

*PATTON'S FIRST VICTORY:
TUNISIA, 1943*

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1. GAME PIECES

THE CARDBOARD PIECES REPRESENT THE ACTUAL MILITARY UNITS THAT FOUGHT DURING THE BATTLE FOR TUNISIA. THERE ARE TWO TYPES OF GAME PIECES FOR BOTH SIDES: UNITS AND SUPPORT ASSETS.

THERE ARE TWO SIDES IN PATTON'S FIRST VICTORY, THE ALLIED SIDE AND THE AXIS SIDE; THE ALLIED PIECES ARE PRINTED WITH BLUE NUMBERS, WHEREAS AXIS PIECES ARE PRINTED WITH RED NUMBERS.

2. READING THE PIECES

THE UNIT GAME PIECES HAVE TWO NUMBERS NEAR THE BOTTOM; THE FIRST NUMBER IS THE "COMBAT FACTOR"; THE SECOND NUMBER WITHIN THE WHITE HEXAGON ICON IS THE "MOVEMENT FACTOR." THE SMALL NUMBER PRINTED NEAR THE UPPER-LEFT CORNER IS AN IDENTIFICATION NUMBER (SUCH AS "51ST"); IT HAS NO EFFECT DURING PLAY, AND ONLY SERVES AS HISTORICAL IDENTIFICATION.

SOME PIECES ARE KNOWN AS SUPPORT ASSETS. THEY'RE LIKE REGULAR PIECES, EXCEPT THAT THEY HAVE A "-" (MINUS) NUMBER. SUPPORT ASSETS HAVE A MOVEMENT FACTOR, THOUGH AIR SUPPORT ASSETS HAVE A "RANGE FACTOR" INSTEAD (PRINTED IN A YELLOW HEXAGON.) THE SMALL TITLE PRINTED NEAR THE UPPER-LEFT CORNER INDICATES EACH SUPPORT ASSET'S TYPE (FOR EXAMPLE, "AIR"). SOME SUPPORT ASSETS ARE PRINTED WITH A NAME (FOR EXAMPLE, "PATTON"). IN EITHER CASE, IT HAS NO EFFECT DURING PLAY.

3. GAME MAP

THE MAP PORTRAYS THE HISTORIC BATTLE AREA OF TUNISIA AND EASTERN ALGERIA. A HEXAGONAL GRID IS SUPERIMPOSED OVER THE MAP TO REGULATE THE SET-UP AND MOVEMENT OF PIECES THROUGHOUT THE GAME. EACH HEX REPRESENTS 20 MILES FROM SIDE TO OPPOSITE SIDE.

4. WINNING

THE ALLIED PLAYER CAN WIN THE GAME IN TWO WAYS: EITHER BY ELIMINATING ALL AXIS PIECES BEFORE THE GAME ENDS OR BY CAPTURING (OCCUPYING WITH ANY ALLIED UNITS) **ALL FIVE** PORT HEXES PRINTED ON THE MAP (BIZERTE, TUNIS, SOUSSE, SFAX, GABES.) THE AXIS PLAYER WINS THE GAME BY PREVENTING THE ALLIED PLAYER FROM FULFILLING BOTH THOSE VICTORY CONDITIONS.

A PORT HEX IS ONLY CONSIDERED "CAPTURED" WHILE AN ALLIED UNIT OCCUPIES THAT HEX. IF AN ALLIED UNIT ENTERS BUT THEN LEAVES A PORT HEX, THAT HEX ISN'T CONSIDERED CAPTURED.

5. SET-UP

IN GENERAL, THE ALLIED PLAYER SETS UP MOST OF HIS PIECES IN ALGERIA, IN HEXES WEST OF THE ORANGE-DASHED BORDER. EXCEPTION: DON'T SET UP ANY "BATTLEGROUPS" OR ANY PIECES PRINTED WITH TWO STARS; THOSE PIECES ENTER PLAY LATER WITH PATTON. SIMILARLY, SOME ALLIED PIECES ARE SET-UP IN TUNISIA: THE UNITS OF MONTGOMERY'S BRITISH 8TH ARMY, WHICH ARE PRINTED WITH THAT ARMY'S CREST, A SHIELD WITH A YELLOW CROSS. THEY'RE SET UP IN ANY HEXES ON THE MAP, OF THE ALLIED PLAYER'S CHOICE, THAT BEAR THE SAME 8TH ARMY CREST (SEE THE LOWER-RIGHT AREA OF THE MAP).

EXCEPTION: THE BRITISH PARA. BRIGADE MUST BE SET-UP IN THE VILLAGE OF BONE (HEX 7607). FURTHER, THE BRITISH 6TH ARMORED DIVISION MUST BE SET UP IN ALGERIA (NOT TUNISIA) WITHIN FOUR HEXES OF THE VILLAGE OF THAT SAME VILLAGE. IGNORE THE 8TH ARMY CREST PRINTED ON THE 6TH; IT'S AN ERROR.

ALSO, SOME US PIECES MUST BE SET-UP IN SPECIFIC HEXES. THOSE PIECES ARE THE FORCES OF II CORPS, AND THEY'RE PRINTED WITH A II CORPS CREST, A BLUE RECTANGLE WITH WHITE EMBLEMS. THEY'RE PLACED IN ANY HEXES WITH THE SAME II CORPS SYMBOL (NEAR THE CENTER OF THE MAP) OF THE ALLIED PLAYER'S CHOICE. THERE MUST BE AT LEAST ONE II CORPS PIECE IN EACH II CORPS HEX.

