

WHO DARES WINS !

COMMANDOS IN CYRENAICA, 1942

Who Dares Wins ! is a one-player game featuring the commando actions of the Long Range Desert Group (LRDG) in the Libyan region of Cyrenaica in 1942. The game focusses on the stealth of the patrols in crossing the enormous terrain of operations in Cyrenaica from their bases in Egypt .

1 - OVERVIEW

Typical game play is as follows: you choose units that are available in an operational reserve to form one or more patrols to launch an operation. You must approach the target as discreetly as possible while covering great distances (sometimes more than a thousand km) and avoiding detection by the Axis forces (Italian and German). Your patrols use Action Points to lead actions such as movement or reconnaissance. Once you reach the target, the attack occurs and then you engage your units on the return route to the base, usually pursued by enemy forces. Finally, the level of success of the mission is evaluated and the units requiring maintenance are placed under maintenance, impacting their availability for the next missions.

While missions may be played independently, playing them one after another more closely resembles the major challenge these desert commando units faced: holding out over a long period of time.

Design notes : *The patrol's discretion on the way to and from the mission is essential. On the way to the mission, they must maintain the element of surprise as long as possible and thwart the enemy's reconnaissance attempts. On the way back, they must escape as best they can... Who Dares Wins is mainly directed toward this cat and mouse game on a theatre of operations that provides its own set of dangers.*

2 - COMPONENTS

The components are as follows :

- The counters that represent units or markers,
- A map in A3 format that represents the region of

Cyrenaica in Libya, a part of the Egyptian west. The map includes a strategic area for movements on the terrain and a tactical area for combats,

- A player aid,
- Three six-sided dice, called d6 (not included), one of which a different colour, if possible.

3 - SCALE, STACKING, TERMINOLOGY

- **Scale :** a LRDG unit or SAS counter represents 3 vehicles, trucks or jeeps. The Axis counters represent the equivalent of a section.

A square zone on the map represents approximately 1 to 5 km².

A game turn represents approximately one day on the strategic map.

- **Stacking :** there is no stacking limit for counters in any zone or area on the map.

• Terminology

Patrol : a patrol is formed by a group of units that are half combat teams and support units. Several patrols can be in operation at the same time on the terrain while others are under maintenance, generally on the bases of the commandos in Egypt (Siwa and Kuffra).

Detachment : a detachment belongs to a patrol and is comprised of one or more units of this patrol.

Available : a unit is available if its counter is on its recto side (non-reduced) and if it is not under maintenance.

Reduced : a unit that has two sides (recto-verso) is considered reduced as soon as it suffers damages. Its counter is turned over to its verso.

Under maintenance : a unit under maintenance cannot participate in a mission and therefore cannot be selected. Such a unit is placed in the "maintenance" zone on the map and a MCO marker

(maintenance in operational condition) is placed on it.

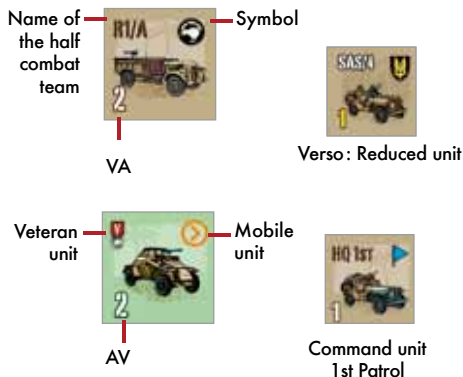
Actions Points (AP): a unit spends action points to lead one or more actions, such as moving. AP are variable from one turn to another and are available for all the units of a patrol (including its detachments)..

nd6: roll a number of six-sided dice equal to n, **example:** 3d6 means roll three six-sided dice.

Die roll modifier (DRM) : value to **add** to the result of the die roll..

3.1 - UNITS

A unit counter provides the following informations :



AV: aggressiveness value of the unit in combat (attack or defence).

Veteran: A medal on an Axis unit indicates that the unit is a veteran and may re-roll its attack die if it is a failure (7.3.2)..

Support Units: Light, Heavy, Survey, Signal, Det. (for Detachment) and Waco units are units that can be attached to any patrol. In particular, Light and Heavy trucks allow for a better maintenance capability on the terrain. Survey and Signal units provide a better reconnaissance capability.

Important: Heavy and Light units cannot move alone.

Design Notes: All vehicles are significantly modified to make them lighter, to possibly arm them heavily (ex : Breda cannon) and especially equip them for travelling long distances. A half combat team has considerable firepower relative to its size (3 vehicles) and its agility. The trucks at the heart of the combat groups are CMP F30 Ford 4x4 and Chevrolet WA/WB. The Willys jeeps are principally assigned to command units (HQ) and SAS.

The LRDG also have 2 aircraft (Big WACO and Little WACO) that generally operate together since they are not equipped with radios. They are used for medical evacuation and supply (spare parts, ammunition,...).



3.2 - MARKERS

Turn counter : it marks the number of turns and moves ahead one space once all the steps of a turn are finished..



Patrol Marker : during game play, for convenience, the units of a patrol are placed in its own zone and the patrol marker is used to note the position on the strategic map. Each patrol is identified by its number (1st, 2nd, 3rd) and its colour (blue, red, yellow). There are 2 markers per patrol allowing you to follow the movement of a detachment. The usefulness of the patrol markers is lower if you only have one in play.

Note: The usefulness of the patrol markers is lower if you only have one in play.

MCO Marker: this counter is placed on a LRGD unit to indicate that it requires maintenance..



AP Marker: this numbered marker is used to count the number of action points (AP or PA) available at the beginning of the turn for all the units of a patrol.



