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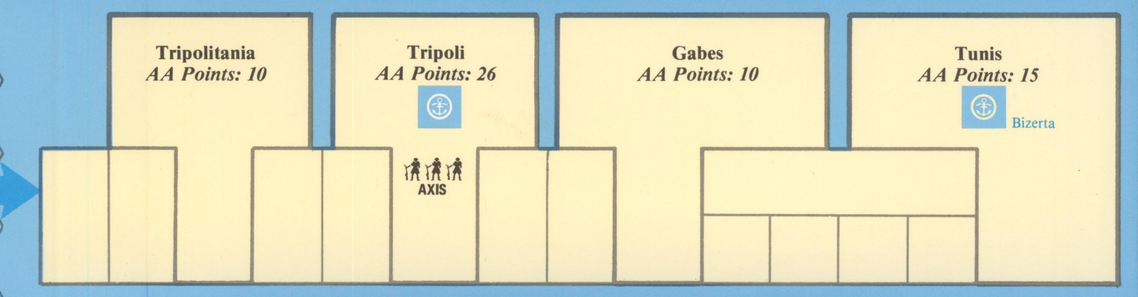

TRIPOLI/TUNIS AXIS OFF-MAP LAND MOVEMENT COMPLEX

MAP A

WEATHER

Italy Holding Box

Sicily Holding Box

Benghazi Holding Box

SUMMARY OF IMPORTANT LOCATIONS

Place	Location	Major City	Port	Assigned Garrison	Victory Condition
Aboukir	E3815	–	X	–	–
Agadabia	A2629	–	–	–	X
Alexandria	E3613/3714	X	X	–	X
Bardia	C4321	X	X	X	X
Benghazi	A4827	X	X	–	X
Benina	A4829	–	–	X	–
Bir Scheferzen	C3419	–	–	X	–
Bizerta	off map	–	X	–	–
Cairo	E1730/1829/1830/1930/1931	X	–	–	X
Derna	B5925	–	X	X	X
el Agheila	A1816	–	–	–	X
el Grein	C1715	–	–	X	–
Fort Maddalena	C3019	–	–	X	X
Giarabub	C1014	–	–	X	X
Halfaya Pass	C3922/3821	–	–	–	X
Helwan	E1430	X	–	–	–
Jalo	B0513	–	–	–	X
Marble Arch	A2109	–	–	–	X
Mechili	B4921	–	–	X	–
Mersa Brega	A2021	–	–	–	X
Mersa Matruh	D3714	–	X	X	X
Nofilia	A2703	–	X	–	–
Ras el Ali	A2010	–	X	–	–
Rosetta	E4019	–	X	–	–
Sidi Barrani	C4131	–	–	–	X
Sidi Omar	C3618	–	–	–	X
Siwa	C0127	–	–	–	X
Sollum	C4021	–	X	–	X
Soluch	A4130	–	–	X	–
Tobruk	C4807	X	X	X	X
Zuetina	A2928	–	X	–	–

WEATHER TRACK (Overall)

Normal	Hot	Sand Storm	Rain Storm

Map A

THE CAMPAIGN FOR NORTH AFRICA

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[8.37] TERRAIN EFFECTS CHART