ALLIED AIR SUPPORT ASSETS MAY ONLY BE SET-UP IN HEXES WITH AN ALLIED AIRCRAFT SILHOUETTE IN ALGERIA (OR HEX 8821); NO MORE THAN ONE AIR SUPPORT ASSET MAY BE SET-UP IN ANY ONE SILHOUETTED HEX.

AFTER THE ALLIED PLAYER IS DONE SETTING UP, THE AXIS PLAYER SETS UP HIS OWN SIDE'S NON-BATTLEGROUP UNITS IN TUNISIA, GENERALLY IN ANY HEXES EAST OF THE ORANGE-DASHED LINE, EXCEPT NOT IN ANY 8TH ARMY OR II CORPS HEXES. ALSO NOTE SOME AXIS UNITS MUST SET-UP IN SPECIFIC HEXAGONS; THE GERMAN BROICH UNIT MUST BE PLACED IN THE HEX 8306. ALSO, THE LA SPEZIA UNIT, THE MARINES, AND MESSE SUPPORT ASSETS MUST BE PLACED IN HEX 8519.

AXIS AIR SUPPORT ASSETS MAY ONLY BE SET-UP IN HEXES WITH AN AXIS AIRCRAFT SILHOUETTE IN TUNISIA; NO MORE THAN ONE MAY BE SET-UP IN ANY ONE SILHOUETTED HEX.

6. STACKING

NO TWO UNIT PIECES MAY EVER BE STACKED TOGETHER IN THE SAME HEX, WHILE UP TO TWO SUPPORT ASSET PIECES MAY BE STACKED TOGETHER IN THE SAME HEX, EITHER WITH A UNIT OR STACKED TOGETHER BY THEMSELVES. UP TO THREE SUPPORT ASSETS MAY STACK IF ONE OR MORE OF THEM IS AN AIR SUPPORT ASSET.

NO UNIT AND/OR SUPPORT ASSET IS CONSIDERED "STACKED" WHILE IT IS MOVING THROUGH A HEX. THE STACKING LIMIT IS ONLY ENFORCED AFTER ALL UNITS AND SUPPORT ASSETS HAVE COMPLETED THEIR MOVEMENT DURING THE MOVEMENT PHASE.

YOU MAY ONLY LOOK BENEATH THE TOP UNIT OF AN ENEMY STACK IF A UNIT (NOT JUST SUPPORT ASSETS) IS PRESENTLY ADJACENT TO THE ENEMY STACK YOU WANT TO EXAMINE.

7. TURN SEQUENCE

EACH "GAME TURN" IS DIVIDED INTO TWO "PLAYER TURNS," FIRST THAT OF THE AXIS PLAYER FOLLOWED BY THAT OF THE ALLIED PLAYER. EACH PLAYER TURN IS FURTHER DIVIDED INTO EIGHT PHASES, PLAYED IN THE FOLLOWING ORDER.

MOVEMENT PHASE (PHASE 1)

DURING YOUR OWN "PLAYER" TURN, YOU MOVE AS MANY OF YOUR UNITS AND SUPPORT ASSETS (EXCEPT "AIR") THAT YOU WANT TO MOVE. YOU MAY MOVE NONE, SOME, OR ALL OF YOUR UNITS AND NON-AIR SUPPORT ASSETS IN ANY ORDER YOU PREFER, BUT EACH MOVING PIECE MUST COMPLETE ALL ITS MOVEMENT BEFORE THE NEXT PIECE IS MOVED. SUPPORT ASSETS STACKED TOGETHER MAY MOVE TOGETHER. SUPPORT ASSETS STACKED WITH UNITS MAY MOVE WITH THOSE UNITS (UNTIL THEY LACK ENOUGH MP TO CONTINUE).

ATTACK PHASE (PHASE 2)

DURING YOUR OWN PLAYER TURNS, AFTER YOU'VE COMPLETED YOUR SIDE'S MOVEMENT PHASE, YOU MAY ATTACK ENEMY OCCUPIED HEXES ADJACENT TO YOUR UNITS. SUPPORT ASSETS BY THEMSELVES MAY NOT ATTACK ENEMY UNITS OR SUPPORT ASSETS. THE ATTACKING PLAYER CONDUCTS ONE ATTACK AT A TIME, THOUGH HE MAY ATTACK IN ANY ORDER HE PREFERENCES; HE MAY EVEN WAIT TO DECIDE ON MAKING EACH POTENTIAL ATTACK ONE AT A TIME. IN OTHER WORDS, HE ISN'T REQUIRED TO DECLARE ALL HIS ATTACKS BEFORE HE BEGINS ATTACKING.

AIR SUPPORT PHASE (PHASE 3)

WHENEVER YOU DECLARE AN ATTACK, YOU MAY POTENTIALLY CHOOSE TO ADD AN AIR SUPPORT ASSET TO THAT ATTACK BY "FLYING" SUCH AN ASSET FROM ITS AIRFIELD HEX (WITH AN AIRCRAFT SILHOUETTE) TO THE HEX CONTAINING YOUR ATTACKING UNIT, BUT ONLY IF THAT ATTACKING UNIT ISN'T FARTHER AWAY THAN THE AIR SUPPORT ASSET'S RANGE FACTOR. NO MORE THAN

ONE AIR SUPPORT ASSET MAY BE ADDED TO ANY GIVEN ATTACK. NOTE: MOST AIR SUPPORT ASSETS' RANGE FACTORS ARE ENOUGH TO REACH MOST HEXES ON THE MAP. PLANNED FOLLOW-ON GAMES WILL REQUIRE PLAYERS TO CONSIDER THE RANGE LIMITS OF THEIR AIR SUPPORT ASSETS.

