War in the Desert
Errata, Q&A
June 18, 1998

Rules

Rule 2, Game Components:
The Victory Chart is on page 63 of the rule booklet. The Master Sequence of Play is on page 64 of the rules booklet. There is only one Allied Game Chart, not two.

Rule 3A3, Regimental Equivalents:
Add: 1/5 RE: each SMP

Rule 3D, Ownership:
Note: A unit does not gain ownership of any hex while using air or naval transport. (The unit can gain ownership of hexes as normal before and after using such transport.)

Rule 3E1, The Delta:
The Delta includes the cities of Alexandria and Cairo.

Rule 4, Sequence of Play:
Each game turn consists of an Allied (not Axis) player turn followed by an Axis (not Allied) player turn.

Rules 12B, Tracing Supply (2nd paragraph):
"Units out of attack supply at this time are out of general supply throughout the resolution of the attack" should read "Units out of attack supply at this time are out of attack supply throughout the resolution of the attack."

Rules 13 & 12, Overruns and Supply:
Units may overrun at full strength without expending attack supply. (The rules are somewhat ambiguous on this point, but the Supply Conditions Summary is correct.) In summary:

Supply Condition	Overrun Strength
In General Supply	Full
First turn out of general supply, not isolated	Full
First turn out of general supply, isolated	1/2
Second or later turn out of general supply	1/2

Rule 14B, Artillery:
In the last paragraph ("Artillery units do not attack with their full strength..."), the final bullet should read:

- the artillery units' modified (per supply, terrain, etc.) attack [not defense] strength (see Rule 9A).

Rule 14G, Mixed Units:
This rule applies to both Italian and British mixed units.

Rule 20G2b & c, GS & DAS Bombing Missions:
Each of these missions is suspended (until the combat phase) before, not after, the AA fire step of the air sequence. When the air sequence is resumed in the combat phase for these missions, resume with the AA fire step before going on to the mission resolution step. Specifically:

- *Rule 20G2b, GS Bombing:*

  "Each GS operation follows the standard air sequence, until the mission resolution step is reached" should read "Each GS operation follows the standard air sequence, until the AA fire step is reached."

  "2) The GS mission resolution step occurs" should read "2) The AA fire and GS mission resolution steps occur."

- *Rule 20G2c, DAS Bombing:*

  "Each DAS operation follows the standard air sequence, until the mission resolution step is reached" should read "Each DAS operation follows the standard air sequence, until the AA fire step is reached."

  "2) The DAS mission resolution step occurs" should read "2) The AA fire and DAS mission resolution steps occur."

Rule 20G2d, Harassment Bombing:
Harassment affects an SMP load (Rule 12H) being moved by SMPs in the same way it affects a unit.

Rule 23A1, Fighter-Bombers:
A fighter flying a bombing mission that jettisons its bomb load reverts to its printed air defense strength (as well as its printed air attack strength, per the rule).

Rule 25D, Air Unit Conversion:
Ignore the requirement that an air unit must be operative to be converted; it may be operative or inoperative. (Per the rest of the rule, it still must be located at an unisolated airbase with a capacity of 1 or more.)

Rule 27B2, Cargo:
NTPs (but not ANTPs) may carry SMPs.

Rule 30A5, Inland Ports:
Ignore the text fragment on the last line of this rule that read "Inland ports."

Rule 32C2, Vichy Redeployment:
"During the initial phase of the Axis Nov I player turn" should read "During the initial phase of the Allied Nov I player turn." Note that this means Vichy redeployment occurs **after** the Allied player plans his invasion in his Nov I 42 initial phase, per Rule 32C1. (For complete clarity, 32C1's "During the initial phase of the Nov I player turn" should read "During the initial phase of the Allied Nov I player turn." 32C3's "Upon the completion of the Axis Nov I 42 player turn, an Allied Nov I 42 special invasion turn begins" should be "At the start of the Nov I 42 game turn, an Allied Nov I 42 special invasion turn occurs.")

Rule 32C5, Allied Nov II 42 Player Turn:
Some port sizes and capacities mentioned in the example are incorrect: Alger has 12 REs at full capacity, and Bougie is a minor port and has 1.5 REs at half capacity.

Rule 37E1, Allied Garrisons
Allied garrisons are checked each initial phase.

Rule 37E2, Surprise:

1. **After the bullet point that reads**

- "Axis air units may not fly any air missions."

add the following:

- In Egypt and Libya, Axis units with ZOCs have reduced ZOCs for the duration of the surprise attack player turn.

2. At the end of the paragraph that reads "After the surprise attack player turn is played, the regular Allied Dec I 40 player turn is begun, starting with the Allied initial phase" add the following:

Due to preparations for the surprise attack and other factors, during the regular Allied Dec I 40 player turn, the Allied player has a rail capacity of 0 for the Middle East rail net and 0 NTPs for the East Med naval transport ability.

Rule 37E4c, American Transport Pilots:
The +2 disruption die roll modifier for American type T air units flying air drop missions, should be a –2 modifier.

