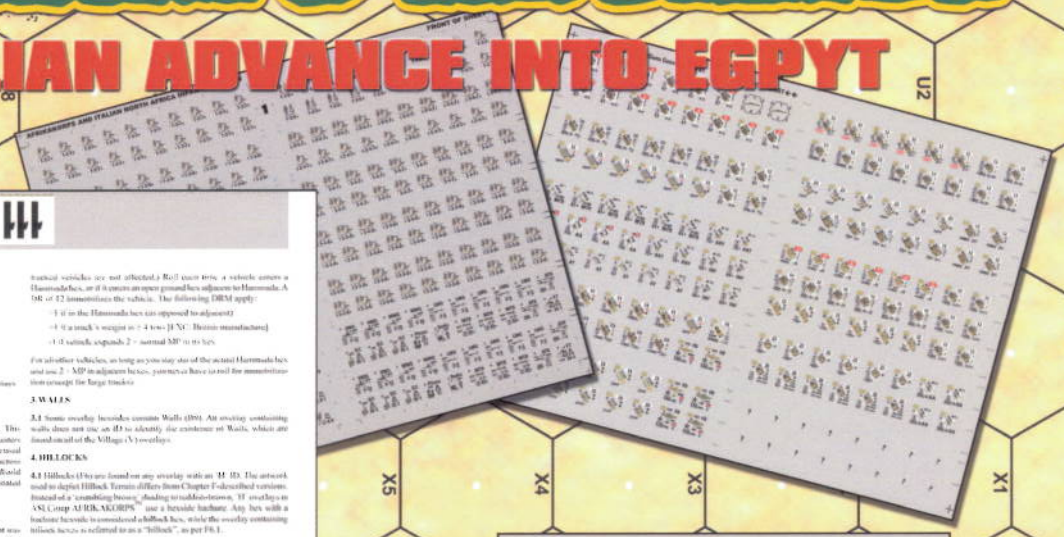
GRAZIANI'S ADVANCE

THE ITALIAN ADVANCE INTO EGPYT



DESERT WAR—ITALIANS

ORDER OF PRESENTATION:

1. Desert Terrain
2. Map and Overlays
3. Walls
4. Hillocks
5. Dells
6. Crags
7. Scrub
8. Wadis
9. Buildings
10. Tracks
11. Sand Terrain
12. Other Terrain
13. Roads and Tracks
14. Railroads
15. Obstacles
16. New Counters
17. Mine/Wire/Ad-Hoc overlays
18. Random Musings

INTRODUCTION:

Welcome to DESERT WAR—ITALY™, an ASLComp VARIANT. This set provides four 8" x 22" desert boards, eight scenarios, diecut counters and a large set of overlays. The counters, boards and overlay set are used for a series of scenarios set of historical scenarios depicting actions across the length and breadth of the Western Desert and Tunisia during World War II. The following Special Rules apply to all scenarios unless stated otherwise via SSR.

1. DESERT TERRAIN

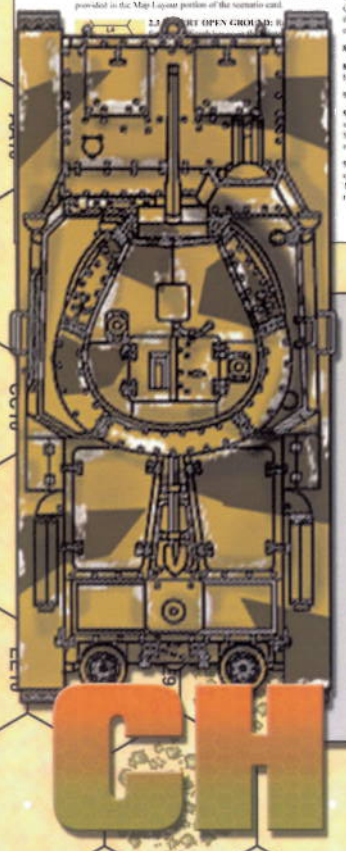
1.1 The desert area in which most of the battles depicted were fought was extremely flat. Any cover that could occasionally be found was magnified in its importance. Undulations of the terrain forms in the form of slight rises (hillocks), depressions (dells) or dry riverbeds (wadis) were found in the region. These types of terrain features could be used to good effect by AFVs, personnel and Gun crews when assuming advantageous Hull Down (D4.2) and Good Order (H20.9) positions.

