THE CAMPAIGN FOR NORTH AFRICA **Map D**

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AXIS GAME-TURN RECORD TRACK

1 *Sep III* **Begin:** *Graz(1)/ItCam (1)/CNA(1).* **1940**	**2** *Sep IV*	**3** *Oct I*	**4** *Oct II*	**5** *Oct III*	**6** *Oct IV* **End:** *Graz(3).*	**7** *Nov I* *Roll for pilots (I).*	**8** *Nov II*	**9** *Nov III* **Rnf:** I(2)	**10** *Nov IV* **Rnf:** I(1,2,3)	**11** *Dec I* **Rnf:** I(1)	**12** *Dec II* **Rnf:** I(1,2)	**13** *Dec III* **Rnf:** I(3)	**14** *Dec IV*	
15 *Jan I* **Rnf:** I(2) **1941**	**16** *Jan II*	**17** *Jan III* **Rnf:** I(3)	**18** *Jan IV* **Rnf:** I(1)	**19** *Feb I*	**20** *Feb II* **Rnf:** G(1) **End:** *ItCam(3)*	**21** *Feb III* **Rnf:** I(1,2)/G(1,2)	**22** *Feb IV* **Rnf:** I(2)/G(1,2,3)	**23** *Mar I* **Rnf:** G(1) *Roll for pilots (G).*	**24** *Mar II* **Rnf:** I(1)/G(2,3)	**25** *Mar III* **Rnf:** I(1)/G(1,2,3)	**26** *Mar IV* **Rnf:** I(1)/G(1) **Begin:** *Tobruk (3)/Fox(3)*	**27** *Apr I* **Rnf:** G(1,2,3)	**28** *Apr II* **Rnf:** G(1,2,3)	**29** *Apr III* **Rnf:** G(1,2,3) *Pilot Marseilles arrives.*	**30** *Apr IV* **Rnf:** G(1,2)
31 *May I* **Rnf:** G(1,2,3) *Tanks (G) BAR from 1 right to zero.*	**32** *May II* **Rnf:** G(1,2)	**33** *May III* **Rnf:** G(1,3)	**34** *May IV* **Rnf:** G(1,2,3)	**35** *Jun I* **Rnf:** G(2,3) *Begin forced basing of bombers (G) on Crete. Begin attempts to open port of Bizerta.*	**36** *Jun II* **Rnf:** G(2)	**37** *Jun III* **Rnf:** G(1)	**38** *Jun IV* **Rnf:** G(2) **End:** *End Tobruk(3).*	**39** *Jul I* **Rnf:** G(1) *Begin upgrading eligible recon units. Earliest date for 10th Light Flotilla (I) raid on CW fleet.*	**40** *Jul II* **Rnf:** G(3)	**41** *Jul III*	**42** *Jul IV*	**43** *Aug I* **Rnf:** G(1,2)	**44** *Aug II* **Rnf:** G(2)	**45** *Aug III* **Rnf:** I(1)/G(1)	**46** *Aug IV*
47 *Sep I*	**48** *Sep II*	**49** *Sep III* **Rnf:** G(3)	**50** *Sep IV* **Rnf:** I(3)	**51** *Oct I* **Rnf:** I(3)	**52** *Oct II* **Rnf:** G(3)	**53** *Oct III*	**54** *Oct IV*	**55** *Nov I* **Rnf:** I(1,3)	**56** *Nov II*	**57** *Nov III* **Begin:** *Crusader (3)*	**58** *Nov IV* **Rnf:** G(1,2) *21 Div HQ (G) replaces 5th Lt Div HQ.*	**59** *Dec I* **Rnf:** I(2)/G(2)	**60** *Dec II* **Rnf:** G(3)	**61** *Dec III* **Rnf:** G(1)	**62** *Dec IV* **Rnf:** I(3)
63 *Jan I* *7.5cm (G) and 75/27 (I) guns may begin to use anti-armor rating.* **1942**	**64** *Jan II*	**65** *Jan III* **End:** *Crusader(1)*	**66** *Jan IV* **Rnf:** G(1,2,3)	**67** *Feb I* **Rnf:** G(1)	**68** *Feb II* **Rnf:** G(1,2)	**69** *Feb III*	**70** *Feb IV* **Rnf:** I(2)/G(2)	**71** *Mar I* **Rnf:** I(3)/G(3)	**72** *Mar II*	**73** *Mar III*	**74** *Mar IV* **Rnf:** G(1)	**75** *Apr I* *May being to create ad hoc anti-tank batteries*	**76** *Apr II* **Rnf:** G(2,3)	**77** *Apr III*	**78** *Apr IV*
79 *May I*	**80** *May II* **Rnf:** G(2)	**81** *May III*	**82** *May IV* **Rnf:** G(2)	**83** *Jun I*	**84** *Jun II*	**85** *Jun III* **Rnf:** G(1)	**86** *Jun IV* **Rnf:** G(2)	**87** *Jul I* **Rnf:** G(2)	**88** *Jul II* **Rnf:** G(2)	**89** *Jul III* **Rnf:** G(2,3)	**90** *Jul IV* **Rnf:** I(2)	**91** *Aug I* **Rnf:** G(1,3)	**92** *Aug II* **Rnf:** I(1,2)/G(1,2,3)	**93** *Aug III* **Rnf:** G(1,2,3)	**94** *Aug IV* **Rnf:** I(2,3)/G(1,2)
95 *Sep I* **Rnf:** G(1,3)	**96** *Sep II* **Rnf:** G(1)	**97** *Sep III* **Rnf:** I(1,2)/G(3)	**98** *Sep IV*	**99** *Oct I* **Rnf:** I(2) *End roll for pilots (G&I).*	**100** *Oct II*	**101** *Oct III*	**102** *Oct IV* **Begin:** *Chance (1)/Retreat(1).* **End:** *Chance(3)*	**103** *Nov I*	**104** *Nov II*	**105** *Nov III*	**106** *Nov IV*	**107** *Dec I*	**108** *Dec II*	**109** *Dec III*	**110** *Dec IV*

