



# Afrika Korps

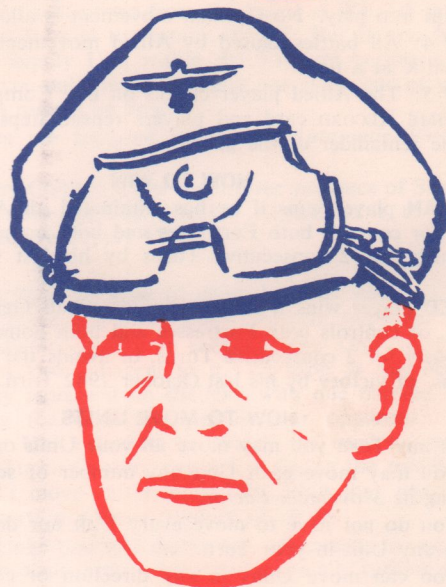
## CONSUMER PANEL TESTED AND APPROVED

Now YOU get your chance to outthink, outmaneuver, outfox Rommel, the Desert Fox himself. All the original Divisions, Brigades and Regiments are YOURS to command. AFRIKA KORPS gives you the situation at March 31, 1941 . . . from then on your skill determines the result.

**AGE LEVEL** — Adults, 12 years and up

**NUMBER OF PLAYERS** — Two

**GAME LENGTH** — Two to four hours.



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## INSTRUCTIONS—READ FIRST

### THE MAPBOARD

The Mapboard shows the area where the western desert campaign was actually fought. It covers approximately 700 miles between El Agheila and El Alamein. (For authenticity map spellings are according to British War Office Maps.) A hexagonal grid has been printed on the Mapboard and is used to determine movement. Hereafter, these hexagons will be called *squares*. Important features include:

**ESCARPMENT:** any square containing brown splash contours.

**QATTARA DEPRESSION:** tan squares, untraversable.

**FORTRESS:** Bengasi (Benghazi), Tobruk (Tobruk).

**COAST ROAD:** Red line.

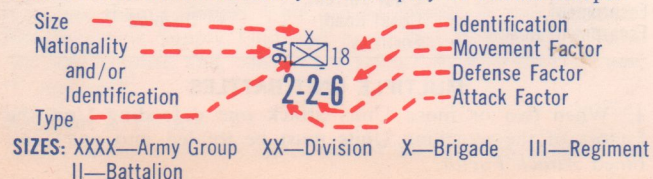
**GRID-COORDINATES:** a cross-indexing system to pinpoint locations. Agheila is W-6, El Alamein is L-59.

**GERMAN HOME BASE:** Gray square at W-3.

**ALLIED HOME BASE:** Gray square at J-62.

### ORDER OF BATTLE UNIT COUNTERS

Now study the set of die-cut *Order of Battle* Unit Counters. Blue are Allied; Red are German. These counters are your chessmen. Hereafter, they will be called Units. Printed on each Unit is information necessary for the play of Afrika Korps:



**NATIONALITY:** A—Australian —Indian SA—South African  
NZ—New Zealand It—Italian  
Unmarked Red—German Unmarked Blue—British

**TYPES:** ☐ Headquarters ☐ Supply ☒ Infantry  
☒ Armor ☒ Armored Infantry ☒ Reconnaissance

**IDENTIFICATION:** Provided for historical reference.

**ATTACK FACTOR:** Basic fighting strength when attacking.

**DEFENSE FACTOR:** Basic fighting strength when defending.

**MOVEMENT FACTOR:** Maximum number of squares a Unit may be moved over clear terrain in one Turn.

### PREPARE FOR PLAY

**STEP 1:** Lay the mapboard out on a long table. The German player sits at the northern side; the Allied player sits at the southern side.

**STEP 2:** Place the corresponding Units on the *Order of Appearance* tables printed on the mapboard. Also, place remaining Units on board according to the *SITUATION—MARCH 1941* card. Units may be stacked 10 high at the start.

### HOW TO PLAY

AFRIKA KORPS is played in Turns. The German player moves all of his Units, then resolves every battle—that is his Turn. The Allied player moves all of his Units, then resolves every battle—that is his Turn. Together these two Turns are called a Complete Turn and measured as the passage of ½ a month. The following is a step-by-step explanation of play:

Example shown in Battle Manual



STEP 1: The German player moves all Units on board he chooses to move. He then consults the TIME RECORD card. If he is due additional Units he places them on board and may move them also. In addition, Supply Units that he may be entitled to are brought into play. No allied movement is allowed.

STEP 2: All battles caused by German movement are resolved one battle at a time.