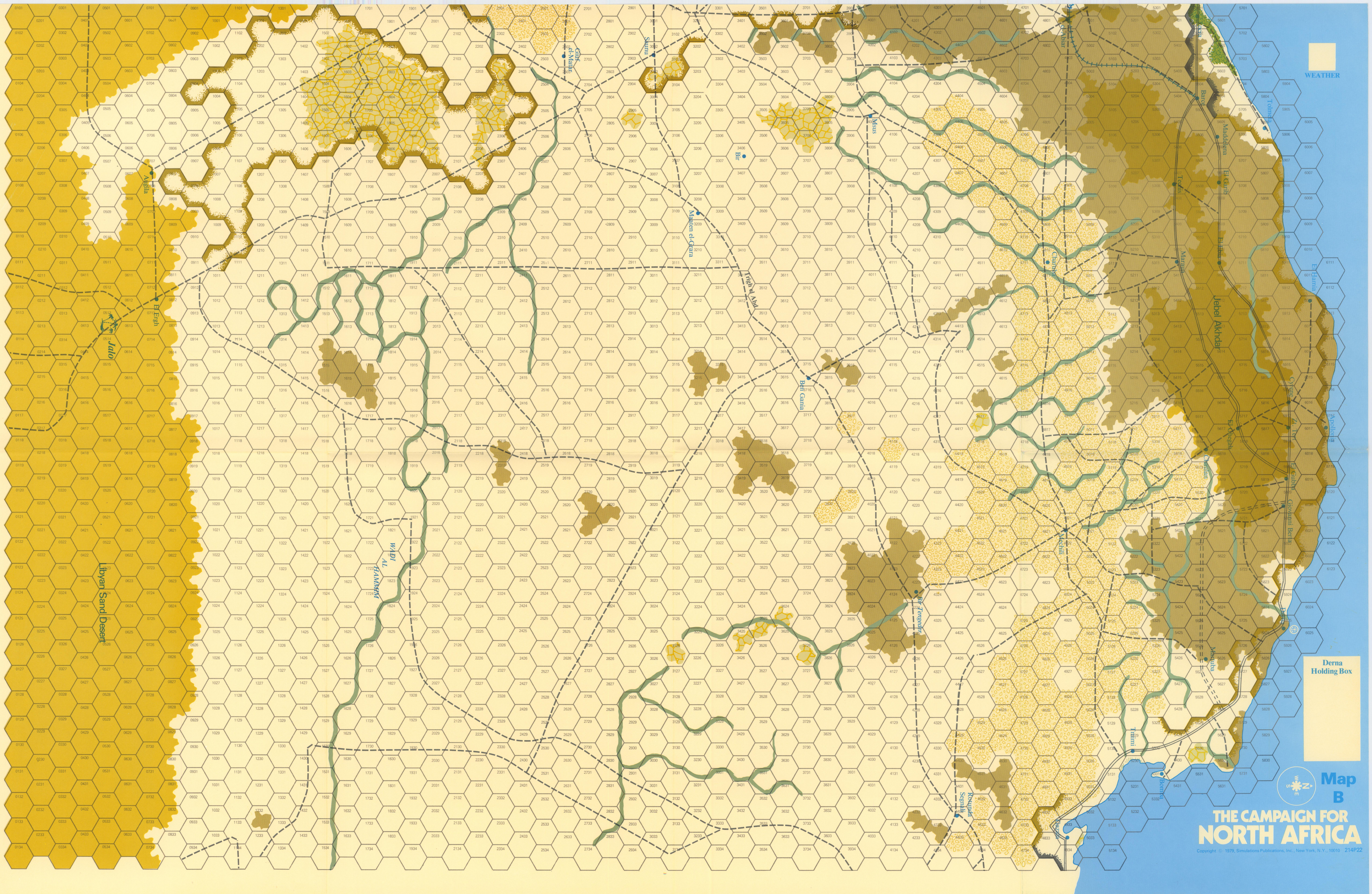
Terrain Type	CP Cost to Enter or Cross: non-Mot	Mot	Breakdown Value	Combat Adjustment: Barrage	Anti Armor	Close Assault	Stacking[1] Limit
Clear	2	2	4	–	–	–	6
Gravel	2	2	6	–	–	–	6
Salt Marsh[2]	3	2	6	–	–	R1	6
Heavy Vegetation	3	3	3	–	L1	L1	6
Rough	3	4	8	L1	L1	L2	6
Mountain	4	6	12	L2	L2	L3	3
Delta	2	4	2	–	–	–	6
Desert	3	4[3]	24	–	–	–	6
Major City	1	½	½	See Fortifications			8
Swamp[4]	May enter only on road or railroad			–	–	–	6
Village/Bir/Oasis	Same as terrain in hex for all purposes						
Railroad[5]	Same as terrain in hex for all purposes						
Road	1[6]	½[6]	½[4]	–	–	–	5[7]
Track	1[8]	1[8]	–[8]	–	–	–	5[7]
Ridge	+2	+4	2	–	L2	L2	–
Up Slope	+2	+4	2	–	L1	L2	–
Down Slope	+1	+2	2	–	L1	R1	–
Up Escarpment	+6	P	–	–	P	L3	–
Down Escarpment	+4	+8[9]	+6	–	L2	R1	–
Wadi	+1[10]	+4[10]	+8	–	–	L1	–
Major River	+8	P[11]	–	–	–	L6	–
Minor River	+3	+6	+1	–	–	L2	–
Fortifications							
Level One	Same as terrain in hex			L1[12]	L1	L2	–
Level Two	Same as terrain in hex			L2[12]	L2	L3	–
Level Three	Same as terrain in hex			L2[12]	L2	L4	–
Friendly Minefield[13]	+1	+4	0	–	L1	L1	–
Enemy Minefield[13]	+4	+CPA	+2	–	–	–	–

