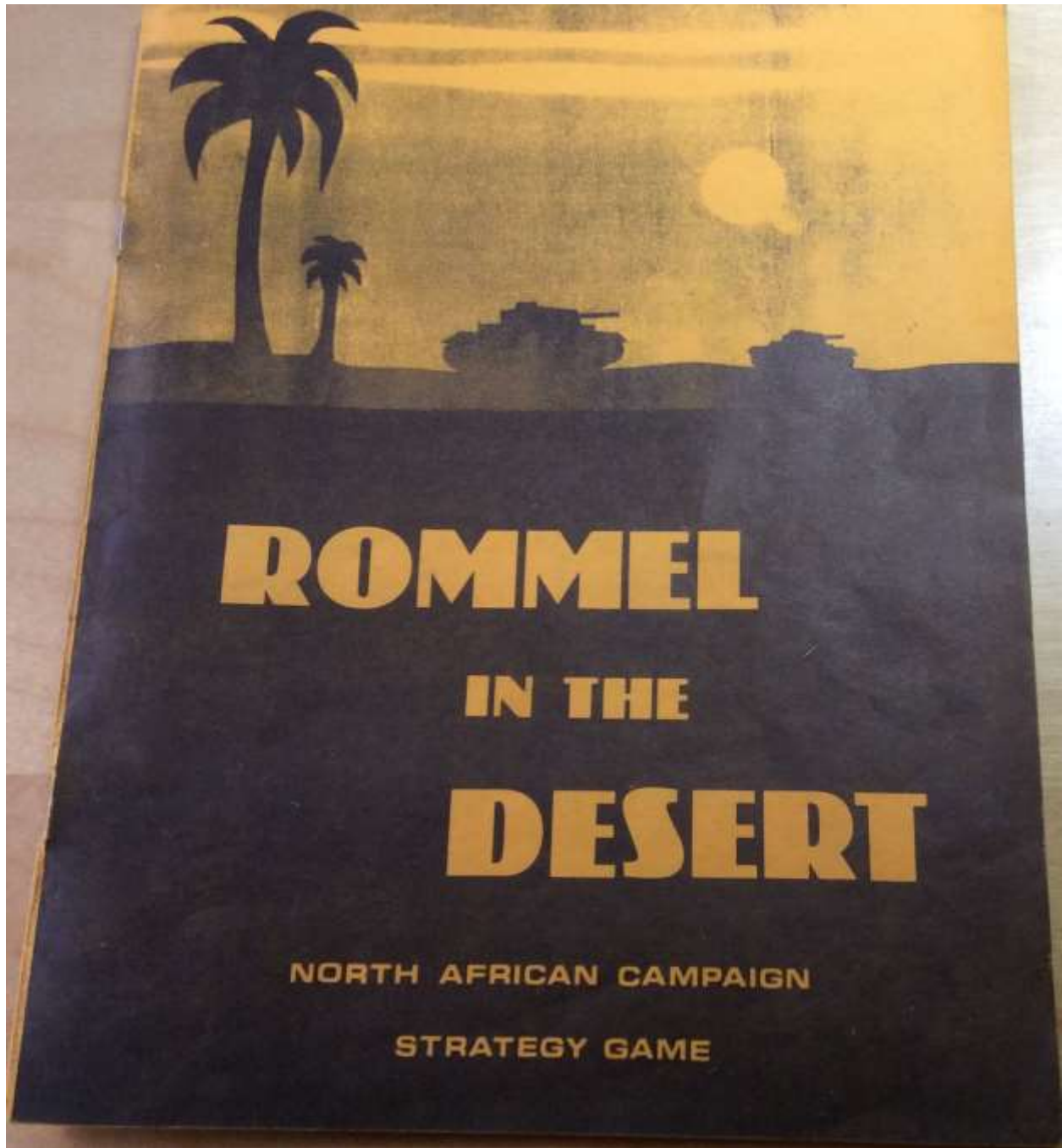


Rommel in the Desert

The "Original" Original Game Version from 1982

Photos generously shared with Grogard.com by Tasker Ryrie



Game Front Cover

In early 1941, Britain was experiencing its darkest hour. Everywhere Axis armies were triumphant and the British Empire stood alone. Only the Suez Canal enabled a continuing British presence in the Mediterranean and Mid-East, and it too was threatened. Its loss would have been a severe, perhaps decisive blow to England's war effort.

