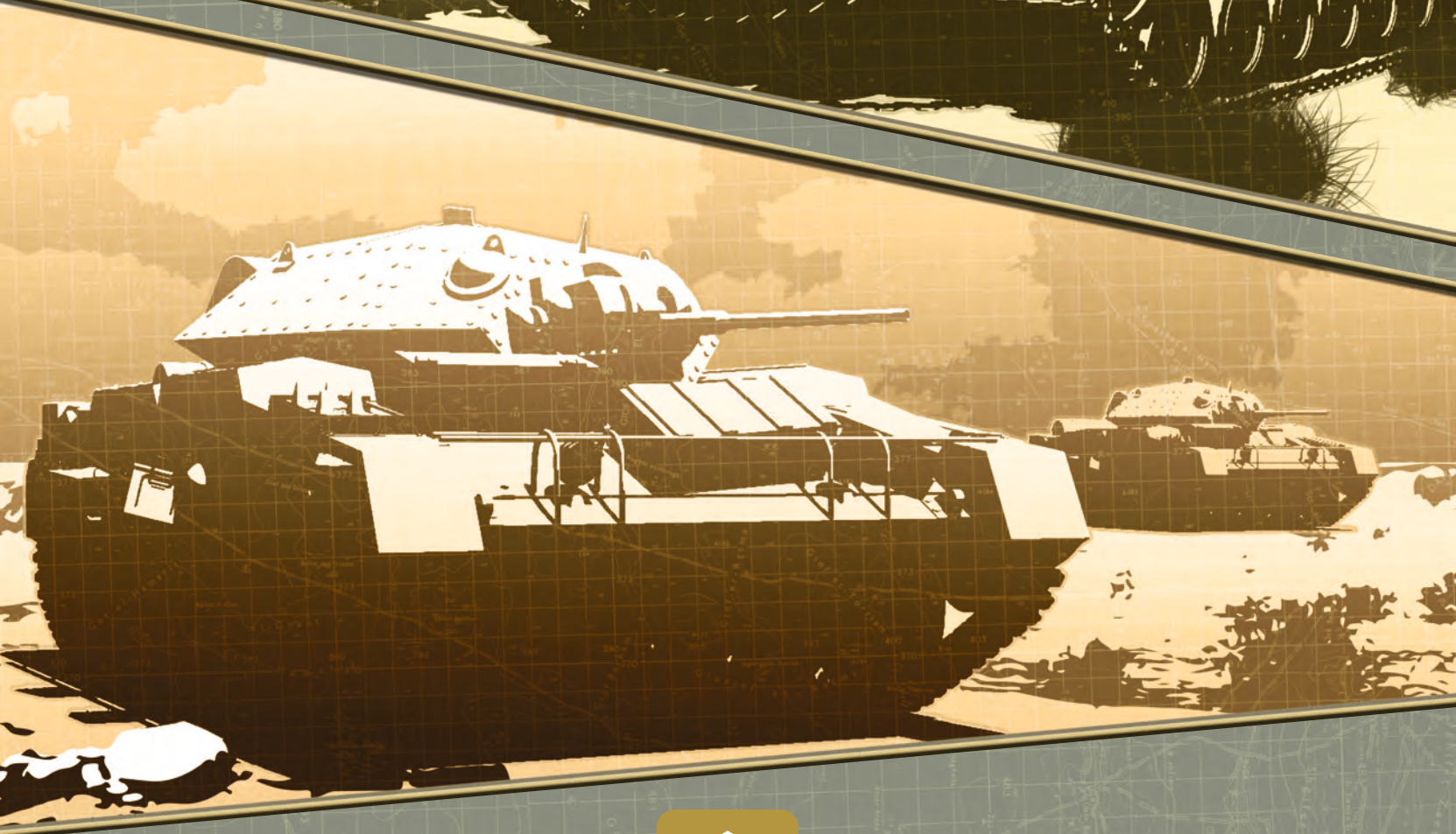
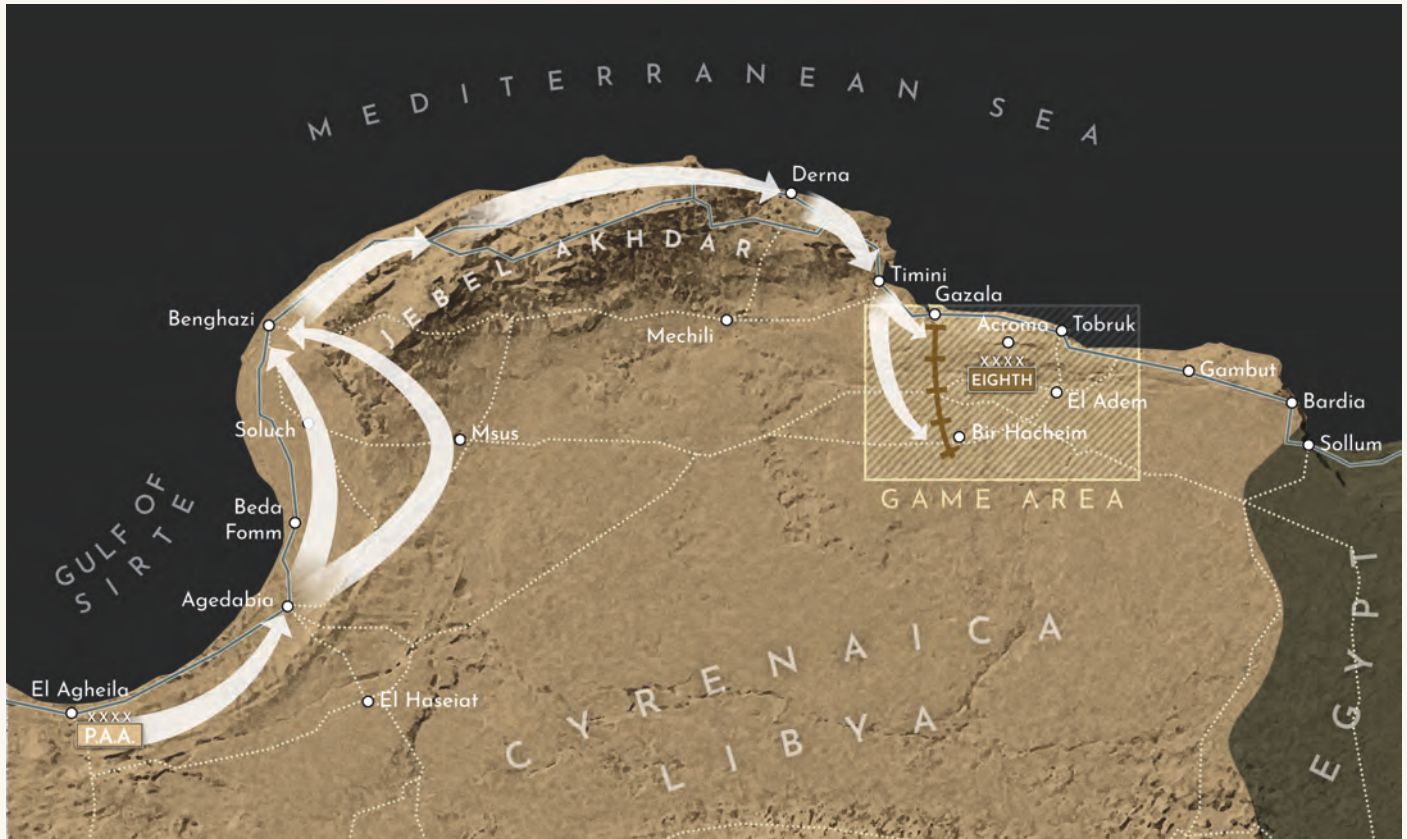

OPERATION THESEUS

GAZALA 1942

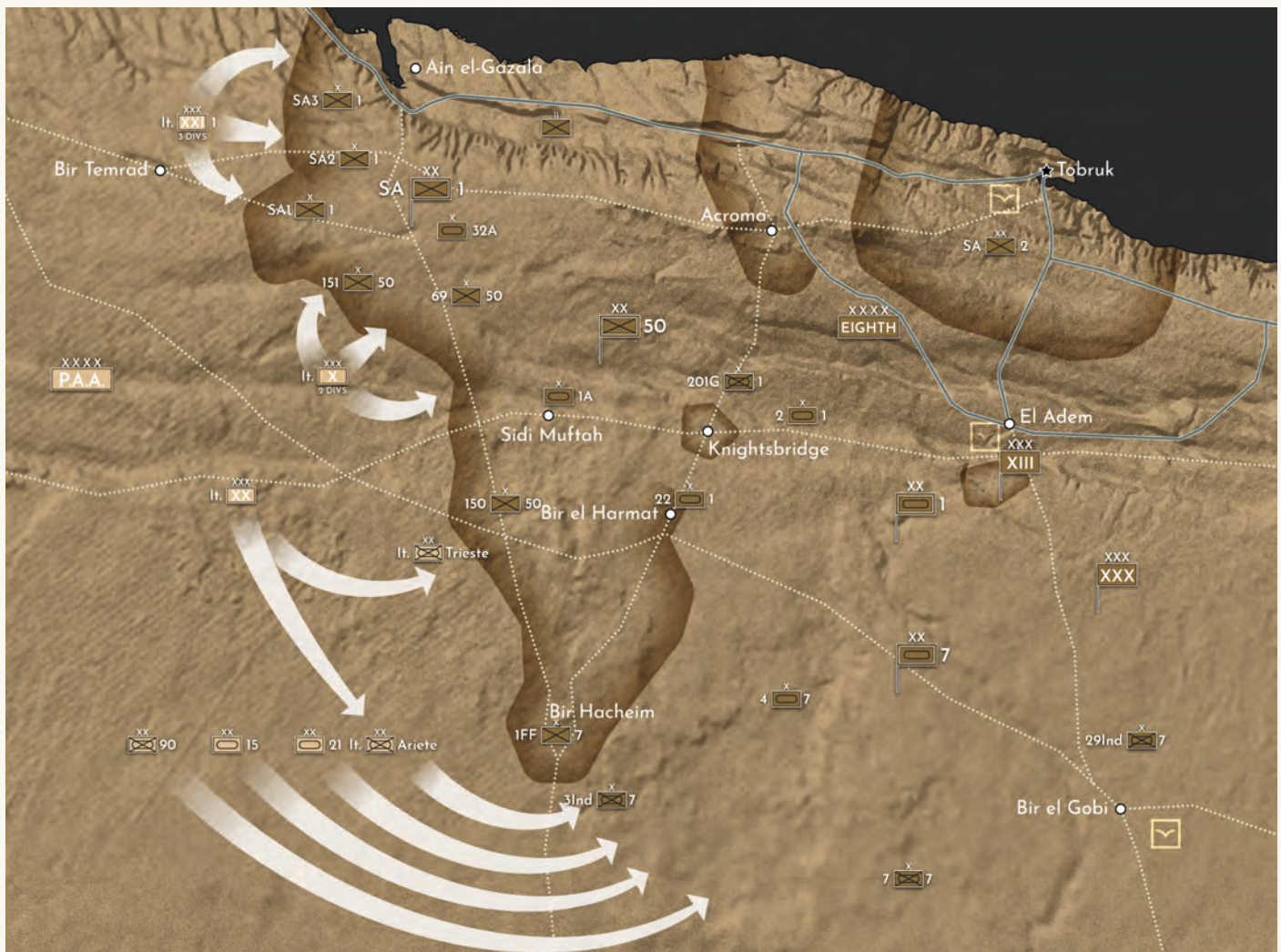


Rulebook



The Situation

After the Allied offensive Operation Crusader, the Axis overran Cyrenaica for a second time and prepared for the capture of Tobruk. If successful, the Axis might have the opportunity to drive to Egypt, perhaps crossing the River Nile and reaching Cairo. To prevent this, the British 8th Army established a defensive line consisting of immense minefields and fortified positions of some 43 miles (70 kms) in length.



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Operation Theseus - Gazala

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Abbreviations

Admin	Administrative
AFV	Armoured Fighting Vehicle
AP	Action Point
AT Points	Anti-Tank Points
CRT	Combat Results Table
DRM	Die Roll Modifier
EC	Effectiveness Check
EZOC	Enemy Zone of Control
HQ	Headquarters
MA	Movement Allowance
MP	Movement Point
Ops	Operations
RP	Replacement Point
TEC	Terrain Effects Chart
VP	Victory Point
ZOC	Zone of Control



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Formatting

❖ Useful notes and additional information about the rules are styled this way.

! Exceptions to the rules are styled this way.



2 OPERATION THESEUS - GAZALA 1942

1. INTRODUCTION

The Game

Operation Theseus - Gazala 1942 is an operational level simulation of the Gazala battles of 1942, which took place during May and June 1942.

The game is intended for two players but is also suitable for solitaire and team play. The goal for the Axis player is to hit the Commonwealth forces hard and to seize specific victory locations, thereby opening the door to Egypt. The Commonwealth player wants to prevent this from happening, thereby eliminating the Axis potential for further offensives. The game is played in a semi-interactive way and keeps both players involved all the time...

The Scale

- A hex represents 3.5 kms (2.2 miles) of terrain from side to side.
- Each turn represents a period of one to six days.
- Combat units are mostly infantry-type regiments/brigades, and armoured-type battalions/regiments.

2. SUMMARY OF THE GAME SEQUENCE

Operation Theseus - Gazala 1942 is played in a varying number of game turns, depending on the scenario.

A game turn usually consists of an Administrative Phase (Admin Phase), followed by the Operations Phase (Ops Phase), existing of a variable number of so-called Operations (Ops) Cycles. Lastly, each turn ends with the End of Turn Phase.

The first turn of a scenario skips the Admin Phase as is indicated on the turn track. Therefore, the Ops Phase is explained in the rules before the Admin Phase.

The Standard Procedures are general rules, which apply at any time during each turn.

3. GAME COMPONENTS OUTLINE

The following components are included in the game:

- One rulebook.
- One mounted map.
- 383 large counters.
- 4 double-sided player aids.
- 1 double-sided setup display.
- Two 10-sided dice, referred to as "d10".

3.1 MAP

The map shows the area in North Africa in which the Gazala battles were fought. A hexagonal grid is superimposed to regulate the movement of the playing pieces. There are several terrain features on the map, which can be divided into hex and hexside terrain features. Each hex also has a unique identification number to facilitate setup.

3.1.1 Hex Terrain

Hex terrain indicates basic movement costs for leg, motorised and HQ units for entering a hex. It also defines the column of the combat results table used for combat resolution. Some hexes feature more than one terrain type. In these cases, the terrain type that is dominating the hex (i.e. covers the majority) matters. In case of doubt, common sense or a dice roll is recommended.



The more obstructive the terrain, the more it benefits the defender:

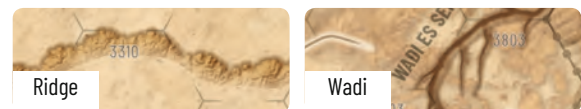


Roads and Trails are a special type of hex terrain, as they influence only movement costs, not combat resolution. A Road or Trail basically negates the movement costs of the other terrain in the hex. When moving from one Road hex into another Road hex via that particular road, reduced Movement Point costs may be used as indicated on the Terrain Effects Chart (TEC). Trail hexes function the same way as Road hexes, but with a lesser MP cost reduction.

- ❖ Units may NOT use the Road/Trail movement rate when entering or exiting a ZOC or an unbreached enemy Minefield hex.

3.1.2 Hexside Terrain

The two hexside terrain types in this game are Ridges and Wadis. It costs a unit all its Movement Points to cross a Ridge or a Wadi, therefore a unit may only cross one in a Movement Action if it starts adjacent to it.



Ridges and Wadis also have an impact on combat: they halve attacking tank values for combat resolution.

Hexside terrain benefits the defender.

Additionally, a Zone of Control (ZOC) cannot be projected across a Ridge or Wadi hexside (see 5.4).

3.1.3 Minefield hexes & Box hexes

A Minefield or Box hex has varying effects on movement, combat and supply, depending upon whether it is friendly or enemy and whether it is breached or unbreached. The friendly or enemy status depends on the original owning side (and the colour of the map depiction) and DOES NOT CHANGE during play, even if the opponent takes or breaches the hex. The effects are explained in the respective sections of the rules. Boxes are always also considered to be Minefield hexes.

- ❖ Minefields and Boxes constitute hex terrain, not hexside terrain.

3.1.4 Tracks & holding boxes

Turn track:

Shows the passage of time and indicates when reinforcements are eligible for both sides. The Reinforcements Schedule can be found below it.

Initiative DRM track:

Indicates the positive Initiative Die Roll Modifier currently applied to the Reaction side's Initiative die roll.

Formation tracks:

Records the number of times a formation may be activated during the Ops Phase and indicates the Activation Level it will receive once activated.

Action Points tracks:

Records the expenditure of Action Points for each activated formation during its Formation Activation. (See 7. Actions).

Formation Assignment boxes:

Used to track the assignment of Independent units to a formation.

Air units holding boxes

A side's air units can be placed in these to keep track of their status.

3.1.5 Supply entry hexes

These hexes act as supply sources for the indicated side. HQ units need to have a clear Supply Path to one of their own supply hexes to be in supply (see 5.7 Supply).



3.2 COMBAT UNITS

Combat units represent the military forces that took part in the historical campaign.

Most combat units are subordinate to a division or brigade formation, each with its own unique coloured stripe at the top of the counter. Independent units either have a white formation stripe instead of a formation colour or no stripe at all (depending on type). The following symbols mark all independent units (permanent and non-permanent):



Axis units are either German or Italian and are colour coded as follows:

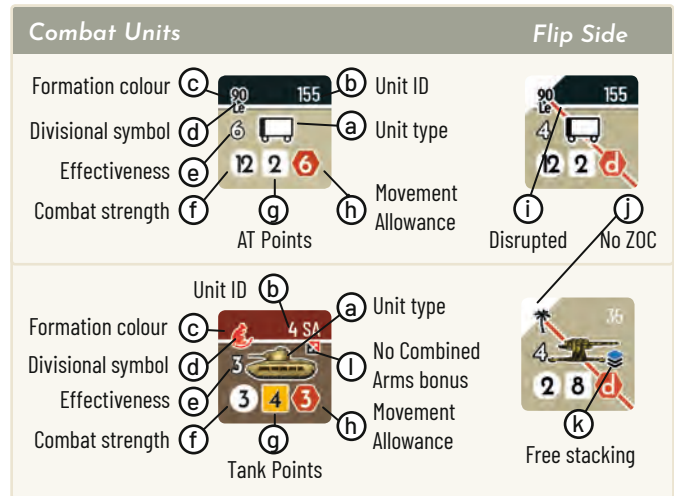
German		90th Leichte Division
		15th Panzer Division
		21st Panzer Division
		15th Schützen Brigade
Italian		Littorio Division
		Pavia Division
		Brescia Division
		Trento Division
		Sabratha Division
		Ariete Division
		Trieste Division

Commonwealth units are either British, Indian, South African or Free French and colour coded as follows:

British		7th Armoured Division
		1st Armoured Division
		50th Northumbrian Division
Free French		Free French Brigade
Indian		5th Indian Division
South African		1st South African Division
		2nd South African Division

Combat units generally are divided into infantry type (white Anti-Tank Points) and AFV type units (yellow Tank Points). German FLAK units have Anti-Tank Points, and additional features (see 7.5.1.5 Combat DRMs). For movement purposes, units can be divided into leg units (MPs in white hexagon) and motorised units (MPs in red hexagon).