NEXT, THE OPPOSING PLAYER MAY ALSO CHOOSE TO ADD HIS OWN AIR SUPPORT ASSET TO THE DEFENSE OF HIS ATTACKED UNIT BY "FLYING" ONE OF HIS OWN AIR SUPPORT ASSET PIECES FROM ITS AIRFIELD HEX TO THE HEX CONTAINING HIS DEFENDING UNIT, BUT ONLY IF THAT DEFENDING UNIT ISN'T FARTHER AWAY THAN THE AIR SUPPORT ASSET'S RANGE FACTOR. THE OPPOSING PLAYER MAY FLY AN AIR SUPPORT ASSET TO THE DEFENSE OF A LONE SUPPORT ASSET, IF ONLY TO FIGHT IN AIR COMBAT IN THAT HEX.

THE ATTACKING PLAYER MUST ALWAYS ANNOUNCE FIRST IF AIR SUPPORT IS TO BE COMMITTED TO ANY GIVEN BATTLE. THEN THE DEFENDING PLAYER MAY DECIDE TO ADD AN AIR SUPPORT ASSET. EVEN IF THE ATTACKER PASSES ON COMMITTING AIR SUPPORT, THE DEFENDER MAY STILL DECIDE TO DO SO. IN EITHER CASE, NO MORE THAN ONE AIR SUPPORT ASSET MAY BE ADDED BY EACH PLAYER TO THE SAME BATTLE.

IF BOTH PLAYERS HAVE ADDED AN AIR SUPPORT ASSET, THOSE PIECES MUST FIGHT IN "AIR COMBAT" BEFORE THE GROUND BATTLE BEGINS (SEE RULE 10).

COMBAT PHASE (PHASE 4)

AFTER THE AIR SUPPORT PHASE, THE ATTACKING PLAYER ROLLS A DIE FOR EACH OF HIS ATTACKING UNITS (IF ANY), ONE ATTACK AT A TIME. THE DEFENDING PLAYER ALSO ROLLS A DIE EVERY TIME ONE OF HIS UNITS IS ATTACKED. FOR EXAMPLE, IF A UNIT IS ATTACKED THREE TIMES, THAT UNIT MAY THEREFORE DEFEND, VIA A SEPARATE DIE ROLL, AGAINST EACH OF THOSE THREE ATTACKS.

A GIVEN ATTACKING UNIT MAY ONLY ROLL ONCE PER COMBAT PHASE, BUT A DEFENDING UNIT MAY ROLL EVERY TIME ITS ATTACKED BY A DIFFERENT ENEMY UNIT.

AFTER EACH BATTLE, AIR SUPPORT ASSETS THAT PARTICIPATED IN THAT BATTLE ARE PLACED IN THE "RETURN TO BASE" BOX ON THE MAP UNLESS THEY WERE ELIMINATED DURING AIR COMBAT.

ADVANCE AFTER COMBAT PHASE (PHASE 5)

IF ANY ENEMY UNIT AND/OR SUPPORT ASSET IS ELIMINATED OR RETREATED FROM A HEX, THE ATTACKING UNIT THAT CAUSED THAT ELIMINATION OR RETREAT MAY MOVE INTO THAT HEX IMMEDIATELY. ADVANCE AFTER COMBAT IS NEVER MANDATORY, THOUGH THE ATTACKING PLAYER MUST DECIDE TO ADVANCE, OR NOT, IMMEDIATELY AFTER EACH ATTACK AND BEFORE STARTING THE RESOLUTION OF THE NEXT.

ONLY THE ATTACKING UNIT AND ANY SUPPORT ASSET(S) STACKED WITH THE UNIT (IF ANY) THAT CAUSED THE ELIMINATION OR RETREAT MAY ADVANCE AFTER COMBAT INTO THE NEWLY VACATED HEX (AND ONLY INTO THAT ONE HEX). ADVANCE AFTER COMBAT NEVER REQUIRES THE ADVANCING UNIT OR SUPPORT ASSETS STACKED WITH IT (IF ANY) TO EXPEND ANY MOVEMENT POINTS; IT'S A FREE MOVE.

RETURN TO BASE PHASE (PHASE 6)

BOTH PLAYERS NOW RETURN EACH OF HIS OWN PREVIOUSLY "FLOWN" AIR SUPPORT ASSETS, IF ANY, FROM THE "RETURN TO BASE" BOX BACK TO ANY OF HIS OWN AIRFIELD HEXES (TO ANY AIRFIELDS OF HIS CHOICE; AN AIR SUPPORT ASSET IS NOT REQUIRED TO RETURN TO THE EXACT SAME AIRFIELD HEX IT FLEW FROM). NO MORE THAN ONE AIR SUPPORT ASSET MAY BE RETURNED TO ANY ONE AIRFIELD HEX. IF YOU DON'T OWN ENOUGH AIRFIELD HEXES FOR ALL YOUR AIR SUPPORT ASSETS, ALL THE EXCESS AIR SUPPORT ASSETS ARE ELIMINATED.

WHEN RETURNING AIR SUPPORT ASSETS TO AIRFIELD HEXES, THE ATTACKING PLAYER ALWAYS RETURNS HIS OWN AIR SUPPORT ASSETS FIRST, FOLLOWED BY THE DEFENDING PLAYER.

REPLACEMENT PHASE (PHASE 7)

AT THE END OF EACH RETURN TO BASE PHASE, THE PLAYER WHOSE TURN IT PRESENTLY IS MAY REBUILD A REDUCED UNIT, AND/OR REPLACE AN ELIMINATED SUPPORT ASSET. WHEN IT'S HIS TURN, THE AXIS PLAYER MAY REBUILD ONE REDUCED UNIT OR REPLACE ONE ELIMINATED SUPPORT ASSET. WHEN IT'S HIS TURN, THE ALLIED PLAYER MAY REBUILD TWO REDUCED UNITS, OR REPLACE TWO ELIMINATED SUPPORT ASSETS (ANY COMBINATION NOT EXCEEDING TWO PIECES TOTAL).

