

THE AVALON HILL GAME COMPANYS TRADEMARK FOR ITS DESERT CAMPAIGN GAME

1. COMPONENTS:

1.1 THE MAPBOARD: The map board shows the area where the western desert campaign was actually fought. It covers approximately 700 miles between El Agheila and El Alamein. Map spellings are according to British War Office maps. A hexagonal grid has been superimposed on the mapboard to determine movement. Important features include:

GRID COORDINATES: Black numbers printed along the south and east edges of the board are used to identify individual hexes. The letters are read horizontally (east-west), the numbers diagonally from southwest to northeast. When a number and letter are cross-indexed they pinpoint a certain location on the map. Examples: Agheila is W6, El Alamein is L59,

ESCARPMENT: Any hex containing brown splash contours (Example: G24):



NOTE: Hex T29 is not a pass through the escarpment:



QATTARA DEPRESSION: Any hex containing brown dots wholly OF partially within the brown lines of the area labeled QATTARA DEPRESSION. (Example: R60).



FORTRESS: Bengasi (H2), Tobruk (G25). Alternate spellings: Benghazi, Tobruch.



COASTROAD: Any hex containing a red line (Example: K61).



GERMAN HOME BASE: Gray hex at W3,



ALLIED HOME BASE: Gray hex at J62.



1.2 UNIT COUNTERS: The die-cut, Order of Battle Unit Counters are the tokens whose movement and placement determine the course of play. The Blue pieces are Allied; Red are Axis (a term referring to the German-Italian alliance). Hereafter they will be referred to simply as units. Printed on each unit is information necessary for play of the game.

1.21 There are five different unit sizes:

Counter Symbol	Unit Size
XXX	Army Group
XX	Division
X	Brigade
III	Regiment
II	Battalion

1.22 The nationality of pieces can be determined as follows:

Counter Nomenclature	Description
A	Australian
NZ	New Zealand
I	Indian
SA	South African
It	Italian
Unmarked Red	German
Unmarked Blue	British

1.23 The types of pieces are determined as follows:

1.24 Identification is provided only for historical reference. It is not necessary for play of the game, and players not wishing to take the time to set up the game with the correct historical units can ignore this information and bring units into play solely on the basis of their combat and movement factors (see 2.2)

1.25 The attack factor is the basic strength of the unit when attacking.

1.26 The defense factor is the basic strength of the unit when defending.

1.27 The movement factor is the maximum number of clear terrain hexes a unit may move into in one turn.

1.3 **RULEBOOK:** The rulebook contains all rules, charts and tables necessary for play of the game.

1.4 **DIE:** The six-sided die is used only to resolve combat and the arrival of Axis supplies; it has nothing to do with movement.

1.5 **TIME RECORD CARD:** The Time Record Card is used to record the passage of turns and indicates the availability of reinforcements, replacements, and Allied substitute counters, as well as possible changes in Axis supply arrival status, and the approaching end of the game.

2. PREPARE FOR PLAY

2.1 Lay the mapboard out on a long table. The Axis player sits at the northern side; the Allied player at the southern side.

2.2 Punch out the unit counters from their die-cut sheet and place the corresponding units on the Order of Appearance tables printed on the mapboard. These units are the Reinforcements (19.1) which both sides receive at various intervals throughout the game.

2.3 Place the units shown on the March 1941 Situation Chart on their respective listed positions on the mapboard. Stacking limits (6.1) can be ignored during this preliminary setup but must be adhered to at the conclusion of each player's movement and also at the end of each player's turn.

2.4 Place the remaining four Axis and five Allied supply counters off the board in an accessible place where they can be brought into play as dictated by the course of the game. The remaining counters are Allied substitute counters (21) which cannot enter play until August, 1942. Put them aside for later use. The blank red and blue counters are merely "spares" to replace potentially lost units. You are now ready to begin play.

MARCH 1941 SITUATION CHART

AXIS			
AT AGHEILA			
XXXX Rommel 0-0-12	21 III 5 7-7-10	21 III 104 3-3-10	21 I 3 2-2-12
4-5-6 Ariete	2-3-4 Tenna	2-3-4 Brescia	2-3-4 Pavia
2-2-4 Bologna	2-2-4 Savona	0-0-10	
ALLIED			
AT EL ALAMEIN			
41 1-1-6	41 1-1-6	41 1-1-6	Pol 1-1-6 Carpathian
AT MATRUH		AT TOBRUCH	
7A 1-1-6	7A 1-1-6	9A 2-2-6	1 0-0-10
AT MECHILI		AT SALUM	
7 2-2-6	31 Motor 3 4-4-7	22 Gds 2-2-6	
AT BENGASI			
2 1-1-7 SG			

3. SEQUENCE OF PLAY

AFRIKA KORPS is played in turns. The Axis player moves all of his units which he cares to move, and resolves any resulting battles. That is his player turn. The Allied player moves all of his units which he cares to move, and resolves any resulting battles. That is his player turn. Together these two

player turns comprise a complete game turn and are measured as the passage of half a month of real time. The exact sequence of play is outlined below.

3.1 If the Axis player controls a port (4.3) at which he can bring in supply, and provided there are less than three Axis supply units (not including captured supply units) already on the board and in play, he rolls the die and consults the Supply Table (12.2) to determine whether he receives a supply unit that turn. If successful, he places it at the controlled port of his choice. He then consults the Time Record Card. If he is due additional units to enter play that turn he places them on board at a controlled port of his choice. The Axis player then moves all of his units on board (including just arrived supply, reinforcement, and replacement units) which he chooses to move. No Allied movement is allowed.

3.2 All attacks caused by Axis movement are resolved one attack at a time in the order the Axis player wishes them to be resolved, subject to any other rules contained herein. After each attack, the Axis player decides whether or not to execute movement after combat if applicable.

3.3 Provided the Allied Player has less than four Allied (not counting captured supply units) supply units in the game already, the Allied player brings on a supply unit at any controlled port providing he is entitled to and wants it. After consulting the Time Record Card he places any additional units he is due on board in a controlled port of his choice. He then moves all his units on board which he chooses to move. No Axis movement is allowed.

3.4 All attacks caused by Allied movement are resolved one attack at a time in the order the Allied player wishes them to be resolved, subject to any other rules contained herein. After each attack, the Allied player decides whether or not to execute movement after combat if applicable.

3.5 The Allied player checks off one game turn on the Time Record Card and players repeat Steps 3.1 through 3.5 for the duration of the game.

4. VICTORY CONDITIONS

4.1 The Axis player wins if he has eliminated all Allied combat (not supply) units currently on the board, or controls both fortresses and both home bases simultaneously for two consecutive Axis player turns (at the beginning and end of each turn) by his last October, 1942 turn.

4.2 The Allied player wins if he has eliminated all Axis combat (not supply or Rommel) units currently on the board, or controls both fortresses and both home bases simultaneously for two consecutive British player turns (at the beginning and end of each turn), or avoids the Axis victory conditions through the last October, 1942 turn.

4.3 To control a fortress or a home base, the controlling side must occupy that hex. Last possession of the hex is not sufficient to be considered "controlled". It must be occupied by a combat, supply, or Rommel unit. To control a home base you must both garrison it as above and keep it out of enemy zones of control at the beginning and the end of each player turn, NOTE:

a player may never use his opponent's home base as a port, whether he controls it or not.