The Second World War had brought the development of new strategic ideas of high-speed mechanized warfare. The North African desert provided ideal terrain for such a highly mobile campaign of maneuver.

Into this arena in early 1941 came General Erwin Rommel, a young and brilliant panzer officer. He wrote, "...the flat and obstruction-free terrain offered hitherto undreamed-of possibilities. . . . Here speed is everything"

Rommel proceeded to demonstrate the value of boldness and deception under such conditions, repeatedly exploiting the element of SURPRISE. Always outnumbered and undersupplied, Rommel and his Afrika Korps gained many stunning victories against odds (and often against orders) in the 20 months of to-and-fro campaigning that followed. After narrowly missing decisive victory, the exhausted Afrika Korps was finally overwhelmed by a massive Allied buildup at Alamein.

ROMMEL IN THE DESERT is an exciting and challenging game of strategy, accurately re-creating the swirling action, the sweeping movement, and the surprise element of the most fluid, wide-open campaign of the war, perhaps of all time.

NOW YOU TAKE COMMAND!
YOU ARE OR YOU MUST FACE

ROMMEL in the DESERT

SURPRISE

- UPRIGHT WOODEN COUNTERS MASK UNIT TYPE & STRENGTH
- ADDS NEW DIMENSIONS: PSYCHOLOGY, NERVE, & RECONNAISSANCE
- DECEPTION AND BLUFFING
- SECRET SUPPLY LEVELS

STRATEGY

- STRESSES DECISIONS OVER DICE
- TURN OPTIONS BASED ON SUPPLY USE
- EXTENDED BATTLE SYSTEM: YOU DECIDE WHETHER TO REINFORCE, COUNTER-ATTACK OR WITHDRAW
- PLAYERS MUST PLAN AHEAD

VARIETY

- 3 SCENARIOS: 1940, 41 & 42 CAMPAIGNS
- PLAYS DIFFERENTLY EVERY TIME
- INNOVATIVE GAME SYSTEM
- BROAD STRATEGY OPTIONS

HISTORICAL ACCURACY

- HISTORICAL ORDER OF BATTLE
- OVER 100 ARMOR, INFANTRY, ARTILLERY, RECON, ANTI-TANK & SPECIAL UNITS
- BRITISH BRIGADES / GERMAN REGIMENTS
- DETAILED MAPBOARD
- FORTRESSES, MINEFIELDS, SEA MOVEMENT, SUPPLY BUILDUPS, UNIT REBUILDING

