

## 11.0 INTRODUCTION

*Welcome* to North Afrika November 1941 and *Operation Crusader*, which was part of the Western Desert Campaign fought during World War 2.

After the defeat of *Operation Battleaxe* in June, a lull settled in North Africa, and the Axis siege of Tobruk continued. The Allies used this time to build up their strength and the 8<sup>th</sup> Army was formed. Before dawn on 18 November, the 8<sup>th</sup> Army was ready to strike, and the Allies launched a sweeping offensive into the Axis controlled Cyrenaica (Eastern Libya) in order to relieve the besieged fortress of Tobruk. Eventually, after a series of swirling battles, the Axis called it a day and had to withdraw due to exhaustion, decimated forces and supply difficulties. The siege was over...

## 12.0 GAME COMPONENTS

*FAB: Crusader* includes:

- 63 wooden blocks
  - German & Italian = grey
  - Allied = brown
- One sheet of die-cut labels for the blocks
- One sheet of 228 die-cut 9/6" counters
- One combined Rule Book of Series Rules and Exclusive Rules
- One Play Book
- One 22" x 34" Mapsheet
- Two Player-Aid Cards
- Two Setup & Reinforcement Cards
- Two Game Piece Notations & Reference Card
- Four 10-sided Dice\*

\* Regardless of any modifiers, a roll of 1 will always result in success and a roll of 10 will always result in failure. The dice included with each *FAB* game are numbered from one to ten. If you should find yourself using ten-sided dice that are numbered from zero to nine, treat each roll of zero as a ten.

## 13.0 DEFINITION OF TERMS

### 13.1 FIRST PLAYER

For *FAB: Crusader*, the Allied player is always the First Player and the Axis player is the Second Player.

### 13.2 HIGHER ECHELONS

The Higher Echelons (corps/armies), along with their associated unit symbol colors on the labels and counters are shown on the Higher Echelons, Unit Classes & Game piece Notation Card.

**Note:** Allied unit labels are applied to light brown blocks and Axis unit labels are applied to grey blocks.

### 13.3 ASSETS & UNITS BY CLASS

These are shown on the Higher Echelons, Unit Classes & Game piece Notation Card.

### 13.4 GAME PIECE NOTATION

The special notation and visuals used on the units, assets and events in this volume are defined on the Higher Echelons, Unit Classes & Game piece Notation Card. Note that assets all use a unit symbol or similarly-sized depiction and that events all have a distinct white rectangular border. In general, units, markers and counters (assets and events) are visually depicted in the appropriate rules sections.

## 14.0 GENERAL RULES

### 14.01 ASSAULTS



There is only one form of assault that can arise in combat situations in this volume: Crossing Assault and is resolved as a River Assault (5.35e). A Crossing Assault marker is placed to indicate that the assault penalties apply in combat. Exploitation opportunities do not occur for a crossing assault.

**Crossing Assault** – This occurs in a newly contested area where **all** attacking units crossed mined, escarpment, fortress and/or up-slope boundaries. Units aborting combat (6.41b) when using a Crossing Assault **may not** remain in place; they become disordered and retreat (6.6) back across the boundary that they moved across. Any assets remaining that were assigned are sent to the Used Box.

### 14.02 GENERAL MOVEMENT RULES

Units entering an area containing only friendly units and/or assets does **not** pay one additional MP to enter that area (5.32 bullet 4). This change is *only* specific for **FAB: Crusader**.

### 14.03 FORTS



Some areas have a fort marker placed in them at start of the game. Only the original defender (the player who controlled the area from start) benefits from the protection of the fort in combat, but only if

*Defending*, not if attacking. If the enemy takes control over a fortified area, they never benefit from the protection. At start of the game, place Fort markers in areas as noted on the marker with the starting area notation side up. For units controlling a fort, the following effects apply:

- In a Combat Round, a fort may absorb one (1) hit each from artillery and ground fire. When a fort absorbs a hit, flip the marker or replace it with another to show the new reduced value. A 3-strength marker is flipped to the 2-strength side, a 2-strength marker is flipped to its 1-strength side. A 1-strength marker is flipped to the Fieldworks side.
- Forts may never be increased in strength value. However, fieldworks may be constructed as per normal rules in areas which started with a fort once eliminated. There may never be more than one fort and/or fieldwork markers in an area.
- Enemy units have a -1 SN modifier when firing at units that are in a fort.

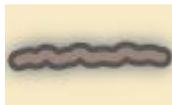
## 14.1 BOUNDARY & CONNECTION TYPES

These various boundaries are additional types in this game.