CP = Capability Point; Mot = Motorized; non-Mot = non-Motorized; P = Prohibited; L or R = Column Shift(s) to left or right, respectively.

Notes

1. A garrison unit in its assigned hex occupies zero stacking space. In addition, an unlimited number of anit-aircraft units may occupy a Major City hex at zero stacking space; three anti-aircraft units may occupy an Airfield hex at zero stacking space while one anit-aircraft unit may occupy an Air Landing Strip hex at zero stacking space.
2. Vehicles *other* than Light Trucks, Recce-type units, and motorcycle infantry may only enter/leave the hex on a track. Motorized units may not engage in combat into/out of a Silt Marsh (Case 8.44).
3. Light Trucks, motorcycle reconnaissance units, and motorcycle infantry units may not enter, even via a track.
4. Alexandria and Cairo hexes are Level Three Fortifications, all others are Level Two.
5. Commonwealth units may be able to use Rail Movement (Case 8.7).
6. Negates all hexside terrain feature entry costs and Breakdown Point Values.
7. Applies only to the units/truck points in that hex at that time.
8. Halves all terrain feature entry costs and all hex/hexside Breakdown Point values *except* the Capability Points expended and the Breakdown acquired by moving a vehicle down an escarpment.
9. Motorized units and trucks may only cross on a track.
10. May only be crossed during a Rainstorm if the hexside is crossed by a road or railroad (which is treated as a road for this purpose) at a cost of two additional Capability Points.
11. May only be crossed if the hexside is crossed by a road or railroad. A motorized unit may so cross at no additional cost in Capability or Breakdown Points.
12. Armor targets receive the defensive benefit only if the hex is a Major City hex.
13. Engineer units reduce cost to enter (Case 26.2). If *assaulting* forces are in an Enemy minefield, the non-Phasing forces receive L1 shifts for Anti-Armor and Close Assault if not already receiving them for occupying a Friendly minefield.

TERRAIN KEY


WEATHER
Derna Holding Box
Map B
THE CAMPAIGN FOR NORTH AFRICA
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Libyan Sand Desert
Jalo
Algila
El Ergh
WADI AL HAMMAM
Gmar el-Mang
Sluma
Bir
Msus
Marian el-Gara
Trigh el Abd
Bir Gania
Tobruk
Bardia
Maddalena
El Garh
Tolmeta
El Lamin
Marsa Talas
Jebel Akhdar
Cyrene
Apollonia
Derna
Mechili
Mechili
Tmimi
Bomba
Sceduat
Sebkhet Sebella
Agedabia

