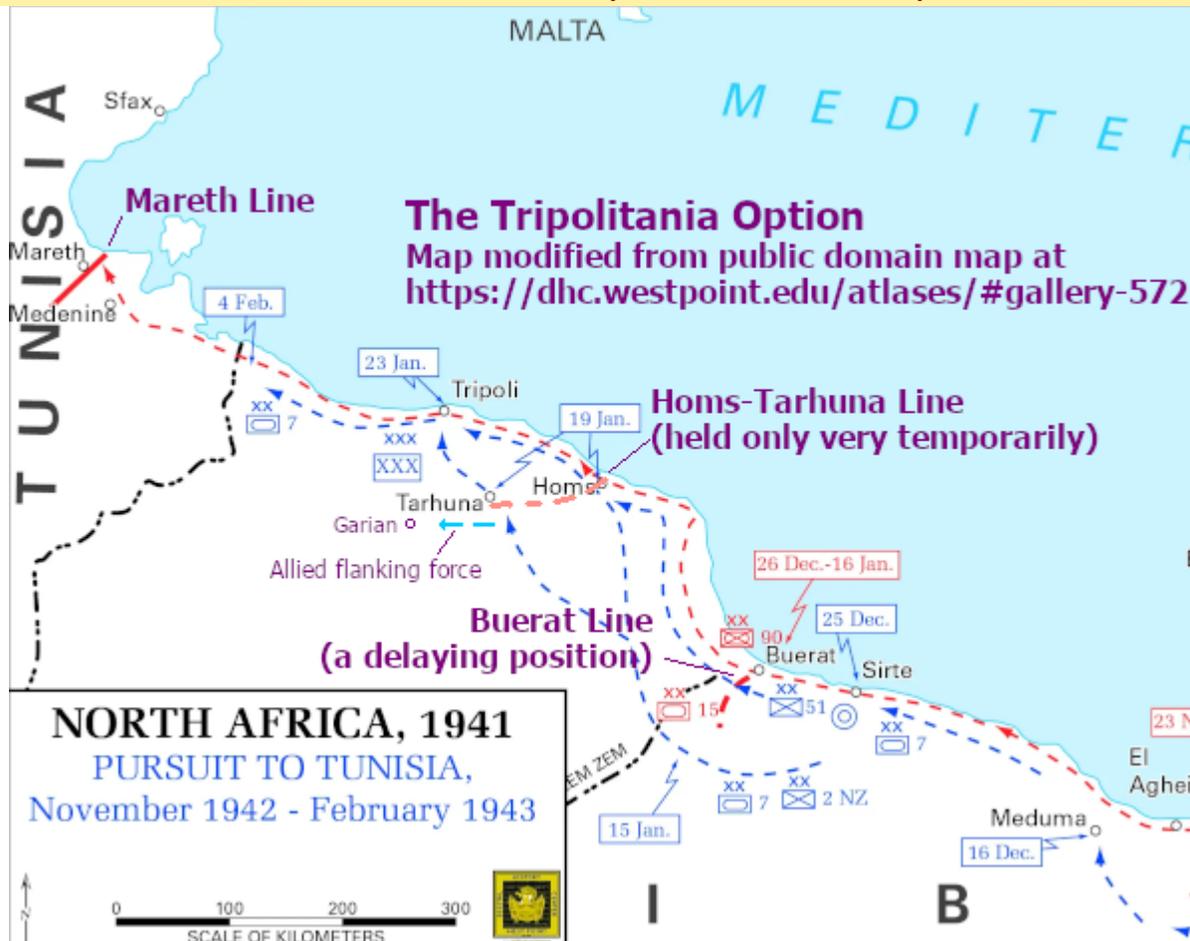


# The Tripolitania Option

A Mod for the Torch scenarios of *Torch*, *War in the Desert*, and *Wavell's War*



For the Homs-Tarhuna Line, the original map only shows the Allied pinning attacks on Homs and Tarhuna. According to Rommel's writings (*The Rommel Papers*, available at <https://88thinfantrydivisionarchive.com/generals/rommel-therommelpapers-588pgs.pdf>), Rommel decided to abandon the line when a strong Allied force moved on Garian, flanking the line. This modified map shows the flanking move.

