

TOBRUK

Operation Crusader, Nov-Dec 1941

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These rules use the following color system:
Red for important notes such as exceptions
or errata, **Blue** for examples of play.

1.0 QUICK SUMMARY GAME CONCEPT

Tobruk is a two player game that recreates the British 8th Army's Operation Crusader, the attempt to relieve the Tobruk garrison. The game covers the period from 18 November to 7 December 1941, with each turn in the game representing two days.

Note: This game uses the same rules system as *Sedan: The Decisive Battle for France, May 1940* that appeared in *World at War* #24.

2.0 GAME COMPONENTS

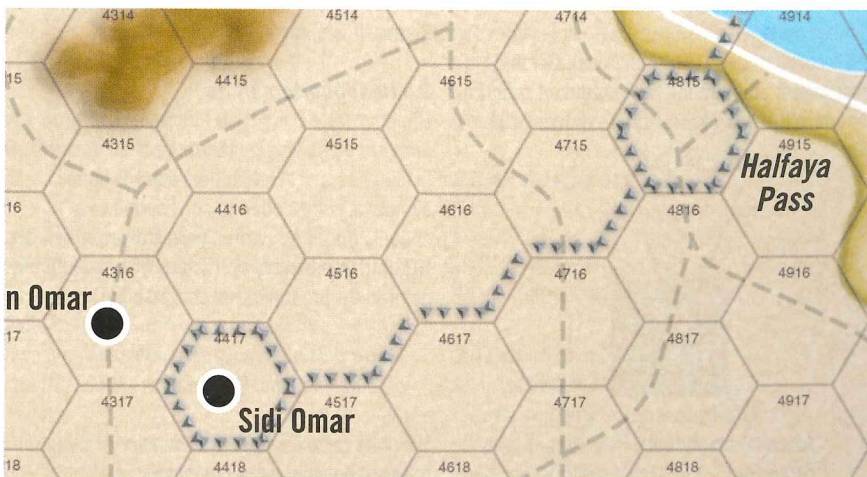
This game is complete if it includes one counter-sheet (228 counters), and one map of the Crusader Operations area of Libya (which includes most of the relevant charts and tables

necessary for game play) and this rules set. Players will need to provide *two* six-sided dice.

Note: Players should initially sort and divide the various game pieces by nationality and then by each corps color. Separate out the Corps Activation chits from the units, and set aside the artillery support, bomber, and fighter cover units; these game pieces are only played as they are needed to indicate applicable effects and modifiers during combat.

2.1 Maps

Each hexagon encompasses about four miles (~6.4 kilometers.) The map area portrays the Western Desert, Tobruk to near the Libyan/Egyptian border. The hex grid printed on the map is used to facilitate the movement of units and to delineate the various terrain features. The effects on play of the various terrain features can be found on the Terrain Effects Chart.



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2.2 Charts & Tables

The map includes most of the charts and tables necessary for play, that is, the Combat Results Table (CRT), the Terrain Effects Chart (TEC), Terrain Key, and Armour Unit Recovery Table.

2.3 Combat Units

The various game pieces represent the historic combat units, as well as all necessary chits (we use the term chits, units and markers interchangeably) to facilitate game play. The combat units are primarily battalions and some regiments, and are color-coded by nationality.

Tan = Commonwealth
Light Green = Italian (Axis)
Field Green = German (Axis)

Additionally, individual combat units are color-coded according to their respective corps command, that indicates which combat units may move and/or attack when its parent corps is activated (see 2.6).

COMMONWEALTH

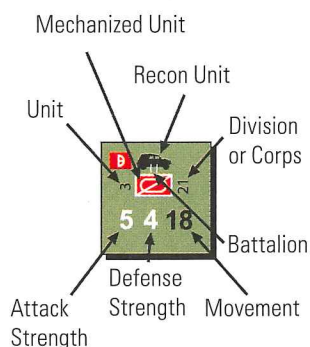
White = Tobruk
Red = XXX Corps
Blue = XIII Corps

AXIS

Black = 15th Panzer Division (German)
Red = 21st Panzer Division (German)
Tan = Afrikakorps and Luftwaffe
Red = Italian CAM Corps (Trieste Division)
Green = Italian XXI Corps

Note: Some Axis units are not printed with a corps command color (as they were not assigned to any specific command within the scope of the game); these units are not assigned to any specific corps, and thus may be activated by any HQ unit that is within command range.

Combat units have a full-strength side (front) and a reduced-strength side (back). Combat losses flip a combat unit to its reduced side or eliminate it if it is already on its reduced side.



The front side of all combat units is always considered to be their full-strength side, whereas the back side is always considered to be their reduced-strength side. Whenever a full-strength combat unit suffers losses, it is flipped to its back side, typically printed with lower numeral ratings. Whenever a reduced-strength combat unit suffers losses, it is eliminated and removed from play.

All ground units are printed with a nationality symbol (in the case of German units, a divisional symbol); these symbols have no relevance to play and only serve as historical identifiers of the units in play. A legend of each symbol is as follows.

	New Zealand		15 th Panzer
	Indian		21 st Panzer
	British		Afrika Korps
	Australian		Luftwaffe
	South African		Italian
	Czech		
	Polish		

Headquarter units are not considered combat units; if any HQ unit suffers losses, it is eliminated immediately.

2.4 Headquarters Units

Headquarters units (HQ) function to both activate combat units (see 6.0), and provide artillery support (see 10.1). Each HQ unit symbol is color-coded to correspond to a specific Corps Activation chit, indicating which HQ units are eligible activated by the identically colored Corps Activation chit (see 2.6).

Note: HQ units are ignored when determining stacking limits.

HQ units have no combat ratings *per se*, and may not participate in combat like a combat

unit, although any lone HQ unit that is attacked is assumed to have a combat rating equal to its artillery support numeral (either 1, 2 or 3). If an HQ unit is eliminated, it is simply placed on the turn track in the following game turn box (and may return to play at that time).

Note: An artillery unit is also eligible to receive artillery support in its own hex (from itself) normally.

The artillery support number printed on an HQ unit (either 1, 2 or 3) represents batteries of artillery guns not featured as actual game pieces. The numeral indicates the quantity of artillery support markers that each HQ unit is eligible to employ (per activation) during any combat that involves combat units of the same corps (that is to say, the same color code). All friendly units during that same activation may benefit from artillery support from the activating HQ.

Exception: Some Axis units are not assigned to any HQ units (see 6.1).

2.5 Air Units

There are two types of air units for both players: fighters and close air support. The maximum air units available in any of the scenarios are listed as follows.

BRITISH

10 x fighter units
7 x close air support units

GERMAN

6 x fighter units
3 x close air support units

ITALIAN

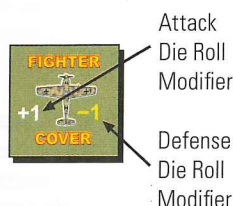
2 x fighter units
2 x close air support units

The reinforcement schedule of each turn (see 15.1) lists the air units that are allotted to each side for that turn, as well as all air units allotted during each of the previous turns, unless eliminated beforehand. Any air units that had been aborted during a previous turn are to be included during each subsequent turn's allotment normally.

Air units are not based on the map, but are simply withheld off-map until specifically employed during the course of a scenario (see 10.1 and 11.1).

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Close air support units may be used by each player to modify combat, whereas fighter units may be used to dogfight with enemy air units (see 11.1), or modify ground combat if not engaged in a dogfight during that same battle.



2.6 Corps Activation chits

Each player is allotted an assortment of Corps Activation chits. All available Corps Activation chits (from both sides) are placed into a cup at the beginning of each turn, and then drawn randomly (one at a time) by either player (it doesn't matter which player draws from the cup) to regulate the sequence of HQ units that are activated to officiate movement and combat. **Each Corps Activation chit, when drawn, allows the player of the same nationality to activate the same color-coded HQ units during that same turn.**

Note that Corps Activation chits are printed with "Combat" on the front side, and "Move" on the back side to aid players in distinguishing the current mode of an HQ unit's activation.

2.7 Information Markers

In addition to the Turn Track marker, the following information markers are provided to aid game play.



ACTIVE MARKERS

Used to denote when unassigned Axis units have been activated during a turn (see 6.1).



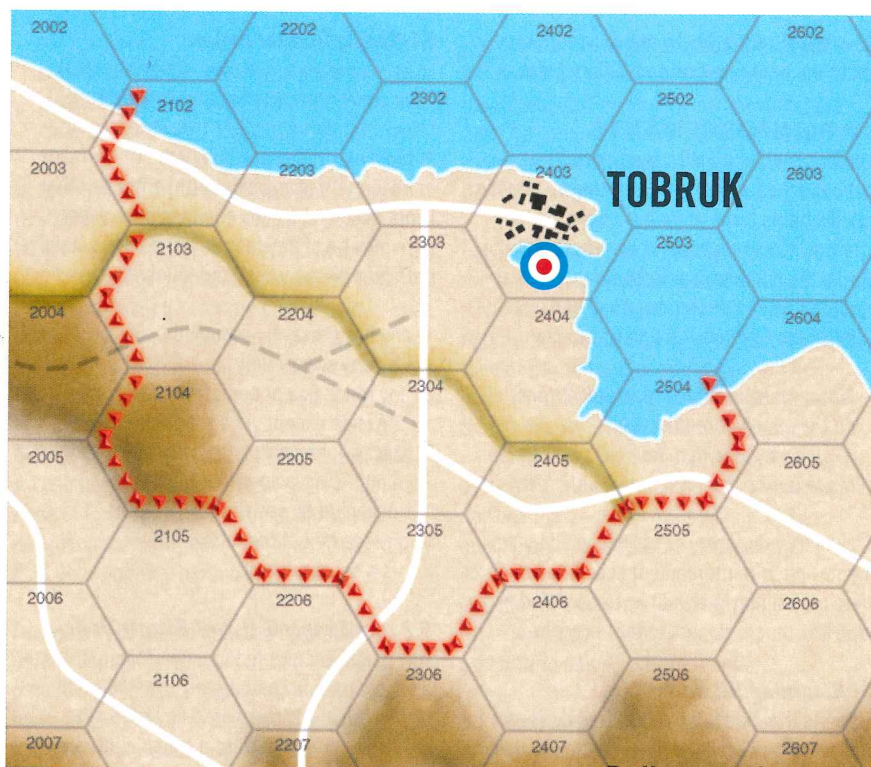
ARTILLERY SUPPORT MARKERS

Used to remind players which combat engagements benefit from a die roll modifier bonus (see 10.1).



