

TUTORIAL

DESERT WAR

1940-1942



DESERT WAR 1940–1942 TUTORIAL/PLAYER GUIDE

By John “Slick Wilhelm” Dahlen

Gentlemen, the officer who doesn't know his communications and supply as well as his tactics is totally useless.

– Gen. George S. Patton, United States Army

There is nothing more common than to find considerations of supply affecting the strategic lines of a campaign and a war.

– Carl von Clausewitz

Indeed. As you learn how to play *Desert War 1940–1942*, always remember those two quotes above. They will serve you well.

This guide is intended to get you up to speed and playing *Desert War* as quickly as possible. It is not meant to supplant reading the entire game manual, as knowing the minute details of things like combat odds, effects of minefields, etc., can help you be a much more effective player. Nor should you neglect reading the excellent quick start manual, which may be accessed from within the game.

Where I hope you find value in this tutorial/guide is in my suggestions to focus on what is crucial to understand in order to play the game effectively, without overloading your head with statistics and minutia. I will walk you part way through the first scenario, The Second Battle for Bardia.

By the end of this tutorial you should understand the basic game concepts, and know how to successfully use your assets to win the scenario.

Desert War 1940–1942 has some very clever and unusual features in it which can be extremely useful for the player. But, it also does things differently than many other wargames out there on the market. Thus, it requires that the player open his/her mind to new ways of presenting information. My intention is to help lessen this learning curve for you.



Let's get started by clicking on "Play Introductory Scenario".

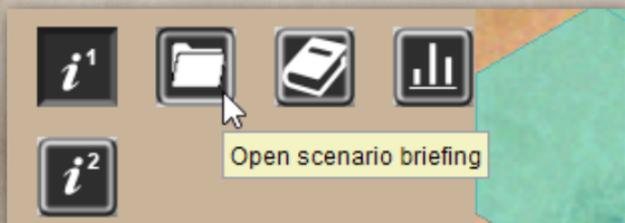
Take note of the information of the following screen, then close it using the spacebar or clicking on the X in the upper right corner.



On the lower left of the screen, click on this button.



Now click the “Open scenario briefing” button.

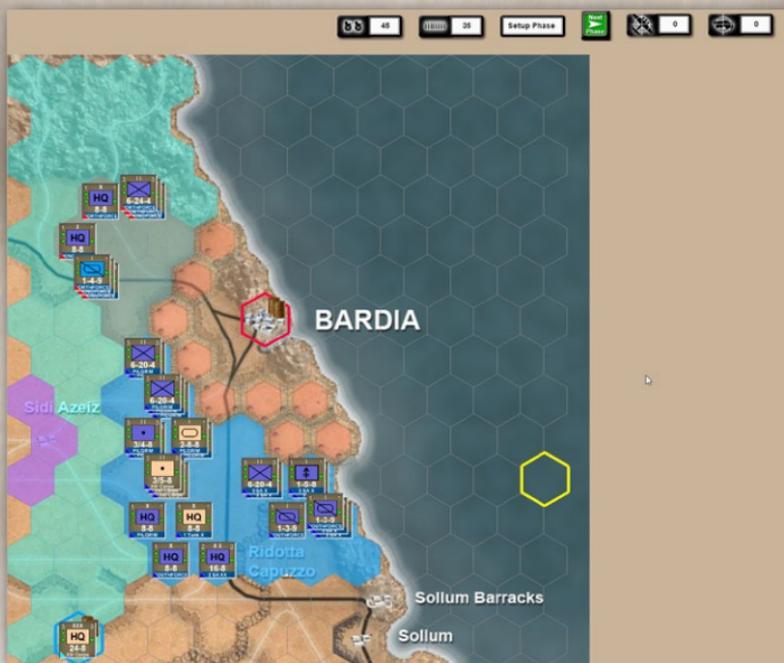


Read through this briefing, then close it.

Scenario	2nd Battle for Bardia - Introductory Battle		
Author	John Duquette (bcgames)		
Sides	Axis / Allies		
Date	31 Dec 1941		
Current side	Allies	Turn 1 of 8	

Historical Background	Army Information	Map size 12, 15
------------------------------	-------------------------	------------------------

<p>2nd Battle for Bardia - Introductory Battle Version: 0.122 Time span: 31 Dec 1941 - 2 Jan 1942 Turns: 8 Turns per day: 3 Map size: Small (12 x 15) Number of units (Axis/Allies): 31 / 40 Command and Control Value (Axis/Allies): -20 / 0</p> <p>For beginners, play as Allies.</p> <p>Force Level: Low Complexity: Low Advantage: Favors Allies</p> <p>Historical Background: As the result of the British success in Operation Crusader, Rommel's Panzer Army Africa is in full retreat. The port of Bardia and its Axis garrison is cut off and surrounded by elements of the 2nd South African Division and the New Zealand Cavalry Regiment. The isolated German and Italian forces attempt to hold on to Bardia and its fortifications for as long as possible. There's hope that Rommel's retreat from Cyrenaica can be reversed; that he can turn and attack to lift the siege and rescue the embattled Bardia garrison. The Allies move to eliminate that possibility. On December 31, 1941, the 2nd South African Division—supported by tanks and naval gunfire—launch an attack against</p>	<p>Allies Mission: Attack to seize Bardia and destroy all Axis land units on the map.</p> <p>Allies Forces Available At Start:</p> <ul style="list-style-type: none"> - Land Forces: Elements of the 2nd South African Division, 1st Army Tank Brigade, and the New Zealand Cavalry Regiment. - Air Assets: x2 Air Support, x1 Air Recon - Naval Assets: x1 Light Cruiser (CL), x4 Destroyers (DD) - Ground Assets: x2 Command Assets, x1 Intel Asset <p>Supply Points: 46 Fuel, 35 Ammo. Resupply: 20 Fuel, 15 Ammo, 25% variable Resupply Rate: The above works resupply works out as one turn of Move+Combat+ supply every three turns for Allies starting strength.</p> <p>Allies Reinforcements/Withdrawals/Releases:</p> <p>Turn 2 Reinforcements: 1st SAP Inf Bn, CI42nd Royal Tank Co, 44th Royal Tank Bn</p> <p>Tips:</p> <p>* Use bombardment by artillery, air and naval assets to reduce the readiness of the Axis defenders in the turn prior to launching an attack.</p>
---	--



This is what the setup phase map looks like. Notice the colored areas. You may select units and move them to different hexes of the same color, but not to a hex of a different color. Here, we are viewing the units using NATO icons. If you'd rather use picture icons, press the "n" key on your keyboard. This will be our first use of the hotkeys. *Desert War 1940–1942* is most efficiently played using a combination of the mouse and hotkeys.