## Introduction

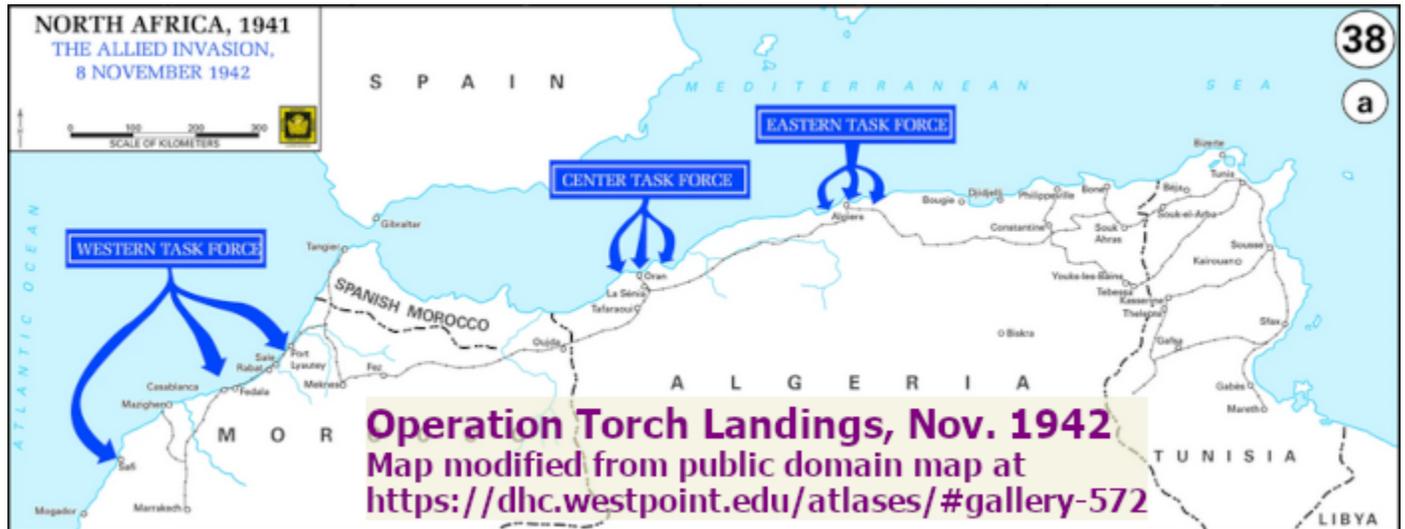
"Rommel's decision to retreat and abandon Tripoli was made outside the context of the *Torch* scenario. Thus, in the *Torch* scenario, this situation is built in. On Jan I 43 (the turn Rommel's retreating forces arrive on the map), no Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 25:4900. On all turns thereafter, no Axis ground unit may enter, pass through, or trace supply through any hex in this area."

Excerpt from the *Torch* rules

The Operation Torch scenarios in *Torch*, *War in the Desert*, and *Wavell's War* do not allow the Axis to attempt to defend Tripolitania. This is justified in part due to Rommel's decision to abandon the area as hopeless to defend with his shattered troops against Montgomery's advancing forces. It is also due to the fact that the maps for the

Operation Torch scenarios (Maps 24/24A and 25/25A) only show the western part of Tripolitania. The lines the Axis would have used to try to hold the region are all off-map to the east.

