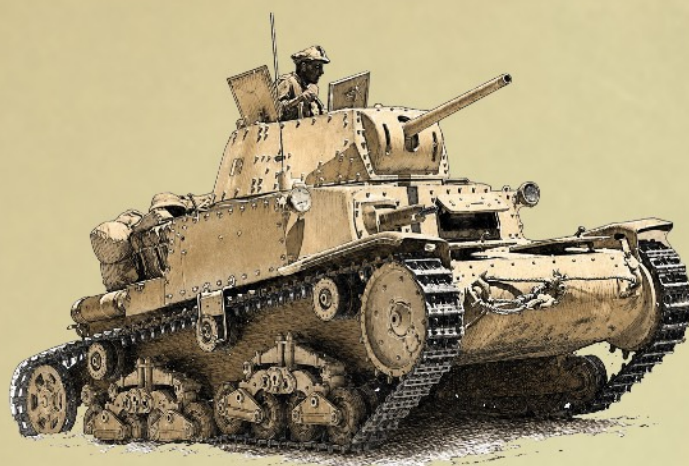




IN THE
DESERT

PLAYBOOK

ENGLISH

HOW TO **START**

Setup: Players deploy their forces according to the turn track. The British player places only two motorized units, one tank, and one fighter in the Sidi Barrani area; the infantry unit (cube) and the bomber are placed in Alexandria.

The Axis player must place the already engaged tank and three infantry units in the Tripoli area. The remaining forces are deployed in Tobruk, Benghazi, and the Bardia area. The illustration below shows both sides' initial deployments at the start of the game.

Both players begin with their supply tracks at maximum capacity: **10** for the Axis and **11** for the British.



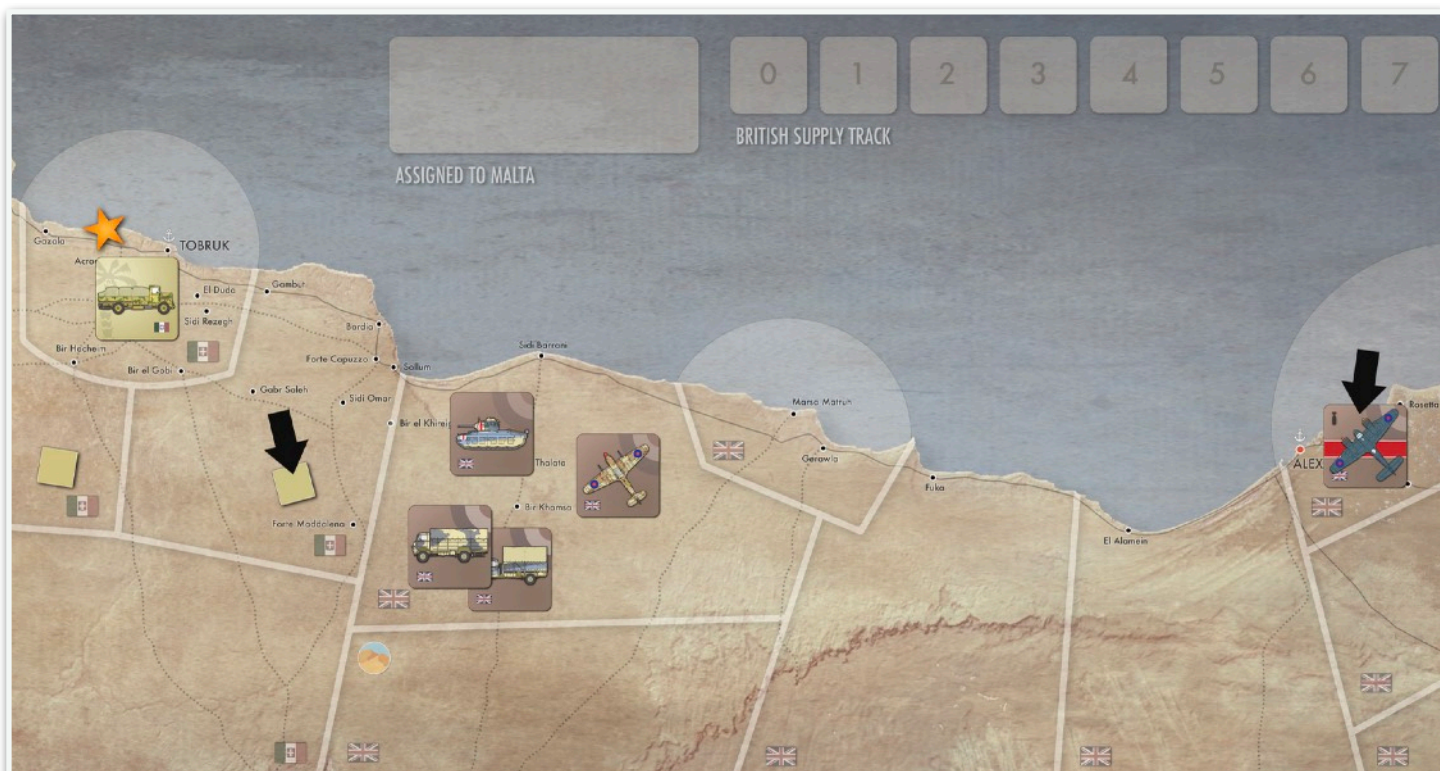
Turn Marker: Place the turn marker on space **"1"** of the Turn Track. The game is now ready to begin.

