

# CAMPAIGN FOR NORTH AFRICA

## ADDENDA: As of September 1979

### A BRIEF NOTE

To believe that a game of the breadth and extent of *CNA* would not have any mistakes was to have the faith of the fanatically insane. We would like to make a pitch here for initiative; if you find something that is obviously wrong, instead of putting the game aside and waiting three months for the answer to your question, please try to resolve it yourself. After all, these games were not delivered on mountain tops writ on fiery tablets...the designer simply made up everything you have read (except the hardware.) And if he can do it, so can you. Try it. And now to the business at hand.

### MAPS

**Map "D":** Hexside 2228/2328 should have an escarpment.

### RULES:

[3.0] (*clarification*) Please note that the definition of *Pinned* is wrong when it refers to air bombardment, especially when it refers to placing units in reserve status. See Section 41.9 for the definition of *Pinned vis a vis* air bombardment.

[3.36] (*clarification*) Remember, this refers to HQ that have absolutely no combat values. HQ with combat values in parentheses may defend, as per 15.17.

[3.4] (*clarification of definition of Units with Parenthesized Strengths*) Parenthesized strengths are used only if the unit is attacked while alone in a hex, or with other units having only parenthesized strengths.

[4.3] (*note*) There are no loose sheets of paper for charts.

[4.4b] (*addition*) The Range for the Z506 is 110.

[4.43a] (*important omission*) The following items were left out of the schedule:

#### GT · OpS Units

28 2 42d RTR (1 Army); T: 4M  
64 2 WD: 32nd Army Tank Bde (2);  
Tpt: 20/15

In addition, in 76/2 there is a reference to 2/68; ignore it. Refer instead to the newly added 64/2 WD.

[4.44a] (*important omission*)

The Fuel Consumption rating of the Gladiator is "1"

[4.44b] (*important omissions and corrections*) All of the following apply to the OA Charts, Reinforcement Tables, etc. — i.e., OB information that has somehow been misprinted or left out.

1. The OA sheets for three entire Italian Divisions — Sirte, Cirene and Marmarica — have been left out. See pages 3 and 4 of this booklet. If you are not planning on playing any scenario before February 1941 you can ignore these divisions, as they were gone by then.

2. The 1st Buffs and 1st Hampshires (CW) start the campaign and Italian scenarios as part of (assigned to) The Matruh Garrison.

3. The arrival date for the French Motor Marine Company is wrong: it should be "D".

4. On the CW Air Characteristics Chart, the Legend shows that "F" = Reconnaissance. That should obviously be "R" = Reconnaissance.

5. The Italian Air Characteristics chart lists an Re.2000. If I'm not mistaken, that plane appears

in no scenario or reinforcement track. That is probably correct, as the Re2000 saw little if any action in Africa, and we accidentally left its characteristics in the table.

6. Under German Non-Divisional Artillery, the 362 Artillery Battery should have an ID Code of "x" (not "w", which is anti-tank equipment).

[4.44c] (*correction*) The Bf.109E should not have "D" capability. In addition, the Bf.110 as a fighter has a Maneuver rating of 32 only when on Night missions. Otherwise its rating is 30.

[4.46] (*note*) This is another one of these long cases written with a 30-pound pen. Don't worry, it all comes clear later.

[4.47] (*Axis Booklet*) The Armor Protection Rating for the A9 Cruiser is omitted on the Axis version of the chart. It is correct on the Commonwealth version ("1"). **Note:** The BAR for all standard-type units is given in Case 21.14 in the rulesbook.

[4.49] (*important omission*) The CPA for the 7.62cm Pak(R) is "15"; for the Marder, "25". (*important correction*) The correct values for the German PzIIIE are 25 1 - 4 - 3 4/4 3 0 (reading across).

[8.17] (*correction*) The % in line three should be %150, not %50.

[8.23] (*correction*) The reference should be to 8.23, not 8.22.

[8.37] (*correction, Terrain Effects Chart*) The footnote (4) should be with Major City, not Swamp. (*important correction*) Footnote (8) is correct, not the number "1" listed on the chart. Tracks do *not* cost 1 CP; they simply halve the cost of the terrain they're in.

[8.71] (*clarification*) The rail lines *may* be used by the Axis Player under Section 54.4. The latter rules was added just as the game went to press; thus the seeming paradox.)

[8.73] (*additional rule*) Units travelling by railroad may not earn any re-organization points in the Stage that they do so.

[8.86] (*important correction*) This is a mistake, and is directly opposite to what it should say. Such reinforcements, etc., *may* move in the Stage of their arrival.

