

by Douglas Niles

Players' Notes

THE WORLD WAR II CAMPAIGNS IN NORTH Africa can now be played from the time of Rommel's arrival in the desert to the final Allied victory in Tunisia by using both the DESERT FOX™ Game and the TRAIL OF THE FOX™ Game. Contrasting the lightning tank warfare simulated in the first game that proved so irresistible on the flat expanses of Cyrenaica and Egypt, infantry can dig into the mountains of Tunisia in the second game and hold off large forces of armored and mechanized troops. We have indeed two different kinds of warfare in the two games. Yet the DESERT FOX™ game system simulates both theatres of war quite well.

I'd like to correct and clarify a few things about the TRAIL OF THE FOX Game, and suggest a few options for players who wish to add a little variety to the game.

Sorry about the errata. Although we try to keep every game as error-free as possible, we did have a few problems, as astute readers have pointed out. I hope that the problems did not interfere too much with your enjoyment of the game. If they did, perhaps these corrections will allow you to have another go at it.

TRAIL OF THE FOX Game Errata

Game Rules

[2.21] Sample Units: (Correction) All reinforcements (Axis and Allied) with a circle around the reinforcement turn on the unit counter enter at El Agheila (entry hex D).

(Addition) The following unit types are considered artillery and flak and are subject to rule 12.0.



[3.2] Turn 1 Special Rules

3. (Addition) The Axis player does not roll on the Convoy Table on turn 1.

4. (Clarification) If a French unit/stack still occupies a port hex after a German attack, the German units are eliminated, since they suffer depletion while already depleted. Place them in the Axis Refit Box.

[5.0] Reinforcements: (Correction:) All units (not just Allied) with a circled deployment number enter at entry hex D on the turn indicated by the circled number (i.e., a German unit with a 2 for deployment enters entry hex D on turn 2).

TRAIL OF THE FOX™ GAME VARIANTS: ADDENDA, OPTIONAL RULES, AND THE US 2ND ARMORED DIVISION.

(Correction on Example) If a 6 (not a 1) is rolled, the French units resist.

[7.9] Supply Attrition: (Addition) Any entry port totally surrounded by enemy ZOC (in all adjacent land hexes) is subject to the rules of Supply attrition.

[8.51] Airdrops: (Addition) Direction Nr. 1 on the scatter diagram points to the west.

[9.2] Stacking Restrictions: (Correction) Up to 6 stacking points can end a movement or reaction phase in any hex, including city hexes.

[17.12] Axis Setup: (Addition) Place two dumps in entry hex D (El Agheila).

[17.13] Abbreviations: (Addition) EA = El Agheila.

Game Map

Turn Track: (Corrections)

Delete the WTR notation for turn 1.

Delete the USI notation for turn 5.

Delete the AXC notation for turn 5.

(Correction) The town listed as Tehoussouk is actually Tebourba.

[11.38] (Correction) The Terrain Effects Chart is actually the Terrain Effects on Combat Chart.

Unit Counters

(Additions) The following units have a stacking point value of 1 on their depleted sides (no number is currently listed).

American — 13 Arty. Rgt (not attached)

Commonwealth — 7th and 5th Brigades, 4th Indian Division

The following unit should have an asterisk next to its deployment number, since it can use Special Movement when entering the map: **American** — 1 Ranger.

Variants and Options

HERE ARE A FEW OPTIONAL RULES TO THE TRAIL OF THE FOX™ Game that players may wish to add. Each simulates an actual condition of the campaign, while adding only slightly to the complexity of the game.

If rule Nr. 3 is used, then rule Nrs. 1 and 2 should also be used, or the German player will gain a significant advantage.

1. The 4th Indian Division proved remarkably adept at mountain warfare, particularly when on the attack. To simulate, use this rule:

When a brigade of the 4th Indian Division attacks into or from a rough or mountainous hex, the combat strength of the brigade is doubled.

2. Rommel was under considerable pressure to halt his retreat far to the east of the point where he finally made his stand. To simulate this struggle between the *Feldmarschall* and the Axis High Command, use this option:

The German player must keep at least 35 strength points in or east of Tripoli through the end of the Axis initial movement phase of turn 3. At the beginning of every Axis initial and motorized movement phase thereafter, the German player rolls a die to see if these units can retreat to the west. If the die roll is within the span indicated, then the restriction is lifted; if not, the restriction remains.

Turn	Phase	Die Span
Turn 3	Motorzd Move	5-6
Turn 4	Initial Move	4-6
Turn 4	Motorzd Move	3-6
Turn 5	Initial Move	2-6
Turn 5	Motorzd Move	2-6

(Repeat turn 5 span throughout succeeding turns.)

3. The notorious 88-mm German anti-aircraft guns continued to take a high toll of Allied armor in Tunisia. In fact, since the terrain there favored defensive warfare much more than the desert environment did, these guns were more effective than ever. The following rule reflects this capability:

The Axis anti-aircraft units retain their anti-tank bonus on the defense only, even when these units are depleted.