TURN 1

British Initiative

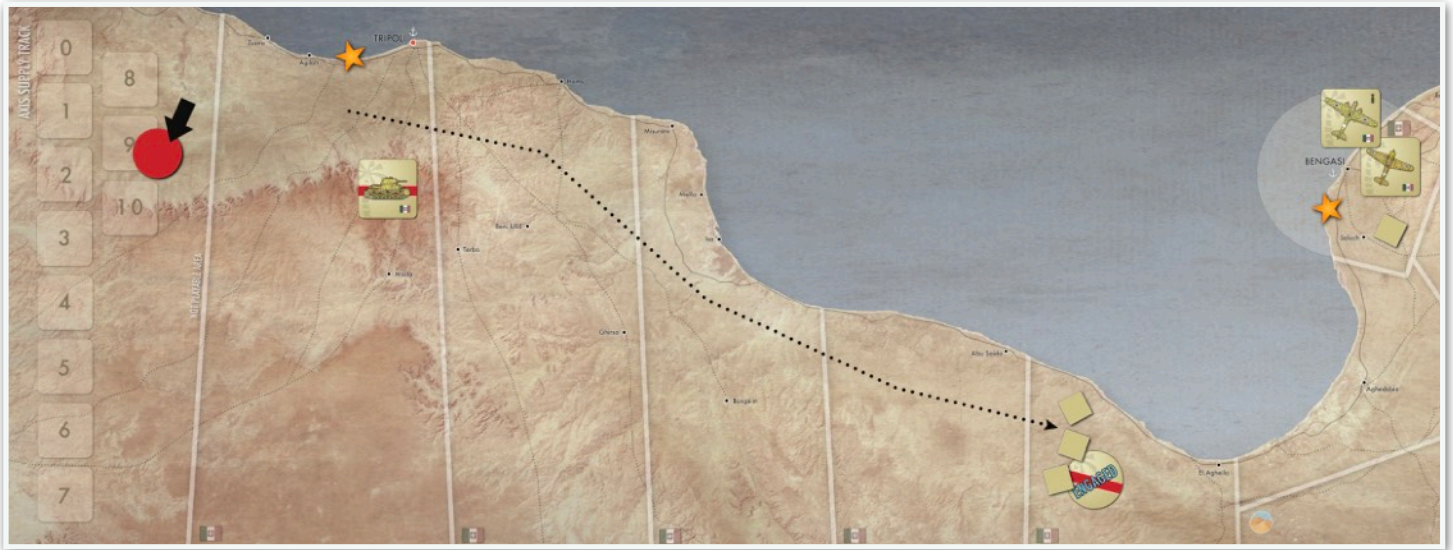
The British player has the initiative during the first turn. He immediately activates the bomber stationed in Alexandria to bomb the Bardia area. The counter is flipped to its **ENG** side, and three dice are rolled, resulting in **1-4-6**. The roll of **6** eliminates one Axis infantry unit, since units are not allowed to retreat in order to absorb losses caused by bombing.

Because the bomber did not move, the British player does not spend any supply points from his supply track.



Axis Initiative

The three infantry units move from Tripoli to El Agheila. An ENG marker is placed next to them to indicate that they have been activated. The Axis supply track is reduced by one point and updated to 9.



