduced side has a red rectangle across the top. When a Force suffers a hit, flip it to its reduced side. If a Force suffers a hit when it is already reduced, it is destroyed, remove it from the map.

Some campaigns list the years in which specific reinforcement Forces can be drawn. For these campaigns, place the ineligible Forces to the side and add them to the game when the Turn counter advances to the year allowing them to enter play.

Axis Starting and Reinforcement Forces

Find the Axis Starting and Reinforcement Forces listed in the Set-Up area of the map. Place the Starting Forces on the areas of the map indicated, with their full strength sides face up. Place your Reinforcement Forces off to the side.

Allied Starting and Reinforcement Forces

Find all the Allied Forces listed in the Starting Forces area and place them on the map in the indicated areas. Place the Allied Reinforcement Forces in an opaque cup. You will later draw these at random, so it is important that you cannot see which counters you are drawing.

Supply Counters

Find all the Supply counters and place them in a pile. The Supply counters have numbers to indicate the number of Supplies each is worth.

Any Supplies that start the campaign in play are noted in the Supplies section. Freely make change with unused Supply counters as needed during play.

If you run out of Supply counters, use other counters as needed. The Supply counters provided with the game do not limit game play.

Allied Operation Counters

During the game, the Allies will attempt to build up Forces to launch operations. Find all the Allied Operation counters and place them in an opaque cup.

Each map indicates the number of Allied Forces that start in the Allied Operations section of the map. Draw the indicated number of Allied Force counters from the cup and place them face-up in the Allied Operations area of the map.

Example:
In North Africa, the Allies start with 2 Forces in their Operation section.

Campaign Turn Counter

Place the Campaign Turn counter on the "Start" square of the Campaign Turn track. This counter shows the game turn you are resolving.

Battle Plans

This area of the map lists the Battle Plan counters that are used in the campaign by each side. Not all Battle Plan counters are used in every campaign. Place the appropriate Allied Battle Plan counters in an opaque cup for later drawing. The Allies have more than one counter for some Battle Plans. Include all duplicates.

Place the Axis Battle Plans in a pile to choose from later.

Upgrade Counters
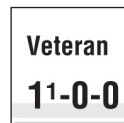
Find all the Upgrade counters and place them in an opaque cup.

Force Counter Values

Every Force counter has 3 or 4 numbers printed across the bottom. The first number is its Attack value. Some Forces also have a superscripted number next to their Attack value, indicating superior attack capability. The

second number is its Defense value. The third number is its maximum movement value.

The numbers from left to right are: Attack, Superior Attack, Defense, and Maximum Movement.

Forces also have their nation's flag printed along one side and their unit designation across the top.

Attack Value

The Force moving into an area containing enemy Forces is the attacker. When attacking, the Force must roll its attack number or lower to inflict one hit on the defending Forces. If the attacking Force has a superscripted number, and the roll is equal to or lower than its superscripted value, the attack scores 2 hits.

Example:
The 15th Panzer Force shown above inflicts 2 hits on a die roll of 1 or 2, and 1 hit on a die roll of 3, 4, or 5.

Defense Value

A Force is a defender when enemy Forces move into its area. When defending, the Force must roll its defense number or lower to inflict one hit on the attacking Forces.

Maximum Movement Value

This number is the maximum number of areas a Force can move each turn.

Force Types

There are three types of Forces in the game: Armored, Motorized, and Infantry. Armored Forces have a tank graphic, Motorized Forces have a vehicle and one soldier graphic, and Infantry Forces have a graphic of 3 soldiers.

Armored   Motorized   Infantry

Player Log

Begin by recording the campaign information on a line of the Player Log provided. This is a great way to keep a history of your games and to keep track of your current game.

Campaign Options

You can play the campaign without special options, or you can choose any or all of them listed on the campaign map. Record each option you select on the Player Log. Each option specifies an effect and a VP adjustment. If an option gives you an advantage, you must pay for it with the noted negative VPs at the end of the campaign, if you win. If an option gives the Allies an advantage, you are awarded with the noted VPs at the end of the campaign, if you win.

Be sure to record the outcome of your campaign when it is completed. This will make an interesting log of past games for you to review in the future.

Die Rolls

Roll a single six-sided die whenever a die roll is required.

Solitaire Decision-Making

There will be times during the game when you will need to make game decisions for the Allied Forces. The rules will provide you with the possible choices, and what you should do. If the rules leave you with more than one equally valid option, you can choose whichever one you like.

Example:
Let's say you are conducting the Allied Refit step. The rules say to refit them in order from highest to lowest attack value. The Allies have two Forces with equally high attack values, but they have only enough Supplies to refit one of them. You get to choose which of those two gets refit.

Sequence of Play

Sequence of Play
- **Axis**
- Advance Turn Marker
- Refit (-2 Supplies per Refit)
- Battle Moves
- Resolve Battles
  - Upgrade
- Non-Battle Moves
- Supply Check
- Axis Resupply

- **Allies**
- Refit (-2 Supplies per Refit)
- Allied Operation Check
- Allied Orders
- Resolve Battles
  - Upgrade
- Allied Resupply

Battle Sequence
1. Allied Plans
2. Axis Plans
3. Resolve Combat
   Remove 1 Press and repeat step 3

During each turn, the game is played out using the following steps. Once a step is completed, it cannot be gone back to, and all steps must be performed in the order shown.