THE CAMPAIGN FOR NORTH AFRICA

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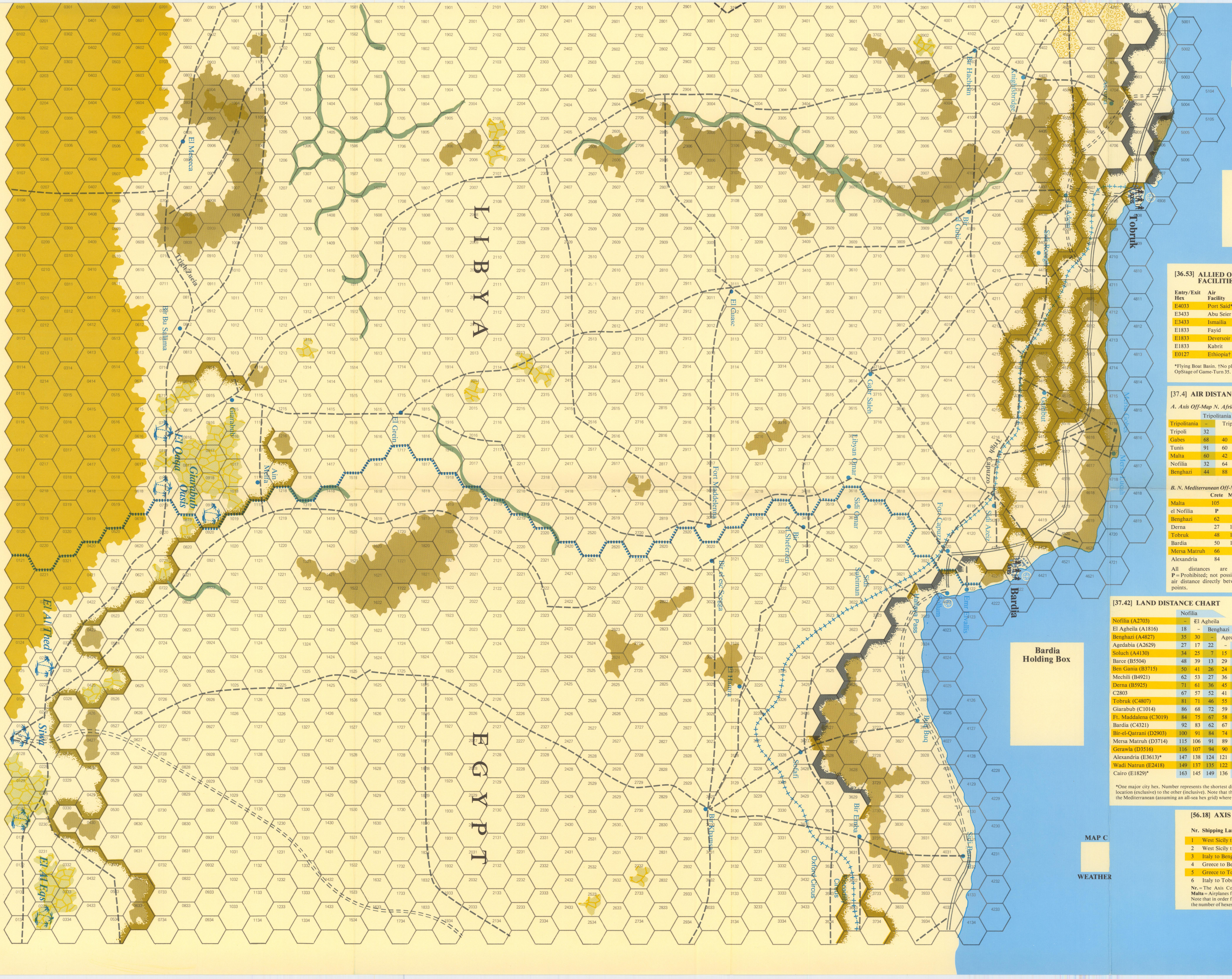
Map C



Tobruk Holding Box

Crete Holding Box

Bardia Holding Box

MAP C

WEATHER

[36.53] ALLIED OFF-MAP AIR FACILITIES CHART

Entry/Exit Hex	Air Facility	Distance to Entry/Exit Hex	Maximum Squadrons
E4033	Port Said*	12	3
E3433	Abu Seier	7	9
E3433	Ismailia	9	9
E1833	Fayid	11	9
E1833	Deversoir	12	9
E1833	Kabrit	13	9
E0127	Ethiopia†	60	Unlimited

*Flying Boat Basin. †No planes may be based here until the first OpStage of Game-Turn 35.