British Initiative

The Sidi Barrani area is activated. The tank, the fighter, and one motorized unit move into the Bardia area. The remaining motorized unit advances into the Italian desert area south of Bardia and must stop there, as the desert terrain prevents any further movement. The British player also updates the supply track, reducing it by one point to reflect the supply point spent for the activation.



Axis Initiative

The Italian infantry unit in **Derna** moves to **Tobruk**. An **ENG** marker is placed beneath the unit to indicate that it has been activated. The Axis Supply Track is updated accordingly and now stands at **8**.

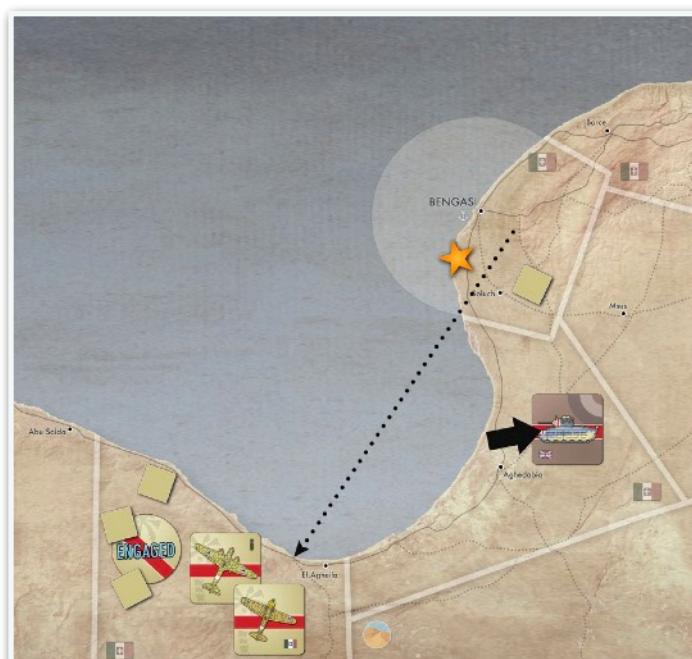


British Initiative

The tank moves to Agedabia, and a prepared defense is constructed in the Bardia area. The total cost deducted from the British Supply Track is 2 points: 1 for the tank's movement and 1 for constructing the prepared defense.

Axis Initiative

The aircraft stationed in Benghazi move to El Agheila and carry out a bombing attack against the British tank. The bomber rolls three dice and obtains 2-2-5, which causes no losses. The fighter rolls a 5, inflicting one hit on the tank. The British player absorbs the loss by flipping the unit to its ENG side. The Axis spends 1 supply point, which is deducted from the Axis Supply Track.