Cache Marker: this marker is placed on a zone to mark a "Cache" action.



Intelligence Marker: this marker is used to note on the numbered track the end of an "Intelligence" action.



Target Marker : this counter gives the resistance value of the target, like an airfield or a gasoline depot. The higher the resistance value, the more damages the target can sustain before being destroyed and the more it is protected by the Axis units.



Axis Recon marker : it indicates the position of an aerial reconnaissance of the Axis. .



Recon OK Marker : these markers help keep track of successful reconnaissance or intelligence actions, taking the combat initiative, re-rolling 1d6 during a combat. A patrol **cannot** have more than 3 Recon OK markers.



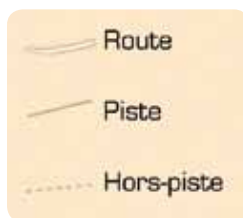
Alarm : this marker indicates the alert level of the Axis units. Failed Discretion tests affect the alarm level.



3.3 - OPERATIONS MAP

3.3.1 - Strategic Map

This map is used for the movement of the Axis patrols and units. It represents a large portion of the region of Cyrenaica in Syria and part of Egypt. A network of interconnected square zones is superimposed to allow for movement. There are 3 types of roads that connect the zones and affect the units' movement:



- Road (==).
- Path (___).
- Off path (---).

Two zones are **adjacent** if they are linked.

The starting bases of the LRGD are in southern Egypt, glo e game, a patrol can be divided into detachments.

3.3.2 - Tactical map

The tactical map is an abstraction of the relative position relative of the targets, enemies and LRGD units.



- The area marked with Axis flags receives the Axis units and targets,
- The area marked with the explosion re-

ceives the LRGD units that are in contact with Axis units,



- while the area marked with the British flag receives LRGD units in reserve.

When a unit is out of combat, its counter is removed from its area.

3.3.3 - Other areas on the map

The "maintenance" area is to store units under maintenance (thus not available).

The "support" area contains LRGD support units :

- The air unit "Waco",
- The supply truck units : Heavy, Light,
- the special units : Survey, Signal, Detachment (Det).



4 - PREPARATION OF A MISSION

4.1 - CHOICE OF THE MISSION AND PURCHASE OF UNITS

Choose a scenario (8). The mission indicates the budget allocated for the purchase of available units or you can take patrols that are already formed.

Purchase your units and organise them in one to three patrols maximum (1st, 2nd, 3rd) according to the following scale :

- Half combat team (ex : G/A), Detachment (Det), SAS = **1 point**
- HQ, Light = **2 points**
- Survey, Signal, Heavy, Waco = **3 points**

Each patrol **must** contain one command unit (HQ). During the game, a patrol can be divided into detachments.

Example : with a budget of 4 for a small operation, the patrol is composed of a HQ (2) and the combat group R/A+B (1 + 1) for a total of 3 counters. The patrol 1st marker is used to follow the movement on the map.

4.2 - SET-UP

For each patrol, position the AP marker[s] on the numbered track after having determined them (5.1).

Add the Turn Counter to square 1

Then position

- le marqueur « Alarm ! » sur la case 0 de la piste Alarme ;
- les unités soutiens LRDG disponibles pour la mission dans l'espace « Soutien » ;
- le marqueur « objectif » de valeur approprié (ex : 2) sur la zone objectif (ex : Barça), ainsi que le nombre d'unités de l'Axe – faces cachées – demandé par le scénario, dans la zone objectif ;
- les unités de l'Axe, faces cachées, dans chaque zone indiquée par le scénario ;
- les autres unités de l'Axe à portée de vous, faces cachées ;
- le marqueur « Reco Axe » dans sa case.

Enfin, placez les marqueurs Patrouilles (1st, 2nd, 3rd) dans les zones de départs (ex : Siwa) et leurs unités respectives dans les colonnes correspondantes dans l'espace « patrouilles ».

5 - SEQUENCE OF PLAY

A game turn proceeds through the following steps:

1. Determination of Action Points (5.1)

2. Actions of the LRDG (5.2)

3. Reactions of the Axis (5.3)

- Effects of the alarm
- Movement of the Axis units

At the end of a mission only, these 2 additional phases are carried out :

4. Evaluation of the mission (5.4)

5. Maintenance of the units (5.5)

Design notes : in the game system, overall, getting 6 or higher on a d6 doesn't only mean good news...

5.1 - DETERMINATION OF ACTION POINTS

At the beginning of each turn, each patrol determines its number of Action Points (AP) based on its size :

# of units	AP
1-3	1d6 + 2
4-8	2d6 + 2
9+	3d6 + 2

With a **natural '6'** (i.e. without the +2) on at least one of the d6, an event occurs (only one event per turn).

Roll **3d6** on the following table with a DRM according to the choice of zone where there are units of the patrol. The effect is applied immediately to the units of the patrol and can continue for the following turns if a MCO marker is placed on a unit.

Zone	DRM
Rocky desert	+4
Desert	+2
Oasis	-2
Village/Town/Fort/Airfield	-4

Events

3d6 : Effect

0 or less : Information and technical damage: the patrol wins 1 Recon OK; place a MCO -2 AP marker on the unit of your choice .

1-2 : The next discretion test is a failure.

3 : Major intelligence, the patrol wins 2 Recon OK.

4-5 : Infiltration : the next Discretion test benefits from a -1 DRM.

6-7 : Minor intelligence, the patrol wins 1 Recon OK.

8-9 : Optimal navigation : +2 AP.

10-11 : Tires: place a MCO -2 AP marker on a unit of your choice.

12-13 : Take a Discretion test.

14 : Gasoline : place a MCO -3 AP marker on a unit of your choice.