STEP 3: The Allied player moves all Units on board he chooses to move. He also consults the TIME RECORD card. If he is due additional Units he places them on board and may move them also. In addition, Supply Units that he may be entitled to are brought into play. No German movement is allowed.

STEP 4: All battles caused by Allied movement are resolved one battle at a time.

STEP 5: The Allied player checks off one Complete Turn on the TIME RECORD card and players repeat Steps 1 through 5 for the remainder of the game.

### HOW TO WIN

**GERMAN** player wins if he has eliminated all Allied Combat Units, or controls both Fortresses and both home bases simultaneously for 2 consecutive Turns by his last October 1942 Turn.

**ALLIED** player wins if he has eliminated all German Combat Units, or controls both Fortresses and both home bases simultaneously for 2 consecutive Turns, or avoids the German conditions of victory by his last October 1942 Turn.

### HOW TO MOVE UNITS

1. In any Turn you may move all your Units on board.
2. You may move each Unit any number of squares not exceeding its *Movement Factor*.
3. You do not have to move every Unit nor do you have to move any Unit in your Turn.
4. You can move Units in any direction or combination of directions in the same Turn.
5. Unlike chess and checkers you may move all Units you choose to move in your Turn before resolving any battles.
6. You are not allowed to move your Units on top of or over your opponent's Units, except in *Automatic Victory* situations.
7. *Movement Factors* are not transferable from one Unit to another nor can they be accumulated from one Turn to the next.
8. You are not allowed to move any Units onto Qattara Squares. Nor are they allowed on any mapboard edge square for which there is no grid-coordinate.

**NOTE:** The die is used only to resolve combat — it has nothing to do with movement.

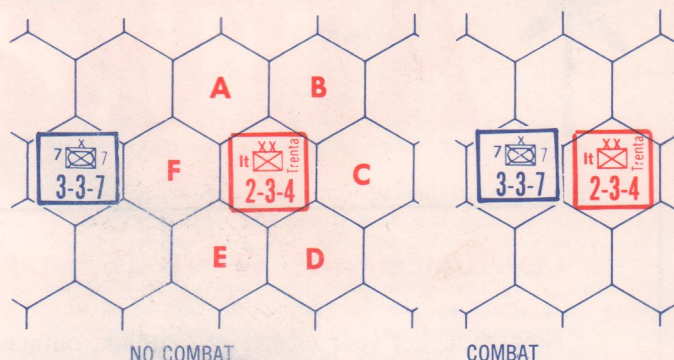
### MORE THAN ONE UNIT PER SQUARE

1. Both players are allowed to combine Combat Units of any kind in a stack totaling no more than 3 Units.
2. Supply Units may be stacked by themselves or with Combat Units over and above the three-high limit.
3. Stacked Units may move onto any square on board including partial Qattara Squares.
4. The *Movement Factor* of stacked Units is that of the slowest Unit in the stack.
5. Units may combine or split up in the middle of a Turn with no movement penalty.
6. There is no limit as to how long stacked Units may stay together.
7. Units may pass through squares containing other friendly Units even if stacked to the maximum.

### HOW TO HAVE COMBAT

A player automatically causes combat when he moves a Unit into any one square of an enemy's zone of control. The player moving his Units is always the attacker; his opponent is always the defender. To determine battle odds the attacker's *Attack Factor* is stated first and the defender's *Defense Factor* is stated second. For example, if the British 7th Armor Brigade (3-3-7) attacks the Italian Trenta Division (2-3-4) battle odds are 3 to 3 or 1 to 1. To resolve this battle the attacker rolls the die

once. The battle result is obtained from the COMBAT RESULTS TABLE by matching up the die-roll with the proper battle odds column. If a die-roll of 1 occurs for the above battle then the Trenta Unit is eliminated. A die-roll of 5 eliminates the British Unit.



The zone of control of every Unit is its 6 adjacent squares A-F. A Unit that lands on any adjacent square is automatically attacking.

### ATTACKING:

1. An attacking Unit must stop as soon as it enters the first enemy controlled square. (See *Automatic Victory* for exception.)
2. An attacking Unit is not allowed to move through enemy controlled squares. (See *Automatic Victory* for exception.)
3. You may move as many Units into enemy zones of control as you are able before resolving combat.
4. You resolve all battles one at a time after moving all the Units you choose to move in your Turn.
5. You have the choice of resolving battles in any order you choose.
6. You must resolve combat against every enemy Unit you have moved Units adjacent to.
7. A Unit's *Attack Factor* remains its basic factor in all situations regardless of terrain it is attacking from.