REALISTIC ACTION

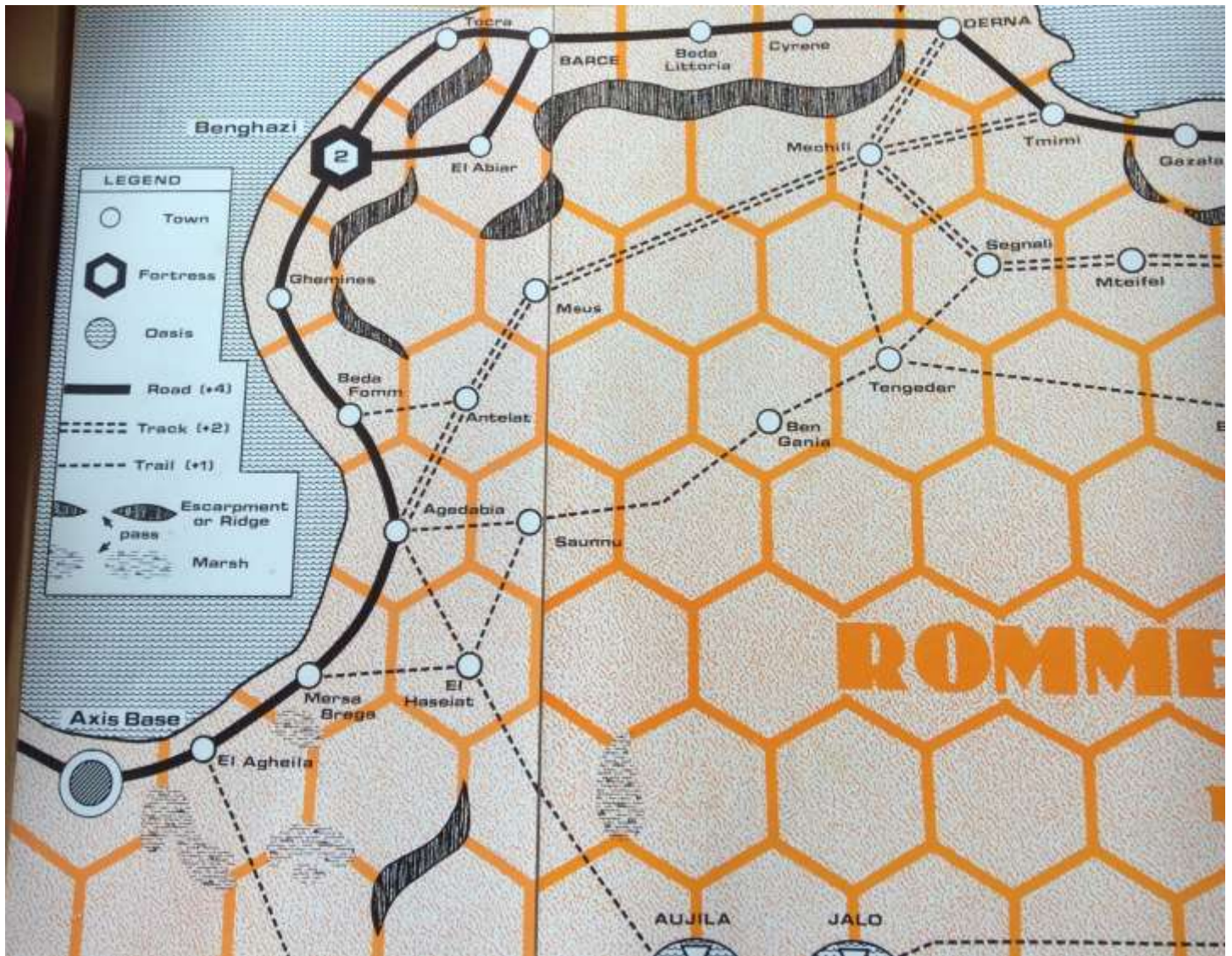
- EMPHASIZES SUPPLY LINES, RESERVES, AND PURSUIT
- BLITZKRIEG TACTICS
- OPEN DESERT FLANK
- PINNING ENGAGEMENTS
- TRUE DIFFERENTIATION OF UNIT TYPES