5. MOVEMENT

5.1 Barring special restrictions caused by enemy zones of control (ZOC) and restrictive terrain, you may move all, some or none of your units currently in play on every turn.

5.2 On each turn, you may move each unit in any direction or combination of directions any number of open terrain hexes not exceeding its movement factor.

5.3 You move all of your units you choose to move in your turn before resolving any battles,

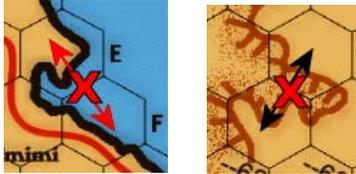
5.4 You may not move your units on top of or through opponent's combat units or their ZOC (supply and Rommel units are not combat units), except during Automatic Victory (9.1) situations.

5.5 Movement factors are not transferable from one unit to another nor can they be accumulated from one turn to the next.

5.6 You may move units on partial Qattara Depression hexes (Example: Q60) as if they were clear terrain, but not on full Qattara Depression hexes (Example: R60). T61 is considered a full Qattara hex.



5.7 You may not move units directly from one hex to another across an all-water hexside (Example: E18 to F19), or Qattara Depression hexside (W62-X62) nor may units on these adjoining hexes engage each other in battle.



5.8 You may not move units on partial hexes on the East or West ends of the mapboard (i.e. R68), nor are you allowed to move units on hexes for which there is no grid coordinate (i.e. there is no X70 nor is there a Y70 since neither 70 nor Y are grid coordinates). Hexes 163, K64, M65, O66, Q67, S68, and U69 are considered playable.

6. STACKING

6.1 Both players may stack up to three combat units in one hex. Supply units and/or Rommel may be stacked by themselves or with combat units over and above the three-high limit.

6.2 The movement factor of stacked units is that of the slowest unit in the stack. Units may combine to form a stack at any point during a turn in which they can reach the same hex. Similarly, a stack may split up into its component parts at any point during the movement of the stack.

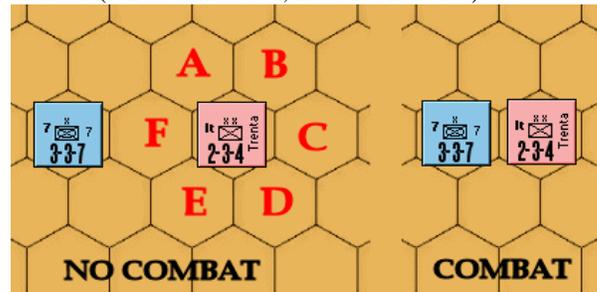
6.3 Units may pass through hexes containing other friendly combat units even if those hexes are already stacked to the maximum. Units must conform to stacking limits only at the end of movement and the end of each player turn.

7. COMBAT

7.1 Every combat unit has a Zone of Control (hereafter referred to as ZOC) which consists of the six hexes adjacent to the hex it occupies (Exceptions: E18-F19, W62-X62, and fortresses, etc.). An overlapping friendly ZOC does not negate an enemy ZOC. Combat units lose their ZOC if attacked at 7-1 odds or 5-1 surrounded (see 9.1).

7.2 A player automatically causes combat whenever he moves a combat unit into an enemy ZOC. The player moving his units is always the attacker; his opponent is always the defender.

7.3 Battle odds are determined by expressing the attacker's attack factor(s) as a ratio of attack factors to the defender's defense factor(s). Fractions are always rounded off in favor of the defender (7:2 becomes 3-1; 2:7 becomes 1-4).



EXAMPLE 7.3: If the British 7th Armored Infantry (3-37) attacks the Italian Trenta Division (2-3-4) battle odds are 3-3 or 1-1. To resolve this battle the attacker rolls the die once. The battle result is obtained from the Combat Results Table found on the back of this rulebook by cross-indexing the die roll with the proper odds column.

7.4 Odds greater than 7-1 are treated as 7-1. Odds less than 1-6 are not allowed. Any unit forced to attack at odds worse than 1-6 would be eliminated before any other battles are resolved without constituting a soak-off (11.6) or a ZOC for blocking potential retreat routes. No unit may voluntarily attack at less than 1-6. Any unit forced to attack in this position is eliminated before any other combat takes place.

7.5 The results of combat are interpreted as follows:

Result	Description
A Elim	All attacking units in that attack are eliminated.
A back 2	All attacking combat units in that attack are retreated two hexes by the defender.
Exchange	The player with fewer combat factors actually involved in the combat (attack factors for the attacker, defense factors for the defender) must remove all his units in that battle. The other player removes the number of involved units whose combined combat factors actually used in the battle total at least that of the units removed by his opponent. In an exchange, the defender's defense factors are computed at basic or double value according to terrain. The attacker's combat factors are never affected by terrain.
D back 2	All defending units in that attack are retreated two hexes by the attacker.

D Elim	All defending units in that attack are eliminated.
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EXAMPLE 7.5: If a 2-3-4 unit which is doubled on defense is attacked by seven 1-1-6 units at 1:1 odds with a resulting “exchange” the 2-3-4 unit is lost along with six of the seven 1-1-6 units. If, on the other hand, a 3-4-6 unit is attacking four 1-1-6s at 1-2 odds with a resulting “exchange”, the 3-4-6 unit is eliminated along with three of the four 1-1-6s.

7.6 RETREATS: Retreats can be handled in a zigzag fashion so as to end the retreat only one hex away from the original hex occupied during the battle. Retreat can be through friendly units already stacked to maximum and over all playable terrain including escarpments.

7.61 Retreating units are eliminated instead if they are forced to retreat into or through enemy zones of control, out to sea, into the Qattara Depression, or off the playable hexes of the board. Retreating units in excess of the stacking limit would be eliminated if forced to end their retreat on friendly units that would result in stacks exceeding the three-high combat unit limit. The retreating player could not elect to eliminate another unit in the stationary stack so as to make room for a retreating unit, although he could choose which of the retreating units to eliminate should the hex retreated to be able to accommodate somewhat less than the full number of retreating units.

7.62 The winner cannot force retreating units into blocking ZOC, or terrain which would result in their elimination if alternate, unblocked routes of retreat are available.

7.63 If the Rommel unit is stacked with an attacking unit or units which must retreat as a result of combat, it does not retreat with the combat units because it is technically not a part of the attacking force. However, in most cases the rules for placing Rommel with the closest Axis force when alone in an Allied ZOC (22.41) will have the same effect.

8. ATTACKING

8.1 A unit must stop as soon as it enters the first hex in an enemy ZOC (**Exception:** see *Automatic Victory*, 9 1).

8.2 You may move as many units into an enemy ZOC as the stacking limits and board situation will allow before calculating battle odds and resolving combat.

8.3 A unit is not allowed to move through an enemy ZOC (see *Automatic Victory*, 9.1 for exception), nor is it allowed to move from a hex in the ZOC of an enemy unit directly to another hex in the ZOC of that same enemy unit (Exception: see *Advance After Combat*, 16.2). The unit would have to first move to a hex free of enemy ZOC before reentering the ZOC of the original enemy unit who’s ZOC it began the turn in. It could, however, start its turn in an enemy ZOC and move directly to a hex in the ZOC of a different enemy unit providing the hex moved into is not also in the ZOC of the original enemy unit in whose ZOC it started its turn,

8.4 You must resolve combat against every enemy combat unit into whose ZOC you have moved units. Every combat unit in the ZOC of an enemy unit must attack some enemy unit.