This is the same screenshot, only with the picture icons. Which icons you choose are totally up to you, and are only a hotkey “n” away.

At the top of the screen, these four buttons are “Current Fuel”, “Current Ammo”, which phase we’re in, and the button to go to the next phase. As you can see, we’re in the Setup Phase.





Let's click on this button, which opens up the hotkey list.

You may not use all of the hotkeys, but some are going to be very useful during play.

Hotkeys

<p>A Display Anti-Aircraft ranges (Axis, Allies, off) on map</p> <p>C Cycle through units in stack (move bottom unit to top)</p> <p>D Display units at their start / destination</p> <p>E Display map hexsides effects: * Black hexside is impassable * Red hexside affects combat * Blue hexside affects movement</p> <p>F Select all units in hex and lock the right side panel</p> <p>G Display Artillery missions lines on map</p> <p>H Display HQ chain of command lines on map</p> <p>SHIFT-H Place HQ units at top of stack.</p> <p>I Display Intel strength / range on map</p> <p>K Turn on/off hex content information pop up</p> <p>L Display Lines of Communication on map: * Supported - Green unit border * Extended Support - Yellow unit border * Isolated - Red unit border * Encircled - Black unit border</p> <p>M Change move order type: * Move and Defend * Move and Attack * Road Movement</p> <p>O Change the order type for the hex: * Hold (normal defense) * Hold at all costs (will suffer more casualties) * Withdraw (will reduce casualties)</p> <p>SHIFT-O Display orders on map</p>	<p>N Toggle Picture / Nato unit icons</p> <p>P Go to the Next Phase</p> <p>Q Display setup zones (during Setup phase)</p> <p>R when over HQ unit: display HQ LOG range When over artillery unit: select artillery unit in fire mode</p> <p>ALT-R Select all artillery unit in a hex in fire mode</p> <p>SHIFT-R Select next available artillery unit in fire mode</p> <p>S Display Supply Levels on units' borders: * Basic Supply - Yellow * Move+ - Blue * Combat+ - Green</p> <p>T Toggle through unit/stack details pop-up displays</p> <p>U Undo unit orders</p> <p>BACKSPACE Undo a single move of a multiple-hex move</p> <p>W Order unit to wait one movement point. Only valid if unit has not moved</p> <p>X Toggle map auto-scroll</p> <p>Y Display hex coordinates on map</p> <p>Z Displays Zones Of Control (Axis, Allies, off) on map</p> <p>ALT + Drag: ignore enemy units when plotting moves</p> <p>MOUSE WHEEL Zoom in map: + or Mouse Wheel Forward - Zoom in - or Mouse Wheel Back - Zoom out</p> <p>SPACE Clear any open displays</p>
--	--

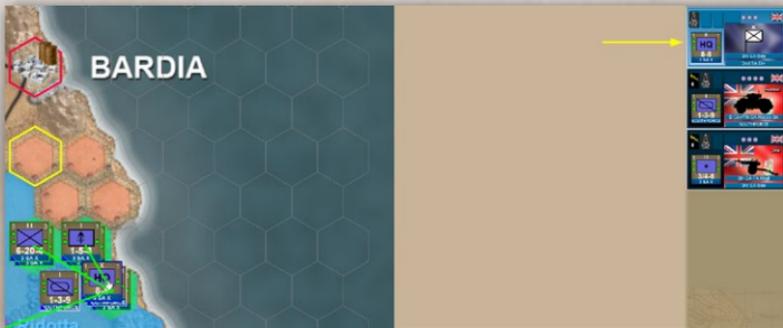
The next hotkey we're going to use is "h". After pressing it, hold your mouse over the 3rd South African Brigade. A few things to notice:



- The green under the hexes of the 3rd SA Brigade HQ and the two hexes to the NW of that hex, means that all units in those three hexes are subordinate to the 3rd SA Brigade HQ.
- The hot pink hex under the 2nd South African Division, means that it is the parent HQ of the 3rd South African Brigade.
- The green lines running between the HQ units and the other hexes defines the lines of communication(LOC) between an HQ(In this case the 3rd SA Brigade) , its subordinate units, and its parent HQ. The green is good, because that means communication is not

interrupted, and all units are receiving full supply on this turn. A yellow line means that communication is interrupted, making the unit in “extended supply”, which means that the unit(s) won’t be getting full supply this turn. This negatively affects the fighting power and cohesion of a unit or units. A red or black line is very bad, because that means the unit is out of communication, and therefore will be getting no supplies this turn.

Desert War’s user interface is different in some respects than any other wargame that I’ve played. There’s a lot of information available to the user, thanks to some clever user interface tricks. But first, let me show you the feature that seems to confuse new players the most. It involves selecting units.



Unlike many wargames, you don’t have to click on a hex that contains units in order to select those units. Hold your mouse over the 3rd South African Brigade HQ. On the unit panel screen on the right side of the screen, notice that the HQ unit is selected, while the other two units in that hex are not.



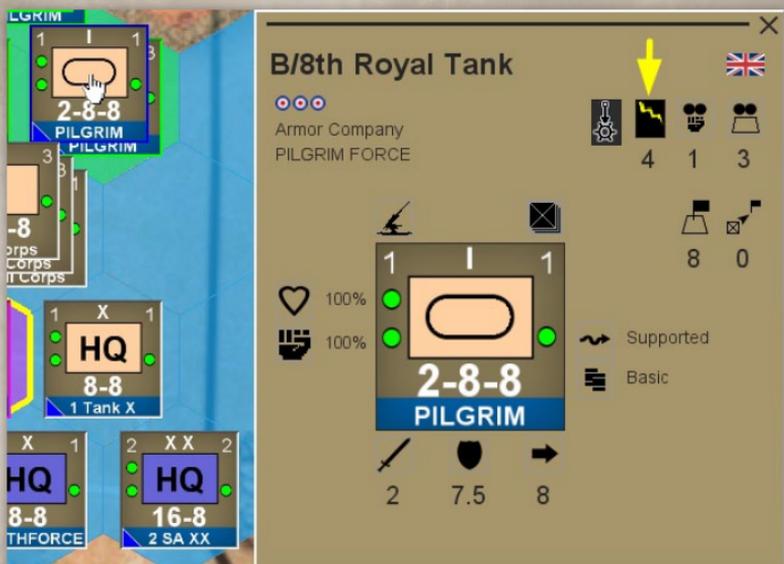
Now, press hotkey “f”, and notice that all three units are now selected. An alternate method of selecting all units in a hex is to double click the hex.



