Rommel in the Desert

by James Baker

These answers were supplied by the designer of **Rommel in the Desert**, Craig Basinque to questions asked by James Baker when he was writing a review of the game for GAME NEWS. The designer has provided us with a copy of the errata sheet which will be included with the game. The sheet can also be obtained from Columbia Games, P.O. Box 8006, Blaine, WA 98230. Include a stamped, self-addressed envelope with your request.

Q. May Combat occur at the off-map Jalo Oasis or on the hexes leading to it?

A. Yes, extrapolate the hex grid for the adjacent trail hexes.

Q. Are the trails leading off-map to the Jalo oasis assumed to go all the way to the oasis?

A. Yes (seems obvious).

Q. May units in supply at an oasis retreat from combat if they are not otherwise connected to a friendly supply net?

A. Yes. (A supply line is not needed to retreat if the move is paid for.) If you mean to withdraw before combat, the answer is NO. (You must withdraw down a supply line.)

Q. The track from Gazala to Tengeder does not travel directly from the Northeast to Southwest hexsides. In order to use the track movement bonus or trace supply, must the track be followed through Mechili, or may it be traced directly from Gazala to Tengeder?

A. No, you must follow the track through Mechili to use the track bonus.

Q. Is it possible for disrupted units to remain in a battle hex if other, non-disrupted units are present?

If combat occurs in this situation, these disrupted units cannot fire, but can the owning player take combat losses on the disrupted units?

Are disrupted units considered priority targets for the opponent's infantry and armor in this situation or may they be ignored?

A. No.
The disrupted units can take NO part in the battle—they cannot be fired upon and are not priority targets.

Q. Rules 6.2 and 6.3 are not well explained. Am I correct in assuming that if the opponent moves into a hex containing only disrupted units, a "battle" does not occur?

Instead, the disrupted units suffer rout attrition and then the movement of the enemy unit continues. Does the opponent actually have to "attack" these units in a battle turn as stated in 6.2?

A. Yes.
Yes.
No. "Attack" was used in the sense of entering an enemy-occupied hex. Perhaps "engaged" would have been better.

Q. It is possible for units to remain disrupted at the end of a game turn, either because both players pass or because they are in a battle hex. Do these units remain disrupted through the buildup phase?

A. No, rule 9.1 states that they recover at the beginning of build-up if they have a supply line. Otherwise, they are eliminated (no S.L.).

Q. In the setup for the 1940 scenario, the Allies are specifically allowed to set up on the border hexes left vacant by the Axis. Is this option specific to the 1940 scenario or does it also apply to the other scenarios where the Axis sets up in Libya?

A. Always applies.

Q. In the 1942 Campaign scenario, there is no listing for initial supply cards for the Allies. How many do they receive?

A. 5 also.

Q. The sequence of resolving combat is a little unclear. Do units fire one at a time, allowing earlier fires to possibly eliminate "priority targets"? Or, are all fires committed against a target type before any resolution? If units are fired one at a time, must the two hits needed to reduce a 2 factor step come from one unit, or are they accumulated over the total fire against a target type?

A. Yes.
No.
No.
Yes, FIRE is unit by unit. Hits are accumulated over the whole Battle Fire.

Q. In the Crusader Scenario, the Allied player is allowed to set up more units in the Tobruk hex than can be supported by the supply capacity of the Fortress. These units will be eliminated if still in this situation at the end of the month, but can the Allied player "alternate" which units are supplied, thus preventing disruption for the excess units?

A. *No, 10 units was an error.*

Q. It is possible for the supply nets of the players to cross in empty hexes. For example, consider the following setup:
Axis in Ft. Capuzzo and Ft. Maddelena, Allied in Sollum and Gabr Saleh.

If this situation exists during the buildup phase, may either player use redeployment into the crossing hex (Sidi Omar in the above example), and if so, which player gets to do this first?

A. *Units may NEVER be redeployed within the enemy supply network (omission from Columbia Ed. rules).*

Q. When trying to figure out where redeployment was allowed during the buildup phase, I found the definition of the supply net to be somewhat unclear, especially with regard to empty hexes. Since this is critical to the play of the game, I would like to find out exactly what was intended. For example, assume that the Axis has units in Bardia, Sidi Omar, 1 hex Southeast of Ft. Maddelena. May the Axis redeploy into:
Ft. Maddelena?
Gambut?
Sidi Rezegh?
Mechili?
Tengeder?

El Gubi?
1 hex East of El Gubi?
1 hex Southwest of Ft. Maddelena?
Note that most of the questions regard redeployment into hexes in the rear areas that are on roads, tracks or trails but not directly connected in the supply net. A unit would be considered supplied at any of the above hexes, but they are not directly connected to the net and a redeployment into these hexes might be considered an expansion of the net.

