PLAYING SUPPLY CARDS

The Phasing Player (PP) plays his cards. Lay either 0, 1, 2, or 3 cards face down on table to show possible Turn Options to Opponent. Include any Dummy cards with real Supply cards to hide your real Turn Option commitment from Opponent.

If one real card was played (regardless of the total number of cards played),the PP makes a move and performs a combat phase and the cards are turned up.
If two real cards were played (again, regardless of the total # of cards played), the PP makes a move. Then, if an Assault Turn is chosen, a single round of double-CV combat is played and the cards are turned up. If, instead, an Offensive Turn is chosen, the PP makes a second move (remember that hexside limits are not reset in this case), then fights a single round of normal combat and the cards are turned up.
If three real cards are played, a Blitz Turn is conducted. In this case, the hexside limits are reset after the first combat, allowing more units to cross the same hexsides that were used in movement phase #1.

Now, how does this help bluffing? If I'm attacking some weak, fast units, it is likely that they will run if they believe that I am conducting a simple turn. That's because the NPP will then have a turn and be able to setup defenses then. But, if I played three cards (1 real, 2 blanks), he may believe that I'm going to Blitz and risks being vulnerable if he runs. So he may stand and fight, allowing me to tie up or destroy his units.

The same goes with the two real card options. If I play three cards (2 real, 1 blank), it may force him to stand and fight and if I then pull out an Offensive Turn, I may be able to outflank those units. If I pull out an Assault Turn, I may be able to destroy them.

MOVEMENT

Group To move units from *one* hex, to one or more destination hexes.
ReGroup To move units from *and* adjacent to a command hex, to a destination hex. Units that can't complete the movement to the destination hex *don't* move and remain in their existing location.

GROUP MOVE   REGROUP MOVE
COMMAND HEX   DESTINATION HEX

TERRAIN EFFECTS   *Terrain Effects applies to HEX SIDES*

Partial Hexsides are passable without restriction.
Full hexsides of below terrain are **impassable** *unless traversed by* **roads or passes** *in which case there is no restriction to movement except into battle.*

Escarpments The following hexsides are **not** escarpments: Beda Fomm/Antelat & Gadd el Ahmar SE2/SE3
Salt Marshes Partial Salt Marsh hex sides of the Qattara Depression are **clear**. There are only 2 marshes hexsides on the map: Sebkha es Seqira (which has a pass) & Sebket el Jeneiein
Mountains All hex sides of the following hexes are mountainous: El Garib, Cirene, El Gubba, Marawa, Wadi Cuff, Wadi Cuff E1, Charruba.
There are only 3 other mountain hexsides on the map: Barce / Er Rejima, Er Rejima / Msus and Mechili W1/Mechili

MOVEMENT RANGE

See the Combat/Movement Table for basic movement of a unit. Units must stop upon entering a battle hex or entering a hex containing enemy units
Road Bonuses see Movement Bonuses Chart for extra hexes a unit can move
Rommel Move Once per turn Axis player may move +1 hex (except '40 campaign)The Rommel Bonus applies to *all* units involved in a single move.
Forced Marches +1 hex move successful on die roll of 4,5,6. otherwise unit fails to move and is instead disrupted. Failed force marches while retreating lose 1cv **as well as** disruption. You **may not** attempt to force march units into a hex in excess of the hexside limits, in anticipation that some units will fail to arrive
Moving into Battle (2.8) Not more than **2 units per hex side**
1 unit if attacking via a pass or moving along a road through impassable terrain

WITHDRAWALS   *A specialised Group or Regroup withdrawal requiring NO supply card*

A withdrawal can occur:
- *The phasing player may make* **one** *withdrawal during a pass turn*
- *The Non Phasing player* **must** *make a withdrawal* **every time he refuses battle** *(unless all units are destroyed by pursuit fire)*
- *Either player* **must** *withdraw each time his units are routed (unless all units are destroyed by rout attrition and pursuit fire)*

Units must:
- *Move along friendly supply lines toward their base, may only enter hexes of the supply network.*
- *Shorten supply their network by* **at least 1 hex**
- *Withdrawing units may not enter a hex containing undisrupted enemy units. They may rout disrupted enemy units, unless the withdrawal is also a retreat*

Units that withdraw from battle are disrupted and may suffer Pursuit Fire (5.3).

RETREATS [5.0]   *Any movement out of a battle hex*

Units always become disrupted when they retreat, and may not enter a hex containing undisrupted enemy units. They may move out of supply, rout disrupted enemy units and capture unoccupied enemy fortresses (unless the retreat is also a withdrawal). A regroup move may involve both retreating and non-retreating units (i.e. some units from a battle hex and some from a friendly hex).
A unit can move out of supply only if a supply card was played. If a withdrawal move is made, the unit must retreat *within its supply network.*
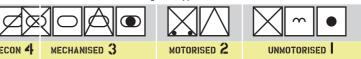
REFUSING BATTLE

Partial retreats are **NOT** *allowed*
A mixed group of supplied and unsupplied units **may not** *refuse battle*
A mixed group of disrupted and undisrupted units **may not** *refuse battle*

PURSUIT FIRE

Pursuit fire may occur whenever units retreat without leaving a rearguard, or when the rearguard of a partial retreat has been routed or eliminated

Retreating force announces slowest retreating unit type:

| RECON 4 | MECHANISED 3 | MOTORISED 2 | UNMOTORISED 1 |

Pursuing force rolls **2 dice** for each **faster** force and **1 dice** for each **equally fast** unit
Hits on dice roll of 4, 5 or 6 taken by retreating units of retreating players choice.

