Desert Fox
Commonwealth order of battle

initial deployment

The Commonwealth player begins the game with no air points and no refit points.

L0704: 2/2 Mech; dump
L0705: 3/2(1) Armd
L1404: dump
L1810 (Msus): dump
L2129: 3 Ind Mtrzd
within 3 hexes of L2308: 24/9 Aus, 20/9 Aus, 'a' Arty
L2317: dump
L2329 (Tobruk): 26/9 Aus, 'b' Arty, 1 MSU
within 2 hexes of L2329 (Tobruk): a level-1 fort
L2408: dump
L2421: dump
L2716: dump
L2819: dump
E2118 (Mersa Matruh): 23/70 (depleted), 1 MSU, the railhead
E2234 (Alexandria): 16/70, 22 Mtrzd, 2 MSU's
Refit Box: 7 Spt/7 Mech

reinforcement schedule

Numbers in parentheses following designations of withdrawn units indicate the minimum combat strength of substitutions for the indicated unit. An asterisk (*) following the name of an arrival indicates that the unit was previously withdrawn. HI = heavy infantry; HW = heavy weapons (motorized).

turn	arrivals	withdrawals
2	Polish 18 Aus HI (depleted) 5/4 Ind CIH Recce 4 Ind Arty 9 Aus HW 9 Aus Recce	
3	7/4 Ind 11/4 Ind Royals Recce 6/2 NZ (depleted) 5/1 SA 1/2 Armd (in Refit Box) 4/7 Armd (in Refit Box) 7/7 Armd (in Refit Box)	
4	14/70 4/2 NZ (depleted) 5/2 NZ 2 NZ HW 1 Army Armd 150/50 Mtrzd 1/1 SA 2/1 SA	16/70(4) 23/70(4) 5/4 Ind(2)
5	9/5 Ind 3/2 SA 6/2 SA 10/5 Ind 29/5 Ind	14/70(4)

turn	arrivals	withdrawals
6	4/2 SA 2 SA HW 4/6 SA Recce	150/50 Mtrzd(3) 18 Aus HI(5) 9/5 Ind(3)
7	22 Armd 1 SA HW 16/70* 23/70*	24/9 Aus(2) 9 Aus Recce(1) 9 Aus HW(3) 10/5 Ind(3).
8	"c" Arty 14/70*	26/9 Aus(2) 20/9 Aus(2)
9	2/1 Armd 12 Lanc Recce 1/1 HW	
11	1 FF	Polish(3) 3/2 Armd(any)
12	8/10 Armd 69/50 Mtrzd 150/50 Mtrzd* 50 HW	14/70(4) 23/70(4)
13	161 Ind Mtrzd 10/5 Ind*	4/2 NZ(3) 5/2 NZ(4) 6/2 NZ(3) 2 NZ HW(3) 16/70(4)
14	2 FF 9/5 Ind* 3/2 Armd*	7/4 Ind(2)
15	"d" Arty 9/10 Armd.	
16	20/10 Ind HW 21/10 Ind HW 25/10 Ind HW 10 QVOC Recce 4/2 NZ* 5/2 NZ* 6/2 NZ* 2 NZ HW*	
17	18 Ind 23/8 Armd 24/8 Armd 2dYeo Recce "e" Arty 20/9 Aus* 24/9 Aus* 26/9 Aus* 9 Aus HW*	3 Ind Mtrzd(3)
18	131/44 Mtrzd 132/44 Mtrzd 133/44 Mtrzd 1 Greek 152/51 Mtrzd 153/51 Mtrzd 154/51 Mtrzd 51 HW	1 Army Armd(any) 25/10 Ind HW(3)
19	44 HW	22 Mtrzd(3)
20		9/5 Ind(3)
21		20/9 Aus(2) 24/9 Aus(2) 26/9 Aus(2) 9 Aus HW(3)

Desert Fox
Axis order of battle

initial deployment

The Axis player begins the game with one air point and no refit points.

German:

L0702 (Mersa Brega): 5(1) Armd, 200 Mtrzd, 3 Reccon, 5 Lt Arty, 3 MSU's

Italian:

L0701 (El Agheila): 132/Ar Armd, 8 Br/Ar Mech, Nizz/Ar Reccon, 132/Ar Arty, 27 Brs
Refit Box: 60 Sab

reinforcement schedule

HW = heavy weapons (motorized).

Italian	turn	German
17 Pav 25 Bol 55 Sav 7 Br/Trn Mech 61/Trn 62/Trn 102/Trn 2 Arty	2	33 Reccon 104 Mech
	3	115 Mech 8 Armd

Italian	turn	German
		155 Mtrzd
	4	15 Pzr Arty
	5	361 Afr
	6	580 Reccon
Recam Armd Car	7	
9 Br/Tri 65/Tri Mtrzd 66/Tri Mtrzd 101/Tri HW	8	1/18 Flak
	10	II/25 Flak 368 Flak
133/Li Armd 12 Br/Li Mech Lan/Li Mech	11	
	12	114 Flak 1/6 Flak
Artclre Armd Arty	13	
	14	Svbd 288 HW
	15	1 Afr Arty
	16	190 Arty
Monf III Reccon	18	Ramcke Hvy Airbne Inf
16 Pist Folg Gldr Inf	19	125 Mtrz 164 Reccon 11/5 Flak 382 Mtrzd 433 Mtrzd 220 Arty
GGFF	20	