A. *Yes—unit SE Ft. Madd. establishes SL to Sidi Omar on Road.*

Yes—on Road SL.
Yes. Unit S Omar establishes SL via Trigh Capuzzo to El Adem.
No. No SL (no unit uses SL through Mechili).
No.
Yes. Unit S Omar also establishes SL via Trigh el Abd to Gubi and Adem.
Yes. Same as above.
No. No SL traceable (too far).
Agreed this is somewhat difficult concept. Any viable supply line from a friendly unit to Base is part of the Supply Network. See diagram below: Supply Network is NOT where a hypothetical unit would be in supply: ⊡

Other omissions affecting play, but not questioned.
In a Blitz turn, the 2 unit per hexside engaging limit applies to both movement phases, effectively doubling the limit over the turn.
· Units are allowed to redeploy out of battles during build-up phase, as long as one unit remains.
Withdrawals are free moves back along supply lines, either
a) to refuse battle during the opponent's turn; also a retreat, hence disruption.
b) as a result of the rout of disrupted units during the opponent's turn; also a retreat.
c) voluntary withdrawal during a pass turn. May or may not be a retreat.
Retreats are disengagements from hexes containing enemy units, including refusing battle and routs during the opponent's turn, and voluntary retreats during the player's turn, either by withdrawal or by paid for group moves.
Supply Net: Any hex through which a unit traces supply or could trace supply. If alternate paths are available, all are part of the supply net. For redeployment the supply net is determined at the beginning of the build-up phase and units can redeploy anywhere within the net, except a hex which is also part of the opponent's net.

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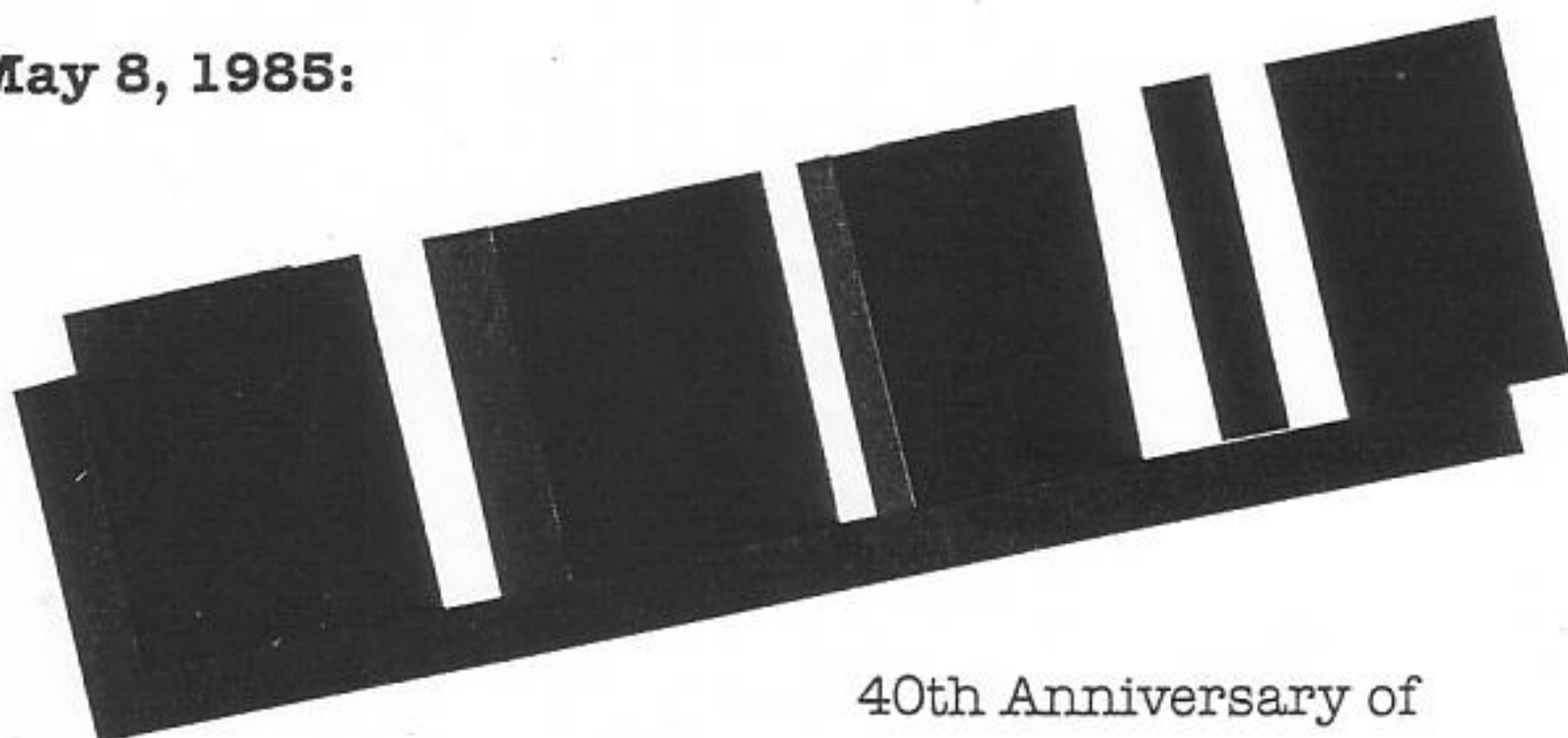
40th Anniversary of
the end of WWII in
the European theater
of operations