15 : Major mechanical incident: place a MCO -2 AP marker on a unit of your choice.

16 : Fog bank : the next Discretion test benefits from a DRM -2.

17 : Stuck: place a MCO -4 AP marker on a unit of your choice.

18 : Mandatory immobilisation : no movement this turn for all the patrol's units.

19-20 : The next discretion test is a success.

21-22 : Significant damage : place 2 MCO -2 AP markers on 2 units of your choice.

***Example** : You have 2 patrols in play (1st, 2nd), composed respectively of 3 and 7 units. The 1st patrol rolls 1d6+2 and gets 4 on the die for a total of 6 AP. The 2nd patrol rolls 2d6+2 and gets 6 and 6 on the dice for a total of 14 AP and provokes a single event (regardless of how many "6" are obtained) for this turn. The player rolls 3d6 and gets 16 to which he applies a -2 DRM because it is in an Oasis zone, the 2nd patrol has a total for this turn of 14 AP -3 AP = 11 AP and a MCO -3*

AP marker is placed on a unit of this patrol. Later, this unit may attempt a Maintenance action to eliminate this marker.

5.2 - ACTIONS OF THE LRDG

Each unit may spend all or part of its owning patrol's AP this turn to carry out actions, of which there may be several.

The unspent AP cannot be carried over to the following turn.

If several patrols are in operation, you may begin to spend the AP of one then move on to another without using all the AP of the first patrol.

5.3 - REACTIONS OF THE AXIS

The Axis forces (Italian and German) are "dormant" at the beginning of a mission. As a patrol moves farther away from its starting bases, its discretion is tested (6.1.1) to determine the enemy's alarm level and reaction.

Only the Axis units with their face side up and with the mobility symbol move.

The reactions of the Axis are as follows :

1. Effects of the alarm
2. Movements of the Axis units

5.3.1 - Effects of the alarm

The alarm level determines the reactions of the Axis :

- **Level 0** : nothing happens. This is the minimum alarm level.
- **Level 1** : If the Recon Axis marker is on the map, remove it (the aerial reconnaissance enters).
- **Level 2** : the Axis has an aerial reconnaissance take off. Place the Recon Axis counter on the airfield space closest to the patrol marker that set off the alarm.
- **Level 3** : activate (face side up) **one** Axis unit face side down that is present in a zone adjacent (1 square) to the patrol, or the detachment, that set off the alarm.

Otherwise, draw at random **one** Axis unit and place it face side up in an eligible zone that is the most closely linked to the zone of the patrol or the detachment that rose the alarm level. The following zones are eligible: town, village, fortress or airfield.

If this zone contains an Axis unit or LRDG, choose another eligible zone that is the nearest. Moreo-

ver, if the Recon Axis counter is in play, it returns to its space when not in play.

- **Level 4** : apply the same conditions as for level 3 but with 2 Axis units.

The effects of the alarm apply each turn. Therefore, new units are "awakened" - face side up - as long as the Axis reserve counters allows it in the scenario.

***Example** : a patrol located at Fort Maddalena raises the alarm level from 2 to 3. The Recon Axis marker is removed from the map and returned to its square. If there is an Axis unit, face down, at Bardia this unit is turned face up. Otherwise, a unit is drawn at random and placed face up in a zone (player's choice) adjacent to Fort Maddalena, for example in the rocky desert zone in the northeast, linked by off-path. .*

5.3.2 - Movement of Axis Units

Aerial Unit : on each turn, the Recon Axis counter moves **2 zones** in the direction of a patrol or a detachment by the shortest route and at a maximum distance of **2 zones** from an airfield.

When the Recon Axis counter is in a zone with



LRDG units, take a Discretion test with a +2 DRM. If the test is successful, the patrol has not been detected by the aerial reconnaissance. Otherwise, turn the counter over to its side with a "bomb": the patrol suffers an attack of **AV = 3** on the number of units indicated by **1d6** :

1-3 = 1 unit

4-5 = 2 units

6 = 3 units

Then, move the alarm level to 3 and remove the aerial reconnaissance counter from the map (it may return later).

Note that the effects of the alarm will occur on the next turn (phase 3).

Mobile units : move each mobile unit and face up



of the Axis **one zone** in the direction of the closest LRDG units. If there are several choices possible, move the units toward the patrol or the detachment with the **fewest** units. .

Note : Units without the mobility symbol **never** leave their zone.

If Axis units enter into contact with LRDG units that are present in the zone, take a Discretion test (+1 DRM); a combat may take place if the test fails (7).

Axis units **never** pursue the LRDG in the zones of Kuffra and Siwa but remain in the closest zone..

***Example:** At Beda Littora there is an Axis unit with the mobility symbol (D) and at Mecheli a non-mobile unit. The two units are face up. The 1st patrol marker is at Bir Tengeder and the 2nd patrol marker is at Beda Fomm. The Axis unit at Beda Littora moves toward Mechili, the shortest route toward the 1st patrol..*

5.4 - EVALUATION OF THE MISSION

When the last unit of the last patrol has returned to a base authorised by the scenario, calculate your Victory Points (VP) on the following table each time one of these conditions applies:

Per LRDG unit destroyed	-2
Per LRDG unit reduced	-1
Per command unit destroyed	-4
Per command unit reduced	-2
Per veteran enemy unit defeated	+1
Per other enemy unit defeated	+0,5
For each objective destroyed	+7
For each objective reduced (> 50% of its value)	+3
Duration of the mission < historical duration	+3
"Alarm" marker < 3	+3

The success level of the mission is :

Total VP	Level	MCO Points
< -5	Catastrophic	-
-5 to 0	failure	1
0 to 5	Moderate success	2
6 to 10	Total success	4
11+	Remarkable success	5

