

Desert Fox Expanded Sequence of Play by Donald Johnson 10/11/2019

Main Sequence of Play rule is 3.0. Rules references are in parentheses. (3.0)

A. Initiative Determination Phase (4.0)

1. Turn 1: Axis IS first, Turn 2: Axis choice, Turn 3+: roll 2 dice per month range.
 - a. OPT: Turn 3+ roll 2 dice, if roll > 10 then Rommel is off-map;
 - b. OPT: If Rommel off-map, roll 2 dice AX win init if roll = 2-6, else roll per 1.
2. Turns 3 to 9, CW gets Naval Bombard marker, one use per player turn. (11.5)

B. First Player Turn

1. Reinforcement Phase - see sheet.
2. Air Allocation Phase (6.3)
 - a. CW may send air points to Malta, at most 2 on Malta, cannot leave Malta.
 - 1) OPT: At most 1, unless CW unit in general supply west of Lxx23.
 - b. AX may do Malta Raid, commit 1 to 3 air points for that player turn.
 - 1) For each air point > 1, must spend dump w/i 3 hexes of owned El Algeila, Bengazi, & Tobruk.
 - a) Dump cannot be within 5 hexes of enemy unit.
 - 2) Roll 1 die on 6.27 Raid on Malta Table.
 - c. OPT: Turns 15-17: Operation Herkules - AX may invade Malta (16.0)
3. Initial Movement Phase - see sheet.
4. First Enemy Reaction Phase = see sheet.
5. First Combat Phase - see sheet.
6. Motorized Movement Phase - see sheet.
7. Second Enemy Reaction Phase - see sheet.
8. Second Combat Phase - see sheet.
9. Refit Phase - see sheet.

C. Second Player Turn

D. Game Turn Indication Phase:

1. If not last turn of game, advance turn marker.
2. If game over & AX has non-paren 1 SP combat unit in Alex, AX wins. (15.25)