### 14.11 Escarpment Boundaries

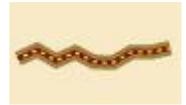
The escarpment boundary has the following effects:

- No unit may cross an escarpment, unless there is a road connecting the two areas.
- Units must pay one additional Movement Point (MP) to cross an escarpment boundary by road.
- Only one unit may cross each escarpment boundary by road each Movement Phase, into an enemy-occupied area.



### 14.12 Tobruk & Bardia Fortress Boundaries

The fortress boundary runs along the Tobruk and Bardia perimeter and has the following effects:



- It costs a unit its entire movement allowance to cross a fortress boundary into an enemy-occupied area. If crossing into a vacant or friendly-occupied area it costs one additional MP to cross via field connection.
- Only one unit may cross each fortress boundary into an enemy-occupied area each Movement Phase.

### 14.13 Slope Boundaries



Slopes have either up or down sides called Up-Slope or Down-Slope, depending on direction of crossing.

Slopes have the following effects:

- A unit must pay one additional MP to cross a slope boundary via field connection (**2+1 MP**s), in either direction.
- Slope boundaries have no effect on movement if there is a road connection.
- Only one unit may cross each slope boundary into an enemy-occupied area each Movement Phase.
- In combat where all units crossed an Up-Slope (only) boundary into newly-contested areas, a crossing assault marker is placed in those areas.

### 14.14 Mined Boundaries



An Allied unit starting its move next to a mined boundary may attempt to cross the minefield by making a morale check (6.7). If the unit fails its check, the Allied player may either (i) no crossing occurs and the unit becomes disordered or (ii) the unit crosses the minefield but is reduced one step. If the check is successful, the unit moves across the minefield and a Breached marker is placed on the boundary. An engineering assets may be used to modify the morale check by +1 (see 14.53). If an Allied unit retreats across a minefield boundary, it must also make a moral check, unless there is a breached marker. If it fails, it loses one additional step beyond those inflicted in combat.

- Only infantry-class units may attempt to cross minefields.
- It costs a unit its entire movement allowance to cross.
- Mined boundaries have *no* effect on Axis units, of any class.

### 14.15 Wadi Boundaries



It costs a unit one additional MP to cross a wadi boundary via field connection. Wadi boundaries have no effect on movement if there is a road connection. Only one unit may cross a wadi boundary each Movement Phase into an enemy-occupied area.

### 14.16 Tobruk and Sollum

Tobruk [1] and Sollum [23] are shown as insert boxes, these have no effect on gameplay and are treated as regular areas.

## 14.2 APPROPRIATE ENTRY AREAS

These are areas that units may arrive in when they arrive as reinforcements, or when released by an event or when a Special Action is used to reroute a reinforcing unit. Entry areas are shown in the upper left corner of the blocks, with their listed turn of entry.

### 14.21 Allied Entry Areas

**A** The Allied entry areas are labeled A, B, C, D and E. The Force E unit of the 8<sup>th</sup> Army Reserve (starting in the Force E Holding Box) may use entry areas A-E. The 11<sup>th</sup> Ind unit starting the game in the Coastal Force holding box. This unit may only attack into Halfya Pass [24] as shown on the map.

### 14.22 Axis Entry Areas

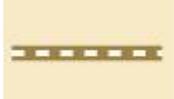
**Z** The Axis entry areas are labeled V, W, X, Y and Z.

## 14.3 OPERATIONAL BOUNDARIES & ZONES

### 14.31 Allied Operational Boundaries & Zones

None for this game.

### 14.32 Axis Operational Boundaries & Zones

 The Tobruk Operational Zone boundaries marked on the map indicate the areas that the Italian XXI Corps is responsible for.

## 14.4 MOVEMENT RESTRICTIONS

### 14.41 Movement Restrictions To Both Sides

Exploitation Movement (7.31) may not be made across escarpment, minefields (unless breached) or fortress boundaries.

### 14.42 Allied Movement Restrictions

Units from the Tobruk Garrison (purple symbol color) starts the game Restricted and may not move unless authorized (14.61). Afterwards, the restriction is permanently lifted (as a reminder, these units are placed face-down at start).

### 14.43 Axis Movement Restrictions

Units from the Italian XXI Corps (blue symbol color) may not move until released (14.61b) or attacked. These units are placed face-down at start of the game to indicate this restriction. If a unit from the XXI Corps is attacked, it is placed upright and may conduct movement and combat as normal.

Italian units from the XXI Corps, the German 155 and 361 units cannot voluntarily move or retreat across an operational boundary unless it is the only path of retreat available per 6.6. If a valid retreat path exists in the operational zone, it must be used before any retreat path crossing an operational boundary can be used. The unit must leave prohibited areas at the first opportunity and it may not enter an enemy-occupied or enemy-controlled area as it attempts to do so.