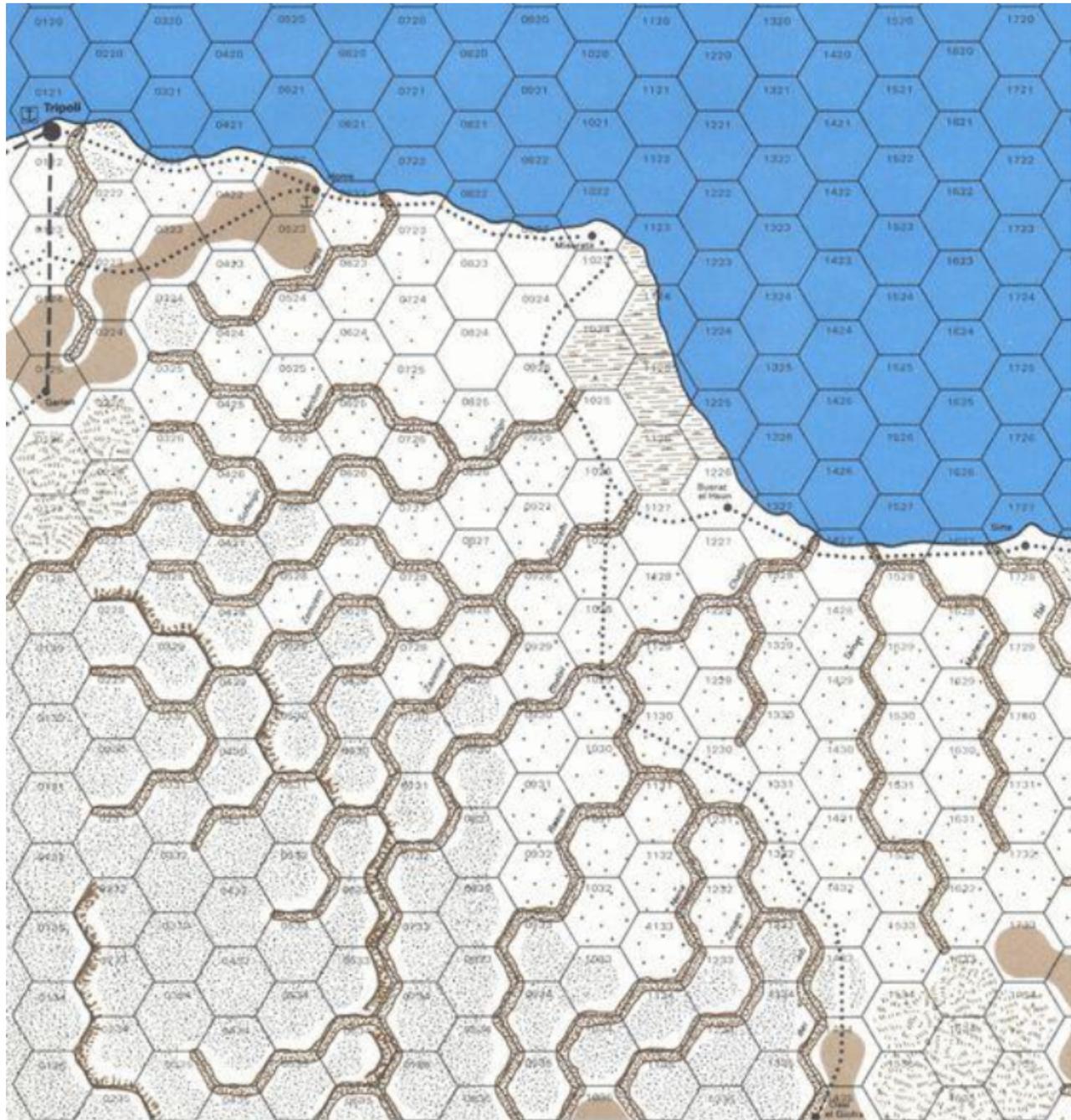
In the historical event, the German and Italian high commands tried to get Rommel to defend Tripolitania. Their first choice was the Buerat Line. Rommel did pause here, but only to induce Montgomery to pause his advance in order to regroup his forces for a major attack. Once the Allies began to advance, the weak Axis forces fell back to the Homs-Tarhuna Line. This potentially was a strong defensive position but became untenable once Montgomery sent a large force to outflank the line. Rommel then retreated back to Tunisia (his actual plan all along) and into the Mareth Line, which the Axis would hold until almost the end of March 1943.