Rule 38H2, French North Africa:

1. *Addition:* While Vichy forces in a colony are non-belligerent, Allied and Axis units may use administrative movement (Rule 6B) only in friendly-owned hexes in that colony.
2. *Clarification:* French North Africa joins the Allies (thereby triggering conditional reinforcements per the Allied OB) when the Vichy French forces in all three French North Africa colonies join the Allies.
3. *Addition:* When French North Africa joins the Allies, French East Africa and French West Africa also join the Allies. (This affects French conditional reinforcements per the Allied OB.)

Rule 39, Malta:
Valletta a special limited supply terminal. It is not a source of general supply or general supply points, nor does it count as a supply terminal for victory point purposes. Allied forces may use Valletta as a supply terminal for isolation purposes (Rule 3G) and for reinforcement/replacement activities such as upgrades and replacements (Rule 40).

Rule 40A1, Conversions:
Note: When two or more units are involved in a conversion, the converting units must be stacked together.

Rule 40B4, Scrapping:
The example incorrectly refers to a "motorized" regiment. A mechanized regiment is meant.

Rule 41, Preparing for Play:

1. When overlapping map 25A with 18A, 18A:0101 should go over 25A:5108, not 25A:5109.
2. When overlapping map 20A with 21A, 21A:0133 should go over 20A:0101 and 21A:5133 over 20A:5101, rather than the instructions given in the rule.

Rule 41A, Initial Deployment:

1. The Axis, not Allied, player deploys Iraqi forces.
2. All airfields placed in initial deployment are permanent airfields. When placing a one-capacity airfield, use a three-capacity permanent airfield and place two hits on it.

Rule 41B1b, WD Campaign Special Conditions:

1. The sentence that reads "Due to Italian disarray, the following special rules apply during the Allied Dec I 40 and Axis Dec II 40 player turns" should read:

   Due to Italian disarray, the following special rules apply during the Allied Dec I 40 and Axis Dec I 40 player turns. (Note that Dec I, not Dec II, is correct for the Axis.)

2. Add:
   The Axis player does not have full control over Italian units in Tripolitania at the start of the game. When placing units in Tripolitania during initial deployment, place a marker (use any convenient marker) on any unit that has a movement rating greater than 0. Units so marked cannot move (they may otherwise function as the rules allow). During each Axis initial phase starting with the Dec II 40 turn, the Axis player removes a marker from one of these units (his choice), whereupon he gains full control over it.
   The Axis player immediately gains full control over all Italian units in Tripolitania during the first Axis initial phase in which at least one Allied unit is within 12 hexes either of Tripoli (18A:0121) or Nalut (25A:4032). Remove all markers from these units if this occurs.
   Special: In scenarios in which map 25A is not used, units which would be placed on in Tripolitania on map 25A are instead placed at Tripoli (18A:0121).

Rule 41B2b, Torch Scenario Special Conditions:
Axis reinforcements listed as "Appear in Libya" enter play as follows:

- Units and supply/resource items enter on the east edge of map 25, in Libya. These reinforcements are placed to the side of map 25 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered.
- Air units appear at any friendly-owned airbases in Libya.

Axis reinforcements listed as "Appear in Sicily" appear at any friendly-owned airbases on Sicily.
Axis forces in the special forces pools cannot be used for special operations in this scenario.
Rommel's decision to retreat and abandon Tripoli was made outside the context of the Torch scenario. Thus, On Jan I 43 (the turn Rommel's retreating forces arrive on the map), no Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 25A:4900. On all turns thereafter, no Axis ground unit may enter, pass through, or trace supply through any hex in this area.
Allied reinforcements listed as "Arrive from Middle East" enter play as follows:

- Units and supply/resource items enter on the east edge of map 25, in Libya. These reinforcements are placed to the side of map 25 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered.

  On Jan II 43 (only), ground units (only) of the Allied "Arrive from Middle East" reinforcements arrive as described above. However, each of these units has already spent 5 MPs before entering play. For example, a unit entering at Tripoli (25:5128) spends its 6th MP to enter the hex.

- Air units arrive at any friendly-owned airbases in Libya or at the off-map Libyan airbases (see below).

Allied air units may use the off-map Libyan airbases, entering and/or exiting the map within seven hexes of Tripoli to do so. The airbases are divided into two groups. One group, with a total capacity of 9, is located 16 hexes from the edge of the map; the other group, with an unlimited capacity, is located 30 hexes from the edge of the map. Air units entering the map must spend MPs equal to the off-map distance to enter their first hex. Air units exiting the map must have MPs remaining at least equal to the off-map distance to the airbase. For example, an air unit entering the map from the 16-distance group spends its 16th MP to enter the map.

The Allied Raiding Forces ability (37E3) cannot be used in any turn prior to Feb I 43.

Due to the presence of Axis rear area forces in Libya, Allied forces may not enter, operate in, or trace supply lines through any hex in Libya before Jan II 43.

Rule 41B3, War in the Desert Grand Campaign:
Ignore the ", while ignoring" in the introductory sentence; this sentence should read:
    This scenario covers the entire campaign in the Middle East, the Near East, and French North Africa.

Rule 41B4, The North Africa Campaign:
This scenario ends either upon completion of the Jun II 43 game turn (not Jan II 43) or upon one side's in-theater surrender (see Rule 42).