Each game turn is divided into two major sections, your turn (Axis), and their turn (Allies). During your section of the game turn, you will receive Supplies and Reinforcements, move your Forces and initiate battles. During the Allied section of the turn, they will go through their steps.

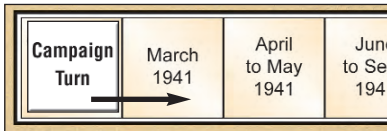The Battle Sequence is used when resolving battles.

Axis (Your) Game Turn

Here are the steps that make up your part of each campaign turn.

Advance Campaign Turn Marker

Move the campaign turn marker one space to the right along the campaign track.

If the counter moves off the end of the campaign track, the game ends.

Refit

If any of your Forces are flipped to their reduced side, you may spend 2 Supplies to flip each of them back to their full strength side.

Example:
3 of your Forces have been reduced. You can choose to pay 2 Supplies for each Force you'd like to flip back to full strength.

Battle Moves

You can move any number of your Forces during this step as long as each Force ends its movement in an area containing enemy Forces. If a Force cannot end its movement in an area containing an enemy Force, you cannot move it at this time.

A Force must stop moving if it enters an area containing enemy Forces.

You can move a Force one area per turn without cost. Each additional area (up to the Maximum Movement Value of that Force) costs 1 Supply per Force.

Once you have moved your Forces and paid Supplies for those moving more than 1 area, proceed to the next step.

Example:
The 15th Panzer can move freely from Benghazi into Fortress Tobruk. If you then moved it into Bardia, you would need to pay 1 Supply. You could then pay a second Supply to move it from Bardia into Sidi Barrani. The maximum movement of the 15th Panzer is 3, so it can go no farther.

Resolve Battles

The steps used to resolve a battle are listed on the maps in the Battle Sequence section of the Sequence of Play.

Allied Battle Plans

Choose a battle you would like to resolve. You can resolve the battles in any order.

Determine the number of Allied Battle Plan counters they get to draw. This is noted in the Battle Plans section of the map. In general, it is 1 Battle Plan per full strength Allied Force, and 0 per reduced strength Allied Force. The Allies also get additional Battle Plans based on the number of Supplies they have in their Allied Supplies section of the map.

Once you've determined the number of Battle Plans they get to draw, draw them randomly from the cup and place them face-up on the table. You get to see the Allied plans before selecting your own.

The Allies have more than one copy of some Battle Plans, if you happen to draw more than one copy of the same Plan, use both in the battle.

Examples using the chart pictured above:
The Allies have 2 full strength Forces, 1 reduced Force, and 7 Supplies, they would receive 4 Battle Plans and spend 2 Supplies.

The Allies have 4 full strength Forces, 2 reduced Forces, and 3 Supplies, they would receive 5 Battle Plans and spend 1 Supply.

The Allies have 2 full strength Forces and 2 Supplies. They would receive 2 Battle Plans.

Axis Battle Plans

Now, select your own Battle Plans. The Battle Plans section of the map shows you the number of Battle Plan Points (BPPs) you receive from your Forces.

You can also pay Supplies to get additional BPPs. For each Supply you spend, you get 1 BPP.

Your Battle Plan costs are shown on the counters. The BPP cost of each plan is the number shown in parenthesis "( )". Place your Battle Plan counters next to the Allied Battle Plan counters you drew earlier.

You can only buy each Battle Plan once per battle.

Battle Resolution

Resolve the battle. All die rolls are assumed to be simultaneous each battle round. It doesn't matter which Forces or Plans you roll for first, they will all get a chance to act. Each Force gets to roll for its attack or defense to see if it scores hits on the enemy. In addition, each Battle Plan gets to act even if all its friendly Forces have been destroyed.

When rolling for your Axis Forces and Plans, you can roll for them in any order. When rolling for the Allies, roll for them in order from highest value to lowest value.

Each hit scored must be absorbed by the enemy. One hit will flip a full strength Force to its reduced side, or destroy a reduced strength Force and remove it from the map.

When allocating hits to the Allied Forces, allocate them to the Forces with the lowest attack values first (if the Allies are attacking), or the lowest defense values first (if the Allies are defending). Also, allocate hits to full strength Allied Forces before allocating hits to reduced strength Forces.

Examples:
The Allies are attacking with two Forces. One has an attack value of 4, the other a 2. You score 3 hits against them. The first hit reduces the Force with an Attack value of 2. The second hit reduces the other Force, and the third hit destroys the attack value 2 Force.

The Allies are defending with 3 Forces with defense values of 3, 2, and 2. They also have 2 Dig-In Counters. You inflict 6 hits to them. The first 2 hits discard their Dig-In counters. The next 3 hits flip all their Forces to their reduced sides. The last hit destroys one of the defense value 2 Forces (your choice).

When allocating hits to your own Forces, you can do it however you like.

Battles only last one round unless there is a "Press" Battle Plan in play.

After the battle, if all the defending Forces are destroyed, then all the surviving attacking Forces remain in the area. If any defending Forces survive, then move all the surviving attacking Forces back to the areas they occupied before entering the battle area.

Resolve all battles during this step.

Battle Plan Explanations

Here are the detailed rules for each Battle Plan. Some Plans are only available to the Axis or Allies, and are so noted.