## 14.5 ENGINEERING FUNCTIONS

### 14.51 Exclusion of Engineering Functions

The Blown-up Bridges (4.31), Repair a Bridge (4.32) and Construct a Roadblock are **not** in effect in this game.

### 14.52 Building Fieldworks

The only way to create additional Field Works in Crusader is by using an Engineer asset, as per 4.33.

### 14.53 Engineer Assets and Forts

In combat, an assigned engineering asset may instead of firing as a battle asset (6.33) reduce the strength of a fort (14.03). Flip or replace the fort marker to the next reduced strength.

### 14.54 Breaching Minefields (*Allied only*)

 The engineering asset is placed next to a unit that attempts to cross a minefield, this modifies the morale check by +1. Afterwards, place the engineering asset in the Used Box.

## 14.6 ADDITIONAL SPECIAL ACTION USES & STAFF FUNCTIONS

### 14.61 Additional Special Action Use:

- Tobruk Breakout Authorized (*Allied*)** – The Allied may expend a **Reusable** Special Action *or* a single-use special action from the XXX Corps during a *friendly* Admin Phase to authorize a Tobruk breakout. Place all units belonging to the Tobruk Garrison upright to show that the release has been authorized and the restriction (14.42) lifted. No units from the Tobruk Garrison is forced to conduct the breakout, once authorized this may be conducted at any time during a friendly movement phase.
- XXI Corps Released (*Axis*)** – The Axis player may expend a **Reusable** Special Action during a *friendly* Admin Phase to release all unit of the Italian XXI Corps. Place all units from the XXI Corps upright to indicate that the restriction (14.43) is lifted. At least one unit from the XXI Corps must have been attacked before this use may be conducted.

### 14.62 Restriction on Allied Special Action

Only the Allied Reusable Special Action may be used for armor replacements (8.26).

### 14.63 Exclusion of Axis Special Action Use

The Acquire Quality Replacements (8.26) is **not** in use for Axis armor-class units.

### 14.64 Additional Command Staff Functions:

**Joint Operations (*Allied Only*)** – Place the staff asset in a contested area (not newly-contested) in any Admin Phase. Throughout the player-turn, restrictions on assets only being able to support units of their own corps and the restrictions on units from mixed Higher Echelons are lifted for the Allies in the designated area. Move the Staff asset to the Used Box in the Supply Phase.

## 14.7 RESERVE MARKER ELIGIBILITY

For all players, units are only eligible to receive a reserve marker if they are supplied, in good order, and in an uncontested area.

## FAST ACTION BATTLES: CRUSADER-EXCLUSIVE RULES

### 14.71 Allied Reserve Marker Eligibility



Reserve marker placement is restricted by Higher Echelon (13.2) as shown on the marker. The Army Reserve marker may be used by any unit.



**14.72 Axis Reserve Marker Eligibility**  
Reserve marker placement is restricted by Higher Echelon (13.2) as shown on the marker.

## 14.8 STRATEGIC MOVEMENT LIMITS

### 14.81 Strat-move Limits to Allied Units

Allied strat-moves are not limited, except by the quantity of reserve markers.

### 14.82 Strat-move Limits to Axis Units

- Units of the Italian XXI Corps may **not** use strat-move during the game. As a reminder, their reserve marker has a red box.
- Axis strat-moves are not otherwise limited, except by the quantity of reserve markers.

### 14.83 Strat-move Limits to Both Sides

A unit using strat-move may not cross fortress or mined boundaries (unless unbreached).

## 14.9 SUPPLY SOURCES & SPECIAL RULES

### 14.91 Allied Supply Sources



Allied areas, units and assets of all Higher Echelons trace supply to any friendly-controlled area with the Allied Supply source symbol (Entry areas A-E and Tobruk).

### 14.92 Axis Supply Sources



Axis areas, units and assets of all Higher Echelons trace supply to any friendly-controlled area with the Axis Supply Source symbol (Entry areas V-Z and the Axis supply dump at Bir el Hamza [14]).

### 14.93 Tracing a Supply Path

In addition to the standard requirements (9.31), a supply path may:

- May be traced into or through vacant enemy-controlled areas (this is an *exception* to the **FAB: Series Rules**).
- Not cross escarpment boundaries unless a road exists.
- Not be traced across unbreached mined boundaries (affects Allied units only).

## 15.0 UNIT RULES SPECIFIC TO THIS GAME

### 15.1 MOTORIZED INFANTRY



These units have six movement points. Otherwise they are always treated as infantry units in combat.