EASE OF PLAY

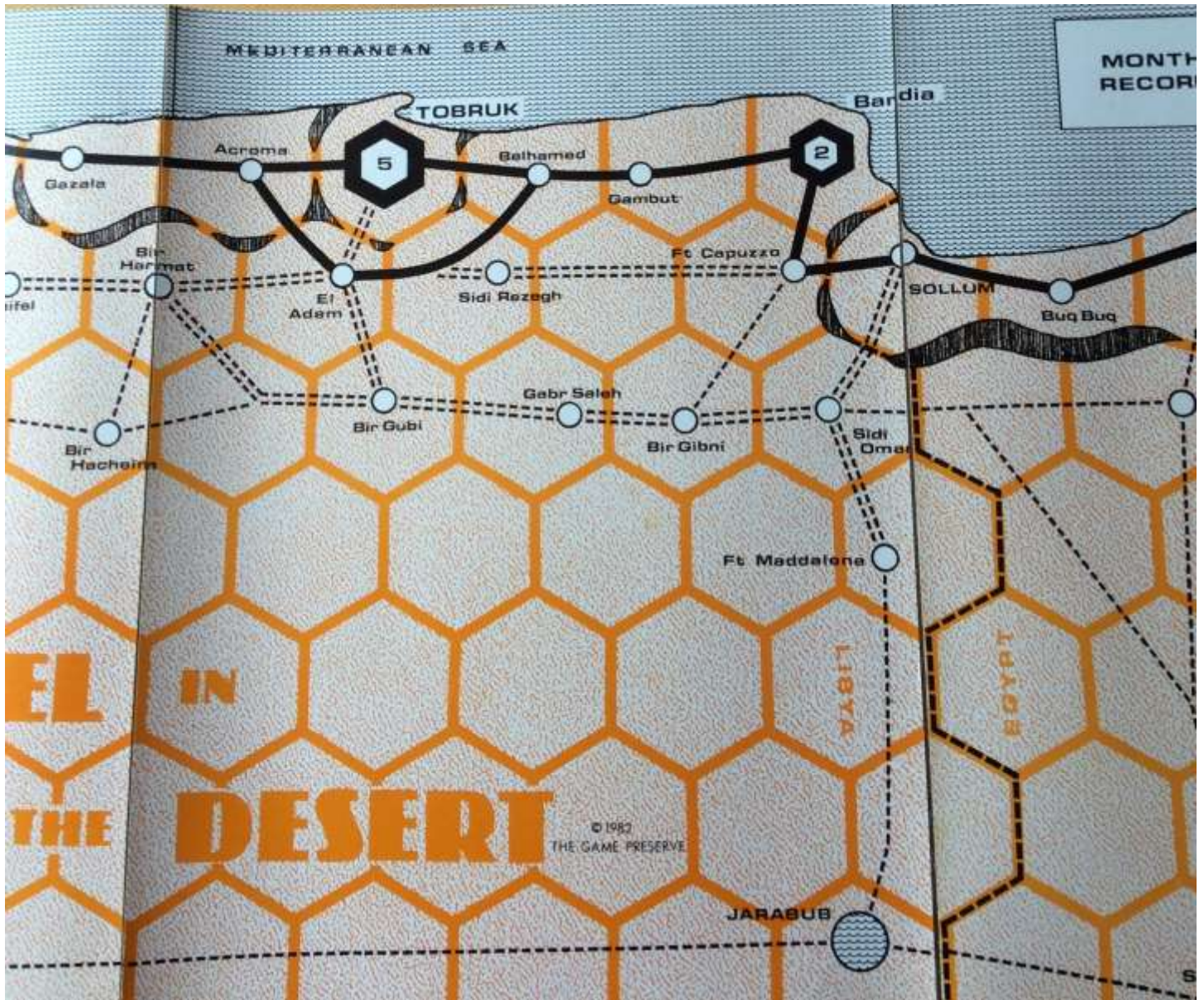
- EASY SETUP—MARKED ON COUNTERS
- FAST-MOVING & ACTION-PACKED
- CONCEPTUALLY CLEAN RULES