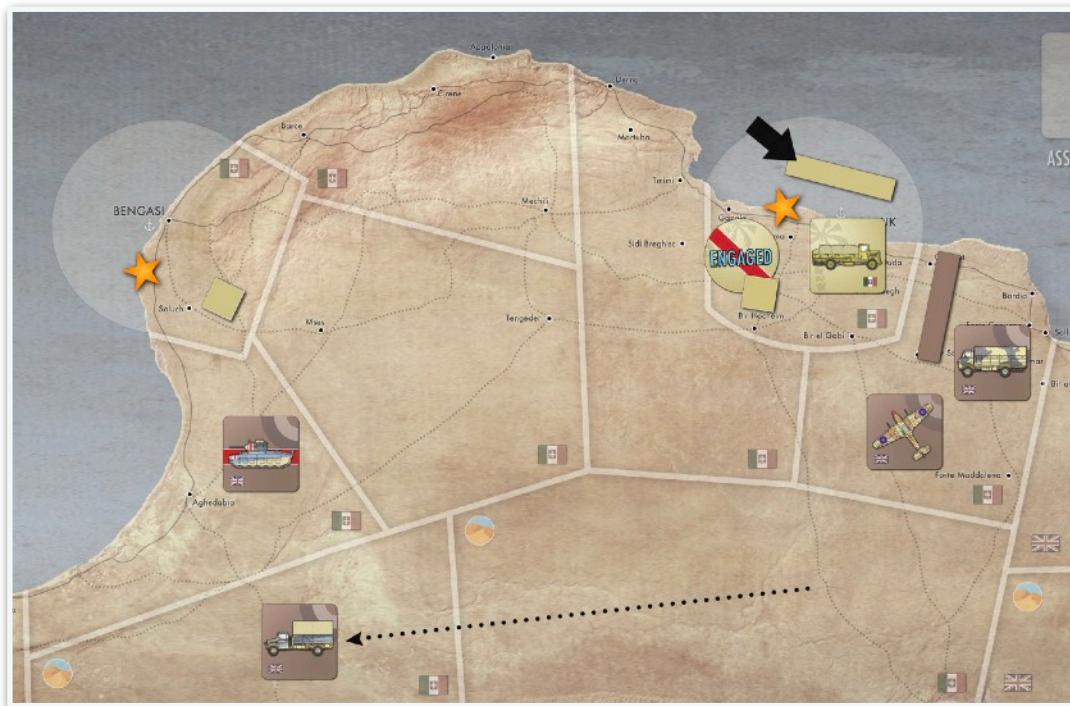


British Initiative

The motorized unit in the desert moves into the western desert area. The British player spends 1 Supply Point (SP) for this movement.

Axis Initiative

Tobruk constructs a fortified line. The Axis player spends 1 Supply Point (SP); the Axis Supply Track is now updated to **6** SP.



British Initiative

The fighter bombs the Italian motorized unit and rolls a 6, inflicting one loss. The motorized unit is flipped to its ENG side to absorb the damage.

In this case, no Supply Points are spent, since the fighter did not move.



Axis Initiative

Pass.

British Initiative

The motorized unit in Bardia moves to Agedabia, spending 1 Supply Point (SP).

**Axis Initiative**

Pass.

British Initiative

The British player also passes, ending **Turn 1**, even though both players still have several Supply Points remaining: **8 for the Axis** and **6 for the British**.

TURN 2

Both players reset their Supply Tracks to full capacity: 10 for the Axis and 11 for the British.

Supply Check: All British forces are able to trace a supply line through contiguous areas free of enemy forces back to Alexandria or Cairo. Any British units marked as ENG are flipped back to their operational side.

The Axis situation is more complex: forces in Benghazi and Tobruk are not supplied, as they cannot trace a valid supply line through contiguous areas back to Tripoli, due to British forces in Agedabia and the southern desert blocking Italian supply routes.

As a result, all units in Tobruk remain ENG, and the marker remains in place. The infantry in Benghazi, however, remains operational since it did not move or attack in the previous turn, even though it is currently unsupplied.

No issues for Axis forces in Tripoli and El Agheila, which are properly supplied. These units are flipped back to their operational side, and the ENG marker on the infantry is removed.

Reinforcements

Both players bring in reinforcements: the Axis at Tripoli, and the British at Alexandria.
No eliminated units are rebuilt, as there are none at this stage.

Malta Air Operations

The British assign two aircraft to Malta and immediately pay 1 Supply Point. The Axis does not play the Fliegerkorps X event, which could have reduced losses.

The British roll two dice (one per aircraft), obtaining 3 and 6, resulting in an immediate loss of 3 Supply Points for the Axis, reducing their Supply Track to 7.



