Rommel in the Desert

The “Original” Original Game Version from 1982

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Game Front Cover
In early 1941, Britain was experiencing its darkest hour. Everywhere Axis armies were triumphant and the British Empire stood alone. Only the Suez Canal enabled a continuing British presence in the Mediterranean and Mid-East, and it too was threatened. Its loss would have been a severe, perhaps decisive blow to England’s war effort.

The Second World War had brought the development of new strategic ideas of high-speed mechanized warfare. The North African desert provided ideal terrain for such a highly mobile campaign of maneuver.

Into this arena in early 1941 came General Erwin Rommel, a young and brilliant panzer officer. He wrote, “...the flat and obstruction-free terrain offered hitherto undreamed-of possibilities... Here speed is everything.”

Rommel proceeded to demonstrate the value of boldness and deception under such conditions, repeatedly exploiting the element of SURPRISE. Always outnumbered and undersupplied, Rommel and his Afrika Korps gained many stunning victories against odds (and often against orders) in the 20 months of to-and-fro campaigning that followed. After narrowly missing decisive victory, the exhausted Afrika Korps was finally overwhelmed by a massive Allied buildup at Alam el Am.

ROMMEL IN THE DESERT is an exciting and challenging game of strategy, accurately re-creating the swirling action, the sweeping movement, and the surprise element of the most fluid, wide-open campaign of the war, perhaps of all time.

NOW YOU TAKE COMMAND!
YOU ARE... OR... YOU MUST FACE

ROMMEL in the DESERT

SURPRISE
— UPRIGHT WOODEN COUNTERS MASK UNIT TYPE & STRENGTH
— ADDS NEW DIMENSIONS: PSYCHOLOGY, NERVE, & RECONNAISSANCE
— DECEPTION AND BLUFFING
— SECRET SUPPLY LEVELS

STRATEGY
— STRESSES DECISIONS OVER DICE
— TURN OPTIONS BASED ON SUPPLY USE
— EXTENDED BATTLE SYSTEM YOU DECIDE WHETHER TO REINFORCE, COUNTER-ATTACK OR WITHDRAW
— PLAYERS MUST PLAN AHEAD

VARIETY
— 3 SCENARIOS: 1940, 41 & 42 CAMPAIGNS
— PLAYS DIFFERENTLY EVERY TIME
— INNOVATIVE GAME SYSTEM
— BROAD STRATEGY OPTIONS

HISTORICAL ACCURACY
— HISTORICAL ORDER OF BATTLE
— OVER 100 ARMOR, INFANTRY, ARTILLERY, RECON. ANTI-TANK & SPECIAL UNITS
— BRITISH BRIGADES/GERMAN REGIMENTS
— DETAILED MAPBOARD
— FORTRESSES, MINEFIELDS, SEA MOVEMENT, SUPPLY BUILDS, UNIT REBUILDING

REALISTIC ACTION
— EMPHASIZES SUPPLY LINES, RESERVES, AND PURSUIT
— BLITZKRIEG TACTICS
— OPEN DESERT FLANK
— PINNING ENGAGEMENTS
— TRUE DIFFERENTIATION OF UNIT TYPES

EASE OF PLAY
— EASY SETUP—MARKED ON COUNTERS
— FAST-MOVING & ACTION-PACKED
— CONCEPTUALLY CLEAN RULES

MADE IN CANADA
Full Game Map
Map Close-up #3
Map Close-up #4
Countersheet #2
CREDITS

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TURN OPTIONS (M = MOVE, B = BATTLE TURN)

- BASIC TURN: M, B.
- OFFENSIVE TURN: M, M, B.
- ASSAULT TURN: M, B*
- BLITZ TURN: M, B, M, B
- PASS TURN: (W/D)

TURN SEQUENCE

A. SUPPLY CHECK/DISRUPTION RECOVERY. Check for unsupplied friendly units. Disrupted friendly units not engaged, unsupplied, or just withdrawn can recover.

B. SUPPLY COMMITMENT. Turn Option Selection

C. MOVEMENT. 1 Move (2 if Offensive Turn declared).

D. WITHDRAWAL OPTION. Non-moving player can refuse engagement and withdraw attacked groups.

E. BATTLE TURN. (Assault option if Assault Turn declared.)

F. BLITZ TURN ONLY: Repeat steps C-E. (Units cannot move twice in a turn, but 2 more units may cross hexsides to engage.)

G. COMMITTED SUPPLY REVEALED.

H. SUPPLY CHECK/DISRUPTION. Friendly units unsupplied at the beginning and end of a Turn are Out of Supply and are Disrupted.

I. Moving Player's Turn ends. Opponent repeats process.

BUILDUP SEQUENCE

A. Advance Month. Unsupplied units eliminated. Roll for BP's received.

B. Reinforcements (if any) arrive.

C. Redeployments (1 BP)
   Sea Movement (1 BP/4 BP's)
   Rebuilding (1-3 BP's/CV)

D. Minefield Construction (15 BP's)

E. Opponent (higher BP roll) repeats B-D.

F. Re-Supply (10 BP's for extra SU's)

G. Initiative Challenge.
RULES OUTLINE

1.0 INTRODUCTION
   1.1 THE MAPBOARD
   1.2 THE UNITS
      1.21 MILITARY UNIT SYMBOLS
      1.22 SUPPLY UNITS
   1.3 SETTING UP THE GAME
   1.4 OBJECT OF THE GAME
   1.5 SEQUENCE OF PLAY

2.0 MOVEMENT
   2.1 GROUPS
   2.2 THE GROUP MOVE
   2.3 THE REGROUPING MOVE

3.0 UNIT MOVEMENT
   3.1 ROUTE BONUSES
   3.2 THE ROMMEL BONUS
   3.3 MOVEMENT INTO ENGAGEMENTS
   3.31 ENGAGING VIA PASSES