Rule 41B1 & 5 , Western Desert Campaign & The Middle East Campaign Scenarios:
In these scenarios, which do not include the North Africa command, from Nov I 42 on the Axis player receives only ARPs and RPs from Europe but no ground or air unit reinforcements from Europe. The ARP rate is the number given in the "*Available in Europe" section minus the number given in the "*Operation Torch Scenario (only)" section (e.g., Nov I 42 would be 10 - 6 = 4).

Rule 43C2, Railroad Construction, & Allied Garrison Chart, Levant Garrison:
The 3 REs of engineers required for the Levant garrison are the forces building the Haifa-Tripoli (Lebanon) railroad. For simplicity these forces were made part of the general Levant garrison, but this can incorrectly cause the Allied player to suffer VP losses in mid-1941 due to an overall lack of engineering resources in play at that time. The solution is to separate out the engineers from the general Levant garrison:

    In the Levant section of the Allied Garrison Chart, for the line that reads "Once the Levant surrenders to or joins the Allies," delete the requirement for 3 REs of British engineers. (The garrison only requires 6 REs of British infantry and 1 RE of French infantry.)

    In the Levant section of the chart, add a new line that reads "When Haifa-Tripoli railroad begun," and this garrison requires 3 REs of British engineers.

    In Rule 43C2, add to the Haifa-Tripoli railroad section the following: "The Allies must begin building the Haifa-Tripoli railroad when the Levant surrenders to or joins the Allies, but not before Dec I 41."

Rule 43C4, Supply Lines:
A sand hex counts as 2 hexes when tracing overland supply lines, in addition to the other terrain types listed in the rule.

Rule 43C12 (new), Minimal Air Support:
Rules 20G2b, Ground Support, and 20G2c, Defensive Air Support, limit the number of air units that may participate on a side to that side's number of non-artillery REs involved in the combat. For example, only 3 air units could contribute ground support if three infantry regiments and one tank battalion, a total of 3 1/2 REs, were attacking. Note that per the basic rules, if a side had only 1/2 RE present, no air unit could provide GS or DAS to that side. In reality, some air support was possible. Accordingly, if a side has only 1/2 non-artillery RE present in a combat, one air unit may provide GS or DAS to that side, as appropriate. However, the maximum bombing strength that may be contributed to the combat in this case is limited to 1 bombing strength point. After calculating the modified bombing strength per the bombing rules, ignore all bombing strength points in excess of 1. For example, if a DAS-bombing air unit with a printed tactical bombing strength of 3 is supporting a battalion in a clear terrain hex, its modified bombing strength would be 1.5, but only 1 bombing strength point of the 1.5 could be used. If the air unit had a printed tactical bombing strength of 1, then it would provide (after halving for DAS) its entire modified .5 bombing

strength.

   Example: An Italian 1-6 tank battalion and an Italian 1-8 motorized artillery regiment are in a hex under attack, and an Italian Ju 87B (tactical bombing strength of 4) is flying DAS in the hex. There is only 1/2 RE of non-artillery units defending in the hex. The Ju 87B may provide DAS to the hex, but it may only provide 1 bombing strength point.

Rule 43D1, Allied Cooperation Limits
"If units from both contingents participate in an attack, subtract 1 from the combat resolution die roll" should read "If units from more than one contingent participate in an attack, subtract 1 from the combat resolution die roll." Note that the modifier is only –1 even if units from all contingents attack together.

Optional Rule 44E, British Strategic Reserve:
The rule should call for a strategic reserve "from Dec I 40 to the end of Mar I 40." Mar I 41, not Mar I 40, is correct.

Optional Rule 44L (new), Carrier Transport of Aircraft to Malta:
Advance Rule 43F covers the remote position of Malta. In addition to this rule, land-based fighters also reached Malta via carrier transport, being transported to the vicinity of Malta on aircraft carriers and then flying the remaining distance to the island. To simulate this, allow the Allied player a carrier transport ability to Malta as described below.

1. *Carrier Transport.* The following may use carrier transport:

   - Non-code C type F air units.
   - ARPs to be used for type F air units in the eliminated or aborted boxes of Malta command.

   Carrier transport proceeds similar to naval transport, except that the cargo need not disembark at a port. Instead, the Allied player may halt the carrier transport of the air unit or ARP at any point within range of its destination, as follows:

   - *Air Units:* The destination of an air unit using carrier transport is any Allied-owned airbase. The air unit initiates an air operation and flies an air transfer mission to the airbase.
   - ARPs: The destination of an ARP using carrier transport is any Allied-owned airbase in the Malta command. An ARP has a range equal to the air transfer range of the type F air unit with the lowest printed movement allowance that is in either the eliminated box or the aborted box of the Malta command. For example, if a Hurri 1 (movement allowance of 8) is in either box, then an ARP transferring to Malta would have a range of 24. The ARP automatically arrives at its destination and is available for use the same as an ARP arriving via naval transport (see Rule 43F).

   2. *Carrier Transport Limit.* The Allied player may use carrier transport for no more than two air units/ARPs in any one game turn.
   3. *Carrier Availability.* The Allied player may use carrier transport for up to three air units/ARPs in each quarter year (Jan I-Mar II, Apr I-Jun II, Jul I-Sep II, Oct I-Dec II) without victory point penalty. Thereafter, each time an air unit/ARP uses carrier transport in a quarter costs the Allied player one victory point.
   4. *Carrier Damage.* If an air unit or ARP is sunk while being transported by carrier transport, then for victory purposes the Axis is considered to have scored a hit on an Allied CG. (Note that per the Victory Chart the Axis player receives a VP for each hit on Allied CGs.)