The numerical ratings and symbols printed on combat units can be read as follows:



a. Unit Type: Is shown mainly for historical interest but is also of importance for replacements.

Infantry		Engineer	
Mot Infantry		Recce (recon)	
Panzergrenadier		Armoured car (Sd.Kfz. 222 / AB41)	
Valentine		Pz.Kpfw. III	
Matilda		Pz.Kpfw. IV	
M3 Grant		M. 14/41	
Crusader MkII			
8.8 cm Flak			

b. Unit ID: Is shown for historical interest and is used to facilitate setup and for assignment purposes.

c. Divisional symbol: All units of a specific formation show the parent Division's historical symbol.

d. Formation colour stripe: Used as an identifier for all units of the same formation. Formations in this game are brigades and divisions. Units with a white stripe are permanently independent. Units without a stripe can be assigned to a formation (see 5.5).

e. Effectiveness Rating: A unit's ability to conduct various Actions, withstand battle fatigue and remain in good order. Rated from 2 (worst) to 7 (best).

f. Combat strength: The basic value a ground unit uses in combat. Can be reduced by taking casualties in combat.

g. Tank or Anti-Tank Points: Special combat values used in combat when armour is involved. Also indicates if a unit is an AFV type unit (Tank Points in yellow box) or infantry type unit (Anti-Tank Points in white box). German FLAK units have Anti-Tank Points and additional features (see 7.5.1.5 Combat DRMs).

h. Movement Allowance: Maximum number of Movement Points that a unit can spend during a Movement Action. Also indicates movement type (Movement Points in white hexagon: leg, MPs in red hexagon: motorised). If the unit is Disrupted, a 'd' is shown instead.

i. Disruption stripe: This diagonal stripe also indicates that a unit is Disrupted.

j. No-ZOC symbol: Upper left corner in white, indicating that a unit is not able to project a ZOC.

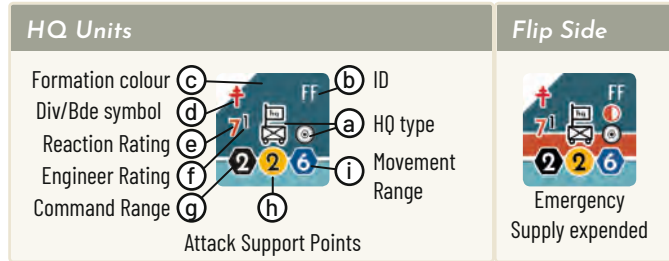
k. Free stacking symbol: Indicates that a unit does not count towards stacking restrictions.

l. No Combined Arms bonus symbol: Indicates that the unit (an Italian tank or a British heavy tank unit) does not qualify for the Combined Arms bonus.

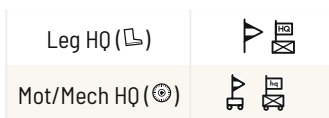
3.3 HEADQUARTERS

HQs represent the organisational and logistical base for the formations that took part in the historical campaign. HQs are crucial to formations' command, control and supply and therefore to the ability to conduct successful Actions in the field. Each formation has its own parent formation HQ.

The numerical ratings and symbols printed on HQ units can be read as follows:



a. HQ Type: Is either leg or motorised/mechanised. This is important for tracing supply.



- b. Division or brigade ID:** The unique ID of a formation.
- c. Formation colour:** Identifies all units belonging to the same formation.
- d. Divisional or brigade symbol:** The historical symbol of a formation.
- e. Reaction Rating:** Is used when a formation attempts a Reaction.
- f. Engineer Rating:** A modifier an HQ can provide to enter or breach an enemy unbreached Minefield hex (see 7.4 Breach Minefield Action).
- g. Command Range:** The range of hexes in which units of the same formation are in command, if they have a clear Command Path (see 5.8 Command Range).
- h. Attack Support Points:** Represent mainly the artillery resources of a formation but also other various assets like engineers or transport columns. They can be used as a DRM in a regular (half) or prepared attack (full) (see 7.5.1.5 Combat DRMs). An HQ unit's Attack Support Points may be permanently reduced due to overstacking (see 5.3.1 Stacking) or displacement (see 5.3.2 HQ Displacement).
- i. Movement allowance:** Maximum number of Movement Points that the HQ can spend during a Movement Action.

HQs have the following characteristics:

- HQ units are not treated as and are not considered combat units.
- No more than one HQ unit may occupy a single hex.
- HQ units do not project a ZOC (marked on counters with a white corner as a reminder).
- They may not enter a hex containing EZOCs unless the hex already contains a friendly combat unit (Disrupted or not) or the HQ unit is moving as a stack with combat units.
- HQ units are only removed from play when all their subordinate or currently assigned units have been eliminated.



3.4 AXIS AIR UNITS

Axis air units are not units but markers. They provide a +1 column shift bonus in combat.

3.5 GAME MARKERS

With these you can track certain statuses on the map:



Formation Activation marker:

Used to track the number of available activations of each formation during a game turn.



Action Points marker (APs available):

Shows the currently available Action Points of an activated formation (one for the Axis side, one for the Commonwealth side).



Current combat strength marker:

(values 0 through 15) the 0-marker is only used for HQ units whose HQ Attack Support Rating has been reduced to zero.



Improved Defence marker:

Indicates units in Improved defence status.



Game Turn marker:

Used to track the game turn currently in progress.



Initiative + DRM marker:

Single marker to track which side receives a Die Roll Modifier during Initiative Determination.



Combat Multiplier chit:

Used to determine the combat multipliers when resolving combat. Attacker and defender draw one random marker each for their unit(s).



Independent Activation markers (1, 2, no Activation):

Used to track the number of Activations, an independent unit has conducted.



Out of Command marker:

When a unit is found to be Out of Command, it should be marked with this marker to indicate this status.



Isolated marker:

Used to mark the status of isolated units.



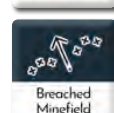
Supply blocked marker:

Used to mark blocked major supply sources.



Tobruk Control marker:

Acts as a supply source to the side whose symbol is currently face-up.



Breached Minefield marker:

Indicates a path has been cleared through an enemy Minefield.



Assigned markers:

Show that a unit is currently assigned to a formation. Dummy markers are also included.



Victory Hex markers:

Hexagonal markers that indicate the given VPs of a location in a specific time frame (see 10. Scenarios).

**SNAFU/Schlachtenglück marker:**

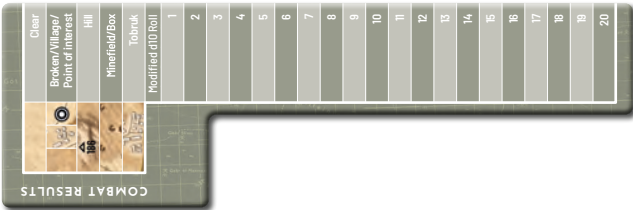
Can be given to the opponent in order to reroll any one single die.

**Victory Points markers:**

Used to track the number of Victory Points on the Victory Points track during the End Turn Phase (see 9).

Combat Results Table ruler:

Can be used to facilitate combat resolution on the Combat Results Table.

**Axis Schwerpunkt marker:**

Gives certain benefits to a formation (see 5.9).

**Attacking/Target Hex marker:**

May be used as unit/stack placeholders for combat resolution.

**Supporting Unit marker:**

May be used to mark units that support the attacker or defender in combat, or as unit/stack placeholders for combat resolution.

**Restricted Activation marker:**

Used as a reminder for formations or units that may not be activated until certain conditions are met.

**Activated Formation marker:**

May be used to mark the formation that's currently activated, as a reminder during longer breaks or interruptions in play.

3.6 PLAYER AIDS

You can find all the relevant information that is needed for play aggregated in the player aids. There are two player aids: each has one side with general information and one side with information needed in the Ops Phase.

3.6.1 Player aid A, side 1

Contains:

- Combat Results Table (CRT)
- Terrain Effects Chart (TEC)

3.6.2 Player aid A, side 2

Contains:

- Combat Sequence
- Combat DRMs

3.6.3 Player aid B, side 1

Contains:

- Sequence of Play
- Action Points table
- Action Points cost table
- Minefield tables
- Stacking limits

3.6.4 Player aid B, side 2

Contains:

- Counter explanation
- Unit status information
- Command & Supply information

3.7 SETUP DISPLAYS

These charts facilitate setup for the respective scenarios and show the setup locations of all units at beginning of the game.

3.8 GAME TRACKS PLAYER AID (OPTIONAL)

Can be used instead of the corresponding tracks on the map to make solitaire play more convenient.

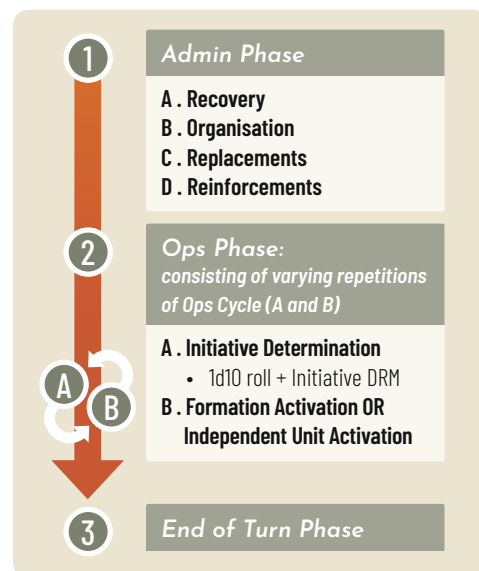
3.9 DICE

Included in the game are two ten-sided dice, referred to as 'd10', which are used for combat resolution. The number zero (0) is always treated as ten (10).

4. SEQUENCE OF PLAY

The campaign game lasts up to eight game turns. A game turn is a sequence of events that must occur in a certain order. Each game turn basically consists of an Administrative (Admin)Phase, an Operations (Ops)Phase and an End of Turn Phase.

The sequence of play must be strictly followed in the order presented below:

**Admin Phase:**

Consists of the following segments in this order:

1. Recovery Segment
2. Organisation Segment
3. Replacements Segment
4. Reinforcements Segment

Ops Phase:

Consists of a variable number repetitions of the Ops Cycle, which itself consists of:

1. Initiative Determination
2. Formation Activation or Independent Unit Activation: Activating a **formation** allows the initiative player to activate all subordinate units, including independent units currently assigned to it, to conduct one or more Actions (see 7. Actions). Activating an **independent unit** may be chosen to activate one currently unassigned unit.

Most game activities will take place in this phase. Here is an overview of possible Actions:

- Movement Action
- Refit Action
- Breach Minefield Action
- Combat Actions (Hasty, Regular or Prepared)
- Improved Defence Action

During a Formation- or Independent Unit Activation, the passive player may under certain circumstances try a Formation Reaction attempt. If successful, he interrupts the Action of his opponent to conduct Actions of his own.

End of Turn Phase:

Victory Points will be recorded, VP markers adjusted on the Victory Points track, and the Game Turn marker will be moved into the next box on the Game Turn track.

- ❖ *All scenarios start with the Ops Phase. Skip the first Admin Phase entirely. This is the reason why the Ops Phase is explained in these rules before the Admin Phase.*

5. STANDARD PROCEDURES

5.1 CALCULATION CONVENTIONS

When making a calculation for a combat, or another game function, that produces a fraction on intermediate steps, retain the fraction until all the values for the units on that side have been added together. Then round any remaining fraction up to the next whole number. All possible modifiers are cumulative.

- ! *When calculating an odds ratio for combat, always round it downwards to conform to a ratio column on the CRT.*

- ❖ *Never round Movement Points*

5.2 SNAFU/SCHLACHTENGLÜCK

The owning player can give this marker to the opposing player to force a re-roll of any one of the opponent's die rolls. The Axis side always possesses this marker at start.



5.3 STACKING & LIMITED INTELLIGENCE

5.3.1 Stacking

Placing more than one unit into a hex is called stacking. Each side is free to stack units in any order desired. The position of a unit in a stack has no effect on play, although units can be 'hidden' beneath the top unit of a stack. An HQ unit must always be the topmost unit in a stack. A player may always look beneath an HQ unit. Only combat units and HQs are subject to stacking restrictions. Stacking limits do not prohibit movement and must only be met at the end of an Action (see 7. Actions) or retreat (see 7.5.2 Combat Results)

Stacking limits

The Stacking limits are different for both sides and are defined as follows (they can also be found on player aid B):

COMMONWEALTH LIMIT



Two units of which only one may be of leg infantry type. One HQ unit stacks for free.

AXIS LIMIT



One HQ unit and one infantry unit, two Panzer and/or recce units, and any number of Flak/engineer units

- ! *Free French Brigade: When stacked together, count the two Free French half-brigades as a single leg infantry unit.*

Overstacking

All combat units in an overstacked hex (at the end of an Action or anytime during a retreat) suffer an automatic disruption. A currently Disrupted unit remains Disrupted and suffers an additional Strength Point loss.

If a hex contains two or more HQs, each HQ loses one Support Point from its current total, place a corresponding Strength Point marker beneath the HQ. Furthermore, any surplus HQs and units must immediately be displaced (losing an additional Support Point in doing so, 5.3.2), so that the hex fulfils stacking restrictions. In overstacking situations for units (only), not HQs, the opposing player may make the displacement(s) instead of the owning player. Should there not be another option than displacement into a hex which becomes overstacked through the displacement, this hex suffers the same effects. A unit may never 'jump over' enemy units while being displaced. If displacement is impossible due to the presence of enemy units and prohibited terrain, the owning side eliminates overstacked units until stacking limits are met. Units from different formations may stack together up to the stacking limits. Only one formation can be activated at the same time. When the stack is being attacked, all units will defend together.

5.3.2 HQ displacement

Besides overstacking, an HQ must be displaced if it is the only unit in a hex and an enemy non-HQ unit moves adjacent to it for any reason (except if divided by impassable terrain like the sea hexsides in Tobruk). It is also displaced if during a retreat, two HQs are in the same hex. It is also displaced if it suddenly finds itself alone in a hex as a result of combat, even if not adjacent to an enemy unit (see 7.5). After displacement, the triggering unit may continue its movement.

Procedure: Place the HQ on the nearest friendly ground combat unit of the same formation, which is not currently stacked with another HQ and not located in an unbreached Minefield hex. In the event of more than one option, the owning player chooses the hex. In the unlikely event that all combat units are located in unbreached Minefield hexes, the HQ is placed adjacent to a combat unit selected by the owning player.

In addition:

1. Subtract one from the HQ's current Attack Support total until the minimum of 0 is reached and
2. Move its Formation Activation marker to the next lower space on the Formation Activation track.

5.3.3 Unit displacement

The opposing player may displace overstacked units of his choice one at a time into any adjacent hex(es) until the stacking limit is met. The opponent may not displace a unit into a fully stacked hex unless no other alternative hex is available.

- a. Displaced units that end up causing overstacking in the displacement hex trigger the same disruption and displacement results in this hex.
- b. Any unit that cannot be displaced due to the presence of enemy combat units is eliminated.

5.3.4 Limited intelligence

A side may only examine the contents of an enemy stack after having declared a ground attack against the defending hex. Reduced strength markers beneath units may never be inspected. At all other times, only the topmost unit in an enemy stack may be viewed.

- ❖ *Important: A player may always inspect beneath an enemy HQ unit.*

5.4 ZONES OF CONTROL

The hex a combat unit occupies and the six hexes surrounding it, constitute that unit's Zone of Control (ZOC). The ZOC of an enemy unit is called an Enemy Zone of Control (EZOC).

A unit's ability to project a ZOC depends on the unit type, status, and terrain, as detailed in the ZOC column of the TEC.

- ❖ ZOCs cannot be projected into non-breached enemy Minefield/Box hexes and across Ridge and Wadi hexsides.
- ❖ The friendly or enemy status of a Minefield or Box hex depends on the original owning side and does not change during play.

The following units never exert/project a ZOC and are marked with a white corner on their counter:

- Any Disrupted unit
- HQ units
- German FLAK units
- KG Hecker
- Air units

Hexes into which a unit projects a ZOC are called controlled hexes and inhibit the movement of enemy units, the tracing of an enemy Command Path and an enemy Supply Path.

If ZOCs from both sides project into the same hex, both co-exist and the hex is mutually controlled by both sides.

5.4.1 ZOC effects

Movement

A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit. There is no restriction when moving from an EZOC into a non-EZOC hex. The only way to move directly from EZOC to another EZOC is through Screen movement (see 7.3.4 Screen movement).

During the free movement of reinforcements, units performing this movement may not enter an EZOC at any time of that Action (9.4.2).

Command and Supply

Command Range and Supply Paths may be traced into but never through EZOCs. Friendly combat units (even Disrupted) negate EZOCs in the hex they occupy for these purposes only.

Retreat

Retreating units suffer additional penalties when entering an EZOC (see 7.5.2 Combat Results).

Breach Minefield Action

Units and stacks in an unbreached enemy Minefield hex located in an EZOC may still perform Breach Minefield Actions, but with special penalties (see 7.4).

Combat Support

Combat Support can only be used when the supporting unit projects a ZOC into the enemy attacking or defending hex.

Replacements

A combat unit cannot receive replacements if in an EZOC. A Commonwealth combat unit cannot be cannibalised if in an EZOC.

Reinforcements

A combat unit cannot enter as a reinforcement in a hex in an EZOC.

5.5 FORMATIONS AND INDEPENDENT UNITS

Formations are the key organising concept in this game. Players must think of their forces in terms of formations in order to use them effectively – just as the historical commanders had to.

5.5.1 Formation units

Most combat units are permanently organised by a formation, which can be easily identified by their coloured stripe. A formation consists of an HQ unit and several combat units, including any independent units currently assigned to the formation.

Only units belonging to an activated formation may conduct an Action assigned to that formation.

5.5.2 Independent units

Independent units do not belong to a specific formation. Independent units without a white formation stripe can be assigned and reassigned to and from formations during the Organisation Segment, and must always be part of a qualifying formation. Units with a white formation stripe are permanently independent and may never be assigned to a formation.



Assignment

To be assigned, an independent unit without a white stripe must be undisrupted and within Command Range of the formation HQ it wishes to be assigned to.



Players should record any Assignment secretly by placing its Assigned marker on the corresponding Formation box. Dummy markers may be placed at this time as well.

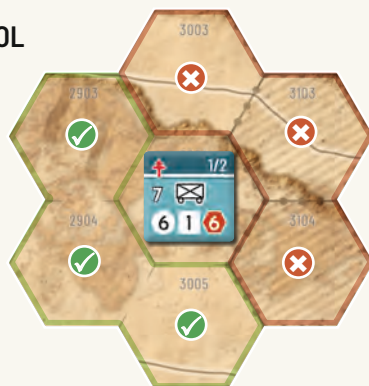
An Assignment does not need to be shown to the opposing player unless it is challenged by the opposing player. Once assigned, the unit is treated exactly like any other unit of the formation. Independent reinforcements (without a white stripe) must be assigned to a formation before entering the map.