Now, left-click on the 5th SA Field Artillery unit. Notice that it has become de-selected. Left-click again on the unit to re-select it.

Now press hotkey “c”. Notice that the arty unit has popped up to the top of the stack on the unit panel screen AND the hex. Press hotkey “c” to cycle units to the top as needed.

Now, right click on the B/8th Royal Tank unit, and we get a unit pop-up screen. Here we see a lot of symbols and numbers, which may or may not be intuitive to you. No worries, simply move your mouse pointer over a symbol to get an explanation of what the symbol represents.



The first symbol to mouse over is the black box that the yellow arrow is pointing to. That symbol is the “shock” symbol. Since B company/ 8th Royal Tank is an armored unit, it possesses a shock value. And in *Desert War 1940–1942*, shock is a critical component to successful combat.

By mousing over that symbol, the pop-up screen changes to an explanation of shock as a game concept. What this boils down to can be summed up in two points:

 **Shock Shifts = 4**

4 Armour Shock

Shock shifts the odds of an Attack by the Shock value.

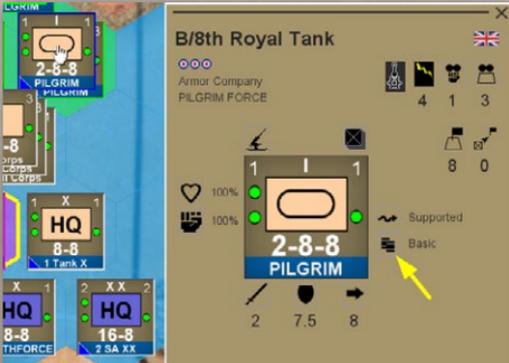
A side's Shock is the maximum Shock value of any of its units, reduced by the percentage of units that have no shock. The percentage is calculated on units' stacking sizes.

E.g. if an unit of stacking size = 1 with Shock = 4 attacks with an infantry unit of stacking size = 3 with no shock, then the final Shock = 1 (25% of attacking stack has Shock, 25% of 4 = 1).

1. Use units which have offensive shock values for attacking important hexes.
2. Do not include units which DO NOT have offensive shock value in an attack with units which DO have offensive shock value.

We'll see this concept in action later on in this tutorial.

Now, mouse over the “supply” icon as shown above with the yellow arrow.



The screenshot shows a game interface. On the left is a map view with several units: a 'PILGRIM' unit (2-8-8), an 'HQ' unit (8-8), and another 'HQ' unit (16-8). On the right is a detailed unit card for 'B/8th Royal Tank'. The card shows 'Armor Company PILGRIM FORCE' and '2-8-8 PILGRIM'. It has a 'Supported' status and a 'Basic' supply icon, which is highlighted by a yellow arrow. The card also displays various stats: 4, 1, 3, 8, 0, 2, 7.5, 8.

Allocated Supply

Allocated Supply: Basic

There are three Supply Allocation types:

- Basic: move points halved (default supply). No effect on unit attack or defense factors. Road Movement is not allowed.
- Move+: Units have full movement. Units can use Road Movement.
- Combat+: move points halved. Attack factor is multiplied by 2. Artillery multiplied by 4.

Supply can be allocated from the Supply Screen.

Supply is relatively straight-forward to understand. You have three levels of allocated supply:

- **Basic** - This doesn't cost you any extra supply from your "current supply" pool. Keep units in basic supply in every turn where they are not in danger of being attacked, or you do not plan an attack using those units.
- **Move+** - Give your units who need to use road movement this supply level, as it will allow them to move along roads much farther than normal, if given the Road Movement order.
- **Combat+** - Give Combat+ level of supply to units which will be engaged in combat on the next turn. This level of supply enhances combat power, which is definitely important in battle. This level of supply consumes supply points from your current supply, so this should be used sparingly and only when necessary.

We will see Combat+ supply in action very soon in this tutorial, as we attempt to capture the town of Bardia. Keep in mind that supply is reset each turn to “Basic”.

Alright, let’s make a quick adjustment to our setup before we go to the next phase. Using the mouse, left click on this PILGRIM infantry battalion and drag it over to the hex that the yellow arrow points to.

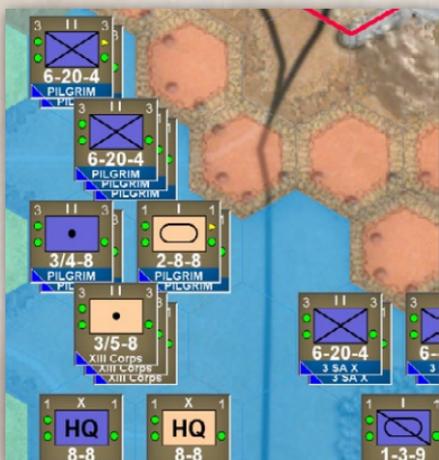


If you did it correctly, it'll look like the image overlaid.



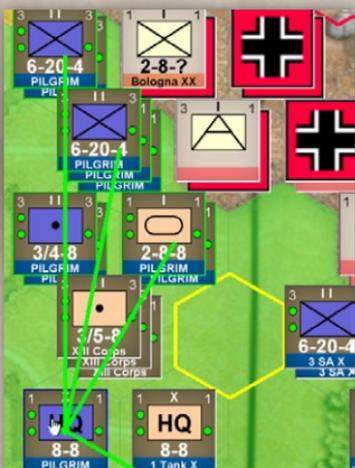
Now, hold the mouse over this hex and use hotkey “c” to rotate Company A/8th Royal Tank to the top of the stack. Then drag it over to the hex where Company B/8th Royal Tank lives.

Now we have our armored units together, and our infantry units together.