NO FULLY ELIMINATED UNIT MAY EVER BE RECLAIMED FROM THE DEAD PILE IN ANY WAY, NOR MAY A REDUCED UNIT BE REBUILT TO FULL STRENGTH WHILE IT'S IN AN ENEMY ZONE OF CONTROL (SEE RULE 9). WHEN A REDUCED UNIT OR SUPPORT ASSET IS REBUILT, IT'S SIMPLY FLIPPED OVER TO ITS FRONT SIDE, IN PLACE. ONLY REDUCED TWO-SIDED SUPPORT ASSET PIECES MAY BE REBUILT ON THE MAP, BUT ANY FULLY ELIMINATED SUPPORT ASSET MAY BE RECLAIMED FROM THE DEAD PILE AS ONE REPLACEMENT (EVEN IF A TWO-SIDED SUPPORT ASSET).

WHEN A PLAYER REPLACES AN ELIMINATED AIR SUPPORT ASSET, IT MUST BE PLACED ON THE MAP IN ANY FRIENDLY AIRFIELD HEX THAT'S NOT OCCUPIED BY ANOTHER AIR SUPPORT ASSET AND THAT'S NOT IN AN ENEMY ZONE OF CONTROL. WHEN A PLAYER REPLACES ANY NON-AIR SUPPORT ASSET, IT'S PLACED ON THE MAP IN ANY VILLAGE OR PORT HEX HE OWNS AND THAT'S NOT IN AN ENEMY ZONE OF CONTROL. IF NO ELIGIBLE PLACEMENT HEX IS AVAILABLE, NO ELIMINATED SUPPORT ASSET MAY BE REPLACED THAT

TURN.

UNUSED REPLACEMENT CAPACITY MAY NOT BE ACCUMULATED FROM TURN TO TURN.

SUPPLY PHASE (PHASE 8)

AT THE END OF EACH OF YOUR PLAYER TURNS, YOU MUST CHECK THE SUPPLY STATUS OF EACH OF YOUR UNITS AND SUPPORT ASSETS. EACH UNIT OR SUPPORT ASSET MUST DEMONSTRATE A PATH OF CONTIGUOUS AND LEGALLY ENTERABLE LAND HEXES OF ANY LENGTH FROM ITS OWN HEX TO ANY FRIENDLY AIRFIELD HEX. THAT PATH MAY NOT INCLUDE ANY HEXES OCCUPIED BY ANY ENEMY UNITS OR SUPPORT ASSETS OR ANY HEXES IN ANY ENEMY UNIT'S ZONE OF CONTROL. NOTE, HOWEVER, THAT FRIENDLY UNITS AND/OR SUPPORT ASSETS LOCATED IN A HEX THAT OTHERWISE CONTAIN AN ENEMY ZONE OF CONTROL ARE CONSIDERED TO NEGATE THAT ZONE OF CONTROL FOR PURPOSES OF SUPPLY CHECKS.

EVERY FRIENDLY UNIT AND/OR SUPPORT ASSET UNABLE TO DEMONSTRATE A SUPPLY PATH DURING YOUR SUPPLY PHASES BECOMES IMMEDIATELY REDUCED (OR ELIMINATED IF ALREADY REDUCED).

AFTER THE SUPPLY PHASE, THE CURRENT PLAYER TURN ENDS; MOVE AND THE TURN MARKER INTO THE NEXT TURN BOX TO BEGIN THE NEXT PLAYER'S TURN.

8. MOVEMENT

DURING YOUR OWN SIDE'S MOVEMENT PHASES, YOU MAY MOVE AS MANY OR AS FEW OF YOUR OWN UNITS AND/OR SUPPORT ASSETS AS YOU DESIRE (EXCEPT AIR SUPPORT ASSETS, WHICH MAY NOT MOVE DURING ANY MOVEMENT PHASE). EACH UNIT'S OR SUPPORT ASSET'S MOVEMENT MUST BE COMPLETED BEFORE THAT OF ANOTHER UNIT OR SUPPORT ASSET IS BEGUN.

YOU MAY MOVE YOUR UNITS AND SUPPORT ASSETS VIA ANY PATH OF CONTIGUOUS HEXES YOU CHOOSE, BUT AN AMOUNT OF MOVEMENT POINTS (MP) MUST BE EXPENDED FROM EACH MOVING UNIT'S OR SUPPORT ASSET'S MOVEMENT FACTOR (THE NUMBER PRINTED WITHIN THE WHITE HEXAGON) AS IT ENTERS EACH HEX (EXCEPT AIR SUPPORT ASSETS, WHICH DON'T MOVE DURING THE MOVEMENT PHASE AND DON'T PAY MORE THAN ONE MP TO ENTER ANY HEX). EACH TYPE OF HEX, AS DEFINED BY THE TERRAIN IN IT, HAS AN MP COST, AS INDICATED ON TABLE ON THE MAP. IF THERE IS MORE THAN ONE TYPE OF TERRAIN IN A HEX (SUCH AS OPEN GROUND AND A HILL), UNITS AND NON-AIR SUPPORT ASSETS PAY THE SINGLE HIGHEST APPLICABLE MP COST TO ENTER THAT HEX.