ROAD MOVE MARKERS

Used to indicate units that have moved along a road, to denote the stacking limit adjustments (see 7.1), and/or to be placed in the last hex occupied by that unit during a



turn to retain its eligibility for the road movement rate, per the TEC (see 9.2).

SUPPLY MARKERS

Used to designate units that are low supply or out-of-supply (see 5.2).

3.0 SEQUENCE OF PLAY

Each game turn is divided into the following phases, which are played in the order listed.

Supply (Phase #1)

Activation (Phase #2)

Air Allotment (Phase #3)

End of Turn (Phase #4)

3.1 Supply Phase

Both players determine the supply status of their units (see 5.0).

3.2 Activation Phase

Both players place their available Corps Activation chits (which includes the chits of any reinforcement units) into a cup, and then thoroughly mix that cup to assure a random drawing.

During the Activation Phase, one player (it doesn't matter who) blindly draws one Corps

Activation chit from the cup: the chit drawn indicates which side is the activated player, and which HQ units may be activated presently. All HQ of an activated corps may be activated, but only combat units within the HQ's activation range may move and then attack (or vice versa).

The activated player decides if that HQ's formation will "move" first and "combat" second, or "combat" first and "move" second. All of the units of that HQ's formation must abide by the choice for that activation, and once decided, may not be changed.

After the active player has completed the "move" and "combat" modes of his activation, a player then draws another Corps Activation chit, and so forth. Once all Corps Activation chits have been drawn from the cup, the Activation Phase ends.

3.3 Air Allotment Phase

Both players receive their allotted air units for the current turn in accordance with the scenario, but adjusted for losses incurred during dogfights from previous game turns (see 11.1).

3.4 End of Turn Phase

All information markers (except road movement), air units, artillery support and Corps Activation chits are removed from the map.

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Move the Turn Marker from the current turn box to the next turn box on the Turn Track.

4.0 REINFORCEMENTS

Reinforcements are HQs and combat units that are scheduled to arrive on the map during specific game turns (during a "move" mode) onto the map via specific entry hexes (in other words, the numbered or lettered road hexes along the west side (for the Axis) and east side (for the Commonwealth) of the map.

Note: *Inasmuch as reinforcements are not on the map before their entry, they are not required to be within their HQ's activation range during their first (only) entry turn.*

If any particular entry hex is occupied by any enemy unit, a reinforcement scheduled to enter there may simply arrive in an unoccupied map-edge hex that is closest to that entry hex.

4.1 Returning HQ Units

HQ units that had been eliminated during a preceding turn are now placed onto the map at the beginning of the Activation Phase (in any hex in or adjacent to a combat unit of the same color-code). If there are no remaining combat units of the same color-code, the eliminated HQ is removed from play permanently.

5.0 SUPPLY

Both players must audit the supply status of all units during the Supply Phase of each turn.

5.1 Supply Determination

To be considered in supply, every unit must have an uninterrupted contiguous path of hexes from the unit's hex to a supply source.

A supply source is any numbered (if German) or lettered (if Commonwealth) entry hex that is not occupied by any enemy unit. A supply path may be of any length, although no supply path may pass through the following hexes:

- 1) any hex presently occupied by any enemy unit;
- 2) any rough hex or across any escarpment hexside except via a road or trail;
- 3) any hex presently within any enemy unit's ZOC, unless that hex is also occupied by any friendly unit; OR
- 4) any sea hex, if the entire hex is a sea depiction.

5.2 Low Supply & Out-of-Supply Units

Any particular unit that cannot demonstrate a supply path is immediately considered to be low supply. Moreover, if any particular unit cannot demonstrate a supply path during two consecutive turns, it is immediately considered to be out-of-supply. If any unit is unable demonstrate a supply path during three or more consecutive turns, it immediately suffers a reduction, i.e., flipped (or is eliminated if already reduced).



A unit that is low supply or out-of-supply suffers the following penalties.

LOW SUPPLY

- 1) Attack strength is halved (rounded up).

OUT-OF-SUPPLY

- 1) Attack strength and defense strength is halved (rounded down).
- 2) The movement of all mechanized and motorized units, as well as HQ units, is halved (rounded up).
- 3) The artillery support numeral of an HQ unit is reduced to zero.

6.0 ACTIVATION

No combat unit may move or conduct any attack unless it is "activated" by an eligible HQ unit (any present HQ unit with the same color-code). To activate a combat unit, a player must designate an HQ of the same corps that is within activation range (the second numeral printed on each HQ unit).

Note: *activation range is defined as a direct line of contiguous hexes from (but not including) an HQ unit's present hex to any friendly combat units' hexes (including each such unit's hex), but disregarding any terrain, enemy units or enemy ZOC.*

Exception: Reconnaissance type units are not required to be within the activation range of their Corps HQ. They may be activated in place by their Corps HQ, regardless of their location on the map. Reconnaissance units are printed



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with a jeep symbol to signify their ability to be activated beyond the range of their Corps HQ.

Each HQ unit is eligible to activate as many friendly combat units (of the same color-coded corps) as are within its activation range.

However, no combat unit may ever be activated more than once during the same game turn.

Note: Inasmuch as reinforcements are not on the map before their entry, they are not required to be within their HQ's activation range during their first (only) entry turn.

6.1 Unassigned Unit Activation

Some units operated more or less independently. Therefore, Axis units that are not printed with a corps color may be activated by any other single Corps HQ of the same nationality (when a Corps Activation chit is drawn during the Activation Phase). It is thus possible for unassigned Axis units to be activated by different HQ units from one turn to the next. Unassigned units cannot be activated more than once during the same game turn.

Place an Activated marker atop any unassigned unit that has been activated by any HQ.

6.2 Rommel in Command

As an exception to 6.1, it is permissible for a German Corps Activation chit to also activate any Italian unassigned units within the activation range of any single drawn German Corps HQ. However, an Italian Corps Activation chit may not activate any German unassigned units.

7.0 STACKING

Each hex on the map is limited to a specified stacking limit, regardless of the type of terrain in any hex, and regardless of the type of units stacked therein. Friendly and enemy units may never be stacked together in the same hex at the same time.

7.1 Stacking Limits

Only combat units are subject to stacking limits; each hex can accommodate a maximum of two *regiments* (units with "III" printed on the front side) or one *regiment* while utilizing road movement.

Note: Three battalions (units with "II" printed on the front side) are to be considered equivalent to a single regiment for all stacking purposes. For example, up to one regiment (III) and three battalions (II) may stack together in the same hex, or up to

six battalions (II) may stack together in the same hex. While using road movement, a hex can accommodate a maximum of three battalions (II) of any strength.

Stacking limits are only enforced at the end of all units' movement. If a hexes stacking limit is exceeded at that time, the owning player must then eliminate enough units in that hex to comply with the stacking limit. Differently color-coded units may stack together freely, although they may never be activated together, except per 6.1.

8.0 ZONES OF CONTROL (ZOC)

All combat units (but not HQs) exert a Zone of Control (ZOC) into each of the six hexagons that surround its present hex. ZOC does not ever extend into cities.

An enemy ZOC is not negated by a friendly unit, except when demonstrating a supply path. Nonetheless, a supply path may never enter an unoccupied hex that is within an enemy combat unit's ZOC.

Exception: ZOC does not extend into any fort hex (although ZOC does extend from a fort hex normally).

Movement into an enemy ZOC is restricted as follows.

- 1) Each unit that enters an enemy ZOC must halt its current movement immediately. A unit may move from an enemy ZOC hex to another enemy ZOC hex, but must halt its movement.
- 2) Each unit that exits an enemy ZOC must expend +1 MP (that is to say, in addition to the cost of terrain in the adjacently entered hex).
- 3) No unit may use road movement when entering or exiting any enemy ZOC, except during an overrun attempt along a road (see 9.4).
- 4) Each retreating unit that must enter any enemy unit's ZOC must stop in that ZOC hex and be depleted immediately (or eliminated if already reduced).

9.0 MOVEMENT

During a "move" mode of an Activation, the activating player may move any units that have been activated by an eligible HQ (as well as the HQ unit itself). Each unit is allotted a specific movement allowance, which is the rightmost numeral printed on each such unit's counter.

Each unit's movement must be completed before a subsequent unit may begin movement, although all units' movement must be completed before any attacks by those units commence (if movement is performed before Combat Mode by a corps).

Each unit may move from its present hex through a succession of adjacent hexes, paying a specific Movement Point (MP) cost to enter each such hex. The MP cost of each type of hex terrain for both types of units (motorized or non-motorized) is tabulated on the Terrain Effects Chart (TEC) printed on the map. A unit may expend some or all of its MPs, although no unit may move into any hex that requires more MPs than the moving unit has available or remaining.

Unused MPs may not be saved from one game turn to the next, or transferred among different units.

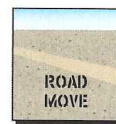
9.1 Movement Restrictions

Whenever moving any unit, the following restrictions apply.

- 1) A unit is always permitted to move at least one hex even if it otherwise lacks sufficient MPs (because of being unsupplied) to otherwise move into a particular hex.
- 2) The movement of all mechanized and motorized units, as well as HQ units, is halved (rounded up) if out-of-supply; see 5.2.

9.2 Road Movement

Any unit that moves from one road hex to an adjacent road hex (via a hexside connected by a road symbol) expends movement per the road movement rate, as specified for that type of unit (motorized or non-motorized) on the TEC printed on the map.



Note: While using road movement, a hex can accommodate a maximum of one *regiment* (III) or three *battalions* (II).

Place a Road Movement marker atop any unit(s) using road movement to denote the stacking limit adjustments (see 7.1), and/or to be placed in the last hex occupied by that unit during a turn to retain its eligibility for the road movement rate, per the TEC.

A player may, at any time, cancel a unit's road movement as it moves (for example, to avoid the stacking limit adjustment imposed per 7.1).

