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One Inch

 Rommel Attacks +1 Column Shift	 Rommel Attacks +2 Column Shift	 +1 GE RP each Turn	 Overrun IT Div. permanently elim. unless stacked with GE	 Axis Units in Limited Supply require 1 OS per Units (M&C)	 IT -1 DRM
 No Axis RP Cards allowed	 Axis hand size permanently reduced to 6 Cards	 Allied Units in NEAR EAST in Full Supply	 Allied Units in EAST AFRICA in Full Supply	 Add <u>one</u> BR or CW RP per Turn	 Allied Spaces in Egypt may stack <u>four</u> Allied Units
 Attacks in Egypt/Libya -1 DRM no flank attacks	 One Allied Space in Libya/Tunisia may stack <u>four</u> non-US Units	 Allied Units in Algeria/Tunisia in Full Supply	 US -1 DRM	 US 3 RP per Allied RP Card	 One Space in Algeria/Tunisia may stack <u>four</u> US Units

5/8 Inch

 Rommel Attacks +1 Column Shift	 Rommel Attacks +2 Column Shift	 +1 GE RP each Turn	 Overrun IT Div. permanently elim. unless stacked with GE	 Axis Units in Limited Supply require 1 OS per Units (M&C)	 IT -1 DRM	 No Axis RP Cards allowed	 Axis hand size permanently reduced to 6 Cards	 Allied Units in NEAR EAST in Full Supply
 Allied Units in EAST AFRICA in Full Supply	 Add <u>one</u> BR or CW RP per Turn	 Allied Spaces in Egypt may stack <u>four</u> Allied Units	 Attacks in Egypt/Libya -1 DRM no flank attacks	 One Allied Space in Libya/Tunisia may stack <u>four</u> non-US Units	 Allied Units in Algeria/Tunisia in Full Supply	 US -1 DRM	 US 3 RP per Allied RP Card	 One Space in Algeria/Tunisia may stack <u>four</u> US Units