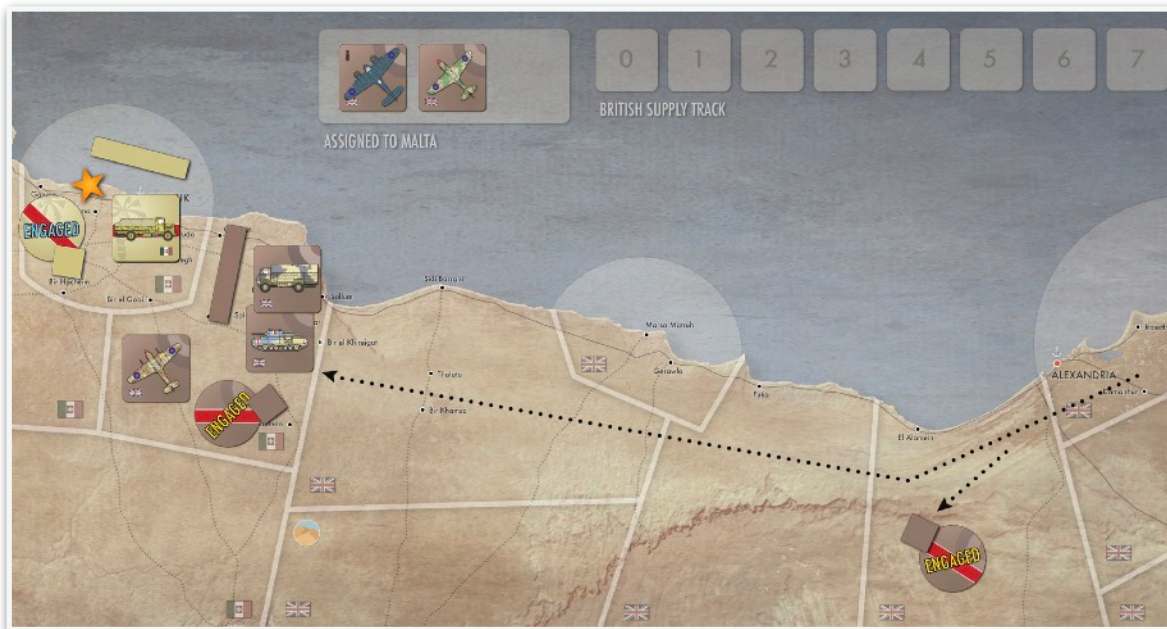
Initiative Roll

Both players roll for initiative: the Axis rolls **4**, the British rolls **5**.
The British player wins the initiative for Turn 2.

British Initiative

The British player activates the forces in the Alexandria area. The tank, one motorized unit, and one infantry unit move toward Bardia. The second infantry unit is moved to El Alamein.

The British player spends 1 Supply Point (SP), which is deducted from the Supply Track. Both infantry units are marked with an ENG marker.



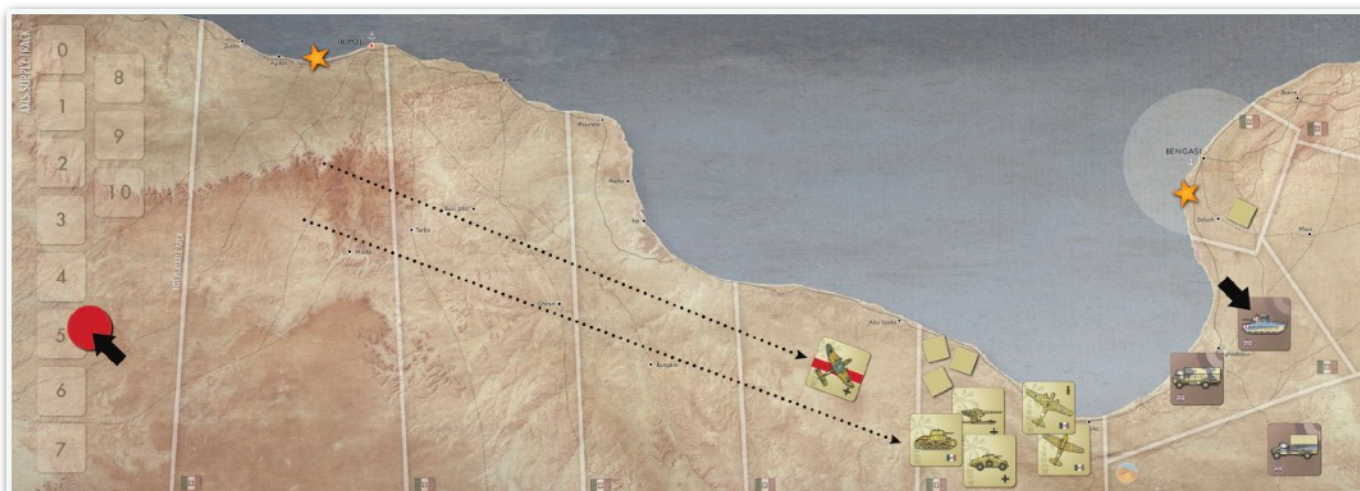
Axis Initiative

The Axis player activates the forces in the Tripoli area.

The tank, armored car, and flak unit move to El Agheila, while the fighter moves to Abu Saida.

The fighter also attempts a bombing attack against the British tank in Agedabia, rolling a 4, which is insufficient to inflict any loss. The fighter is now marked as ENGAGED.