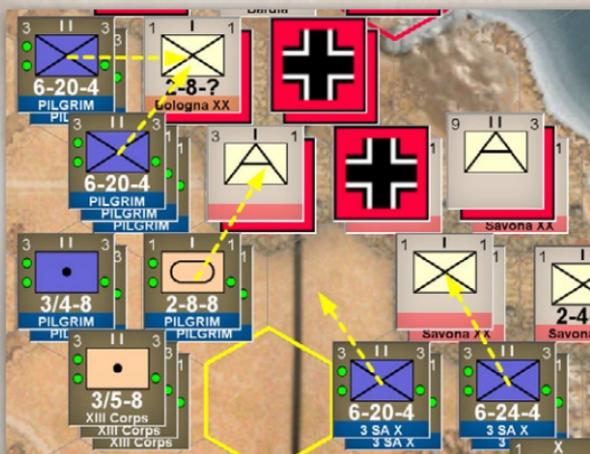


Let’s go to the next phase, the move phase. Click on the green “Next Phase” button at the top of the screen.

Now, we’re in the planning phase. This is where we give our orders. Mouse over the 2nd SA Division HQ unit and press hotkey “r”. This shows us the range of supply of the 2nd SA



Division. Those hexes in green will receive full supply. This is good, because we will plan an attack now. Notice, that most of the Axis units do not have information on their counters. This will change over time. The longer our units are adjacent to enemy units, the more intel we will receive about those units.



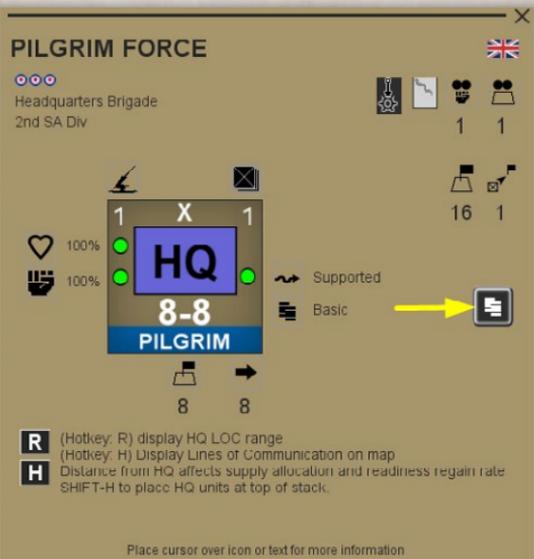
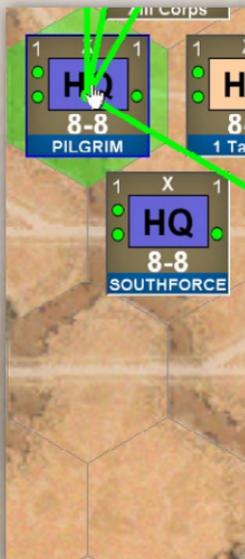
The yellow dotted arrows denote the ground attacks we will plan during this phase. Notice that we're attacking with like units: Units with offensive shock(armored units) are attacking separate hexes than units without offensive shock(infantry units). This is to prevent those infantry units from reducing the effectiveness of the armored units' attack value.

The stack which will “attack” the empty hex to its NW is still going to be given a “Move and Attack” order, in case that hex is not empty when the attacks begin.



One last thing to mention before we start planning our attack. The number on the upper right corner of the unit is the stacking size. In this case, because it is a small tank company, the stacking size is 1. Larger units have larger stacking sizes. The stacking size limit for a hex is 8, so just be careful that the combined stacking size for all units in a hex is 8 or less.

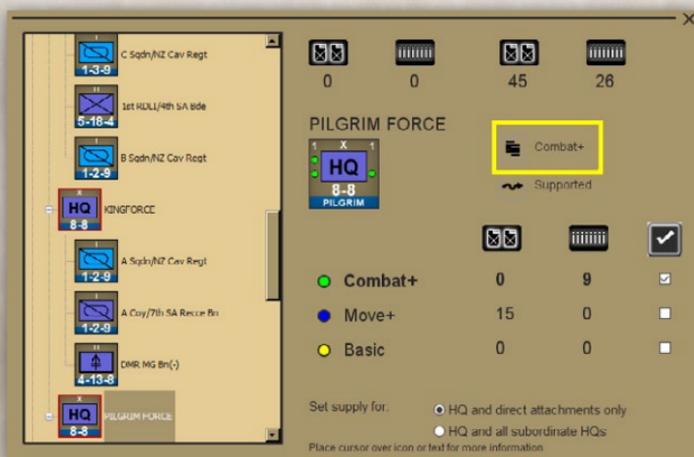
limit for a hex is 8, so just be careful that the combined stacking size for all units in a hex is 8 or less.



Right-click on the PILGRIM Brigade HQ unit. Now left-click on the “Open HQ supply window”.



In this screen, we see that the HQ is currently in Basic supply mode. Notice that we currently have 35 ammo supply points. Changing to Combat+ supply mode will cost us 9



ammo points. Go ahead and click on the Combat+ check box, and then click the “Confirm supply changes” button directly above it.

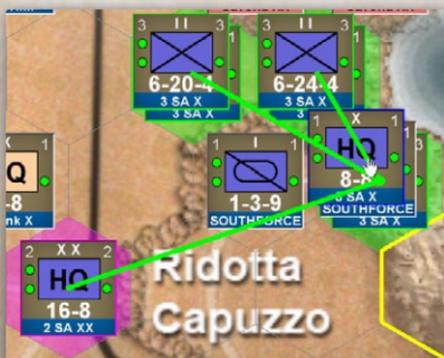
As you can see in the picture above, we are now in Combat+ mode, and we now have only 26 ammo points remaining. All units attached to this HQ are now receiving Combat+ supply, and will be at an increased level of effectiveness.



These are pictures of the Kaff R 4th South African Brigade. The large white numbers on the bottom of the unit represent, from left to right: Attack, Defense, Remaining moves.



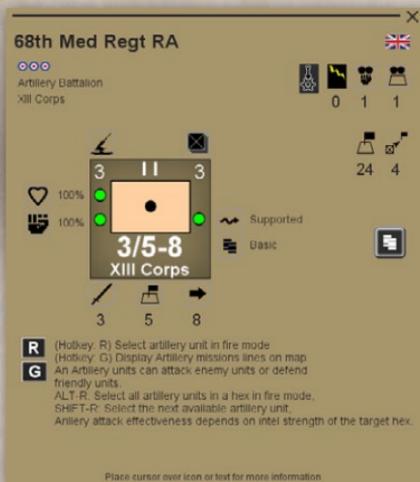
The top picture was taken while this unit was in Basic supply. The bottom picture was taken after we enabled Combat+ mode for its parent HQ. As you can see, this unit is much more powerful when on Combat+ supply.