The decision to abandon Tripolitania was also influenced by the situation in Tunisia in December 1942 and January 1943. The Allies had hoped that Operation Torch would quickly capture French North Africa (French Morocco, Algeria, and Tunisia). However, the Allies did not attempt any amphibious landings in Tunisia out of fear that Axis air power in the Central Mediterranean would cause heavy naval losses. Instead, they landed in French Morocco and Algeria; their ground forces then raced east to try to capture Tunisia. At one point, they were just about 30 km (about 20 miles) from Tunis, the main city and port of Tunisia. However, the Axis succeeded in pouring enough troops into Tunisia in time to counterattack and halt the Allies. Tunisia was thus the safest place Rommel could retreat to. Had the Allies won the race to Tunis and taken the north half of Tunisia, Tripoli in Libya would be the Axis' last major port and supply terminal in Africa. In this eventuality, the Axis perforce would have to make their last stand there.

This Tripolitania Option for the Torch scenarios of the desert games allows the Axis player the ability to try to defend Tripolitania. The following sections specify the modifications needed to do this for *Torch*, for *War in the Desert*, and for *Wavell's War*. (All modifications are the same for each game but are adapted to the game's specific rules numbering, OB presentation, terminology, etc.)

## Map Addition



Only the part of Map 18/18A that is on and west of hex column 1700 is in play.  
 (Map 18A of *War in the Desert* is illustrated. Map 18 of *Western Desert* is not shown.)

Part of Map 18/18A is used in this option. For players with the *Torch* game, Map 18 is needed from the *Western Desert* game. For players with the *War in the Desert* game, Map 18A is available in that game. Only the part of Map 18/18A on and west of hex row 1700 is in play. Simply ignore the rest of Map 18/18A. *Suggestion:* Cover the part of the map that is out of play with charts.

## Modifications for the Torch Game

The following modifications apply to the Operation Torch scenario of the *Torch* game. See below for the modifications for the *War in the Desert* game the *Wavell's War* module.

### Torch Orders of Battle Modifications

For the Operation Torch scenario of *Torch*, the Axis and Allied orders of battle are modified as follows:

#### Axis Order of Battle:

The following sections of the Jan I 43 reinforcements listings instead occur on Dec II 42: *SMPs, Libya, Replacement Pool, and Breakdown Boxes*. This means, for example, the Italian 3-8 Arm Cadre 131 is received as a Libya reinforcement, and the Italian 3-8 Arm Cadre 132 is placed in the replacement pool.

#### Allied Order of Battle:

- 1) The following sections of the Jan II 43 reinforcements listings instead occur on Jan I 43: All subsections of the *Libya* listing (*Western Desert Pursuit Force, WD SMPs, WD Available Air Forces*). This means, for example, the British 10 Arm XX 7 is received as a *Libya* reinforcement.
- 2) The 0-1-8 Cons X 8 A of the Feb I 43 *Libya* reinforcements is received on Jan II 43 as a *Libya* reinforcement. All other Feb I 43 *Libya* reinforcements remain as Feb I 43 *Libya* reinforcements.

### Torch Rules Modifications

Some Operation Torch rules in the Playing Torch section are changed as given below. Highlighted items indicate where changes are made. *Note:* Victory conditions and awards are unchanged.

**Rule 28I. Libya.** For the Torch scenario, both sides' forces have some restrictions on operations in the portion of Libya shown on the map. Due to the presence of Axis rear area forces in Libya, Allied forces may not enter, operate in, or trace supply lines through any hex in Libya until the turn in which the Western Desert pursuit force (Per Rule 29A, below) is scheduled to arrive (Jan I 43).