[8.89] OFF-MAP LAND UNIT MOVEMENT DISTANCE CHART

	Tunis	Gabes	Tripoli	Tripolitania
Tunis	–			
Gabes	1/2/5	–		
Tripoli	2/3/8	1/1/3	–	
Tripolitania	3/4/11	2/2/6	1/1/3	–
Nofilia	4/5/14	3/3/9	2/2/6	1/1/3

Numbers represent number of Operations Stages of continuous movement required for a unit to complete its movement between indicated places. Number refer respectively to units with a CPA of 25 or more/15 to 20/ less than 15. Note that a unit may not exceed its Basic CPA during off-map movement.

[37.4] AIR DISTANCE CHART

A. Axis Off-Map N. African Areas

	Tripolitania	Tripoli	Gabes	Tunis
Tripolitania	–			
Tripoli	32			
Gabes	68	40		
Tunis	91	60	40	
Malta	60	42	58	52
Nofilia	32	64	104	120
Benghazi	44	88	124	136

B. N. Mediterranean Off-Map Areas

	Crete	Malta	Sicily	Italy
Malta	105	–	24	72
el Nofilia	P	80	P	P
Benghazi	62	84	96	138
Derna	27	108	105	147
Tobruk	48	126	P	P
Bardia	50	144	P	P
Mersa Matruh	66	P	P	P
Alexandria	84	P	P	P

All distances are in hexes. **P** = Prohibited; not possible to traverse air distance directly between indicated points.

[56.26] ROAD DISTANCE TABLE

	Nofilia	Marble Arch	El Agheila	Benghazi	Derna	Tobruk	Bardia	Mersa Matruh	Alexandria
Nofilia	–								
Marble Arch	9	–							
El Agheila	19	10	–						
Benghazi	61	52	42	–					
Derna	98	89	79	37	–				
Tobruk	121	112	102	60	23	–			
Bardia	138	129	119	77	40	17	–		
Mersa Matruh	174	165	155	113	76	53	36	–	
Alexandria	213	204	194	152	115	92	75	39	–
Cairo	239	230	220	178	141	118	101	65	31

Determining Shortest Distance

The shortest distance (not the actual flight path) in hexes between any two map locations is determined as follows: Choose one hex to be the origin hex and the other to be the destination hex. Trace a path of hexes through the origin hex along any of the three 60° hex axes (i.e., east-west, northeast-southwest, or northwest-southeast) and trace a similar path using a different hex axis through the destination hex. At some point, these two paths will converge at a 60° *not* 120° angle. Count the number of hexes from the hex of origin to the hex in which the convergence occurs to determine the shortest distance. **Example 1: Tobruk to Ben Gania**. Either 31 hexes west to hex B4809 or 31 hexes southwest to hex B1725 as Ben Gania lies along the northwest-southeast axis that intersects both paths. **Example 2: Agedabia to Ismailia** (Allied off-map airfield). East 33 hexes to B2629 + 33 hexes to C2629 + 33 hexes to D 2629 + 33 hexes to E2629 + zero hexes northwest to E3425 + 8 hexes to E3433 + 9 hexes east to Ismailia. Total distance is 149 hexes.