### 15.2 PANZERGRUPPE AFRIKA

The 155 Afrika, 361 Afrika, Bardia, KG Bach, 300<sup>th</sup>, both Savona units, the garrisons, FlaK, Staff, the Arko 104, 8 and 5

RAG assets, the air support and all events not specific to other Higher Echelons represent the Axis Panzergruppe Afrika, identified by their grey Higher Echelon color.

- a) Units, assets, and events belonging to Pzgrp Afrika may be mixed with and/or attached to other Axis Higher Echelons without the usual mixed Echelon penalties.
- b) Units of the Pzgrp Afrika may receive events and assets from either of the other Axis Higher Echelons without penalty (but only one in a given combat round).

## 15.3 ALLIED 8th ARMY RESERVE

The South African 3<sup>rd</sup>, 4<sup>th</sup>, and 6<sup>th</sup> infantry units, the Force E and 22 Gd motorized units, detachment units, air support assets and all events not specific to other Higher Echelons represent the British 8<sup>th</sup> Army Reserve, identified by their orange Higher Echelon color.

- a) Units, assets, and events belonging to the 8<sup>th</sup> Army Reserve may be mixed with and/or attached to other Allied Higher Echelons without the usual mixed Echelon penalties.
- b) Units of the Army reserve may receive events and assets from either of the other Allied Higher Echelons without penalty (but only one in a given combat round).

### 15.31 Army Reserve Units

The 3<sup>rd</sup>, 4<sup>th</sup> and 6<sup>th</sup> SA Infantry units enter the game as reinforcements on Game Turns 7 and 8. The Oasis Group arrives when the Released event is played (17.11).

## 15.4 INTRINSIC ARTILLERY



Units with a small artillery unit symbol in the upper right corner shows that it has intrinsic artillery use. Treat this as a regular artillery asset and during a Combat Round when artillery fires, these units may fire once as an artillery asset (roll one die). This use does *not* count against the limits on assigning artillery assets in combat. The use of intrinsic artillery does not require the unit to be in supply, but unsupplied intrinsic artillery fire has a **-1** SN modifier.

## 15.5 GERMAN TANK RECOVERY

*The Germans was very effective in recovery of damaged tanks during the battle. They built large repair facilities near Gambut as they didn't receive any replacements because of the war in Russia and the Allied shipping attrition at sea. Instead they had to rely on battlefield recovery and repair of their tanks. The tank recovery markers represent repair and salvage teams working on the wrecks left in the areas.*



In a Combat Round, place one Tank Recovery marker for each step-loss taken by a German armor unit in the area, these markers serve as a reminder for the upcoming repair roll. Note that there are two such markers and this is the limit of steps which could be recovered in each Supply Phase.

## FAST ACTION BATTLES: CRUSADER-EXCLUSIVE RULES

At the end of the Supply Phase in the Axis Player Turn, roll one die for each Tank Recovery marker, on a roll of **5** or less the recovery is successful. The die roll is modified as shown on the Tank Recovery Table. After any repair rolls are made, remove the Tank Recovery marker(s) from the map. A Special Action may be used to re-roll one recovery attempt.

Adjust the Repaired Tank Steps marker on the General Record Track as successful recovery rolls are made. These steps arrive as replacement steps in the following Reinforcement Phase (adjust the marker down when adding steps to units). An armor unit may only receive one repaired tank step per Reinforcement Phase. The repaired steps may be of any quality.

### 15.6 DETACHMENTS



Both sides have 1-step detachment units available for use. The Allied have two infantry Task Groups and one RTR (armor) and the Axis have two Kampfgruppe, one of them is a motorized infantry.

During an admin phase, the *phasing* player may reduce a supplied and in good order unit in an uncontested area by one step and place a detachment unit of the same type (armor or infantry) in the same area. The reducing unit may be of any troop quality. Overstacking is allowed for placement of detachments, but the stacking (5.1) must be observed at the end of the ensuing movement phase.

Detachment units are considered belonging to the Army Reserve for the Allies and the Panzergruppe Afrika for the Axis and follow the rules in 15.1 & 15.2. A detachment unit is treated as any other unit of the same type regarding movement and combat.

A detachment unit may be merged to *any* unit of the same type if located in the same area in any Admin Phase. The unit that the detachment is merged with may not be of an elite troop quality. Detachment units not in use are placed in their respective holding boxes on the map. If a detachment unit is eliminated, place it back in its Holding Box.

Only German units may create detachments for the Axis and the motorized kampfgruppe may be created by any infantry-class unit, whether motorized or not.

### 15.7 RECON UNITS

*Both sides used armored vehicles and armored car battalions for screening and scouting operations. These were lightly armed and armored, very good as recon forces, but less suitable for combat.*



Recon (armored recon and armored car) units have special capabilities in the game that players may utilize.