Ambush (Allies) - The Allies get to roll for, and inflict, hits during the first round of battle before the Axis Forces and Axis Battle Plans get to act.

Assault (Axis) - If an Axis Armored or Motorized Force scores 1 or more hits with an attack, discard this counter to inflict 1 additional hit.

Artillery (both) - Artillery can inflict one or two hits on the enemy Forces. A roll of a 1 or 2 inflicts 2 hits, and a roll of 3 inflicts 1 hit. Each Artillery counter gets to fire once per battle round.

AT Guns (both) - Anti-Tank Guns inflict one hit on the enemy Forces on a die roll of a 1 or 2. Each AT Gun counter gets to fire once per battle round.

Air Raid (both) - Air Raids inflict one hit on the enemy Forces on a die roll of a 1, 2, or 3. Each Air Raid counter gets to roll once per battle round.

Cohesion (Axis) - Before the first round of battle, combine 2 of your Infantry and/or Motorized Force's attack or defense values into one value for the duration of the battle.

Example:
You are on the defense and have an Infantry with a defense of 2 and a Motorized with a defense of 1. Instead of rolling on a 2 and 1, you would roll once on a 3. As they get reduced or are destroyed, you would adjust the roll accordingly.

Deploy (Allies) - Before the start of the first round of battle, draw one Allied Force at random from the Allied Reinforcement's cup and add it to the battle. If they do not have any Forces available, draw a Battle Plan instead.

Dig-In (both) - Dig-In counters absorb hits being inflicted on friendly Forces. Discard 1 Dig-In counter to absorb one hit. Allocate hits to Dig-In counters before allocating hits to Forces.

Example:
Your Forces and plans inflict 4 hits on the Allies during a battle turn. The Allies have 2 Dig-In plans. Discard their 2 Dig-In counters to absorb 2 of your hits, then allocate your remaining 2 hits as normal.

Disrupt (both) - Disrupt gives the owner a chance to discard enemy Supply counters. On the first round of battle, roll a die for each of these counters. If the roll is a 6, it has no effect. If the roll is a 4 or 5, discard 1 Supply from the other side's Supply section of the map. If the roll is a 1, 2, or 3, discard 2 of the other side's Supplies. If there are no Supplies to remove, Disrupt has no effect.

Exploit (both) - Attackers or defenders can use Exploit counters. If all the opposing Forces are destroyed, the remaining Forces of the Exploiting side can move one area, after they receive their Upgrades. The owner of the exploiting Forces must pay 1 Supply for each Force moved. The Allies treat this move as an Advance, and move their Forces in order from highest to lowest Attack value. You, the Axis, can move any of your Forces one area, but you are free to choose the area. If the Exploitation movement places the Forces in an area containing enemy Forces, resolve the battle as normal. Even though it is the other side's turn, the exploiting Forces are the attackers. A Force can Exploit multiple times, but is limited by its Movement value.

Example:
Your Axis Forces in Fortress Tobruk attack Allied Forces in Bardia. You select Exploit as one of your plans. You resolve the battle and destroy all the Allied Forces. You decide to move 2 of your 3 surviving Forces at a cost of 2 Supplies. You decide to move them into Halfaya, which contains Allied Forces. Immediately resolve the battle as normal.

German 88's (Axis) - German 88's can inflict one or two hits on the enemy Forces. A roll of a 1 inflicts 2 hits, and a roll of a 2 or 3 inflicts 1 hit. Each German 88 counter gets to fire once per battle round.

Intel (both) - Before any other Plans take effect, the owner gets to discard one random enemy Plan. If both sides have Intel plans, discard the 2 Intel counters.

Press (both) - Presses extend the duration of a battle. It doesn't matter which side plays them, they have the same effect. After a round of battle is completed, if there are one or more Press counters in play, discard one Press, and resolve another round of battle. Continue until no Press counters remain.

Example:
You have 1 Force in a battle and so do the Allies. The Allied plans are: Press and Artillery. You decided to buy a Press for the battle. During the first battle turn, your Force destroys their

Force, and their Force and Artillery attack your Forces. Even though all their Forces are destroyed, the battle continues for a second turn. Discard 1 Press, and their Artillery attacks you again. The battle continues for a third turn. Discard the other Press, and their Artillery attacks you again. The battle now ends.

Salvage (both) - A Salvage counter gives its side 1 Supply each time an enemy Force is flipped from full to reduced, or from reduced to destroyed. Do not count hits that are stopped by Dig-In counters or hits that are scored after all enemy Forces have been destroyed.

Example:
At the end of a battle, you inflicted 8 hits on the enemy Forces. 1 hit was stopped by a Dig-In, 2 hits flipped Forces from full to reduced, 3 hits destroyed previously reduced Forces, and 2 hits were scored after all enemy Forces had already been destroyed. You gain 5 Supplies.

Tactics (both) - Tactics allow the owner to re-roll one of his die rolls. If it is your Tactic counter, you can immediately re-roll any one of your die rolls. If it is the Allies Tactics, have them re-roll the first of their die rolls that results in a miss or no effect. Once re-rolled, the new roll must be used.

Overrun (both) - Overrun gives all of its owner's Forces +1 on their Attack or Defense values throughout the battle. Overrun does not enhance battle plan values.

Fortification Symbol

When a battle takes place in an area containing a Fortification symbol, each defending Force gets to add 1 to its defense value throughout the battle. This bonus does not apply to dice rolled by Battle Plans.