2. MAP AND OVERLAYS

2.1 ASLComp AFRIKAKORPS™ scenarios are all played on a 22" x 34" desert mapsheet marked with the label "TOBRUK". All terrain except Scrub (F2), which is found on the map as well as on some overlays, is provided in the form of Desert Overlays (J12) that depict Hillocks (F6), Dells (F4), Wadis (F5), as well as Crags (H17), Buildings, desert Tracks (F9), and new Alternate Terrain Types (F13) including a Fort.

2.2 OVERLAY PLACEMENT: Overlays are placed as per F12.2, using coordinates provided via SSR [LSC: The SSR-provided coordinates of an overlay list an X-Y order in terms of the map hexes covered by hex "X" and hex "Y" of each overlay.] No overlay ID/approximate location is provided in the Map Layout portion of the scenario card.

2.3 DESERT OPEN GROUND: [illegible]



trucked vehicles are not affected.) Roll once per vehicle enters a Hammada hex, or if it enters an open ground hex adjacent to Hammada. A 9K or 12 immobilizes the vehicle. The following DRM apply:

−1 if in the Hammada hex (as opposed to adjacent)

−1 if a truck's weight is < 4 tons [4 NC: British manufacture]

+1 if terrain expands 2 = normal MP to hex

For all other vehicles, as long as you stay out of the actual Hammada hex and use 2 − MP in adjacent hexes, gamers do have to roll for immobilization except for large trucks.

3. WALLS

3.1 Some overlay hexsides contain Walls (B9). An overlay containing walls does not use an ID to identify the existence of Walls, which are found on all of the Village (V) overlays.

4. HILLOCKS

4.1 Hillocks (J4) are found on any overlay with an M ID. The artwork used to depict Hillock Terrain differs from Chapter F-described versions. Instead of a 'crumbling brown' shading to indicate terrain, 'H' overlays in ASLComp AFRIKAKORPS™ use a hexside hachure. Any hex with a hachure hexside is considered a hillock hex, while the overlay containing hillock hexes is referred to as a "hillock", as per F6.1.

4.2 Any hex containing one or more hillock hachure hexsides is treated as a Hillock hex and is treated as inherent Terrain (B.6) normally as per 16.2.

5. DELLS

5.1 Dells (F4) depict slight depressions and are represented by any overlay with an ID that begins with the letter 'D'. Their terrain is treated exactly as described in F4.

6. CRAGS

6.1 Crags (H17) are found on any overlay with an ID that begins with the letter 'R' and grey terrain artwork. Crags are also found on some other overlays.

6.2 HAMMADA: An SSR may state that Crag are is used to depict Hammada (F.3) terrain instead of Crags.

7. SCRUB

7.1 Scrub (F2) terrain is found on the 22" x 34" mapsheet (LN 16+, QQ30) and on some overlays. Scrub is treated as per F2. Any Scrub hex that is partially covered by an overlay (Open Ground hex is still considered Scrub terrain.

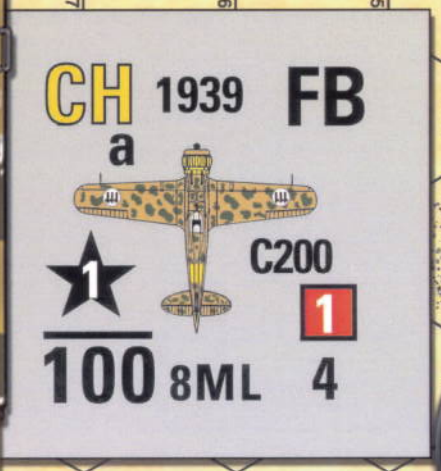
8. WADIS

8.1 Wadi (F5) terrain is represented by any overlay with an ID that begins with the letter 'W'. Wadis are treated as per F5.

9. BUILDINGS

9.1 Building (H23) terrain is found on overlays with an ID that begins with the letter 'V'. Each overlay building is considered to be a Single Story House (H23.21) and made of stone construction (H23.3) except as noted below (as 9.2) or stated otherwise via SSR.

9.2 SINGLE-HEX TWO-STORY HOUSE: Overlays G5, J1 and V47 contain one or more Single-Hex Two-Story Houses (H33.3) are there. These buildings also are treated as containing mutants, as per the rule five follows.



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