The success level allows the player to recuperate destroyed units or rebuild them to their full strength for the "campaign" mode (succession of scenarios) according to the following scale:

Destroyed unit : 2 MCO points

Reduced unit : 1 MCO point

***Example:** The mission's target, value 3, just suffered 2 damages (2 combat turns); it is therefore "reduced" (+3 VP). During this mission, during the*

dispute and during the attack on the target, 4 Axis units were defeated including two "veterans" (+3 VP). The historical duration of the mission in number of turns is exceeded (0 VP) but the alarm marker has decreased to 2 (+3 VP). Finally, the comandos' losses are light with 1 unit reduced and 1 unit destroyed (-3 VP). The mission's success level is "total" (6 VP) with regards to the losses inflicted on the enemy. With 3 MCO points, the reduced unit is restored to good condition and the destroyed unit is rebuilt. There remains 1 MCO point..

5.5 - MAINTENANCE OF UNITS

For each unit that still has a "MCO" marker, take a Maintenance test with a -2 DRM. If the test is successful, remove the MCO marker. The unit will be available for the next mission, otherwise leave the unit in the "maintenance" space.

Spend the won MCO points.

6 - ACTIONS

The following table lists the accessible actions for each LRDG unit. A unit may carry out successive actions in the order you choose..

Action	Cost (AP)
Movement	
Off Path	2
On Path	1
On Road	1/2
Air support	6
Intelligence	2
Reconnaissance	3
Cache	2
Maintenance	3
Low Profile	All APs

6.1.1 - Movement

Each unit of a patrol pays the cost in AP. Units may be moved in a single stack and the patrol then pays the sum of the AP for each unit..

For road type liaisons, round up the number of AP spent.

For each zone, except Siwa and Koufra, in which a unit or stack of units enters, take a Discretion test.

Discretion Test: roll the number of d6 indicated by the table below, according to the type of terrain of the zone. Apply the DRM to each d6. The test is successful with a result **less than 6 for each d6**. If there is at least one result of 6 or more on one of

the d6, the test fails, move the «Alarm!» marker one space to the right. .

Type of zone	Number of d6
Desert (rocky)	1d6-1
Desert (sand)	1d6
Oasis/village	2d6
Town/Fort/Airfield	3d6

Conditions in the zone = DRM per d6

1-3 LRDG units = 0

4-6 LRDG units = +1

7-8 LRDG units = +2

9+ LRDG units = +3

Per Axis unit (including Recon Axis) = +1

Grouping : When a unit of a patrol joins the zone of another patrol, the unit may join the new patrol (thus modifying its size) or remain attached to its original patrol.

Note : if the alarm level is 4, it is no longer useful to take discretion tests during movement.

Example : a patrol of 7 units has 8 AP (2d6 + 2 = 4 + 2 + 2). The entire patrol moves to a zone with an oasis (ex : Jalo) via a path for a total of 7 AP. A discretion test is taken with 2d6 +2. The result of the 2d6 is 2, 5 for a final result of 4, 7. The patrol is detected (7) and the alarm marker moves one step to the right, provoking a response by the Axis (5.3.1). There is 1 AP left to spend

6.1.2 - Air support

If the Waco unit is available for the mission, a patrol may call upon it to provide a "Maintenance" or "Intelligence" action with a **-1 DRM** in any adjacent zone up to 2 zones away from the patrol requesting support by placing the Waco counter there.

After resolving the action, put the Waco unit back in the support area on a **1d6 result of 1-2**. Otherwise, the aircrafts are no longer available for this mission

Example : a patrol located at El Cuasc may request an Intelligence action at Bardia (2 zones away) at a cost of 6 AP.

6.1.3 - Intelligence

This action places a unit under observation for 1 or 2 turns (not counting the current turn).

The action costs 2 AP each turn.

The intelligence zone must be :

- A target zone or an adjacent zone,
- A village, town, oasis, fort, or airfield zone.

Place a unit in the zone to be observed and use a Renseignement (Intelligence) marker in reference to the patrol (ex : 2nd) to indicate the end of the observation on the on the numbered track as a reminder. The presence of an Axis unit in the observed zone triggers a discretion test that may immediately provoke a combat if it fails.

On the turn of the end of the observation, during the action phase of the patrol to which the unit belongs, take a discretion test with the following DRM :

1 turn : DRM +1

2 turns : DRM +0

If the test is successful, add a Recon OK marker to the patrol when the observed unit returns to the patrol's zone. Otherwise, the observation is unsuccessful.

A patrol **cannot** have more than 3 Recon OK (won by intelligence actions or by other means).

Example : on turn 5, a patrol detaches a SAS unit in an adjacent zone, a village. The player decides to put the unit in observation for 2 turns and places a Intelligence marker on turn 7.

On turn 7, if the test is successful, the SAS unit wins a Recon OK marker that it gives to its original patrol once it returns to it.

6.1.4 - Reconnaissance

The patrol forms a detachment composed of one or more units to go on reconnaissance. Move these units to an adjacent zone without spending movement AP to enter into the new zone.

Take a Discretion test with a +1 DRM taking into account the detachment's discretion value only.

If the test is successful, return the units to their starting zone and place a Recon OK marker on the recon zone. During the next Discretion test upon a patrol's entry into this zone, you may take the Discretion test again if it fails, regardless of the test result, remove the Recon OK counter from the zone.

If the reconnaissance fails, the detachment remains in the zone and does not join its patrol.

Moreover, if the zone is occupied by enemy units, a combat breaks out.