[8.97] (*clarification*) It seems a line was dropped here. What it means to say is that in the rule embodied in the second sentence, a number of trucks may be detached to go along with those detached units.

[8.99] (*note*) This section is as clear as a marble block. However, the information imparted is mostly suggestion. We're pretty sure you know how to use markers.

[9.16] (*correction*) The third paragraph should be "c," not "a".

[10.3] (*clarification*) This Case does not apply to the non-Phasing player.

[11.32] (*correction*) The "+" in the third line should be a "x".

[12.44] (*important clarification*) The term "entire target unit" refers to the battalion-level equivalent fired at. Thus, if a British Artillery unit fires at an infantry battalion in a German division, and the result is a Pinned, only that battalion is pinned — not the division. Artillery fire is never against the hex; it is always against specific targets (usually battalion-equivalents.)

[14.47] (*important correction*) This case is wrong; some over-zealous developer decided to start changing rules. SP guns use their Armor Protection Ratings the same as any other armored unit. However, if such SP Gun is barraging "Back," it may not be used to absorb, nor is it affected by, Anti-Armor Fire.

[14.48] (*important addition*) A maximum of two TOE points of "halftrack-motorized" units may be so lost in any given segment of Anti-Armor Fire, regardless of the situation.

[15.25, Example] (*correction*) In the third line it should be obvious that the other 4 Points are withheld.

[15.26] (*correction*) The Case reference in the 4th line should be to Cases 11.32 and 11.35.

[15.27] (*correction*) While the last sentence is, essentially, correct, it is not complete, as the same diceroll is also *added* (6 + 2 = 8) to determine retreats, surrenders, etc.

[15.4] (*correction*) In the fourth from last line note that the "...Close Assault Strength would be reduced to one."

[15.53] (*correction*) The words "Brigade," now under the Adjustment column, should be under the Smaller Side column.

[15.55] (*clarification*) Well, not really a clarification. I assume you don't understand what this means, as I, the designer, do not. If you do understand it, fine. If not, just continue on.

[15.56] (*addition*) If all defending units in a hex are pinned and that hex is assaulted, the units defend with a strength if "0". In addition, there is a two column shift to the right (to account for the effects of 15.51).

[15.79] (*correction*) Under defender Losses, +4 differential, 10% line, the dice-roll should read 34-45.

[15.88] (*clarification*) It is important that this Case be understood *vis a vis* Case 6.26! If a unit with a -17 cohesion level is assaulted, it surrenders automatically. If the same unit had an Enemy unit move adjacent to it, it would *not* surrender; however, a -26 unit would, in the latter instance. (Very subtle, these designers...)

[16.11] (*addition*) Add to your list of units which may be used for patrol: Italian L/6's, Commonwealth Stuarts, and anyone's mechanized infantry (or Panzergrenadiers).

[17.28] (*clarification*) This means that it is possible for a unit to have a final Morale of +4.

[17.3] (*clarification*) Yes, I know that the Axis has Training Centers. However, they are used only to train Replacement Points (Cf. Case 20.43), not actual units.

[19.14, Example] (*clarification*) The last line should read "...attached to one unit (NZ) and assigned to another (7th Armrd)."

[19.5] (*important clarification*) Lord knows why, but the whole idea behind all this confusion was never expressed in simple words: Parent Units may exceed their normal, assigned unit levels (19.3) by *attaching* (not *assigning*) smaller units above and beyond those stated levels. The number and types of units that may be so attached are given in this chart. These attached units are carried *in addition* to those normally assigned (even though some of those normally-assigned units may be somewhere else at that time!). Just follow the chart and keep track of all these additional attachments on your TOE Log Sheets.

[20.3] (*correction*) The last item on this chart is the SGSU. Ignore that reference; SGSU's come in as desired, as per 34.82. They do *not* require any Replacement Points.



[20.62] (*correction*) Note, in the example at the end of the Case, that the Axis Player would need 300 (not 350) tons.

[20.66, Italian Production Chart] (*correction*) The next to the last line of the explanations at the bottom should refer to Italian M 11/39's, not 13/39's.

[20.72] (*important correction*) The first line should state that the CW must plan *one* month in advance (not two). This will conform this Case with other rules and tables. Moreover, the Production Tables are used for the Month/Turn in which the CW Player *plants* his arrivals. (The Case now states the opposite, which is wrong.) This, too, will conform the Case to the tables.

[20.83] (*correction*) Ignore the reference to 20.75.

[21.12] (*correction*) In the next to last line note that Italian M 13/40's have a BAR of IR, as listed on the charts.

[22.34] (*correction*) Ignore the reference to 22.35.

