

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

**Phasing player** does the following in order:

1. **Axis Automatic Victory Check** Segment: (15.25)
  - 1) If CW Refit phase & AX has non-paren 1 SP combat unit in Alex, AX wins.
2. **Reset Air & Naval points** Segment: (6.21, 11.5)
  - 1) Reset both AX & CW Air Used markers to 0, both can use next player turn.
  - 2) Turns 3 to 9 CW gets naval bombard marker, CW can use next player turn.
3. **Friendly MSU/Dump Conversion** Segment: (7.6)
  - 1) Convert Friendly MSU without captured marker to Supply Dump.
  - 2) Convert Friendly Supply Dump without captured marker to MSU.
4. **Refit & Rebuild Friendly Units** Segment: (13.0)
  - 1) OPT: Convert inverted Recon in EIAI/Alex to Desert Patrol or reverse. (18.0)
    - a) Max 1 AX & 2 CW Desert Patrols on map.
    - b) Must be undisrupted, undepleted, not move nor attack in player turn.
  - 2) To refit a depleted unit on map, it cannot be OOGS, in EZOC, or disrupted.
  - 3) An armor w/ LOC to EIAI/Alex may be put in Refit box (so it can upgrade).
  - 4) A unit in Refit box may be rebuilt at depleted or full strength.
  - 5) Place a rebuilt unit w/i 2 hexes of non-enemy-occupied/ZOC of EIAI/Alex.
  - 6) Expend Nation's Refit points & flip depleted unit or place rebuilt unit.
5. **Disruption Marker Removal** Segment: (11.67, 11.68)

Remove disrupted marker from friendly units:

  - 1) In a city hex.
  - 2) Ax units in owned EIAI or trace supply to EIAI, MSUs not expended.
  - 3) CW units trace supply to owned Alex or owned Tob, MSUs not expended.
  - 4) Any units that trace to dump if dump expended, MSUs not expended.
  - 5) OPT: If Desert Patrol, roll 1 die, if roll < 4, undisrupt.
6. **Supply Unit Destruction** Segment: (7.81)
  - 1) Destroy any number of supply units stacked with a friendly combat unit.
7. **Unsupplied Unit Attrition** Segment: (7.32)
  - 1) For each friendly OOGS unit roll 1D6.
  - 2) If die roll <= Morale, deplete (flip) unit.
8. **Supply Dump Attrition** Segment: (7.9)
  - 1) For each friendly dump that cannot trace LOC to Alex/Tob or EIAI roll 1D6.
  - 2) If die roll < 4, remove dump.
9. **Supply Dump Overstack Check** Segment: (9.26)
  - 1) The non-phasing player examines each phasing stack to ensure that it