MADE IN CANADA

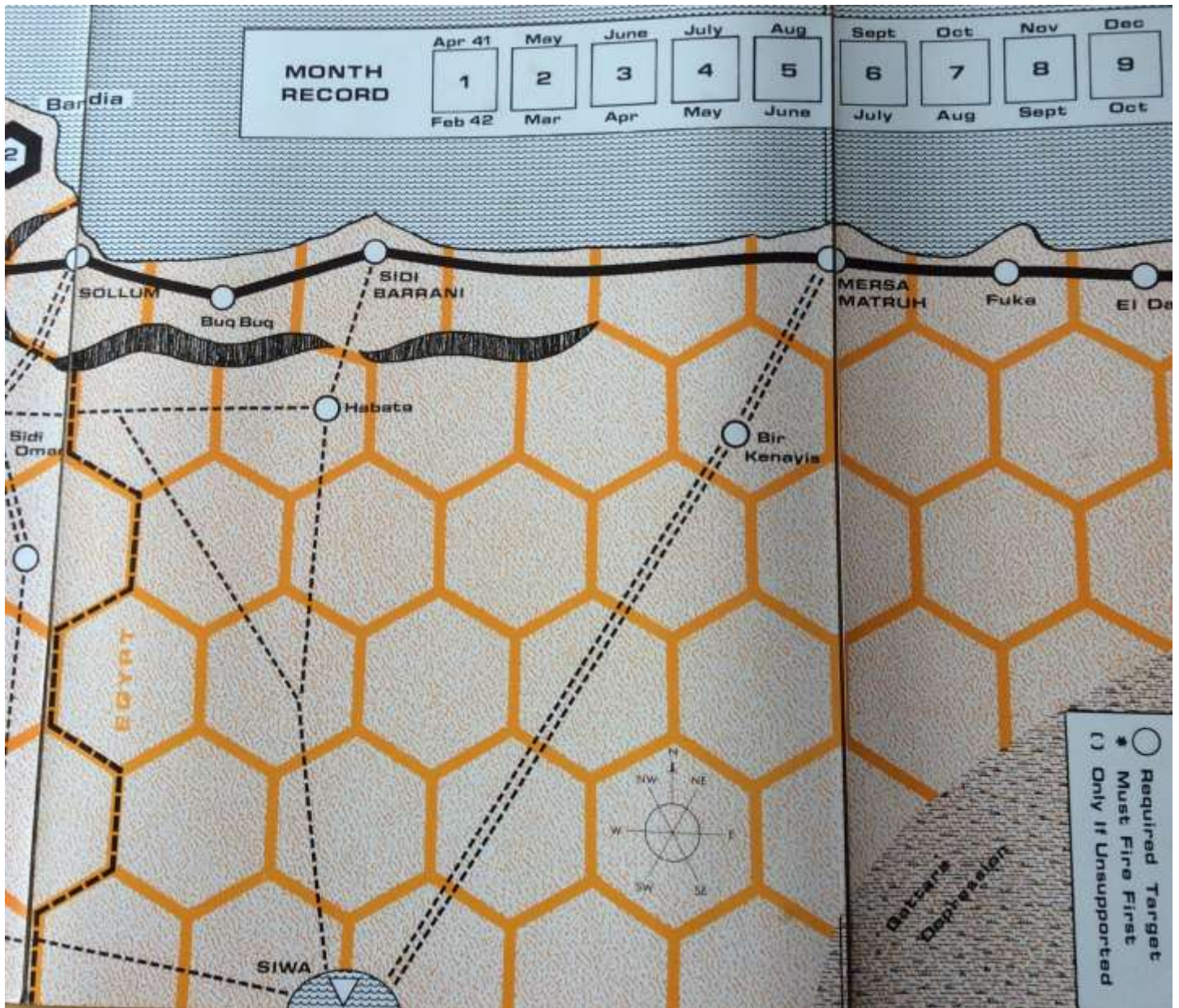
Game Back Cover



Map Close-up #1



Map Close-up #2



Map Close-up #3

July 4
 Aug 5
 June
 Sept 6
 July
 Oct 7
 Aug
 Nov 8
 Sept
 Dec 9
 Oct
 Jan 42 10
 Nov 42

Allied Base
ALEXANDRIA

MERSA MATRUH
 Fuka
 El Daba
 El Alamein
 El Hamman

Bir Kenayis

Qattara Depression

F - R - I - N - G U - N - I - T	HITS		TARGET UNIT(S)				
	SF: 6	DF: 5,6	TF: 4,5,6	○	⊗	□	3
○	○	○	○	○	○	○	○
⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
□	□	□	□	□	□	□	□
3	3	3	3	3	3	3	3
○*	○*	○*	○*	○*	○*	○*	○*
○	SF	DF	SF	DF	SF	DF	(TF)
⊗	DF	SF	DF	SF	DF	SF	(TF)
□	SF	DF	SF	DF	SF	DF	(TF)
3	DF	SF	DF	SF	DF	SF	(TF)
○*	SF	DF	SF	DF	SF	DF	(TF)

○ Required Target
 * Must Fire First
 () Only If Unsupported

FIRE TABLE

Map Close-up #4

1941 AXIS O/B

S										
W										
U										
7										

1941 ALLIED O/B

T						
S						
N						
A						
G						
B						
D						

1942 AXIS O/B

S										
U										
S										
17										
(M)										

1942 ALLIED O/B

A											
T											
S											
12											
14											
16											
18											
20											

Countersheet #2

CREDITS





DESIGN	Craig Besinque
CO-DEVELOPER	Ron Hodwitz
GRAPHICS	Joan Young, Craig Besinque
PRODUCTION	Doug LeGood
RULES LAYOUT	Susan LeGood
PRINTING	Sudden Graphics, Richmond, B.C. Lulu Island Printing, Richmond, B.C.

