

# ROMMEL IN THE DESERT

## PLAYER - AID

From Richard Wein's unofficial errata

### TURN OPTION KEY

**M** - MOVE **B** - BATTLE  
 ★ MBB = one battle move but at x2 cv fire for all units

### TURN OPTION CHART

SUPPLY CARDS	TURN TYPE	SEQUENCE
○	BASIC	<b>MB</b>
○○	OFFENSIVE	<b>MMB</b>
○○○	ASSAULT	<b>MBB</b> ★
○○○	BLITZ	<b>MBMB</b>

### MOVEMENT BONUSES

ROAD	UNLIMITED SUPPLY	<b>+4</b> to UNIT MOVEMENT
TRACKS	SUPPLY UNIT EVERY 3 HEXES	<b>+2</b> to UNIT MOVEMENT
TRAILS	SUPPLY UNIT EVERY 2 HEXES	<b>+1</b> to UNIT MOVEMENT

### TURN SEQUENCE

**1. DISRUPTION RECOVERY** (9.1) If Phasing players units are **supplied**.

**2. TURN OPTION** (4.0) Commit supply cards or Pass

The Phasing Player (PP) plays his cards. Lay either 0, 1, 2, or 3 cards **face down** on table to show possible Turn Options to Opponent. Include any Dummy cards with real Supply cards to hide your real Turn Option commitment from Opponent. As knowledge of the turn option could influence the non-phasing player's decision whether to refuse battle, the phasing player can disguise his intentions by committing dummy supply cards along with his real supply cards. He does not have to announce his turn option **until his actions depart from those allowed by a Basic Turn**.

### 3. MOVEMENT

Phasing Player **makes one move (or two moves in offensive turn)**

**Rommel Move** Once per turn Axis player may move 1 group +1 hex (except '40 campaign)

If any units retreat from a battle hex, interrupt movement to conduct the following:

- Non Phasing player decides whether to engage rearguards of partial retreats
- Engaged rearguards fire
- Non phasing player fires at engaged rearguards
- Pursuit fire

**Forced Marches** +1 hex move successful or die roll of 4,5,6. otherwise unit DOES NOT move, and is instead disrupted

**End of Movement Phase:** Non Phasing player decides whether to refuse battle  
 If any battles are refused, units withdraw and may suffer pursuit fire

### 4. COMBAT TURN

Not in pass turns

Assault Turn must be announced **at the start** of the Combat Phase

Phasing Player decides in which old battles to initiate combat

If combat occurs, Non Phasing player fires followed by the Phasing Player

**Once units are revealed, they remain face-up until the battle ends or they retreat. If additional units enter the battle hex later, they are immediately revealed.**

**5. BLITZ ONLY** Repeat turn 3 & 4

### 6. SUPPLY CHECK

Phasing Players units become **disrupted** if they were unsupplied at the start of turn and are still unsupplied

Note: **Offensive and Assault turns have only one Movement and Combat Phase**

**7. TURN END** Opponent repeats 1-6

### BUILDUP SEQUENCE (9.0)

**1. ADVANCE MONTH**

**2. ELIMINATE UNSUPPLIED UNITS**

**3. ROLL FOR BP'S** Both opponents Roll 2d6 and Total sum (1 D6 ea for '40 campaign)

**4. SPEND/SAVE BP'S** Can be actioned in any order

**Redeployment** (1 BP) units move 2 Hexes + Road, Trail or Track bonus

**Sea Movement** (1 BP)(4 BP) Can move between ports that are/were last occupied by friendly units. Number units that can use port movements per buildup = to fortress supply value (Allies) or half fortress supply value rounded down (Axis).

**Replacements** (see **BUILD**) Damaged units can be repaired at units base ONLY.

Build Cost is to repair one single step. Destroyed units CAN'T be rebuilt.

**Minefields** (15 BP) Built anywhere within a friendly supply network. Secretly record position on game record sheet. If undefended have no combat effect. Must be revealed as soon as ALL enemy units enter hex.

**Extra Supply Cards** (10 BP each)

**5. RE-SUPPLY**

**6. INITIATIVE**

COMBAT/MOVE/BUILD	KEY		MOVE	BUILD	• TARGET UNIT •							
	SF	TF			ARMOR	INFANTRY	ANTI TANK	ARTILLERY				
ARMOR		REQUIRED TARGET	4	3		DF	SF					
		ONLY IF TARGET IS UNSUPPORTED							ARMOR	PARAS	ANTI TANK	ARTILLERY
INFANTRY		ON ROLL OF 6	3	2	SF		DF					
		ON ROLL OF 5 OR 6							MECH INFANTRY	MOTOR INFANTRY	ANTI TANK	ARTILLERY
		ON ROLL OF 4, 5 OR 6							MECH INFANTRY	INFANTRY	ANTI TANK	ARTILLERY
									PARATROOPERS	ANTI TANK	ARTILLERY	
ANTI TANK		ON ROLL OF 6	3	3	DF	SF	SF					
		ON ROLL OF 5 OR 6							MECH AT	ANTI TANK	ARTILLERY	
ARTILLERY		ON ROLL OF 4, 5 OR 6	3	3	SF	DF	DF	SF				
									SELF PROPELLED	ARTILLERY		
<b>! FIRE FIRST</b>			1	3								