5.4 ZONE OF CONTROL EXAMPLES



Units with no ZOC (white corner)

HQs, German Flak units, KG Hecker, and air units do not project a ZOC



Combat unit ZOC

Combat units can project their ZOC into most terrain types, except through Ridge and unbreached Minefield hexsides.



Disrupted unit ZOC

Disrupted units are unable to project a ZOC.



Combat Support ZOC

The AFV unit cannot provide Combat Support since it is unable to project a ZOC into the enemy unit's hex. (7.5.1.5 A)

Reassignment

Once assigned, an independent unit remains subordinate to the formation until the player decides to reassign it to another formation during the Organisation Segment. It needs to be undisrupted and in Command Range of both its current and its new formations' HQs.

Assignment restrictions

German Independent units may be attached as follows:

Kpf FLAK and KG Hecker: to any Axis formation.

18 FLAK and 35 FLAK: to German 90 Le, 15 Pz or 21 Pz only.

Commonwealth independent units may only be attached to British leg infantry divisions (50, 1 SA, 2 SA, 5 Ind).

5.6 EFFECTIVENESS CHECK

The following situations require an Effectiveness Check (EC) for a unit:

- Any red & underlined combat result
- Refit Action
- Isolated units attempting to conduct an Action
- Attrition Check

HQs are not subject to ECs and never disrupt.

5.6.1 Conducting an EC

Roll 1d10 for each unit and compare the result with the Effectiveness Rating of each affected unit.

- a. A unit passes if the result is equal to or less than its Effectiveness Rating.
- b. A unit fails if the result is greater than its Effectiveness Rating.

5.6.2 Failing an EC

Any combat unit failing an EC disrupts.

! (Exemption: Refit Action).

A currently Disrupted unit that fails another EC remains Disrupted and suffers an additional Strength Point loss if this additional disruption results from combat.

❖ *Units conducting a Refit Action do not lose Strength Points if they fail their EC.*

5.6.3 Disruption effects

Disrupted units are flipped to their Disrupted side. Note that a Disrupted unit possesses a lower printed Effectiveness Rating and fewer Tank or Anti-Tank Points.

Disrupted units:

- Cannot conduct a Movement Action.
- Do not project a ZOC, and thus may not provide Combat Support.
- Cannot trigger a possible Formation Reaction.
- Cannot attack, or support an attack.
- Cannot contribute Tank or Anti-Tank Points to screen movement.
- Cannot attempt to retreat before combat (see 7.5.1.1).
- Cannot be in Improved Defence.
- Use the combat chit's left column (red) if defending, but in an unbreached friendly Minefield use the combat chit's right column (green) (see 7.5.1.2 Combat Strength Determination).
- Cannot receive Combat Support
- Cannot qualify for Combined Arms bonus (see 7.5.1.3)
- Cannot be assigned/reassigned
- Cannot receive replacements

! *Disrupted units defending in a friendly Minefield use the combat chit's right column (green).*

❖ *The only Action a Disrupted unit can perform is the Refit Action to recover from disruption. Disrupted units that are also isolated may not carry out any Actions at all.*

5.6.4 Disruption recovery

During the Recovery Segment of each game turn a Disrupted unit recovers automatically if it is currently in Command Range of its parent HQ, or if unassigned and independent.

Units which recover from disruption are flipped back over to their undisrupted side.

❖ *Units may also recover from disruption by conducting a successful Refit Action.*

5.7 SUPPLY

Only HQs and unassigned independent units must check for supply at the moment they activate, all other combat units check for Command Range instead.

An unsupplied HQ may be able to remain in supply by using Emergency Supply expenditure (see 5.7.5 Effects of being unsupplied).

❖ *Only unassigned independent units and HQs need to be in supply at the time of their activation; all other combat units must only check their Command Range (see 5.8 Command Range) when wishing to perform an Action.*

5.7.1 When to check supply

HQs must check for supply in the following situations:

- When performing Formation Activation Recovery (see 9.1 Recovery Segment).
- At the beginning of a Formation Activation (see 6.0 Ops Phase and 5.7.5 Out of Supply effects/Emergency Supply).
- Before making a Formation Reaction attempt (see 6.5 Formation R.).
- As per the scenario end of game rules regarding Out of Supply HQ units and the Axis VP count.

Unassigned independent units must check for supply in the following situations:

- When removing ACT markers (see 6.4 Independent Unit Act.)
- When activating themselves (see 6.4 Independent Unit Activation and 5.7.5 Out of Supply effects/Emergency Supply)
- When providing Combat Support.

5.7.2 Tracing a Supply Path

Leg HQs, motorised/mechanised HQs and unassigned independent units each have their own restrictions for tracing a Supply Path.

Leg HQs

In order to begin tracing supply, a leg HQ must be located on or adjacent to a Road or Trail hex. This Road or Trail hex has to be connected by an unbroken (see 5.7.4) chain of Road or Trail hexes of any length to an unblocked friendly Major supply source (see 5.7.3). Each hex in the path must be connected by Road or Trail. Ignore all other terrain in hexes or hexsides.

Motorised or mechanised HQs

A mot or mech HQ can begin tracing supply in any type of hex. It must first trace a path through any hexes and across any hexsides not prohibited to HQs to any Road or Trail hex. This 'cross-country' path must not exceed the HQ's printed Command Range (in hexes). From the Road or Trail hex, it traces supply like a leg HQ.

Unassigned Independent units

An unassigned Independent unit can begin tracing supply in any type of hex. It must first trace a path through any hexes and across any hexsides not prohibited to the unit until it reaches a Road or Trail hex. This 'cross-country' path must not exceed the unit's Effectiveness Rating number on the undisrupted side of its counter (this value is used even if the unit is currently Disrupted). From the Road or Trail hex, it traces supply like a leg HQ.

❖ *Units can also trace supply directly to the supply source itself if they are in close enough proximity where a road network is unnecessary to extend the supply path.*

SUPPLY STATUS

HQs and units have different criteria to be considered In Supply:

Leg HQs

Leg HQs must be on or adjacent to a Road or Trail hex that allows tracing an uninterrupted path of Road/Trail hexes to a friendly Major supply source.



Motorised/mechanised HQs

Mot/mech HQs must be within range (the same as the HQ's printed Command Range) of a Road or Trail hex that allows an uninterrupted path of Road/Trail hexes to be traced to a friendly Major supply source.



Unassigned independent units

Unassigned independent units must be within range (the same as the unit's undisrupted Effectiveness Rating) of a Road or Trail hex that allows an uninterrupted path of Road/Trail hexes to be traced to a friendly Major supply source.

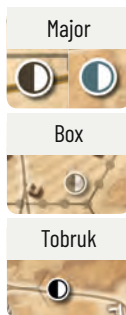


5.7.3 Supply sources

The game features three different supply sources: Major supply sources, Commonwealth Box supply sources, and the Tobruk supply source.

Major supply sources are printed on the map. Commonwealth Box supply sources are also printed on the map.

A Major supply source ceases to function the instant any enemy unit ends a Movement Action in its hex. Place a Supply Blocked marker in the hex. This marker is removed when a friendly unit enters the hex. It immediately begins to function as a Major supply source once again.



Commonwealth Box supply source

Any Commonwealth leg HQ unit or unassigned independent leg infantry unit is automatically considered to be in supply if located on or adjacent to a friendly, unbreached Box hex. Once breached, a Box ceases to function as a Commonwealth Box supply source for the remainder of the game.

Tobruk supply source

Any HQ unit or unassigned independent unit may use Tobruk as a supply source and be considered in supply if it meets the following two requirements:

1. The unit itself must be located inside the Tobruk perimeter (the line of connected Minefield hexes from 3902 to 4706 inclusive) and
2. The unit must be able to establish a supply path to Tobruk as per 5.7.2.

Unlike Commonwealth Boxes, Tobruk may change ownership any number of times without restriction. It is considered captured when the opposing side has one of its ground units end its Movement Action inside Tobruk (hex 4303). It becomes a friendly supply source for the capturing side at the start of the next game turn. Place the capturing side's Tobruk Control marker in the appropriate space on the Game Turn track as a reminder of when to place the marker in Tobruk. When the marker is located in Tobruk, it acts as a supply source to the side whose symbol is currently displayed on it.

5.7.4 Broken Supply Paths

A supply path is broken if it enters any hex:

- Containing an enemy unit of any type (including HQs and Disrupted units)
- Containing an EZOC, unless at least one friendly unit of any type is also present (even if Disrupted).

In addition, a supply path can only be traced:

- Into or out of ONE unbreached enemy Minefield hex, but never through such a hex, and
- Across ONE Ridge or Wadi hexside not intersected by a Road or Trail. If the unit tracing the path is adjacent to a Ridge or Wadi hexside itself, do NOT count that Ridge or Wadi hexside.

5.7.5 Out of Supply effects & Emergency Supply

If an Out of Supply HQ is showing its front side, it can still be activated by expending Emergency Supply. This is simply done by flipping over the HQ to its Emergency Supply side.

If an HQ unit has already expended its Emergency Supply, it can still be activated by moving its Formation Activation marker down the Formation Activation track to 0 (regardless of its previous position). The HQ recovers and gets flipped back to its front side in the Recovery Segment (see 9.1 Recovery Segment), if the Supply Path has been restored by then.

An unsupplied unassigned independent unit, and all units in a formation with an unsupplied HQ have their current combat strength and movement value halved and may not provide Combat Support; other values are not effected. They cannot receive replacements, but still defend at normal strength. The values of an unsupplied HQ are not affected (an unsupplied HQ may provide the HQ Attack Support DRM [7.5.1.5 B]).

- ❖ *HQs using Emergency Supply are considered 'supplied'. HQs only check their supply status for the events listed in 5.7.1. The status is valid until the next check according to 5.7.1.*



5.8 COMMAND STATES

Each combat unit is in one of three states with respect to its ability to communicate with its parent HQ at any moment of the game: In Command, Out of Command or Isolated.

Before undertaking any Action (see 7.0 Actions) or at different moments (5.8.1) each combat unit currently belonging to a formation must check if it is In Command of its parent HQ unit.


A unit is In Command if it can trace an unbroken (see 5.8.2) Command Path (i.e. a number of consecutive hexes), which is no longer than its parent HQ's Command Range value. Count the HQ's, but not the unit's hex, when checking the length of the Command Path (see examples).

❖ *Command Range is counted in hexes, not Movement Points.*

Units which can trace unbroken Command Paths that are beyond the parent HQ's Command Range but still below the limits given in 5.8.4 Isolation, are Out of Command (OOC). Units even farther away from their parent HQ or which do not have an unbroken Command Path are Isolated.


❖ *Command States are ignored for unassigned independent units.*

COMMAND STATES



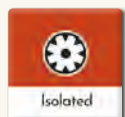
A In Command

A unit is considered In Command if it is within its HQ's Command Range, and able to trace an unbroken Command Path to it.



B Out of Command

A unit is considered Out of Command if it is out of its HQ's Command Range, but still able to trace an unbroken Command Path of 10 hexes or shorter (for all leg or Commonwealth heavy tank units, MA of 3) or 20 hexes or shorter (all mot/mech units, MA of 4+) to it.



C Isolated

A unit is considered Isolated if it cannot trace a Command Path to its HQ at all, or only through a path that is longer than 10 (for all leg or Commonwealth heavy tank units, MA of 3) or 20 (all mot/mech units, MA of 4+) hexes.

5.8.1 When to check Command Range

Combat units must check Command Range in the:

Recovery Segment:

- Units recovering from disruption.

Organisation Segment:

- Assigning and reassigning independent units.

Replacement Segment:

- Units wishing to receive replacements.
- Cannibalising Commonwealth units for replacement purposes.

Formation Activation:

- Units wishing to undertake an Action.
- Units attempting to qualify their parent HQ for a Formation Reaction attempt.
- Receiving HQ Attack Support.
- Providing or receiving Combat Support.
- Receiving Engineer Support for Minefield movement or a

Breach Attempt.

- Units attempting Retreat before Combat.
- Qualifying to receive a Battle Victory Action Point bonus.

End of Turn Phase:

- Axis player, when checking Victory Points earned for geographic objectives.

5.8.2 Broken Command Paths

A Command Path is considered broken if it cannot be traced without entering a hex that:

- Contains an enemy unit of any type.
- Contains an EZOC, unless at least one friendly unit of any type (even if Disrupted) is also present.

In addition, a Command Path can only be traced:

- Into or out of ONE unbreached enemy Minefield hex, but never through such a hex, and
- Across ONE Ridge or Wadi hexside not intersected by a Road or Trail. If the unit tracing the path is adjacent to a Ridge or Wadi hexside itself, do NOT count that Ridge or Wadi hexside.

5.8.3 Out of Command effects

Out of Command units:

- Are marked with an Out of Command marker, which is removed as soon as the unit finds itself In Command again.
- May only take part in Movement and Hasty Attack Actions and pay **two** Action Points instead of the normal one AP for these actions.
- Cannot be used for triggering Formation Reaction.
- Do not recover from disruption during the Recovery Segment.
- Cannot provide Combat Support.
- Cannot receive HQ Attack Support.
- Cannot receive Schwerpunkt bonuses.
- Cannot receive the Battle Victory bonus AP.
- Cannot be assigned/reassigned.
- Cannot receive replacements.
- Cannot receive Engineer Support.

5.8.4 Isolation

- A unit is considered Isolated if it cannot trace a Command Path to its HQ at all, or only through a path that is longer than 10 (for all leg or Commonwealth heavy tank units, MA of 3) or 20 (all mot/mech units, MA of 4+) hexes.

❖ *An unassigned (including permanently) independent unit is never considered Isolated.*

Isolation Effects

Isolated units suffer the same effects as Out of Command plus:

- Commonwealth units cannot be cannibalised
- They are marked with an Isolated marker instead of an Out of Command marker. The Isolated marker is removed as soon as the unit is no longer Isolated (and is possibly replaced by an OOC marker, if those conditions now apply).
- They must first pass an EC to conduct an Action. Each Isolated unit that fails the check disrupts and may not participate in the Action. The Action Points are still expended even if no units participate or the owning side decides to call off the Action.
- They cannot Retreat before Combat (7.5.1)
- They must conduct an Attrition Check if found Isolated and Disrupted in the Recovery Segment.

Some clarifications:

1. As soon as a Command Path is broken for any reason, a unit is Isolated regardless of being within Command Range of its HQ. Out of Command status will usually occur when a unit has an unbroken Command Path longer than the Command Range of its parent HQ. But be aware that having an even longer Command Path may put it in isolated status.

5.8 COMMAND RANGE/PATH EXAMPLES



Trieste Div
ZOC hexes



Both sides
ZOC hexes



50th Northumbrian
Inf Div ZOC hexes



Both Italian and British HQs have a 5-hex Command Range.

A The British 69th Inf Bde is 1 hex short of being in its HQ's Command Range.

B The British 150th Inf and 151st Inf Bdes are within Command Range and able to trace a path to their HQ.

C The XI Tank Bn is In Command due to the friendly units allowing the Command Path to be traced through the 151st's EZOC.

D The Italian 65th Inf Regt is within Command Range, but still Isolated, because its path is blocked by a Minefield hex, and the EZOC of the British 150th Inf Bde.

2. To simplify the game process, for units that are marked Out of Command or Isolated (see 5.8.3 and 5.8.4) the markers are removed as soon as the unit in question no longer falls into the respective category. It is possible that an Isolated marker has to be replaced by an OOC marker at this point.
3. Even units that do 'nothing' can be Out of Command or Isolated.
4. A unit found Isolated and Disrupted in the Recovery Phase must conduct an Attrition Check (see below).

Attrition Check

Conduct an EC. If the unit fails the EC, the unit suffers a Strength Point loss equal to the difference between the die roll and the EC Rating. A unit may be eliminated due to an Attrition Check.

5.9 SCHWERPUNKT MARKER

During setup the Axis Schwerpunkt marker is placed on any Formation Activation marker chosen by the Axis player (see Setup Chart) and remains there for the duration of the current game turn. If the HQ unit of the formation is removed from the map, the Axis player places the marker on the Game Turn track space corresponding to the next game turn.



During each Organisation Segment, the Axis player can freely place the marker with any Axis Formation Activation marker with an HQ unit that is in supply.

The formation the Schwerpunkt marker is currently assigned to benefits from an additional Action Point when determining APs. All In Command combat units belonging to the formation the Schwerpunkt marker is currently assigned to benefit from the following effects:

- The formation receives one additional Action Point when determining APs.
- They receive a -2 DRM on enemy Minefield Checks (see 7.3.6).
- They receive a -1 DRM for Minefield Breach attempts (see 7.4).
- They receive a +2 / -2 combat DRM (see 7.5.1.5, D.).
- They receive an additional bonus AP for Battle Victory (see 7.5.3).

6. OPERATIONS PHASE

Consists of:

- Initiative Determination.
- Formation Activation or Independent Unit Activation.

One repetition of the Initiative Determination and Formation Activation Segments is called an Ops Cycle. The Ops Cycle will be repeated until:

Both sides choose to pass OR Neither side can conduct any more Formation Activations

6.1 INITIATIVE DETERMINATION

Each Ops Cycle begins with the Initiative Determination. Both players roll one die and the current Initiative +DRM value gets added to the die roll result of the player whose side is shown on the marker. The side with the higher modified result wins the initiative. In case of a tie, the Axis side wins the initiative.

The winning player is termed the Initiative player, while the other player is termed the Reaction player.

Initiative +DRM:

The Initiative +DRM mechanic makes it more and more likely for the Reaction player to win the next Initiative Determination Segment. The Initiative +DRM marker is on the 0 space at the beginning of the Ops Phase.

This means that no side gets an Initiative +DRM in the first Ops Cycle. When the Initiative and Reaction players are determined, move the Initiative +DRM marker as follows:

- If the Reaction player's symbol is already showing, move the marker along to the next space on the Initiative DRM track without flipping it.
- Otherwise, flip the marker so the **new** Reaction player's side is now uppermost and place it on the +2 space of the Initiative DRM track.

❖ Once the Initiative +DRM marker is removed from the 0 space, it will not return to it during the entire Ops Phase.

6.2 INITIATIVE PLAYER OPTIONS

The Initiative player must choose one of the following three options:

Act

The Initiative player can decide to conduct a Formation Activation or Independent Unit Activation. Once that Activation has been completed, proceed to the next Operations Cycle.

Transfer the initiative

The Initiative player may give the Initiative to the opponent, unless that player has already decided to Pass for the current game turn. The player receiving the Initiative must either Act or Pass and may not transfer the Initiative back to the original Initiative player. Transferring the Initiative does not affect the Initiative +DRM marker in any way.

Pass

Should the Initiative player decide to Pass, no further Formation Activations or Independent Unit Activations may be conducted by that side for the remainder of the Ops Phase.