[37.42] LAND DISTANCE CHART

	Nofilia	El Agheila	Benghazi	Agedabia	Soluch	Barce	Ben Gania	Mechili	Derna	C2803	Tobruk	Giarabub	Ft. Maddalena	Bardia	Bir-el-Qatrani	Mersa Matruh	Gerawla	Alexandria	Wadi Natrun
Nofilia (A2703)	–																		
El Agheila (A1816)	18	–																	
Benghazi (A4827)	35	30	–																
Agedabia (A2629)	27	17	22	–															
Soluch (A4130)	34	25	7	15	–														
Barce (B5504)	48	39	13	29	14	–													
Ben Gania (B3715)	50	41	26	24	20	20	–												
Mechili (B4921)	62	53	27	36	28	20	12	–											
Derna (B5925)	71	61	36	45	37	23	22	10	–										
C2803	67	57	52	41	46	46	26	26	31	–									
Tobruk (C4807)	81	71	46	55	47	40	31	20	21	20	–								
Giarabub (C1014)	86	68	72	59	66	66	46	46	49	20	38	–							
Ft. Maddalena (C3019)	84	75	67	58	61	61	41	41	42	17	21	20	–						
Bardia (C4321)	92	83	62	67	59	56	42	36	37	25	16	33	13	–					
Bir-el-Qatrani (D2903)	100	91	84	74	77	80	58	58	59	33	38	31	17	22	–				
Mersa Matruh (D3714)	115	106	91	89	85	85	65	65	66	48	45	46	31	29	15	–			
Gerawla (D3516)	116	107	94	90	88	88	68	68	69	49	48	47	32	32	16	3	–		
Alexandria (E3613)*	147	138	124	121	118	118	98	98	99	79	78	78	63	62	47	33	31	–	
Wadi Natrun (E2418)	149	137	135	122	130	129	109	109	110	83	89	76	68	73	51	44	41	12	–
Cairo (E1829)*	163	145	149	136	143	143	123	123	124	98	103	85	82	87	65	58	55	25	14

*One major city hex. Number represents the shortest distance in hexes from one location (exclusive) to the other (inclusive). Note that this includes cutting across the Mediterranean (assuming an all-sea hex grid) where necessary. A specific hex on a map section is always 33 hexes from a hex on an adjacent map section bearing the same hex number (e.g., D4102 is 33 hexes from C4102 and E4102). See Determining Shortest Distance above.

[56.18] AXIS NAVAL CONVOY AIR DISTANCE CHART

Nr.	Shipping Lane	Sicily	Italy	Crete	Malta	Benghazi	Derna	Tobruk
		Rally Points						
1	West Sicily to Bizerta	20	56	–	42	126	145	165
2	West Sicily to Tripoli	45	82	134	35	100	135	160
3	Italy to Benghazi	41	79	80	50	51	57	80
4	Greece to Benghazi	83	117	38	80	27	22	42
5	Greece to Tobruk	96	137	28	125	44	18	26
6	Italy to Tobruk	57	101	62	70	39	38	60

Nr. = The Axis Convoy Lane's description number. **Sicily, Italy, Crete** = Airplanes flying from any of those boxes. **Malta** = Airplanes flying from any hex on Malta. Values represent distance in hexes from that location to the Shipping Lane. Note that in order for a plane to fly a Mission to a Shipping Lane from North Africa it must possess a Range at least equal to the number of hexes from its Air Facility to a Rally Point *and* from that Rally Point to the Shipping Lane.