Optional Rule 44M (new), Allied Reinforcements:

For scenarios in which the Allied player controls the Middle East command but not control the Near East command (41B1, The Western Desert Campaign, and 41B4, The North Africa Campaign): Allied ground

unit reinforcements for the Middle East listed as "Arrive from Near East" may arrive in any Allied-owned hex in Transjordan or the Levant on the northern or eastern edge of map 19A. (These reinforcements may also arrive as described in Rule 40.)

Axis Order of Battle

German Positional AA:
The Axis OB lists German positional AA as having a movement allowance of 5. A movement allowance of 4 is correct, per the counters.

Italian ARPs:
There are no Italian ARPs listed for the Mar I 42 turn. *Add*:
MAR I 42
Italian:
Available in Europe:
   7 ARPs

Allied Order of Battle

French North Africa Joins the Allies:
Ignore the items about Vichy French forces in various colonies and commands joining the Allies; they join the Allies per Rule 38H2 and per the above errata.

British Arm RP
Add to the Allied regular reinforcements:
OCT I 40
British:
Middle East:
Arrive:
   1 British arm RP

OB Options, South African Armored Divisions:
When using this option, ignore all South African ground unit reinforcement activities (conditional and regular) involving the Middle East command from Apr I 42 on. Note that South African replacements are still received.

Neutral Nations Orders of Battle
Add to the Neutral Nations War in the Desert OB (only):

INITIAL FORCES, NOV I 42
Vichy French:
North Africa:
Casablanca (24A:0919):
1x 2-1-8* lt Arm X Mar (Afr)

Alger (25A:0610):
1x 2-1-8* lt Arm X Alg (Afr)

REGULAR REINFORCEMENTS
FEB I 41
Vichy French:
North Africa:

Casablanca (24A:0919):
1x 2-1-8* lt Arm X Mar (Afr)

Alger (25A:0610):

1x 2-1-8* lt Arm X Alg (Afr)

JUL I 41
Vichy French:
West Africa:
French West Africa Garrison: Add:
1x 1-6 Inf lll 4 LE (LE)
   Note: This unit remains off map while neutral. If the Axis violates the neutrality of a Vichy region or occupies metropolitan Vichy France (Rule 38H), the unit becomes Allied (see the Allied OB, French North Africa Joins the Allies). The unit may then transfer to French North Africa the same as French Colonial infantry RPs in West Africa may transfer (Rule 40B1).

Charts

Supply Line Summary, Game Play Chart (1):
Ignore the entire "Road" row on this summary. The "Railroad" row should instead be titled "Railroad/Road."

Stacking Summary, Game Play Chart (1):
Regular Stacking: "Units (Any)" should be 3, not 6.

Intrinsic AA Summary, Game Play Chart (1):
The summary is incomplete. Add the following:

Egyptian Intrinsic AA	1 point per full city hex in Egypt				
Vichy French Intrinsic AA	1 point per dot and major city hex in French North Africa and the Levant				
Allied-owned item or feature	*Intrinsic AA strength from date:*				
	Sep I 39	Jan I 40	Jan I 41	Jan I 42	Jan I 43
Major Port	1	1	1	2	2
Suez Canal Port	0	0	1	2	2
Airbase (except temp. airfield)	0	0	0	1	2
Each hex of Malta & Gozo	1	1	1	2	3
Gibraltar	0	1	2	3	3

 Notes:
1. In the "Allied-owned item or feature" section, the values apply only to Allied-owned items or map features.

2. All values are cumulative. For example, from Jan I 43 a Suez Canal port (2) that is a major port (2) and an airbase (2) would have an intrinsic AA strength of 6.
3. Note that Allied-owned temporary airfields have no intrinsic AA.

Success Table, Game Play Chart (2):
When checking for Iranian surrender, the "–1 for each RE of Axis units in Iran" should be for German and Italian units, only.

Naval Movement, Game Play Chart (3):
It costs 1 MP to enter a riverine hexside, not 2.

Vichy Reaction Table, Game Play Chart (3):
Add the following modifier:

–3 on or after Nov II 42.

Allied Game Chart, Breakdowns:

1. For the British 6-5-10* Arm XX, the 1x 3-2-10 lt Arm X line should be 1x 3-2-10 Arm X.
2. A South African 7-8 Inf XX breaks down into 3x 2-8 Inf X, and not 1x 3-8 Inf X and 2x 2-8 Inf X as listed on the chart.

Patrol Attack Table, Combat Charts and Tables:
For an Attack Differential of 0 to +2, the result for a die roll of 1 should be "ATTKR: A" and not "DFNDR: A."