❖ The passing side may still conduct Formation Reactions and attempt Retreat before Combat.

Proceed to the next Ops Cycle. Since the passing side has forfeited the right to undertake any further operations except Reaction during the current Phase, Initiative Determination is no longer necessary. The non-passing player wins the Initiative automatically from now on and he must either Act or Pass. He cannot

transfer the Initiative back to the passing side. Once both sides have passed, the Operations Phase immediately ends.

6.3 FORMATION ACTIVATION

Activating a formation allows the Initiative player to activate all subordinate units, including independent units currently assigned to it, to conduct one or more Actions (see 7.0 Actions). Formation Activation allows the activation of a formation's units by spending as many Action Points as the chosen Action costs. Under certain circumstances the Reaction player can undertake Formation Reactions during an activation of the Initiative player's. Use the following sequence at the beginning of a Formation Activation:

- Determine how many Action Points are available to the formation.
- Adjust the Formation Activation marker down one space.

❖ Scenario requirements may restrict the Actions of units. If no unit of a formation can perform any Action, the formation cannot be activated.

6.3.1 Action Points Determination

Once a player has decided which formation shall be activated, he needs to determine the number of Action Points which can be expended by the formation's units during this Activation by rolling 1d10 and consulting the Action Points table for the result. Add one Action Point to the result if the Schwerpunkt marker is assigned to the activated formation.

The current Activation Level of the activated formation defines the column on the Action Points table to be used when determining the number of Action Points available to the formation. The d10 result determines the row and the intersecting box shows the number of available Action Points in black (max. 7). Generally speaking, the higher the formation's Activation Level is, the higher the chances of having more Action Points available.

Place the AP marker in the corresponding space on the Action Points track. If the HQ of a formation is out of supply and has previously expended its Emergency Supply, the formation's Activation Level marker is then moved to the 0 space of the Formation Activation track.

6.3.2 Formation Activation Levels

Each formation has a Formation Activation marker located on its Formation Activation track.

Each time a formation is activated, and after the Action Points have been determined, move the Formation Activation marker down one space on the Formation Activation track. The Activation Level can also be lowered due to HQ Displacement (see 5.3.2 HQ Displacement). A formation with an Activation Level of zero cannot be activated. The Activation Level can increase again in the Admin Phase (see 9.1 Recovery Segment).

6.3.3 Activating unsupplied formations

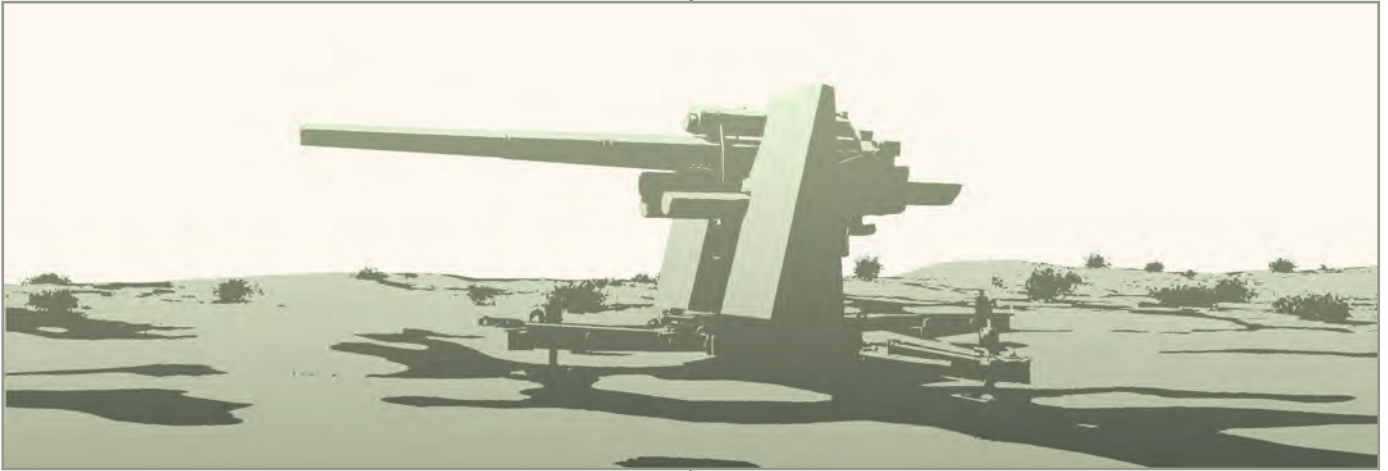
Supply is determined for a formation's HQ at the instant of activation. The penalty for activating a formation with an unsupplied HQ depends on whether the HQ unit has already expended its Emergency Supply or not.

If an HQ unit is Out of Supply at the instant its formation is activated, and it is still on its full-strength side, it can activate normally if it expends Emergency Supply. Therefore, flip over the HQ to its reverse side containing the expended Emergency Supply symbol. The HQ remains flipped until the Recovery Segment. If an unsupplied HQ is already on its Emergency Supply side and the formation wishes to activate, roll 1d10 using the Activation Level marker's current position and then move the Activation Level marker to the 0 space on the track.

6.3.4 Expending Action Points

Each time a formation conducts an Action, adjust the Action Point (AP) marker on the Action Points track according to the cost of the selected Action (see 7.0 Actions).





6.4 INDEPENDENT UNIT ACTIVATION

Unassigned independent units must be activated individually. These units conduct a single Action per Activation. Ignore Action Points Determination (see 6.3.1) and spending Action Points to undertake Actions. An unassigned independent unit may not escalate combat (7.5.1 C), is limited to Hasty Attacks, CANNOT perform Retreat before Combat (see 7.5.1 B) and CANNOT conduct Reaction Attempts (6.5.1).

When an unassigned independent unit activates, the unit receives an ACT-1 marker. If already marked with an ACT-1 marker, the marker is flipped to the ACT-2 side. When activated the next time, a NO-ACT marker is placed on the unit and it cannot be activated again until the marker is removed in the next Recovery Segment.

6.5 FORMATION REACTION

Unlike many other games, both sides are actively involved in the playing process in Operation Theseus at all times. The Reaction side does not simply sit idly by, while the opponent runs circles around friendly troops! Instead, the Reaction side can do what its label implies: it can react to some enemy threats.

6.5.1 Triggering Reaction attempts

When a unit or stack of units performs a Movement Action during which it enters or attempts to exit a hex adjacent to an enemy combat unit (regardless of any ZOCs), the Reaction player may announce a Formation Reaction attempt.

- ❖ *If a unit wants to leave a hex, the announcement alone is sufficient. The player does neither have to specify the destination hex of the movement nor the number of units that want to leave the hex.*

A Reaction attempt can only be declared if at least one of the Reaction player's combat units is adjacent to the moving unit or stack and:

- a. Is not Disrupted.
- b. Is within Command Range of its parent HQ.

- ❖ *As you can tell, an Independent Unit cannot perform Reaction attempts.*

Only one Reaction attempt can be made per Initiative formation's Movement Action. The Reaction side will therefore have to weigh carefully when a Reaction attempt should be made! If, however, the Initiative formation performs more than one Movement Action, a Reaction attempt can be made during each Movement Action.

- ❖ *Clarification: If the Reaction attempt is triggered by a movement INTO a hex, the Formation Reaction attempt takes place after the triggering movement has taken place. If by virtue of that movement, a Reaction unit that was otherwise In Command is placed Out of Command once the active unit has moved adjacent to it, it is NOT allowed to make a Reaction attempt.*

6.5.2 Resolving Reaction attempts

The HQ of the formation selected to make a Reaction attempt must pass a Reaction Check. Roll a die; if the result is equal to or lower than the HQ's printed Reaction Rating, the Formation Reaction attempt is successful; otherwise it fails.

A successfully reacting formation rolls a die and receives a number of Action Points equal to the red number on the Action Points Table. Add one Action Point to the result if the Schwerpunkt marker is assigned to the reacting formation. Place the AP marker on the Action Points track space corresponding to the number. The Formation Activation Level marker of the reacting formation gets adjusted one step down. If the HQ of a reacting formation is Out of Supply at the instant of the Reaction, all penalties for activating an unsupplied formation are applied.

If a formation undertakes another Movement Action in the same Formation Activation Segment, another Formation Reaction attempt can be made.

6.5.3 Effects of successful Reaction

The unit or stack performing any movement must stop in the hex it has just entered or attempted to exit. The Initiative formation's Action immediately ends. Treat the Action Point(s) of the Movement Action as spent and any remaining Movement Points as lost, even if the unit(s) does not move at all. Any units overstacked because of the Reaction attempt must immediately suffer the corresponding adverse effects (see 5.3.1 Stacking).

Once the Reaction side has completed the Formation Reaction by spending the number of APs just determined, the Initiative side resumes the current Formation Activation with the previously selected formation. The formation must select and begin a new Action. It may expend any remaining Action Points, but each Movement Action undertaken could be subject to a new Formation Reaction attempt.

- ❖ *During a Formation Reaction, no counter-reaction by the Initiative side is possible*

6.5.4 Effects of an unsuccessful Reaction

If a Reaction attempt fails, the formation suffers no adverse results whatsoever. Its Formation Activation Level marker remains where it is. If the opponent's formation undertakes another Movement Action in the same Formation Activation Segment, another Formation Reaction attempt can be made.

If an enemy Reaction attempt is not successful, the active unit may continue its movement normally: remember that as only one Reaction attempt can be made per Initiative Formation's Movement Action, no more Reaction attempts may be made for the rest of this Movement Action.

7. ACTIONS

An activated formation may undertake Actions. A formation receives the number of Action Points indicated on the Action Points table (Reaction: Red underlined values).

Action Costs per Unit/Stack	
Action Type	AP
Movement	1
Breach Minefield	2
Refit Action	1
Improved Defence	1
Hasty Attack	1
Regular Attack	+1 (2 total)
Prepared Attack	+2 (3 total)

Effects of Command Range and Disruption

Units that are Out of Command (5.8.3) may only perform Movement or Hasty Attack Actions: the AP costs for these Actions are doubled, and if Isolated, they must also pass an EC in order to conduct the Action (if the EC fails the unit is Disrupted, the APs are spent, and the unit cannot participate in the Action).

Disrupted units are strictly limited to a Refit Action. Disrupted units that are also Isolated may not carry out any Actions at all.

7.1 POSSIBLE ACTIONS (OVERVIEW)

Movement Action (see 7.3) (1 AP per stack)

A combat unit or HQ (or a stack of units) may conduct movement. Use the printed Movement Allowance of the slowest unit in the stack. Units may not be picked up or dropped off from a moving stack. (See rules for Movement, Zones of Control and Stacking for further details).

Breach Minefield Action (see 7.4) (2 APs per attempt)

An infantry unit may breach an enemy Minefield with a successful roll on the Minefield Breach Attempt table.

Combat Action (see 7.5)

(Hasty Attack: 1 AP. Escalate to Regular Attack: 1 extra AP, Escalate to Prepared Attack: 2 extra APs)

The side performing the Action must declare a Hasty Attack with a single unit or stack of units against any one adjacent enemy-occupied hex. The attacker decides which units in the attacking hex will participate; all defending units must participate.

After the Retreat before Combat decision, the player may escalate combat to a Regular or Prepared Attack by paying the additional AP costs. An unassigned independent unit is limited to Hasty Attacks (see 6.4).

❖ *Multi-hex combat is not permitted.*

- Hasty Attack: Neither Combat nor HQ Attack Support can be used.
- Regular Attack: Attacker Combat Support and HQ Attack Support (at half strength) can be used.
- Prepared Attack: Attacker Combat Support and full HQ Support can be used.

Refit Action (see 7.6) (1 AP per unit)

A unit currently belonging to the same formation and within the parent HQ's Command Range, may attempt to recover from disruption.

Improved Defence Action (see 7.7) (1 AP per stack)

A combat unit (or a stack of combat units belonging to the same formation) may conduct an Improved Defence Action in order to strengthen its position; a unit/stack defending in an Improved Defence hex uses the improved column of the drawn combat chit if attacked.

- ❖ *An unbreached friendly Minefield hex is always considered to have Improved Defence. Therefore, an Improved Defence Action CANNOT be applied to an unbreached friendly Minefield hex; Improved Defence CAN be used in a breached friendly Minefield hex, or in any enemy Minefield hex (breached or unbreached).*

Action Point tracks

Each side has an Action Point track, which is used to record how many Action Points are available to an activated formation during its Activation (or Reaction).

- Each Action chosen costs a number of Action Points. Any Action may be chosen, if the activated formation or unit has the required number of Action Points remaining on its Action Point track.
- As Action Points are expended, adjust the AP marker to record how many Action Points remain. A side need not expend all its available Action Points in a given Formation Activation. All unused APs are simply lost when the owning side decides to end the Formation Activation.

7.2 PROCEDURE

Follow these steps when conducting Actions:

A. Select eligible units

Any units subordinate or assigned to an activated formation are eligible to conduct Actions.

B. Select one Action and check Command Range

C. Adjust the AP marker corresponding to the expended APs

D. Perform the Action

The Action is now carried out by the activated unit(s) able to do so. Remember that a Formation Activation may be temporarily interrupted due to a successful Formation Reaction attempt.

E. Perform another Action

If enough Action Points remain, the player may perform another Action. Otherwise, the Formation Activation is ended.

- ❖ *A unit is able to conduct more than one Action in a single Formation Activation.*

7.3 MOVEMENT ACTION

Units are moved by expending Movement Points (MPs) up to their movement allowance (MA).

Movement may be affected or entirely prevented by the presence of enemy combat units and EZOCs, minefields, terrain, stacking restrictions, etc.

Consult the Terrain Effects Chart by cross-referencing the unit type with the terrain entered. There is no limit to the number of friendly units which can pass through a single hex during the Movement Action itself as stacking limits are only enforced at the end of an Action.

7.3.1 Moving stacks

Units currently belonging to the same formation which begin a Movement Action in the same hex may move together as a stack at no extra cost in Action Points.

- Expend the Movement AP cost to move the entire stack.
- The stack's MA is limited by the MA of the slowest unit in the stack.
- A moving stack may never drop off or pick up any units while conducting movement.
- All units that begin moving as a stack must end their movement in the same hex, unless they are forced to displace due to overstacking for any reason.

7.3.2 Maximum movement

A unit can never exceed its MA (or its stack's MA) during a single Movement Action.

- ❗ A unit can always move one hex, as long as it does not:
 - Enter an enemy-occupied hex.
 - Fail in entering an enemy unbreached Minefield hex
 - Enter or cross prohibited terrain.
 - Move directly from one EZOC to another (exception: Screen movement, see 7.3.4)
 - Trigger a successful enemy Formation Reaction before exiting its hex of origin.

Units are not required to expend their entire MA, but unused MPs cannot be accumulated or transferred.

- A unit or stack can be involved in any number of Movement Actions during a Formation Activation, as long as the Action Points are available to allow it to participate.
- A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit.
- A friendly unit may never enter a hex containing an enemy combat unit. When moving adjacent to a hex occupied solely by an enemy HQ, the HQ is immediately displaced (see 5.3.2 HQ Displacement).
- An unsupplied unassigned independent unit, and all units in a formation with an unsupplied HQ have their current movement value halved.

7.3.3 Road movement

A unit which is moved from one Road/Trail hex directly into an adjacent Road/Trail hex through a hexside crossed by the Road/Trail, spends MPs according to Road/Trail movement and ignores all other terrain in the hex entered and hexside crossed. Units may not use the Road movement rate when entering or exiting an EZOC or an unbreached enemy Minefield hex.

- ❖ The German KG Hecker may use the motorised Road and Trail movement rate when moving along Roads or Trails. That is why its MA is indicated on the counter as half-leg and half-motorised.



7.3.4 Screen movement

Any friendly unit or stack that begins a Movement Action in a hex with at least TWICE as many Tank Points as the combined Tank and Anti-Tank Points of all enemy units exerting EZOCs into its hex may move from one EZOC directly to another EZOC by expending its entire MA. Screen movement is not allowed into an unbreached enemy Minefield/Box hex.

Determination of the inactive player's Tank and Anti-Tank Points for Screen movement purposes: Disrupted units and units that do not exert ZOCs (e.g. German FLAK units), cannot contribute Tank or Anti-Tank Points for this purpose. No terrain modifiers apply!

- ❖ The active units that contribute to the Tank Points total do not have to participate in the Movement Action.
- ❖ Screen movement can trigger a Formation Reaction attempt! The active player does not have to specify that he wants to perform Screen movement, or the target hex of the movement.
- ❖ Retreat before Combat (7.5.1.1) may not be conducted as Screen movement.

7.3.5 Movement and enemy HQs

When a unit or stack performing a Movement Action moves adjacent to an enemy HQ located alone in a hex (unless separated by impassable terrain like the sea hexsides in Tobruk):

- The HQ unit is immediately displaced (see 5.3.2 HQ Displacement).
- No other adjacent combat units currently belonging to the displaced HQ's formation can attempt a Formation Reaction in this Movement Action.
- ❖ Units belonging to another formation that has not suffered HQ displacement may still make a Reaction attempt.

7.3.6 Minefields and Boxes

An unbreached enemy Minefield or Box hex can only be entered by combat units (not HQ units), that begin a Movement Action adjacent to it and expend their entire Movement Allowance to try to enter that hex. They must then perform an Enemy Minefield Check (see the Enemy Minefield Check table), to determine if any disruption or loss occurs.

- ❖ The friendly or enemy state of a Minefield or Box hex depends on the original owning side and does not change during play.

Minefield Check procedure:

Roll a 1d10 for each unit attempting to enter an unbreached enemy Minefield hex during a Movement Action. No movement occurs until after the check is resolved. A unit or stack is eligible to receive DRMs for:

1. Its parent HQ's Engineer Support value if it was In Command when it began the Movement Action
2. If KG Hecker is currently assigned to its formation, is in the same stack with it, and is participating in the same Movement Action.
3. If its formation currently has the Schwerpunkt marker assigned to it.

Enemy Minefield DRMs		
HQ Eng. support rating	KG Hecker	Schwerpunkt
-#	-3	-2
All DRMs are cumulative.		

A unit that passes the check must enter the Minefield hex. Units that fail the check may not move at all and will also suffer disruption and/or a Strength Point loss according to the table result.

7.4 BREACH MINEFIELD ACTION

Procedure:

Infantry units (infantry, motorised infantry, armoured infantry/Panzergranadier) occupying an enemy Minefield hex may attempt to breach it by conducting a roll on the Minefield Breach table. Be sure to use the correct row on the Minefield Breach table. A unit is eligible to receive DRMs for the following:

1. Its parent HQ's Engineer Support value if the unit is In Command.
2. If KG Hecker is currently assigned to the formation it belongs to and KG Hecker is stacked with it.
3. If it belongs to the formation the Schwerpunkt marker is currently assigned to.
4. The unit is currently located in an EZOC (adverse modifier).