### AUTOMATIC VICTORY:

As soon as enough attacking Units are in combat against a defending Unit to create an automatic elimination situation (7 to 1 normal or 5 to 1 surrounded) that defending Unit's zone of control is immediately ignored for the remainder of the attacker's Turn. Therefore, Units not yet moved by the attacker may move through and beyond that defending Unit's adjacent squares. Attacking Units may even move over the defending Unit itself although they may not stop on top of it. However, that defending Unit remains in play and is not removed from the board until the attacker is ready to resolve all battles.

### DEFENDING:

1. The defending player is not allowed to withdraw any Unit while his opponent is taking his Turn.
2. A Unit's *Defense Factor* can vary as follows:

DEFENDING UNIT IS ON:	ATTACKING UNIT IS ON:	DEFENSE FACTOR IS:
Clear Terrain, Clear Terrain Road	Escarpment, Clear Terrain, Fortress, Coast Road	Basic
Fortress	Clear Terrain, Coast Road, Escarpment	Doubled
Escarpment, Escarpment Road	Adjacent Escarpment	Doubled
Escarpment, Escarpment Road	Clear Terrain, Coast Road, Fortress	Doubled

### MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the factors of the attacking Units must be totaled into one combined *Attack Factor*.



2. When one Unit attacks two or more defending Units the factors of the defending Units must be totaled into one combined *Defense Factor*.

3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as the following conditions are met:

- a. the attacker must battle every defending Unit in whose controlled zone he has attacking Units and,
- b. his Units must be in the controlled zone of every defending Unit he is attacking.

4. The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit.

5. The attacker with stacked Units on the same square may divide combat into more than one battle against defending Units on separate squares.

6. The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over other defending Units. This tactic is called *soaking-off*. However, *soak-off* odds cannot exceed 1 to 6. Any time an attacker finds one of his Units surrounded at odds greater than 1 to 6, he must either bring up enough Units in support to bring odds down to 1 to 6 or eliminate it from the board *before* resolving any battles.

7. The *Attack* or *Defense Factor* of a Unit cannot be split and applied to more than one battle.

8. No attacking Unit may fight more than one battle per Turn even if it finds itself adjacent to the enemy after combat has been resolved. The defending Unit must either attack or withdraw in its Turn. If such a Unit wishes to attack in its Turn it may do so staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance, however, Units may not withdraw and re-enter by a route that would force them into or through zones of control of other enemy Units.

9. No defending Unit may be fought more than once in any Turn.

### LOGISTICS

You are not allowed to attack without a Supply Unit. Allied player is due 1 Supply Unit per Turn throughout the game — but cannot have more than 4 Supply Units on board at one time. German player is due Supply Units according to the Supply Table (next page) — but cannot have more than 3 Supply Units on board at one time. There is no limit, however, to the number of *Captured* Supply Units you may have on board at one time.

### MOVEMENT:

1. You have the option to start a new Supply Unit either at your home base or Tobruch. However, you may start a Supply Unit only from a square you control at the beginning of your Turn. Supply Units may also be placed at Tobruch when under siege.

**CONTROL:** to control a Fortress you need only garrison it with a Combat, Supply or Rommel Unit. To control a home base you must likewise garrison it and keep it out of enemy zones of control.

2. Initial placement on board is not applied against a Supply Unit's movement rate.

3. You are allowed to move Supply Units and use them to sustain attacks in their Turn of arrival.

4. You may move a Supply Unit during each consecutive Turn you keep it on board. It may remain on board indefinitely until it is used to sustain attacks.

5. Supply Units may be moved adjacent to any enemy Combat or Supply Unit but only in the Turn they are to be used to sustain attacks.

6. Supply Units not taken in a Turn cannot be accumulated. No more than 1 Supply Unit can be started in any Turn although a new Supply Unit can be started in the same Turn that you capture and convert an enemy Supply Unit to one of your own.

### SUSTAIN ATTACKS:

1. A Combat Unit may attack only if the square it is attacking

from is within 5 squares of a Supply Unit. The 5-square route must be unblocked by enemy zones of control.

2. The attacker is not allowed to place his Combat Unit under an enemy zone of control if such movement would place it more than 5 squares away from a Supply Unit at the end of the movement portion of his Turn.

3. You must state before resolving combat which Supply Unit(s) you are using to sustain attacks.

4. One Supply Unit may sustain attack for more than one Combat Unit in the same Turn. There is no limit to the number of battles that can be sustained by the same Supply Unit as long as Combat Units are all within the 5-square perimeter.