[22.8] (*correction*) The last two sentences, concerning additions to the dierrolls, on the Table explanation are wrong. See Case 22.34 for the correct dierroll modifications.

[23.11] (*correction and clarification*) Engineers may use parenthesized strengths only if they are *not* stacked with a Friendly combat unit. Also, Engineers may always enter Friendly-occupied, Enemy-controlled hexes.

[24.15] (*clarification*) Case 24.12 is an exception to the last sentence.

[24.72] (*addition*) Commonwealth SGSU's and HQ's with Engineer capability may also construct Airfields and basins.

[25.15] (*correction*) Reference should be to 22.34.

[27.16] (*clarification*) LRDG's, when returning, are formed as per Case 27.13. Also the dating system used in the example is one that was originally used in testing, but was abandoned. For July II substitute 55th, for August II substitute 59th.

[27.36] (*clarification*) Desert Raiders may use Reaction *after* any Spotting attempt.

[27.88] (*correction*) Reference should be to 27.32.

[28.17] (*correction*) The number "1" in line four should be "5".

[29.1] (*clarification*) Again, the old dating method. Just consider the Roman numerals to represent the week in that month. Thus Spring runs from the 3rd week of March and ends with the 2nd week of June.

[29.61] (*correction*) This chart, as some of you may have suspected, is completely backwards. The correct seasonal sequence is noted in 29.1 (i.e., Spring is from the 4th week of March to the end of the 3rd week of June, and so forth).

[30.5] (*correction*) The reference in the first paragraph should be to 56.0. *Note Bene:* This Case is a bit screwed up, so read the following corrections carefully.

[30.55] (*clarification*) While the restriction about expending capability points is true, there is an exception: A unit that has undergone barrage/bombardment may still be transferred.

[30.57] (*important correction*) The reference to 30.59 should be ignored. The rule is as follows: For every Stacking Point transported in, reduce the Maximum Tonnage for that stage by 10%. (SP's shipped *out* have no effect.) Thus, if 1 SP were shipped into Tobruk, its maximum tonnage of supplies for that turn would be reduced by 10% to 1530 (1700-170). For ports with an incoming capacity of more than one SP, if they bring in at least 50% of their supply tonnage maximum,

reduce the SP level by at least 1/3. For ports with 1 SP maximum, shipping in supplies has no effect.

[30.58] (*correction*) The reference in line two should be to 55.2.

[30.59] (*clarification*) There is no 30.59 chart. That chart is now Case 55.3.

[32.0] (*very important note*) Please be warned. The abstract rules — all of them, everywhere in the game — have *never* been tested. They should work, but they may not. It was never intended to simplify the game, and thus these were put in as an afterthought, to help those who might simply want a military ploy. Moreover, having read the abstracted rules, I find them twice as confusing as the "difficult" ones. So much for simplification...

[34.72] (*clarification*) This is literally correct, but, for Players' benefit, not exactly true. The SGSU does represent where the grounded planes are; they do not literally represent the planes themselves.

[35.23] (*correction and clarification*) The section in the rulesbook is wrong; the chart book is right. British initial squadron capacity is 12/4, not 15/5.

[37.31] (*correction*) Planes in facilities located in major cities may always fly any mission even if there is an Enemy unit adjacent. Facilities in major cities are immune to Enemy combat units moving adjacent.

[39.11] (*correction*) See addenda for 37.31.

[40.15] (*correction*) The last number is wrong. It should be "12", as Bf109F's have a TacAir of "6."

[40.27] (*clarification*) Note that it is possible for a mission of planes to be intercepted, have air-to-air, fly on, be attacked again with air-to-air, fly on, etc. The only requirements is that each hex be different.

[40.93] (*correction*) That 20C should be "ZOC".

[40.94] (*clarification*) There is no effect on other Day missions.

[41.31] (*clarification*) The sentence at the end does not, of course, apply to fortification counters. Units in fortifications with a "2" level, other than major cities, may be bombed (with proper column adjustments, IL).

[41.35] (*clarification*) Round all numbers upwards.

[41.46] (*correction*) Both references to 41.96 should be to 41.47.

[41.5] (*important correction*) The "Barrage Points" row has been screwed up: 7,8,9,10 have been placed over the same column. Each column should have only two numbers, thus place 9,10 in the next column, move the rest of the numbers one column to the right, and the last column should read 21 + (not 1 +). In addition, Flak Suppression should read Flak Destruction.

[41.65B] (*clarification*) Recon planes may not be attacked (not "attracted") — and only recon planes.

[41.65C] (*clarification*) Note that when the Axis Convoys are completed all shipments are considered landed.