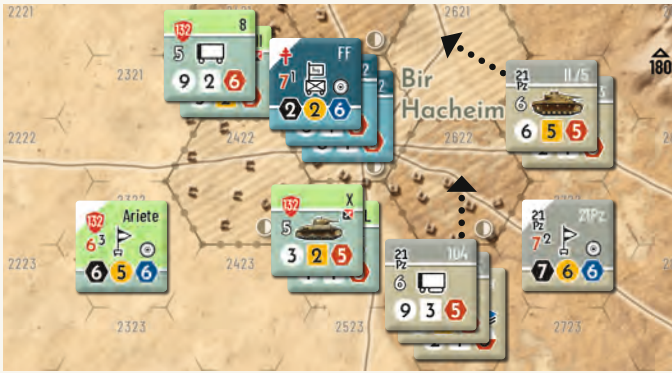
Breach Attempt DRMs			
HQ Eng. support	KG Hecker	Location in EZOC	Schwerpunkt
-#	-1	+1	-1

Once a Minefield is breached, place a Breached Minefield marker in the hex. It remains breached for the remainder of the game.

Effects of a breached Minefield/Box:

- No Minefield Check is required when entering the hex.
- Road and Trail movement is possible.
- In combat, breached Minefield/Box hexes have different effects to unbreached hexes.
- A Command Path or Supply Path may be traced through a breached Minefield/Box hex.

MINEFIELD CHECK & BREACH EXAMPLE



The Axis player wishes to enter the enemy minefield hexes in 2621 and 2622 with two German stacks of 21. Pz. Division, supported by their HQ. One of them is also supported by KG Hecker, which grants special bonuses. The Schwerpunkt marker would also provide bonuses, were it assigned to 21. Pz. Div. but it is currently assigned to another formation. Both stacks are adjacent to the minefield hexes they will attempt to move into, and the player spends 1 AP (as a Movement Action) for the first stack's attempt. He rolls on the Enemy Minefield Check table, with DRMs.



KG Hecker
Provides a -3 modifier (to the units within its own stack only)



21. Panzer Div. HQ
Provides a -2 Eng. modifier (to all formation units within range)

Enemy Minefield Check for Stack in hex 2623

Dice rolls modified by -5 (combined bonus from HQ & KG Hecker)



8 -5 = 3



3 -5 = -2



8 -5 = 3

The player then finds the result in the unit type column that each unit belongs to. Even though 104. and I./5. have achieved the same modified roll, their chances to successfully move into the hex are different because of their unit type.

Enemy Minefield Check Results



Unit succeeds



Unit succeeds



Unit disrupts

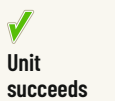
The result is that both KG Hecker and the 104. are free to move into the minefield hex, while I./5. disrupts immediately and is unable to move. The player spends 1 AP & rolls for the second stack:

Enemy Minefield Check & Results for Stack in hex 2721

Dice rolls modified by -2 (from HQ)



4 -2 = 2



Unit succeeds



0 -2 = 8



Unit disrupts and loses 1 Strength Point

I./5. fails its check badly, and suffers a Strength Point loss as well as disruption. It remains in the starting hex, while the 3. is able to move into the minefield. By the end of these Actions, the status of the German units is as follows:



The Axis player now wishes to breach the enemy minefield hex in 2622 with the remaining units. 21. Pz. Div. HQ and KG Hecker provide a bonus to breaching attempts, but in this case the units' attempt will also be negatively modified by the Free French forces' ZOC.



21. Panzer Div. HQ
Provides a -2 Eng. modifier (to all formation units within range)



KG Hecker
Provides a -1 modifier (to the units within its own stack only)

EZOC from adjacent Enemy units
Triggers a +1 DRM to attempts.

He spends 2 APs to attempt a Breach with 104. The attempt is very unlikely to succeed, since 2622 is a Minefield & Box hex.

1st Minefield Breach Check for hex 2622

Dice rolls modified by -2 (combined DRMs from HQ, KG Hecker & EZOC)



5 -2 = 3

No effect
Minefield intact

The 104. fails but suffers no disruption. The Axis player spends another 2 APs to attempt the breach with KG Hecker:

2nd Minefield Breach Check for hex 2622

Dice rolls modified by -2 (combined DRMs from HQ, KG Hecker & EZOC)



3 -2 = 1

Unit succeeds

Kampfgruppe Hecker is successful, the Minefield in 2622 is now breached, and a marker is placed on the hex accordingly.



COMBAT ACTION SEQUENCE



7.5 COMBAT ACTION

Combat occurs between opposing units in adjacent hexes by declaring a Combat Action. Combat is always voluntary, a unit is never required to attack. Should one side inflict more damage on the opponent than it suffers itself, Battle Victory is achieved.

- ❖ Do NOT count Strength Point losses caused by retreat after combat, EC, etc.

HQ units in combat

HQ units are never affected by combat nor do they take combat hits; their presence in a stack is simply ignored. HQs cannot retreat; an HQ is immediately displaced if it suddenly finds itself alone in a hex as a result of combat. This is true even if not adjacent to an enemy unit at the beginning of a Combat Action. They are also displaced if during a retreat 2 HQs are in the same hex.

7.5.1 Resolving combat

A. Attack Declaration

The side performing the Action declares a Hasty Attack Action with one friendly unit or one stack of friendly units adjacent to a single enemy occupied hex.

- ❖ Multi-hex combat is not permitted although adjacent units may provide Support (see 7.5.1.5 Combat DRMs).

B. Retreat before Combat

The defender may attempt Retreat before Combat if all defenders are undisrupted and not Isolated, there is at least one mechanised or motorised unit in the stack and all defending units currently belong to the same formation. Unassigned independent units CANNOT perform Retreat before Combat. If successful, this results in a free Movement Action for the defender. Otherwise, the attacker gets a favourable DRM for combat resolution.

C. Attack Escalation

The attacker decides whether to escalate combat to a Regular or Prepared Attack by paying the additional AP costs to do so (see 7.1). An unassigned independent unit may NOT escalate combat, and is limited to Hasty Attack (see 6.4).

D. Combat Chits

Each player draws one combat chit to determine the combat multipliers (one chit total per player).

E. Strength Determination & Preliminary Combat Ratio

Both sides check if they get the Combined Arms bonus and find their final combat strength. (see 7.5.1.2 Combat Strength Determination). Compare the final combat strength of the attacker to that of the defender and express the comparison as a numerical odds ratio. Round this odds ratio downward to conform to one of the columns on the CRT. Cross-reference the ratio with the type of hex terrain occupied by the defender(s). If the ratio is greater than the one listed in the rightmost column for the indicated terrain type, use the rightmost column.

If the ratio is less than the one listed in the leftmost column for the indicated terrain type, the attack is treated as a "5 / 0" result (the APs are still considered expended).

F. Axis Ground Support Mission Shifts

The attacking Axis player checks for Ground Support missions. This might result in Column Shifts on the CRT.

G. DRM Determination & Die Roll

The attacker rolls 1d10, applying all relevant DRMs (see 7.5.1.5 Combat DRMs):

- Attacker/Defender Combat Support
- HQ Attack Support
- Armour Superiority
- Schwerpunkt bonus
- Failed Retreat before Combat

H. Combat Results

Cross-reference the modified d10 roll with the odds ratio located on the appropriate terrain row on the CRT obtain the combat result.

I. Combat Hit Distribution

Apply combat results immediately (see 7.5.2 Combat Results).

7.5.1.1 Retreat before Combat

Once the attacker declares a Hasty Combat Action, but before he reveals any units except the top unit of the attacking stack, the defender may attempt Retreat before Combat if:

1. All defenders are undisrupted and not Isolated, and
2. at least one non-HQ unit in the defending stack is mechanised or motorised, and
3. all defending units currently belong to the same formation (an unassigned independent unit CANNOT perform Retreat before Combat)

A Retreat before combat always involves all units of the defending stack. No unit may selectively remain in the hex.

- ❖ Units do not need to be in Command Range in order to conduct Retreat before Combat.

Procedure:

Both sides roll 1d10 and compare the result. If the defender's modified result is greater than the attacker's, Retreat before Combat is successful. Otherwise, it fails.

Retreat before Combat DRMs:

Each side may add to its die roll **half** the printed Effectiveness Rating of **one undisrupted friendly armoured car or recce unit** of its choice located in the friendly stack.

Armoured car/recce unit examples



Should the attacking stack consist solely of leg units, the defender may add the **full** printed Effectiveness Rating of **any friendly mechanised or motorised unit** of his choice in the friendly stack.

Result:

If successful, the defending stack receives a free Movement Action with the stack. It is allowed to enter a hex adjacent to other enemy units (including other units from the activated formation). Retreat before Combat may not be conducted as Screen movement (see 7.3.4). This free Movement Action does not affect the parent formation's AP or Formation Activation markers in any way and does not constitute a Battle Victory. The attacker loses the AP expended for declaring a Hasty Combat Action and may not advance after combat.

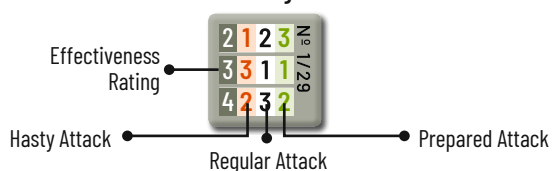
If the attempt fails, the attacker receives a +2 DRM for combat resolution.

7.5.1.2 Combat strength determination & preliminary combat ratio

The strength of an attacking or defending unit is calculated before each battle as follows:

The attacker draws randomly draws one combat chit to determine the combat multiplier (1-3) for this Combat Action by cross-referencing the unit's Effectiveness Rating with the appropriate column on the combat chit:

Attacker combat strength determination



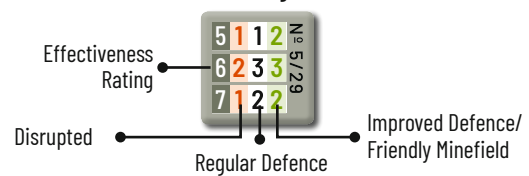
The combat multiplier found in this way is then used to multiply the unit's current combat strength to get the final Battle Strength of this unit. If there is more than one unit attacking (from the same stack), the procedure is repeated separately for each unit

involved, but the same chit is used for all units of the same stack. The defender draws a separate combat chit and repeats the procedure described above to get the Battle Strength of his unit(s) involved in the combat.

- ❖ If German FLAK units are not stacked with any infantry type unit (leg, motorised, or armoured infantry/ Panzergrenadier), they attack and defend with only ONE strength point!

The columns of the combat chits are used as follows:

Defender combat strength determination



- ❖ As an unbreached friendly Minefield hex is always considered to have Improved Defence, a defending Disrupted unit uses the right hand combat chit column 'Improved Defence/Friendly Minefield.' Remember, a Box hex is always considered to be a Minefield hex.
- ❖ The attacker and the defender only draw one combat chit each regardless of how many units are attacking/defending! So in each combat, two chits get drawn, one for all units of the attacking stack and one for all units of the defending stack. Of course, units in the same stack can have different multipliers, depending on their own Effectiveness Ratings.

Once a Combat Action has been resolved, both players place the drawn combat chits back into the container.

- ❖ Statistically, a unit has a better chance to get a high modifier, when it has a better Efficiency Rating and if it is conducting a Prepared Attack or has Improved Defence.

An unsupplied unassigned Independent unit, and all units in a formation with an unsupplied HQ have their current combat strength value halved.

Calculate Preliminary Combat Ratio

Compare the final combat strength of the attacker to that of the defender and express the comparison as a numerical odds ratio. Round this odds ratio downward to conform to one of the columns on the CRT. Cross-reference the ratio with the type of hex terrain occupied by the defender(s).

"Mines have no friends." Use the Minefield/Box column of the CRT if the defender occupies an enemy Minefield/Box hex.

If the ratio is greater than the one listed in the rightmost column for the indicated terrain type, use the rightmost column.

If the ratio is less than the one listed in the leftmost column for the indicated terrain type, the attack is treated as a 5/0 result (any APs are still considered expended).

7.5.1.3 Combined Arms bonus



A Panzer or tank unit stacked with a Panzergrenadier/armoured infantry or motorised infantry unit of the same formation provides one favourable column shift if attacking (➔) or defending (➜).

- ❖ Disrupted units do not qualify for the Combined Arms bonus (see 5.6.3)
- ❖ Italian tank units and British heavy tank units (marked ☒) do not qualify for the Combined Arms bonus.
- ❖ The Combined Arms bonus is limited to one column shift even if more than one attacking/defending unit qualifies for the bonus.
- ❖ Any Combined Arms bonus is ignored if the preliminary combat ratio (see 7.5.1.2) is less than the one listed in the leftmost combat ratio column.

COMBAT DRM EXAMPLES



Blue surrounds:
Defending units

Red surrounds:
Attacking units

Def. DRMs

Att. DRMs

A -2 DRM Result

Hasty Attack vs. Improved Defence

The unbreached minefield terrain provides Improved Defence effects, and halves the attacker's Tank Points. The British 69th Inf Bde supports the defender, providing a -2 DRM. As I/8's TPs are halved (3, equal to the defender's) no Armour Superiority is established and no other DRMs are added.

B +8 DRM Result

Regular Attack vs. Regular Defence

The defending Ariete Div. stack attempts, and fails, to retreat before combat, providing a +2 DRM. The 7th Armd HQ supports the attack, adding half its support points as DRM (+3). The IX Amd Bn supports the defender (-1). 3 RTR/4's 6 TPs vs. 8th's 2 AT Points gives the Commonwealth player Armour Superiority and a +4 DRM.

C +5 DRM Result

Prepared Attack vs. Regular Defence

Both defender and attacker have friendly formation and friendly unit support (-1 / +1 DRM). 21.Pz HQ provides full support points (+6 DRM), and the Commonwealth establish a slight Armour Superiority, providing a -1 DRM; no other DRMs are added.

7.5.1.4 Axis Ground Support missions

The Axis player (only) may commit air units currently in the Available holding box. For each committed air unit, the Axis player gets one column shift in his favour. Air units are flipped and placed in the Flown holding box after use.

- ❖ The Axis player may never commit air units to combat when defending.

Limitations:

- Hasty Attack: one air unit = one column shift right
- Regular Attack: up to two air units = one column shift right for each air unit
- Prepared Attack: up to three air units = one column shift right for each air unit
- ❖ If the preliminary combat ratio (see 7.5.1.2) is less than the one listed in the leftmost odds ratio column, committed air units do NOT affect the combat (= no column shift), but are still placed into the Flown holding box.

7.5.1.5 Combat DRMs

There are five possible combat DRMs applicable to combat based upon: Combat Support, HQ Attack Support, Armour Superiority, Schwerpunkt bonus and failed Retreat before Combat.

1. Add all positive modifiers, then subtract all negative modifiers. The final DRM may not be lower than -12 or higher than +12.
2. Adjust the actual d10 roll in line with the final DRM. Results of less than 1 are treated as 1; results higher than 20 are treated as 20.

A. Combat Support DRMs

Friendly combat units adjacent to the enemy attacking/defending unit may be eligible to provide Combat Support. Units providing Combat Support are immune to any adverse combat results and cannot be used to take losses. **Independent units attached to a formation may provide and receive Combat Support. Permanently Independent units may neither provide nor receive Combat Support.**

Requirements for Combat Support:

1. The friendly unit projects a ZOC into the enemy defending/attacking hex.
2. The friendly unit is in Command Range of its parent HQ.

Combat Support is not available for the attacker if conducting a Hasty Attack.

Combat Support is not possible for the defender if one or more defending units are Disrupted. Also, Disrupted units may not provide Combat Support (see 5.6.3 Disruption effects). An unassigned unassigned independent unit, and **all units in a formation with an unassigned HQ cannot provide Combat Support (see 5.7.5).**

- For a Regular Attack, the attacker may contribute a DRM of +1 for each hex adjacent to the defending hex that contains at least one friendly combat unit of the same formation, if all aforementioned requirements are met.
- In Regular Defence (all defending units undisrupted, but not in Improved Defence) the defender may contribute a DRM of -1 for each hex adjacent to the attacking hex that contains at least one friendly combat unit of the same formation, if all requirements are met.
- For a Prepared Attack, the attacker may contribute a DRM of +2 for each hex adjacent to the defending hex that contains at least one friendly combat unit of the same formation, if all aforementioned requirements are met.
- ❖ In a Prepared Attack, the attacker may also contribute a DRM of +1 for each hex adjacent to the defending hex that contains at least one friendly combat unit even if this unit is from a different formation, as long as all other requirements are met.
- In Improved Defence, the defender may contribute a DRM of -2 for each hex adjacent to the attacking hex that contains at least one friendly combat unit of the same formation, if all requirements are met.
- ❖ In Improved Defence, the defender may also contribute a DRM of -1 for each hex adjacent to the attacker that contains at least one friendly combat unit even if it is a different formation, if all other requirements are met. Remember: An unbreached friendly Minefield hex is always considered to have Improved Defence even if the defending unit is Disrupted.
- ❖ Clarification: The Combat Support DRMs for 'Friendly' and 'Same Formation' are not cumulative if both types are in the same hex. The bonus for Prepared Attack is already accounted for in the -2 / +2 DRM.
- ❖ If a defending stack has units from more than one formation, the defender must choose a Lead Formation. Combat Support is handled as if only the Lead Formation were in the hex.

ARMOUR SUPERIORITY DRM EXAMPLES



+3 Armour Sup. DRM

Attacker has Tank Points, Defender has AT Points

II/8 has 5 TPs vs. the defender's 2 AT Points, and the result is a +3 Armour Superiority DRM for the attacker.

-4 Armour Sup. DRM

Attacker has AT Points, Defender has Tank Points

The defender has automatic Armour Superiority, and its unmodified Tank Points are used as a negative AS DRM for the attacker (-4 in this case).

-3 Armour Sup. DRM

Attacker has Tank Points, Defender has Tank Points

The attacker's TPs are halved due to the unbreached minefield hex, resulting in a -3 AS DRM.

+4 Armour Sup. DRM

Attacker has Tank Points & Flak, Defender has Tank Points

II/8 has 2 more TPs than 6 SA, and the criteria to use 18 Flak in the attack are met, so 2 extra Tank Points are added. This results in a +4 AS DRM for the attacker.

B. HQ Attack Support DRM

To qualify for HQ Attack Support, the attacking unit or stack must be:

1. In Command Range of its parent HQ
2. Conducting a Regular or Prepared Attack Action.

There is no limit to the number of times HQ Attack Support may be allocated during a single Formation Activation. The defending side is never eligible for HQ Attack Support. The amount of Attack Support Points received is determined as follows:

- **Regular Attack:** The attacker receives half of the parent HQ's current Support Points (round fractions up).
- **Prepared Attack:** The attacker receives all parent HQ's current Support Points.

C. Armour Superiority

To determine whether the attacker or defender has Armour Superiority and is entitled to a DRM in his favour, the defender's Tank or Anti-Tank Points are subtracted from the attacker's Tank Points. Units selected for Armour Superiority determination **may be** Disrupted and/or Out of Supply/Out of Command/Isolated.