Rommel's decision to retreat to the Buerat Line was made outside the context of the Torch scenario. Thus, in the Torch scenario, this situation is built in. On Dec II 42 (the turn Rommel's retreating forces arrive on the map), no Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 18:1400. On all turns thereafter, this restriction is removed, and Axis forces may operate on or east of hex column 18:1400.

#### Rule 29A. Reinforcements.

**1. Allied.** Ignore the sections on the Delta, Egypt, Gulf, Malta, Palestine, south edge, and coup reaction forces. Instead, the following is added:

**Libya.** Units and supplies enter on the on hex row 18:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered. Air units arrive at any friendly controlled airbases in Libya or at the off-map Libyan airbases (see below).

**Western Desert Pursuit Force.** These reinforcements arrive in Libya (per above). However, on their scheduled turn of appearance (Jan I 43), each ground unit in this force has already spent 5 MPs before entering play. For example, a unit entering at 18:1727 spends its 6th MP to enter the hex. If their entry is delayed to a later turn, they may enter using their full movement allowance.

**Western Desert Available Air Forces.** These air units are available at off-map Libyan airbases. Allied air units may use the airbases, entering and/or exiting the east edge of the map within seven hexes of Sirte

(18:1728) to do so. The airbases are divided into two groups. One group, with a total capacity of 9, is located 7 hexes (instead of 16) from the edge of the map; the other group, with an unlimited capacity, is located 21 hexes (instead of 30) from the edge of the map. Air units entering the map must spend MPs equal to the off-map distance to enter their first hex. Air units exiting the map must have MPs remaining at least equal to the off-map distance to the airbase. For example, an air unit entering the map from the 7-distance group spends its 7th MP to enter the map. The air units of the Western Desert available air forces initially use these airbases; they may also use Allied airbases on the map. Other Allied air units may use these off-map airbases. *Note:* The off-map distances are not simply adjusted for the addition of part of Map 18 to the scenario. They also attempt to take into account the earlier entry date of the Allied forces and the frequent need for the Allies to advance their airbases during the pursuit.

**2. Axis.** Ignore the paragraph on Axis special forces appearing as standard reinforcements. All other reinforcement rules are used. In addition, some Axis reinforcements appear in Libya: Units and supplies enter on hex row 18:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered. Air units arrive at any friendly controlled airbases in Libya.

**3. Other.** This section is not used.

**Rule 30. Preparing for Play.** This rule is used as written, with the following exceptions: 1) Only maps 24, 25, and part of 18 are used. 2) At the start of the game, the Axis player controls Libya, Sicily, Sardinia, Pantelleria, and Lampedusa. The Allied player controls Gibraltar. All other territory is neutral.

## Modifications for the *War in the Desert* Game

The following modifications apply to the Operation Torch scenario of the *War in the Desert* game. See above for the modifications for the *Torch* game and below for the modifications for the *Wavell's War* module.

### WITD Orders of Battle Modifications

For the Operation Torch scenario of *War in the Desert* and for the Operation Torch Campaign scenario of *Wavell's War*, which uses the WITD OBs, the Axis and Allied orders of battle are modified as follows:

#### Axis Order of Battle:

The following sections of the Jan I 43 reinforcements listings instead occur on Dec II 42: *German: \*Operation Torch Scenario (only)* and *Italian: \*Operation Torch Scenario (only)*. This means, for example, the Italian 3-8\* Arm Cadre (7-6-8) 131 Cn is received as an *Appear in Libya* reinforcement, and the Italian 8 Arm XX HQ 132 Ar is placed in the replacement pool.

#### Allied Order of Battle:

1) The following sections of the Jan II 43 reinforcements listings instead occur on Jan I 43: *American: \*Operation Torch Scenario (only)*, *British: \*Operation Torch Scenario (only)*, and *French: \*Operation Torch Scenario (only)*. This means, for example, the British 10 Arm XX 7 is received as an *Arrive from the Middle East* reinforcement.