#### 15.71 Stacking

Revealed recon units do not count towards the two-unit stacking limit. A player may voluntarily reveal a recon unit at any time, even in a non-contested area, to allow another unit to be in that area.

#### 15.72 Scouting

During a *friendly* Movement Phase, before any regular movement is conducted, each recon unit in an uncontested area may conduct a scouting attempt. The phasing player declares the attempt and moves the recon unit into an adjacent enemy-occupied and uncontested area, reveals the recon unit. Roll one die – If the roll is **5** or less the scouting attempt is successful and the non-phasing player reveals **all** units in the scouted area. Non-phasing Patrol units are removed when revealed by scouting (15.8). At the conclusion of the scouting attempt, the recon unit may either stay where it is or move back to the area it originated from. Either way, it may not move again during regular movement. If a “**10**” was rolled, the recon unit must stay and conduct combat in the ensuing Combat Phase, if any. Other phasing player unit(s) are not revealed when entering the scouted area during their move.

#### 15.73 Retreat Before Combat

If a Defending recon unit is alone in an area (i.e. no other friendly unit present), it may retreat before combat by making a morale check (6.7). If it passes the check, the recon unit retreats as per rule 6.6, except that the recon unit do not become disordered. The Attacker should await the Defender’s decision before assigning assets. The Attacker is awarded an exploitation opportunity (6.8) if this retreat is conducted and no other defending units remain in the area after the retreat.

#### 15.74 Recon Units & Combat

Recon units do not have the +1 SN armor modifier when firing. They have -2 and -1 SN modifier for being targeted by enemy artillery and ground fire respectively.

### 15.8 PATROL UNITS

*Patrol units represent uncertain intelligence regarding actual positions of units, false sighting reports as well as small patrols of troops that harass supply lines, but too small to have an impact in combat with regular units.*



Patrol units use either armor-class movement (6 MP’s) or infantry-class movement (3 MP’s). Each side has three patrol units in the game. The Axis also have two additional patrol units starting the game. These two are permanently removed (marked as such) from the game and placed in the Eliminated Box when revealed; or during the Supply Phase of Turn **2**, whichever comes first. When not in use, patrol units are placed in the Patrol Unit Box.

- Patrol units are treated as regular units regarding movement.
- They may never create newly-contested areas.
- Patrol units cannot attack or defend in combat.

Available patrol units are placed under the following conditions:

- At start of the game as part of the setup (see scenario instructions).
- In the same entry area as arriving units in the Reinforcement Phase. When placed with reinforcements, patrol units may overstack an area. However, stacking limits (5.1) must be observed at the end of the ensuing movement phase.

## FAST ACTION BATTLES: CRUSADER-EXCLUSIVE RULES

- During the Admin Phase, the phasing player may place any available patrol unit(s) in a friendly-occupied and uncontested area (overstacking allowed during placement).

Patrol units **may** be removed by the owning player in a Supply Phase, but **must** be removed under the following conditions:

- *In contested areas* – At the end of a movement phase and the patrol unit is not stacked with a friendly regular unit, the owning player reveals it and removes the patrol unit.
- During combat resolution when units of both sides are revealed (6.24).
- When a successful scouting roll is made by a recon unit.
- Starting from Game Turn 6, each player permanently removes one patrol unit (player's choice) during the Reinforcement Phase in even-numbered turns.

### 16.0 ASSET RULES SPECIFIC TO THIS GAME

#### 16.1 ANTI-TANK ASSETS (BOTH SIDES)



Anti-Tank (AT) assets have a +1 SN modifier when firing if enemy's point unit is armor-class and a -2 SN modifier when firing if enemy's point unit is infantry.

#### 16.2 MACHINE GUN ASSETS (BOTH SIDES)



Machine Gun (MG) assets have a +1 SN modifier when firing if target's point unit is infantry.

#### 16.3 AIR SUPPORT ASSETS (BOTH SIDES)



Air support assets may be placed on areas that are either supplied or unsupplied (as an exception to rule 9.34d). Each available air support asset may be used to perform one of the following two missions, and is then placed in the Used Box:

a) **Close Air Support Missions** – During a Combat Round, *one* air support asset per side may be committed to each battle as a Close Air Support mission. It may be played even if mixed Higher Echelons are present. The air support asset is used in one of the two following ways, and afterwards is placed in the Used Box (even if the attacker chose to abort the attack):

- As an artillery asset, it fires when friendly artillery fire is resolved, and it does not count against the limit of usable artillery assets for the combat. The choice to use the Ground Support as an artillery asset must be made before friendly artillery fire is rolled.
- As a battle support asset (*Attacker only*), it gives direct support to the Attacking *point unit*, providing a modifier of +2 to that unit's Success Number (not to intrinsic artillery fire). A step-loss may **not** be assigned to the air mission.

b) **Interdiction Mission** – Place the air mission counter in an area during the Admin Phase. The enemy player must pay one additional movement point (+1 MP) to enter **and** to leave the

affected area. The enemy player may not strat-move through the interdicted area. The air support asset remains in the affected area until the Supply Phase of the Second Player Turn, when it is removed to the Used Box.