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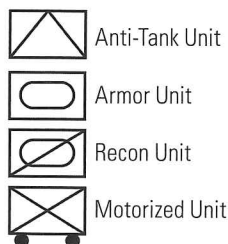


9.3 Stacking & Movement

A stack of units may move together (that is to say, as a stack) if they began their movement stacked together. Any such stack may not move more than the unit in that stack that is printed with the lowest MP numeral (although any particular unit in a stack may individually end its movement in a preceding hex to permit its stack to continue its movement from there normally).

9.4 Overrun

Overrun is a special type of movement that may only be attempted by any armor, recon or motorized combat unit (printed with the following NATO symbols), during a "Combat" mode. No other type of unit is permitted to attempt an overrun.



To attempt an overrun, a mechanized unit must conduct a normal attack during the combat mode of an Activation, except that the over-running mechanized unit may **not** receive artillery, close air support or fighter cover DRMs during its attack, even if that attack involves any other non-mechanized units (however, friendly fighters may still participate in such an attack, even if only to dogfight with any encroaching enemy air units).

Note: No overrun may ever be attempted into any city hex, or across any escarpment or enemy fortification hexside.

If the overrun attack successfully eliminates or forcibly retreats all enemy units in the combat hex, the overrunning mechanized unit is then eligible to advance after combat normally (see 10.4), although it is not required to do so. In either case, place an Overrun marker atop that mechanized unit. If, however, the overrun attack does not eliminate or forcibly retreat all enemy units in the combat hex, that mechanized unit's turn is concluded normally; no Overrun marker is placed.

After the combat mode is complete for a particular corps, any mechanized unit with

an Overrun marker is eligible to move up to four additional hexes from the hex it currently occupies (whether or not it had advanced after combat), regardless of that mechanized unit's printed movement numeral, but adhering to all normal stacking, ZOC and movement restrictions. No such mechanized unit is required to move, or may simply move only one hex instead, but any such mechanized unit must complete its overrun movement before the next Corps Activation chit is drawn.

9.5 Escarpment Exception

No unit may conduct an overrun against an enemy hex situated across an escarpment hex. However, a normal attack per 10.0 below is not prohibited by any escarpment hex.

9.6 Minefields

Once per each game turn, the Axis player may select one Commonwealth land unit at any time during its move mode and declare that Commonwealth unit to have entered a minefield. As such, that unit's printed movement allowance is immediately halved (round fractions down) for the duration of that turn (only). This rule does not apply to any particular hex, such that no other units that enter that same hex are ever affected by a declared minefield. If any unit has already moved beyond half of its printed movement allowance when it has been declared to have entered a minefield, it must halt its movement in that same hex.

10.0 COMBAT

During the combat mode, all activated combat units are eligible to attack any enemy units, if presently adjacent when the combat mode begins. Each combat unit is eligible to conduct or participate in one attack, although combat is never mandatory. Indeed, some combat units in a particular stack may attack while other units in that same stack might not attack.

Note: A player is not required to declare all of his attacks at the outset of any combat mode; he may decide and resolve each attack, one at a time, as he conducts them (in any order that the attacking player prefers).

To be eligible to conduct an attack, a combat unit must be within the activation range of its activating HQ unit (at the time of that attack).

Note: Inasmuch as reinforcements are not on the map before their entry, they are not required to be within their HQ's activation range during their first (only) entry turn.

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Exception: Reconnaissance type units are not required to be within the activation range of their Corps HQ to conduct an attack. They may conduct an attack regardless of their location on the map. Reconnaissance units are printed with a vehicle (jeep or kubelwagon) symbol to signify their ability to attack beyond the range of their Corps HQ. If multiple units, either as a stack or from two or more adjacent hexes, are attacking the same enemy hex, their collective attack strength numbers are added together as a sum, and then compared to the collective defense strength numbers of the enemy unit(s) present in the attacked hex. Multiple enemy units in the same combat hex *must* be attacked as a sum.

10.1 Combat Procedure

Each attack is resolved to completion per the following procedure (in the numbered order listed).

- 1) The attacker designates a particular hex to be the target of an attack by any of his eligible and adjacent combat units.
- 2) The attacker calculates the total attack strength (the first number printed on each combat unit) of all participating attacking combat units, while the defender calculates the total defense strength (the second number printed on each combat unit) of all defending combat units in the adjacent target hex. The attacker's and the defender's total combat strengths are then compared as a ratio (by dividing the attacker's total combat strength by the defender's total combat strength, rounding any fractions down to the next whole number; for example: 1:1).

Note: Calculated ratios greater than 4:1 are to be resolved per the 4:1 column, although the attacker may apply a +1 DRM for each actual calculated ratio greater than 4:1 (for example, an actual ratio of 5:1 would grant the attacker a +1 DRM in addition to all other applicable DRMs). However, a calculated and adjusted ratio of less than 1:3 is always to be resolved as 1:3, with no modifier.

- 3) The attacker adjusts that ratio column to the left if the defending unit(s) occupy a terrain column indicating a 1 (meaning a shift of one column leftward) or a 2 (meaning a shift of two columns leftward). Terrain is cumulative. An attack against a unit in a fortification in a rough hex would be a leftward shift of three columns.

Note: A fortification column shift is only applicable if all of the attacking units are attacking across a fortification hexside.

- 4) The attacker contributes any of his own available air units that he desires to that combat, and the defender then contributes any of his own available air units that he desires to that combat. If both players have contributed air units to the same combat, a "dogfight" is to be resolved immediately (see 11.1) if at least one of the present air units there is a fighter.
- 5) The attacker then rolls two six-sided dice, and cross-references the net result of that dice roll under the "Roll" column of the CRT with the adjusted column under the correct ratio.
- 6) The attacker (only) adds any allocated artillery support, if any; add a +1 DRM to that attack dice roll per each attacking artillery support added.



Attack
Die Roll
Modifier

Note: The artillery support number printed on an HQ unit (either 1, 2 or 3) indicates the quantity of artillery support markers that each HQ unit is eligible to employ (per activation) during any combat that involves combat units of the same corps (that is to say, the same color code). All friendly units during that same activation may benefit from artillery support from the activating HQ.

- 7) The attacker adds any allocated air units, if any (that survived any preceding dogfight occurring there); add a +2 DRM to that attack dice roll per each attacking close air support unit added, and/or add a +1 DRM to that attack dice roll per each attacking fighter unit added.
- 8) The defender adds any allocated air units, if any (that survived any preceding dogfight occurring there); add a -2 DRM to the attacker's dice roll per each defending close air support unit added, and/or add a -1 DRM to the attack dice roll per each defending fighter unit added.

Note: If any particular fighter unit had participated in a preceding dogfight in the combat hex, that fighter unit's DRM may not be added as fighter cover to the dice roll of that attack.

- 9) Implement the final result indicated by the CRT (see 10.2 below).

10.2 Combat Results

Armor Unit Recovery Table

Die Roll (1D6)	# of Turns to Recover	
	German	Commonwealth
1	1	2
2	1	2
3	1	3
4	2	3
5	2	PE
6	PE	PE

Notes: PE = Permanently Eliminated

The combat result of any attack dice roll simply indicates the quantity of losses inflicted upon the attacking and/or the defending unit(s), as well as any mandated retreat.

Each combat result is indicated by a printed slash (/), such that the numbers left of each slash pertain to the attacker, whereas the numbers to the right of each slash pertain to the defender. If no number is listed on one side or the other, then no effect (that is, no losses) is incurred for that posture (attacker or defender).

Losses are expressed in terms of reductions. A "1/-" combat result, for example, indicates that the attacker must suffer one Reduction, and no effect to the defender. Some combat results indicate an "R" number, indicating a mandatory retreat, and the number of hexes that the defending unit must immediately retreat (see 10.3).

A unit that suffers a "1" reduction must be flipped from its front to its back side, whereas a unit that suffers a "2" reduction is eliminated entirely and removed from the map. Any unit that began the game as reduced, was previously reduced, or is not printed with a reduced side is eliminated automatically and removed from the map if suffering a reduction. If a stack of units suffers any reduction, the owning player may choose which combat unit(s) are to be reduced. An HQ unit in a stack cannot be chosen as a reduction unless that HQ is the only chit in that hex after all other reductions, if any, have been fulfilled.

Note: Eliminated HQ units are returned to the map per 4.1.

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10.3 Retreat

Any combat result indicating an "R" number is a mandated retreat, occasionally in addition to a reduction. An "R2" result indicates that all surviving defending units in a combat hex must retreat two hexes; an "R3" result indicates that all surviving defending units in a combat hex must retreat three hexes.

Note: Multiple units in the same hex that must retreat are not required to retreat as a stack; each unit in that hex may retreat separately and to different eligible hexes, along different eligible paths.

Retreats only apply to defending units, but do not require the expenditure of any MPs. However, any defending unit that is required to retreat must move closer to (never equidistant to or farther from) a supply source (a friendly entry hex) that is not occupied by or within the ZOC of any enemy unit.

Normal stacking limits (see 7.1) and movement restrictions (see 9.1) apply to retreating units. However, any retreating unit that must enter any enemy unit's ZOC must stop in that ZOC hex, and must be depleted immediately (or eliminated if already reduced). If any unit is unable to complete a mandated retreat for any other reason, it is eliminated immediately and removed from the map.

Any armor unit that is eliminated because it cannot complete a mandated retreat is not eligible for Armor Recovery (see 12.0).

No unit may retreat off of the playable area of the map, even temporarily.

10.4 Advances after combat

After an attack has been resolved against a particular target hex, if all of the defending units have been eliminated or forcibly retreated, any of the attacking units may immediately advance after combat into that same hex (within normal stacking limits).

Note: Enemy ZOC is always ignored when conducting an advance after combat.

Moreover, mechanized and motorized units may then move one additional hex thereafter (after entering the initial combat hex as an advance after combat), if not in violation of any normal movement restrictions or stacking limits.

Exception: Italian mechanized and motorized units may not move one additional hex after an advance after combat.

Advance after combat is never mandatory. The attacking player may choose to advance any of his units (that participated in the preceding attack) into the combat hex, or none at all.