2) The 0-1-8 Cons X 8 of the Feb I 43 Libya reinforcements is received on Jan II 43 as a Libya reinforcement. All other Feb I 43 Libya reinforcements remain as Feb I 43 Libya reinforcements.

### WITD Rules Modifications

Some rules are changed as given below. Highlighted items indicate where changes are made. *Note:* Victory conditions and awards are unchanged.

**Rule 41. Preparing for Play.** Assemble the game's maps based on which scenario will be placed (see section B below). The Western Desert Campaign requires maps 18A, 19A; the Operation Torch scenario requires maps 24A, 25A, and part of 18A; and the War in the Desert Grand Campaign requires maps 18A, 19A, 20A, 21A, 22A, 24A, 25A, and 32.

**Rule 41B2a. Operation Torch Scenario, Starting Conditions.** Use only maps 24A, 25A, and part of 18A...

... The Axis player controls the Med/North Africa Command. At the start of the scenario, he owns the mainland Europe holding box and all hexes in the Italian Central Mediterranean Islands and all of Libya that appears on map 25A and the part of map 18A that is in play. He starts with an on-map NTP capability of 3 NTPs.

**Errata Sheet: Rule 41B2b. Operation Torch Scenario, Special Conditions.**

Axis reinforcements listed as *Appear in Libya* enter play as follows:

- Units and supply/resource items enter on hex row 18A:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered.
- Air units appear at any friendly-owned airbases in Libya.

Axis reinforcements listed as *Appear in Sicily* appear at any friendly-owned airbases on Sicily.

Axis forces in the special forces pools cannot be used for special operations in this scenario.

Rommel's decision to retreat to the Buerat Line was made outside the context of the Torch scenario. Thus, in the Torch scenario, this situation is built in. On Dec II 42 (the turn Rommel's retreating forces arrive on the map), no Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 18A:1400. On all turns thereafter, this restriction is removed, and Axis forces may operate on or east of hex column 18A:1400.

Allied reinforcements listed as *Arrive from Middle East* enter play as follows:

- Units and supply/resource items enter on hex row 18A:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered.

On Jan II 43 (only), ground units (only) of the Allied *Arrive from Middle East* reinforcements arrive as described above. However, each of these units has already spent 5 MPs before entering play. For example, a unit entering at 18:1727 spends its 6th MP to enter the hex.

- Air units arrive at any friendly-owned airbases in Libya or at the off-map Libyan airbases (see below).

Allied air units may use the off-map Libyan airbases, entering and/or exiting the east edge of the map within seven hexes of Sirte (18A:1727) to do so. The airbases are divided into two groups. One group, with a total capacity of 9, is located 7 hexes (instead of 16) from the edge of the map; the other group, with an unlimited capacity, is located 21 hexes (instead of 30) from the edge of the map. Air units entering the map must spend MPs equal to the off-map distance to enter their first hex. Air units exiting the map must have MPs remaining at least equal to the off-map distance to the airbase. For example, an air unit entering the map from the 7-distance group spends its 7th MP to enter the map. Allied air reinforcements listed as *Arrive in the Middle East* arrive at any friendly-owned airbases in Libya or at the off-map Libyan airbases. Other Allied air units may use these off-map airbases. *Note:* The off-map distances are not simply adjusted for the addition of part of Map 18A to the scenario. They also attempt to take into account the earlier entry date of the Allied forces and the frequent need for the Allies to advance their airbases during the pursuit.

The Allied Raiding Forces ability (37E3) cannot be used in any turn prior to Feb I 43.

Due to the presence of Axis rear area forces in Libya, Allied forces may not enter, operate in, or trace supply lines through any hex in Libya before Jan I 43.

## Modifications for the *Wavell's War* Module

The following modifications apply to the Operation Torch Campaign scenario of the *Wavell's War* Module. See above for the modifications for the *Torch* and *War in the Desert* games. (All modifications are basically the same but are adapted to the games' specific rules numbering, OB presentation, terminology, etc.)