SOME HEXSIDES ARE PRINTED WITH A RIVER SYMBOL, WHICH COSTS +3 (PLUS-THREE) ADDITIONAL MP TO CROSS IN ADDITION TO THE COST INVOLVED FOR ENTERING THE HEX ON THE OTHER SIDE OF THAT RIVER (THOUGH THAT ADDITIONAL COST DOESN'T APPLY IF THAT RIVER IS SPANNED BY A BRIDGE SYMBOL). FOR EXAMPLE, IF YOU WANTED TO MOVE A UNIT ACROSS AN UNBRIDGED RIVER HEXSIDE INTO AN OPEN GROUND HEX, THAT UNIT WOULD PAY A TOTAL OF FOUR MP TO DO SO (ONE FOR THE OPEN GROUND AND THREE "EXTRA" FOR THE RIVER HEXSIDE). BRIDGED RIVER HEXSIDES DON'T COST ANY EXTRA MP TO CROSS.

IF ANY UNIT AND/OR SUPPORT ASSET IS MOVED FROM A HEX WITH A ROAD DIRECTLY INTO AN ADJACENT HEX WITH A ROAD VIA A HEXSIDE CROSSED BY THAT ROAD, THE COST IS HALF AN MP (0.5), REGARDLESS OF THE OTHER TERRAIN IN EITHER OF THE TWO ROAD HEXES.

IN GENERAL, IF ANY UNIT AND/OR SUPPORT ASSET LACKS THE MP REQUIRED TO BE MOVED INTO A HEX OR ACROSS A HEXSIDE, IT MAY NOT ENTER THAT HEX OR CROSS THAT HEXSIDE, ALTHOUGH ANY PIECE MAY ALWAYS MOVE AT LEAST ONE HEX DURING A MOVEMENT PHASE (REGARDLESS OF THE MP COST IN THAT HEX) IF IT DOES NOT MOVE ANY FURTHER.

NO UNIT OR SUPPORT ASSET MAY MOVE OFF THE MAP, OR INTO ANY NON-HEX AREA OF THE MAP, OR INTO ANY ENEMY UNIT'S AND/OR SUPPORT ASSET'S HEX, OR ACROSS ANY "IMPASSABLE" HEXSIDE.

EACH UNIT AND NON-AIR SUPPORT ASSET MUST END MOVE FOR THAT MOVEMENT PHASE WHEN IT LACKS ENOUGH MP TO CONTINUE MOVING. OF COURSE, YOU MAY CHOOSE TO END ANY UNIT'S OR NON-AIR SUPPORT ASSET'S MOVEMENT BEFORE THAT OCCURS, BUT UNUSED MP MAY NOT BE SAVED FROM PHASE TO PHASE OR TURN TO TURN; NOR MAY ANY UNIT'S OR SUPPORT ASSET'S MOVEMENT ALLOWANCE BE TRANSFERRED, LOANED OR GIVEN TO ANY OTHER UNIT OR SUPPORT ASSET.

NOTE: ADVANCES AND RETREATS AFTER COMBAT AND AREN'T CONSIDERED "MOVEMENT," AND THUS DON'T COST ANY MP.

9. ZONES OF CONTROL (ZOC)

THE SIX HEXAGONS SURROUNDING EACH UNIT'S HEX ARE KNOWN AS "ZONE OF CONTROL" HEXES. (SUPPORT ASSETS DON'T PROJECT ZOC.) EVEN IF A UNIT IS REDUCED, AND REGARDLESS OF THE TYPE OF TERRAIN IN EACH SURROUNDING HEX, IT STILL PROJECTS A ZOC INTO THEM. ANY UNIT AND/OR NON-AIR SUPPORT ASSET THAT MOVES INTO A HEX AN ENEMY ZOC (EZOC) MUST END ALL MOVEMENT THERE FOR THAT PHASE (EXCEPT DURING A BREAKTHROUGH, SEE 15). AIR SUPPORT ASSETS MAY ALWAYS IGNORE EZOC.

IF A UNIT OR NON-AIR SUPPORT ASSET BEGINS ITS MOVE ALREADY IN AN EZOC, EXITING THAT EZOC DOESN'T AFFECT THE MOVEMENT OF THAT PIECE, THOUGH A UNIT AND/OR NON-AIR SUPPORT ASSET THAT MOVES FROM DIRECTLY FROM AN EZOC TO ANOTHER EZOC MUST AGAIN IMMEDIATELY HALT ITS MOVEMENT FOR THAT PHASE.

A REDUCED UNIT MAY NOT BE REBUILT IF IT'S IN AN EZOC, EVEN IF A FRIENDLY PIECE IS ALSO IN THAT SAME HEX. A SUPPLY

PATH MAY NEVER ENTER ANY UN-NEGATED EZOC (SEE PHASE 8 OF THE TURN SEQUENCE ABOVE).

10. AIR COMBAT

IF BOTH PLAYERS HAVE FLOWN AN AIR SUPPORT ASSET TO A BATTLE, THOSE TWO PIECES MUST FIGHT IN "AIR COMBAT" PRIOR TO THAT GROUND FIGHT'S RESOLUTION. WHEN AIR COMBAT BEGINS, EACH PLAYER ROLLS A 12-SIDED DIE AND SUBTRACTS FROM THAT RESULT THE "-" (MINUS) COMBAT MODIFIER PRINTED ON HIS INVOLVED AIR SUPPORT ASSET'S COUNTER. WHICHEVER PLAYER HAS THE LOWEST MODIFIED DIE ROLL WINS THAT AIR COMBAT. THE HIGHER ROLLING PLAYER'S AIR SUPPORT ASSET MUST BE REDUCED AND IS IMMEDIATELY PLACED IN THE RETURN TO BASE BOX, OR IT'S ELIMINATED IF BEGAN THE AIR COMBAT ALREADY REDUCED.

