

# George Knapp's Tabletop Afrika Korps Game

1<sup>st</sup> Edition, June 2005

Designer's Note: It is no coincidence that this game has the same name as the 1960s Avalon Hill classic. It was my second wargame. I loved to play it because it was simple, but not simple-minded. When I began designing my World War II tabletop series, my good friend Harold Morgan tried to convince me that the North African Campaign was too good a subject to leave off of the list. I kept putting it off until now. As usual, Harold was right. So, without further ado, here is *Afrika Korps*.

## Overview.

*Afrika Korps* is a simulation of the World War II campaign for North Africa focused on the period April 1941 to December 1942 when German, Italian, British, and Commonwealth troops fought for control of the Libyan and Egyptian coasts.

## How to win.

Either side wins immediately by having uncontested control of both El Agheila and Alexandria at any time in the game. Tobruk is important, but not a victory condition.

## Game Scale.

- Units are divisions and brigades.
- Turns are months.
- Areas are approximately 100 kilometers east to west

**NOTE: In these rules, the word "German" refers to all German and Italian units. "British" refers to all British and Commonwealth units.**

## Game Turn Sequence.

- Place German reinforcements on the game map.
- Roll for German supplies.
- Allocate German replacements.
- Move Germans.
- Move British Airpower Unit.
- British defensive Fires.
- Return British Airpower Units to their Bases
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- Move British.

- Move German Airpower Unit.
- German defensive fire.
- Return German Airpower Units to their Bases

## Reinforcements.

- See Orders of Battle.
- German reinforcements arrive at El Agheila or Tobruk.
- British reinforcements arrive at Alexandria or Tobruk.
- Reinforcements may move on the turn they arrive if supplies are available to move them. Initial placement does not count as movement.
- Reinforcements may arrive in violation of the three unit limit as long as the limit is re-established in the following movement phase. Reinforcements that can not arrive due to the stacking limitation, may arrive in subsequent turns.

## Supplies.

- Supplies may arrive at Alexandria, El Agheila, and Tobruk.
- Supplies exist in two forms, supply dumps (stockpiles) and supply units (truck convoys).
- Supply units obey the same movement rules as combat units. Supply dumps may not move.
- Supply units may pass through supply dumps and take as many supplies as needed up to the full amount. Remove supply dumps when all supplies are used.
- Supplies may be stockpiled in any area. Unless guarded, stockpiles are automatically captured when an enemy unit moves into the area.
- Captured enemy supplies may be converted immediately into friendly supplies.
- Supply points may be used to move friendly units within two areas of the supply unit or dump being drawn from.
- Supply units and the Rommel unit do not cost any supply points to move.

| Unit Type           | Cost to Move    |
|---------------------|-----------------|
| Infantry            | 1 Supply Point  |
| Motorized and Armor | 2 Supply Points |
| Airpower            | 3 Supply Points |

## Replacements.

- Both sides may replace combat losses by allocating supply points to units that have taken hits.

- Replacements may not exceed the original unit strength.
- Replacements may also be used to rebuild destroyed units.
- When a unit has been rebuilt, it may reenter the game as a reinforcement.

| Unit Type           | Cost to Replace one Strength Point |
|---------------------|------------------------------------|
| Infantry            | 1 Supply Point                     |
| Motorized and Armor | 2 Supply Points                    |
| Airpower            | 3 Supply Points                    |

## Movement.

Designer Note: In this game, moving is attacking. Firing is defending. There is no “offensive fire” in this game. The attacker moves his force into contact with the enemy who then must either defeat the attack by fire, counterattack by remaining in contact, or withdraw.