[41.67] (*clarification*) The percentage loss is applied to each and every type of cargo listed. If the Table says losses are 20%, each type of cargo loses 20%.

[41.92] (*clarification*) The explanation of voluntary combat is in 41.91/4.

[42.46] (*clarification*) Fuel may not be air-dropped.

[42.47] (*addition*) Units that have been air-dropped are considered to have used 5 CP's already.

[42.53] (*clarification*) There is a chart for this case, located in the CW Chart Booklet.

[43.12] (*clarification*) The German bombers referred to are He 111's, Ju88D's, and FW 220's.

[44.2] (*note*) This is a very confusing system. The most important thing to remember is that certain planes will be used that are never used or available for any other part of the game. These "new" planes are always based on a percentage of the planes actually in play that have been placed in the Italy/Sicily boxed.

[44.28, Example] (*clarification*) The second two squadrons of Ju88A's, from the Malta Table, are planes that are not available during the regular course of the game. Losses to these planes are not considered.

[44.5] (*clarification*) This chart, used by the CW, is found in the Axis Booklet.

[45.0] (*clarification to procedure*) Yes, Figure B is missing some planes, but they are unnecessary to the example. Also, the references to choosing pilots randomly (in the paragraphs below the charts) is somewhat confusing; ignore them.

[46.4] (*correction*) This chart is *wrong*; the notes at the bottom of Case 46.3 are correct.

[49.1] (*addition*) The Fuel Consumption Rate for Trucks and Recce/AC units is "1".

[49.13] (*clarification*) The "Note" refers only to land units.

[49.14] (*clarification*) Although units have a Fuel Capacity, they are not, strictly speaking, limited by it. They may always take fuel from a source (dump, truck, etc.) in the same hex and may always move beyond their "fuel capacity" limits if they have expended the fuel points necessary to that movement segment.

[49.4] (*addition*) Infantry-type units in trucks (motorized) that have no fuel may not Close Assault unless they get out of the trucks. Such units may defend at normal strengths, but they are considered to have their non-motorized CPA. Mechanized units and tank/AC/rece units may not Close Assault or Armour Assault without Fuel. They defend at normal strength. However, there will be a two-column adjustment in favor of the attacker if the defending tank-type units have no fuel.

[50.12] (*important correction*) For a unit without ammunition to surrender, it must be assaulted (either anti-armor or close). Simply being in an Enemy ZOC or being barraged does *not* cause the unit to surrender.

[50.2] (*addition*) Infantry units consume *one* Ammo point per TOE point used.

[52.13] (*important correction*) The Case is wrong, the table is right. You must roll a "1" to deplete a well. Also note that you may draw as much water as you can carry in a major city or oasis.

[54.17] (*correction*) The % under -1 should be "0", under +7, "100%".

[55.11] (*correction*) Again, the charts are right, the Case wrong. Follow the chart (55.3) when it comes to what you can ship in and out, not this case.

[55.3] (*clarification*) It is feasible that, in Game-Turns where Axis Shipping Capacity is "G," their ports won't be able to handle the total tonnage arriving (even with CW bombing). If that is the case, any excess over the usual limit may come in at Tripoli.

[56.25] (*clarification*) The Axis Player may allocate his arriving tonnage to any OpStage within that turn, unless it has already been so designated elsewhere.

### 61st "Sirte" Division (Semi-motorized)

Basic Morale: - 1

Notes	Unit	Counter Abbreviation	ID Code	TOE & Weapon System(s)	Arrives
	61st Sirte Div HQ	61 Srt	b	N	3/10
	69th Infantry Regt HQ	69	h	1 × 65/17 Gun	3/10
	I/69 Infantry Bn	I/69	u	N	3/10
	II/69 Infantry Bn	II/69	u	N	3/10
	III/69 Infantry Bn	III/69	u	N	3/10
	70th Infantry Regt HQ	70	h	1 × 65/17 Gun	3/10
	I/70 Infantry Bn	I/70	u	N	3/10
	II/70 Infantry Bn	II/70	u	N	3/10
	III/70 Infantry Bn	III/70	u	N	3/10
	61st Machinegun Bn	61	bb	N	3/10
	61st Anti-tank Coy	61	rr	2 × 47/32 Gun	3/10
	43rd Artillery Regt	43	kk	6 × 75/27 Gun, 3 × 100/17 Howitzer, 6 × Light AA	3/10
	61st Engineer Bn	61	bbb	N	3/10
	61st Bersaglieri Mitrg Coy	61 Brs	aaa	N	3/10