If the attacker has no Tank Points:

- **and the defender has no Tank Points either,** neither player can establish Armour Superiority and neither player will receive a favourable DRM.
- **and the defender has Tank Points available,** the defender automatically receives Armour Superiority, and the full Tank Point value of the defender's unit with the highest number of Tank Points is used as a favourable (i.e. negative '-') Armour Superiority DRM for the defender. Defending Tank Points are never modified due to terrain, and the attacker cannot use Anti-Tank Points against the defender's Tank Points.

If the attacker has Tank Points:

1. The attacker's final value (A) is determined as follows:

The attacker must first (and always before the defender) select the combat unit with the highest number of Tank Points. Pick the unit with the higher combat strength if there are two units with the same number of Tank Points. Player's choice if combat strengths and Tank Points are equal. The attacker may not use a combat unit with Anti-Tank Points. See TEC for terrain effects on Tank Points.

Attacking German FLAK units provide additional 2 Tank Points, if:

- currently stacked with any motorised infantry or armoured infantry unit AND
- the defending stack includes a tank or heavy tank unit.

2. The defender's final value (D) is determined as follows:

The defender decides to either use Tank Points or Anti-Tank Points. After this decision the defender selects the combat unit with the highest number of Tank/Anti-Tank Points. Pick the unit with the higher combat strength if there are two units with the same number of Tank Points. Player's choice if combat strengths and Tank Points are equal. (Clarification: The defender is always free to choose either Tank or Anti-Tank Points, regardless of whether he has more Tank Points than Anti-Tank Points, or vice versa.)

Defending German FLAK units provide 3 additional Tank Points or Anti-Tank Points if currently stacked with an infantry unit AND the attacking stack includes a tank or heavy tank unit. This bonus is still in effect if the defender selects a FLAK unit as the combat unit with the highest number of Anti-Tank Points.

Defending Tank Points are never modified due to terrain. Apply any Anti-Tank Point bonus based on the terrain of the defender's hex (see TEC) if defending with Anti-Tank Points. Even if a unit has no Anti-Tank Points, it is still eligible to receive a defensive terrain bonus.

3. Subtract the defender's Tank or Anti-Tank Points (D) from the attacker's Tank Points (A).

Defender using Tank Points:

- If the final result is 0, neither player can establish Armour Superiority and neither player will receive a favourable DRM.
- If the final result is a positive number (+), the attacker establishes Armour Superiority and the final result is a + DRM in the attacker's favour.
- If the final result is a negative number (-), the defender establishes Armour Superiority and the final result is a - DRM in the defender's favour.

Defender using Anti-Tank Points:

- If the final result is 0 or is a negative number (-), neither player can establish Armour Superiority and neither player will receive a favourable DRM.
- If the final result is a positive number (+), the attacker can establish Armour Superiority and the final result is a + DRM in the attacker's favour.

D. Schwerpunkt bonus

- If at least one In Command combat unit belongs to the formation the Schwerpunkt marker is currently assigned to, the Axis player automatically receives a DRM in his favor. Add TWO (+2) if attacking and subtract TWO (-2) if defending. The DRM is always TWO (+2 / -2), regardless of the kind of attack/defence and the status of the combat unit (disrupted or undisrupted).

E. Failed Retreat before Combat

If the defender failed a Retreat before Combat attempt, the attacker receives a DRM of +2.

7.5.2 Combat results



Combat results consist of two numbers separated by a slash: The number to the left applies to the attacking stack and the number to the right applies to the defender. The numbers themselves indicate how many combat hits a side suffers. Hits printed in red (underlined) require that all units in the corresponding attacking/defending hex must make an EC.

- ❖ Results against the defender are always applied in full before those against the attacker.

Distributing combat hits

The following procedure must be followed strictly when applying combat results. **The defender** must always follow the procedure in full before the attacker:

- If the corresponding combat result is at least 1, the first step loss must be taken by one of the participating units. This mandatory first Strength Point loss must be from the unit that was used for the Armour Superiority DRM (i.e. either Tank/Anti-Tank Points in defence or Tank Points in attack). If there was no Armour Superiority (i.e. neither attacker or defender had Tank Points), then the players choose their own unit to undergo the strength loss.
- If the combat result is printed in black, and there are remaining hits to apply, the player chooses one option:
 - Hold:** Take every remaining hit as one step loss per hit, and remain in the hex. Also, if defending, any defending units that were already Disrupted must undertake a Forced Retreat of 1 hex.
 - Voluntary Retreat (if defending):** Convert every remaining hit into voluntary retreats of 1 hex per hit.
 - Voluntary Retreat (if attacking):** Convert the first remaining hit (ONLY!) into a voluntary retreat but all other hits MUST be taken as step losses.
- If the combat result is printed in red, the player must perform an EC with each of his units in the stack. All units that fail the EC become Disrupted.

- ❖ Disrupted units that disrupt again must take one additional Strength Point loss (see 5.6.2).

If there are remaining hits to apply, these hits are variable. There are three separate cases:

Case A: All units in the stack passed their EC. In this case step 2 (see above) is followed in full.

Case B: All units in the stack failed their EC: In this case the first remaining hit **must** be taken as a Forced Retreat of 1 hex by **all** the Disrupted units in the stack (in the defender's case, include those that were Disrupted prior to the combat). Subsequent hits are treated differently for attacker and defender:

- the defender **must take all** subsequent hits as additional-Forced Retreats of one hex per hit.
- the attacker must take all subsequent hits as step losses (see below).

Case C: Some unit(s) failed their EC and some did not. First, all the Disrupted units in the stack must make a Forced Retreat of 1 hex (in the defender's case, include those that were Disrupted prior to the combat).

The remaining (successful) unit(s) in the stack may **choose** to follow them by staying in the stack and joining in their 1 hex Forced Retreat, or hold in the hex. We have three cases:

- If the player decides to **hold** with **ANY** unit(s) which succeeded in their EC check, all remaining combat hits are taken as step losses **from the holding unit(s)**. Note that a **Forced Retreat of unit(s) which failed their EC do NOT count as one of the remaining hits in this case**.
 - If the defender decides to **follow** the retreat with **ALL** the defending units, this counts as one of the remaining hits and **all the other remaining** hits must be taken as 1 hex Forced Retreats.
 - If the attacker decides to **follow** the retreat with **ALL** the attacking units, this counts as one of the remaining hits and **all the other remaining** hits must be taken as step losses.
- ❖ All Strength Point losses must follow the rules in 7.5.2.1. All retreats must follow the rules in 7.5.2.2. and 7.5.2.3.

COMBAT HIT DISTRIBUTION EXAMPLE

A combat calculation involving 2 x two unit stacks results in the following hit ratio on the CRT:

3 / 1

Defending stack (1 hit + EC)



The Axis player must distribute a single hit and perform Effectiveness Checks. Since 104's AT Points were used to determine the Armour Superiority DRM, it must receive the single combat hit. Both units now take ECs, and 3. fails its EC, becoming disrupted, while 104. passes and only suffers the Strength Point loss.

Attacking stack (3 hits)



The Allied player must distribute three hits; no ECs are needed. 5 RTR/4's TP's were used to determine the Armour Superiority DRM and so it must receive the first hit. The Allied player then decides to retreat, converting the second hit. Because this stack attacked, the third hit cannot be converted into a retreat, and it must be assigned to the 7th Inf Bde (each unit in the stack must be assigned a hit before any other unit can be assigned a second hit)

7.5.2.1 Step losses

Each Strength Point loss is applied to an individual unit and causes the unit's current combat strength to be reduced by one. Strength Point losses are distributed as the owner wishes among combat units, while observing these guidelines: all Strength Point losses must be equally distributed among all those units that could not avoid them by retreat; no unit may absorb two (three) Strength Point losses before all other units have absorbed one (two) Strength Point loss(es) in their turn.

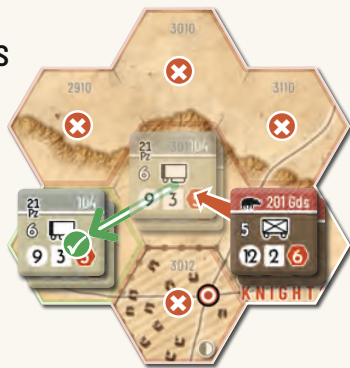
Simply record the unit's new strength by placing the corresponding Current Combat Strength marker underneath it. The marker is rotated in such way, that the correct number is always shown on top. If a unit currently has a strength of one and takes another Strength Point loss, it is eliminated. Remove the unit counter from play.

- ❖ A unit's Movement Allowance, Tank or Anti-Tank Points and Effectiveness Rating are never adversely affected due to Strength Point losses.

7.5.2.2 Retreat

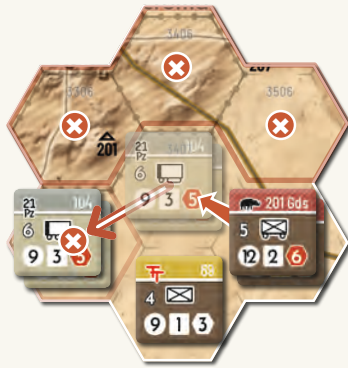
Retreat is not Movement, so a unit or stack must retreat towards the nearest friendly Major supply source, or the friendly map edge (east edge for the Commonwealth, west edge for the Axis) in every hex it enters if possible, al-

RETREAT EXAMPLES



Successful Retreat

The German stack has a clear Retreat Path towards a friendly supply source, so retreat is possible.



Successful Forced Retreat

The retreating German stack's only possible path is to move into the EZOC hex. In doing so, each unit in the stack takes an additional Strength Point loss.



Failed Forced Retreat (Ridges)

This German stack is surrounded by Ridge hexsides, so its units cannot complete their Forced Retreat movement, and each unit takes 2 additional SP losses.

though avoiding additional step losses takes precedence. In case of doubt, the Retreat Path that has the shortest distance (in hexes) either towards the nearest friendly Major supply source or the friendly map edge must be followed. Hexes and hexsides that may not form part of the Retreat Path are:

- Enemy occupied hexes (including those occupied solely by HQs).
- Hexes adjacent to enemy HQs, even if they are alone in the hex.
- Ridge or Wadi hexsides, unless via a Road or Trail.
- unbreached enemy Minefields.
- EZOCs (exception: Forced Retreat, see 7.5.2.3).
- Off the map.
- Impassable terrain like the sea hexsides in Tobruk.

Overstacking and Retreat

Retreating units in a stack may not voluntarily split up. In the case of a Forced Retreat (see 7.5.2.3), a stack can be obliged to split up due to overstacking.

If overstacking occurs in a retreat hex, all units suffer a disruption and the retreating unit(s) themselves must each take an extra Strength Point loss, which does not count towards satisfying any remaining combat hits. Any surplus HQs and units must immediately be displaced, so that the hex fulfills stacking restrictions. In overstacking situations for combat units only (not HQs), the opposing player may make the displacement(s) instead of the owning player (see Overstacking 5.3.1.).

- ❖ Please always keep in mind that a retreat should not advantage the retreating unit. In case of doubt, common sense or a dice roll is recommended.

7.5.2.3 Forced Retreat

Units sometimes are forced to conduct a retreat due to combat results. This is called a Forced Retreat (in contrast to Voluntary Retreats).

In a Forced Retreat an EZOC must be entered if no other hex is available. Each retreating unit takes one additional Strength Point loss which is over and above the remaining hits from the CRT result. Each unit that is required to, but cannot make a Forced Retreat, takes two additional Strength Point losses for each retreat hex it could not enter: these are over and above the remaining hits from the CRT result.

7.5.3 Battle Victory

The side that receives the lower combat hit number in a combat wins the battle, unless all of that side's units involved in the combat are eliminated. In that case, or when ties occur, neither side wins a victory. The winning unit or stack immediately receives one bonus Action Point, restricted as follows:

- Only units which were involved in the combat may use the bonus AP.
- The unit(s) must be within Command Range of the parent HQ.

One or more units in the stack must immediately expend the bonus AP, or it is lost. No other units, including those supporting the combat, can use the point or be involved in the Action chosen.

If the attacker gains the bonus AP, he can supplement it with any or all remaining Action Points on the formation's AP track. The bonus AP can trigger a reaction attempt only if the bonus AP is used by the attacker, not if used by the defender.

If at least one In Command combat unit belongs to the formation the Schwerpunkt counter is currently assigned to, the Axis player receives TWO bonus APs. The second AP may be used for a second Action (including two identical Actions), or to escalate to a Regular Attack (see 7.5.1. paragraph C).

- ❖ In the unlikely event that an attacker achieves another Battle Victory before spending the second bonus AP, the original second bonus AP is lost.

7.6 REFIT ACTION

Each Disrupted unit that is not isolated must conduct a Refit Action individually; A unit may perform any number of Refit Actions, as long as Action Points are still available on the formation's Action Points track.

- Perform an Effectiveness Check for the Disrupted unit; if the unit passes, flip it over to its normal (undisrupted) side. If it fails, it remains Disrupted but suffers no additional adverse effects.
- ❖ A Refit Action is the only Action a Disrupted unit may undertake.

7.7 IMPROVED DEFENCE ACTION

To conduct an Improved Defence Action, simply place the corresponding marker on top of the stack (no check is required). It gets all the benefits of Improved Defence if attacked as long as the marker is in place.

The Improved Defence marker is removed immediately:

- If at least one unit in the hex becomes Disrupted.
- If at least one unit in a hex is eliminated, the remaining unit(s) loses its (their) Improved Defence status.
- If at least one unit leaves the hex for any reason.
- If at least one unit in the hex conducts any Action.
- If another unit ends a Movement Action or retreat in the hex.
- It is not possible for only some of the units in a hex to be in Improved Defence, it is an "all or nothing" affair.

- ❗ The Improved Defence marker is NOT removed if reinforcements are placed in the hex or replacements are used.

- ❖ A defending unit or stack in an unbreached friendly Minefield hex is always considered to be in an Improved Defence, even if Disrupted. There is no need for an Improved Defence Action in such a hex, nor do these hexes need to be marked with an Improved Defence marker.

8. END OF TURN PHASE

Check for Axis Automatic Victory (Scenario Three, 10.3 only). If Axis Automatic Victory does not occur, record any Victory Points earned (see scenario instructions for full details) and adjust Victory Point markers on the Victory Points track.

Advance the Game Turn marker to the next space on the Game Turn track to indicate the start of the next game turn. If the final game turn (see scenario instructions) has been completed, the game ends and victory is determined.

OPTIONAL: ROSTER SHEETS

Players wishing to dispense with using the Strength Point markers to record the current strength of combat and HQ units during play may instead use the roster sheets. The number of boxes represents the original maximum combat strength of a combat unit, or for HQ units the maximum number of Attack Support Points available. As a unit absorbs Strength Point losses, simply cross out the corresponding number of boxes.

Players need only announce the current strength of units when actually resolving combat actions. At all other times, the current strength of units remains unknown to the opposing player. Roster sheets can be freely downloaded from vucasims.com.

9. ADMIN PHASE

Place the Initiative +DRM marker in the 0 box on the Initiative DRM track. It does not matter at this point on which side it is placed. This is the only time during a turn that the marker is placed in the zero box.

9.1 RECOVERY SEGMENT

9.1.1 Formation Activation Level recovery

Recovery means that a formation's Formation Activation marker is advanced a number of spaces on the corresponding track.

- A formation's HQ that is Out of Supply during the Recovery Segment is not able to recover.
- A given Formation Activation marker may never be adjusted above its maximum Activation Level, which is printed on the Formation Activation counter as well as being marked on the Formation Activation track on the map.
- An HQ which is currently flipped over because of expended Emergency Supply recovers if determined to be back in supply (flip the HQ unit back to its front side). An HQ which is currently flipped over because of expended Emergency Supply does not recover if determined to be Out of Supply (do not flip the HQ unit back to its front side).

All Formation Activation levels recover as many spaces upwards on the track as indicated by the Recovery Rating listed on the Formation Activation marker.

9.1.2 Air unit recovery

The Axis player places all air units in the Available holding box.

9.1.3 Auto refit of combat units

Each Disrupted unit determined to be in Command Range of its parent or currently assigned HQ automatically recovers from disruption, regardless of the HQ's supply status.

9.1.4 Refit of unassigned independent units

Independent units with a No-Activation marker or any Independent Activation marker (Act-1 or Act-2) on them that are in supply may remove the marker and also automatically refit. They may also be removed as independent units and be assigned or reassigned during the Organisation Segment.

9.1.5 Attrition of Isolated units

Each unit that is still Disrupted and Isolated, conducts an Attrition Check (see 5.8.4, Isolation).

9.2 ORGANISATION SEGMENT

Independent units may be assigned and reassigned (see 5.5.2, Formations). The Schwerpunkt counter can be placed on any Axis formation with its HQ in supply (see 5.9).

9.3 REPLACEMENT SEGMENT

On all even-numbered game turns, the Axis side receives one German Panzer Replacement Point (RP), which must be used on German tank units (including armoured cars). On all even-numbered game turns, starting with Game Turn 4, the Commonwealth side may cannibalise specified units to receive Commonwealth tank, heavy tank and leg infantry Replacement Points. The Axis side always allocates its RPs before the Commonwealth side.

- RPs can only be used for specified unit types that are undisrupted and within Command Range of the parent HQ which itself must be currently in supply.
- An unsupplied unassigned independent unit cannot receive RPs (5.7.5)
- Units in EZOCS CANNOT receive RPs.
- RPs must be expended immediately; unused points are lost.
- One RP recovers one Strength Point. There is no limit to the number of points a unit can receive per segment, but eliminated units may not be rebuilt and no unit can be increased above its original printed combat strength.

ADDITIONAL SPECIAL RESTRICTIONS ARE LISTED BELOW:

9.3.1 Commonwealth tank and heavy tank replacements

On all even-numbered game turns, starting with Game Turn 4, the Allied side may cannibalise tank or heavy tank units to generate RPs, if they meet the following requirements:

1. They must have lost at least half their printed combat strength
2. They must not be Isolated and
3. They must not be in an EZOC.

Cannibalisation: The Commonwealth player simply removes a unit of this type from play. Each Strength Point removed becomes an RP. Each RP may only be expended to recover one previously lost Strength Point of a unit of the same type (tank or heavy tank respectively).

9.3.2 Commonwealth leg infantry replacements

On all even-numbered game turns, starting with Game Turn 4, the Commonwealth side may cannibalise the StopCol/SeaCol leg infantry brigades, regardless of their current strength, to generate RPs, if they meet the following requirements:

1. They must not be Isolated and
2. They must not be in an EZOC.

The Commonwealth player simply removes one or both unit(s) from play. Each Strength Point removed becomes a leg infantry RP. Each RP may only be expended to recover one previously lost Strength Point of a any leg infantry unit.

9.4 REINFORCEMENTS SEGMENT

Beginning on Game Turn 2, both sides receive reinforcements according to the Reinforcements Schedule on the map. Entry of reinforcements can be postponed to the next turn at the owning side's option, including those previously delayed (Commonwealth player first).