Proceed to enable Combat+ supply for the 3rd South African Brigade HQ.

In the last step, I showed you how to change supply mode via a headquarters unit. You can also

accomplish the same thing by changing the supply mode of an individual unit. Right click on the 68th Med Regiment, Royal



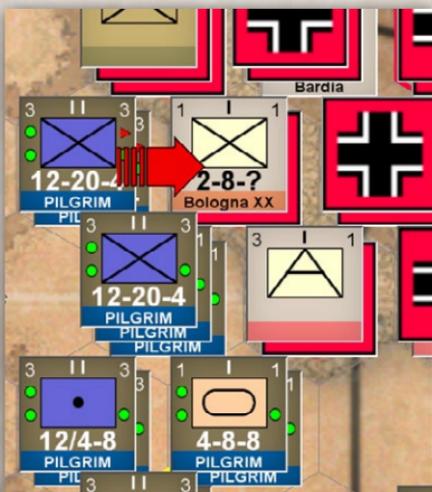
Artillery unit. Change this unit to Combat+ supply. Changing the supply of a single unit will also change the supply level for its parent HQ, and all of that HQ's direct subordinate units.

In *Desert War 1940–1942*, supply affects each HQ's chain of subordinate units. You can't set one

unit in the chain to Basic supply, while setting another unit to Combat+.



In the upper right hand corner of the screen, make sure the "orders" button is yellow, which means "Move and Attack" orders will be given when we drag a stack. If it's green or blue, press hotkey "m" until it turns yellow. Or, click on the button until it's yellow.

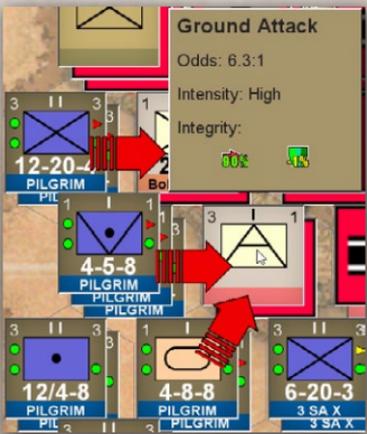


Now, mouse over the hex with the Kaff R/4th SA Brigade, press hotkey "f" to select both units, then drag and drop them on the hex indicated.

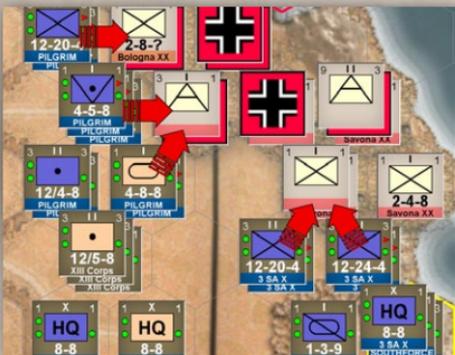


Select the hex containing the Infantry brigade, the anti-tank Regiment, and the machine gun battalion. Using hotkey “c”, cycle the units until the SA AT regiment is on top of the stack. Now, use hotkey “f” to select all units. With all units selected, left-click on the 1st RLI infantry unit in the unit panel on the right side of the screen. Notice that it is now de-selected.

Why did we de-select the infantry unit? Since it doesn’t have offensive shock value, it would hinder the other two units’ attack. The other two units DO have offensive shock. Like we discussed earlier, units which do not possess offensive shock value will reduce the shock value of other units in the same attack.



Go ahead and drag & drop the two units with shock that are selected onto the target hex as shown above. I didn’t show this, but with just the two armored companies attacking that hex, the odds were 3.6:1 for success. By adding the anti-tank and machine gun units(they both have offensive shock value) to the attack, the

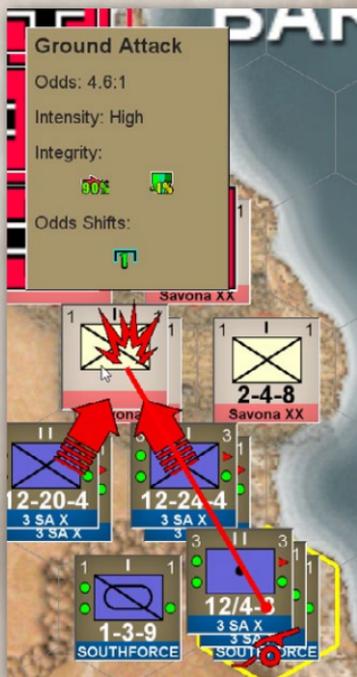
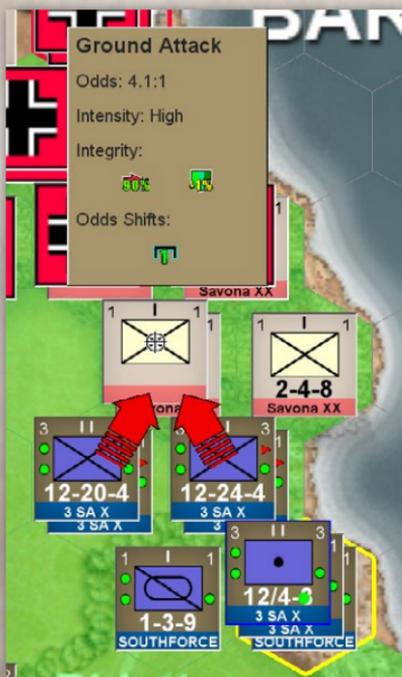


odds have increased to 6.3:1. Not guaranteed, of course, but much better.