### WW Orders of Battle Modifications

The WW Operation Torch Campaign scenario uses the WITD OBs. See WITD Orders of Battle Modifications above for these modifications.

### WW Rules Modifications, Scenarios and Appendices Booklet

Some rules are changed as given below. Highlighted items indicate where changes are made. *Note:* Victory conditions and awards are unchanged.

#### Rule 41. Preparing for Play.

- **Torch Map Group:** maps 24A, 25A, and part of 18A.

#### Rule 41B. *War in the Desert* Scenarios.

##### 2. Operation Torch Campaign.

The Operation Torch Campaign covers the Allied invasion of French North Africa in late 1942 and the final Axis defeat in Africa in the spring of 1943. This two-map scenario depicts the dramatic final period of the campaign, in which the Allies race to conquer Africa as soon as possible so that they can open a second front in Europe, while the Axis tries to stem-or turn the tide of Allied success.

This scenario covers the campaign in French North Africa; while ignoring the Middle East and Near East. The scenario starts with the Nov I 42 game turn and ends either upon completion of the Jun II 43 game turn or upon one side's in theater surrender (see Rule 42A).

**a. Starting Conditions.** Use the Torch map group, the Mainland Europe off-map holding box (on Axis Game Chart 1) and Libyan off-map airfields holding box (on Allied Game Chart 1). Use the Nov I 42 initial forces and the reinforcements starting from Nov I 42 as listed in the three WITD OB Booklets. Note that the Operation Torch Campaign regular reinforcements are marked with asterisks on the OBs; do not use any other regular reinforcements in this scenario. The only conditional reinforcements available during this scenario are: 1) Vichy French ARPs and 2) French North Africa Joins the Allies.

The Allied player controls the Gibraltar and North Africa Commands. He owns the Gibraltar hex and the Libyan off-map airfields holding box (see the "Libyan Off-Map Airbases" section below). He starts with an on-map West Med/Atlantic Ocean NTP capability of 10 NTPs (see Rule 31A2); however, this capability cannot be used during the Nov I 42 turn when the French North Africa Invasion NTP/ANTP capability of 21 NTPs and 19 ANTPs is available instead.

The Axis player controls the Med I North Africa Command. He owns the Mainland Europe off-map holding box (see Rule 37C2a), all hexes in the Italian Central Mediterranean Islands, and all of Libya that appears on map 25A and the portion of Map 18A that is in play. He starts with an on map Mediterranean NTP capability of 3 NTPs (see Rule 31A1); he cannot use any other NTP capability in this scenario.

Determine the weather for the first turn as described in Rule 36. Note, however, that Rule 33E3 mandates that during the Allied Nov I 42 special invasion player-turn the seas are automatically Calm regardless of what is rolled.

The Axis deploys first. The Allies deploy second.

### b. Special Conditions.

Allied Invasion of French North Africa. The scenario begins with the Allied invasion of French North Africa. This event modifies several rules, as well as the sequence of play for the Nov I 42 turn, as detailed in Rule 33E. Players are strongly advised to familiarize themselves with this rule (as well as the special rules on French North Africa — Rule 38V4), before beginning play.

Axis Reinforcements. Place Axis air reinforcements listed as "Appear in Sicily" at any airbases in Sicily.

Axis reinforcements listed as "Appear in Libya" enter play as follows:

- Units and supply/resource items enter on hex row 18A:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard costs for the first hex entered.
- Air units arrive at any friendly-owned airbases in Libya.

Allied Reinforcements. Allied reinforcements listed as "Arrive from Middle East" enter play as follows:

- Units and supply/resource items enter on hex row 18A:1700 in Libya. These reinforcements are placed next to the east side of hex row 18:1700 during the initial phase and enter the map during the movement phase, paying standard MP costs for the first hex entered.