Example:
An area is being defended by 2 Forces with defense values of 3 and 1. These Forces would normally need to roll a 3 or less and a 1 to inflict hits on the attackers. Because of the fortification symbol, they now need to roll a 4 or less and a 2 or less. The defender also has an AT Guns Plan present, it will still hit on a roll of 1 or 2. It is not affected by the Fortification symbol.

Detailed Example of Battle

Battle Sequence
1. Allied Plans
2. Axis Plans
3. Resolve Combat
   Remove 1 Press and repeat step 3

Here is a step by step example of a battle. Each map's Sequence of Play section has a Battle Sequence. The Battle Sequence details the steps conducted for every battle.

The following battle takes place several turns into a North Africa campaign. The Allies hold Fortress Tobruk and I, the player, feel the need to mount a desperate attack to capture the vital area.

Example:
During the Battle Move step, the 15th Panzer moved from Benghazi into Fortress Tobruk. The Pavia Force moved once from Tengeder to El Adem, then a second time into Fortress Tobruk. One Supply was paid to pay for the second move.

These were my only battle moves this turn, so it is now time to resolve the battle.

3 random Battle Plans were drawn for the Allies, 1 for each full strength Force, and 1 more because they have 3 Supplies. I discarded 1 of their Supplies to pay for the plan. They drew: Overrun, Dig-In, and Press.

I received 2 BPPs, 1 for the reduced 15th Panzer, and 1 for the full strength Pavia. Due to being low on Supplies, I decided not to spend any Supplies to buy additional Plans. With my 2 BPPs, I bought a Disrupt for 1 BPP and an AT Guns for 1 BPP.

Each round of battle takes place simultaneously, so it doesn't matter which order the dice are rolled. I'll start by rolling for my Forces and plans. Even if I roll and destroy one of their Forces, it will still get a chance to roll for its attack this round.

First, I roll for my Disrupt and I get a 4. On the counter, I see that a roll of a 4 results in the enemy losing 1 Supply counter. I remove one Allied Supply counter from their Supply area of the map, then discard my Disrupt counter.
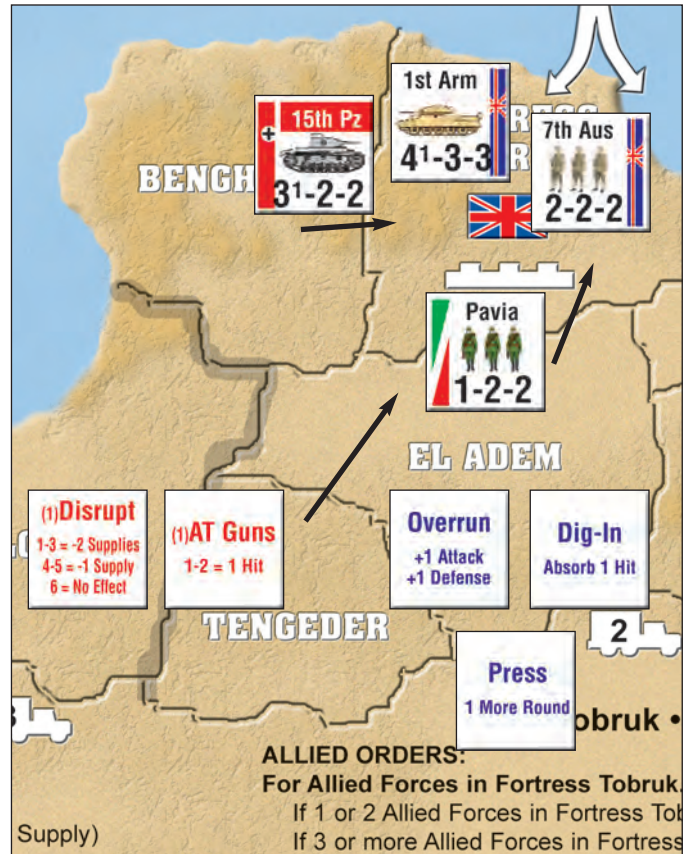
I then roll for my AT Guns and get a 1, which inflicts 1 hit.

The roll for my 15th Panzer is a 3 and scores 1 hit. If I had rolled a 1 I would have scored 2 hits.

The roll for my Pavia is a 5 and misses. I needed to roll a 1 to hit.

This gives me a total of 2 hits.

The Allies now get to roll for their attacks. The 1st Armored needs to roll a 3 or less and the 7th Aus needs to roll a 2 or less.

They are, however, defending an area with a fortification symbol, so their values improve to 4 and 3. Also, the Allies have an Overrun plan so their values increase to 5 and 4.

The 1st Armored's roll is a 2, for 1 hit, and the 7th Aus roll a 1, for 1 hit.

To absorb my hits, I first discard the Allies Dig-In counter to stop 1 hit, then flip the 7th Aus (their Force with the lowest defense value) to their reduced side to absorb the second hit.

I choose to flip the Pavia to its reduced side to absorb 1 hit, then destroy it for the second hit.

This ends the first round of battle. At this point the battle would normally end and my 15th Panzer would bounce back to Benghazi because I failed to destroy all the defending Forces, however, the Allies have a Press plan. I discard the Press and continue to the next battle round.

At this point in the battle, the Dig-In, Press, and Disrupt have been used and discarded. The Pavia Force was destroyed, and was moved to the Axis destroyed pile for possible later use.