COMBAT   *When firing a unit, roll as many dice as it's current Combat Value*

Target unit If firing unit has a choice of targets, unit must annouce which target (eg armour, infantry, anti-tank or artillery) *before* firing. Non firing unit does not allocate damage to units until all firing units in the current battle has fired. Non firing unit then allocates hits to the appropriate type units as he see's fit, but must try not to waste hits if possible.
Assault Turn All units for both players fire at double CV

SUPPLY LINES

Supply Network [7.0]. Your supply network consists of every hex which your units are currently tracing a supply line into, out of or through. If a unit has several possible valid supply lines, then all of those contribute to the supply network. However, a supply line cannot be traced so that it loops back on itself. Withdrawing units may only enter hexes of the friendly supply network (but those hexes may also be in the enemy supply network). Redeploying units may only enter hexes of the friendly supply network (and those hexes may not also be in the enemy supply network)

Unsupplied [7.3]. A unit which cannot trace a valid supply line is unsupplied.
These are the effects of being unsupplied:
A unit which is unsupplied **at the start and end of its owner's turn** becomes disrupted.
A disrupted unit which is unsupplied at the start of its owner's turn remains disrupted.
A unit which is unsupplied at the start of buildup is **eliminated**.
A unit which is unsupplied cannot make a withdrawal (but it can retreat if the owner plays a supply card).

BUILDUP SEQUENCE

A. Advance Month Counter
B. Supply Check: (9.1, 7.0)
Determine friendly Battle Hexsides (3.1) and Battle Hexes (3.1, 7.1). Check for valid Supply Line. Remove "Unsupplied " markers for those units now in supply. Recover all Disrupted units in Supply to same strength as when Disrupted (9.1), including those with "Refit" marker. Eliminate all units that are not in supply or still having an "Unsupplied" marker (9.1).
C. Buildup Points (BP's): (9.2)
Roll 2d6 each player. Total all 4 dice rolled for new BP's received by each player. Player with lower 2d6 die roll has first Buildup Turn (Allies if tied). Total BP's (new and carry over) on Game Record Sheet. Show opponent points saved from last Buildup, Redeployment points, Rebuild points (and steps), Minefield points, and points allocated for Extra Supply (Game Record Sheet 4. & 5.). [Note: Do D to H in any order, but this order is recommended]
D. Reinforcements. (1st Buildup Player): (9.3) Place Reinforcements due this Month on friendly Base (no BP cost for Allies or Axis). Roll for early Reinforcements and place early Reinforcements on Base (9.3).
E. Replacements/Refit (1st Buildup Player): (9.6) Units to be Rebuilt next Buildup are redeployed via land supply network to Base at no BP cost. Place "Refit" markers on these units and turn them over as Disrupted. Units not at Base to be Rebuilt this Buildup are redeployed via land supply network to Base at full BP cost. Units at Base since last Buildup may be Rebuilt now.
Rebuild units with Replacement BP cost per step (double steps cost double BP).
- Mark Rebuild costs and record step loss improvement on Game Record Sheet
Units Rebuilt this Buildup may be redeployed at full BP cost as soon as Rebuilt.
F. Redeployment (1st Buildup Player): (9.4, 9.5)
Redeploy units - 1BP normal land.
Sea Movement (9.5) - 4 BP if Port besieged. Full Port Capacity for Allies, ½ for Axis.
May not Redeploy through overlapping enemy supply line, into battles, or through battles. Can redeploy out of battle not causing a Retreat. (9.5 Errata). Mark BP's on Game Record Sheet.
G. Minefields (1st Buildup Player): (9.7) Build Minefields at 15 BP each. 2 Minefields may be dismantled for each 1 new one built. Note secret location hex (in Supply network) on Game Record Sheet.
H. Extra Supply (1st Buildup Player): (9.8) Allocate BP's for extra Supply cards.
I. Buildup For 2nd Player: Repeat D to H above for 2nd Player.
J. Re-Supply (Both Players): (9.8)Return all spent Supply cards (plus any Dummies discarded) to Deck and shuffle. Deal out monthly allotment of cards to each player (plus Extra Supply purchased).
K. Initiative: (9.9)Axis player has Initiative every Month. Allied player may challenge by playing 1 card face down. Resolve Initiative with winner getting first turn on Turn Sequence.
Flip Turn Record Marker to show new Initiative as "Allied" or "Axis".