8.5 Each attacking unit in a particular attack must be adjacent to every defending unit which it is attacking in that attack.

8.6 After concluding all movement for your player turn, you resolve all battles one at a time in any order you choose. Any advance after combat or retreat possibilities resulting from each attack must be executed before resolving the next attack.

8.7 A unit’s attack factor remains at its basic level in all situations regardless of the terrain it is attacking from or into.

9. AUTOMATIC VICTORY

9.1 Whenever enough attacking units are in attack position against a defending unit to create an automatic elimination situation (odds of 7-1, or 5-1 if the defender is surrounded by enemy ZOC or impassable terrain such that he could not survive a “back 2” result) that defending unit’s ZOC is immediately ignored for the remainder of the attacker’s turn. Therefore, units not yet moved by the attacker may move through that defending unit’s adjacent hexes. The attacker’s units may even move over the defending unit itself although they may not end their move directly on top of it. However, that defending unit remains in play and is not removed until the attacker is ready to resolve his attacks.

9.2 Attacking units must be able to trace a line no more than five hexes long which is free of enemy ZOC and impassable Qattara/water hexsides to a friendly supply unit at the instant they achieve automatic victory. Although automatic victory (hereafter referred to as AV) takes place during the movement portion of a turn, the combat units involved in the AV may not make any further movement during that turn until after the battle portion of the turn, when they may advance if they meet the *Advance After Combat* (see 16.1) requirements.

9.3 Units which serve to cut off retreat routes and thus participate in an AV (in a 7-1 or 5-1 surrounded attack) even though they may not be adjacent to the AV’ed unit, also may not make any further movement during that turn.

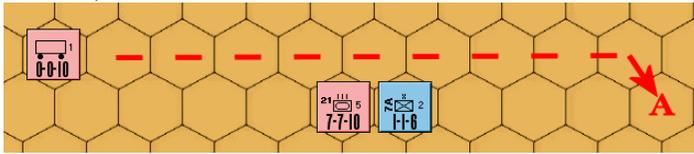
9.4 Units which move through a negated ZOC by virtue of an earlier AV attack, may join in that AV attack. This means that units can move through a negated ZOC and then join in the AV attack against that AVed unit so as to be able to remain adjacent to other non-Aved enemy units without attacking, provided proper soak-offs are made. However, units used to gain an AV cannot later have their “places taken” by other units moving through the negated ZOC and thus freeing the original AVing units to continue their move.

9.5 A unit which must be eliminated before combat due to being trapped in enemy ZOC without benefit of supply cannot participate in an AV.

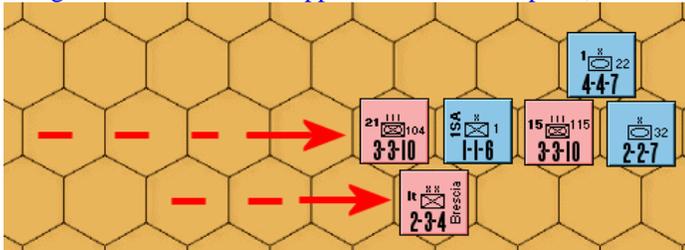
9.6 Units making an AV attack must be in supply (14.2) at the time of that attack. They cannot rely on the AV to open a route to a source of supply to sustain that AV attack.

9.7 The supply used to Sustain an AV attack could conceivably move over the AVed unit and continue on to supply other attacks on the same turn but it must maintain its five hex supply line to the units which made the AV attack as well as any

units involved in other attacks which it is supplying (Exception: See 14.5).



EXAMPLE 9A: 21/5 has established an AV (7- 1) vs 7A/2. The German unit is within five hexes of Supply fl. The 21/5 must remain in position for the rest of the turn, although the supply can move as shown to hex “A”, ignoring 7A/2’s ZOC and ending its movement still within five squares of 21/5. Note the reverse is not true: if supply #1 had started the turn at “A” it could not supply the AV from that hex, since the 7A/2’s ZOC is not ignored until after the supplied AV has taken place,



EXAMPLE 9B: At the end of the Allied turn, 15/115 is isolated by 15A/1, 1/22 and 32. The Axis player moves 21/104 and Brescia into position for what appears to be an AV vs 15A/1. However, it isn’t an AV because the 15/115 cannot make a 1-2 attack without supply vs 1/22 and 32, and thus would be eliminated before combat. What the Axis player has is just a normal 5-1 vs 15A/1. The 15/115, unable to attack at 1-2 without supply, must be eliminated prior to combat. Note that 15/115 could have been saved had the Axis player been able to bring up enough force against 15A/1 to get a 7-1 AV, thus opening a supply route to 15/115 which could then attack at 1-2 or even move away without a fight through the hole left by the demise of 15A/1. Note also that, somewhat paradoxically, 15/115 could have been saved had the 32 Armor unit had a defense factor of 3. 15/115 could then have attacked at 1-3 without supply, (see 14.3) and conceivably could have retreated through the hole left by the demise of 15A/1.

10. DEFENDING

10.1 The defending player is not allowed to move any unit while his opponent is taking his turn, although his opponent can retreat his defeated defending units after combat (see 7.6) in the same manner that the defender can retreat defeated attacking units after combat.

10.2 Any defending unit in a battle which occupies a fortress or escarpment hex has its defense factor doubled for purposes of calculating the odds of that battle and the amount of loss an attacker must suffer in an “exchange” result. Such a unit’s defense factor remains doubled regardless of the terrain occupied by the attacker.

11. MULTIPLE UNIT BATTLES

11.1 When two or more units attack one defending unit the factors of the attacking units must be totaled into one combined attack factor.

11.2 When one unit attacks two or more defending units the factors of the defending units must be totaled into one combined defense factor.

11.3 When several units attack several defending units the attacker has the choice of dividing combat into more than one battle as long as the following conditions are met:

11.31 The attacker must attack every defending unit in whose ZOC he has attacking units, and

11.32 His attacking units must be in the ZOC of every defending unit he is attacking, and

11.33 Each of the attacker’s units in an enemy ZOC must attack.

11.4 The attacker may divide combat against stacked units on the same hex into more than one battle as long as he has more than one attacking unit.

11.5 The attacker with stacked units on the same hex may divide combat into more than one battle against defending units on separate hexes.

11.6 The attacker may deliberately sacrifice one or more attacking units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called soaking-off. However, soak-off odds cannot be worse than 1-6. Any time an attacker finds his units trapped in enemy ZOC at odds worse than 1-6, he must either bring up enough units in support to bring odds down to 1-6 or eliminate it from the board before resolving any battles.

11.7 The attack or defense factor of a unit cannot be split and applied to more than one battle, nor may any defending unit be attacked more than once in any turn.

EXCEPTION: Should a unit be retreated into a fortress hex which will be attacked later in that same turn, that unit could undergo attack twice in the same turn. In this case, however, the unit does not add its defense factor to that of the other defending unit(s) in the hex, although it must abide by the results of the attack. If a D Elim is rolled, the unit is eliminated with the other defending unit(s). If the result is DB2, the unit is again retreated. The nonparticipating unit could not be used to satisfy exchange losses and is eliminated if all other defending units in the hex are lost.