During my next Axis Resupply step, I•can choose to pay 2 Supplies to move it from my destroyed pile to my Reinforcement pile. Once it is back in my Reinforcement pile, I can then repurchase it as normal.

We now start the second round of battle. Since there are no more Press plans in the battle, this will be the last battle round.

I•now roll for my AT Guns and 15th Panzer, and get rolls of 2 and 1. The AT Guns score 1 hit and the 15th Panzer scores 2 hits for a total of 3. I flip the 1st Armored to its reduced side for 1 hit, destroy the 7th Aus for the second hit, and then destroy the 1st Armored for the third hit.

Even though they will be destroyed, the Allies still get to shoot back. The 1st Armored rolls a 6 and misses, and the 7th Aus rolls a 4 and misses. Very lucky! The 15th Panzer survives and remains in Fortress Tobruk.

I return all the Battle Plans for use in the next battle.

Two enemy Forces were destroyed in the battle, so I get 2 Upgrades. Since only one of my Forces survived, both upgrades get assigned to the 15th Panzer. The details for how to do this are covered in the upcoming Upgrade section of the rules.

Now that I hold Fortress Tobruk, I can bring new forces directly into that area. I•no longer need to land them in Tripoli. This will get my Forces to the front lines several turns faster.

I then move the 2 destroyed Allied Forces to the Destroyed Allied Forces box in my Resupply area for later reference during my Resupply step.
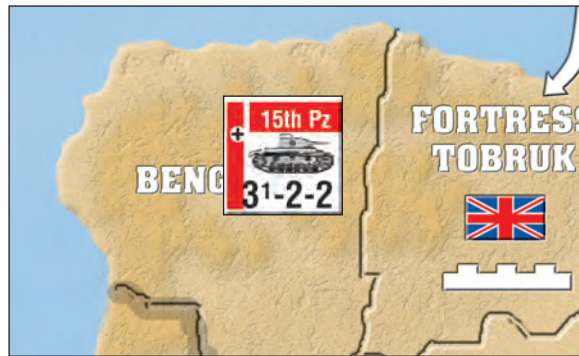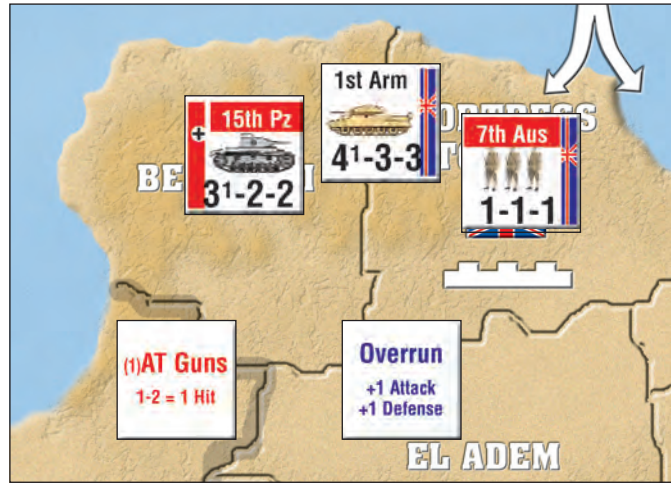
Upgrades

Forces can have their values improved by entering and surviving combat. At the end of a battle, each side receives one upgrade for each enemy Force that was destroyed in the battle. Only surviving Forces can receive upgrades.

Upgrade counters add to a Force's inherent values.

A Force can only have 1 Upgrade counter attached to it a time. Remove the Upgrade and return it to the cup if the Force is destroyed.

Examples:

Veteran
2^0-0-0

This veteran counter adds 2 to the Force's attack value. If the Force had an attack value of 2, it would have scored a hit on a roll of 1 or 2. Now, it will score a hit on a roll of 4 or less.

Elite
2^1-1-0

This elite counter adds 2 to the attack value, 1 to the attack superscript value, and 1 to the defense value. If the Force had an attack value of 1, it now has an attack value of 3, and will score 2 hits on a die roll of 1. If the Force had an attack value of 4 with a 2 superscript, it now has a 6 with a 3 superscript. In both cases, the Force's defense is also increased by 1.

Veteran
+1 BPP

The +1BPP counter increases the number of Battle Plan Points the Force generates if it is Axis, or the number of Battle Plan counters drawn if the Force is Allied. For example, a full strength German Force normally generates 2BPPs. With this upgrade, it would generate 3. Normally, a reduced strength Allied Force generates 0 Battle Plan counter draws, with this upgrade it would generate 1.

Determine how many upgrade counters your Forces, or the Allies, have earned. For each upgrade, you can choose to either upgrade any normal Force to Veteran, or upgrade a Veteran Force to Elite.

If you choose to upgrade a normal Force, draw an upgrade counter and look at both sides. Then select one of your non-upgraded Forces that was in the battle and place the Upgrade counter with its Veteran side face-up under the Force. If you choose to upgrade a Veteran Force, select any of your Veteran Forces that were in the battle and flip its Upgrade counter to Elite.

Example:
To continue the example from the battle section, I now get to upgrade my surviving Forces. Two enemy Forces were destroyed so my 15th Panzer gets 2 upgrades. This will take it from normal, to Veteran, to Elite. I draw an Upgrade counter at random from the cup.