#### 16.31 Gambut Airfield & Its Effect on Allied Air Mission Events



The Allies have one conditional air support asset (marked with a C as its turn of arrival). The asset is placed in the Captured Airfield Box. If the Allies capture the Axis airfield in Gambut [16] for the first time, the Allied conditional asset is immediately placed in the Selection Cup.

### 16.4 ALLIED ASSET GENERAL RULES

Allied assets that are corps specific may only assist units of their own corps (XIII, XXX or Tobruk Garrison). Strategic Use (with a red arrow) and Army Reserve assets may be assigned to support either corps (15.3).

#### 16.41 Armor Assets

*Allied armor assets represent Mathilda and Valentine Infantry Tanks. These were slow but heavily armored tanks built for infantry support.*



Allied Armor assets may be used in a combat support role instead of normal firing. In the Combat Phase, each armor asset designated for combat support gives direct support to one infantry-class unit present, player's choice, providing a +1 modifier to that unit's SN. The armor asset also protects the supported infantry unit, giving enemy fire a -1 SN when firing if it also is the point unit. Supporting armor assets absorb hits as normal.

#### 16.42 Trucks Asset



There is one Trucks asset for the Allied player in the game. This asset may be placed on a supplied and in good order infantry unit (not motorized) during a friendly Movement Phase, in which the unit moves as a motorized unit (15.1). After movement the asset is placed in the Used Box.

### 16.5 AXIS ASSET GENERAL RULES

Axis assets that are corps specific may only assist units of their own corps (DAK, CAM or XXI). Strategic Use (with a red arrow) and Panzergruppe Afrika assets may be assigned to support either corps (see 15.2). Local Use (with a blue arrow) and XXI Corps assets may not be played outside the Tobruk Operational Zone (see 14.32).

#### 16.51 German Arko 104 Artillery Assets



In addition to normal usage, if both of these assets are available, the Axis player may use both in a battle as the defender. This advantage does not apply to battles involving defended roadblocks nor mixed Higher Echelons.

## FAST ACTION BATTLES: CRUSADER-EXCLUSIVE RULES

### 16.52 Garrisons



The five Axis garrison assets start a scenario placed in the area indicated on the counter: Sidi Rezegh [37], Gambut [15], Musaid [22] and KG Briel [13] and Sollum [23].

Garrisons do not move from their area of placement until eliminated. If fought alone, they act as a defended roadblock (4.35) except that they are never sent to the Used Box. If friendly unit(s) are present, the garrison asset acts as a battle asset for the unit(s). Garrison assets cannot retreat from combat; units in the area with the garrison can absorb a hit by retreating, though this will destroy the garrison (this only makes sense to avoid encirclement when only one hit is scored against the Defender). Garrisons are eliminated by taking a hit, by remaining behind during a retreat from combat, or by failing an unsupplied morale check. Garrison Assets may NOT be returned by the alternate event use (4.21).

## 17.0 EVENT DESCRIPTIONS

### 17.1 ALLIED EVENTS

Allied events may only affect their own Corp's units. Army Reserve (orange color) events may be used by any unit.

#### 17.11 Force E Arrives



There is one event for the Force E unit. Playing this event in the Admin Phase immediately allows this unit to enter the game from the Force E Holding Box and be placed in any friendly-controlled Entry area.

#### 17.12 11<sup>th</sup> Ind Released



If played in any Admin Phase, remove the 11<sup>th</sup> Ind infantry unit from the Coastal Force Box and place the unit in Entry area D-E where it arrives as a reinforcement. The Axis player is immediately awarded 1 VP.

#### 17.13 Naval Bombardment



This event is played as the one allowable event in a Combat Round. It is used as normal artillery assets (with a +2 SN), except that they can only be used in coastal areas and afterwards it is placed in the Eliminated Box, even if the attack was aborted.

#### 17.14 LRDG Raid

*The Long-Range Desert Group was a special forces unit. Their mission was to raid enemy Headquarters, Supply Dumps and Airfields behind enemy lines.*



The Allied LRDG event, which is played during any Admin Phase, may perform one of three different raids. The player state which type of raid is being conducted and then roll a die:

a) **Airfield Raid** – Roll a die, if the roll is 5 or less, move one Axis Air Support asset from the Available Box into the Used Box.

b) **Supply Raid** – Roll a die, if the roll is 5 or less, reduce Axis assets/events draw by 2 during the next Axis Game Turn.

c) **HQ Raid** – Roll a die, on a roll of 5 or less, move any Axis single-use Special Action from the Available Box into the Eliminated Box or; move the Reusable Special Action from the Available Box into the Used Box (Allied player's choice).