Note: HQ units may never advance after combat, even if stacked in the same hex as any attacking units.

10.5 Escarpment Exception

No unit may advance after combat across any escarpment hexside, even after conducting an attack against an enemy hex situated across an escarpment hexside (which is legal).

11.0 AIR SUPPORT

Both players are provided with an allotment of air units during the air Allotment Phase of each game turn (see 2.5). Each air unit can be employed to participate in one action per game turn, regardless of the current Corps Activation chit drawn. There are two types of air units, close air support units and fighter units:

Close air support units may be used by each player to modify combat, whereas fighter units may be used to dogfight with enemy air units (see 11.1), or provide fighter cover (see 10.1) if it did not participate in the preceding dogfight, if any.

11.1 Dogfights

If both players have allocated any fighter units to a particular combat, a dogfight *must* immediately occur there. To resolve a dogfight, each player rolls one six-sided die per each fighter unit he has allocated to that combat. The player rolling the highest di(c)e roll is the victor of that air combat, and the enemy player must eliminate one of his own air units (of his choice).

If, however, the highest rolling player's die roll is at least double (twice) the roll of the lowest rolling player, that lowest rolling player must eliminate two of his own air units (one of his choice, one of the opponent's choice).

If the highest rolling player's die roll is at least triple the roll of the lowest rolling player, that lowest rolling player must eliminate three of his own air units (the first of his choice, the second of the opponent's choice, and the third of his choice again), and so on in this fashion.

Bomber units, if any are present, are never entitled to roll a die during a dogfight, but may be selected as an elimination by the choosing player, normally. If a dogfight involves a fighter against a lone enemy bomber, the bomber must be eliminated. If both player's di(c)e roll(s) are equal, then all of the participating fighter units must be aborted (removed from map) for the entirety of that game turn.

If any air unit is aborted or eliminated, it is removed from the map. An aborted air unit is eligible to be reassigned again during the next air Allotment Phase, however an eliminated air unit is considered destroyed and may never be returned to play.

After a dogfight is concluded, any surviving close air support units that were not aborted or eliminated may remain in that hex to contribute close air support per 10.1. No fighter unit that participated in a dogfight may contribute fighter cover. Fighter units are then removed from the map, and flipped as "Flown" (they are eligible to be reassigned to combat during the next air Allotment Phase normally).

12.0 ARMOR RECOVERY

When any Commonwealth or German (but not Italian) armor unit is eliminated, the owning player may immediately roll one six-sided die to determine if that armor unit can be recovered to appear again (as depleted) during a later game turn. To determine the potential recovery of an eliminated armor unit, simply cross-reference the die roll with that armor unit's nationality column on the Armor Unit Recovery Table (AURT), explained as follows. The result indicates the number of game turns that must elapse before that eliminated armor unit can return to the map. In such a case, that armor unit may be placed on the map during their own corps' activation of the game turn after the preceding final elapsed game turn. If the result indicates "PE", that armor unit must be Permanently Eliminated instead,

Note: If the final elapsed game turn is the last game turn of the scenario (or beyond the last turn of the scenario), that armor unit is permanently eliminated instead.

When placing a recovered armored unit, the owning player must place that armor unit in the same or adjacent hex of that armor unit's Corps HQ, as a depleted unit (regardless of its state when it was eliminated). However, that recovered armor unit can never be placed

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in any hex adjacent to any enemy unit, nor in any hex forbidden to movement (such as an all-sea hex). Additionally, a recovered armor unit cannot be placed in a hex on the opposite side of an enemy fortification hexside from its HQ unit (even if that armor unit had been eliminated there), or into any hex where it becomes overstacked.

If a recovered armor unit cannot be placed, or if that recovered armor unit's HQ is not present on the map, it cannot be placed, and is considered to be permanently eliminated instead.

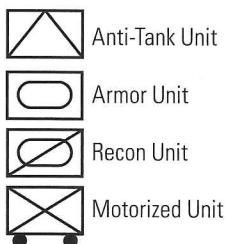
13.0 ANTI-TANK GUNS



Anti-Tank Unit

Anti-tank gun units possess an additional capability if any enemy armor, reconnaissance or motorized unit (or any enemy stack with an armor, reconnaissance or motorized unit) conducts an attack against a hex that is occupied by an anti-tank gun type of unit (indicated by a gun silhouette). In such a case, the owning player must roll one six-sided die per each anti-tank gun type of unit in a hex that has been declared as the target of an attack, and nominate one enemy armor, reconnaissance

or motorized unit (per each anti-tank gun) that is participating in that attack.



Note: An anti-tank gun die roll must always be resolved before either player commits any air units or artillery to that combat.

The nationality will determine the effect of that anti-tank gun's die roll, shown below.

If the die roll is the die roll number or within the die roll range listed, the targeted enemy armor, reconnaissance or motorized unit is depleted (or eliminated if already depleted).

Nationality	Die Roll to Deplete Enemy
Commonwealth	1-3
Axis (German)	1-4
Axis (Italian)	1

If an attacking armor, reconnaissance or motorized unit becomes depleted as a result of an anti-tank gun hit, that unit must be depleted immediately (before commencing any attack). The attacking player may then choose to cancel his attack, if he prefers, or he may choose to continue with his intended attack nonetheless (but minus the lost combat strength as a result of the anti-tank gun hit).

If the die roll is greater than the die roll range tabulated above, there is no effect, and the targeted armor, reconnaissance or motorized unit is unaffected and thus may participate in its intended attack normally.

An anti-tank gun is eligible to employ its special ability once per each enemy attack that is conducted against its present hex.

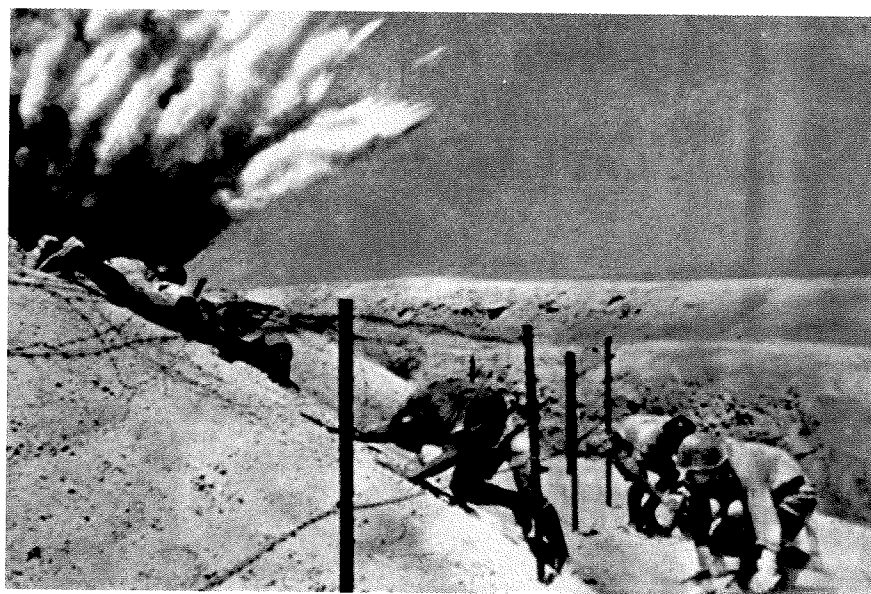
For example, if a hex that is occupied by an anti-tank gun is subject to three attacks, it is eligible to employ its special ability just prior to each of those three attacks.

An anti-tank gun unit does not possess this additional capability when it is conducting an attack; its attack is conducted normally per 10.0 in all respects.

14.0 VICTORY CONDITIONS

Victory is assessed as Victory Points (VP) per the specific scenario. Each player

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is granted VP throughout a scenario to determine the winner of that game.

15.0 SCENARIOS

The three scenarios each use the entirety of the map. Every set-up and arrival unit is listed as an abbreviation, with its full historical designation as follows.

15.1 SCENARIO 1:

The First Battle for Sidi Rezegh

Scenario Length: Turn 1 (18-19 Nov) to the end of turn 4 (24-25 Nov).

Scenario Activation:

The Commonwealth XXX Corps Activation chit must be played first.

Scenario Air Power: As of Turn 1, the Axis player receives three close air support and four fighter cover air units, and the Commonwealth player receives seven close air support and 10 fighter cover air units.

As of Turn 2 and thereafter, the Axis player receives eight fighter cover air units, whereas the Commonwealth player receives four fighter cover air units.

Furthermore, as of Turn 2 and thereafter (at the beginning of the game turn), both the Axis and the Commonwealth players must each roll one six-sided die to determine the quantity of close air support air units that he will receive, tabulated as follows.

Axis roll

1-3

4-6

Commonwealth roll

1-4

5-6

Close Air Support air units

3

5

Close Air Support air units

5

7

Commonwealth Set up: Set-up all of the Commonwealth units in each of the hexes indicated. However, any of the units designated as "Tobruk Garrison" may be set up within one hex of the indicated hex number instead, but only if within the perimeter of the Tobruk fortification hexlines.

HEX

UNIT(S)

Tobruk Garrison

2303

3-9-12 (70th British HQ)

2305

4-5-12 (2Y&L/14)
4-5-12 (1B&H/14)
4-5-12 (2BW/14)

2405

4-5-12 (2Kng/16)
4-5-12 (2Liec/16)
4-5-12 (2Qns/16)

2205

4-5-12 (4Bdr/23)
4-5-12 (1DL/23)
4-5-12 (1Esx/23)

2103

4-5-12 (1Rfl/Car)
3-4-12 (HMG/Car)

2102

4-5-12 (2Rfl/Car)
4-3-18 (Lnr/Car)

2104

4-5-12 (3Rfl/Car)
4-5-12 (11Cz)

2304

6-4-16 (1RTR/32Tk)
7-5-12 (4RTR/32Tk)
2-3-12 (149)

2504

5-4-12 (2/13Aus)
3-2-12 (2/15Aus)
3-4-12 (RNF MG)

XIII Corps

4318

2-9-12 (4th Indian HQ)
4-5-12 (1RS/7Ind)
4-5-12 (4/11Sk/7Ind)
4-5-12 (4/16Pb/7Ind)

5015

4-5-12 (2CH/11Ind)
4-5-12 (2/5Mh/11Ind)
4-5-12 (1/6Rj/11Ind)
2-3-12 (65)

4717

4-3-18 (CIH/4Ind)

Commonwealth Reinforcements: As per the Reinforcement Schedule (see 15.4).