15th Pz
3^1-2-2
Elite
2^1-1-0
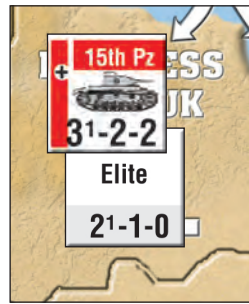
When attacking, my reduced 15th Panzer will now score 2 hits on rolls of 1 or 2, and 1 hit on rolls of 3, 4, or 5. When defending, it will score 1 hit on a roll of 3 or less.

Go through this same procedure for upgrading Allied Forces. When upgrading Allied Forces, upgrade their full strength Forces as much as possible, before upgrading their reduced Forces.

The upgrade counters provided in the game do limit the number of Forces that can be upgraded at any given time.

When you refit a Force, Axis or Allies, that has been upgraded, decrease its upgrade by one level. This means a refitted Elite counter has its upgrade counter flipped back to Veteran, and an upgraded Veteran counter returns its upgrade counter to the cup.

15th Pz
5^2-3-3
Veteran
2^0-0-0

Example:
To continue the example, I now decide to refit my 15th Panzer during my Refit step. I pay 2 Supplies and flip it back to its full strength side. I also reduce its upgrade from Elite to Veteran. This represents the influx of new inexperienced troops to the unit.

Even with the decrease from Elite to Veteran, my panzer is still a powerful Force. Now, if I•can just get it back into combat to upgrade it back to Elite!

Destroyed Axis Forces

Move your destroyed Axis Forces to your Destroyed pile, which is kept separate from your Reinforcement pile. Your destroyed Forces can be re-purchased during your future resupply steps.

You can move Forces from your destroyed pile to your Reinforcement pile by paying 2 Supplies for each Force to be moved during your Refit step.

You may move a Force from your destroyed pile to your Reinforcement pile and then purchase the Force, all in the same step.

To clarify, a military Force usually becomes combat ineffective upon suffering 20% to 30% casualties. At this point they are withdrawn from combat. So, while a Force

is treated as destroyed for game purposes, it has really been withdrawn to a rear area until it can receive fresh troops, officers, equipment, and get reorganized once again into an effective combat unit.

Destroyed Allied Forces
Move each destroyed Allied Force to the Axis Resupply section on the map. You will receive additional Resupply points for these during your next Resupply step.

Post Battle
Return your Battle Plans to your pile, and their Plans to their cup following the battle.

Non-Battle Moves
It is now time to move your Forces that are not going into battle. You can move any of your Forces during this step so long as each does not enter an area containing enemy Forces.

Forces that moved during your Battle Moves step cannot move during this step.

Once you have moved your Forces and paid Supplies for those moving more than 1 area, proceed to the next step.

Supply Check

Each map has one or more regions separated by dark lines. Each region has a truck symbol to show how many Axis Forces you can have in each area without suffering a penalty. The number in the truck is your Force Limit for the Region.

During this step, check all your areas to make sure you do not have more Forces in an area than is allowed. For each Force you have above the limit, you must either take 1 hit to a Force in that area, or pay 2 Supplies.

Example:
The North Africa map is divided into three regions: Tripoli, Tobruk, and Egypt. Respectively, they have Supply ratings of 3, 2, and 1.

Example:
You can have up to 2 Forces in each Tobruk area without suffering a penalty.

If you had 4 Forces in one area, you would be 2 Forces over the limit and would have to suffer a total of 2

hits on those Forces. For every 2 Supplies spent, you could cancel 1 of those hits.

Allied Supply Check
The Allies do not have to perform a Supply Check. They can stack an unlimited number of Forces in an area without penalty.

Axis Resupply
This step gives you the long awaited crates of fuel, food, ammo, and fresh troops you so desperately need.

Determine Resupply Points

Determine the number of Resupply points you receive. Each campaign map has different conditions. If you meet a condition, you get the noted number of Resupply points.

Once you determine your Resupply points, move the destroyed Allied Forces back to their Reinforcement cup. The Allies do not have a Destroyed pile.

Examples:
In North Africa, if there are no Allies present in the entire Tripoli region, you do not hold Fortress Tobruk, and you destroyed 2 Allied Forces since your last Resupply step, you would receive 5 Resupply points.

In North Africa, if there are no Allies present in the Tripoli or Tobruk regions, and you hold Fortress Tobruk, and you destroyed 3 Allied Forces since your last Resupply step, you would receive 10 Resupply points.

Spend Resupply Points
Now you get to spend your Resupply points. Any points not spent are lost, so spend them all. You can spend your Resupply points to gain more Supplies, gain more Forces, and move Forces from your Destroyed pile to your Reinforcement pile.

Generally, each Supply will cost you one-half of a Resupply point, so buy them 2 at a time. Place your new Supply counters in the Axis Supplies section of the map. Make change as needed with the different Supply counters.

When buying Forces, the cost of each Force is equal to its Attack value (do not add superscript values). You can purchase any of the Forces in your Reinforcement pile.
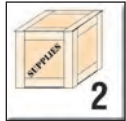
Examples:

With 6 Resupply points, you could buy the 90th Light, Savona, and 4 Supplies.

If you had 13 Resupply points, you could buy the 15th Panzer, Trento, 90th Light, and 6 Supplies.