At the last moment, I decided to alter the plan of attack in the SE. Select all units of the 3rd SA Brigade to

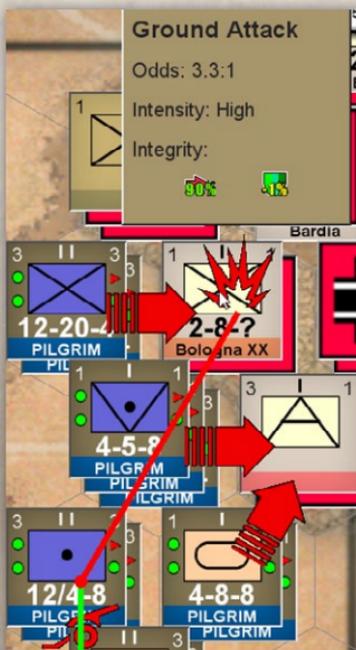
attack that hex containing the two Axis units just above them.

Next, we will support our attacks with artillery, air and sea assets.



Select the 5th SA Field Artillery Regiment, press hotkey “r”. The green denotes the hexes which are in range for this arty unit. Now, mouse over that Axis hex which is our target of attack. Notice that the pointer turns into a crosshairs.

Click on the hex, and now we see that the explosion icon signifies that we will have an artillery barrage to support our attack.



Selecting a hex of multiple batteries of Artillery to fire is different than merely selecting multiple units in a hex. Instead of using hotkey “f” in order to select both units to prepare for movement, you are going to use hotkeys “alt-r”. This combination selects all arty units in the hex and puts them into targeting mode.

Select the hex with the 1st and 2nd South African Field Artillery units, press hotkeys “alt-r”, and then click on the Axis hex indicated.



Now, select the three arty units of the XIII Corps by pressing “alt-r”, target the Axis hex shown, and you’ll see that this supporting attack raises the odds just a bit. Artillery fire is more effective when firing on enemy units that you have intel on. The more information on the enemy hex, generally speaking, the more effective the artillery barrage will be. Since we have little intel

on the Axis anti-air unit, the attack odds were not increased all that much.



From left to right, these three buttons are used to set air, naval and ground assets during each planning phase.



By clicking on the air assets button, we see separate radio buttons for Recon, Attack and

Transport air units. The unit badge to the right shows the following information:

First number: Intel Range

Second number: Intel strength

Third number: Number of missions flown

Green bar: Unit strength. If the unit takes losses, the bar shrinks.

Yellow bar: Unit readiness. This bar shrinks each time an air unit flies a mission. Keep an eye on this bar, and give the unit a turn of rest when the bar shrinks to about half. If you over-use your units, they will become exhausted and will be ineffective.



Here, the “R” means it is a recon unit. “Maryland” means this unit is equipped with the Martin Maryland. The numbers below the 60 Sqdn SAAF give the same information as the unit badge above.



Put the binoculars pointer over the town of Bardia and click. The “Recon” icon appears as a pair of binoculars. Be careful not to click another hex, as this will move the binoculars.



Click on the Attack radio button, and we see that we have two attack units, which are equipped with the Blenheim Mark IV.



The numbers and symbols for the 11 Squadron South African

Air Force mean that this unit is better at performing a “ground attack” mission(top row) than a “ground support” mission(bottom row). I will explain the difference a little later.

Notice that the “B” indicates that by default, this unit will be given some kind of bombing mission.



Click on the unit badge(on the left, with the green and yellow bars) again, and this changes the mission from a bombing mission, to a “Counter Air” mission. Again, more explanation later.



Clicking the unit badge one more time changes the mission to an “Interdiction” mission.

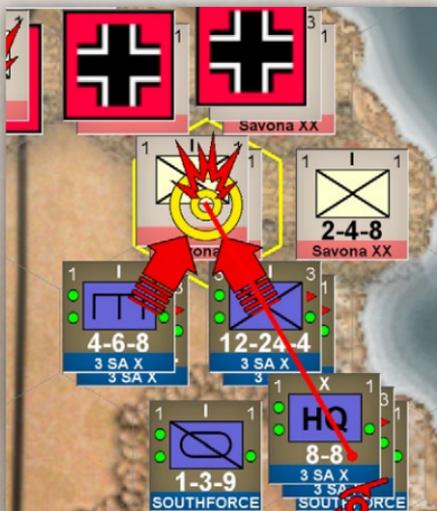
Alright, time to explain what each mission does, as understanding this is very important:

Ground Attack – The unit will attack an enemy hex(which you select by mouse pointer) that is NOT under attack by friendly ground units.

Ground Support – The unit will attack an enemy hex which IS under attack by friendly ground units. This is what we will be using very shortly. The ground support mission affects attacks by shifting the odds of the attack. Similarly, if used on a hex containing friendly units under attack by enemy units, it will shift the defensive odds.

Counter Air – The unit will attack and try to disrupt any enemy air units, whatever mission they may be on.

Interdiction – This mission is extremely useful! The unit will destroy ammo and fuel points, slow movement of enemy ground units, and reduce the supply range of HQ units. Do not ignore this vital mission.



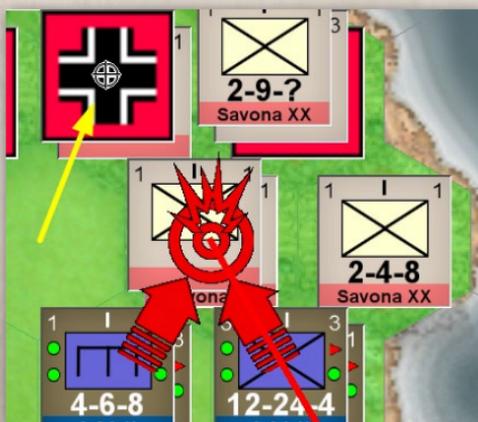
Select the 11 Sqn SAAF unit, and click until it just shows the “B”, which means we’re going to do a bombing mission. If the aircraft picture has “Counter Air” or “Interdiction” on it, keep clicking until they disappear. Now, click on the hex that our ground units are attacking. The yellow

of the ship, and the number on the right is the attack power of the ship.



In this case, HMS Gurkha.

And on the far right hand side of the screen is a picture of the currently selected ship.



Now, with HMS Gurkha selected, mouse over the hex where the yellow arrow is pointing to, and the pointer turns into a cross hairs.

Click on that hex, and the icon of a warship appears. We

still have four warships which we go used to attack hexes, but since most of the enemy hexes have little information on the unit counters, those attacks would probably be wasted. This attack might be wasted, too, but I wanted to show you how to plan one naval attack.



Remember, attacks against enemy units which have more information(intel) available to you are generally more effective than attacks against enemy units of which you know nothing about.