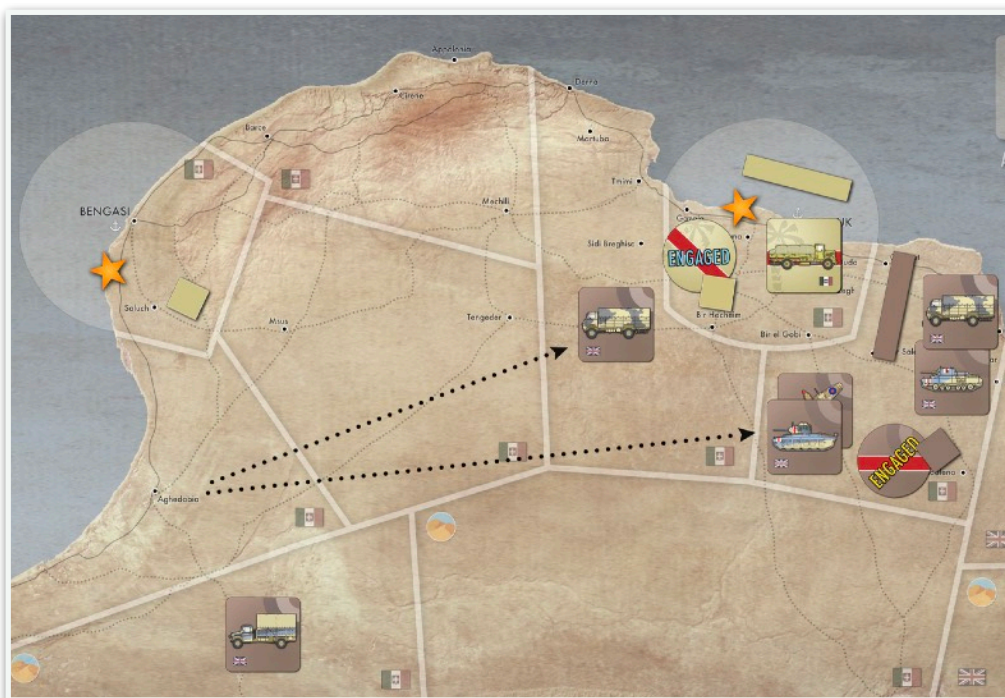
The Axis player spends a total of 2 Supply Points: 1 SP for movement of all activated units, 1 SP for the bombing attack. The Axis Supply Track is reduced to 5 SP.



British Initiative

The British player activates the forces in the Agedabia area. The tank moves to Bardia, while the motorized unit remains in Derna.

The British player spends 1 Supply Point (SP), which is deducted from the Supply Track.



Axis Initiative

The Axis launches a prepared attack from El Agheila using the tank, two infantry units, and the bomber. In total it may roll three dice, which can benefit from the support of the tank and the aircraft; therefore, all three dice score a hit on a result of 4, 5, or 6.



It rolls and obtains 4-5-3, thus inflicting two losses on the British motorized unit, which in turn rolls a die for defense: it obtains a 4, not sufficient to inflict a loss.

The British player, in order to absorb the losses, flips the unit to its engaged side (first loss absorbed) and retreats it to Msus (second loss absorbed).

The Axis pursues only with one infantry unit into the attacked area. The two infantry units that attacked, the tank, and the bomber are ENGAGED.

Finally, the Axis deducts from its Supply Track the supply point spent for the prepared attack, bringing the total of remaining SP to 4.



British Initiative

The great attack toward Tobruk begins: the Bardia area is activated and a prepared attack is launched with all eligible forces, namely the two tank units and the motorized unit; the infantry, being already ENG, cannot participate. Before the attack, the fighter carries out a bombing run: it rolls a die and obtains a 5, sufficient to destroy the already engaged Axis motorized unit.

Then the attack dice are rolled: first for the two tanks, which must obtain 5 or 6 to hit. The result is 2 and 5, thus inflicting one loss. Then the motorized unit rolls; in this case it must obtain a 6 and incredibly succeeds. The Axis is allowed to defend; it rolls a die for the infantry and obtains a 4, which is not sufficient to inflict any loss.

In total, the Axis must absorb two losses: it removes the prepared defense (thus absorbing one loss) and, since it cannot retreat because all adjacent areas are occupied by the enemy, it eliminates the infantry to absorb the second loss.

The British player flips all attacking and bombing units to their ENG side and advances into the Tobruk area with one tank and the motorized unit.

Finally, the British Supply Track is updated and now shows 7 points.



Axis Initiative

The Axis moves one infantry unit, the flak unit, and the armored car from El Agheila to Benghazi; the infantry becomes ENGAGED.

In addition, the fighter conducts a bombing attack against the enemy fighter in Bardia. It rolls a 5. The British fighter, already engaged, cannot defend, and there are no other aircraft in the area for air defense. The fighter is destroyed.