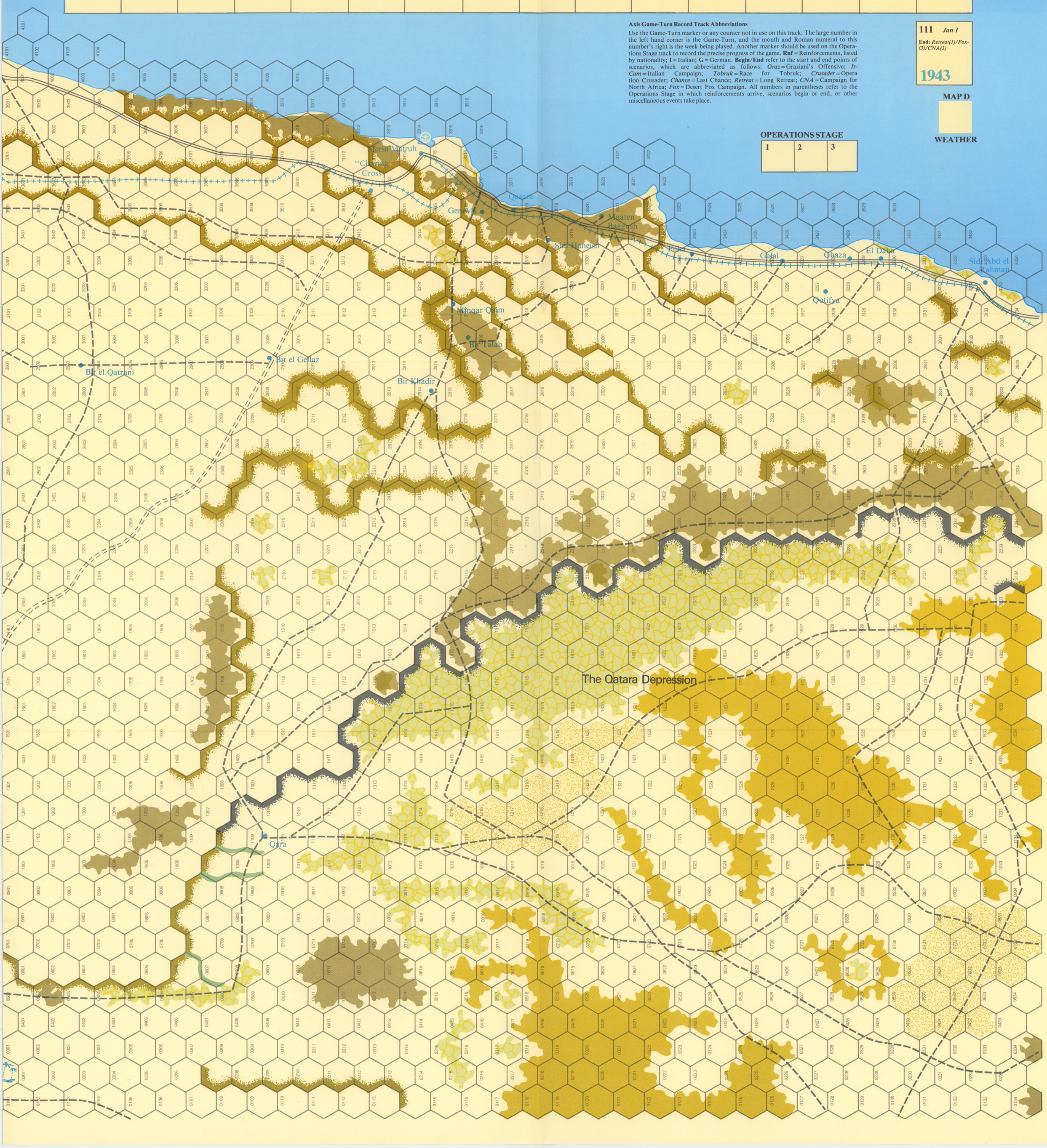
111 *Jan I*
End: *Retreat(1)/Fox(3)/CNA(3)*
1943

Axis Game-Turn Record Track Abbreviations

Use the Game-Turn marker or any counter not in use on this track. The large number in the left hand corner is the Game-Turn, and the month and Roman numeral to this number's right is the week being played. Another marker should be used on the Operations Stage track to record the precise progress of the game. **Rnf** = Reinforcements, listed by nationality; **I** = Italian; **G** = German. **Begin/End** refer to the start and end points of scenarios, which are abbreviated as follows: *Graz* = Graziani's Offensive; *ItCam* = Italian Campaign; *Tobruk* = Race for Tobruk; *Crusader* = Operation Crusader; *Chance* = Last Chance; *Retreat* = Long Retreat; *CNA* = Campaign for North Africa; *Fox* = Desert Fox Campaign. All numbers in parentheses refer to the Operations Stage in which reinforcements arrive, scenarios begin or end, or other miscellaneous events take place.

OPERATIONS STAGE

1	2	3

MAP D

WEATHER