9.4.1 Placement of reinforcements

Eligible reinforcements enter (Commonwealth player first) on any map edge hex that:

1. Contains a friendly Major supply source
2. Does not contain a Supply Blocked marker and
3. Is not in an EZOC.

Should no friendly entry hex be available, reinforcements may enter on a map edge hex nearest to the original entry hex(es), if

they are in Command Range and not adjacent to an enemy unit. Independent reinforcements can be assigned to a qualifying formation before being placed on the map.

9.4.2 Movement of reinforcements

Immediately after being placed on the map, each reinforcing unit may conduct a free Movement Action. Units performing this Movement may not enter an EZOC at any time of that Action. Ignore stacking restrictions until the conclusion of each free Movement Action.

9.4.3 New reinforcing formation

The Formation Activation marker of a **new** reinforcing formation is placed on the formation's maximum value.

10. SCENARIOS

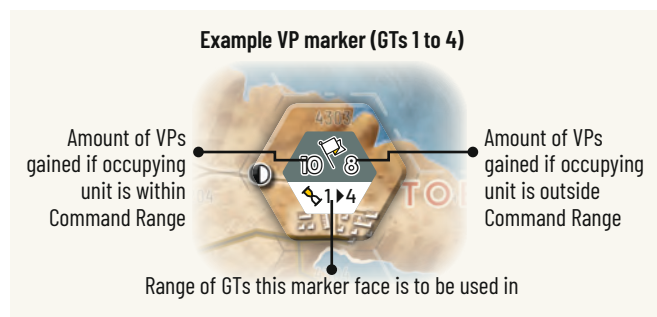
GAZALA 1942 comes with one solitaire training scenario, one introductory scenario, and the Campaign Game. The initial deployment and reinforcements can be found in the setup displays. You will find details regarding special conditions and victory conditions in the relevant section of each scenario.

Please note that the special scenario rules supersede all general rules of the game.

Each scenario begins with the Ops Phase, so the first Admin Phase is skipped.

- The Axis player is automatically considered to have won Initiative Determination for the first Formation Activation of Game Turn 1.
- In effect the Initiative DRM marker is automatically moved to the first space (+2), on its Commonwealth side.
- The Axis player receives a **+3 DRM** in addition to any other Initiative DRM during each Initiative Determination Segment of Game Turn 1 only.
- Both players set up their units simultaneously since all Commonwealth units have fixed starting locations.

Victory Point markers

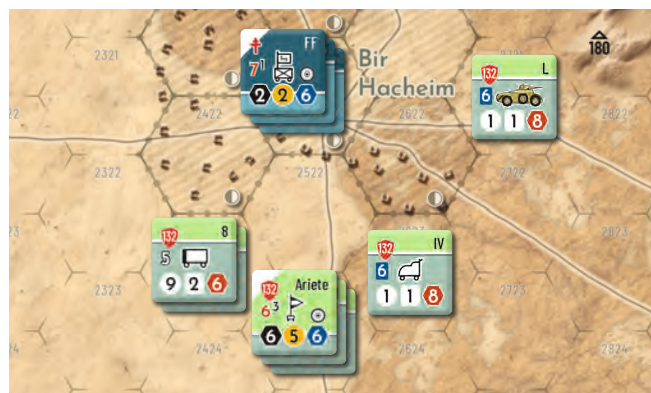


These hexagonal markers are placed on the hexes marked on them, and are used to track the Axis player's objectives and their VP values within certain game turns. They may have up to three facings and are meant to be flipped or replaced as the game progresses. The amount of VPs gained when a unit occupies the hex depends on the GT and the conditions in which it is occupied: An Axis unit that is within its parent formation HQ's Command Range during the End of Turn Phase will gain the number of VPs on the left side of the marker, while a unit that is outside of Command Range (including Isolated units) will gain the number of VPs on the right side of the marker.

- ❖ *Each VP hex is only scored once per game; use the highest possible score the hex can offer.*

10.1 SCENARIO ONE: ASSAULT ON BIR HACHEIM

This is a training scenario created specifically with solitaire first-time players in mind. It recreates the first actions taken by Axis forces against the Free French Brigade defending Bir Hacheim. This scenario can be completed in well under one hour and is recommended even for experienced players to allow them to get their feet wet with the game system.



Game Duration:

Several Operations Cycles, see Special Rules.

Special Rules:

There is no sequence of play to follow. Simply put, all you do is activate the Ariete Division until either victory is achieved or the Ariete Division has been activated six times. The Ariete HQ is always considered in supply, but Command Range must be checked when declaring Actions.

Solitaire play continues until either Automatic Victory is achieved or the Ariete Division is no longer able to activate (0 space on the Formation Activation track).

Reinforcements are not available. A single Ground Support mission with the Italian 2 Stormo air unit may be conducted.

The Commonwealth forces are considered static units; they may not activate, react, earn Battle Victory, recover from disruption, etc. They simply sit and absorb any combat hits as Strength Point losses unless forced to conduct a Forced Retreat.

Victory Conditions

The Ariete Division can achieve Automatic Victory by clearing the Free French from Bir Hacheim (hex 2521) and entering the hex with one of its units. Should this not occur, the overall performance of the Ariete Division is determined as follows:

- 1 Victory Point for each Minefield hex breached.
- 1 Victory Point for each Free French Strength Point loss.
- 1 Victory Point for each Disrupted Free French combat unit.

Victory Levels		
Historical outcome	Better than historical outcome	Far better than historical outcome
4 VPs	5 VPs	6 VPs



VICTORY HEX MARKER PLACEMENT

10.2 SCENARIO TWO: THE OPENING PHASE

This scenario recreates the action which took place during the initial stages of the Gazala Battles. It can be completed in under five hours and is recommended for players with limited playing time on their hands.

Game Duration:

Game Turns 1 – 4 (four game turns)

Special Rules:

See setup display.

Victory Conditions

The Axis player receives Victory Points if an Axis unit occupies specific geographic objectives (hexes) during the End of Turn Phase of each game turn. The number of Victory Points depends on the game turn and whether the unit located in the objective is within Command Range of its parent formation HQ. An In Command unit qualifies for all Victory Points whereas an Out of Command unit receives the reduced number of Victory Points in brackets. Victory Points can be earned only once for each Victory Objective, but if the conditions for a Victory Objective are met more than once, use the most favourable VP count. See Victory Point table for full details.

- ❖ Each Major Axis supply source occupied by a Commonwealth combat unit reduces Axis Victory Points by two (-2) per game turn (check at End of Turn Phases), regardless if the qualifying Commonwealth unit is In or Out of Command. See Victory Point table for full details.

Victory Levels							
Decisive		Substantial		Minor		Draw	
8+ VPs	7 VPs	6 VPs	5 VPs	4 VPs	3 VPs	2 or less VPs	

Victory Points per objective		
Objectives to be checked every End of Turn Phase	GT	VPs
Axis combat unit occupies Tobruk (4303) Note: use the Tobruk VP marker on its GT 7-8 side.		6 (5)
Axis combat unit occupies Knightsbridge (3012)	1-3 4	3 (2) 2 (1)
Axis combat unit occupies Acroma Box (3305)	1-3 4	3 (2) 2 (1)
The above Victory Objectives only apply if an Axis ground unit was the last to occupy or pass through the hex specified at the end of the game. Otherwise, if a Commonwealth unit was the last to pass through or occupy the hex, the Axis VPs earned earlier in the game are considered forfeited.		
Axis combat unit occupies El Adem (4112)		2 (1)
Axis combat unit occupies Bir Hacheim (2521).		1 (0)
Axis combat unit occupies Ain el Gazala (2100).		1 (0)
The above Victory Objectives can be met definitively at the end of any game turn (determined during the End of Turn Phase). This means for example, that the Axis player could occupy El Adem and then leave El Adem to reinforce DAK units fighting elsewhere; and even if a Commonwealth unit was the last to pass through or occupy El Adem at the end of the game, the Axis VPs would still stand.		
Each Major Axis supply source occupied by a Commonwealth combat unit (check at End of Turn Phases)	Per Turn	-2
Objectives to be checked at the end of the game		VPs
Each Axis HQ unit Out of Supply at the end of the game		-1



10.3 SCENARIO THREE: THE GAZALA BATTLES

This scenario is the centrepiece of the game, allowing players to recreate the Gazala Battles in their entirety. It can be completed in under ten hours.

Game Duration:

Game Turns 1 – 8 (eight game turns)

Special Rules:

See setup display.

Victory Conditions

Automatic Axis Victory

The Axis player receives an Automatic Victory if both the following conditions are met during the End of Turn Phase of any game turn:

- At least one Axis combat unit occupies Tobruk (hex 3703).
- Less than two Commonwealth HQ units are in supply.

If Automatic Victory does not occur, victory is determined following the completion of Game Turn 8.

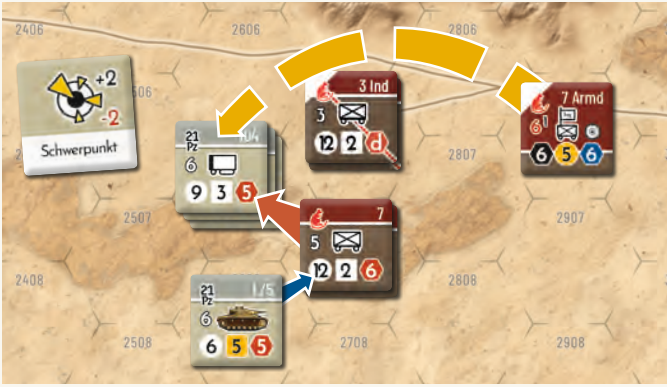
The Axis player receives Victory Points if an Axis unit occupies specific geographic objectives (hexes) during the End of Turn Phase of each game turn. The number of Victory Points depends on the game turn and whether the unit located in the objective is within Command Range of its parent formation HQ. An In Command unit qualifies for all Victory Points whereas an Out of Command unit receives the reduced number of Victory Points in brackets. Victory Points can be earned only once for each Victory Objective, but if the conditions for a Victory Objective are met more than once, use the most favourable VP count. See Victory Point table for full details.

- ❖ Each Major Axis supply source occupied by a Commonwealth combat unit reduces Axis Victory Points by two (-2) per game turn (check at End of Turn Phases), regardless if the qualifying Commonwealth unit is In or Out of Command. See Victory Point Table for full details.

Victory Levels							
	Decisive	Substantial	Minor	Draw	Minor	Substantial	Decisive
	15 VPs	13-14 VPs	11-12 VPs	10 VPs	9 VPs	8 VPs	7 or less VPs
							

Victory Points per objective		
Objectives to be checked every End of Turn Phase	GT	VPs
Axis combat unit occupies Tobruk (4303)	1-4	10 (8)
	5-6	7 (6)
	7-8	6 (5)
Axis combat unit occupies Knightsbridge (3012)	1-3	3 (2)
	4-5	2 (1)
	6+	1 (0)
Axis combat unit occupies Acroma Box (3305)	1-3	3 (2)
	4-5	2 (1)
	6+	1 (0)
The above Victory Objectives only apply if an Axis ground unit was the last to occupy or pass through the hex specified at the end of the game. Otherwise, if a Commonwealth unit was the last to pass through or occupy the hex, the Axis VPs earned earlier in the game are considered forfeited.		
Axis combat unit occupies El Adem (4112)	1-4	2 (1)
	5+	1 (0)
Axis combat unit occupies Bir Hacheim (2521).	-	1 (0)
Axis combat unit occupies Ain el Gazala (2100).	-	1 (0)
The above Victory Objectives can be met definitively at the end of any game turn (determined during the End of Turn Phase). This means for example, that the Axis player can occupy El Adem and then leave El Adem to reinforce DAK units fighting elsewhere; and even if a Commonwealth unit was the last to pass through or occupy El Adem at the end of the game, the Axis VPs would still stand.		
Each Major Axis supply source occupied by a Commonwealth combat unit (check at End of Turn Phases)	Per Turn	-2
Objectives to be checked at the end of the game		VPs
Commonwealth motorised type combat units Strength Point losses:		
45+ Strength Points		1
65+ Strength Points		2
Each Axis HQ unit either removed from play or Out of Supply at the end of the game		-1
DAK (including DAK independent FLAK and permanently independent units) combined with XX. Corps (Ariete & Trieste) Strength Point losses:		
35+ Strength Points;		-1
45+ Strength Points;		-2
55+ Strength Points;		-3

COMBAT SEQUENCE EXAMPLE



A ATTACK DECLARATION

The Commonwealth player spends a single AP to declare a Hasty attack from hex 2707 (containing 7th Inf Bde and 3 RTR/4) on hex 2607 (containing 104, 3 & 18 FLAK)



B RETREAT BEFORE COMBAT



3. Recce Abt

Provides half its Effectiveness Rating as a DRM (+4 after rounding up) to the Retreat before Combat roll.

The Axis player wishes to attempt to retreat before combat. The stack complies with all prerequisites: the units are undisrupted, there is at least one non-HQ mechanised or motorised unit and all units in the stack belong to the same formation (18th FLAK is currently assigned to 21. Panzer Division). In the stack is an armoured car unit, which confers a favourable DRM to the retreat attempt. Both players roll 1d10 and compare the modified rolls:

Commonwealth Die Roll



(No DRMs)

Axis Die Roll



(+4 armoured car DRM)

The Axis player narrowly fails the roll and is unable to retreat, so the attack takes place. The Commonwealth player will also receive a +2 DRM when the combat is resolved.

C ATTACK ESCALATION

The Commonwealth player now decides to escalate the Hasty Attack to a Regular Attack, spending another AP to do so.



D COMBAT CHITS

Both players draw a multiplier chit from the cup:

Allied Multiplier Chit



Front

Back

Axis Multiplier Chit



Front

Back

E BATTLE STRENGTH DETERMINATION

- The Commonwealth player's unit combination allows a Combined Arms bonus (a motorised infantry unit stacked with a tank unit), but the Axis player's does not (There is a Panzergrenadier unit but no Panzer unit stacked with it, just armoured car & FLAK units). This will grant the Commonwealth player one favourable column shift in the Combat Results part of the sequence.
- The final Battle Strength of both player's stacks are calculated:

Commonwealth stack combat strength:

Because the player launched a Regular attack, the centre column is used. Both units have an Effectiveness Rating of 5 and so the '5' row is used. The final added strength is 32.

Axis stack combat strength:

Because this is a Regular defence, the centre column is used. Each unit multiplies its combat strength by the row that corresponds to its Effectiveness Rating (6 & 7) The result of the added strength of the stack is 37.



Comparing both final Battle Strengths, the resulting ratio is rounded down to the nearest column in the CRT (2:3). Afterwards, the Commonwealth Player's Combined Arms bonus (→) is applied, shifting a single column to the right, and to the 1:1 ratio column.

Clear	1:8	1:6	1:4	1:3	1:2	2:3	1
Broken/Village Point of interest	1:4	1:3	1:2	2:3	1:1	3:2	2

F AXIS GROUND SUPPORT

Because the Axis player is defending, he cannot assign any air units to Ground Support in this combat.

G DRM DETERMINATION

1. Combat Support



Defender Combat Support:

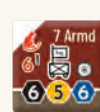
This unit projects a ZOC into the enemy attacking hex and is in Combat Range of its HQ, contributing a -1 DRM.



Attacker Combat Support:

This stack's units are adjacent but disrupted and therefore unable to provide Combat Support.

2. HQ Attack support



HQ Attack Support:

The Commonwealth's stack receives half of its parent HQ's support points (+3 rounded up) as a favourable DRM.

3. Armour Superiority

For determining Armour Superiority DRMs, the attacker must use the unit with Tank Points and the defender chooses to use Anti-Tank Points. The highest AT value is the 18. FLAK's, so that unit will be the one used.



Because it is stacked with a friendly infantry unit, and the enemy stack contains a tank unit, 18. FLAK receives a +3 AT FLAK bonus. The Broken terrain provides a +1 AT bonus to the defender and does not penalize the attacker's TPs.

The final result after subtracting the defender's AT Points from the attacker's TPs is -6, which constitutes an Armour Superiority DRM that favors the defender by that amount.

4. Schwerpunkt



21. Panzer Division has been assigned the Schwerpunkt marker and so it receives a favourable -2 DRM.

5. Failed Retreat before combat

The German player's failed retreat is now taken into account, giving the Commonwealth player a favourable +2 DRM

6. Die Roll + DRM

The attacker now rolls 1d10, adds up the DRMs and determines the combat result.

Allied Die Roll	DRMs	
	Combat Support:	-1 DRM
Final DRM: -4	HQ Attack Support:	+3 DRM
	Armour Superiority:	-6 DRM
	Schwerpunkt:	-2 DRM
	Failed Retreat b. Combat:	+2 DRM

A modified roll of 6 in the 1:1 ratio column for Broken/Village/Pt. of interest terrain gives the following result:

5	3/0	3/0	3/1	2/1	2/1
6	3/0	3/1	2/1	2/1	2/1
7	3/1	2/1	2/1	2/1	2/1

H COMBAT RESULTS

Attacking stack combat hits (2 hits + EC) → **2 / 1** → Defending stack combat hits (one hit + no EC)

According to the combat result, the Commonwealth player must distribute 2 hits between the units in his stack, and perform an Effectiveness Check for each one. The Axis player's stack receives a single hit and must also make an EC for each unit in his stack. The defender's result is always resolved first, before moving on to the attacker.

I HIT DISTRIBUTION

Defender's Hit Distribution

1. First Step Loss.



The unit involved in the Armour Superiority DRM calculation must take the first Strength Point loss. That leaves 18. FLAK with only 1 Strength Point, which is now recorded with a Strength Point marker.

2. Effectiveness Check.

All units in the stack must perform an EC. 104's roll exceeds its Effectiveness Rating and so it fails its check, and becomes disrupted. The other units in the stack are successful and remain in normal status.

Failed roll Unit Disrupted	Successful roll No disruption	Successful roll No disruption

3. Forced and Voluntary retreats.

Because the stack only suffered a single hit, there is no retreat.

4. Additional step losses.

Because the stack only suffered a single hit and there is no retreat, there are no additional step losses to account for.

Attacker's Hit Distribution

1. First Step Loss.



The unit involved in the Armour Superiority DRM calculation must take the first strength point loss. That leaves 3 RTR/4 with 3 Strength Points, which are now recorded with a Strength Point marker.

2. Effectiveness Checks.

All units in the stack must take an EC. 3 RTR/4's roll exceeds its Effectiveness Rating and so it fails its check, becoming disrupted.

Successful roll No disruption	Failed roll Unit Disrupted

3. Forced and Voluntary Retreats.

Because the 3 RTR/4 unit has failed its EC, the second step loss must be converted into a Forced Retreat of one hex. The Commonwealth player chooses to follow with the second unit in the stack, instead of splitting the stack, and both units move a single hex towards the nearest friendly supply source.



4. Additional Step Losses.

There are no additional step losses to account for as there were only 2 combat hits, and the stack's retreat did not force it to enter any prohibited hex/hexside.

Battle Victory: Bonus AP.

The Axis player has suffered the least amount of combat hits, making him the combat winner. Because 21. Panzer Division has currently been assigned the Schwerpunkt marker, the stack receives two bonus Action Points instead of one. These must be used instantly, and only by the units involved in the combat. The Axis player then spends a single AP to attempt to remove 104's disruption through a Refit Action.