By clicking on the “Assign ground assets” button, we see that we have one Intel unit.



This unit has an intel range of 4, and an intel strength of 2. Obviously, the longer the range and strength, the better.

Let’s go ahead and click on this hex with our binocular mouse cursor.



The hex gets a binocular icon.



Now, click on the Command radio button, and select the far right unit badge.



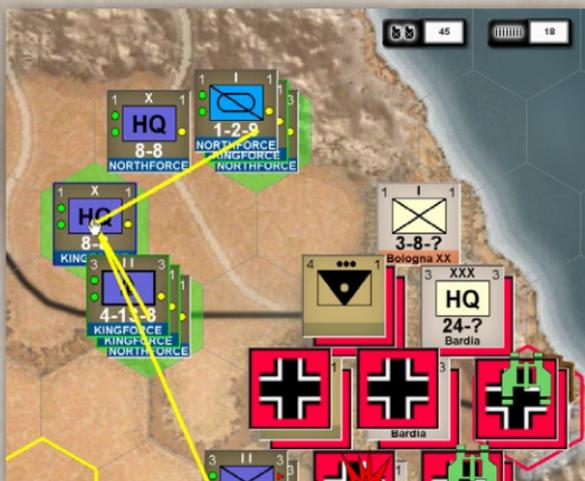
The 8th Army Main Effort ground asset shifts the odds of an attack.



Let's use this ground asset on the hex above, denoted by the yellow arrow. We see that it increased the odds of this attack from 5.6:1, to 7.6:1. That's a nice bump!

You could use the other two ground unit assets during this phase, of course. But I encourage you to be VERY judicious on when to use these special assets. Save them for when the attack is of the utmost importance.

We've now completed our planning for this phase. But, before we end the phase, you may be wondering why we didn't use the units from the KINGFORCE and NORTHFORCE. The answer is demonstrated by mousing over the KINGFORCE HQ. See the yellow LOC lines? Unlike



the units in the south, the units in the north are in “Extended supply”, which means that they don’t receive full supply. Attacking with units that don’t receive full supply is generally not recommended (aka foolish).



Yay, we finally get to go to the next phase! Press the “Next Phase” button, or hit hotkey “p”.

We’re now in the Execution phase. Notice that nothing is happening. This is because this phase plays out in a DVD-like player, complete with controls. This is one of the novel UI features of *Desert War 1940–1942*. You can use the controls to pause the action, to rewind and watch it again, or to let it play through to the end without doing anything special. Very cool!

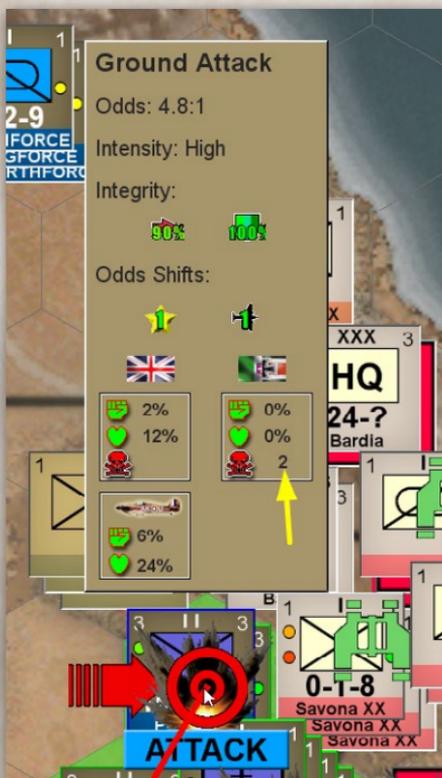


Let's go ahead and click on the play button and see what happens.



When you see this pop-up window, click “No” so that we can take a close look at the results.

By mousing over the northern-most attack, we see that the ultimate outcome was that the two Axis units occupying the hex were destroyed (yellow arrow), and that our ground forces took 2% strength loss and 12% readiness loss. Also, our air attack lost 6% strength and 24% readiness. Our units took the hex, but how about some more detailed results?



There's a lot of information to parse on this screen. Let's look at the initial odds of 2.8:1, and investigate what shifted the odds. Mouse over the “Odds Shifts” text.



Odds Shifts

- Flank: 0
- Engineer: 0
- Air Attack: +1
- Quality: +1

We see that the use of an air attack and the quality of our units have affected positively the attack odds.

Looking at this part of the attack screen, we see, from left to right, that we had a bomber unit attack the hex, our artillery units had offensive shock value of zero, and that our infantry had no offensive shock value. Likewise, the Axis infantry units had no offensive shock value. So, the lesson learned from this attack is that a unit with ANY offensive shock value, even if



it's zero, is better than having no shock value at all. You may now be saying "Wait, what?"

No Shock due to defender terrain.

Shock only applies if the defender is in the open.



To find an explanation as to how an artillery barrage with offensive shock can have a value of zero, you need to mouse over "Shock Shifts".

Here's the reason why. And this is also the reason why you should read the manual in its entirety!

Basic Odds: 2.8:1

 43.2	 15.3
 90%	 100%
 24	 15.3
 24	 0

Mouse over each one of these items to find an explanation of what each one means.

Here we see the actual damage to each side.



Order: Attack
Air Units:
6% damage to Strength.
24% damage to Readiness.
Ground Units:
2% damage to Strength.
12% damage to Readiness.

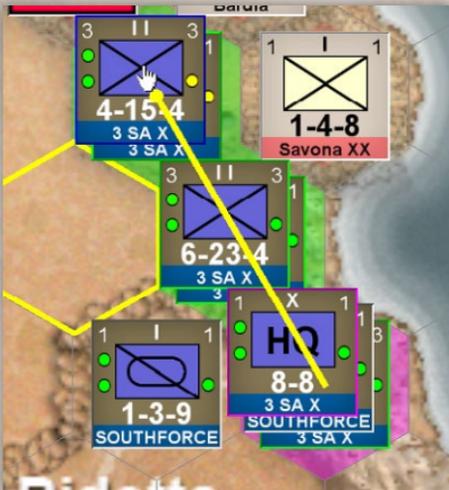


Order: Hold
2 units eliminated

Final Odds	4.8:1
Intensity	High
Die Roll	

Notice the Die Roll is 4. The higher the die roll, the greater the success of the attack.