4.0 ENGAGEMENTS
   4.1 REFUSING ENGAGEMENT
   4.2 BATTLE DEPLOYMENT

5.0 THE BATTLE TURN
   5.1 THE FIRE OPTION
   5.2 FIRING PROCEDURE
   5.3 BATTLE FIRE

6.0 SUPPLY LINES
   6.1 UNSUPPLIED UNITS
   6.2 SUPPLY LINES INTO BATTLES

7.0 DISRUPTION
   7.1 OVERRUN

8.0 WITHDRAWALS

9.0 DISENGAGEMENT
   9.1 RETREAT
   9.2 ROUT

10.0 PURSUIT FIRE

11.0 ALTERNATE TURN OPTIONS
   11.1 THE OFFENSIVE TURN
   11.2 THE ASSAULT TURN
   11.3 THE BLITZ TURN
   11.4 THE PASS TURN
   11.5 DISGUISSING TURN OPTIONS

12.0 BUILDUP
   12.1 REINFORCEMENTS
   12.2 REDEPLOYMENTS
   12.3 SEA MOVEMENT
   12.4 REBUILDING
   12.5 MINEFIELD CONSTRUCTION
   12.6 PROCEDURE
   12.7 RE-SUPPLY
   12.8 THE INITIATIVE

13.0 MINEFIELDS

14.0 FORTRESSES
   14.1 FORTRESS SUPPLY
   14.2 BASING UNITS ON TOBRUK
   14.3 CAPTURED SUPPLY

15.0 OASES

16.0 FORCED MARCHES

17.0 VICTORY CONDITIONS

18.0 SCENARIO SETUP DIRECTIONS
   18.1 1941 CAMPAIGN
   18.2 1942 CAMPAIGN
   18.3 1941-42 CAMPAIGN
   18.4 1940 CAMPAIGN

19.0 STRATEGY NOTES

20.0 DESIGN NOTES

Game Rules Outline
GAME RECORD CHART

1. Every Monthly Buildup, enter the number of Buildup Points received in the first column. Add the number of "BP's Saved" from the previous Month, and enter the total in the "BP's Available" column.

2. Note the BP's you spend on Redeployments (including Sea Movement), Rebuilding, and extra Supply Units in the proper columns. Note the location of Minefields built.

3. If your total BP expenditure is less than the "BP's Available", enter the difference in the "BP's Saved" column.

4. Number of Redeployments, number of steps rebuilt, and extra Supply Units "bought" must be clearly made known to the opponent. Columns are provided for this information. Hits on enemy units can also be recorded, to reconcile final strengths and rebuilds.

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(fold up along line to form a security screen)---

<table>
<thead>
<tr>
<th>TURN</th>
<th>BP's Received</th>
<th>BP's Available</th>
<th>BP's Saved</th>
<th>Redeployed</th>
<th>Minefields (15 BP's)</th>
<th>Extra Supply</th>
<th>2 (10 BP's)</th>
<th>3 (10 BP's)</th>
<th>Extra Supply</th>
<th>Opponent</th>
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Game Record Sheet
Question on the game will gladly be answered if you enclose a self-addressed envelope and an unattached stamp.

GAME Parts are available. Write to the address below.

INTELLIGENCE REPORT
We want feedback! Fill out the Feedback Sheet (over) and return it to the Game Preserve, and we will send you the Intelligence Report, which includes the complete Orders of Battle for ROMMEL IN THE DESERT, and the Power Chart, showing the relative strengths of the two armies in each month of all scenarios.

MONEY BACK GUARANTEE
We firmly believe that anyone who plays ROMMEL IN THE DESERT will like it, but just in case...

We ask two things about games returned for refunds:
1. Play the game. Try it, you'll like it! We ask that you play it twice, really give it a try, and then if it's not what you want, write a short note describing your experiences with the game and the reason for return.
2. Return it in re-saleable condition. Attach the labels neatly. Don't spill coffee on the map! We will have to make deductions for unsaleable parts.

Send the game, in its shipping carton, with your explanatory note enclosed, to the address below. IMPORTANT: attach the enclosed "MONEY BACK GUARANTEE" label to the outside. If returned from the U.S., clearly mark the Customs label as "Returned for Refund". You are responsible for return mailing costs.

We will immediately send you a refund cheque by return mail. This guarantee is only offered on games purchased directly from us.

THE GAME PRESERVE
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### Unit Type Chart

<table>
<thead>
<tr>
<th>Mobility Class</th>
<th>Movement Range</th>
<th>Armor</th>
<th>Infantry Type</th>
<th>Antitank Type</th>
<th>Artillery Type</th>
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<td>![Armor Icon]</td>
<td>RECON</td>
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<td>MOBILE ANTITANK</td>
<td>SELF-PROPELLED ARTILLERY</td>
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<td>ANTI-TANK</td>
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<td>UNMOTORIZED INFANTRY</td>
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<td>ARTILLERY</td>
</tr>
</tbody>
</table>

#### Unit Symbols

- **A**: Australian
- **I**: Indian
- **NZ**: New Zealand
- **SA**: South African
- **FF**: Free French
- **Hi**: Highland
- **Pol**: Polish
- **Tob**: Tobruk
- **at**: Army Tank
- **Guards**: Guards
- **m**: Motor
- **SG**: Support Group

#### Step Reduction

- **3 CV**
- **2 CV**
- **1 CV**

**Month of Appearance**
- **1941 Campaign**
- **1942 Campaign**

**Division**

**Brigade or Regiment**

**Battal Marker**

**(real) Supply Unit**

**Dummy Supply Unit**