**Movement Points.** Each unit has a number of movement points it can use each turn.

| Unit Type | Movement Points Per Turn | Remarks  |
|-----------|--------------------------|--|
| Infantry  | 3                        |  |
| Motorized | 5                        |  |
| Armored   | 5                        |  |
| Supply    | 5                        |  |
| Rommel    | 6                        | Adds one movement point to any unit in same area at beginning of movement. |
| Airpower  | 6                        | May land at any friendly controlled airbase.                               |

**Terrain.** There are four types of terrain areas on the game map – coastal, rough, desert, and Quatarra Depression. Movement point costs are as follows:

- Coastal to coastal – 1 MP.
- Coastal to rough – 2 MP.
- Rough to coastal – 2 MP.
- Rough to rough – 2 MP.
- Rough to desert – 3 MP.
- Desert to rough – 3 MP.
- Desert to desert – 3 MP.
- Quatarra Depression – no movement allowed.

### **Overruns.**

- Takes place during movement when the moving force outnumbers the defending force by a factor of seven to one or greater (i.e. 7-1, 14-2, 21-3, etc.).
- No more than three attacking units may be counted in the overrun attempt.
- Overrun is never automatic even with Rommel unit present.
- The moving force rolls one die. Successful on 3, 4, 5, and 6.
- Units in fort areas and units that have dug in may be overrun only on die rolls of 2, 3, 4, 5, and 6 even if Rommel unit is present.

### **Digging In.**

- If an infantry, motorized, or armor unit spends its whole movement phase stationary, it may “dig-in” and place a fortification marker in its area at the end of the movement phase.
- The area may not contain any enemy units.
- “Dug-in” applies to all friendly units in the area even if they just arrived.
- If the area is vacated or units destroyed, then remove the “dug-in” marker.
- “Dug-In” units add one to their defensive die rolls.
- “Dug-In” units may conduct withdrawal (see below), without paying the one hit penalty.

### **Withdrawing.**

- Units that are in contested areas may withdraw during their movement phase by paying a one hit penalty, then moving normally.
- Each unit that withdraws must pay the one hit penalty.
- The first area of the withdrawal must not contain enemy units even if friendly units are also in that area.
- “Dug-In” units may withdraw without paying the one hit penalty.
- Withdrawal may be used as a technique to by-pass enemy units. It is actually an advance when used this way.

### **Defensive Fire.**

- Defenders roll the number of dice equal to their current strength.
- Always hit on six.
- Attacker allocates where hits go.
- Unit in forts and “dug-in” units add one to their defensive die rolls. Units in Tobruk add two to their defensive fire die rolls.
- German units in the same area as the Rommel unit add one to their defensive fire die rolls.
- Ground units supported by airpower units add one to their defensive fire die rolls.

## Special Rules.

### The Rommel Unit.

- Acts as a plus one (+1) to the movement factors of all Axis units it is stacked with at the beginning of a turn.
- Acts as plus one (+1) to any die rolls required of all Axis ground units it is stacked with at the time of the die rolls. Axis air power units do not receive this bonus.
- Has no intrinsic combat power of its own.
- May not move into or through areas containing enemy units unless friendly units also in area.
- If Rommel is the only German unit in area with enemy, then British roll one die. On a six, move the Rommel unit to El Agheila where it begins the next turn as a reinforcement. On any other roll, move the Rommel unit directly to nearest German unit, German player's choice.

### Airpower.

- Treat airpower units same as ground units unless specified below.
- Airpower units have a range of six areas per turn.
- May land at any airfield under friendly control.
- Airpower units move just before friendly defensive fire and return to base immediately following friendly defensive fire.
- Airpower units may fire at any enemy target (except the Rommel unit). Hit on 5 or 6. Targets may return fire. One die per unit, hit on 6.

### Notes.

**German Supply.** From April 1941 to December 1942, the average supply tonnage received for use by the Afrika Korps was 70,000 tons per month. The lowest monthly tonnage was 10,000 in Dec 1942 while the largest monthly tonnage was 150,000 tons in April 1942. Simulate by 2D6 per monthly turn. Range 2 to 12 per month. Average 7 (70,000 tons).