214P23

THE CAMPAIGN FOR NORTH AFRICA **Map D**

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214P24

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

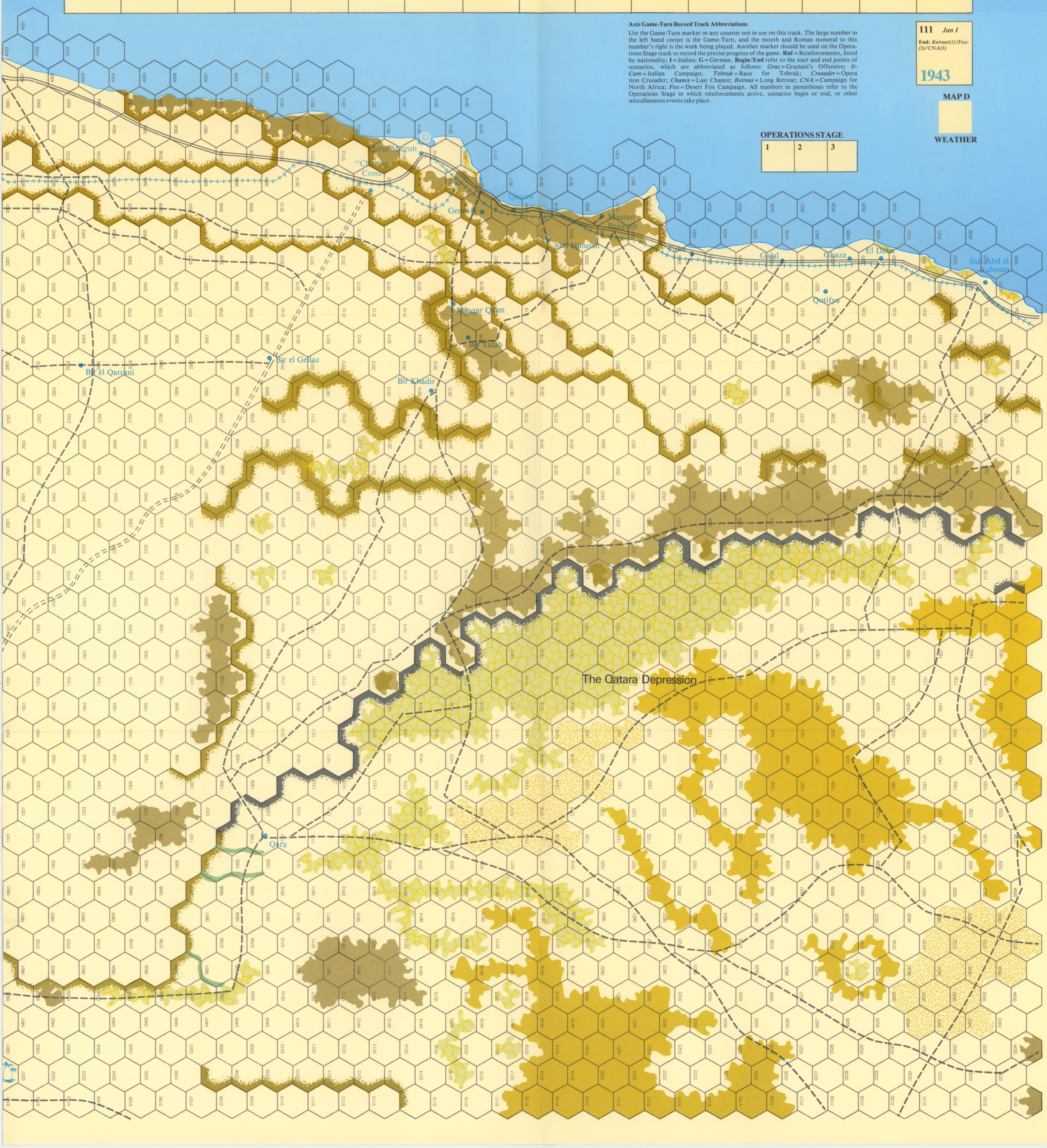
Use the Game-Turn marker or any counter not in use on this track. The large number in the left hand corner is the Game-Turn, and the month and Roman numeral to this number's right is the week being played. Another marker should be used on the Operations Stage track to record the precise progress of the 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