Axis Setup: Set-up all of the Axis units in each of the hexes indicated.

HEX

UNIT(S)

Afrika Korps

3305

1-9-18 (15th Panzer HQ)
9-6-18 (1/8/15)
9-6-18 (11/8/15)
6-5-18 (1/115/15)
3-4-18 (33/15) [Pioneer unit]
3-4-18 (2/15)
4-5-18 (1/33/LW)

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3413 5-4-18 (33/15)
3-4-18 (33/15) [AT unit]

4011 9-6-18 (II/5/21)
5-4-18 (3/21)

3007 2-9-18 (21st Panzer HQ)
9-6-18 (I/5/21)
5-4-18 (II/104/21)
3-4-18 (200/21)
4-5-18 (I/18/LW)

3910 3-4-18 (15/21)
3-4-18 (605/21)
3-4-18 (39/21)

2607 1-9-12 (Afrika HQ)
4-3-18 (288vzb)
5-4-18 (II/115/Afk)

2506 3-4-12 (I/155/Afk)
3-4-12 (II/155/Afk)
3-4-12 (III/155/Afk)
3-4-12 (617/DAK)

2606 4-5-12 (I/361/Afk)
4-5-12 (II/361/Afk)
3-4-12 (900/Afk)
3-4-12 (606/DAK)

CAM Corps

2514 1-9-16 (Ariete HQ)
3-2-16 (2Lt/Art)
4-3-16 (7Md/Art)
4-3-16 (8Md/Art)

2613 3-2-16 (1Lt/Art)
4-3-16 (9Md/Art)
3-4-16 (8Brs/Art)

(no color) 2-3-12 (1Mil)

XXI Corps

2208 3-9-12 (XXI Corps HQ)
2-3-8 (Aos/Pav)

1802 3-4-8 (19/Bre)

1803 2-3-8 (27/Bre)

1804 3-4-8 (20/Bre)

2705 3-4-8 (39/Bol)

2704 3-4-8 (40/Bol)

2207 3-4-8 (27/Pav)

2407 3-4-8 (28/Pav,)
3-2-16 (5Lt/Pav)

2007 3-4-12 (7Brs/Tre)

2006 2-3-12 (62/Tre)

2106 2-3-12 (61/Tre)

4815 6-5-18 (I/104/21) [German]

4417 3-4-8 (15/Sav)

4715 3-4-8 (16/Sav)
2-3-8 (155/Sav)

4813 2-3-8 (Det/Sol)

4710 2-3-8 (III/255) [German]
2-3-8 (Gen/Sav)

4610 2-3-8 (III/347) [German]
2-3-8 (Det/Sav)

4609 2-3-8 (Det/Bol)
2-3-8 (28GAF)

City (hex)

Belhammed (2607)

Sidi Rezegh (2708)

Gambut (3306)

Sidi Omar (4417)

Sollum (4813)

Bardia (4709)

Halfaya Pass (4915)

Victory Point

2

2

1

1

1

1

1

Casualties: The Commonwealth player earns victory points at the end of the scenario per each Axis unit eliminated as follows.

Per each German combat land unit (including HQ) eliminated: 2 VP.

Per each Italian land unit (including HQ) eliminated: 1 VP.

Likewise, the Axis player earns victory points at the end of the scenario per each Commonwealth unit eliminated as follows.

Per each Commonwealth armor land unit eliminated: 2 VP.

Per each Commonwealth non-armor land unit eliminated: 1 VP.

Tobruk: The Axis player wins immediately if any Axis unit occupies the Tobruk town hex (2403).

Draw: If the Commonwealth player achieves a victory, but there are at least three more Commonwealth air units eliminated (of any type) than Axis air units eliminated, the game ends as a Draw result instead.

15.2 SCENARIO 2:

The Second Battle for Sidi Rezegh

Scenario Length. Turn 6 (28-29 Nov) to the end of Turn 10 (6-7 Dec).

Scenario Activation. Activation chits are drawn randomly in accordance with the normal rule (see 2.6).

Scenario Air Power. The Commonwealth and Axis player receive all of the fighter cover units provided in the game. However, at the beginning of each game turn, both the Axis and the Commonwealth players must each roll one six-sided die to determine the quantity of close air support air units that he will receive, tabulated as follows.

Axis Reinforcements: per the Reinforcement Schedule (see 15.5).

Victory Conditions: The Commonwealth player must accrue at least 13 victory points (VP) *more than* the Axis player as of the end of the scenario to achieve a victory. If the Commonwealth player accrues less than 13 VP as of the end of the scenario, the game is considered ended as an Axis victory. Victory Points are awarded as follows.

Supply Route: The Commonwealth player earns 5 VP at the end of the scenario if he can trace an overland, contiguous path of hexes (not within any enemy ZOC) to the Tobruk town hex (2403) from any Commonwealth entry (flag) hex.

Objectives: The Commonwealth player earns 1 VP at the end of the scenario per each of the following towns that was last occupied by any Commonwealth unit.

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Axis roll	Close Air Support air units
1-3	3
4-6	5
Commonwealth roll	Close Air Support air units
1-4	5
5-6	7

Commonwealth Setup: Set-up all of the Commonwealth units in each of the hexes indicated. However, any of the units designated as Depleted must be set up showing their back (reduced strength) sides. Tobruk Garrison units may not be set up in any hex other than the set up hexes listed.

HEX UNIT

XXX Corps

3110	3-9-18 (7 th Armoured HQ) 6-4-16 (8Hus/4Arm) = Depleted 6-4-16 (3RTR/4Arm) = Depleted 6-4-16 (5RTR/4Arm) = Depleted
3209	4-5-18 (2SG/4Arm) = Depleted 5-3-16 (3CLY/22Arm) = Depleted 5-3-16 (4CLY/22Arm) = Depleted
3011	4-5-18 (2RB/7Sup) = Depleted 4-3-18 (11Hus/7Arm) = Depleted 4-3-18 (KDG/7Arm) = Depleted
2612	3-4-12 (1RNC/1SA) = Depleted 6-4-16 (2RTR/7Arm) = Depleted
2514	2-9-12 (1st South African HQ) 3-4-12 (1TS/1SA) = Depleted 6-4-16 (6RTR/7Arm) = Depleted

Tobruk Garrison

2303	3-9-12 (70 th British HQ) 3-4-18 (Lnr/Car)
2205	4-5-12 (2BW/14) 4-5-12 (1B&H/14)
2305	4-5-12 (2Y&L/14) 4-5-12 (2Liec/16)

2405	4-5-12 (2Kng/16) 4-5-12 (2Qns/16)
2406	4-5-12 (11Cz) 3-2-12 (2/15Aus) 7-5-12 (4RTR/32Tk) = Depleted
2407	4-5-12 (4Bdr/23) 4-5-12 (1DLI/23) 4-5-12 (1Esx/23) 6-4-16 (1RTR/32Tk)
2103	4-5-12 (1Rfl/Car)
2102	4-5-12 (2Rfl/Car) 3-4-12 (HMG/Car)
2104	4-5-12 (3Rfl/Car)
2304	2-3-12 (149)
2504	5-4-12 (2/13Aus) 3-4-12 (RNF MG)

XIII Corps

2707	2-9-12 (2 nd New Zealand HQ) 4-5-12 (18/4NZ) 4-5-12 (19/4NZ) 4-5-12 (20/4NZ)
4513	4-5-12 (21/5NZ) 4-5-12 (22/5NZ)
4411	4-5-12 (23/5NZ)
2708	4-5-12 (24/6NZ) 4-5-12 (26/6NZ)
2507	4-5-12 (25/6NZ) = Depleted 5-4-12 (8RTR/1Tk) = Depleted
4508	5-4-12 (28Mo/2NZ) 4-3-18 (DC/2NZ)
4318	2-9-12 (4th Indian HQ) 4-5-12 (1Bfs/5Ind) 4-5-12 (3/1Pb/5Ind) 4-5-12 (4/6Rj/5Ind)
4417	4-5-12 (1RS/7Ind) 4-5-12 (4/11Sk/7Ind) 4-5-12 (4/16Pb/7Ind)
5015	4-5-12 (2CH/11Ind) 4-5-12 (2/5Mh/11Ind) 4-5-12 (1/6Rj/11Ind)

4717	4-3-18 (CIH/4Ind)
3417	5-4-12 (42RTR/1Tk) 5-4-12 (44RTR/1Tk) 2-3-12 (65)

Axis Setup: Set-up all of the Axis units in each of the hexes indicated. However, any of the units designated as Depleted must be set up showing their back (reduced strength) sides.