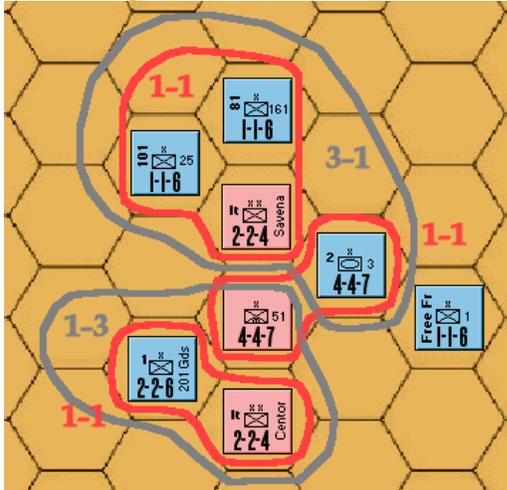
Should a unit be retreated into a fortress hex containing no other combat units it would be subject to automatic elimination if attacked at any odds during that player turn.

The attacking player cannot dictate a retreat into a vacant fortress hex against the defender’s will if any other legal retreat route exists.

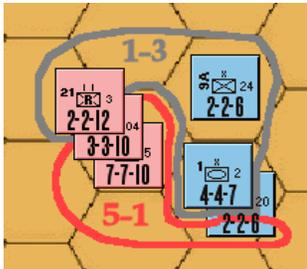
11.8 No attacking unit may fight more than one battle per turn even if it finds itself in an enemy ZOC after combat has been resolved. The defending unit in such a case must attack or withdraw in its turn or be eliminated. If such a unit wishes to attack in its turn it may do so by holding its present position or by withdrawing from the enemy ZOC altogether and then re-

entering into a different hex of the enemy unit's ZOC providing it has any supply it may need to attack.

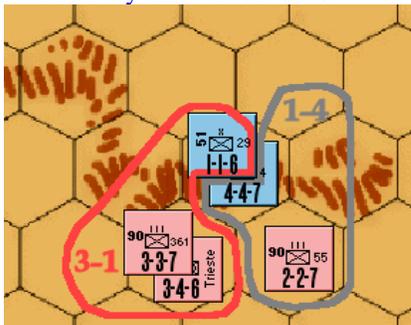
11.9 If, at the end of the movement portion of its turn, an attacking unit is isolated while in an enemy ZOC it must be eliminated before the combat phase of the turn (**Exception: 14.3, see the second example under 9.6).**



EXAMPLE 11A: In the above example blue may divide combat in two ways. As shown by the gray circles he may resolve combat in two separate battles or in three separate battles as shown by the red circles, Notice that in dividing combat every red unit that is in a blue ZOC will be fought, Also notice that the Free French unit is not engaged since its ZOC does not fall on any red units.

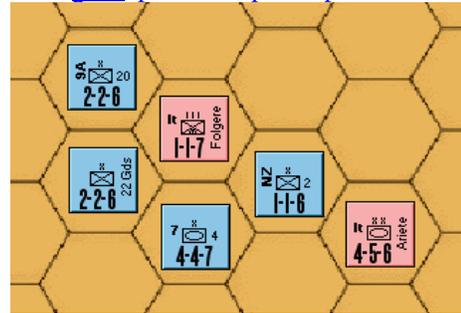


EXAMPLE 11B: In this example the red 2-2-12 soaks off against blue 2nd & 24th brigades at 1-3. This gives Red's remaining units odds of 5-1 over the remaining blue 2-2-6 unit. This tactic by red, forces surviving blue units to withdraw or counterattack at relatively unfavorable odds.

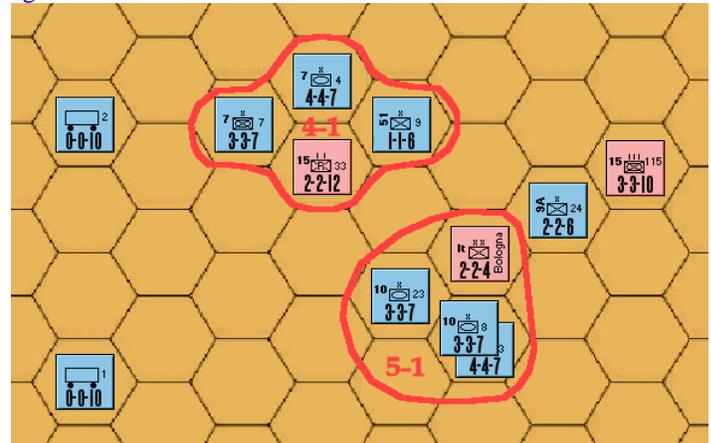


EXAMPLE 11C: Soaking-off can be useful in forcing defending units to abandon an escarpment. Here the red 2-2-7

soaks-off against blue 4-4-7 at 2 to 8 (1-4). Note that blue 4-4-7's defense factor doubles on defense. The remaining red units attack blue 1-1-6 at 6 to 2 (3-1). Blue, in his turn, must either counterattack or give up the escarpment position.



EXAMPLE 11D: The result of a blue attack has left red with a forced soak-off situation in his turn. At first glance it appears that red has blue NZ/2 surrounded, but a closer look finds that red 1-1-7 would have to soak-off at odds of 1-8 which is not allowed. Therefore, if red does not bring up additional units to join the attack and bring the soak-off odds down to at least 1-6, then red 1-1-7 must be removed before resolving the 4-1 attack against blue 1-1-6.



EXAMPLE 11E: All attacking blue units are within five hexes of a supply unit except blue 2-2-6, which has been left surrounded by red's previous player turn. In this event blue 2-2-6 is automatically eliminated prior to combat resolution (see 11.9), thus opening a retreat route for red 2-2-4 which is being attacked at 10-2 (5-1). Note that red 2-2-4 would be A'Ved in a 5-1 surrounded attack were it not for rule 11.9 which requires the elimination of blue 2-2-6 before any combat is resolved due to being in red ZOC without access to supply. Both blue supply units must be removed because neither is within five hexes (free of enemy ZOC) of all attacking units,

12. AVAILABILITY OF SUPPLY

12.1 The Allied player is due one supply unit per turn throughout the game providing he has control of a port at which to land the supply unit. However, the Allied player may never have more than four of his own (not captured) supply units on board at any one time.

12.2 The Axis player is allowed to roll a die once per game turn on the SUPPLY TABLE in an attempt to secure a supply unit provided he controls a port in which to land the supply unit that turn. Therefore the Axis player cannot roll for supplies on the first game turn because he doesn't control a port. The Axis player may never have more than three of his own supply units on board at any time.

SUPPLY TABLE

Die roll	April 1941	1941-June 1941	July 1941-November 1941	December 1941-End of Game
1	Sunk		Sunk	Sunk
2	Sunk		Sunk	
3			Sunk	
4-6				
The Axis player receives a supply unless he rolls a "Sunk" result.				

12.3 There is no limit to the number of captured supply units which a player may have over and above the maximum number of his own supply units.

12.4 If a player is unable to land his supply unit for a given turn in a controlled port (i.e.: Tobruch or his home base) at the start of the movement portion of his turn he forfeits that supply unit. Supply units may not be accumulated off board. They must land on their turn of arrival or be lost.

12.5 A player does not have to accept supply. He can decline the arrival of a supply unit if he so desires.

13. MOVEMENT OF SUPPLY UNITS

13.1 Initial placement on board in a controlled port does not count against the supply unit's movement rate. It can be moved and used to sustain attacks on the turn of its arrival, or any turn thereafter until used or destroyed.