Several detachments may go on reconnaissance to distinct adjacent zones. Spend all the AP and lead these reconnaissance missions simultaneously.

The support units Signal and Survey give a -1 DRM to the Discretion test.

Example: *patrol 3rd, composed of combat groups Y1(A+B), T1(A+B) and 1 HQ, is located at Fort Maddalena. It launches both a reconnaissance toward Bardia with the half combat team T1/A and T1/B and toward the rocky desert zone immediately to the northeast with Y1/A for a total expenditure of 6 AP (2 x 3 AP). The 3 counters of the 2 detachments are removed from the patrol area and positioned on the map respectively in the 2 recon zones.*

At Bardia, the detachment takes its Discretion test : $2d6 + 0$ (town zone, fewer than 3 units) and DRM +1 with die roll results of : 5, 3. The test fails ($5+1 = 6$). The detachment T1(A+B) remains at Bardia and the patrol doesn't receive a Recon OK marker.

To the northeast, in the rocky desert zone, the Discretion test is as follows : $1d6 + 0$ and DRM +1 with a die roll result : 4. The test is successful ($4 + 1 = 5$), the unit Y1/A returns to Fort Maddalena and a Recon OK marker is placed on the recon zone. This allows the patrol to take its Discretion test again if necessary when it enters this zone.

Note that the patrol 3rd must adjust its size [Discretion marker] since it is reduced to 2 units [T1].

6.1.5 - Cache

The patrol can establish a cache to store spare parts, ammunition, gasoline. Place a Cache marker in the zone; it can be used by any patrol. The cache cannot be discovered by Axis units.

Using a cache enables units present in this zone to benefit from a **-3 DRM** for the Maintenance action. Remove the Cache counter after the test, regardless of the result.

6.1.6 - Maintenance

Units with a MCO marker may attempt to be repaired and supplied on the terrain.

Take a maintenance test for each of these units. If several units are concerned, only pay the cost of the action once.

Maintenance test: roll **1d6** per concerned unit and apply any DRM. The test is successful on a result less than 3. Remove the MCO marker.

Modificateurs

Cache : **-3**

Heavy unit : **-2**

Light unit : **-1**

When a Light or Heavy unit uses its load (application of the DRM for the maintenance test), turn this unit's counter over to indicate its use. The Light unit may only be used once as opposed to twice for Heavy units. Its use is valid for all the units during the action. The unit is considered reduced.

Reminder : Heavy and Light units cannot move on their own.

Example: *two units from a patrol each suffer from a MCO marker obtained during the events. The patrol has a "Light" maintenance unit and pays 3 AP to take a maintenance test for each of its units under MCO. The "Light" unit's bonus (-1 DRM) applies to both units but 1d6 is rolled for each unit.*

6.1.7 - Low profile

The patrol keeps a low profile, does not move and covers its tracks. This action consumes **all** the AP.

If all the patrols on mission choose this action, lower the alarm level 1 step to the left.

Example: *the alarm level is already at 1 at the beginning of the mission, the patrols 1st and 2nd that just left decide to spend all their AP. The «Alarm!» marker returns to 0.*

7 - COMBAT

7.1 - OVERVIEW

A combat **temporarily** interrupts the progress of a game turn; we enter a combat turn.

Several combats may be declared in the same

game turn; deal with them one by one in the order you choose.

Combat does not necessarily occur when Axis units enter a zone with a patrol or a detachment : a Discretion test is taken and a combat ensues if the test fails.

7.2 - 7.2. SET-UP ON THE TACTICAL MAP

Distribute your units on the tactical map between the reserve area and the contact area.

The Axis units are positioned **face down**.

Only the units in the zone (for the Axis) and the zone (for the LRDG) can combat.

In the contact area marked line up your units one by one facing the enemy units and the target marker (if present).

Zone with a target : If the combat zone contains a target, draw a number of Axis units equal to the value of the target. Position this units face down in the zone, beginning with 1 unit in protection on the target counter. These units are may be in addition to other units imposed by the scenario. Thus a target may be protected by more than one unit. The value of the target counter indicates the number of successful attacks it can suffer before being completely destroyed. As the target suffers damages, use a target counter with the appropriate value.

If 50% or more of the initial value of the target is destroyed, the target is considered to be reduced. As soon as a target is attacked, the alarm level must move to 4.

7.3 - COMBAT RESOLUTION

7.3.1 - Initiative

Before the attack, you may spend a Recon OK marker to take the initiative in order to attack the

enemy units first before they can respond to the attack (otherwise the attack is simultaneous). The initiative can only be taken at the first combat turn (element of surprise).

7.3.2 - Advantages

- **Command unit (HQ) :** it can be stacked with a combat unit. It provides a -1 DRM to this unit and can itself attack individually (the stack then has 2 attacks).

If the stack suffers damages, the HQ unit is hit on a result of 1, 2 or 3 with 1d6.

- **Outnumbered :** if the number of units is unequal (LRDG vs Axis), a unit with no enemy opposite may attack another unit with a -1 AV (minimum 1).

- **Recon OK :** during a combat, you may spend a Recon OK counter to re-roll 1d6.

- **Attack of the target :** LThe target may be attacked independently of the Axis unit with which it is stacked, as the player chooses.

- **Fortification :** when a combat takes place in a "Fortress" zone, each Axis unit benefits from a -1 DRM on its AV. .

- **Veteran :** Axis units noted as Veteran may re-launch their attack once per combat turn if it fails..