HEX UNIT

Afrika Korps

3308	1-9-18 (15 th Panzer HQ) 9-6-18 (I/8/15) = Depleted 6-5-18 (II/115/15) 3-4-18 (33/15) Pioneer 3-4-18 (2/15) = Depleted
4011	2-9-18 (21st Panzer HQ) 9-6-18 (II/5/21) = Depleted 6-5-18 (I/104/21) = Depleted 5-4-18 (3/21) = Depleted 3-4-18 (15/21) = Depleted 3-4-18 (200/21) = Depleted 3-4-18 (39/21)
2706	1-9-12 (Afrika HQ) 5-4-18 (II/115/Afk) 3-4-12 (I/155/Afk) 3-4-12 (II/155/Afk) 4-5-12 (I/361/Afk) 4-5-12 (II/361/Afk) 3-4-12 (900/Afk)
2806	3-4-12 (III/155/Afk) 3-4-12 (606/DAK) 4-5-18 (I/18/LW) 4-5-18 (I/33/LW)

CAM Corps

4215	1-9-16 (Ariete HQ) 3-2-16 (2Lt/Art) 4-3-16 (8Md/Art) = Depleted 4-3-16 (9Md/Art) = Depleted 3-4-16 (8Brs/Art) = Depleted
2408	1-9-12 (Trieste HQ) 3-4-12 (9Brs/Tri) 3-4-12 (65/Tri) 2-3-12 (66/Tri)
2307	3-2-16 (3Lt/Tri)

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XXI Corps

2208 3-9-12 (XXI Corps HQ)
3-4-8 (27/Pav)
3-2-16 (5Lt/Pav)
2-3-8 (Aos/Pav)

2307 4-3-18 (288vzb)
2-3-12 (1Mil)

2407 3-4-8 (28/Pav)

1802 3-4-8 (19/Bre)
2-3-8 (27/Bre)

1804 3-4-8 (20/Bre)

2606 3-4-8 (39/Bol)

2704 3-4-8 (40/Bol)

2006 3-4-12 (7BrS/Tre)
2-3-12 (61/Tre)
2-3-12 (62/Tre)

4815 5-4-18 (II/104/21)

4715 3-4-8 (16/Sav)
2-3-8 (155/Sav)

4813 2-3-8 (Det/Sol)

4710 2-3-8 (III/255)
2-3-8 (Gen/Sav)

4610 2-3-8 (III/347)
2-3-8 (Det/Sav)

4609 2-3-8 (Det/Bol)
2-3-8 (28GAF)

Victory Conditions: The Commonwealth player must accrue at least 15 Victory Points (VP) *more than* the Axis player as of the end of the scenario to achieve a victory. If the Commonwealth player accrues less than 15 VP as of the end of the scenario, the game is considered ended as an Axis victory. Victory points are awarded as follows.

Supply Route: The Commonwealth player earns 5 VP at the end of the scenario if he can trace an overland, contiguous

path of hexes (not within enemy ZOC) to the Tobruk town hex (2403) from any Commonwealth entry (flag) hex.

Objectives: The Commonwealth player earns 1 victory point at the end of the scenario per each of the following towns that was last occupied by any Commonwealth unit.

City (hex)	Victory Point
Belhammed (2607):	2
Sidi Rezegh (2708):	2
Gambut (3306):	1
Sidi Omar (4417):	1
Sollum (4813):	1
Bardia (4709):	1
Halfaya Pass (4915):	1

Casualties: The Commonwealth player earns Victory Points at the end of the scenario per each Axis land unit eliminated as follows:

Per each German combat land unit (including HQ) eliminated: 2 VP.

Per each Italian land unit (including HQ) eliminated: 1 VP.

TOBRUK



Likewise, the Axis player earns Victory Points at the end of the scenario per each Commonwealth land unit eliminated as follows:

Per each Commonwealth armor land unit eliminated: 2 VPs.

Per each Commonwealth non-armor land unit (including HQ) eliminated: 1 VP.

Tobruk: The Axis player wins immediately if any Axis unit occupies the Tobruk town hex (2403).

Draw: If the Commonwealth player achieves a victory, but there are at least three more Commonwealth air units eliminated (of any type) than Axis air units eliminated, the game ends as a Draw result instead.

15.3 SCENARIO 3: The Battle for Tobruk

Scenario Length: Turn 1 (18-19 Nov) to the end of Turn 10 (6-7 Dec)

Scenario Activation: On Turn 1, the Commonwealth XXX Corps Activation chit must be played first.

Scenario Air Power: As of turn 1, the Axis player receives three close air support and four fighter cover air unit, and the

Commonwealth player receives seven close air support and 10 fighter cover air units.

As of Turn 2 and thereafter, the Axis player receives eight fighter cover air units, whereas the Commonwealth player receives four fighter cover air units.

Furthermore, as of Turn 2 and thereafter (at the beginning of the game turn), both the Axis and the Commonwealth players must each roll one six-sided die to determine the quantity of close air support air units that he will receive, tabulated as follows.

Axis roll	Close Air Support air units
1-3	3
4-6	5
Commonwealth roll	Close Air Support air units
1-4	5
5-6	7

Victory Conditions: The Commonwealth player must accrue a certain quantity of Victory Points (VP) *more than* the Axis player as of the end of the scenario to achieve a victory.

This quantity of VP, in this scenario, is determined by a secret bid by both players (of at least 1 VP), which they then reveal. The player that has bid the higher number must play as the Commonwealth player, and he must accrue that amount of VP to win this scenario. If the Commonwealth player accrues less than this quantity of VP as of the end of the scenario, the game is considered ended as an Axis victory.

If both players have bid the same exact quantity of VP, that amount is the quantity that the Commonwealth player must accrue more than the Axis player as of the end of the scenario to achieve a victory; then, the Commonwealth player is determined randomly by a die roll. Victory points are awarded as follows.

Note: This scenario historically favors the Commonwealth player.

Supply Route: The Commonwealth player earns 5 VP at the end of the scenario if he can trace an overland, contiguous path of hexes (not within enemy ZOC) to the Tobruk town hex (2403) from any Commonwealth entry (flag) hex.

Objectives: The Commonwealth player earns 1 VP at the end of the scenario per each of the following towns that was last occupied by any Commonwealth land unit.

City (hex)	Victory Point
Belhammed (2607)	2
Sidi Rezegh (2708)	2
Gambut (3306)	1
Sidi Omar (4417)	1
Sollum (4813)	1
Bardia (4709)	1
Halfaya Pass (4915)	1

Casualties: The Commonwealth player earns victory points at the end of the scenario per each Axis unit eliminated as follows.

Per each German combat land unit (including HQ) eliminated: 2 VP.

Per each Italian combat land unit (including HQ) eliminated: 1 VP.

Likewise, the Axis player earns victory points at the end of the scenario per each Commonwealth combat land unit eliminated as follows:

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Per each Commonwealth armor land unit eliminated: 2 VP.

Per each Commonwealth non-armor land unit (including HQ) eliminated: 1 VP.

Tobruk: The Axis player wins immediately if any Axis unit occupies the Tobruk town hex (2403).

Draw: If the Commonwealth player achieves a victory, but there are at least three more Commonwealth air units eliminated (of any type) than Axis air units eliminated, the game ends as a Draw result instead.

15.4 Commonwealth Reinforcement Schedule

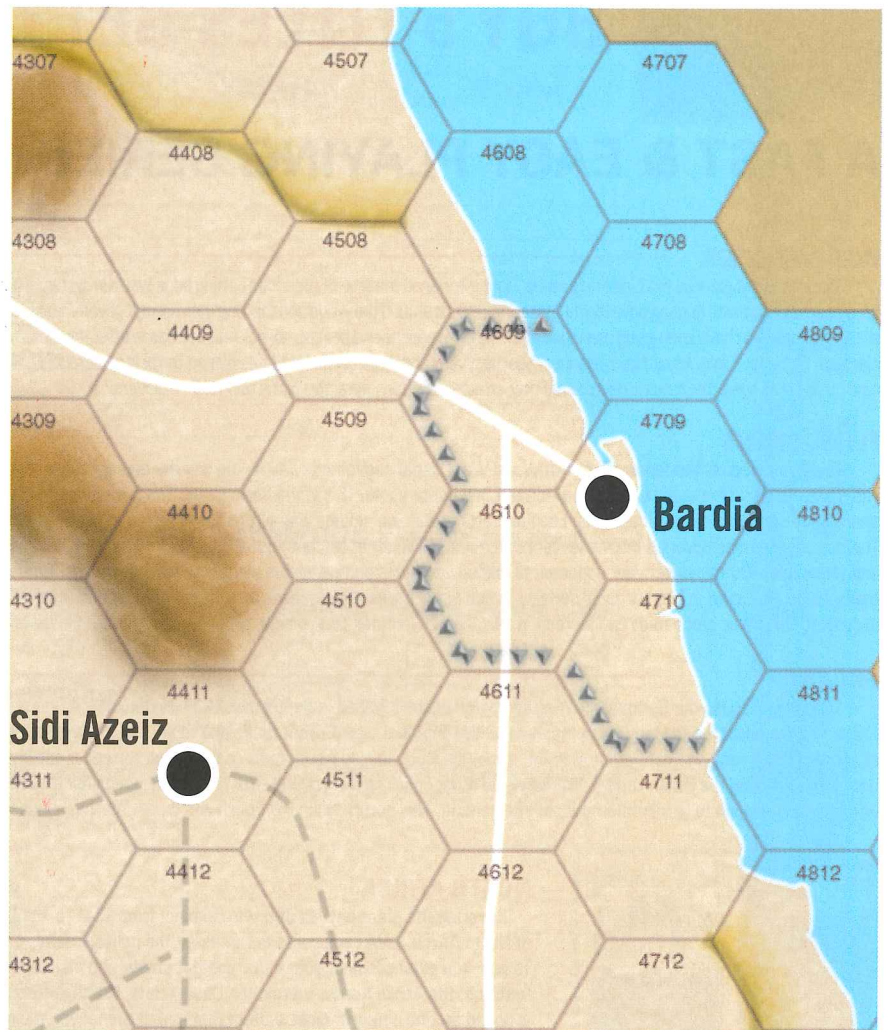
ENTRY TURN/UNIT HEXES

Turn 1

G-F 3-9-18 (7th Armoured HQ)
 4-3-18 (11Hus/7Arm)
 4-3-18 (KDG/7Arm)
 4-3-18 (4SA/7Arm)
 6-4-16 (8Hus/4Arm)
 6-4-16 (3RTR/4Arm)
 6-4-16 (5RTR/4Arm)
 4-5-18 (2SG/4Arm)
 6-4-16 (7Hus/7Arm)
 6-4-16 (2RTR/7Arm)
 6-4-16 (6RTR/7Arm)
 5-3-16 (2RGH/22Arm)
 5-3-16 (3CLY/22Arm)
 5-3-16 (4CLY/22Arm)
 4-5-18 (1KRRC/7Sup)
 4-5-18 (2RB/7Sup)
 2-3-12 (3RHA/7Sup)
 2-3-12 (102/7Arm)

Note: The 7th Armoured Division units may enter through any map edge hex between entry hex G to F.