Antiaircraft Fire Table, Combat Charts and Tables:
The AA modifier which reads "+1 vs type B on any mission other than GS, DAS, harassment, air drop, naval units in port, naval patrol" should read:
   +1 vs type B (except code L) on any mission other than GS, DAS, harassment, air drop, naval units in port, naval patrol
   Add the following modifiers:
   +1 vs type HB flying naval harassment or naval patrol mission (both light and heavy AA may fire)
   +1 vs type HB flying any other mission (only heavy AA may fire)

Iraqi Coup Table:
The table is missing. Add:

Iraqi Coup Table	
Dice Roll	*Result*
2-10	No Coup
11+	Coup

Note: Use two dice for this table.
Modifiers:
   +1 if the Axis owns all cities in Cyrenaica.
   +1 if any Axis units are in Egypt.
   +1 on May I 41 and May II 41.
   +2 on Jun I 41 and Jun II 41.

Master Sequence of Play:
In the Initial Phase section, move "Convert attack supply to Malta repair points (39)" from Step 6 to Step 5.

In the Initial Phase section, add to Step 3:
    Check Allied garrisons (37E1) and *the Allied strategic reserve (44E)*.

Victory Chart:
Allied Player, Events: Change "−1 each turn Axis has privileges in the Levant and the Allies have not violated the neutrality of the Levant" to:
    −1 each turn Axis has privileges in the Levant and the Levant has not surrendered to or joined the Allies.

Axis Player, Control of Territory: Change "+10 control of any city in Egypt" to:
    +10 control of any city (including a point city) in Egypt.

Supply Conditions Summary, Game Play Chart (1):
Per Rule 12E, on the first turn out of general supply, a unit's defense strength is unaffected. Ignore the section of the chart that has the defense strength being halved on the first turn if the unit isolated. (The defense strength is halved starting with the second turn out of general supply.) The following summary shows this more clearly:

Supply Conditions Summary

Supply Condition	Defense Strength	Attack Strength	Overrun Strength	Movement Rating
First turn out of general supply, not isolated	Full	1/2	Full	Full if non-c/m
First turn out of general supply, isolated	Full	1/4	1/2	1/2 if c/m
Second or later turn out of gen. supply	1/2	1/4	1/2	1/2
In general supply	Full	1/2	Full	Full
In attack supply	—	Full	—	—

Maps

E Weather Line:
The E weather line was not printed across the sea hexes of the maps, thereby making it difficult to determine which weather zone various islands lie in. All Mediterranean islands are in zone E except Djerba (the island off the southern coast of Tunisia on map 25A), which is in Zone F.

Map 18A:
The island of Kythera (hexes 3901, 4001) should be rough terrain.
    Tobruch (18A:4817) should be a standard port with a strong harbor, not a major port with a strong harbor.

Map 19A:
Hex 0126 should be stony desert, not clear.
Hex 4509: "Jerusaleum" should be "Jerusalem."

Map 20A:
Hexside 4101/4200 should be wadi, not sand.
    Hex 0200 should be wooded rough.

Map 21A:
Hexside 0301/0200 should be a high mountain pass hexside.

 There should be low-volume railroads running from Baghdad (5004) to hex 5105 and from the high-volume railroad in hex 5105 to the edge of the map in hex 5204.

 Hexsides 5000/4901 and 4900/4901 should be wadi.

Map 22A:
Hexside 2517/2616 should be a mountain hexside, not 2516/2616.

Map 24A:
There should be a road running from 2011 to 2111, connecting the cities of Tetuan and Ceuta.

 Hexes 1614 and 1515 should be swamp.

 Hexsides 2933/3033, 2933/3032, and 2932/3032 should be wadi.

Map 25A:
Mareth Line: There should be fortified hexsides in hexes 25A:3725 and 25A:3625, so that the following hexsides are fortified: 25A:3725/3825, 25A:3725/3726, and 25A:3625/3726. *Note:* Consider modifying two fort markers to show these fortified hexsides.

 Hex 3610, Tunis, should be a major port.

 Hexes 5035 and 5135 should be sand, not clear terrain.

 The Lozrot wadi is missing: 3534/3535, 3534/3634, 3633/3634. 3734/3634, 3734/3735, 3734/3834, 3833/3834, 3833/3934.

 The Duwiduah wadi is missing: 3935/4035, 4034/4035, 4034/4135, 4134/4135, 4234/4135, 4234/4235, 4234/4335, 4334/4335, 4334/4434.

 Hexsides 3622/3623 and 4226/4327 should be wadi.

WitD Counters in SF Counters Reprint:

In *War in the Desert*, The USN/USMC and RN/FAA/RM counters came out a bit darker than intended, so they were reprinted with the *Second Front* counters reprint in their correct shades of gray. The original counters are still completely usable, however.

 As fate would have it, alas, some of the reprint counters have the wrong ratings! The following are the correct values:

- 7F6 Sfire 2C 2/C/8
- 5F5 F4F-4 1/C/12
- 5F5 F4F-3 0/C/15
- 1D2 Mxd SB 2/S/15

War in the Desert Questions and Answers

Rule 12 (Supply Effects): Does intrinsic AA that is not part of a unit (e.g., intrinsic AA on Malta) have its strength halved for being out of supply?
No. Rule 12E, Supply Effects, refers to units and intrinsic AA is not a unit.

Rule 12 (SMPs): Are SMPs moving by road subject to Mud combat/motorized movement restrictions?
No. Rule 12H1: "It costs 1 SMP to move an SMP load one hex by road. It costs three times the c/m MP cost of terrain to move an SMP load one hex off-road." Moving off-road is affected by weather, since c/m terrain costs are used -- in a zone with mud weather, for example, c/m costs for mud would be used. However, as the rule states, this applies only to off-road SMP use. When using roads, it costs 1 SMP to move an SMP load one hex.