IF BOTH PLAYERS' FINAL RESULTS ARE EQUAL, OR IF BOTH PLAYERS' FINAL RESULTS ARE ZERO OR LESS, BOTH AIR SUPPORT ASSETS ARE REDUCED (OR ELIMINATED) AND ARE IMMEDIATELY PLACED INTO THE RETURN TO BASE BOX.

AFTER AIR COMBAT, ANY AIR SUPPORT ASSET SURVIVING ABOVE THE BATTLE HEX IS ADDED TO THAT GROUND FIGHT.

11. ATTACKING

IN GENERAL, NO UNIT OR SUPPORT ASSET MAY ATTACK MORE THAN ONCE PER FRIENDLY COMBAT PHASE. EXCEPTION: SEE RULE 15. EACH OF YOUR ATTACKING UNITS MAY ATTACK ONE ADJACENT ENEMY OCCUPIED HEX, PROVIDED THAT ATTACK IS ACROSS A PASSABLE HEXSIDE. TWO UNITS MAY NEVER COMBINE THEIR COMBAT FACTORS INTO A SINGLE ATTACK, THOUGH TWO OR MORE FRIENDLY UNITS MAY EACH ATTACK THE SAME ENEMY OCCUPIED HEX INDIVIDUALLY DURING THE SAME FRIENDLY COMBAT PHASE. NO UNIT MAY IN ANY WAY SHARE ITS COMBAT FACTOR WITH ANOTHER FRIENDLY UNIT.

TO ATTACK A HEX WITH A SINGLE ENEMY UNIT (AND ANY SUPPORT ASSETS STACKED WITH IT), THE ATTACKING PLAYER SELECTS ONE OF HIS ADJACENT UNITS TO CONDUCT THAT ATTACK AND THEN ROLLS A 12-SIDED DIE; THAT ROLL IS THEN POSSIBLY MODIFIED BY THE TYPE OF TERRAIN IN THAT HEX, OR BY THE TERRAIN IN BETWEEN THE ATTACKER'S AND DEFENDER'S HEX, ALONG THE HEXSIDE, SUCH AS A RIVER. THE MODIFIER FOR EACH TYPE OF TERRAIN IS PRINTED AS A NUMBER ON THE MAP'S TERRAIN CHART.

ONLY ONE TERRAIN MODIFIER EVER APPLIES DURING ANY ONE ATTACK; IF THERE'S MORE THAN ONE TYPE OF TERRAIN INVOLVED (FOR EXAMPLE, A RIVER AROUND THE PERIMETER OF A HILL HEX), ONLY THE SINGLE HIGHEST MODIFIER IS ADDED TO THE ATTACK DIE ROLL. THE TERRAIN IN AN ATTACKING UNIT'S HEX NEVER AFFECTS ANY BATTLE.

AFTER ADDING ANY TERRAIN MODIFIER, THE ATTACKING PLAYER MUST THEN ALSO SUBTRACT THE "-" (MINUS) NUMBER(S) OF HIS INVOLVED SUPPORT ASSET(S), IF ANY, WHICH ARE STACKED WITH HIS ATTACKING UNIT. YOU MAY INCLUDE A MAXIMUM OF TWO NON-AIR SUPPORT ASSETS PLUS ONE AIR SUPPORT ASSET (FOR A TOTAL OF THREE PROVIDED AT LEAST ONE OF THEM IS AN AIR SUPPORT ASSET).

IF THE ATTACKING PLAYER'S FINAL RESULT IS LESS THAN OR EQUAL TO HIS ATTACKING UNIT'S PRINTED COMBAT FACTOR, THAT ATTACK IS SUCCESSFUL AND THE DEFENDING UNIT IS REDUCED (FLIPPED), OR IS REPLACED BY A BATTLEGROUP IF IT WAS ALREADY REDUCED AT THE START OF THAT COMBAT. IF, HOWEVER, THE FINAL ATTACKER RESULT IS HIGHER THAN THE INVOLVED ATTACKING UNIT'S COMBAT FACTOR, THERE IS NO EFFECT. FURTHER, AN UNMODIFIED DIE ROLL OF "1" IS ALWAYS A SUCCESSFUL ATTACK, WHILE AN UNMODIFIED DIE ROLL OF "12" IS ALWAYS AN UNSUCCESSFUL ATTACK.

12. DEFENDING

WHETHER ITS ATTACK WAS SUCCESSFUL OR FAILED, AFTER AN ATTACKING UNIT ATTACKS, THAT ATTACKED ENEMY UNIT (BUT NEVER AN ATTACKED SUPPORT ASSET) IS IMMEDIATELY ELIGIBLE TO CONDUCT A DEFENSE. A DEFENSE IS EXACTLY LIKE AN ATTACK IN THAT THE DEFENDING PLAYER ROLLS A 12-SIDED DIE; HOWEVER, NO TERRAIN MODIFIER IS EVER ADDED TO A DEFENDING UNIT'S DIE ROLL. AT THE SAME TIME, THOUGH, AND EXACTLY LIKE AN ATTACK, THE DEFENDING PLAYER THEN ALSO SUBTRACTS THE "-" (MINUS) NUMBERS OF HIS INVOLVED AIR AND NON-AIR SUPPORT ASSET(S), IF ANY. A DEFENDING PLAYER MAY INCLUDE A MAXIMUM OF TWO NON-AIR SUPPORT ASSETS PLUS ONE AIR SUPPORT ASSET (FOR A TOTAL OF THREE PROVIDED AT LEAST ONE OF THEM IS AN AIR SUPPORT).

