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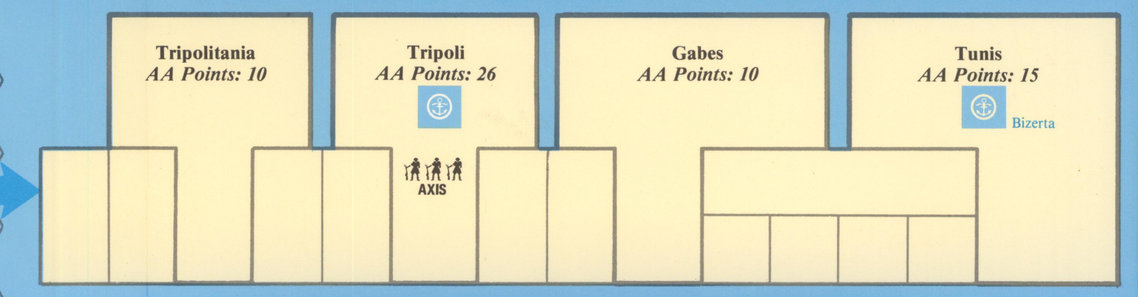

TRIPOLI/TUNIS AXIS OFF-MAP LAND MOVEMENT COMPLEX

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