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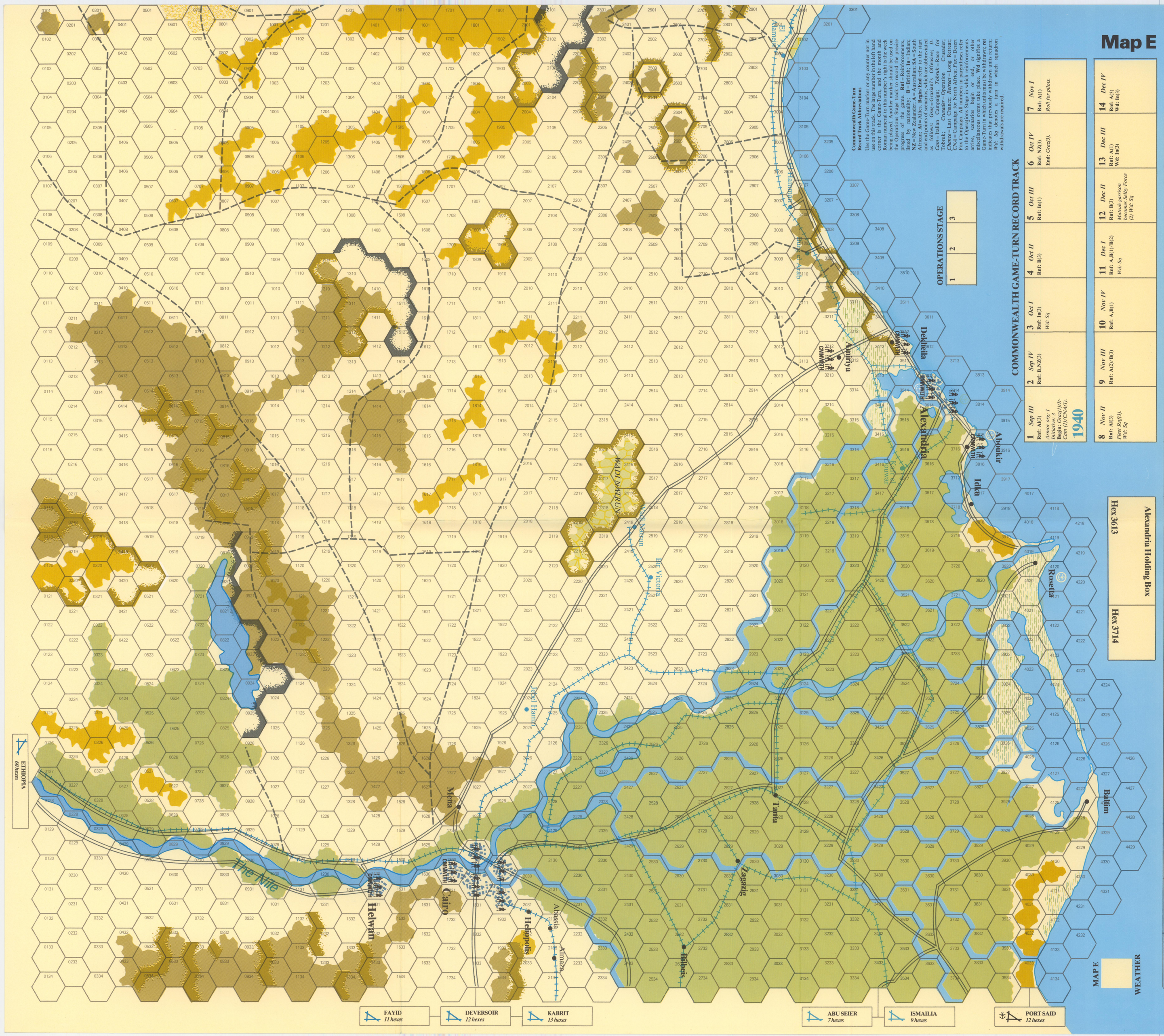
Map E


Alexandria
Abukir
Idku
Rosetta
Baltim
Deleta
Damanhur
Tanta
Zagazig
Mena
Cairo
Helwan
Heliopolis
Abbasia
Almaza
Ismailia
Bitter Lake
Suez Canal
Kantara
Qantara
Port Said
Port Fouad
Qasaba
Bir Gafgafa
Bir Hakim
Bir Lahfan
Bir Tarfawi
Bir Zeidun
Bir Kenayis
Bir Sidi Muftah
Bir Abu Dis
Bir Abu Ghalaq
Bir Abu Ghalaq
Bir Abu Ghalaq