#### 17.15 Rapid Response



When played in the Admin Phase, *one* Allied armor-class unit is allowed to move directly from one contested area into another contested area, up to its full movement allowance. The areas between may *not* be newly-contested.

#### 17.16 Rebuild or Replace



There are two armor 'Rebuild or Replace' chits for the Allied XXX Corps. These events may be played like replacement events (17.31), or they may be used to return an eliminated armor unit back from the Eliminated Large Units Track. Returned units are placed in any friendly-controlled Entry area (19.0), as 1-pip units and may in later turns receive replacements just as other units. Replace the armor unit with the event marker on the Eliminated Large Units Track, since the Axis player still receives a VP for the eliminated unit.

### 17.2 AXIS EVENTS

Axis events may only affect their own Corp's units. Panzergruppe Afrika (grey color) and Strategic events may be used by any unit.

#### 17.21 Auftragstaktik



Once played in the Admin Phase, place the chit in a contested area. All units in that area may move directly into an adjacent enemy-occupied and/or another adjacent contested area during the ensuing movement phase. The areas between *may* be newly-contested.

#### 17.22 Supply Convoy



Use anytime during a Supply Phase by declaring one unsupplied area. The area, the friendly units, and any garrison asset within it are supplied for all purposes (except 9.34a & 9.34d) from the time the event is played until the beginning of the next Supply Phase. The event is then placed in the Eliminated Box.

#### 17.23 Beta Convoy

*In November 1941, the worst month of the convoy war for Italy, Allied aircraft and ships were sinking up to 60 percent of Axis shipping. The Beta Convoy, which carried fuel and supplies for the Axis forces in Libya, was sunk by British Force K from the Royal Navy on the night of 8/9 November, just prior to the Crusader battle. If the convoy had made it, it would have a great impact since it was carrying supplies and vehicles for the Axis forces in North Africa.*

## FAST ACTION BATTLES: CRUSADER-EXCLUSIVE RULES



When this event is drawn, roll one die each for the air support asset and the two armor replacements events in the Axis Convoy Box marked with “C” as their setup code. For each roll of 5 or less, move that event to the Axis Selection Cup.

### 17.24 88mm Guns

*“...During the entire campaign we where to find no effective answer to the enemy’s use of anti-tank weapons well forward with his panzers”.*

*Major Robert Crisp*



Overruling the usual sequence of play, whenever an Allied armor unit or asset is present in combat, this event may be played as the one allowable event (6.22), either as the Attacker or Defender. During a Combat Round, prior to defensive ground fire, roll one die and resolve 88mm AT fire as follows (there are no modifiers):

Roll	Effect
1	Two hits are inflicted on enemy armor units/assets.
2-6	One hit is inflicted on enemy an armor unit/asset.
7-10	No effect.

## 17.3 EVENTS AVAILABLE TO BOTH SIDES

### 17.31 Infantry Replacement (for Infantry and Motorized Units)



This event may be used to increase the current strength of any supplied, damaged infantry-class unit of the indicated Higher Echelon, even in a contested area. Eliminated units may not be returned from the Eliminated Box by use of a replacement chit, nor may a replacement result in the receiving unit having elite troop quality. The Allied Army Reserve infantry replacement chit may be applied to an otherwise eligible unit of any Allied Higher Echelon.

### 17.32 Armor Replacement



Used exactly as the Infantry replacement above, except that it affects armor units. The Allied Army Reserve armor replacement event may be applied to an otherwise eligible unit of any Allied Higher Echelon.

**Note:** German or Italian armor unit may only receive a replacement if receiving the conditional Beta Convoy event. German armor (only) may receive elite replacement by the use of this event.

### 17.33 Special Action



These events are single-use Special Actions (8.1) which may be used for any purpose outlined in the Special Action rules (8.2). For restrictions, see 14.62 and 14.63.

## 18.0 OPTIONAL RULES

### 18.1 ADVANCED ARTILLERY USE

#### 18.11 Artillery vs Armor

*Artillery rarely cause the destruction of armor units but may break up an armored attack or have the tanks go “buttoned-up” as a result of effective firing. For those who think artillery is too effective against armor units may use this rule as an option. This simulates the state of suppression or buttoned-up caused by the artillery fire on armor units. Having the markers coming as recovery instead of disordered also shows the relatively short time armor needs to come out of suppression.*

Armor units do not take step-losses from artillery fire, instead they receive one Recovery Marker for each hit the unit must absorb (infantry units still become disordered and/or take step losses). During ground fire, an SN of **-1** is applied for each recovery marker an armor unit have. At the end of the Combat Round, remove all such markers but one, which remains on the unit until the marker is removed in the Supply Phase.