Rules 12C3 and 12F (Converting Steps of Attack Supply): May a single step of attack supply be broken down to create both general supply and resource points (e.g., 2 resource points and 4 general supply points)?

No. The rules say you can convert single steps of attack supply into a specific number of general supply points or resource points. However, if you are willing to do the math, I don't see how this would seriously imbalance the game, either.

Rule 17D (Abandoning Airbases): My interpretation of the rue is that when an airfield belonging to either player has its full quota of damage, the phasing player can remove it from the map. For example, the Axis puts three hits on the Malta airfield and immediately removes it from the map. Is my interpretation correct?
No, the phasing player can "abandon" only friendly-owned airbases. A player cannot "abandon" something he never owned. For rules purists, change the last sentence of Rule 17D to read: "At any time during his player turn, the phasing player may abandon any friendly-owned airfield (permanent or temporary) at zero capacity, removing it from play."

Rule 25C (Air Replacements): I think there is a bit of a problem with the way air cycles are implemented for games with small numbers of air units. In my game, we have been battling tooth-and-nail around El Agheila for months and attrition, has ground each of our air forces down to just a few fighters and bombers (5 or 6 of each). As each air cycle arrives, the British player can nearly double his fighter force and gain massive air-superiority for one player turn while the Axis ARPs remain dormant waiting for the Axis player turn. It seems to me that this sudden, and brief, air superiority is purely an artifact of the game sequencing. (In games where the number of air units in play dwarfs the number of ARPs available, the problem becomes a non-issue. As an aside I note that, ironically, Second Front *limits the number of ARP that can be spent in any single turn while* WitD *doesn't. Should such limits be in* WitD*?*
As a house rule, you're more than welcome to use a version of the *Second Front* rule: At the start of each player's air cycle, the player calculates his ARP limit: divide the number of ARPs the player has available at the start of the cycle by 3 and round any fractions up to the next whole number (e.g., 2 1/3 becomes 3). If this number is less than 2, then treat it as being 2. This number is now the ARP limit, and in each initial phase of the air cycle the player cannot spend ARPs in excess of his ARP limit. For example, at the start of an air cycle, the Axis player receives 6 Italian ARPs, to which he adds 1 ARP left over from the preceding air cycle. He has 7 available ARPs for the cycle, so his Italian ARP limit is 3. The Axis player may spend no more than Italian 3 ARPs per Axis initial phase, until all 7 ARPs are spent. (Note that this rule is somewhat more strict than the *Second Front* rule, to account for the small size of the air forces present.)

Rule 31A2 (Near East-Middle East Naval Movement): The Allied Eastern Mediterranean 10 NTPs "may be used in the Central Mediterranean Sea, Eastern Mediterranean Sea, Red Sea, Persian Gulf, Suez Canal, and to inland ports on rivers in the Near East Command." How does one use these NTPs to transport units and supplies between Eastern Mediterranean Sea/Suez Canal/Red Sea area and the Persian Gulf (presumably around the Arabian Peninsula)? This is off map movement and there are no holding boxes. See Rule 3.E.5 which specifies that Mediterranean Sea, Red Sea and Persian Gulf "sea zones" are in play. See Rule 27.B.3, "Naval units must move along an all-water route and may not cross land at any time." There is no map coverage of the sea route.
Ignoring reinforcements, which enter using their own rules, the vast majority of Allied forces transferring between the Middle East and Near East moved overland and not by sea. Given this, I felt it kept the game simpler (no additional rules needed) with no real loss of accuracy to ignore shipping between the Red Sea and Persian Gulf. Still, such a shipping route was indeed possible, and if you want an optional rule covering this, here's the simplest one that occurs to me at present:

   Add an Allied off-map holding box for Aden. Treat Aden as a port with unlimited capacity and as an Allied supply terminal.
   Naval transports can carry cargo from the map to Aden as follows:

- By spending 60 MPs in a Red Sea sea or coastal hex on the eastern edge of map 19A, or
- By spending 60 MPs in a Persian Gulf sea or coastal hex on the southern edge of map 22A.

   Naval transports can carry cargo from Aden to the map as follows:

- By spending 60 MPs and entering a Red Sea sea or coastal hex on the eastern edge of map 19A, or

- By spending 60 MPs and entering a Persian Gulf sea or coastal hex on the southern edge of map 22A.

Now keep in mind that this rule is made as simple as possible to fit within the WITD rules. Sure, Aden doesn't really have unlimited capacity (but then you don't have an unlimited amount of NTPs, either), it really isn't exactly 60 MPs between both the Red Sea and Persian Gulf, and most cargo wouldn't actually stop at disembark at Aden (the transports would refuel if necessary and then continue on their way), but don't worry about such details—the rule uses existing WITD rules well and results in about the right overall transit time between the Red Sea and Persian Gulf.

Rule 37E1 (Garrison Units): Training brigades, such as the two training brigades which start in the French North Africa garrison, may not be used to satisfy garrison requirements, as they're not "infantry, cavalry, motorized infantry, or armor" per the rule. Likewise for anything else, such as machinegun, light armor, etc. Right?
Right. In reality, some of the other unit types would be to fulfill garrison functions and some would not be able to, but the short list of unit types as given in the rule keeps things simple and accounts for the vast majority of situations.