G 2-9-12 (1st South African HQ)
 3-4-12 (Duke/1SA)
 3-4-12 (1RNC/1SA)
 3-4-12 (1TS/1SA)
 3-4-12 (Botha/5SA)
 3-4-12 (Irish/5SA)
 3-4-12 (3TS/5SA)
 4-3-18 (3SA/1SA)
 E 2-9-12 (2nd New Zealand HQ)
 4-5-12 (18/4NZ)
 4-5-12 (19/4NZ)
 4-5-12 (20/4NZ)
 4-5-12 (21/5NZ)



4-5-12 (22/5NZ)
 4-5-12 (23/5NZ)
 4-5-12 (24/6NZ)
 4-5-12 (25/6NZ)
 4-5-12 (26/6NZ)
 5-4-12 (28Mo/2NZ)
 4-3-18 (DC/2NZ)
 5-4-12 (8RTR/1Tk)
 5-4-12 (42RTR/1Tk)
 5-4-12 (44RTR/1Tk)

Turn 4

D 4-5-12 (1Bfs/5Ind)
 4-5-12 (3/1Pb/5Ind)
 4-5-12 (4/6Rj/5Ind)

Turn 9

C 2-9-12 (2nd South African HQ)
 3-4-12 (ILH/3SA)
 3-4-12 (Rand/3SA)
 3-4-12 (1RDI/3SA)
 3-4-12 (Kaff/4SA)
 3-4-12 (2RDI/4SA)

3-4-12 (UMR/4SA)
 3-4-12 (1Pol/6SA)
 3-4-12 (2Pol/6SA)
 3-4-12 (2TS/6SA)

D 4-5-18 (3CG/22Gd)
 4-5-18 (9RB/22Gd)

15.5 Axis Reinforcement Schedule

ENTRY ENTRY TURN/UNIT HEXES

Turn 3

1 1-9-12 (Tri HQ)
 3-4-12 (9BrS/Tri)
 3-4-12 (65/Tri)
 2-3-12 (66/Tri)

Turn 5

1 3-2-16 (3Lt/Tri)

Tobruk: Operation Crusader, Nov. - Dec., 1941

XIII Corps

XXX Corps

Tobruk Garrison

ROAD MOVIE	ROAD MOVIE
ROAD MOVIE	ARTILLERY +1 SUPPORT
ARTILLERY +1 SUPPORT	ARTILLERY +1 SUPPORT

FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	CLOSE AIR +2 SUPPORT	CLOSE AIR +2 SUPPORT	CLOSE AIR +2 SUPPORT
FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	CLOSE AIR +2 SUPPORT
ARTILLERY +1 SUPPORT	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	CLOSE AIR +2 SUPPORT

XX HQ 2N2 2 9 12	18 4N2 4 5 12	19 4N2 4 5 12	20 4N2 4 5 12	21 5N2 4 5 12	22 5N2 4 5 12	23 5N2 4 5 12	24 6N2 4 5 12	25 6N2 4 5 12
26 6N2 4 5 12	280 2N2 5 4 12	DC 2N2 4 3 18	XX HQ 4nd 2 9 12	18fs 5nd 4 5 12	3/1Pb 5nd 4 5 12	4/68 5nd 4 5 12	1PS 7nd 4 5 12	4/113 7nd 4 5 12
4/1Pb 7nd 4 5 12	2CH 11nd 4 5 12	25M 11nd 4 5 12	1/68 11nd 4 5 12	CH 4nd 4 3 18	8RTR 1Tk 5 4 12	42RTR 1Tk 5 4 12	44RTR 1Tk 5 4 12	65 2 3 12
HQ 2SA 2 9 12	ILH 3SA 3 4 12	Rand 3SA 3 4 12	1RDI 3SA 3 4 12	Karf 4SA 3 4 12	2RDI 4SA 3 4 12	UMR 4SA 3 4 12	1Pol 6SA 3 4 12	2Pol 6SA 3 4 12
2TS 6SA 3 4 12	XX HQ 7Arm 3 9 18	8Hus 4Arm 6 4 16	3RTR 4Arm 6 4 16	5RTR 4Arm 6 4 16	25G 4Arm 4 5 18	7Hus 7Arm 6 4 16	2RTR 7Arm 6 4 16	6RTR 7Arm 6 4 16
2RGH 22Arm 5 3 16	3CLV 22Arm 5 3 16	4CLV 22Arm 5 3 16	1KRC 7Sup 4 5 18	2RB 7Sup 4 5 18	3RH 7Sup 2 3 12	11Hus 7Arm 4 3 18	KOC 7Arm 4 3 18	4SA 7Arm 4 3 18
102 7Arm 2 3 12	XX HQ 1SA 2 9 12	Duke 1SA 3 4 12	1RNC 1SA 3 4 12	1TS 1SA 3 4 12	Botha 5SA 3 4 12	Irish 5SA 3 4 12	3TS 5SA 3 4 12	3SA 1SA 4 3 18
9RB 22Gd 4 5 18	3CG 22Gd 4 5 18	XX HQ 70 3 9 12	188H 14 4 5 12	2VH 14 4 5 12	2BV 14 4 5 12	2Kng 16 4 5 12	2Lie 16 4 5 12	2Qn 16 4 5 12
48d 23 4 5 12	1DL 23 4 5 12	1Ex 23 4 5 12	1RF 23 4 5 12	2RF 23 4 5 12	3RF 23 4 5 12	Lm Car 4 3 18	HMG MG Car 3 4 12	2 13Aus 5 4 12
2 13Aus 3 2 12	1TC 13Aus 4 5 12	1RT 32Tk 6 4 16	4RT 32Tk 7 5 12	149 32Tk 2 3 12	RNF MG 3 4 12	COMBAT Tobruk Garrison	COMBAT XIII Corps	COMBAT XXX Corps

Front

15th Div.

21st Div.