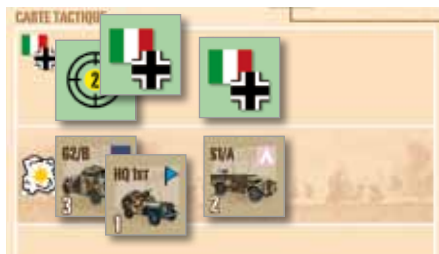
- **Décrochage of the target :** you can pull back from the target if it is not destroyed, but the Axis units then benefit from an additional attack against you without the possibility of retaliation (your vehicles leave the terrain with little opportunity for an organised response).

Place your patrol in an adjacent zone (the discretion test is useless since the alarm is at its maximum level).

7.3.3 - Combat turns

If it's the 1st combat turn, turn the enemy units to their face up side.

If it's another combat turn, reorganise the Axis units by positioning them one by one across from the LRGD until with the highest AV.



Example : Zone with a target of value = 2.

Combat procedure : roll 1d6 simultaneously for

each unit (Axis, LRDG) and compare the result to its AV, applying any DRM.

If the result is less than or equal to the attacking unit's AV, turn the opposing unit to its reduced side of remove it from the game if it is already reduced. If it is an Axis unit, put it aside for the evaluation of the final score of the mission. This unit is not actually "defeated" but the LRDG units escaped it while inflicting substantial damage...

In the target zone: at the end of the combat turn in the target zone, a LRDG unit may move into the reserve area freely; it is no longer in contact with the enemy units.

Note: *the combats are simultaneous, meaning you roll a d6 per unit for both patrol units and enemy units. Use two different coloured d6.*

7.3.4 - 7.3.4. Duration of combats

• **Outside of the target zone** : combats outside of a target zone are skirmishes and commandos do not seek engagement. Thus they only last one turn. The surviving units remain in the zone. On the following turn, take a discretion test if the LRDG units are still in the zone [5.3].

• **In the target zone** : combats in a target zone last as many turns as you like, usually until the principal target has been destroyed or reduced. A new combat turn (not game) begins and you remain in the actions phase of the LRDG. However, when LRDG units leave the combat, this signifies the end of the actions phase and the beginning of the Axis reaction phase..

Examples of combat

Combat turn #1



The target is located at Tobruk, fortified zone, which gives a -1 DRM to the AV of the Axis units. The 1st patrol has no Recon OK marker to play to take the initiative; the combat therefore begins simultaneously.

For the LRDG : the unit G2/B (AV 3) benefits from the support of the HQ unit (-1 DRM) and attacks the target. The result of the d6 is 4-1=3, the target is hit and it goes down to 1 (its counter is turned over). The HQ unit may also attack and targets the infantry unit and gets a 2, having no effect on the enemy. The HQ nevertheless attempts an attack on the unit that protects the target but fails. Finally, the unit S1/A attacks the veteran unit and gets a 4, with no effect...

For the Axis: the infantry unit that protects the target attacks the LRDG facing it (G2/B and HQ) and gets a 4 on the d6 for a final result of 3 (-1 DRM for the fortified zone), a success. The player rolls 1d6 to find out if the HQ is hit, he gets a 5 and he reduces a half combat team (verso). The veteran unit targets S1/A and gets a 4, and uses the capacity to re-roll the die but gets a 6, so there is no effect. The remaining infantry unit (AV 1) has no direct target and can attack his choice of a LRDG unit with an AV -1, minimum 1. The die roll result is 5, no effect



Combat turn #2

For this new combat turn, possible because this is a target area, the player wishes to limit the damages to these units and attempts to destroy the target then leave the zone. He does risk engaging the unit S1/A which goes to the reserve. This unit cannot be attacked by the Axis units.

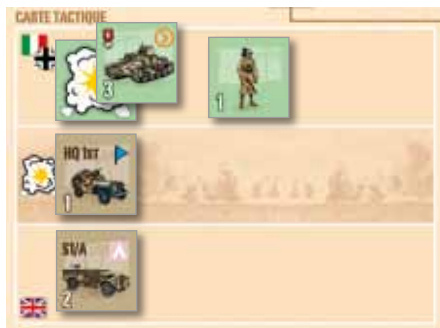
For the LRDG : the reduced unit G2/B attacks the target with the benefit of his HQ unit. The result of the d6 is 2 with DRM-1; the target is now des-

troied (its counter is turned over or removed), or +7 VP at the end of the mission. The HQ unit attacks the infantry unit with an AV of 3 and gets a 1 which allows him to "defeat" it (i.e. temporarily keep it at a distance). Put its counter aside at the end of the combat turn and award 0.5 VP.

For the Axis : the infantry unit botches its attack and its counter is now put aside. The veteran unit (AV 3) attacks the combat group G2/B+HQ. Its AV is 2 (3 - 1 because the target is indirect) and benefits from a DRM-1 because the square is fortified. It gets a 3 on the die for a final result of 2, which is enough to succeed in its attack. The player rolls 1d6 to find out who in the HQ or the half combat team is hit, gets a 6, and loses the G2/B unit (-2 VP). The infantry unit still has to attack (AV 1 minimum, DRM-1 fortified square) and gets a final result of 3, which is insufficient to hit the HQ unit that only barely gets by.

The patrol pulls back from the target; the final situation is the following :

The withdrawal authorises the Axis to launch an attack without retaliation on the HQ unit that leaves the target site. The veteran unit has a AV of 3 (direct target), a DRM-1 (fortified square) and gets a 5 on the die for a total result of 4, insufficient to hit the 3 command jeeps that speed off in the distance... but the veteran unit re-rolls his die and gets a 4, allowing him to reduced the HQ unit (-2 VP at the end of the game).



8 - SCENARIOS AND CAMPAIGN

The following scenarios are played in order to form a campaign for the year 1942, confronting you with the problem of the availability of your units. The success levels of a scenario impact the following.