Rule 38C2 (Iran North of the D Weather Line): When the Allies invade Iran, all Iranian units north of the D weather line are removed from play. May Allied and Axis units move north of the D weather line afterwards?
Yes. As you probably know, the removal of Iranian forces north of the D weather line accounts for the effects of Soviet forces. In reality, of course, the Soviets don't go away but remain garrisoning the region. However, the game is much simpler and works acceptably without a set of Soviet garrison rules and effects.

Rule 39 (Malta and GSPs): According to Rule 12C3, general supply points "are generated in the initial phase, after both players have checked the general supply status of their units. (Note that this means a unit cannot draw on a supply point in the initial phase in which the point was generated.)" But, Rule 39 tells us that after the Allies are informed of an impending Axis invasion of Malta, the Allied player may expend steps of attack supply on Malta to generate general supply points to place his units there in general supply. Is this procedure an exception to Rule 12C3?
Yes.

But, then these supply points will be useable for three initial phases, rather than the two which seem to be intended in Rule 12C3. How should this be dealt with?
Just use the rules as written.

Also, at what point in the initial phase must the Axis player declare an impending invasion of Malta?
Do it in step 1 of the Master Sequence of Play.

If the Axis capture Valetta, do they get victory points for the capture of the limited supply terminal there?
No.

In the unlikely event that the Allies recapture Valetta, can they reestablish this limited supply terminal?
Yes.

Rules 40 & 31 (Axis Reinforcements): Do Axis reinforcement units have to pay embarkation costs on the turn that they appear and are sent to Africa? Do they embark in Europe (such as in the off-map box) or are they assumed to be embarked when they appear and only have to pay to disembark upon arrival at their port of destination?
They have to pay embarkation costs. Note that reinforcements listed as "available in Europe" are a different reinforcement category than reinforcements listed as "arrive," and only the latter may appear already embarked.
   Per 40A1 (Reinforcement Concepts), reinforcements scheduled to "arrive" in play may appear already

embarked on naval transports. As 40A1 indicates and examination of the OB booklets confirms, for commands controlled by players in game, only Allied reinforcements "arrive."

Per 40A2 (Axis Reinforcements), Axis reinforcements listed as "available in Europe" are placed as indicated in the holding box (or on various Italian islands). "Available in Europe" is a different reinforcement category that "arrive", and thus "available in Europe" cannot use the provision of "arrive" to have these units already embarked when then are placed. While it almost always makes good sense to send them to Africa, you don't have to do it but you do have to embark them if you do decide to send them to Africa by naval transport.

Rules 40 and 31D (Axis Units Sunk in Transit): Do Axis units sunk in transit from Europe go into the Med/North Africa Replacement pool?
Yes. Note that the moment they enter the map using naval transport they must be in the Mediterranean Sea, which is part of the Axis Med/North Africa command (Rule 3F).

Rule 40A1 (Transfer Restrictions): The transfer rule says that "Any unit of the indicated size, type, and strength may be transferred." It does not specify that the nationality or specific unit ID must be observed. Correct?
That depends on what you mean by "nationality." If, for example, the British section of Allied OB calls for the transfer of 1x 2-8 Inf X 20 (Aus), you can transfer any available 2-8 Inf X of the British forces, such as Australian, British Army, Indian Army, South African, etc. However, you could not transfer any American, French, or other non-British forces unit. See Rule 3B for further details.

By the way, there's likely no real harm done if you do restrict transfers to specific nationalities within a force, so use this as a house rule if you wish.

Also note that various other reinforcement activities do not ignore nationality like transfer does. For example, when converting a British Army brigade per the OB, you can't use an Australian brigade instead.

I can see how this provides some important flexibility. For example, the Allies must withdraw an infantry division HQ and three 2-8 infantry brigades on Jan I 41 (historically, the 4th Indian division.) If the 4th Indian division is engaged at the front, the Allies might prefer to send an Australian division (especially if they are nervous about the Australian losses rule.) But, this can lead to minor anomalies later. On Apr II 41, the 4th Indian division is scheduled to be sent back to the Middle East. Must the Allied player return the division sent in place of the 4th Indian division, or may he select units of the "indicated size, type and strength" from the East Africa command (such as the units of the 5th Indian division) instead?
Sorry, there's no anomalies here. See Rule 40A1: "Return: This is the same as an arrival except that a counter previously withdrawn from play is to reused." Only units actually withdrawn from play can return to play!

Rule 40A3 (Evacuation from Greece): When Allied units evacuate from Greece, any unit that gets away "arrives (per section A1 above) at any Allied-owned port in the Middle East Command. But, if we look at A1: "Place arrivals for the Middle East Command in any Red Sea hexes along the eastern edge of map 19A." This would certainly be a round-about way to arrive from Greece! Should such units be placed directly in an Allied-owned port in the Middle East command (ignoring section A1) or should they arrive by naval transport, possibly from the Aegean Sea?
Neither. The rule was written this way to keep it as simple by just reusing existing game mechanisms. In reality, of course, the forces are sailing from Greece to Middle East ports without necessarily entering the Red Sea. Note that doing this per the rules has little or no net effect on play, since in almost all cases in practical play the forces end up in the Middle East ports that they could reach whether they came from the Red Sea or the Aegean. If this still bothers you, feel free to add a house rule that the evacuating forces come from the Aegean.