13.2 Supply units may move into an enemy ZOC only if they are being used to sustain attacks against that enemy unit in that turn.

13.3 A supply unit cannot capture or move adjacent to (excepting the E18-F19, W62-X62 and fortress anomalies) opposing supply units (either during or at the end of the movement portion of the turn) unless it is accompanied by a combat unit. However, a supply unit could move adjacent to, or even on top of the Rommel unit (22) if the Rommel unit were alone in a hex.

14. SUSTAINING ATTACKS

14.1 Units may never attack at odds of 1-2 or better without access to a supply unit. Whenever a supply unit is used to sustain an attack, that supply unit is removed at the end of the current player turn.

14.2 Units may attack at odds of 1-2 or better only if all attacking units involved in that attack are within five hexes of a friendly supply unit after movement. The five hex route to the supply unit must be free of enemy ZOC and full Qattara Depression hexes (and cannot be traced across the E18-F 19, W62-X62 hexsides). The five hex route is inclusive of the hex containing the supply unit, but exclusive of the hex containing the attacker. The five hex supply route need not be maintained

once combat is resolved: thus, retreating enemy combat units across the five hex supply route would have no effect on subsequent attacks being resolved during that same player turn.

14.3 Attacks at odds of 1-3 or worse do not require supply. However, attacking units are not allowed to voluntarily attack at reduced odds so as to avoid the necessity of supply.

14.4 One supply unit may sustain attacks for more than one attack in the same player turn, There is no limit to the number of attacks that can be sustained by the same supply unit as long as all the units which are attacking, at 1-2 or better odds are within the five hex radius of the supply unit described in 14.2. Other supply units (whether within the five hex radius or not) do not have to be used and can remain on board for use in later turns.

14.5 Supply units are required to sustain AV attacks both at the instant the AV is attained and at the end of the movement portion of the attacking player's turn. Note that it is possible that the supply unit sustaining an AV attack may move out of the five hex supply radius of that attack, providing another supply unit takes its place within the five hex supply radius at the end of the movement portion of the turn. However, in this case both supplies would have to be used to sustain the AV attack.

14.6 The attacking player must state before resolving each combat (including AV attacks) which supply is sustaining the attack.

14.7 Supply is not necessary to defend; there is no change or reduction of a unit's defense factor due to lack of supply.

15. CAPTURE OF SUPPLY

15.1 Supply units have no ZOC and all enemy combat units may move adjacent to or on top of a hex containing only supply units (and/or Rommel unit) without stopping or may even end their move in the same hex. Opposing supply and/or Rommel units may not move adjacent to an opposing supply unit unless they are accompanied by a friendly combat unit.

15.2 The situations in which supplies can be captured fall into two distinct categories: those in which the supply is stacked with a friendly combat unit, and those in which it is not. The following rules pertain to the capture of supplies wherein the Supply unit is unaccompanied by friendly combat units.

15.21 A supply unit is automatically captured whenever an enemy combat unit moves adjacent to it prior to combat (**Exception: the E180-F19, W62-X62 anomalies**) unless the supply unit is in a fortress (see 15.23). The instant this occurs the supply unit is replaced with a captured supply unit of the opposing color in the same hex. The removed supply unit is returned to the opponent for possible re-entry into the games at a later time under the normal Supply generation rules. The captured supply unit can then be moved normally for the duration of the capturing player's movement portion of his turn and can also be used to sustain attacks as if it had started that player turn as a friendly supply unit in that hex. Such a capture can occur during a combat unit's move, after which that combat unit may continue its movement for the turn without penalty or delay.

15.211 The possible presence of enemy combat units adjacent to the unaccompanied enemy supply unit has no effect on the capture outlined above.

15.212 Immediately after its capture, the captured supply unit is subject to all movement restrictions and cannot move through hexes which previously were friendly, but are in enemy ZOC.

15.22 Any retreating/advancing combat unit which finds itself adjacent (usual E18/F19, W62/X62 exceptions apply) to or on top of an enemy supply unit (unaccompanied by a combat unit during its retreat/advance automatically captures that supply unit (**Exception:** see 15.23)).

However, the captured supply unit can move no further during that player turn other than accompanying the capturing retreated combat unit for the duration of its retreat. Should a supply which is currently being used to sustain an attack during that player turn be overrun by a retreating unit in this manner it is neither captured (because it is in the process of being used) nor prevented from sustaining other attacks during that player turn.

15.23 A supply unit (unaccompanied by a combat unit) in a fortress can be captured by an adjacent combat unit only at the conclusion of the movement portion of the turn because the fortress protects the supply unit from the combat unit's ZOC. A retreating or moving combat unit could capture the supply unit only if it moved into the fortress on top of the supply unit. In essence, for a supply unit alone in a fortress to be captured by an adjacent combat unit it must be "attacked", and attacks can occur only during the combat portion of a turn not before or after it. Therefore, such a supply unit could not be moved immediately after capture, because the captor's movement portion of the turn has been completed. Note also that a supply unit (unaccompanied by a friendly combat unit) in a fortress would also be captured as part of the same attack in which an enemy combat unit attacks both the lone supply unit in the fortress and any other friendly combat units which are adjacent to the attacker unless all the attacking units were eliminated or retreated as a result of the combat.

15.24 Supply is not necessary in order to "attack" an unaccompanied supply unit (nor is it necessary to attack a supply unit under any circumstances, although it is often necessary to attack accompanying combat units). Capture of an unaccompanied supply unit during movement is not considered a "battle" (even in the case of the fortress example cited in 15.1-3). Plus, the combat unit which captures the supply unit may also take part in battle against enemy combat units in that player turn.

15.3 Capture of Supply units which are accompanied by friendly combat units in the same hex is governed by the following rules,

15.31 If an AV can be attained against the accompanying combat unit(s), capture of the supply follows the procedure in 15.21 with the exception that the attacker could not occupy the AVed unit's actual hex (see 9.1), unless an Advance After Combat (16.2) situation was applicable.

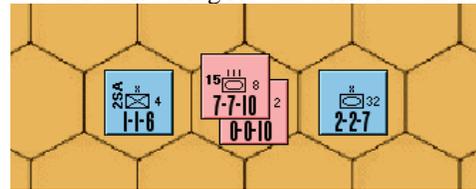
15.32 In all other cases, supply units accompanied friendly combat units can be captured only by carrying out normal attacks against the accompanying combat units. This capture can take one of two forms:

15.321 The supply unit is captured if all accompanying combat units are eliminated or retreated while at least one attacking combat unit remains adjacent to the supply or advances after combat (see 16.1) onto it. Supply units cannot retreat. The supply unit is neither captured nor eliminated if the battle result eliminates all attacking and defending combat units and the supply unit is not left in an enemy ZOC.

15.322 The supply unit is captured if one adjacent enemy combat unit "attacks" the supply, while other attacking units attack the accompanying combat units at legal odds (1-6 or better). The attacker may not use more than one attacking unit to capture the supply; all other units in the defender's ZOC must attack the accompanying combat units. NOTE: This method cannot be used if the defender is in a fortress hex.

115.33 Supply units captured by the 15.32 method can be moved by the attacker their full movement capability, but they cannot be used to sustain other battles during that turn,

15.34 Captured supply units may be moved out of the ZOC of previously accompanying friendly combat units by the new owner. This is the only time that a unit can move through an enemy ZOC other than during Advance After Combat (16.2).