You may however only play one scenario (Sc.) with the historical composition proposed according to the following table or compose your patrols with the indicated budget :

Sc.	Patrol: Units	Budget
1	1st: T2/A + B, G2/A + B, 2 SAS, Survey, HQ	11
2	1st: T1/A + B, 3 SAS, Light, HQ cap on Bir Tengeder 2nd: Y2/A + B, Signal, HQ cap on Mechili 3rd: R2/A + B, HQ cap on Bir Hacheim	20
3	1st: T1/A + B, 4 SAS, HQ	8
4	1st: T1/A + B, G1/A + B, 1 Det., Heavy, HQ	10
5	Bardia: 1st: G1/A + B, HQ cap on Bardia 2nd: Y1/A + B, HQ cap on Beda Littora 3rd: S1/A + B, 1 Light in reserve Tobrouk: 1st: 2 SAS, Y1/A + B, HQ	12 6

Important:

- When Axis units are noted as present in a target zone, these units are positioned on the target (in protection) and come as a complement to the units drawn at random depending on the target's level.
- Between each scenario, all the Axis units become available again.

8.1 - THE ROUTE FROM BENGHAZI, MARCH 1942

Many of the missions of the LRDG are intelligence missions that require them to remain stationary in an observation zone around Benghazi in order to detect and evaluate enemy forces in anticipation of raids..

• Initial positions

Msus: 1 x non-mobile Axis unit (AV 2) face down,
Benghazi, Barça: 1 x mobile Axis unit at random, face down,
1 x Axis unit face down on all the city zones.

- **Historical duration** : 6 turns

- **Departure/Return** : Siwa/Siwa

- **Special rules**

Observation : lead two "intelligence" actions on at least one of the following zones: Msus, Beda Fomm, Barça and Benghazi. Returning to the base with two of these Recon OK markers amounts to a destroyed target (7 VP), a single marker amounts to a reduced target (3 VP).

Success for later : If the Recon OK markers thus obtained (1 or 2) are available starting with mission 4 (Raid on Barka).

Historical variation : starting with March 1942, 3 patrols are mobilised for continuous observation and notation of the movements on the roads that lead to Benghazi from Tripoli. In terms of the game, the budget is 30 for 3 patrols (one in observation, one on the return, one on the way there) and you must carry out a continuous intelligence action for 6 consecutive turns in the zones cited above.

8.2 - THE SLONTA RAID, MAY 1942

This operation is an action by force on several points simultaneously. The object is to limit the enemy's means (gasoline depots, equipment...) and test their means on the positions that in a few months will lead to the first battle of El Alamein (July). From the west, the Afrikakorps pushes toward Tobruk but in the east, the Italian units are weakened. This operation allows the LRDG to test multi-patrol deployments.

- **Initial positions**

Gazala : 2 x German mobile units of AV 3 and AV 4, face down

Bardia : 1 x mobile German unit of AV 3

Bir Tengeder : 1 x target of value 2, 1 x unit at random, face down

Mechili : 1 x target of value 3

Bir-Hacheim : 1 x target of value 2, 1 x unit at random, face down

- **Historical duration** : 7 turns

- **Departure/Return** : Siwa/Siwa

- **Special rules**

Weakened Italians : the Italian units do not benefit from the advantage (-1 DRM) in the fortified zones.

8.3 - 8.3. PRELUDE TO THE FIRST BATTLE OF EL-ALAMEIN, 26 JULY 1942

On 26 July, the target is an airfield of the Luftwaffe campaign, near Mersa in Egypt, whose principal use is the supply of the troops of the Afrikakorps. On the return, the commandos are pursued and André Zirnheld, French parachutist officer of the «French Squadron» of the SAS, loses his life.

- **Initial positions**

Mersa : 1 x target value 3 + 1 x infantry unit of AV 3 face down

El Daba : 1 x mobile unit AV 4 face down

El-Alamein (besieged) : 2 x mobile unit AV 4 face down

Bardia : 1 x unit at random, face down

Fort Madalena, Jaghbub : 1 x mobile unit face down, AV at random

- **Historical duration** : 4 turns

- **Departure/Return** : Siwa/Siwa

- **Special rules**

Nocturnal explosions : the patrol is over-equipped with explosive charges and attacking at night will help in setting them. Attacking the target gives a -1 DRM.

Success for later : take note of the success level of this mission; it has an impact on scenario 5 (Bardia/Torbouk).

8.4 - RAID ON BARCA, 14 SEPTEMBER 1942

Your objective is to cause as much damage as possible to the installations and aircrafts of the airfield of Barca to prepare Operation Caravan.

- **Initial positions**

Barca : 1 x target value 4

1 x Axis unit face down in each zone on the coast

between Benghazi to the West and Mersa to the East.

- **Historical duration** : 12 turns

- **Departure/Return** : Koufra (obligatory), Siwa (optional) / Koufra and/or Siwa

- **Special rules**

Under maintenance : the following units are under maintenance (MCO marker) in the maintenance area (if not already unavailable): Heavy B, Light, Waco, Y2/A+B, Survey.

Previous success : depending on the success of mission 1, you have 1 or 2 Recon OK markers at the beginning of this mission.

8.5 - BARDIA TODAY, TOBRUK TOMORROW, SEPTEMBER 1942

This month of September is very active for the LRDG. The patrols carry out one mission after another with diminished resources.

Mission 1 : Bardia

With this first mission, your final target is Bardia with its naval and oil installations but a diversion is organised toward Beda Littora. To reinforce your raid on Bardia, an operation of commandos landing at Cambut simultaneously with your arrival at Bardia, for a "helping hand"..