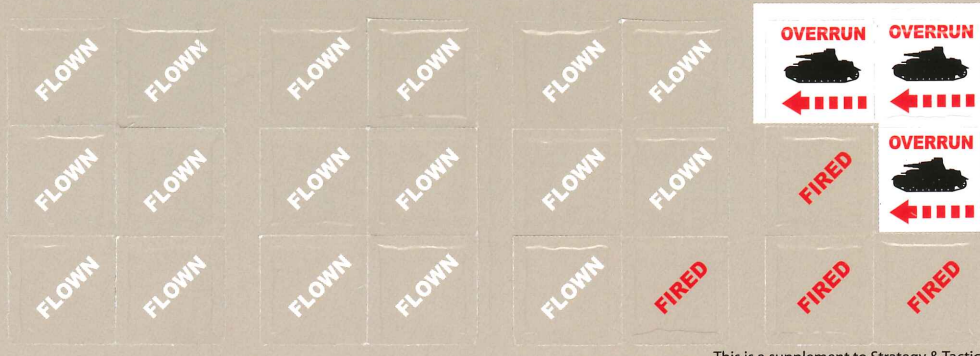
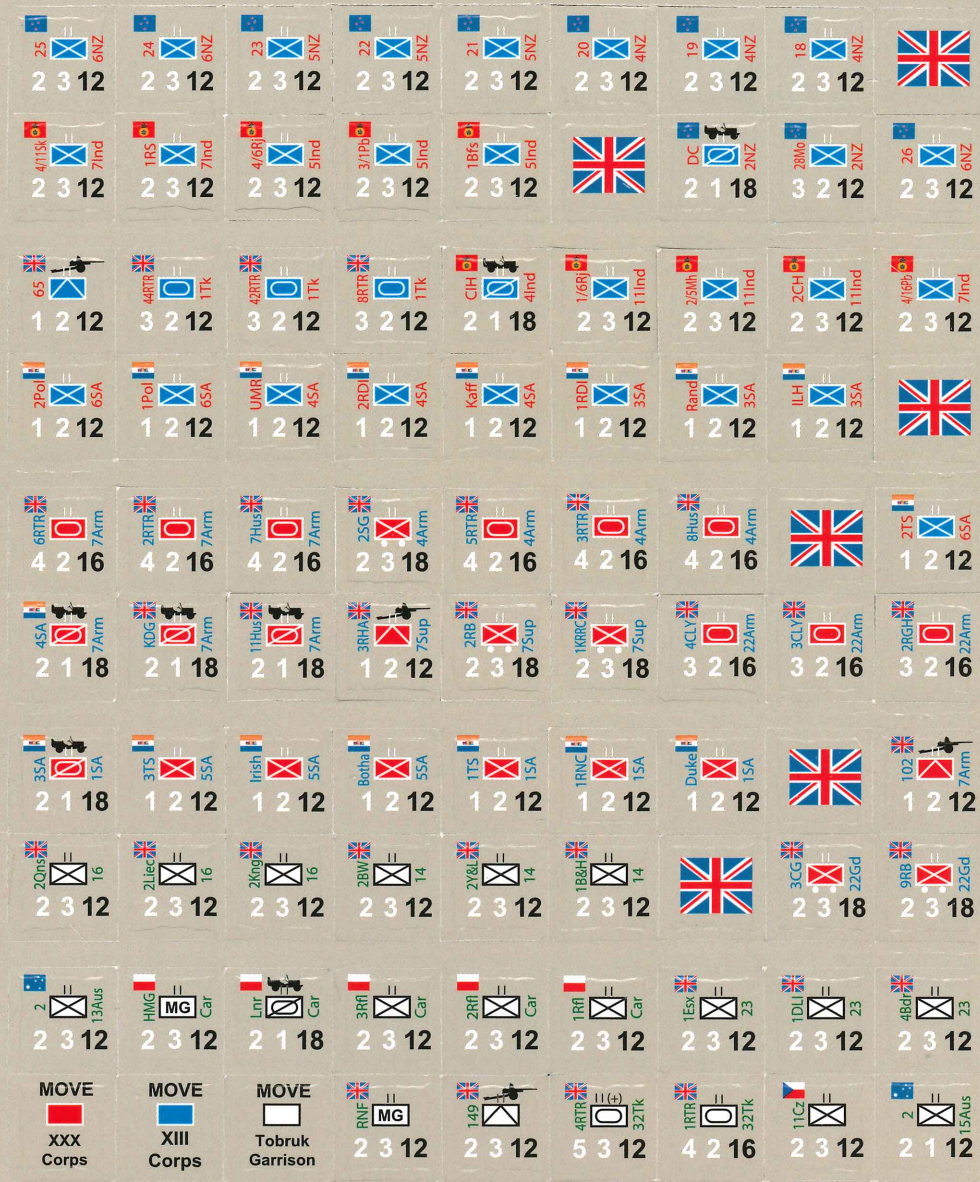
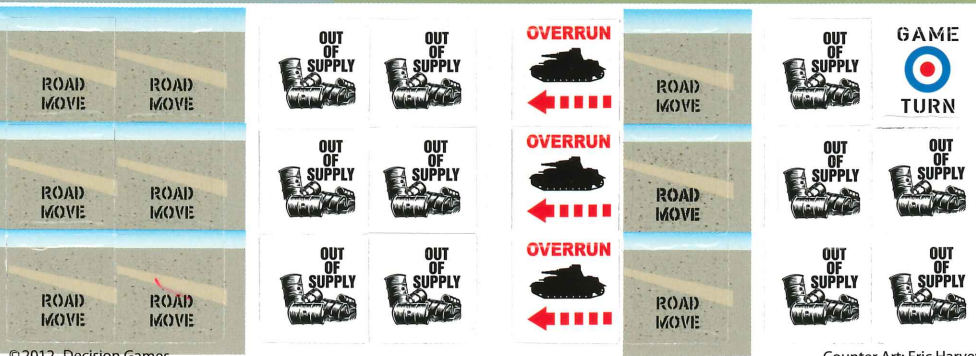
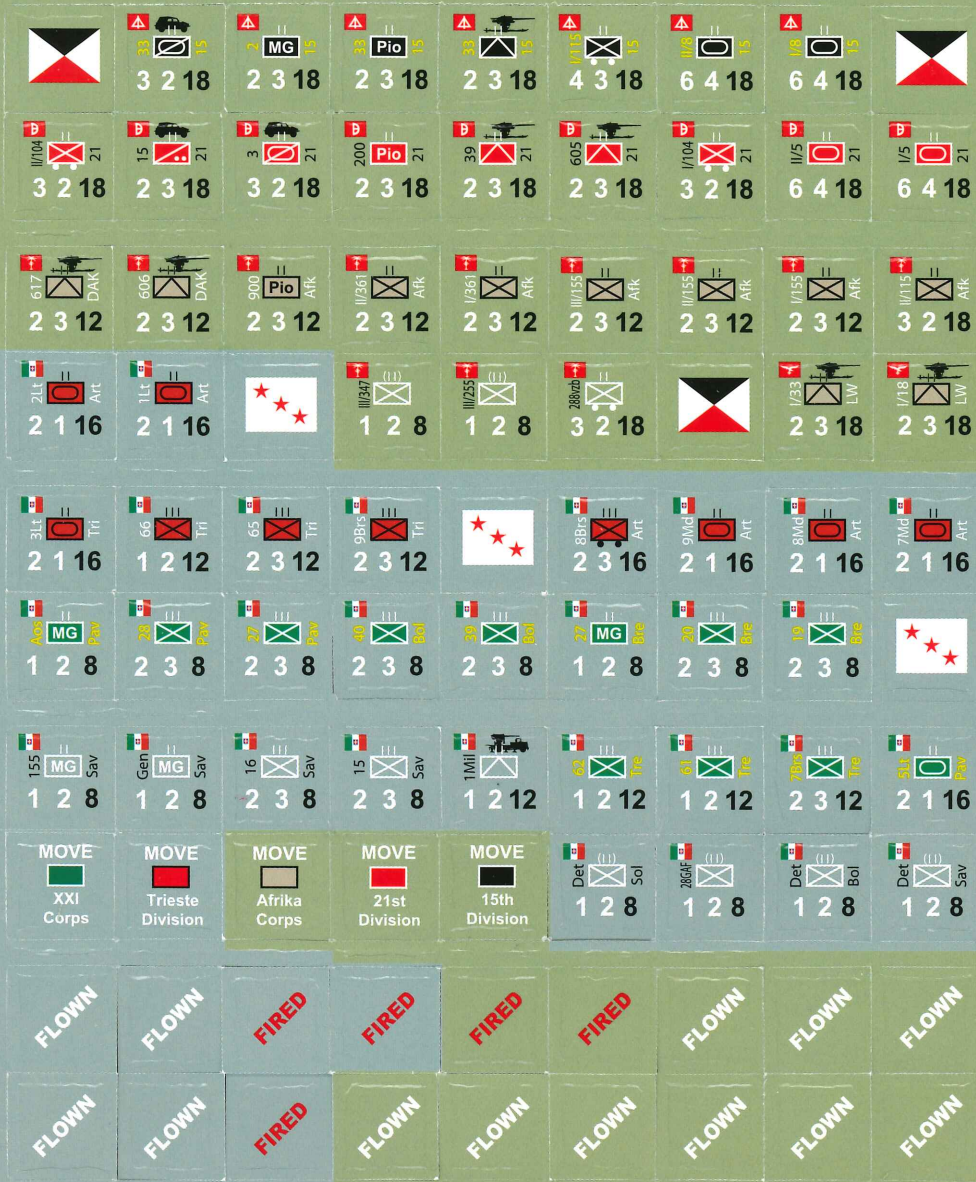
Afrika

XXI Corps

XX HQ 15 1 9 18	108 15 9 6 18	108 15 9 6 18	1115 15 6 5 18	33 15 3 4 18	33 Pio 15 3 4 18	2 MG 15 3 4 18	33 15 5 4 18	B XX HQ 21 2 9 18
1/5 21 9 6 18	1/5 21 9 6 18	1/104 21 6 5 18	605 21 3 4 18	39 21 3 4 18	200 Pio 21 3 4 18	3 21 5 4 18	15 21 3 4 18	1/104 21 5 4 18
1/15 15 5 4 18	1/155 15 3 4 12	1/155 15 3 4 12	1/155 15 3 4 12	1/361 15 4 5 12	1/361 15 4 5 12	900 Pio 15 3 4 12	606 15 3 4 12	617 15 3 4 12
1/15 15 4 5 18	1/35 15 4 5 18	XX HQ 15 1 9 12	280 15 4 3 18	1/361 15 2 3 8	1/361 15 2 3 8	XX HQ 15 1 9 16	1Lt 15 3 2 16	2Lt 15 3 2 16
7M 15 4 3 16	8M 15 4 3 16	9M 15 4 3 16	8B 15 3 4 16	XX HQ 15 1 9 12	9B 15 3 4 12	65 15 3 4 12	66 15 2 3 12	3Lt 15 3 2 16
XXX HQ 15 3 9 12	15 15 3 4 8	20 15 3 4 8	37 MG 15 2 3 8	39 15 3 4 8	40 15 3 4 8	37 15 3 4 8	38 15 3 4 8	40 15 2 3 8
8A 15 3 2 16	78 15 3 4 12	61 15 2 3 12	62 15 2 3 12	1M 15 2 3 12	15 15 3 4 8	16 15 3 4 8	Gen MG 15 2 3 8	155 MG 15 2 3 8
Det 15 2 3 8	Det 15 2 3 8	286 15 2 3 8	Det 15 2 3 8	COMBAT 15th Division	COMBAT 21st Division	COMBAT Afrika Corps	COMBAT Trieste Division	COMBAT XXI Corps
CLOSE AIR +2 -2 SUPPORT	CLOSE AIR +2 -2 SUPPORT	CLOSE AIR +2 -2 SUPPORT	ARTILLERY +1 SUPPORT	ARTILLERY +1 SUPPORT	ARTILLERY +1 SUPPORT	ARTILLERY +1 SUPPORT	CLOSE AIR +2 -2 SUPPORT	CLOSE AIR +2 -2 SUPPORT
FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	FIGHTER +1 COVER	ARTILLERY +1 SUPPORT	FIGHTER +1 COVER	FIGHTER +1 COVER

GAME TURN	LOW SUPPLY	OVERRUN	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE
LOW SUPPLY	LOW SUPPLY	OVERRUN	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE
LOW SUPPLY	LOW SUPPLY	OVERRUN	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE

Tobruk: Operation Crusader, Nov. - Dec., 1941



Combat Results Table										
Dice Roll: (2d6)		1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	
2	2/-	2/-	1/-	1/-	1/-	1/-	1/R2	1/R2		
3	2/-	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2		
4	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2	-/R2		
5	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2	-/R2		
6	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2	-/R2		
7	1/-	1/-	1/-	1/R2	1/R2	1/R2	-/R2	-/R2		
8	1/-	1/-	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
9	1/-	1/-	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
10	1/-	1/R2	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
11	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
12	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2		

Armor Unit Recovery Table		Die Roll		# of Turns to Recover (1D6)		German Commonwth	
1	1	1	2	1	2	1	2
2	1	2	3	2	3	2	3
3	1	2	3	3	4	3	4
4	2	2	3	4	5	4	5
5	2	2	3	5	6	5	6
6	2	2	3	6	7	6	7

Notes: PE = Permanently Eliminated

Turn Track										
1	2	3	4	5	6	7	8	9	10	

Terrain Type		Movement Cost		Column Shift Left		ZOC Exerted into hex?	
Desert	2	-	yes	-	yes	-	yes
Rough	3	1	yes	1	yes	1	yes
Escarpment	+2	2	yes	2	yes	2	yes
Fortification	+3	2	no	2	no	2	no
Road	1/2	-	-	-	-	-	-
Trail	1	-	-	-	-	-	-
Town	2	no	no	1	no	1	no
Village	OTTH	-	yes	-	yes	-	yes

Combat Results Table										
Dice Roll: (2d6)		1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	
2	2/-	2/-	1/-	1/-	1/-	1/-	1/R2	1/R2		
3	2/-	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2		
4	1/-	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2		
5	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2	-/R2		
6	1/-	1/-	1/-	1/-	1/-	1/R2	-/R2	-/R2		
7	1/-	1/-	1/-	1/R2	1/R2	1/R2	-/R2	-/R2		
8	1/-	1/-	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
9	1/-	1/-	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
10	1/-	1/R2	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
11	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	-/R2	-/R2		
12	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2	1/R2		

Notes: - = No Effect 1 or 2 = Number of Combat Losses R2 or R3 = Number of retreat hexes.

Game Design: Paul Youde
Map Graphics: Joe Youst
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