

Desert Fox Expanded Movement Phase by Donald Johnson 10/11/2019

If Initial Movement Phase then all units may move.

If Motorized Movement Phase then only motorized units may move.

Phasing player does the following:

1. Emergency Supply Segment (7.4)

A) Remove all friendly Emergency Supply Markers.

B) Spend dump to place Emer. Supply marker on Morale 1 unit.

3. General Supply Segment (7.0)

A) Assign General Supply to all units from unit to source of supply, place OOGS marker as needed.

B) Reinf's are auto General Supply until phase 6 of their player turn.

C) Spend MSUs/Dumps as needed.

4. ACTION Segment (Recursive) (8.0)

A) Move a unit or stack, stack must end movement all in same hex; (8.0)
Stack moves at slowest movement factor of unit in stack, no drop off.

(1) Overrun if 10-1. (8.3)

(2) Supply overrun. (7.7)

(3) Infiltrate ZOC of 1 SP non-motorized unit. (10.3)

(4) Forced March (8.7)

(B) CW Naval Transport. (8.5)

(C) CW Rail movement. (8.6)

(D) CW Extend railroad. (8.64)

(E) Construct Fort. (14.1)

5. 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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c
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