*Special:* On Jan I 43 (only), ground units (only) arrive as described above. However, each of these units has already spent 5 MPs before entering play. For example, a unit entering at 18:1727 spends its 6th MP to enter the hex.

- Air units arrive at any friendly-owned airbases in Libya or some (up to all) may arrive at the Libyan off-map airfields holding box.

Operations in Libya. Rommel's decision to retreat to the Buerat Line was made outside the context of the Torch scenario. Thus, on Dec II 42 (the turn Rommel's retreating forces arrive on map), no Axis ground unit may end its movement or exploitation phase in any hex in Libya on or east of hex column 18A:1400. On all turns thereafter, this restriction is removed, and Axis forces may operate on or east of hex column 18A:1400.

Due to the presence of Axis rear area forces in Libya, Allied forces may not enter, operate in, or trace supply lines through any hex in Libya before Jan I 43.

Libyan Off-Map Airbases. The Libyan off-map airbases holding box represents various airbases located in central and eastern Libya. Allied air units may base and fly missions from this holding box, entering and/or exiting the east edge of the map within seven hexes of Sirte (18A:1727) to do so. The airbases are divided into two groups. One group, with a total capacity of 9, is located 7 hexes (instead of 16) from the edge of the map; the other group, with an unlimited capacity, is located 21 hexes (instead of 30) from the edge of the map. Air units entering the map must spend MPs equal to the off-map distance to enter their first hex. Air units exiting the map must have MPs remaining at least equal to the off-map distance to the airbase. For example, an air unit entering the map from the 7-distance group spends its 7th MP to enter the map.

The airbases are divided into two groups. One group, with a total capacity of 9, is located 7 hexes (instead of 16) from the edge of the map; the other group, with an unlimited capacity, is located 21 hexes (instead of 30) from

the edge of the map. Air units entering the map must spend MPs equal to the off-map distance to enter their first hex. Air units exiting the map must have MPs remaining at least equal to the off-map distance to the airbase. For example, an air unit entering the map from the 7-distance group spends its 7th MP to enter the map. *Note:* The off-map distances are not simply adjusted for the addition of part of Map 18A to the scenario. They also attempt to take into account the earlier entry date of the Allied forces and the frequent need for the Allies to advance their airbases during the pursuit.

All forces in this box are automatically in general supply.

Due to defensive forces not represented in the game, Axis forces may not enter or attack this holding box.

Special Operations Forces. The Allied Raiding Forces ability (Rule 37F) cannot be used in this scenario in any turn prior to Feb I 43.

Note that the forces in the Axis Special Forces Pool cannot be used for special operations in this scenario (as the German special operations forces cannot be used past Sep II 42 and the Italian special operations forces can only be used against Malta, which is out of play in the scenario).

Scrapping. The Axis player may scrap no more than 5 REs of units during the scenario.

c. Victory Conditions. Do not award VPs. Judge victory based on when Axis in-theater surrender (see Rule 42A) occurs.

<i>Turn of Axis Surrender</i>	<i>Victory Level</i>
April 43 or earlier	Allied major victory
May 43	Allied minor victory
June 43	Axis minor victory
No Axis surrender	Axis major victory

Excessive Losses. If the Allied player suffers 50 REs or more of losses during the game (whether replaced or not), shift victory one level in favor of the Axis player. For the Operation Torch Campaign, each RE missing in the Allied French Morocco garrison is counted as one RE of excessive losses at the end of the scenario. For example, the Allied French Morocco garrison is missing 4 1/2 REs on Nov II 42 and 2 REs on Dec I 42, for a total of 6 1/2 REs during the scenario. These 6 1/2 REs are added to the Allied excessive losses total for victory determination.



*Das Afrika Korps* troops arrive in Tripoli, early 1941, to rescue the Italians. Will they succeed?



British troops of the 51st Highland Division stage a victory parade in Tripoli, January 1943.