EXAMPLE 15: The Allies have moved to capture Axis supply #2 by 2SA/4, while 32nd attacks 15/8 at 1-4. This is a clever way to destroy Axis Supply without using an Allied supply and taking only a 50% chance of losing the 32nd. Note 2SA/4 cannot join in the attack against 15/8. In this case, the capture of the supply is considered a battle. Now consider what would happen if the Allies could bring up the 1st Armor (another 2-2-7) to the hex occupied by the 32nd. The 1st Armor cannot join 2SA/4 in capturing the supply, since in a situation like this only one attacking unit may be used to capture the supply. However, the Allies would have a surrounded 1-2 vs 15/8 (assuming the 1st & 32nd can be supplied by a separate supply unit; the captured supply cannot be used to sustain this attack) because 2SA/4 serves to block the 15/8's retreat.

15.4 A player may destroy his own supply or captured supply units at any time during his own player turn, including after combat is resolved,

16. ADVANCE AFTER COMBAT

16.1 Any time an attack removes all defending combat units from a fortress or escarpment hex, any and all (up to maximum stacking limits) surviving attacking units may move into the hex vacated by the defender. Such advance must occur prior to the resolution of the next battle, if any.

16.2 Advance after combat is the only instance (other than 15.34) in which a unit may move directly from the ZOC of an enemy unit into another ZOC of that same enemy unit.

16.3 A unit attacking a supply unit in a fortress without accompanying combat units can nevertheless advance after combat into the fortress even though there was no defending combat unit involved.

17. COAST ROAD

17.1 All units are allowed to move up to ten additional hexes per turn on the coast road above and beyond their normal movement factors. Such movement may be combined with normal movement over other terrain in any manner desired.

EXAMPLE: A 2-2-6 unit could move two hexes through clear terrain to a coast road, then move seven hexes along the coast road, then move four additional hexes across clear terrain (or coast road), before returning to the coast road for its last three hexes of movement along the coast road.

17.2 Movement along the coast road must be through the specific hexsides bisected by the red coastal road lines. To qualify for the coastal road bonus the hex entered must be entered through a hex side crossed by the red coastal road symbol; otherwise movement into that hex is at the cost of the other terrain in that hex.

17.3 Hex I26 contains two roads which do not intersect within the hex and therefore presents an exception to the normal rules.

17.31 A unit which starts its turn in I26 can move along either road.

17.32 A unit which starts its turn outside I26 and moves into the hex via the road could not transfer to the other road in that hex and move along it at no penalty. It would either have to move outside the hex and back into it along the proper hexside (such as I26-J27-I26) or pay an additional movement factor for moving across the escarpment within the hex to get to the new road. Such expenditure would count as moving onto a road escarpment hex (see 18.5).

18. ESCARPMENTS

18.1 Any unit may move onto an escarpment hex at the normal cost of one movement factor, but may move no further during the movement portion of that player turn.

18.2 Units may leave escarpment hexes at their normal movement rate.

18.3 Units move through escarpment hexes at the rate of one hex per player turn. The only way a unit could move through more than one escarpment hex in a player turn would be to advance (16, 1) or retreat (7.6) after combat.

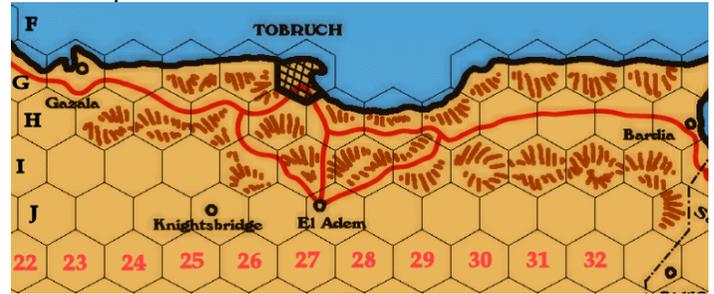
18.4 Units may move through escarpment hexes containing the coast road without stopping, using either normal movement factors or their coast road bonus as long as movement is made through hexsides bisected by the road.

18.41 Units may move directly onto a coast road escarpment hex from a hexside not bisected by the road and then continue along the coast road without stopping. However, they may not

then leave a coast road escarpment hex from a hexside not bisected by the road.

18.42 Units which enter a coast road escarpment hex from a hexside which is bisected by the road may later move off a coast road escarpment hex in any direction.

18.5 In summary, rule 18.4 allows a unit to move either off or on a coast road escarpment hex from a hexside not bisected by the road without delay, but not to move both off and on in the same turn except as a result of retreat or advance after combat. See examples at bottom left.



EXAMPLE 18: A unit beginning its turn at either G24 or I24 could move directly onto H24 and then continue to H23, H25, or I25 and then onwards along the road with no delay. However, the unit could not move H24-H25-H26 since the direct move between H25 and H26 would be off the coast road escarpment through a hexside not intersected by the road, and in one turn a unit cannot move on (to H24) and off (to H26) a coast road escarpment in this way. Note that an H24-I25-I26-J27-I27-I28-H28-H29-I30 move is legal, since entry to I30 is made from a coast road clear terrain hex (H29).

A unit beginning its turn at G22 can move H23-H24-H25-H26-H27, etc. It entered the coast road escarpment (H23) from a hexside intersected by the road, thus the H25/H26 is the only time it used the non-road hexside move. NOTE: Technically, the unit did move off H25 and the H26 from non-road hexsides, but the one hex distance is considered a single move.

A unit beginning its turn in Tobruch may move H26-I27-I27-I28 but it may move H26-I27-I28. The H26/I27 is its legal non-road hexside move; the I27/I28 would be a second such move in the same turn, which is not allowed.

19. REINFORCEMENTS

19.1 Both players receive reinforcements at specific intervals. Reinforcements are new units and have nothing to do with Replacements (see 20). The Order of Appearance tables printed on the mapboard state the earliest time that reinforcements can be put into play. These turns are noted in bold print on the Time Record Card as a reminder.

19.2 Reinforcements may enter the game at Tobruch, their home base, or both provided they are controlled by friendly forces at the start of the player turn. As is the case with the arrival of supply units there is no movement penalty for being placed on board in a controlled port. They can be moved and used in battle on their turn of arrival.

19.3 Unlike supply units, reinforcements do not have to land on the first turn they are available. They can be left off-board

for arrival during a later turn. Such units are not considered at sea and are therefore not subject to the restrictions of units using normal sea movement.

19.4 Arriving reinforcements may be stacked above the three-high limit during their initial placement on the board providing they do not exceed that stacking limit at the conclusion of the movement portion of the turn.

19.5 Reinforcements (and supply) can be placed in Tobruch while under siege. Adjacent units do not exert a ZOC over a fortress hex, and, therefore, do not prevent this.

19.6 Reinforcements can enter play only during their own player turn.

19.7 An opponent's home base cannot be used as a source of reinforcements.

19.8 Reinforcements which are not in play by the last October 1942 turn are eliminated.

20. REPLACEMENTS

20.1 Starting in March, 1942 both players are eligible to receive replacement units. These units have nothing to do with reinforcements (19) and are taken only from those units already eliminated.

20.2 The Axis player earns replacement units at the rate of one attack factor per turn for his home base and one attack factor per turn for Tobruch, providing he controls these hexes at the beginning of his player turn, for a maximum of two attack factors per turn.