Mission 2: Tobrouk

Your second target, a few days after Bardia, is an arms and gasoline depot located on the outskirts of Tobruk.

- **Initial positions**

For the two missions

El Adem : 2 x units at random, face down

El Cuasc : 2 x mobile units, AV at random, face down

1 x unit at random, face down in all the town and village zones on the map (except Bardia and Tobruk)

Mission 1

Bardia : 1 x target of value 4 with 1 x mobile unit of AV 3 face down.

Mission 2

Tobruk : 1 x target of value 4 with 1 x fixed unit of AV 4 face down

- **Historical duration/success** :

Mission 1 : 8 turns

Mission 2 : 10 turns

- **Departure/Return** : Koufra / Koufra and/or Siwa

- **Special rules**

Under maintenance : the following units are under maintenance (marker MCO) in the maintenance space at the beginning of mission 1 : G2 (A+B).

In operation : the following units are not available for mission 1 or 2 because they are in operation : T1(A+B), T2(A+B), Heavy A, Det A, Det B.

Reinforcements by the sea : The commando landing of mission 1 takes place with units Det A and Det B at Cambut as soon as a patrol unit enters at Bardia. These 2 detachment units cannot land before turn 4 and after turn 6. The 2 units are then attached to one or two patrols.

In reserve : a patrol (historically the 3rd) may leave from Koufra at any turn the player choose's for mission 1. The air unit Waco is available.

Supply of the Axis : depending on the level of success of scenario 3, apply the following modifications to the positions of the Axis units:

- **Catastrophic** : the mission begins with the alarm level at 2.

- **Failure** : the mission begins with the alarm level at 1.

- **Moderate success** : no modifications.

- **Total succes** : 1 x single unit at random at El Adem and El Cuasc ; position no units at Mersa; remove up to 2 x units at random from the rest of the units that haven't been positioned.

- **Remarkable success** : same as Total success ; 1 mobile unit AV 2 at Tobruk (instead of AV 4) ; remove up to 4 units at random from the rest of the units that haven't been positioned. ♦

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WHO DARES WINS!

ACTION POINTS

# of units	AP
1-3	1d6 + 2
4-8	2d6 + 2
9+	3d6 + 2
On a natural 6, draw an event (3d6)	
Zone	DRM
Rocky desert	+4
Desert	+2
Oasis	-2
Village/town/Fort/Airfield	-4

EVENTS - 3D6

0 or less: Intelligence and technical damage: the patrol wins 1 Recon OK; place a -2 AP MCO marker on the unit of your choice.

1-2: The next discretion test is a failure.

3: Major intelligence, the patrol wins 2 Recon OK.

4-5: Infiltration : the next Discretion test benefits from a -1 DRM.

6-7: Minor intelligence, the patrol wins 1 Recon OK un pion « Reco OK ».

8-9: Optimal navigation : +2 AP.

10-11: Pneumatic : place a -2 AP MCO on a unit of your choice.

12-13: Take a Discretion test.

14: Gasoline : Place a -3 AP MCO marker on the unit of your choice.

15: Major mechanical incident : place a -2 AP MCO marker on the unit of your choice.

16: Fog bank : the next Discretion test benefits from a -2 DRM.

17: Sunk : Place a -4 AP MCO marker on the unit of your choice.

18: Imperative immobilisation: no movement this turn for all the units of the patrol.

19-20: The next Discretion test is successful.

21-22: Significant damage: place two -2 AP MCO markers on two units of your choice.

ACTION	PA	NOTES
Movement		
Off path	2	-
On a path	1	-
On a road	1/2	Round up
Air support	6	Intelligence or maintenance. 2 zones. [1-2] on 1d6
Intelligence	2/turn	Discretion test 1 turn (-1 DRM), 2 turns (DRM 0). Win 1 Recon OK if test is successful
Reconnaissance	3	Discretion test +1 DRM. Recon OK in zone if test is successful
Cache	2	Maintenance test. -3 DRM
Maintenance	3	Maintenance test to eliminate MCO
Low profile	All	Alarm level -1 if no movement

TEST DE DISCRÉTION

Type of zone	Number of d6
Desert (rocky)	1d6-1
Desert (sand)	1d6
Oasis/village	2d6
Town/Fort/Airfield	3d6
Conditions in zone = DRM per d6	
1-3 LRDG units = 0	
4-6 LRDG units = +1	
7-8 LRDG units = +2	
9 + LRDG units = +3	
Per Axis unit (including Axis Recon) = +1	

COMBAT

1d6 + DRM, hit if the result is less than or equal to the AV of the attacking unit, simultaneous.

- **1 x « Recon OK »** : initiative or re-roll 1d6
- **Duration** : 1 x combat turn in non-target zone
- **HQ** : 1 DRM on half combat team and can also attack; Hit on 1-2-3 (1d6).
- **Fortress/Aero** : -1 DRM on AV of the Axis only
- **Veteran** : re-roll 1d6
- **Pulling back** : 1 attack of the Axis, without retaliation

Test is successful with a result < 6 for each d6

MAINTENANCE

Maintenance Test: 1d6 per unit with DRM. Successful on a result less than 3. Remove the MCO marker..

Conditions DRM

Cache : -3

Heavy unit : -2

Light unit : -1

ALARM !

0 : nothing.

1 : If Recon Axis on the map, remove it

2 : Place Recon Axis (closest airfield)

3 : Activate 1 x unit face down in an adjacent zone. Otherwise, draw 1 x unit and place it face up in the closest zone (town, village, fortress or airfield). If there is already a unit there (Axis or LRDG), choose another zone. Remove Recon Axis

4 : idem level 3 but with 2 Axis units

The effects of the alarm apply each turn