IF THE DEFENDING PLAYER'S FINAL RESULT IS LESS THAN OR EQUAL TO THE INVOLVED DEFENDING UNIT'S PRINTED COMBAT FACTOR, THAT DEFENSE IS SUCCESSFUL, AND THAT ATTACKING UNIT IS REDUCED (FLIPPED), OR IS REPLACED BY A BATTLEGROUP IF IT BEGAN THE COMBAT ALREADY REDUCED. IF, HOWEVER, THE FINAL DEFENDER RESULT IS HIGHER THAN THE DEFENDING UNIT'S PRINTED COMBAT FACTOR, THERE IS NO EFFECT. FURTHER, AN UNMODIFIED DIE ROLL OF "1" IS ALWAYS A SUCCESSFUL DEFENSE, WHILE AN UNMODIFIED DIE ROLL OF "12" IS ALWAYS AN UNSUCCESSFUL DEFENSE.

ATTACKS AND DEFENSES, THOUGH ROLLED SEQUENTIALLY IN THAT ORDER, ARE CONSIDERED TO TAKE PLACE SIMULTANEOUSLY. SO ANY DEFENDER LOSS TO A SUCCESSFUL ATTACK ISN'T ACTUALLY REGISTERED UNTIL AFTER THAT DEFENDER HAS CONDUCTED HIS DEFENSE.

SUPPORT ASSETS THAT AREN'T STACKED WITH A UNIT MAY NOT CONDUCT A DEFENSE AS DESCRIBED ABOVE. FURTHER, IF ATTACKED WHILE WITHOUT AN ACCOMPANYING UNIT, EVEN IF THEY SURVIVE THEY MUST RETREAT. A LONE AIR SUPPORT ASSET

THAT IS UNSUCCESSFULLY ATTACKED MUST BE IMMEDIATELY MOVED TO ITS OWN "RETURN TO BASE" BOX.

13. LOSSES & BATTLEGROUPS

WHEN ANY PIECE IS REDUCED, IT'S FLIPPED SO ITS REVERSE SIDE SHOWS, WHICH TYPICALLY FEATURES LOWER COMBAT FACTORS. A REDUCED PIECE OTHERWISE OPERATES IDENTICALLY TO ITS FULL-STRENGTH INCARNATION, THOUGH IF ANY ALREADY REDUCED UNIT IS REDUCED AGAIN, IT'S REMOVED FROM THE MAP AND REPLACED BY A BATTLEGROUP.

NOTE: SOME UNITS AND MOST SUPPORT ASSETS DON'T HAVE ANY DATA PRINTED ON THEIR REVERSE SIDES. WHEN SUCH ("ONE STEP") UNITS BECOME REDUCED, THEY'RE IMMEDIATELY AND FULLY ELIMINATED INSTEAD.

A BATTLEGROUP FUNCTIONS LIKE A NORMAL UNIT IN EVERY RESPECT; THOUGH, WHEN ANY BATTLEGROUP IS REDUCED, IT'S SIMPLY ELIMINATED (REMOVED FROM THE MAP) AND NO OTHER BATTLEGROUP REPLACES IT ON THE MAP. IF A HEX CONTAINS A UNIT AND ANY NON-AIR SUPPORT ASSETS, THE OWNING PLAYER MAY CHOOSE WHICH OF THEM IS REDUCED OR ELIMINATED AFTER A SUCCESSFUL ENEMY ATTACK OR DEFENSE.

NOTE: NO AIR SUPPORT ASSET MAY EVER BE CHOSEN TO BE REDUCED OR ELIMINATED. IF A LONE AIR SUPPORT ASSET IS SUCCESSFULLY ATTACKED (FOR EXAMPLE, WHILE ON AN AIRFIELD HEX), IT'S ELIMINATED AUTOMATICALLY AND IMMEDIATELY.

14. RETREATING & ADVANCING AFTER COMBAT

WHEN AN ATTACK IS SUCCESSFUL BUT THE CORRESPONDING DEFENSE IS UNSUCCESSFUL (OR WHEN ONLY SUPPORT ASSETS ARE DEFENDING), THE DEFENDING PLAYER MUST IMMEDIATELY RETREAT HIS INVOLVED SURVIVING PIECES, IF ANY, FROM THAT HEX EXACTLY TWO HEXES AWAY, TO ANY HEX(ES) OF HIS CHOICE. PIECES MAY NOT RETREAT INTO OR THROUGH ANY HEX OR ACROSS ANY HEXSIDE THAT CONTAINS FORBIDDEN TERRAIN. NOR MAY THEY END A RETREAT IN ANY HEX IN WHICH THEY'D BE OVERSTACKED. NOR MAY THEY RETREAT INTO OR THROUGH ANY HEX OCCUPIED BY AN ENEMY UNIT OR SUPPORT ASSET OR THAT CONTAINS AN EZOC. (FRIENDLY PIECES DON'T NEGATE EZOC FOR RETREAT PURPOSES.) ANY PIECE THAT CAN'T MAKE A FULL TWO-HEX RETREAT WITHIN THOSE STRICTURES IS ELIMINATED IN PLACE. WITHIN THOSE STRICTURES, A RETREATING PIECE MAY RETREAT IN ANY DIRECTION, AS LONG AS THE LAST HEX RETREATED INTO IS TWO HEXES FROM THE BATTLE HEX. THAT IS, THERE MUST BE A HEX BETWEEN THE RETREATING PIECE AND THE HEX FROM WHICH IT BEGAN ITS RETREAT.