Special Thanks to Tom Daigliesh (Gamma Two Games)

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The Game Preserve
P.O. Box 31
Edgewood, B.C.
Canada V0G 1J0

TURN OPTIONS (M = MOVE, B = BATTLE TURN)

-  BASIC TURN: M, B.
-  OFFENSIVE TURN: M, M, B.
-  ASSAULT TURN: M, B*
-  BLITZ TURN : M, B, M, B
- PASS TURN: (W/D)

TURN SEQUENCE

- A. SUPPLY CHECK/DISRUPTION RECOVERY. Check for unsupplied friendly units. Disrupted friendly units not engaged, unsupplied, or just withdrawn can recover.
- B. SUPPLY COMMITMENT. Turn Option Selection
- C. MOVEMENT. 1 Move (2 if Offensive Turn declared).
- D. WITHDRAWAL OPTION. Non-moving player can refuse engagement and Withdraw attacked groups.
- E. BATTLE TURN. (Assault option if Assault Turn declared.)
- F. BLITZ TURN ONLY: Repeat steps C-E. (Units cannot move twice in a turn, but 2 more units may cross hexsides to engage.)
- G. COMMITTED SUPPLY REVEALED.
- H. SUPPLY CHECK/DISRUPTION. Friendly units unsupplied at the beginning and end of a Turn are Out of Supply and are Disrupted.
- I. Moving Player's Turn ends. Opponent repeats process.

BUILDUP SEQUENCE

- A. Advance Month. Unsupplied units eliminated. Roll for BP's received.
- B. Reinforcements (if any) arrive.
- C. Redeployments (1 BP)
Sea Movement (1 BP/4 BP's)
Rebuilding (1-3 BP's/CV)
- D. Minefield Construction (15 BP's)
- E. Opponent (higher BP roll) repeats B-D.
- F. Re-Supply (10 BP's for extra SU's)
- G. Initiative Challenge.

RULES OUTLINE

- 1.0 INTRODUCTION
 - 1.1 THE MAPBOARD
 - 1.2 THE UNITS
 - 1.21 MILITARY UNIT SYMBOLS
 - 1.22 SUPPLY UNITS
 - 1.3 SETTING UP THE GAME
 - 1.4 OBJECT OF THE GAME
 - 1.5 SEQUENCE OF PLAY
- 2.0 MOVEMENT
 - 2.1 GROUPS
 - 2.2 THE GROUP MOVE
 - 2.3 THE REGROUPING MOVE
- 3.0 UNIT MOVEMENT
 - 3.1 ROUTE BONUSES
 - 3.2 THE ROMMEL BONUS
 - 3.3 MOVEMENT INTO ENGAGEMENTS
 - 3.31 ENGAGING VIA PASSES
- 4.0 ENGAGEMENTS
 - 4.1 REFUSING ENGAGEMENT
 - 4.2 BATTLE DEPLOYMENT
- 5.0 THE BATTLE TURN
 - 5.1 THE FIRE OPTION
 - 5.2 FIRING PROCEDURE
 - 5.3 BATTLE FIRE
- 6.0 SUPPLY LINES
 - 6.1 UNSUPPLIED UNITS
 - 6.2 SUPPLY LINES INTO BATTLES
- 7.0 DISRUPTION
 - 7.1 OVERRUN
- 8.0 WITHDRAWALS
- 9.0 DISENGAGEMENT
 - 9.1 RETREAT
 - 9.2 ROUT
- 10.0 PURSUIT FIRE
- 11.0 ALTERNATE TURN OPTIONS
 - 11.1 THE OFFENSIVE TURN
 - 11.2 THE ASSAULT TURN
 - 11.3 THE BLITZ TURN
 - 11.4 THE PASS TURN
 - 11.5 DISGUISED TURN OPTIONS
- 12.0 BUILDUP
 - 12.1 REINFORCEMENTS
 - 12.2 REDEPLOYMENTS
 - 12.3 SEA MOVEMENT
 - 12.4 REBUILDING
 - 12.5 MINEFIELD CONSTRUCTION
 - 12.6 PROCEDURE
 - 12.7 RE-SUPPLY
 - 12.8 THE INITIATIVE
- 13.0 MINEFIELDS
- 14.0 FORTRESSES
 - 14.1 FORTRESS SUPPLY
 - 14.2 BASING UNITS ON TOBRUK
 - 14.3 CAPTURED SUPPLY
- 15.0 OASES
- 16.0 FORCED MARCHES
- 17.0 VICTORY CONDITIONS
- 18.0 SCENARIO SETUP DIRECTIONS
 - 18.1 1941 CAMPAIGN
 - 18.2 1942 CAMPAIGN
 - 18.3 1941-42 CAMPAIGN
 - 18.4 1940 CAMPAIGN
- 19.0 STRATEGY NOTES
- 20.0 DESIGN NOTES