5. A Supply Unit is removed from the board at the end of the Turn in which it is used to sustain attacks. But if you have more than one Supply Unit within the 5-square perimeter of attacking Units you only have to remove one at the end of your Turn—all others remain on board.

6. Supply Units are required to sustain *Automatic Victory* situations.

7. All attacks by Combat Units require the presence of Supply Units except certain *Soak-off* attacks. Attacks at 1 to 3 or worse do not require Supply Units.

### CAPTURE:

1. Supply Units have no zone of control and all enemy Combat and Supply Units may pass right by without stopping.

2. You automatically capture an enemy Supply Unit when you move a Combat Unit adjacent to it. As soon as this occurs you immediately replace it on the spot with one marked *captured*, returning the captured one to your opponent. The *captured* Supply Unit can then be moved and used to sustain attacks in that Turn. Capture can occur during the middle of a Combat Unit's move—after which that Unit may complete its movement portion without penalty or delay.

4. Defending Units that find themselves adjacent to or on top of enemy Supply Units after combat automatically capture such Supply Units.

5. Opposing Supply Units cannot capture or even move adjacent to each other unless accompanied by Combat Units.

6. You are allowed to have more than your quota of Supply Units on board as long as the surplus are *captured* units.

7. Supply Units in Fortresses can be captured only when all Combat Units therein have been removed.

8. You are allowed to destroy, at the end of your Turn, any Supply Unit(s) in danger of capture.

**NOTE:** The above Logistic requirements do not apply on defense—there is no change or reduction to a Unit's *Defense Factor* when there are no friendly Supply Units present.

### MOVEMENT AFTER BATTLE

Any time your attacking Units remove all defending Units from Escarpment and Fortress Squares, you have the option to move them onto the squares vacated by the loser. This also applies to surviving attacking Units in event of exchange.

### SPECIAL TERRAIN MOVEMENT

**COAST ROAD:** You are allowed to move all Units up to 10 additional squares per Turn on the Coast Road. You may also combine clear terrain and road travel in any manner desired. For example, you can move the British 7th Armor Unit 2 clear terrain squares to a Coast Road—move it 7 squares along it—move it 5 more squares off the road over clear terrain—then back onto the Coast Road for its final 3 squares of the road bonus.

### ESCARPMENT:

1. You may move all Units onto Escarpment Squares.

2. Units must stop when they land on an Escarpment Square. They may not proceed until the next Turn.

3. Units move through Escarpment Squares at the rate of 1 square per Turn.

4. Units may leave Escarpment Squares at their normal movement rate.

5. You may move Units through Escarpment Squares on the Coast Road without stopping. Units beginning their Turn on



an Escarpment Square may move one square to the Coast Road and proceed at the normal rate. Units beginning their Turn on non-Escarpment terrain may move off one square from the Coast Road onto an Escarpment Square. Units may also leave one Escarpment and move onto another in the above manner in the same Turn.

**QATTARA DEPRESSION:** You are not allowed in the Qattara Depression. Units are allowed only on partial Qattara Squares since they are considered clear terrain.

### REINFORCEMENTS

Both players receive Reinforcements at specific intervals. Reinforcements are new Units and have nothing to do with Replacements. The *Order of Appearance* tables state the earliest time that Reinforcements can be put into play. However you have the option of delaying their arrival as long as desired.

1. You have the choice of starting Reinforcements either at your home base, or Tobruk, or both. However, you may start Reinforcements only from a square you control at the beginning of your Turn. Reinforcements may be started at Tobruk when under siege.

2. You may put Reinforcements into play at any time during the movement portion of your Turn. They may be moved and used in battle in their Turn of arrival.

3. Initial placement on board is not applied against a Reinforcement Unit's movement rate. You may stack them above the 3-high limit during initial placement except at Tobruk when under siege in which event the 3-high maximum rule prevails.

4. You are allowed to put Reinforcements into play only when it is your Turn—not during your opponent's Turn.

5. You cannot put Reinforcements into play at all if you do not control either your home base or Tobruk.

6. An opponent's home base cannot be used as a Reinforcement center.

7. Reinforcements that cannot get into play by your last October 1942 Turn are considered eliminated.

### REPLACEMENTS

Starting in March 1942, and all Turns thereafter, both players receive Replacement Units. These Units have nothing to do with Reinforcements and are taken only from the dead pile. The German player earns Replacement Units at the rate of 1 *Attack Factor* per Turn for his home base and 1 *Attack Factor* per Turn for Tobruk he controls at the beginning of his Turn — 2 *Attack Factors* per Turn maximum. The Allied player receives 2 *Attack Factors* per Turn for his home base and 1 *Attack Factor* per Turn for Tobruk he controls at the beginning of his Turn — 3 *Attack Factors* per Turn maximum. Rules for putting Replacements into play are the same as for Reinforcements.

