

(Please note that I am using this example to firm up my own understanding of the rules, and if I make any mistakes anywhere I'd be happy to be corrected.)

I will work from the same scenario as Darrell did, with moving 1 hh recce unit from Cairo to Tobruk. As a historical side-note, this unit is the 2nd Derbyshire Yeomanry Regiment - a small reconnaissance unit from the British 8th Armoured Division, made up of nimble armoured cars.

The map has no other units of any kind, and most rules are not relevant here. For simplicities' sake I will not be using breakdown rules. They begin in hex E1830 in Cairo. As Darrell said, the Commonwealth team has infinite resources in Cairo, so there are no worries there.

I'm going to give Darrell the benefit of the doubt that when he uses the term "Game turn" he means "Operations Stage." In Campaign for North Africa, each Game Turn represents 1 week, and is made up of 3 smaller quasi-turns called Operations Stages (OpStages), each of which is a vaguely defined 2-3 day period. Some rules occur each Turn (like evaporation and store usage), and some (like movement) happen each OpStage.

I'm going to work from the assumption that a reconnaissance unit is needed to move quickly, so I will be making use of the Continuous Movement rules where appropriate, which allow me to move them multiple times within a single Operations Stage at the cost of unit cohesion. This will get my armoured cars to Tobruk fast but disorganised, which may well cause them trouble if they end up in combat once there.

In the example given, a few rules seem to have been misrepresented.

Firstly, road hexes cost only $\frac{1}{2}$ of 1 Capability Point to enter, so the listed movement rate of 1 hex per CP should actually be 2/CP.

Secondly, water/fuel evaporation only happens once per Turn, and will not be a problem in this scenario, as the unit will arrive before the end of the Turn (though in a real world scenario, this would cause me headaches in the next Turn after this).

Thirdly, light trucks that are attached to another unit (i.e: not travelling in a Convoy) have only 25CPA, rather than 40, which further limits the Recce unit's speed (unless they wish to abandon their trucks behind them, which I will not be doing).

Additionally, the actual number of road hexes traversed between Cairo and Tobruk is 114 (I counted twice, but the book lists it at 118. If this is an error on my part I'd appreciate an explanation). A section of 12 hexes of this is unbuilt, and needs to be constructed by the Commonwealth player. As we are at the start of the game (Sep 1940), I'm going to assume the road hasn't been constructed yet, which will slow us down.

I've conceived of 2 options to complete our task. One will involve the use of attached trucks to carry fuel for the unit rather than an independant convoy. The other is a lightning rush across the desert to arrive as fast as possible, rendezvousing with a convoy dropping supplies rather than taking trucks of its own.

Neither of these options will require the extensive use of supply dumps as was shown in Darrell's example, because the real fuel usage is much smaller than previously expressed.

FIRST OPTION:

The Yeomen's armoured cars attach 4 trucks, giving 200 points of fuel in storage, plus the 92 points in the fuel tanks of the armoured cars and trucks. This will make sure that there's plenty to go around once they reach Tobruk.

In the first OpStage, the units consume 12 water points from Cairo's infinite supply. Then, the whole unit drives 50 (25CP) hexes to Galal (E3326), consuming 60 fuel points from their tanks.

In the second OpStage, they drink 12 water points from the well at Galal, then refuel from the trucks, leaving 140 points in storage. They travel another 33 hexes to Sidi Barrani before running out of road. At this point, they move onto Clear terrain, which makes each hex movement take 2CP rather than the $\frac{1}{2}$ they've been used to. This also increases the rate of vehicle breakdowns (which this example is not including).

The unit presses on to the edge of its' CPA, which gets it to hex D4027, just outside of the village of Buq Buq. Wanting to use their wells to resupply water (which the vehicles need to move), I force them to use a second movement phase in this OpStage, expending 4 more CP than they have available, and earning myself 4 disorganisation points. The entire endeavour costs a total of 72 points of fuel.

In the third and final OpStage of this Turn, the unit drinks another 12 points of water from the wells at Buq Buq, refuels their tanks (68 points left in storage) and pushes on to Tobruk. They expend 12 CP to get the first 6 hexes to Sollum (D4021), and then get back onto the highway.

19 hexes (10CP) later, they arrive in Tobruk, having used 60 fuel points from their tanks. Mildly disorganised, but with 100 fuel points left in total, they are ready to do their mission next Turn (though they will lose 9 fuel points to evaporation, and will be short on stores).

SECOND OPTION:

In this example, I want to make use of the speed of the Yeoman's armoured cars to get to Tobruk as fast as possible, and so will be moving without trucks attached, relying on a convoy to resupply the fuel and water.

This time, 5 trucks will be used instead of 4 (one carrying 40 points of water).

In OpStage 1, the convoy first loads up on supplies from Cairo's infinite stocks before movement begins. The Yeomen consume 8 points of water from Cairo's well before hitting the road, travelling 76 hexes to D3904. They use most of their fuel (64 points) and stop to wait for the convoy. The trucks arrive later in the OpStage.

As they spent 2 CP picking up supplies, they can only move 76 of their maximum 80 hex road range, which is why the armoured cars didn't use their full 45CP allowance.

OpStage 2 starts with the convoy unloading 2 truck-loads of it's fuel (96 points - enough to refill every fuel tank after the long journey). The water-truck also unloads 13 points.

The vehicles refuel and consume 13 points of water before getting back underway. Including the unbuilt roadway, Tobruk is 37CP away, and so after the armoured cars arrive (with 8 points of fuel remaining in their tanks), the convoy manages to squeeze it's way in as well, at the edge of their range, ready to refuel the Yeomen in the next OpStage and having managed to get there a full 3 days ahead of the alternative option.