GAME RECORD CHART

1. Every Monthly Buildup, enter the number of Buildup Points received in the first column. Add the number of "BP's Saved" from the previous Month, and enter the total in the "BP's Available" column.
2. Note the BP's you spend on Redeployments (including Sea Movement), Rebuilding, and extra Supply Units in the proper columns. Note the location of Minefields built.
3. If your total BP expenditure is less than the "BP's Available", enter the difference in the "BP's Saved" column.
4. Number of Redeployments, number of steps rebuilt, and extra Supply Units "bought" must be clearly made known to the opponent. Columns are provided for this information. Hits on enemy units can also be recorded, to reconcile final strengths and rebuilds.

- - - - - (fold up along line to form a security screen) - - - - -

TURN	BP TOTALS			OWN BP EXPENDITURES				OPPONENT			
	BP's Received	BP's Available	BP's Saved	Redeployments	Rebuilds	Minefields (15 BP's) AND Extra Supply (10 BP's)	Redeployments	STEPS Rebuilt	Extra Supply	BP's Saved/?	HITS Taken
2	12	0	3						5		
3	11		✓		3				5		
4											
5											
6	12	11				10					
7											
8											
9											
10											

Game Record Sheet

ROMMEL IN THE DESERT

Questions on the game will gladly be answered if you enclose a self-addressed envelope and an unattached stamp.

GAME PARTS are available. Write to the address below.

INTELLIGENCE REPORT

We want Feedback! Fill out the Feedback Sheet (over) and return it to the Game Preserve, and we will send you the Intelligence Report, which includes the complete Orders of Battle for ROMMEL IN THE DESERT, and the Power Chart, showing the relative strengths of the two armies in each month of all scenarios.

MONEY BACK GUARANTEE

We firmly believe that anyone who plays ROMMEL IN THE DESERT will like it, but just in case. . . .

We ask two things about games returned for refunds:

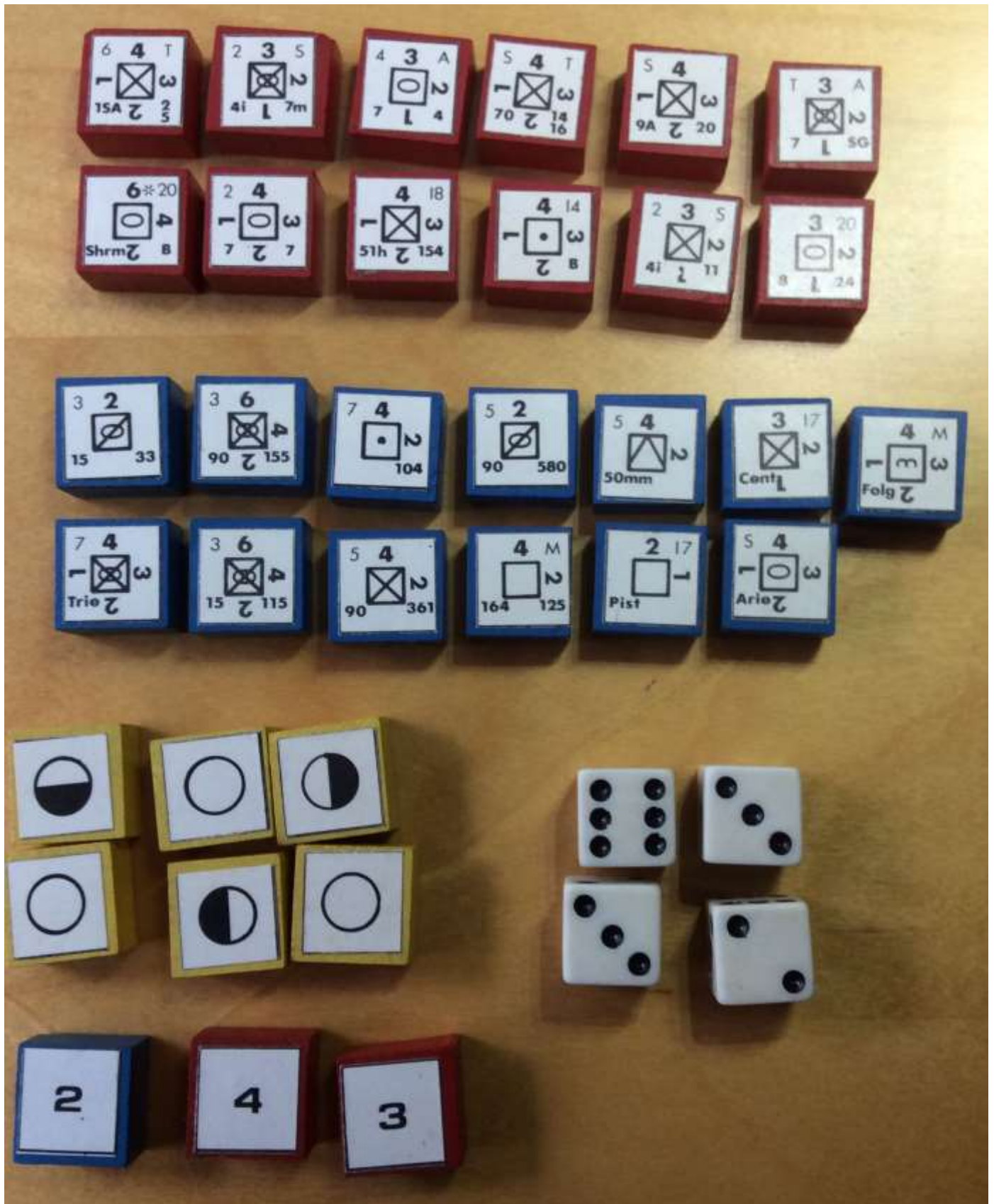
1. Play the game. Try it, you'll like it! We ask that you play it twice, really give it a try, and then if it's not what you want, write a short note describing your experiences with the game and the reason for return.
2. Return it in re-saleable condition. Attach the labels neatly. Don't spill coffee on the map! We will have to make deductions for unsaleable parts.