1. You are allowed to accumulate Replacement Factors.

2. You cannot lose accumulated Replacement Factors if your opponent gains temporary control of your home base and Tobruk.

### ALLIED SUBSTITUTE COUNTERS

Starting in August, and all Turns thereafter, the Allied player may exchange Substitute Counters for Units on board totaling the same number of *Attack Factors* as that of the Substitute Counters. Armor must be exchanged for Armor and/or Armored Infantry; Infantry must be exchanged for Infantry and/or Recce Units. Likewise, Substitute Counters can be replaced in reverse manner.

1. Substitution is made only at the end of the Allied player's movement portion of his Turn. He is not allowed to move them until his following Turn — but may use them in combat in the Turn of exchange.

2. Units on board that the Allied player wishes to exchange must be moved to a common square for removal.

### ROMMEL HEADQUARTERS UNIT

The Rommel Unit provides any and all friendly Units a 2-square movement bonus it can reach in its Turn. Rommel must travel with such Units during their 2-square bonus move. Rommel may be added to any stack of Supply and 3-high Combat Units for this purpose.

1. The Rommel Unit has no zone of control and cannot block enemy Units.

2. You cannot capture the Rommel Unit. If by moving your Units you would place it in a normal position of capture, or isolation, you simply place it with the nearest enemy Unit.

### FORTRESSES

1. You may move Units next to Bengasi and Tobruk without attacking — although you have the option to do so.

2. Units in Fortresses do not have to attack out — although they may do so. If attacking, you must attack all adjacent Units.

3. Sea movement in and out of Bengasi is not allowed.

4. Sea movement between Tobruk and your home base is allowed: in one Turn you move your Units to Tobruk and off the board. In the next Turn you place them on your home base (or back at Tobruk) and move them inland. Transfer from your home base to Tobruk can be done in the same manner. Units may move in and out of Tobruk by sea even when under siege. Units cannot remain at sea — they must return on board on the Turn following removal or they are eliminated. Transfer between Tobruk and the enemy home base is not allowed.

5. Units in Fortresses *Back 2* are eliminated instead.

### ISOLATION

A Unit becomes isolated when it is without a Supply Unit and surrounded by enemy zones of control, or a combination of enemy zones, the Sea, the Qattara Depression and board edge. Any Unit that is isolated for 2 consecutive Turns is automatically eliminated. To avoid elimination, a supply line must be created to the isolated Unit by the end of the 2nd Turn of isolation. A supply line is any line of squares one square wide (not under enemy zones of control) leading to a Supply Unit. It makes no difference how devious the supply line is or how far away a Supply Unit may be.

1. Any player without Supply Units on board for 2 consecutive Turns loses all Units then on board.

2. Isolated Units themselves cannot attack to break an isolation, nor can they aid in the same attacks made by other friendly Units attempting to break the isolation from the outside.

### SUPPLY TABLE

DIE ROLL	APRIL 1941 TO JUNE 1941	JULY 1941 NOVEMBER 1941	DECEMBER 1941 END OF GAME
1	SUNK	SUNK	SUNK
2	SUNK	SUNK	--
3	--	SUNK	--
4	--	--	--
5	--	--	--
6	--	--	--

At start of each German Turn, German player rolls the die once. He is due a Supply Unit only if he does not roll a "SUNK."

### COMBAT RESULTS

ELIM: All losing Units are to be removed from the board. "A" applies to all Attacking Units and "D" applies to all Defending Units.

BACK 2: All losing Units must retreat 2 squares. Retreat can be through friendly Units and over all playable terrain including Escarpments... but retreating Units are eliminated if they are forced to retreat into or through enemy zones of control, into the Sea, into the Qattara Depression, off the board, or placed on friendly Units that would result in stacks exceeding the 3-high maximum. The route of retreat is always determined by the winner. However, the winner cannot force losing Units into blocking zones of control and terrain if alternate, unblocked routes of retreat are available.

EXCHANGE: an even elimination of *Combat Factors*. When an exchange is rolled the player with fewer *Defense Factors* removes all his Units; the other player removes the number of Units whose combined *Attack Factors* total at least that of the *Defense Factors* removed by his opponent. In an exchange the *Defense Factors* are computed at basic or double value according to terrain.