

Rommel in North Africa: The War in the Desert 1941-42 (1986)

Supply etc. during activity months

Q: the most confusing thing for me is the distinction between Activity Periods and Preparation Periods.

As far as I can tell they are both months. What happens to the scheduled replacements, supply and reinforcements that coincide with an Activity Period? Do these just flow over into the next Preparation Period?

A: The simple way to think of it is that every month includes the Preparation Period stuff but only certain months also include an Activity Period. The Activity Period follows the Preparation Period if and only if one player is in a position to initiate it. Please have a look at the tail end of the campaign sequence of play (section 12, pp 21-22) -- it may make this clearer. Thanks for your interest and enjoy the game.

Combat stalemates

Q: It is possible, but rare, to arrive at a point where modifiers and lack of troops render fire ineffective for both sides. What happens to the combat situation?

A: This is covered by the last sentence under "When Units Retreat," rule 5.2. "If the the attacker can no longer inflict losses on the defender, the attacker must retreat." The situation you mentioned is a special case of that. The defender has the ground and it's up to the attacker to get him out of it.

LOCs and supply radius

Q: There would appear to be some subtle differences between these two concepts?

For example, enemy minefields block supply radius tracing but not LOCs. Perhaps an oversight or intentional?

And Desert boxes block LOCs but not supply radius. Curious.

The consequences are significant during the end of activity phase which is British first then German.

A: You are correct that these are different, and in this respect the rules are correct as written. The LOC was trying to capture the notion of being cut off from your home base -- encircled and isolated, in other words. The supply radius is asking whether you have a store of supplies within range to support operations you want to do. These are not the same, especially in the desert war, although some games have had supply rules which might make you think so.

Depots

Q: There are 6 allied, 5 German. Is this a design limit?

A: I don't recall for certain, but my recollection is that yes, it is. This reflected the transport/personnel/logistic cost of setting up supply bases in the desert.

Yes. See last sentence of section 15.0.

Trucks

Q: There are some references to Truck units which I think should say "Full Truck Units" to be precise ?? see 10.0 i. e. Not empty ones. Tracing supply and 10.2 Restrictions.

A: Rule 10 is actually correct when it just says "truck." The full vs empty distinction doesn't come into play until Rule 15 and the campaign game.