Send the game, in its shipping carton, with your explanatory note enclosed, to the address below. **IMPORTANT:** attach the enclosed "MONEY BACK GUARANTEE" label to the outside. If returned from the U.S., clearly mark the Customs label as "Returned for Refund". You are responsible for return mailing costs.

We will immediately send you a refund cheque by return mail. This guarantee is only offered on games purchased directly from us.








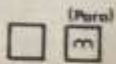

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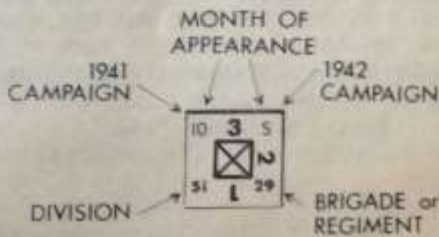
Game Designer Blurb



Unit Counter Examples

UNIT TYPES CHART

MOBILITY CLASS	Movement Range	ARMOR TYPE	INFANTRY TYPE	ANTITANK TYPE	ARTILLERY TYPE
Recon Units	4 Hexes	 RECON			
Mechanized Units	3 Hexes	 ARMOR	 MECHANIZED INFANTRY	 MOBILE ANTITANK	 SELF-PROPELLED ARTILLERY
Motorized Units	2 Hexes		 MOTORIZED INFANTRY	 ANTITANK	
Unmotorized Units	1 Hex		 UNMOTORIZED INFANTRY		 ARTILLERY



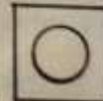
UNIT SYMBOLS

- | | | |
|-------------------|-----------------|-------------------|
| A: Australian | FF: Free French | AT: Army Tank |
| I: Indian | h: Highland | G: Guards |
| NZ: New Zealand | Pol: Polish | m: Motor |
| SA: South African | Tob: Tobruk | SG: Support Group |

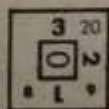
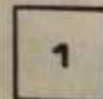
(REAL) SUPPLY UNIT



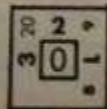
DUMMY SUPPLY UNIT



BATTLE MARKER



3 CV



2 CV



1 CV

STEP REDUCTION

Unit Type Chart