

Combat results

defender's hex	combat ratio (attacker: defender)										
Alexandria	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1			
Tobruk, mountain, or fort 2	1:1	2:1		3:1	4:1	5:1	6:1	7:1	8:1		
Bardia, Benghazi, rough, or fort 1	1:2	1:1	2:1		3:1	4:1	5:1	6:1	7:1	8:1	
clear, sand sea, or marsh	1:3	1:2	1:1	2:1		3:1	4:1	5:1	6:1	7:1	8:1

column	1	2	3	4 ^A	5	6	7	8	9	10 ^A	11	12	13	14	15	16 ^A	17
defender's morale	1							1	1	2	p	d3p	d4p	d5p	d3D	d4D	d5D
	2						1	2	p	d3p	d4p	d6p	d2D	d3D	d5D	d6D	E
	3				1	2	p	d3p	d4p	d6p	d3D	d4D	d5D	d6D	E	E	E
	4			1	2	p	d3p	d5p	d6p	d2D	d4D	d6D	E	E	E	E	E
	5		1	2	p	d3p	d5p	d6p	d3D	d5D	E	E	E	E	E	E	E
effect on attacker	E	d6D	d5D	d4p	d3p	p	1		p		p	1					

results: #: retreat indicated number of hexes. ^A: one air point is lost (6.23). **d**: unit(s) disrupted. **D** = unit(s) depleted. **E** = unit(s) eliminated. **p**: partial depletion—one unit selected by owner is depleted (11.7).

Supply summary

	source:	oasis (7.24)	Bardia (7.25)	dump (7.22)	Alexandria, Tobruk, rail hex (7.23)	El Aghella (7.23)	MSU (as a link)
usable by:	occupier	CW	owner	CW	Axis	owner	
radius (motorized MPs):	12	12	12	12	12	6	
extensible with MSUs?	no	no	yes	yes	yes	yes	
general supply							
non-motorized (NE)	U	U	U	U	U	U	
motorized (NE EX)	0 –	U –	0–5 6–10	U –	U –	0–5 6–10*	
combat supply							
attack (NE EX)	0 –	0 –	0–3 4–5	U –	U –	0–3 4–5*	
defense (NE EX)	0 –	0 –	0–6 7–U	U –	U –	0–6 7–U*	
remove disruption (NE EX)	0 –	0 –	0 U	U –	U –	U –	

NE: supply unit is Not Expended; EX: supply unit is EXpended; U: unlimited; –: not applicable; CW = Commonwealth.

* No more than 2 MSUs can be expended in a given phase (see 7.16).

Three or more zero-stacking-point units attacking count as one stacking point (7.15).

Functional artillery count as 2 stacking points for combat supply (12.17).

Terrain effects

type	motoriz	non	combat
clear	2	2	
rough	4	2	
mountain	6	3	
sand sea	2	2	
oasis	2	2	
city	½	1	
marsh	2	3	
road	½	1	
track	half OT	1	
escarpm't	prohib	+5	÷3 ▼
ridge	+3	+2	÷3 ▲
wadi	+2	+1	÷2 ▲

OT = other terrain in the hex

Axis convoy arrival

d6	MSU's available	Add the number of CW air points at Malta to the roll of 2 dice. Game turns 9–14, subtract one from the dice roll; game-turns 15–22, add one instead. See 7.55.
1–3	4	
4–5	3	
6–7	2	
8–10	1	
11+	0	

Raid on Malta

raiding Axis air points				
d6	1	2	3	result:
1	1 0	1 0	0 0	Axis/Commonwealth air points eliminated. See 6.33.
2	0 0	0 0	1 1	
3	0 0	1 1	0 1	
4	0 0	0 1	0 1	
5	1 1	0 1	1 2	
6	0 1	0 1	0 2	
Axis dumps expended				
	0	1	2	