You may now take a look at every attack and examine the results. When you've finished, click on the green "Next phase" button at the top of the screen.

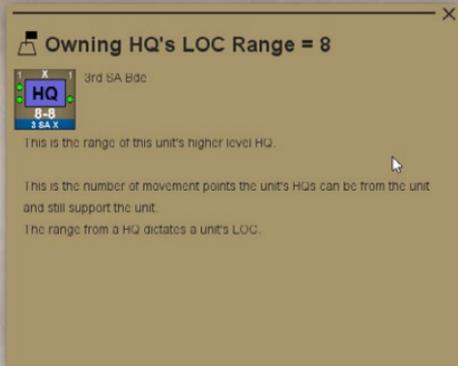


One thing I want to point out, is that you may frequently run into situations like this: the UMR/3rd South African Brigade, even though successful in their attack, is now in extended supply. How? There are three possibilities: The unit is too many movement points away from its HQ; terrain modifiers have reduced the range of its HQ's full supply; Axis zone of control(ZOC) is causing interruption of supply.



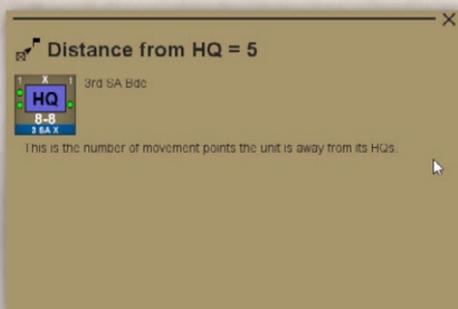
Another way to see what is happening to the supply, is to

mouse over the HQ, then press hotkey “r”. For HQ units, this shows where supply is full (green hexes), and where it is in extended supply (yellow hex). As we can see, those two South African units are not in a hex which is in full supply.



Let's examine each possibility for this situation:

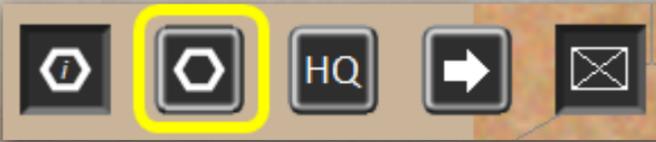
This screen shows that the range of this unit's HQ is 8. So, if the unit is within 8 movement points, it should be in full supply.



And this shows us that this unit is only 5 movement points away from its HQ. So, theoretically, it should still be in full supply. Something else must be preventing it.



Let's check and see whether the terrain modifiers are preventing full supply. Click this “Show hex contents” button on the left side of the screen.



Now, click the button indicated. This will remove the units from the map.

Even with the units removed, we can still see which hex has extended supply.

Move the mouse pointer off of that hex, so that the supply colors disappear. We can now see what terrain those units are occupying.



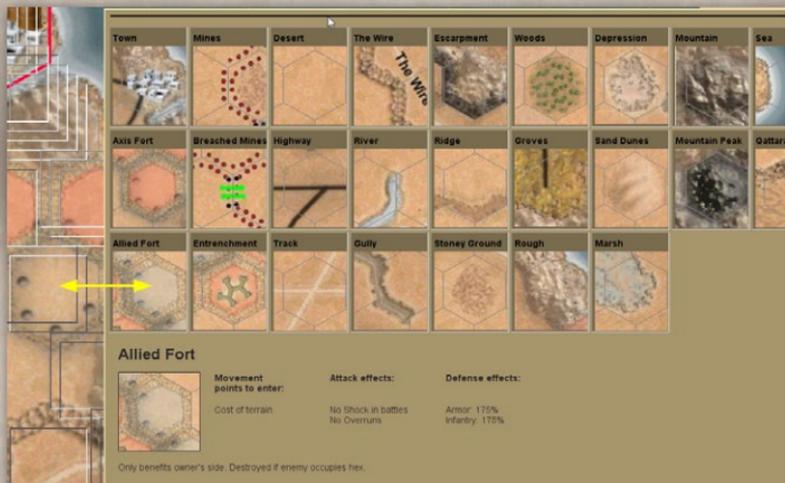
Click the “Combat Resolution Tables” button.

Then click the “Terrain Effect Chart” button.



Drag & drop the terrain window next to the hex in question. By

comparing the hex to the various terrain types, it looks like the closest thing to what this is, is an Allied Fort hex. As we can see, this terrain type does not hinder supply. If it did, it would say so in the attack effects.



This leaves us with one possibility: Axis zone of control is affecting our supply.



Press hotkey “z” one time. This shows Axis ZOC. If we were to press hotkey “z” again, it would show Allied ZOC. But, with our first press, we now have our answer. See the red beneath our hex? That is strong Axis ZOC, and that is causing our supply chain to become interrupted.

Still not convinced? Mouse over our hex, and press hotkey “k”. This shows hex information. In the ZOC line, the value on the left of the colon is Axis ZOC, while Allied ZOC is shown on the right. As you can see, the Axis has much



stronger ZOC for this hex than we do. Furthermore, see that 9? That means that it cost our units 9 movement points to enter that hex. Which means that we have gone over our 8 movement points distance from our parent HQ's Line of Communication distance. No wonder that we're not in full supply!

How do we get this unit back into full supply? I recommend moving the HQ unit closer, or eliminating the Axis unit(s) which are creating the strong Axis ZOC for that hex.

I think you've seen from this tutorial/user guide how deep *Desert War 1940–1942* is. There's a lot of information available at your fingertips. Likewise, as with any wargame, there are important concepts to learn and grasp in order to play effectively. To sum up:

- Keep your units in full supply, and use your supply points wisely. In some of the larger scenarios, you won't have enough supply points to have every unit in Combat+ supply every turn. You must carefully calculate which turns are appropriate for Combat+ supply, or Move+ supply. Remember, supply reverts to "Basic" for every unit after each turn.
- Use your units that possess offensive shock value to capture valuable strategic targets or to destroy

important enemy units. Don't combine units that DO possess offensive shock with units which DO NOT possess offensive shock, in an attack.

- Protect your supply points by employing some of your air units with "Counter Air" orders. Conversely, attack your opponent's supplies by assigning some air units to "Interdiction" orders.
- Read the manual and the quick start guide, because I've left out a lot of detail, especially regarding mines. On some of the larger scenarios, you will need to know how to deal with minefields.

Best of luck, and happy hunting!