

## Desert Fox Expanded Enemy Reaction Phase by Donald Johnson 10/11/2019

2 very different things may happen in an Enemy Reaction phase:

1. A unit anywhere on map may try to destroy 1 supply unit it is stacked with.
  2. A unit near enemy forces may move in reaction; if it does it may be disrupted.
- A unit may only do one of these, but some units may be able to do either. Can be confusing if there are more than a few units involved, hence the following:

### A. **Reaction Potential** Segment (8.4)

1. A non-phasing unit within 2 hexes of an enemy unit may possibly react.
2. A unit with parenthesized strength (arty, armor arty, MSU, Dump, depleted flak), disrupted unit, or OOGS unit cannot react.
3. In the Second Enemy Reaction phase, only mot. units may react.
4. If a unit may react, tilt it 60 degrees (1 hexside) to indicate this.

### B. **Supply Unit Destruction** Segment (7.82) Best time to destroy is Refit phase.

1. Each combat unit stacked w/ supply unit(s) may try to destroy one supply unit:
  - a. If die roll < 4, supply unit is destroyed.
  - b. CW may not do this on turn 1 (March 1941, see 3.2 # 6).
  - c. Only 1 attempt for each supply unit in each reaction phase.
  - d. Attempting unit cannot react; if unit is tilted, tilt unit back 60 degrees.

### C. **Reaction Move** Segment (8.4)

Repeat for each unit that may react:

A unit that may react (a 60 degree titled unit) has 2 choices:

1. Do nothing: Tilt unit back 60 degrees. (If no react, then no morale check.)
2. Activate for reaction movement, as follows: (8.4)
  - a. Unit has 1/4 MPs (keep fractions: 3.5, 5.5, 7) & leg unit move max 1 hex.
    - 1) OPT: Rommel in stack w/ a German unit has mot units react 1 add'l hex.
  - b. Unit may not move directly from EZOC to EZOC & may not infiltrate.
  - c. Unit may not overrun & may not supply overrun.
  - d. Unit may end reaction movement adjacent to an enemy stack ONLY if that enemy stack is already in a friendly ZOC. (Note that this determination is at the instant of reaction movement as what is "already in a friendly ZOC" can change as other reacting units may have previously moved away.)
  - e. When unit has finished reaction movement, keep unit tilted.

### D. **Moral Check** Segment (8.46)

- a. For each unit moved in reaction (tilted 60); if a die roll < Morale, disrupt it.
- b. Tilt unit back 60 degrees, so it is aligned with others.

### E. **Overstack Check** Segment (9.25)

- a. Non-phasing player checks each phasing player's stack:  
Max 6 SPs in non-city or 9 SPs in city and 1 dump.
- b. If hex is overstacked, non-phasing player chooses which units are removed,

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