IF A HEX CONTAINS MORE THAN ONE PIECE, EACH MAY BE RETREATED TO A DIFFERENT HEX (OWNING PLAYER'S CHOICE ON A UNIT-BY-UNIT AND BATTLE-BY-BATTLE BASIS) PROVIDED EACH FINAL RETREAT HEX IS TWO HEXES DISTANT FROM THE BATTLE HEX. **EXCEPTION:** AIR SUPPORT ASSETS THAT ARE SUCCESSFULLY ATTACKED AT AN AIRFIELD HEX ARE EXCEPTIONS IN THAT THEY MAY NEVER RETREAT, AND THUS ARE ELIMINATED IF THEY MUST RETREAT.

AFTER A BATTLE HAS BEEN FULLY RESOLVED, IF THE INVOLVED DEFENDING FORCE'S ORIGINAL HEX IS LEFT EMPTY, THE ATTACKING PLAYER MAY (HIS CHOICE ON A UNIT-BY-UNIT AND BATTLE-BY-BATTLE BASIS) MOVE HIS INVOLVED ATTACKING FORCE INTO THAT HEX (EZOC ARE IGNORED). SUCH AN ADVANCE AFTER COMBAT, IF IT'S TO BE MADE, MUST BE MADE BEFORE STARTING THE RESOLUTION OF THE NEXT BATTLE (IF ANY). SEE PHASE 5.

15. BREAKTHROUGHS

THOUGH NORMALLY NO PIECE MAY EVER MOVE OR ATTACK MORE THAN ONCE PER FRIENDLY COMBAT PHASE, ANY UNIT STACKED WITH A GENERAL (SUCH AS "PATTON") SUPPORT ASSET IS ELIGIBLE TO MOVE AGAIN AND ATTACK AGAIN (BUT NO MORE) AFTER CONDUCTING A SUCCESSFUL ATTACK, BUT ONLY IF THE ENEMY PIECES INVOLVED IN THAT FIRST BATTLE HEX WERE ELIMINATED OR RETREATED. THAT PROCESS IS CALLED A "BREAKTHROUGH."

A UNIT AND SUPPORT ASSET(S) THAT CONDUCT A BREAKTHROUGH MAY MOVE A SECOND TIME, IF THE OWNING PLAYER DESIRES (EVEN IF IT DID NOT ADVANCE AFTER COMBAT) USING THE NORMAL MOVEMENT PROCEDURE; THOUGH ONLY A PIECE THAT REMAINS STACKED WITH A GENERAL MAY MOVE AND/OR ATTACK A SECOND TIME. A BREAKTHROUGH MAY BE A MOVE AND ATTACK, OR JUST A MOVE, OR JUST AN ATTACK. IF A BREAKTHROUGH ATTACK IS SUCCESSFUL, THE INVOLVED ATTACKING UNIT AND ANY NON-AIR SUPPORT ASSET(S) MAY ADVANCE AFTER COMBAT AGAIN NORMALLY. IN EITHER CASE, AFTER A BREAKTHROUGH IS COMPLETED, NO MORE MOVEMENT OR ATTACKS BY THAT SAME UNIT OR SUPPORT ASSET(S) MAY OCCUR DURING THAT COMBAT PHASE.

16. PATTON IN COMMAND

AT THE END OF EACH GAME TURN THE ALLIED PLAYER ROLLS A 12-SIDED DIE TO CHECK FOR THE ARRIVAL OF THE PATTON NON-AIR SUPPORT ASSET. IF THAT RESULT IS LESS THAN OR EQUAL TO THE NUMBER OF US II CORPS UNITS (NOT SUPPORT ASSETS) CURRENTLY IN TUNISIA, THE PATTON SUPPORT ASSET ARRIVES AND IS IMMEDIATELY PLACED IN ANY HEX CONTAINING A US II CORPS UNIT (ALLIED PLAYER'S CHOICE.) IN ANY CASE, PATTON WILL ARRIVE AT THE END OF THE GAME TURN 3 (IN ANY US II CORPS HEX) IF HE HASN'T ARRIVED BY WAY OF A DIE ROLL BEFORE THEN.

WHENEVER PATTON ARRIVES, ALL II CORPS UNITS AND SUPPORT ASSETS ARE SWAPPED FOR THE NEW AND IMPROVED II CORPS PIECES (PIECES PRINTED WITH TWO STARS) OF THE SAME NAMES (SUCH AS "3RD") IN THE SAME HEXES. IF ANY II CORPS

PIECE WAS ALREADY ELIMINATED OR REDUCED, EVEN IF IT HAD BEEN REDUCED TO A BATTLEGROUP, IT IS SWAPPED NEVERTHELESS, THOUGH ONLY AS A REDUCED UNIT IN SUCH A CASE. NOTE THAT A PIECE SWAPPED FOR AN ELIMINATED II CORPS PIECE MUST BE PLACED IN ANY ALLIED-CONTROLLED VILLAGE HEX NOT IN AN EZOC.

17. ROMMEL RECALLED

AT THE END OF EACH OF THE LAST THREE GAME TURNS, THE AXIS PLAYER ROLLS A 12-SIDED DIE TO CHECK FOR THE RECALL OF THE ROMMEL SUPPORT ASSET. IF THAT RESULT IS LESS THAN OR EQUAL TO THE NUMBER OF PORT HEXES (BIZERTE, TUNIS, SOUSSE, SFAX, GABES) PRESENTLY OWNED BY THE ALLIED SIDE, ROMMEL IS IMMEDIATELY AND PERMANENTLY REMOVED FROM THE MAP AND THE GAME. NOTE: THE AXIS PLAYER MUST APPLY A -1 (MINUS-ONE) DIE ROLL MODIFIER IF MARETH (HEX 8519) IS ALLIED CONTROLLED AND PROVIDED NO AXIS UNIT HAD EVER OCCUPIED ANY 8TH ARMY HEX (8720, 8721, 8722, 8723, 8820 AND 8822) OR THE AIRBASE IN HEX 8821.

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