Rule 41B (Initial Sea Conditions): What are the sea conditions in zones E and F for Dec I 40?
While the scenario rules specify the weather conditions for Dec I 40, you do check for sea conditions as usual.

Rule 41B (RP Allocations): When playing scenarios that do not include all the commands, it is not clear how many of the allied RPs go to North Africa (and are thus not available in Western Desert). How is this handled?
I felt the Replacements Charts would become inconveniently complex if the RPs were broken down by command. Also, with the fuzzy way the Middle East and North Africa commands merged together in late 1942/early 1943 it becomes difficult to decide which RP really should go where. I judged that simply ignoring this matter (and letting the players get all the RPs regardless of scenario) would have little actual impact on play, so that's what I went with.

Rule 41B1 (Off-Map Forces): When playing the Western Desert Campaign (using maps 18A and 19A only), where do the Vichy Levant forces that set up on maps 20A and 21A go?
Simply ignore off-map forces.

Rule 41B1 (Iraqi Coup without Iraq?): In this scenario (Western Desert, without the Near East command), I assume that the Allied OB follows the No Coup in Iraq instructions or should one dice for the coup to see what the OB consequences will be?
In the Western Desert scenario, Iraq is in a command out of play and hence is ignored (Rules 3F and 38D). The effect of this is that no coup occurs in Iraq when playing the WD scenario. While of course historically the coup did occur on Apr I 41, note that having no coup occur has insignificant effect on the WD scenario: one British cav brigade hangs around the ME command until Jun I 41, rather than being converted to Habforce on Apr II 41 and immediately withdrawn to the NE Command.
    If you do roll for an Iraqi coup while playing the WD scenario, even though this isn't the rules as written it too will have no significant effect on the scenario.

In the Abbreviations section of the Neutral Nations OB the Vichy French DE class name of Bougainville is described as being named after a French Pacific possession. I don't think this is correct. The island of Bougainville was not a French possession, although a Frenchman named Bougainville was the first European to discover it. Louis Antoine de Bougainville (1729-1811) was the first Frenchman to circumnavigate the world (in 1766-69), making many astronomical, botanical (Bougainvillea), and geographical discoveries (including the island which bears his name). He also claimed the Tahitian Islands for France (1767). Isn't the destroyer class named after him and not the island?
Yes.

Where are the rules on the effect of tracks? The only thing I noticed was the one that allowed a road to be built on one if the British use Aqaba.
The only rule on tracks is that you can upgrade some of them to roads, whereupon they become roads. Tracks themselves have no effect on play.

The 1st Cheshire Regiment (1x 1-8 MG ll 1 Ch) is shown on Malta in the Dec I 40 OB. According to Joslen, Orders of Battle, *as of 31 Jan. 1941, this unit was still in Egypt attached to "Matruh Sub-Area," and Bellis,* Regiments of the British Army 1939-1945, *has this unit as part of Malta Command from February 1941. What's going on here?*
A portion of the 1st Cheshire was sent to Malta in 1940 to help train Maltese forces. However, the vast majority of the unit remained in Egypt, so a transfer to Malta on Feb I 41 instead of Nov I 40 is historically more accurate. It doesn't seem worth issuing an official erratum for a single battalion being off a few months, but if you want to incorporate this into your game, go ahead. (Instead of being on Malta in the Dec I 40 OB, it would be in the Middle East Command at Matruh (19A:1218). It is not part of the Operation Compass forces.)

Is the German Glider Eng II a combat engineer?
Yes.

The French Colonial unit counter "2-6 Inf X 7 TS" does not appear in any of the French OBs. What is this counter for?*
The 2-6* Inf X 7 TS (Col) is an extra counter, probably an OB compilation error. Ignore it.

Should the Axis player have some intrinsic airbase repair capability for damaged airbases on islands like Sicily, Sardinia, Pantelleria, Crete (after Jun I 41 turn), etc.? I realize the Axis player could ship a construction unit by naval transport to repair the airbases, but the engineers are needed in the desert!
No, there's no intrinsic airbase repair capability for the Axis. Sure, islands like Sicily and Sardinia had engineering/construction forces around which are not shown in the game. But, this in itself doesn't mean they SHOULD be represented in the game. For one thing, if the Axis player gets a "free" repair capability, this may give the Axis player more incentive to, say, siphon off fighters from Sicily to North Africa than he should. This is a potentially bigger effect than having to ship an engineer around occasionally.

However, if you as the Axis player don't mind PAYING to repair the airbases, then feel free to use the following optional rule:

Airbase Repair in Europe. The Axis player may repair Axis-owned airbases in the Central Italian Islands and the Aegean Islands by spending airbase repair points in Europe. In any Axis initial phase, the Axis player may convert resource points in the Europe holding box into airbase repair points, at a rate of one resource point converting to three airbase repair points. In any subsequent Axis movement phase, the Axis player may spend these repair points. Spending a repair point removes one hit from any Axis-owned airbases in the Central Italian Islands or the Aegean Islands.