20.3 The Allied player receives two attack factors per turn for his home base and one attack factor per turn for Tobruch, provided he controls these hexes at the beginning of his player turn, for a maximum of three attack factors per turn.

20.4 The rules for putting replacements into play are identical to those for reinforcements.

20.5 Each side is allowed to accumulate replacement factors from turn to turn. A special (un-shaded) column for each side is provided on the Time Record Card for this very purpose.

20.6 Accumulated replacement factors are not lost even if an opponent gains temporary control of Tobruch and/or the home base.



21. ALLIED SUBSTITUTE COUNTERS

21.1 Starting in August, 1942 and all turns thereafter, the Allied player may exchange substitute counters for units presently on board totaling the same number of attack factors as that of the substitute counters. Armor must be exchanged for armor and/or armored infantry; infantry must be exchanged for infantry and/or recon units.

21.2 Substitution can occur only at the end of the Allied player's movement portion of his player turn. The Allied player is not allowed to move substitute units during the turn of placement (except as a result of combat; i.e. advance or retreat), but he may use them to attack during their initial turn on the board. Substitution can therefore occur in an enemy ZOC. The

only requirement is that all units involved in the substitution end the movement portion of their turn in the same hex.

21.3 Substitution counters can be broken down into component smaller parts of the same type (see 21.1) in much the same manner they are formed at the end of the movement portion of their player turn, OR during combat resolution. Thus, a 4-4-10 unit which must take a three factor loss due to an exchange result could be replaced by a 1-1-7 unit.

21.4 A substitute counter which is breaking down into its component parts may not generate units whose combined attack factor is greater than that of the substitute unit, nor can it generate any unit whose movement factor is greater than that of the substitute unit unless that unit was used to create the substitute unit originally. Therefore, should a recon unit be used to create a substitute unit special care should be taken to record the specific substitute unit which contains the recon unit.

21.5 Units on board being converted to a substitute counter or a substitute counter being converted back to its component parts may not stack in such a way as to be above the three-high maximum combat unit limit either immediately before or after the substitution takes place.

21.6 Substitution may not take place at sea, or off-board, nor may substitute units be brought onto the board as replacements.

21.7 Only those units provided in the game specifically as substitute counters can be used as such. For example, the British player could not use an eliminated 2-2-6 unit as a substitute counter for a pair of still functional 1-1-6 counters.



22. ROMMEL HEADQUARTERS UNIT

22.1 The Rommel unit provides any and all friendly units a two hex movement bonus provided it moves with that unit(s) for two hexes. There is no numerical limit to the number of Axis units which the Rommel unit can help in this manner, but it can help each unit only once per turn.

22.2 The Rommel unit does not count against stacking limits.

22.3 The Rommel unit has no ZOC and cannot block enemy units in any manner, nor can it capture supply. Enemy units can move directly on top of the Rommel unit if unaccompanied by Axis combat units.

22.4 The Rommel unit cannot be attacked, captured or eliminated. If placed in an enemy ZOC without benefit of an accompanying friendly combat unit in the same hex, the Rommel unit is merely placed with the closest Axis combat unit at that point in time. If isolated without benefit of an accompanying friendly combat unit, it is likewise moved to the closest Axis combat unit. If isolated with a friendly combat unit inside the same encirclement, Rommel must stay within the encirclement pending the elimination or relief of the combat unit.

22.41 The Axis player may not purposefully move the Rommel unit into an Allied ZOC without benefit of

accompanying friendly combat unit in the same hex unless there is no alternative move or non-move.

22.42 In determining “the closest Axis combat unit” in 22.4 the Axis player may not count hexes which can’t be traversed normally or which are in Allied ZOC unless there is no other way to place Rommel with an Axis unit. If two Axis combat units are still equidistant from Rommel, the Axis player may choose which of the two he wishes to place Rommel with.

22.5 Rommel may be used to control ports, but does not count as a unit to be eliminated for Allied victory conditions.

23. FORTRESSES & SEA MOVEMENT

23.1 Opposing units may move adjacent to enemy combat units in Bengasi and Tobruch without attacking, although they have the option to do so. If units attack into a fortress, they must attack all units in the fortress, but not all units adjacent to the fortress necessarily have to attack.

23.2 Units in fortresses do not have to attack adjacent enemy combat units, although they have option to do so. If units in a fortress attack, they must attack all adjacent enemy units. However, all units in the fortress are not required to take part in an attack.

23.3 Sea movement in and out of Bengasi is not allowed.

23.4 Sea movement between Tobruch and each side’s respective controlled home base is allowed, Sea movement is conducted by moving the units involved to Tobruch or their home base and then off the board. In the following friendly player turn those units may be placed on Tobruch or the home base and moved inland.

23.41 Units may move in and out of Tobruch by sea even when enemy units are adjacent. A unit may not move both into and out of Tobruch by sea during the same player turn.

23.42 Units cannot remain at sea indefinitely. They must return to a port on the turn following initial removal from the board or they are eliminated. A unit which lands at a port may not move out to sea again in the same turn.

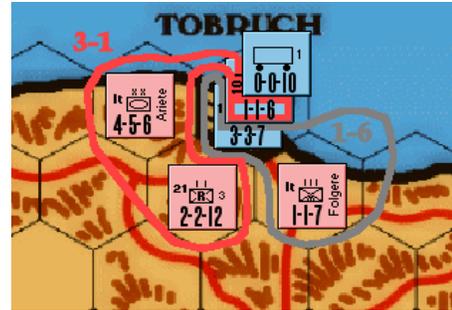
23.43 Units can return to the same port they embarked from on the previous game turn. They need not move to another port.

23.44 To use sea movement into a port, you must control the port at the beginning of your turn. However, you may move out of a port without controlling it at the beginning of your player turn, provided it is not in an enemy ZOC at the time of embarkation.

23.5 Transfer between Tobruch and the enemy home base are not allowed.

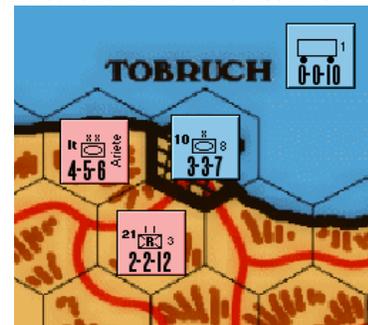
23.6 Units in a fortress which are surrounded by a combination of enemy ZOC and the sea are subject to isolation (see 24) unless they have a supply unit present.

23.7 Units in a fortress which are surrounded by a combination of enemy ZOC and the sea may not retreat. Such units would be eliminated if they suffered a “back 2” result on the Combat Results Table.



EXAMPLE 23: In the diagram above, neither side is required to attack, However, red 4-5-6 and 2-2-12 units attack blue 1-1-6 at 6 to 2 (3-1) with blue’s defense factor doubled. Red 1-1-7 must soak-off against blue 3-3-7, doing so at 1-6. In the 3-1 attack, a die roll of ‘3’ calls for blue M6’s retreat, but since involuntary movement out to sea is not allowed, blue 1-1-6 is eliminated instead. Red 1-1-7 is eliminated in the soak-off attack. In this instance, the blue supply unit cannot be captured (15.322).

In the diagram below, it is now blue’s move so he decides to move his supply unit off the board voluntarily to preclude capture in the event of a successful red attack against blue 3-3-7 on the next turn. However, to prevent blue 3-3-7s elimination due to isolation, a supply unit will have to be brought back into the fortress on the second blue turn of isolation.



