

Mersa Matruh Optional Rules

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These rules are a result of feedback from players of the game since its release, and as a result of some work I have done on other games. Players can add any, all or none of these rules to any of their games of MM. They do not greatly change the balance but do change the feel of the game and as such the Victory Conditions are not changed. The actual changes have been highlighted in yellow.

New Rules section

10.1 Recon

10.1.1 Recon units have special characteristics, a number of these have already been mentioned in the rules but a summary is provided:

A). Recon units can trace a supply path of 9 hexes to an HQ,

B). When a defending hex contains only **one or two Recon unit(s) (i.e. no other friendly units in the hex)** that unit(s) is only subject to the effects of isolation if every adjacent hex to them is either occupied by an enemy unit or is a Prohibited Hex.

C). When a defending hex contains only **one or two Recon unit(s) (i.e. no other friendly units in the hex)** the results for the defending unit(s) is modified so that a 1 step loss result is treated as a 0 step loss. If they receive a 2 step loss result they treat this as a 1 step loss result. If they receive a 3 step loss result they treat this as a 2 step loss result. Recon units still receive this benefit even if they receive Support Points.

New Rules section

10.3 HQ Units

10.3.1 HQ units act as the major supply conduit for non-HQ units. Once an HQ unit is eliminated (removed from play) units from that Division are marked permanently with an OOS marker. **HQ units cannot attack.**

Replace 9.7.1 with

9.7.1 Artillery Support. Each Artillery unit has a number of Support Points (SP's) allocated to it. The number of Support Points available to an Artillery unit that has not lost any CSP's and is in full supply is listed on the Support Points Chart in the "Available" box for each particular unit. SP's cannot attack alone; they can only be added to a combat. **After all Support Points for a given attack have been allocated by the Attacker they roll one die on the Support Point Table, and apply any applicable modifiers, this will give the Attacker a number that is their + DRM.** After all Support Points for a given attack have been allocated by the Defender they roll one die on the Support Point Table, and apply any applicable modifiers, this will give the Defender a number that is their - DRM. Support Points may be allocated to an individual combat under the following conditions:

New Table

Support Point Table

		1	2	3
D	0 or less	2	3	4
	1	1	2	3
I	2	1	2	3
	3	1	2	3
R	4	1	1	2
	5	1	1	2
O	6	0	1	2
	7	0	0	1

Die Roll Modifiers

+1 per Italian Artillery Support point allocated
-1 Prepared Assault (Attacker and Defender)
-1 Defender

An artillery/Air support allocated to a combat is considered 'used' irrespective of the DRM outcome.