

Terrain Effects Table:

Terrain Type	MP Cost (Supply)	Attack Combat Effect
Clear/Coast	1 (2)	-
Rough	2 (3)	+1 DRM vs. Rough hex
Hill	2 (4)	+2 DRM vs. Hill hex
Escarpment	NA (NA)	No attacking across
Ridge	+2 (+4)	Allied attack str. /2 FRD
Wadi	+1 (+2)	Allied attack str. /2 FRU
Road	½ (½)	Other terrain in hex
Minor Road	1 (1)	Other terrain in hex
Fort	Other terrain in hex	+3 DRM vs. fortified side
Sidi Barrani	Other terrain in hex	+4 DRM vs. Sidi Barrani
Towns	Other terrain in hex	Other terrain in hex

Bombardment Morale Check (MC) DRM Table:

1D6 Roll	BS 2	BS 3	WDF Turn 1
1	2	2	3
2	1	2	2
3	1	1	2
4	0	1	2
5	no MC	0	1
6	no MC	no MC	1

Italian Retreat Phase (Turns 3+):

Determine if Italian unit retreats:

- Morale check with DRMs:
 + 1 per step loss taken
 + 1 if cut off
 - 1 if in Sidi Barrani or Sollum
 - 1 if in fort with no Allied combat unit adjacent to non-fortified hex side
 - # of hexes between Italian unit and nearest Allied tank or motorized infantry not out of supply (OoS)
 - 1 per Allied unit eliminated

If unit retreats into a hex adjacent to an Allied combat unit:

- Morale check + 1 DRM per step loss taken.
 If failed, lose 1 step (not more).

Restrictions:

- Retreating units cannot move across escarpments or into hexes occupied by Allied combat units.

If a retreating unit cannot move closer to its supply source, it doesn't move and must instead perform a morale check + 1 DRM per step loss taken. If failed, it loses 1 step (not more).

Combat Results Table (CRT):

CRT DRMs:

+ Terrain (Rough +1, Hill +2, Fortification +3, Sidi Barrani +4)

+ Italian ground support

- Allied ground support

(roll 1D6, 1-2: 2/0, 3: 1/0, 4-5: 1/1, 6: 0/2
 draw # of Allied/Italian ground support chits)

- Armor support (if armor leads and armor steps <= infantry steps, if armor steps > infantry steps then support /2 FRD)

- Naval support (roll 1D6, result +1 if vs. Sidi Barrani or Sollum, 1-3: -1 DRM, 4-7: -2 DRM)

- 1 per full strength Allied support unit

- # current Selby unit support factor (if Selby is part of attack stack)

- 1 vs. retreating Italian units

- 1 surprise (for all Allied assaults during turn 1)

	<= -1	0-1	2-4	5-8	9-13	14-19	>= 20
<= -2	1/3	0/3	0/3	0/3	0/3	0/4	0/4
-1	1/2	1/3	0/3	0/3	0/3	0/3	0/4
0	1/2	1/2	1/3	0/3	0/3	0/3	0/3
1	1/2	1/2	1/2	1/3	0/3	0/3	0/3
2	2/2	1/2	1/2	1/2	1/3	0/3	0/3
3	2/2	2/2	1/2	1/2	1/2	1/3	0/3
4	2/2	2/2	2/2	1/2	1/2	1/2	1/3
5	2/2	2/2	2/2	2/2	1/2	1/2	1/2
6	2/1	2/2	2/2	2/2	2/2	1/2	1/2
7	2/1	2/1	2/2	2/2	2/2	2/2	1/2
8	2/1	2/1	2/1	2/2	2/2	2/2	2/2
9	2/1	2/1	2/1	2/1	2/2	2/2	2/2
10	3/1	2/1	2/1	2/1	2/1	2/2	2/2
11	3/1	3/1	2/1	2/1	2/1	2/1	2/2
12	3/0	3/1	3/1	2/1	2/1	2/1	2/1
13	3/0	3/0	3/1	3/1	2/1	2/1	2/1
14	4/0	3/0	3/0	3/1	3/1	2/1	2/1
>= 15	4/0	4/0	3/0	3/0	3/1	3/1	2/1

RED = Each Allied support unit performs a morale check with 0 DRM

Determine Combat Result:

1. Perform Italian morale checks with DRMs for each defending unit
2. Perform Allied morale check with DRMs for attack leader (player chooses distribution of excess step losses among rest of stack)

Morale check DRMs:

+ # from CRT (Allied # / Italian #)

+ 1 per step loss taken

+ 1 per Allied unit out of supply (OoS) in attacking stack

If morale check failed by ...

1-4: -1 step

5-7: -2 steps

8+ : -3 steps/eliminated