24. ISOLATION

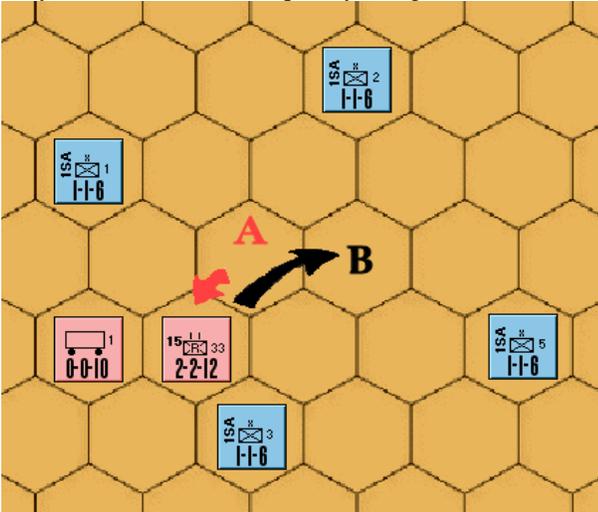
24.1 A combat unit becomes isolated when it is unable to trace a line of hexes free of enemy ZOC, the sea, Qattara Depression, board edge, or unplayable hexsides to a friendly supply unit. It makes no difference how extended or curved the supply line is or how far away the supply unit.

24.2 Any unit that is isolated for two consecutive friendly player turns, both at the beginning, and at the end of the player turn is automatically eliminated. Therefore, an isolated unit which advances into attack position and thereby momentarily breaks isolation before being retreated back into isolation has not broken isolation because it is still isolated at the beginning and end of the player’s turn.

24.3 Units which land at a port are considered to be in the same supply status as the port in which they are brought onto the board. Such units entering a port which cannot trace a line of supply to a friendly supply unit share the supply status of any units already there, whether it is the first or second turn of isolation.

24.4 Supply lines cannot be traced from one port to another, or through the sea in any manner. However, combat units which end their turn at sea with a supply unit also at sea are considered supplied, even if the combat unit and the supply unit put out to sea from different ports. Combat units at sea without a supply unit also at sea are considered isolated. Therefore, if a unit is in its second turn of isolation on the board and then moves out to sea without a supply unit also at sea, it is eliminated.

24.5 Any player without supply units on board at the start and end of two consecutive friendly player turns loses all units currently on board, and, consequently, the game.



EXAMPLE 24: 15/33 begins Its turn on hex “A” isolated by the four South African infantry brigades, and moves as shown by the red line to attack ISA/3 at 2-1 (supplied by Axis supply #1). The battle results in an A back 2, with 15/33 retreated along the black line to hex “B”, thus ending its’ turn still very much in isolation. Since 15/33 was isolated both at the beginning and the end of its turn it is considered isolated for the entire turn even though it used a supply unit to sustain its attack.

25.0 THIRD EDITION

These rules are the third edition (copyright 1980) and supersede all earlier versions. Players are urged to confer as to the exact edition of the rules they are using prior to the start of any game (especially those played by mail) so as to avoid misunderstandings later.

26.0 DESIGN CREDITS

26.1 ORIGINAL THE AVALON HILL GAME COMPANY CREDITS

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Original Configuration & Trustees:	WGA VASSAL Team (Brent Easton, Jeff Wise, Bill Thomson).
Enhanced Map	Jeff Wise
Errata Compilation	WebGrogards & WGA GENERAL archive

27.0 ERRATA AND QUESTIONS AND ANSWERS

28.0 ARTICLE INDEX

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2. F&M #60; World War II Anthology: Chapter 1: The Mediterranean Theater: Vance von Borries (Review)

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55. QUESTION BOX; 6-6; 7-3; 7-4; 9-6; 10-2; 11-6; 12-1; 22-2

JAGDPANTHER MAGAZINE

1. Jagdpanther #7; The Rommel Fantasy (Variant)
2. Jagdpanther #7; KG's in AKorps: Jim Brown

MOVES MAGAZINE

1. Moves #5; Realistic Afrika Korps: (Variant)

OUTPOST MAGAZINE

1. Hardcore Afrika Korps: (Variant)
2. Realistic Afrika Korps: (Variant) (same as Moves article – see above)

PANZERFAUST MAGAZINE

1. Issue unknown; Shortcomings of AK: Chuck Lane (Critique)
2. Issue unknown; Afrika Korps: Tom Hazlett
3. Issue unknown; The Afrika Korps Thesis: Tom Hazlett
4. Panzerfaust #44; Afrika Korps II: Chuck Lane (Variant)
5. Panzerfaust #47; Afrika Korps II, Part 2: Chuck Lane (Variant)
6. Panzerfaust #54; Prelude to Afrika Korps: Robert W. Garbisch (Historical)

7. Panzerfaust #54; Simulating the Desert War: Confessions of a Frustrated War Gamer: J. E. Pournelle (Analysis/Historical)

PANZERSCHRECK MAGAZINE

1. Panzerschreck #1; Short Takes: End Game Scenario for Afrika Korps: B. Shatner (Variant)

SPARTAN SIMULATION GAMING JOURNAL

1. Issue #4?; The Tobruch Dilemma: Harley Anton
2. Issue #4; Montgomery's Maulers: Strategy for Afrika Korps: H. Anton (Strategy)\
3. Issue #4; Gazala 1942 (Variant)\
4. Issue #4; SICL Championships: Game replays of Afrika Korps (Replay)\
5. Issue #10; Review: Afrika Korps (Review)

STRATEGY & TACTICS MAGAZINE

1. S&T #2; AHKS on AK: (Variant from KOMMANDEUR magazine)
2. S&T #10; Afrika Korps (Modified): John Schaefer (Variant)
3. S&T #17; Afrika Korps in HO: E.Mohrman
4. S&T #23; Campaign Analysis: North Africa 1940-42, Part III: Afrika Korps: A.Nofi
5. S&T #23;; GAGE Review (Afrika Korps): Jim & John Flanagan
6. S&T #40; PanzerArmee Afrika and the War in the Desert, June 1940-December 1942: Albert A. Nofi (Historical)

STRATEGY & TACTICS SUPPLEMENT

1. S&T Supp #11; Campaign Analysis ... North Africa 1940-42; the British Army; a British soldier comments (LTC Henry A. Radice)

WARGAMER MAGAZINE

1. Wargamer Vol.1 #3; De-Briefing: Afrika Korps; J. Hind (Review)\
2. Wargamer Vol.1 #3; Functional Unit Differences in AK

Magazines and issues unknown for the following:

1. German Strategy for Afrika Korps: Tom Ryan
2. British Defense in Afrika Korps: Tim Tilson
3. Africa 1940-42: Bruce Gletty (Variant)

29.0 TOURNAMENT ARCHIVE

- AFRIKA KORPS is an active Face to Fact tournament at the annual World Boardgame Championships (successor to Avaloncon) by the Boardgamer Player Association [<http://www.boardgamers.org>]. WBC is held in Lancaster, PA; end of July/early August.
- BPA also administers a repeating AFRIKA KORPS Play by Email Tournament. [http://www.bpaclassics.org/afrika_korps.htm]
- AFRIKA KORPS is an active Face to Fact tournament at the annual Prezcon Winter Nationals event; Charlottesville, VA; Mid February.