## Afrika Korps Orders of Battle

| Germans                                 | British   |
|---|---|
| <b>At Start, April 1941: El Agheila</b> | <b>At Start April 1941: Various Locations</b>             |
| Rommel, +1                              | 2 Armored Division, 3, Agedabia                           |
| 5 Panzer Division, 14                   | 9 Australian Infantry Division, 3, Benghazi               |
| Ariete Armored Division, 6              | 3 Indian Motorized Brigade, 3, Msus                       |
| Pavia Infantry Division, 3              | 18 Australian Infantry Brigade, 3, Tobruk                 |
| Brescia Infantry Division, 3            | Polish Brigade, 2, Tobruk                                 |
| Airpower Unit, 6                        | 70 Infantry Division, 6, Alexandria                       |
| Supply Dump 2D6, Supply Unit 2D6        | Airpower Unit, 6, Gazala                                  |
| 28                                      | Supply Dumps - Benghazi, Msus, Mechili, Tobruk, 1D6 each. |
| <b>May 1941:</b>                        | Supply Dump - Alexandria 3D6.                             |
| Trento Infantry Division, 4             | 22  |
| Bologna Infantry Division, 3            | <b>May 1941:</b>  |
| Savona Infantry Division, 3             | 22 Guards Motorized Brigade, 2                            |
| 38                                      | 24  |
| <b>June 1941:</b>                       | <b>June 1941:</b>   |
| 15 Panzer Division, 14                  | 7 Armored Division, 8                                     |
| 52                                      | 4 Indian Infantry Division, 5                             |
| <b>August 1941:</b>                     | 37  |
| 90 Motorized Division, 14               | <b>July 1941:</b>   |
| 66                                      | 1 Army Tank Brigade, 3                                    |
| <b>October 1941:</b>                    | 40  |
| Trieste Armored Division, 6             | <b>August 1941:</b>                                       |
| 72                                      | 32 Army Tank Brigade, 3                                   |
| <b>December 1941:</b>                   | 43  |
| Sabratha Infantry Division, 2           | <b>September 1941:</b>                                    |
| 74                                      | 1 South African Infantry Division, 5                      |
| <b>June 1942:</b>                       | 48  |
| Littorio Armored Division, 4            | <b>October 1941:</b>                                      |
| 78                                      | 2 New Zealand Infantry Division, 6                        |
| <b>July 1942:</b>                       | 54  |
| 164 Infantry Division, 6                | <b>November 1941:</b>                                     |
| Folgore Infantry Division, 4            | 22 Armored Brigade, 3                                     |
| 88                                      | 57  |
| <b>August 1942:</b>                     | <b>December 1941:</b>                                     |
| Ramcke Parachute Brigade, 4             | 2 South African Infantry Division, 5                      |
| 92                                      | 62  |
| <b>September 1942:</b>                  | <b>January 1942:</b>                                      |
| Young Fascists Regiment, 2              | 1 Armored Division, 7                                     |
| 94                                      | 69  |

| <b>Germans</b>                              | <b>British</b>                               |
|---|--|
| <b>October 1942:</b>                        | <b>February 1942:</b>                        |
| Pistoia Infantry Division, 2                | 50 Motorized Division, 4                     |
| 96  | 73   |
|   | <b>March 1942:</b>                           |
|   | Free French Brigade, 3                       |
|   | 76   |
|   | <b>June 1942:</b>                            |
|   | 10 Indian Motorized Division, 5              |
|   | 81   |
|   | <b>August 1942:</b>                          |
|   | 10 Armored Division, 8                       |
|   | 44 Motorized Division, 5                     |
|   | 94   |
|   | <b>September 1942:</b>                       |
|   | 51 Highland Motorized Division, 5            |
|   | 99   |
|   | <b>October 1942:</b>                         |
|   | 8 Armored Division, 8                        |
|   | 107  |
| <b>20 Units, Total Strength Points - 96</b> | <b>25 Units, Total Strength Points - 107</b> |

Sample file