#### 18.12 Overrunning Artillery

If the Defender had an artillery asset in combat and the area was vacated of defending units, there is a chance the defending artillery asset will be overrun and destroyed. If the Defender retreated, but at least one step survived, the artillery asset is destroyed on a die-roll with a Success Number of **1**. If the defending units and battle assets were destroyed, the Success Number becomes **2**. Add one to the Success Number for each unabsorbed hit from the combat. Roll one die for each involved defending artillery asset.

## 18.2 ADVANCED ARMOR RULES

### 18.21 Probe Attacks

A player may move one armor-class unit (only) into an uncontested enemy-occupied area. In the Combat Phase, conduct combat as normal except for the following:

- The *Attacker* designates the unrevealed defending point unit.
- Only the defending point unit may fire (with a **-1** SN modifier) and absorb hits.
- No assets/events are allowed (both sides). However, units may use intrinsic artillery fire.
- After combat, the attacking armor-class unit must retreat to the same area it attacked from, unless the defender retreats from combat or uses the retreat option (8.24). Only if the attacking unit abort, it becomes disordered due to the retreat.

### 18.22 Combined Arms Bonus

*Attacker* – If the attacker has both armor and infantry units, attacking units have a **+1** SN modifier when firing.

*Defender* – If the defender has any armor unit or AT assets and infantry unit(s), the attacker is not awarded combined arms bonus.

### 18.23 Armor Shock

If the attacker’s point unit is armor and the defender have no armor units and/or AT assets present in the combat, the following applies:

- The defender may not choose the retreat option (6.42c).
- This may not be applied in areas having a TDN of **-2** or **-3** (*difficult terrain*).

## **19.0 DETERMINING VICTORY**

### **19.1 OBJECTIVE AREAS VICTORY POINTS**

An Objective Area must be both friendly-controlled AND be able to trace a valid supply path (9.31 & 14.94) for a player to be awarded its VP value during the Victory Check Phase. Objective Area symbols show who is awarded VPs for control of them as follows:

- **Allied Objective Areas** - These areas have one or more German crosses marking them. Only the Allied player is awarded VPs for control of these areas and only if currently occupied by at least one Allied unit.
- **Axis Objective Areas** - These areas have two or more Allied roundels marking them. Only the Axis player is awarded VPs for control of these areas
  - **Tobruk** – The Axis player is awarded 3 VPs for control of Tobruk [1] and only if currently occupied by at least one Axis unit.
  - **Rommel's Dash** – The Axis player is awarded 2 VPs for control of the two Allied FMC areas on the Southern map edge, and only if occupied by at least two Axis armor units. See also Scenario Special Rules (22.17).
- **Areas of Battlefield Importance** – These areas each have one yellow star printed within them. One VP is awarded to whichever player controls each of these areas during each Victory Check Phase. The Allied player is only awarded VP's for control of these areas if they are currently occupied by at least one Allied non-Ghost unit.

### **19.2 ELIMINATED LARGE UNITS**

Each eliminated unit with three or more steps on the unit label is worth one VP to the opposing player. Such units should be placed on the Eliminated Large Units Track as they are eliminated. Smaller units and assets do not have a VP value.

**Note:** The German 5 Pz and 8 Pz armor units are worth **two (2)** VP's each to the Allied player.

### **19.3 CALCULATING VICTORY POINTS**

During the Victory Check Phase of each turn, both players sum the VPs they are awarded for Objective Areas they control per 19.1 above, then add the number of eliminated enemy large units and then compare these totals. The difference between those totals is the current VP advantage, with the player having the higher total being the advantaged player. Use the VP marker provided, which has an Axis side and an Allied side, placing it on the General Information Track to reflect the advantaged player and the current VP advantage.

### **19.4 SUDDEN DEATH VICTORY**

Beginning with Turn 5, the Turn Record Chart shows what is needed in terms of **net** Victory Points (yours minus theirs) to end the game in a Sudden Death Victory during the Victory Check Phase. If neither player has achieved the net Victory Points needed to end the game, play proceeds to the next Game Turn.

### **19.5 TOBRUK RELIEVED**

The Allied player is awarded three (3) VPs if Tobruk [1] is friendly-controlled and can trace a valid supply path to any friendly Supply Source on the Southern map edge (14.91) during any Victory Check Phase. If at the end of Turn 9 and this still applies, the Allied wins an automatic victory.