You can also pay Supplies to move Forces from your destroyed pile into your Reinforcement pile. Pay 2 Supplies to move each Force.

Placing New Forces

The Axis Resupply section of the map specifies the areas you can place your new Forces.

In some cases, an area must be Held by the Axis in order to use the area. This will be noted in the Resupply area of the map.

Example:
In North Africa, the Axis can always place in Tripoli, but can only place in Fortress Tobruk if the area is held by the Axis.

In other cases, the area does not need to be held in order to place Forces.

Example:
In North Africa, the Allies can always place in Fortress Tobruk, Alexandria, and Cairo.

If the area is held by the opposing side, immediately resolve a battle once all new Forces are placed and all new Supplies have been acquired. When resolving these battles, ignore any Press Plans and continue performing rounds of battle until only one side remains.

Example:
In North Africa, the Allies are placing new Forces and the die roll indicates they are to be placed in Fortress Tobruk. Unfortunately for them, the area is held by Axis Forces. Once all Allied Forces and Supplies are claimed and placed,

resolve the battle for Fortress Tobruk. If, after the first round of battle, Forces from both sides remain, then resolve a second round. Continue resolving rounds until either all the attackers or defenders in the area are destroyed.

Allies (Their) Game Turn

Here are the steps that make up the Allies game turn. For the most-part, they are very similar to the steps that made up your part of the turn.

Refit

If any Allied Forces are flipped to their reduced side, spend Supplies to flip them back to their full strength side. Pay 2 Allied Supplies for each Force you flip from reduced to full. If they don't have enough Supplies to refit all their Forces, refit them in order of attack value from highest to lowest.

Allied Operations Check

During each campaign, the Allies are always working on a Force build-up. Draw one Allied Operation counter during this step. If it is the "Go!" counter, the Allies have kicked-off an operation.

More Forces

If you draw a "+1 Force" draw a Force from the Allied reinforcement cup and add it to their Operations Forces. Add 2 Forces if you draw "+2 Forces".

Advances

For each "1 Advance" counter drawn, the Operation Forces will advance one area toward the nearest Axis Force, using the normal Advance rules, when they receive their Go! order. For each "2 Advances" counter drawn, they will advance two. Each Force is limited by its Maximum Movement value. These Advances are free and do not cost Supplies.

Example:
A Force with a Maximum Movement value of 1 enters the map and a "2 Advance" counter was previously drawn. The Force could only advance 1 area from its starting area.

Go!

When the Go! counter is drawn, the Allied Forces in the Allied Operations section enter play. Roll once on the Operations chart for each Force counter to determine its starting area on the map.

Battles

If the newly placed Forces end up in the same area as Axis Forces, resolve battles after all the Operation Forces are placed and moved. These battles are resolved before going to the Allied Orders step.

Resolve these battles as normal by drawing and spending Supplies on Plans.

After Go!

After you have drawn a Go!, placed the Forces, and resolved any battles, the Allies immediately prepare for their next Operation.

Flip all the Operation counters face down and scramble them so you don't know which is which, then draw the number of Force counters indicated in the Set-Up section for Allied Operations and place them in the Operations section.

The Allies are now ready for their next Operation. If the Allies do not have enough Forces, immediately add 2 Supplies to the Allied Supply section of the map for every Force they cannot draw.

Example of an Operation: It is turn 3 in North Africa. It is the Allied Operation check step and the Go! counter was just flipped over.

The Allies started the game with 2 Forces ready for an operation, the 1st Armored and the 2nd SA were drawn.

The "1 Advance" counter was drawn the first turn. The "+1 Force" counter was drawn the second turn, so a Force, the 70th, was drawn and added to the operations area.

I now place the Forces. I roll a 6 for the 1st Armored and place it in Fortress Tobruk. I roll a 1 for the 2nd SA and place it in Cairo. I roll a 5 for the 70th and it is placed on Alexandria.

Each Force now gets to Advance by 1 toward the closest Axis Force. The 1st Armored is already in an area held by the Axis, so it does not move. The closest Axis Force to both Alexandria and Cairo is in Fortress Tobruk, so both the 2nd SA and 70th move one area closer, into El Alamein.

I now resolve the battle in Fortress Tobruk. Once the battle is resolved, I return the 3 Operations counters to the cup. I then draw 2 Allied Forces to get them started on their next Operation.

Allied Forces that are placed on the map due to Operations move and attack as normal during the Allied Orders step. This means these Forces can move and attack twice during the turn they are placed on the map.

Allied Orders

Each region on the map has an Allied Orders chart. These charts determine the movement actions of the Allied Forces in each region.

Roll for each region and carry out their orders before continuing on to the next region. If the map has more than one region, resolve the regions in any order you like. If a Force is moved to a different region due to its movement order, it does not move again when you resolve the orders for its new region.

Set Conditions

Some order charts have set conditions listed. Read these conditions to see if they apply to any of the Forces in the regions. Forces that are affected by these conditions are not affected by the Die Roll Orders chart.

Die Roll Orders

Roll a die to determine what the other Forces in the region will do. Many times the number of Axis and Allied Forces in the region modify the die roll as noted on the map.

You choose the order in which the Allied Forces move. Move all Forces once before moving any a second time. If a Force can move into one of several areas and still meet its movement orders, you get to choose the area it moves into.