The Axis deducts another Supply Point from its Supply Track, which now shows 3 SP



British Initiative

The motorized unit moves from Derna to Tobruk, spending 1 Supply Point (SP).

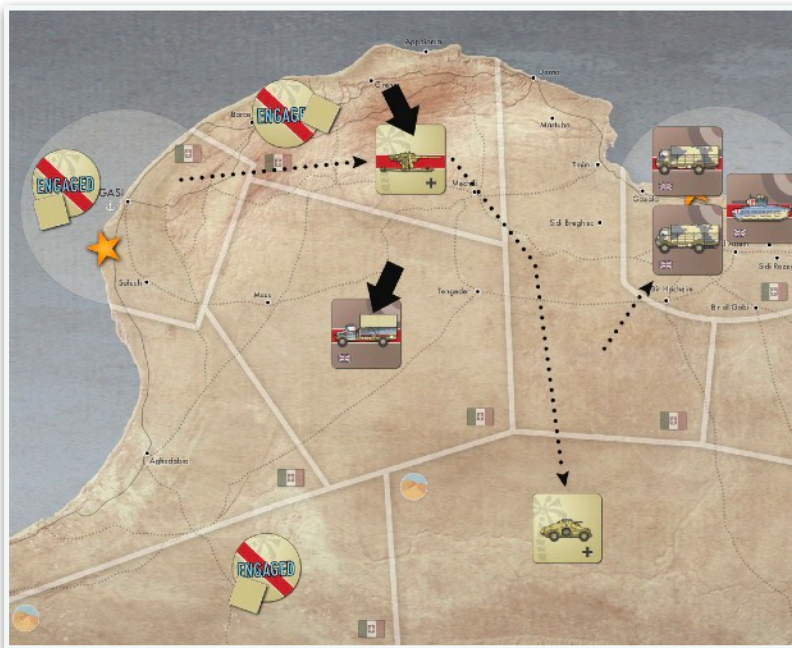
Axis Initiative

The Axis moves the flak and infantry from El Agheila to Cyrene, while the armored car moves into the desert area south of Derna.

An attack is launched with the flak against the already ENG British motorized unit in Msus. The flak is not engaged, so it can use its ability to inflict an automatic loss once engaged, which it does.

The infantry also rolls and obtains a 6. The British motorized unit rolls a defense die and gets a 3, which has no effect. The unit must now absorb two losses; since it is already ENG, it is destroyed.

The Axis spends 2 Supply Points, reducing its Supply Track to 1 SP.



British Initiative

Fearing being cut off from supply by the Axis armored car, the motorized unit moves from Tobruk to the Fuka area, spending 1 Supply Point (SP). With another 1 SP, the British player constructs a prepared defense in Tobruk. The British Supply Track is then updated and now shows 4 SP.



Axis Initiative

Builds a prepared defense using its last remaining Supply Point.

British Initiative

The British player also builds a prepared defense and, although still having some Supply Points available, has no more operational forces to move; the turn therefore ends.

TURN 3

Both players restore their Supply Tracks to full capacity: 10 for the Axis and 11 for the British.

Supply Check

Both Axis and British forces are fully supplied. They are able to trace supply lines through contiguous areas free of enemy occupation back to their respective supply sources. All units are therefore operational and are flipped back to their non-red-band side; any ENG markers are removed.

Reinforcements

Both sides bring in reinforcements: the Axis deploys to Tripoli, except for one unit that lands directly in Benghazi; the British instead deploy all reinforcements in Alexandria.

Reconstitution of destroyed units

Each side rebuilds one previously destroyed motorized unit.

The Axis pays 1 SP, removes an infantry unit from Benghazi, and replaces it with the previously destroyed motorized unit.

The British also pays 1 SP, removes an infantry unit from El Alamein, and replaces it with its destroyed motorized unit.

Since the British also have a destroyed fighter, they decide to rebuild it as well: they pay an additional 3 SP and place it back in Alexandria. The British Supply Track is updated to 7 SP, while the Axis is at 9 SP.

Malta

The British player decides not to assign aircraft to Malta this turn and returns previously assigned aircraft to Alexandria.



Initiative Roll

Both players roll for initiative: the Axis rolls **3**, the British rolls **2**.

This time the initiative is in the hands of the Axis.

