

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

1. Captured Supply Markers Removal Segment

- A. Remove Captured Supply markers from friendly supply units. (7.75)

2. Reinforcement Segment (5.1)

- A. Increment refit points & air points per turn track.
- B. Place Reinf. units w/i 2 hexes of Alex/EIAl, not in enemy ZOC.
- C. If all entry hexes occupied or in ZOC of enemy unit, may bring on map edge.
- D. If all map edge hexes occupied or in ZOC of enemy unit, must hold back.
- E. Reinforcements **may** be held back.
- F. Reinf. cannot overstack when placed, must be held back. (5.1 Errata)
- G. CW MSUs per turn track must arrive at Alex., else MSUs are lost.
- H. Turn 2+: AX Convoy Arrival Table MSUs at EIAl, or max 1 at Beng. or Tob.
Add CW Malta air points (0 to 2) to Convoy die roll.
- I. If EIAl occupied by enemy unit, MSUs arriving at EIAl are lost.
- J. OPT: Axis Use of Tobruk as a Port (5.4)
 - 1) If Tobruk occupied by Ax unit and no CW units on map L then
 - 2) Ax may try 1 SP reinf, not refit, not recon, armor, art. nor heavy weapons.
 - 3) Roll 1 die, if roll = 6, then put unit in destroyed units box, else put in Tob.
 - 4) All Ax MSUs **must** be brought in at EIAl that turn. (5.46)

3. CW Withdrawal Segment (5.2)

- A. OPT: CW Variable Withdrawals (5.3)
- B. Specific unit **must** be withdrawn IF on map, not OOGS, w/ LOC to Alex/Tob;
else unit(s) of same type (& if non-armor \geq strength when not depleted)
else 1 VP if playing campaign scenario; no effect if playing Race for Tobruk.
 - 1) To withdraw, just remove unit from map. If it returns, place on turn record.
 - 2) **May** choose to withdraw unit early.
 - 3) Unit just entered as reinforcement **may** be withdrawn if substitute needed.
 - 4) Remove disrupted marker from withdrawn unit.
 - 5) Depleted units **may** be withdrawn.
 - 6) If exact unit is withdrawn it **may** be depleted, no more withdrawal needed.

4. OPT: Declare intent to **convert Recon/Desert Patrol** in EIAl/Alex. (18.0)

- 1) Max of 1 AX and 2 CW Desert Patrols on map.
- 2) **Must** be undisrupted, undepleted, not move, nor attack in player turn.
- 3) Invert Recon/Desert Patrol 180 degrees to show intent to convert.