Objective

For each Objective order rolled for a region, move their Forces one area directly toward the closest flagged objective on the map that is not already held by the Allies. If all the Objectives are held by the Allies, treat this order as Random. If they can avoid Axis Forces while moving the same number of areas closer to the Objective, they will.

Advance

For each Advance order, move each of their Forces one area directly toward the closest Axis Force.

If there is more than one area equally close that contains Axis Forces, move the Allied Forces, one at a time, until each area has the same number of Axis and Allied Forces. If more Allied Forces remain to be moved, start a new allocation cycle. If there are fewer Allied Forces than Axis Forces, move them as noted above until you run out of Allies that are moving.

Once movement has been completed, resolve combat for each area as normal.

Example:
The Allied Forces in an area have received an advance order. There are 2 adjacent areas containing Axis Forces. The areas have 1 and 2 Axis Forces present. You can select any Allied Force to move first, and move it into either of the areas. The second Allied Force cannot move into the area with 1 Axis Force if the first Force moved there (Since all Axis Forces must be paired with 1 Allied Force before any can be paired with 2). The third Allied Force will then complete the pairing of Axis and Allied Forces. If there are more than 3 Allied Forces to be moved, the cycle starts over.

If there are no Axis Forces on the map, treat this order as Random.

Hold

Their Forces do not move.

Random

Each of their Forces move to a randomly chosen adjacent area. Roll once for each Force.

Retreat

Retreat orders work the same as Objective orders, except the Allied Forces move toward the closest Allied Resupply placement area that is not controlled by the Axis.

If all their Resupply placement areas are controlled by the Axis, treat this order as Random.

Area Name

When an order lists the name of an area, the order works the same as an Objective order, except the Allied Forces move toward the name area.

(-1 Supply)

Their Forces must spend Supplies to move more than one area. Spend one of their Supplies for each of their Forces that moves more than one area. If a Supply cannot be paid for a Force, it does not move.

Example:
The 2nd Armored in Cairo receives an "Advance, Advance (-1 Supply), Advance (-1 Supply)" order. It would move 3 areas at a cost of 2 Supplies.

Resolve Battles

Resolve their battles as normal. The Axis are now the defenders.

Allied Resupply

Determine New Forces and Supplies
The Allied Resupply section of each map has a die roll table used to determine how many new Forces and Supplies they get. The map also notes the number of die rolls they get, and any modifiers to those rolls.

Supplies
Place the new Allied Supply counters in the Allied Supplies section of the map.

New Forces
Randomly draw the indicated number of new Allied Forces from their reinforcement cup.

If the Allies do not have any Forces in their Reinforcement cup, for every Force they cannot draw, give them 2 Supplies instead.

Placing New Forces

Place the new Allied Forces using the same rules for their placement areas as you used for your placement areas.

Each campaign has its own notes on the map detailing how their Forces are to be placed.

Linked Campaigns

You can play through the campaigns in chronological order to see the career of General Rommel unfold. When you do this, the ending result of one campaign modifies the starting situation for the next campaign.

The better your outcome of one campaign, the better the war is going for the Axis at the start of the next campaign. This will result in you getting advantages at the start of the next campaign, however, because you started with advantages, your superiors expect more from you.

The opposite is also true. If you did not do well in the previous campaign, you will suffer starting disadvantages in the new campaign and your superiors will expect less from you.

When you add the Forces indicated by the chart below, select the counters from the Reinforcement piles. If the reinforcements are divided by time periods, use those from the earliest time period. These Forces can be added to any areas already containing starting Forces for that side.

VPs from Last Campaign	Starting Adjustment for New Campaign	VP Adjustment for New Campaign
40 or more	Add 8 Resupply points of Axis Forces and/or Supplies	-10
35 to 39	Add 4 extra Attack points of Axis Forces	-7
30 to 34	Remove 1 Allied Force with the lowest Defense value	-3
20 to 29	No adjustment	+0
14 to 19	Add 1 random Allied Force	+3
7 to 13	Remove at least 5 Resupply points of Axis Forces and/or Supplies	+7
6 or less	Remove at least 5 Resupply points of Axis Forces and/or Supplies and add 2 random Allied Forces	+10

Campaign Specific Rules

Some campaigns have rules to cover specific situations.

North Africa
Operation Torch
Operation Torch can end the North Africa campaign from the start of the 1942 turn onward. When you move the Turn counter into a square with a Torch notation, roll a die. If the die roll is equal to the noted Torch roll or higher, the Allies have overrun Tripoli and the campaign ends. After you roll the Torch die and see its result, you can modify the roll. For every Axis Force on the map that you destroy, reduce the die roll by 1.

D-Day
Set-Up Operation Forces
Draw their initial Allied Operation Forces from their "After June 6, 1944" cup.

The German 714th and 6th Para counters are included in the case of DVG or player created "what if" D-Day scenarios.

Additional Materials

We believe new material is the best way to keep games fresh and new. We will be providing free additional material for this game on our website: **www.dvg.com**

If you have any ideas for optional rules, scenarios, or add-ons, please email us. Our plan is to make available our new materials as well as that sent in by players.

Credits

Game Design	Dan Verssen
Game Development	Holly Verssen
Artwork	Dan Verssen
Research	Dave Maurer

Special thanks to Kevin and Kira Verssen for all your patience and understanding!

Special Thanks also to everyone who proofed the early editions of the rules posted on our website and provided valuable feedback.

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