### 62nd "Marmarica" Division (Semi-motorized)

Basic Morale: - 1

Notes	Unit	Counter Abbreviation	ID Code	TOE & Weapon System(s)	Arrives
	62nd Marmarica Div HQ	62 Mrm	b	N	D
	115th Infantry Regt HQ	115	h	1 × 65/17 Gun	D
	I/115 Infantry Bn	I/115	u	N	D
	II/115 Infantry Bn	II/115	u	N	D
	III/115 Infantry Bn	III/115	u	N	D
	116th Infantry Regt HQ	116	h	1 × 65/17 Gun	D
	I/116 Infantry Bn	I/116	u	N	D
	II/116 Infantry Bn	II/116	u	N	D
	III/116 Infantry Bn	III/116	u	N	D
	62nd Machinegun Bn	62	bb	N	D
	62nd Anti-tank Coy	62	rr	2 × 47/32 Gun	D
	44th Artillery Regt	44	kk	6 × 75/27 Gun, 3 × 105/28 Gun, 3 × Light AA	D
	62nd Engineer Bn	62	bbb	N	D
a	LXII(L) Tank Bn	LXII(L)			D

**Notes:**

a = The LXII(L) tank battalion is officially part of the Libyan Tank Command. It begins the campaign attached to the 62nd Marmarica.



[56.29] (addition) Players not wishing to be hamstrung by the mandated arrival rates on the Axis Convoy Level Chart may choose to historically re-route them. He simply totals the number of times each letter may be used (e.g., A = 3 ×, G = 2 ×, etc.) and choose which letter he wishes for that month. He may use a given letter only the number of times it appears. Moreover, no letter above B may be used twice in succession. (It is suggested that the Italians use all B's until 1941.) Experiment, and try to formulate some agreeable rule so that the Axis doesn't get everything at once.

[56.31] (addition) Axis Coastal Shipping moves four "Tripoli-Tunis" boxes per Stage.

[59.2] (correction) The letters *Cp* are the abbreviation for Corps. Also the letters *TOE*, used

throughout the rules, literally stand for Table of Organization and Equipment. Their meaning, for the game, has been twisted somewhat, and it is not important.

[59.45] (important note) This is a rule that should have been placed in bold letters. All trucks may be loaded with whatever the Player wants. Moreover, at the start of a scenario, a Player may load his available trucks with supplies above and beyond what is listed as being available.

[60.31] (clarification) Under "Anywhere in Libya", the XXI Corps Artillery is listed twice.

[60.32] (correction) The Italian plane listed as 2S01 should be Z501.

[60.45] (important correction) Only the first paragraph of this Case is correct. Ignore all the in-

formation starting with "The following units are available..."

[61.38] (correction) The unit listed as *ARTR* should be *4RTR*.

[61.41] (addition) The German Mobile Tank Recovery Squadron starts in Tripolitania.

[62.31 and 63.31] (ommission) Deploy the three CW Tank Delivery Squadrons in Cairo.

[62.33] (correction) Those 142 Blenheim *IV* F's should be Blenheim *IV*'s (not F's).

[62.41 and 63.41] (ommission) Deploy the German Mobile Tank Recovery Squadron in Benghazi.

[63.3] (correction) The Allies should get two airfields, and Degheila gets only 1 SGSU.

## 63rd "Cirene" Division (Semi-motorized)

Basic Morale: - 1

Notes	Unit	Counter Abbreviation	ID Code	TOE & Weapon System(s)	Arrives
	63rd Cirene Div HQ	63 Cir	b	N	D
	157th Infantry Regt HQ	157	h	1 × 65/17 Gun	D
	I/157 Infantry Bn	I/157	u	N	D
	II/157 Infantry Bn	II/157	u	N	D
	III/157 Infantry Bn	III/157	u	N	D
	158th Infantry Regt HQ	158	h	1 × 65/17 Gun	D
	I/158 Infantry Bn	I/158	u	N	D
	II/158 Infantry Bn	II/158	u	N	D
	III/158 Infantry Bn	III/158	u	N	D
	63rd Machinegun Bn	63	bb	N	D
	63rd Anti-tank Coy	63	rr	2 × 47/32 Gun	D
	45th Artillery Regt	45	kk	6 × 75/18 Gun-Howitzer, 3 × 100/17 Howitzer, 3 × Light AA	D
	63rd Engineer Bn	63	bbb	N	D
	63rd Bersaglieri Mitrg Coy	63 Brs	aaa	N	D
a	LXIII(L) Tank Bn	LXIII(L)			D

### Notes:

a=The LXIII(L) Tank Battalion is officially part of the Libyan Tank Command. It begins the campaign attached to the 63rd Cirene.