→ **Refit Action**
Successful EC
Unit recovers from disruption

Afterwards the stack's position is reinforced with an Improved Defence Action, spending the final AP point. The final status of the units at the end of the sequence is the following:

Successful roll No disruption	Successful roll No disruption	Successful roll No disruption	Successful roll No disruption	Successful roll No disruption	Successful roll No disruption

11. DESIGNER'S NOTES

“Millimeters decide whether we classify an industrial design as nice or rather ugly. It's very similar with game systems.” Dirk Blennemann

The positive feedback of *Crossing the Line* (released 2019) inspired VUCA Simulations to use the game system as the starting point of a series of operational World War II games. All the games will feature the same core mechanics as *Crossing the Line*, but will of course come with the necessary adaptations to cover the varying scales and specific characteristics of particular theatres of war. VUCA Simulations gave me as much freedom as possible in selecting the topic. I decided to go with *Operation Theseus - The Gazala Battles 1942* for three main reasons.

- The topic is one of the most interesting and exciting operations of World War II.
- The characteristics of the operation are very different from *Crossing the Line*.
- Designing a second game on this same topic after 30 years was fascinating for me.

Operation Theseus is neither a facelift or reprint of an older game, nor is it *Crossing the Line* in a different guise. In addition to adjustments due to the (very) different theatre of war, we listened to player feedback and developed a completely new game.

Rules

I seriously underestimated the challenge of applying the core mechanics of *Crossing the Line* to the topic with as few changes as possible. The project lasted for more than two years and went through dozens of drafts and iterations of rules and other game files. With crucial support from the playtesters, we resisted the attempt to add too much new material like chrome rules to the game. My rule of thumb when introducing new material is to weigh whether it is worth the effort for the player to deal with it. On the other hand, chrome is not automatically bad, and is mandatory in areas where it is necessary to understand historical events, or in places where players appreciate more detail.

Often players ask the designer and the developer: “Why didn't you discover that in playtesting?” Despite dozens of revisions, the rules for this kind of a game are always less than perfect. What is the answer to this dilemma? I'm not trying to achieve rule perfection, but player participation in the game.

In a game, the player goes on a journey of discovery together with the designer. Here, the rules take on the role of tour guide. Just as a tour guide does not represent the journey, rules cannot be equated with the game. I would be pleased if players would follow this train of thought and decide in the spirit of the game concept in case of doubts.

Operation Theseus

During *Operation Theseus* all the combatants made a number of (serious) mistakes. Crucial to the outcome of the operation was the ability of the Axis to compensate for their own mistakes and to exploit mistakes made by the other side in a focused manner. Why was this possible?

Based on the experiences of the initial stage of World War I, in 1915 the German army developed the concept of *Auftragstaktik* (somewhat like “mission tactic”; the German term is more appropriate). The key to this was the insight that tactical (sub)leaders decide battles. Combined with the principles of combined arms warfare, this provided the capability for successes even over apparently superior opponents, especially during the first half of World War II. After 1945, armies like the Israeli Defence Forces underlined the importance and effectiveness of these concepts.

Game System

In terms of map, unit, and time scales, the game system is much more abstract than the majority of other systems. Interacting with the (very) variable time and terrain scales, the combat units do

not represent an administrative structure, but rather manoeuvre units capable of independent battle management within the game's framework. The abstract organisation and deployment of units runs directly and indirectly through the entire game system: stacking, ZOCs, screen movement, Retreat before Combat, three types of attack and defence, HQ and Combat Support, etc. Example: a subunit of a manoeuvre unit may well support the attack/defence of another manoeuvre unit without this being explicitly shown by moving counters on the map. In the line of this approach, 'assets' (reconnaissance, engineers, anti-tank and anti-aircraft guns, tank destroyers, artillery, etc.) of the formations of all levels are not represented with their own counters. The lack of mechanics for detached subunits, or subunits in transport or recovery, fits consequently into this philosophy and avoids additional complexity without decreasing game experience and historical authenticity. Doctrine and capability, including equipment, for combined arms warfare were different among the participating combatants. In combination with the *Schwerpunkt* marker, this is reflected in particular in the stacking rules and Combined Arms bonus (refer also to air units).

Combat System

Uncertainty and C3I problems are permanent attendants of real world commanders. The combat system of *Operation Theseus* reflects these issues as well as underlining that combat actions at this scale are free-flowing processes. Instead of planning down to the very last detail and searching for the “missing strength point”, players constantly have to face the current conditions (the German term is more appropriate: “In und mit der Lage leben”; something like “to live in and with the current situation”), thereby considering risks and making compromises. The key to success is battlefield management: Reaction, Retreat before Combat, Attack Escalation, Battle Victory. In addition, this is a nice way to portray the different leadership, doctrine, training, experiences, morale, or equipment of the combatants.

Air Units

Many games at this scale come with rather elaborate air sub-systems. Players of my other designs know that I avoid this. However, some playtesters wondered why only the Axis side has air units to hand. In terms of the number of aircraft available, Axis and Commonwealth were comparable, but air warfare during the operation was different. The Axis were able to establish local air superiority and thus use their planes for decisive close air support. Based on divergent doctrines, which also conditioned the equipment available, the Commonwealth focused on counter air and interdiction of the theatre of operations (less the battlefield). These aspects are indirectly reflected (e.g. Action Points) without adding complexity. The Axis coordination of air and ground forces was sophisticated for 1942 and greatly increased the effectiveness of ground forces. Analysis of the *Bundeswehr* in the 1970s characterised this as “adding the third dimension to combined arms [ground] warfare”. In other words: Axis air units do not represent a defined number of aircraft, but the overall effect of Axis close air support on an attack action.

Victory Conditions

What are the key thoughts behind the victory conditions of *Operation Theseus*? During playtesting we put our heart and soul into keeping the victory conditions in line with the historical situation including realistic (!) options, while at the same time trying to keep bookkeeping as low as possible.

The primary objective of the Axis operation was to encircle and thereby destroy a large part of the Commonwealth 8th Army. *Tobruk* was seen as a secondary objective that could be captured quickly and at little cost after the Allied defeat. Nevertheless, the importance of *Tobruk* is unquestioned, especially for psychological reasons due to the course of the war in 1941. As a result, the victory conditions are a combination of landmarks and step losses. Most players appreciate different victory levels. During playtesting,

a grading into seven levels has proved useful, which also includes 'Draw' as a result.

Finally, I would like to point out that the victory levels refer exclusively to the operation. Military historian Karl-Heinz Frieser has compared the Wehrmacht to a spear: On a large wooden shaft sits a small metal spearhead. This spearhead is formed by armoured and motorised units as well as a tactical air force. The spearhead can achieve considerable success over a limited period of time and territory, but is subject to attrition that the wooden shaft cannot compensate for in the long run. The Campaign for North Africa is a perfect example of this comparison: With the help of the spearhead, the Axis could win Operation Theseus, but had at no point a realistic opportunity of deciding the campaign for North Africa in its own favour due to lack of resources. Even if the result would have been an Axis Decisive Victory (the historic result was an Axis Major Victory), the Axis could have advanced at most as far as the River Nile. On the other hand, a Commonwealth Victory could at best have shortened the campaign.

Final Thoughts

I have been studying operational warfare in the World War II ETO for many years and try to incorporate the insights into wargames in playable form. Veterans of my designs know that this often leads to approaches and mechanics that differ more or less from games on comparable topics. When discussing my designs, players should keep this in mind and be sensitive to this approach. Experience shows that this results in enjoyable gameplay and provides a somewhat different, fresh look at historical events.

I hope the above information has provided some insight into the game system and design decisions. I would be happy if players pick up the spirit of the game and play Operation Theseus with that mindset.

When it comes to games, too often only the designer is mentioned, but publishing a game requires successful team play. Therefore, allow me to express my gratitude to all those who supported Operation Theseus. This includes of course the wargame company VUCA Simulations, artists, developers, and playtesters – not forgetting those of my first ever published wargame some 30 years ago.

Dirk Blennemann – June 2021

12. PLAYER'S NOTES

It is safe to assume that many of the players of Operation Theseus (OTG) will have had experience with the predecessor Crossing the Line (CtL). However, whereas CtL demonstrated the massive onslaught of a superior army against a determined defender, who had to buy time using space and meagre resources, OTG feels different and more like a duel of well-matched opponents – as long as the contest is happening within the minefield belt at least. You will find that out as the aggressor the hard way! Dear Defender: take note that BEYOND those minefields it's a very different game. Having had experience with CtL does not hurt, in fact it will speed up learning these rules considerably. But be warned: the differences are considerable and significant. Without spoiling the fun of learning to master the game, here are some important aspects that need your full attention while reading and learning the rules.

- Be sure to have digested what minefields and 'boxes' do to the defender's units and especially to the attacker's. Learn how to breach and how to defend them successfully!
- Realize that differences in combat mechanics compared to CtL (especially in taking losses) lead to very different encounters. While attacking an intact British combined arms force with a panzer division in a minefield does not cause much concern for those Tommies, getting at them in the clear and possibly in part Disrupted means very bad news!
- Note how headquarters will behave very differently from what was happening in CtL. Protecting those headquarters WILL take a lot of effort from both sides.
- Learn how to use your reconnaissance forces smartly. A screen

of armoured cars can make all the difference in a successful defence and can cause your opponent to despair.

- And last but not least, study the supply rules very closely. In this game roads and trails are extremely important. And, yes, you guessed it: those minefields will not let the supply trucks pass through. Do not disregard the differences between leg and mobile troops!

How does all this translate into successful gameplay? Let's start with the Axis side. Important advice: Have a sound plan and stick to it! Look at the original Theseus plan printed earlier in these rules. That one was good and bold. Mainly bold, by the way. The plains east and north of Bir Hacheim are ideal tank terrain. But then, to get supply there for your grand and brilliant operations, you'll need at least one cleared trail or road. Which one? How to clear it? How to defend it against counterattacks? These are important questions. Bad news here by the way: the territory is ideal for intact British tanks as well. If you, as the attacker, took too many losses while breaching the minefields, those Brits will teach you a lesson. Both opponents will have to watch their supply lines closely by the way at any time. If you find yourself cut off at the end of a turn with a division and are not able to refresh with APs, this can be very bad news. Again, minefields do heavily favour the defender in this aspect as well

So, exactly like CtL, OTG is also a game of attrition and managing resources. Having said that, here is a second piece of advice: If you realize that your original plan is not working, just change it. Flexibility is very much needed. This is of course true for the Commonwealth side as well. You'll have to defend the minefields to make the aggressor troops pay for each inch of ground. But you also have to realize when it is time to regroup beyond those minefields around Bir Hacheim – hopefully still in some strength. A last word concerning the Italian troops: do not underestimate their possible contribution. At some point you'll need a cleared trail through the minefields. They CAN and must help here. There will be not too many successful breaches by the Italians. But where they occur, a supply line will suddenly appear and with or without it, the success or failure of the DAK. And with Kampfgruppe Hecker you do have some assets to lend them strength.

Dirk Dahmann & Hannes Sperka

13. HISTORICAL CONTEXT

In times when half-truths and lies are omnipresent, questions should be asked. Was the war in North Africa really a "war without hate"? In fact, only a few war crimes can be proven for this theatre of war, especially in comparison to other theatres of the Second World War. The war in North Africa was also not a war of ideological extermination as in the Soviet Union. Nor were war-criminal orders – such as the immediate shooting of British commando soldiers – actually implemented.

But it was the civilian population that suffered most from the severe devastation wrought by both sides in their retreats. Oases were devastated and wells poisoned.

In the summer of 1942, Hermann Julius Walther Rauff (group leader in the Reich Security Main Office) was in Africa as head of a task force. His assignment was to take executive measures "on his own responsibility in the Jewish question" after the conquest of Egypt and Palestine. What this would have meant should be clear to everyone.

After the withdrawal of the Afrika Korps, under Rauff's command, Jewish forced labourers were conscripted for the expansion of defensive installations in Tunisia, several synagogues were pillaged, large sums of money were extorted from Jewish communities, and there were numerous deportations to labour camps where the forced labourers were crammed into inhuman conditions. There is also evidence that 2,000 Jews were taken to Italy as hostages, where they later fell victim to mass murder in German concentration camps.

There is no such thing as a clean war!

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- Overview **6** 4

Operations Phase

- **Operations Cycle**
- (Consists of various repetitions of Ops Cycle)

Organisation Segment

- 24** 9.2
- Assignment **8** 5.5.2
- Command Range Check **8** 5.5.2
- Formation Units **8** 5.5.1
- Independent Units **8** 5.5.2
- Reassignment **9** 5.5.2

Overstacking

- 7** 5.3.1 a.E.
- Displacement **7** HQ 5.3.2, Unit 5.3.3
- Failing an EC **9** 5.6.2
- Movement through friendly occupied hex **15** 7.3
- Reaction result **14** 6.5.3
- **Stacking**

Reaction

- Action Points **15** 7.
- Attempt fails **14** 6.5.4
- Command Range Check **11** 5.8.1
- Counter-reaction **14** 6.5.3 (Note)
- Disrupted unit **9** 5.6.3
- Formation Reaction **14** 6.5
- HQ displacement **16** 7.3.5
- Indicated on unit **5** 3.3
- Only one per MA **14** 6.5
- Out of Command effect **11** 5.8.3
- Player passed **13** 6.2

- Reaction Player **13** 6.1
- Resolving Attempt **14** 6.5.2
- Successful attempt **14** 6.5.3
- Supply Check **9** 5.7.1
- Triggering Reaction Attempts **14** 6.5.1

Recovery (Segment)

- 24** 9.1
- Activation Level **24** 9.1.1
- Air Units **24** 9.1.2
- Attrition of isolated units **24** 9.1.5
- Auto Refit **24** 9.1.3
- Command Range Check **11** 5.8.1
- Disruption Recovery **9** 5.6.4
- HQ **24** 9.1.1
- Isolation Effects **11** 5.8.3
- Out of Command Effects **11** 5.8.3
- Supply **9** 5.7.1, **24** 9.1
- Unassigned Independent Units Refit **24** 9.1.4

Refit

- Action **16** 7.6
- Action Costs **15** 7
- Combat units (auto) **24** 9.1.3
- Disrupted unit **9** 5.6.3
- Failing an EC **9** 5.6.2
- Unassigned Independent Units Refit **24** 9.1.4

Reinforcement (Segment)

- 24** 9.4
- Improved Defence marker **24** 7.7
- Independent Units **8** 5.5.2, **24** 9.2
- Movement of Reinforcements **25** 9.4.2
- Placement of Reinforcements **24** 9.4.1

Replacement (Segment)

- 24** 9.3
- Cannibalisation **24** 9.3.2
- Command Range **24** 9.3 **11** 5.8.1
- Improved Defence marker **24** 7.7
- Leg Infantry (Commonwealth) **24** 9.3.2
- Replacement Points (RPs) **24** 9.3
- Supply **24** 9.3
- Tank and heavy tank (Commonwealth) **24** 9.3.1

Retreat

- (as) Combat result (forced, voluntary) **23** 7.5.2.2/7.5.2.3
- Direction (friendly supply area) **23** 7.5.2.2
- Hexes and Hexsides (prohibited) **23** 7.5.2.2
- ZOC (effects) **8** 5.4.1

Stack

- Activation/Action **15** 7.3.1, **15** 7.1
- Bonus AP **23** 7.5.3
- Drop or pick up units **15** 7.3.1
- EC after combat **22** 7.5.2
- HQ present in combat **18** 7.5
- Screen Movement (EZOC to EZOC) **16** 7.3.4
- Limited Intelligence (looking into Stack) **7** 5.3.4
- Movement **15** 7.3.1
- Movement Allowance (maximum) **15** 7.3.1, 7.3.2, **15** 7.1
- **Overstacking**
- Retreat after combat **23** 7.5.2.2
- **Stacking**
- Strength Determination **19** 7.5.1.2

Stacking

- Displacement **7** HQ 5.3.2, Unit 5.3.3
- Movement through friendly occupied hex **15** 7.3
- Moving a Stack **15** 7.3.1
- Stacking Limits & Overstacking **7** 5.3.1

Step Loss

- 23** 7.5.2.1
- Attrition Check **12** 5.8.4 a.E.
- Combat Hit **22** 7.5.2
- Combat Support Unit **20** 7.5.1.2 A
- Failing an EC **9** 5.6.2
- Retreat **23** 7.5.2.2

Supply (regarding HQ & Unassigned Independent units; for other units see Command Range)

- Activating unsupplied Formations **13** 6.3.3
- Check (when to) **9** 5.7.1
- Emergency Supply **10** 5.7.5
- Entry Hexes **3** 3.1.5
- Out of Supply **10** 5.7.5
- Path (broken) **10** 5.7.4
- Path (tracing) **9** 5.7.2
- Reaction **14** 6.5.2
- Recovery (HQ) **24** 9.1.1
- Refit of Combat units **24** 9.1.3
- Replacement **24** 9.3
- Sources **10** 5.7.3
- Unassigned Independent Units Refit **24** 9.1.4
- ZOC **8** 5.4.1

Tank Points

- Armour Superiority **21** 7.5.1.5 C
- Combat Hit **22** 7.5.2
- Indication on unit **3** 3.2
- Disruption effect **9** 5.6.3

Terrain

- Hex Terrain **3** 3.1.1
- Hexside Terrain **3** 3.1.2
- Minefield & Box Hexes **3** 3.1.3
- Supply Entry Hexes **3** 3.1.5

Victory

- Introduction (goal) **3** 1
- Battle Victory **23** 7.5.3
- Conditions **25/26/27** 10
- Control of VP Hexes (ZOC/EZOC) **25** 10
- End Turn Segment **25** 9.
- Victory Point markers **25** 10

Victory Points

- Control of VP Hexes (ZOC/EZOC) **25** 10
- Markers **25** 10

Zone Of Control (ZOC/EZOC)

- 7** 5.4
- Combat Support **20** 7.5.1.5 B
- Disrupted Units **9** 5.6.3
- Effects (Movement, Command & Supply Paths, Retreat, Combat) **8** 5.4.1
- Enemy Zone of Control (EZOC) **8** 5.4
- Screen Movement (EZOC to EZOC) **16** 7.3.4
- Replacements **24** 9.3
- Retreat **23** 7.5.2.2
- Road **16** 7.3.3

Note on combat multiplier chits:

The probability deviating of the combat multiplier chits from the linear distribution is intentional and is a result of elaborate playtesting. The reasoning behind this: One of the basic ideas of the system is to reduce the optimization of probabilities by the players. This applies not only, but also, to the Combat System and combat chits. We decided however, to include seven optional replacement chits in **Operation Theseus** to allow players to play with a linear distribution of the multipliers if they prefer. To do so, please replace the following chits:

	N° 10	N° 14	N° 15	N° 16	N° 17	N° 18	N° 29
Original							
Linear distribution							
	N° A10	N° A14	N° A15	N° A16	N° A17	N° A18	N° A29



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