# CHART THE UNKNOWN
## • OFFICIAL MISSION •

A MISSION FOR RAIDING FORCES

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**FLAMES OF WAR**
THE WORLD WAR II MINIATURES GAME

UNDER REVIEW

# CHARTING THE UNKNOWN

During the 1920s and early 1930s, the Sahara Desert was the focus of large number of explorers, archaeologists, and adventurers. The vast expanses of the desert were suddenly accessible by automobile and aircraft, prompting many expeditions set out into the deep Sahara to map the unknown.

## THE ZERZURA CLUB

In 1930, a group of explorers, called the Zerzura Club, set out into the desert to find the legendary lost oasis of Zerzura. This club included members that would become the driving force behind the desert raiders of the Second World War, such as Ralph Bagnold, Pat Clayton, William Kennedy-Shaw, and László Almásy.

The explorers spent the better portion of the 1930s looking for the mythical city and charting the eastern Sahara, and although the lost oasis was never found, the explorers now had excellent working knowledge of the deep desert and an appreciation of what could be achieved there.

## WAR

When war came in 1939, Ralph Bagnold proposed a deep reconnaissance force that would use all of the technology and innovations he had pioneered while leading expeditions in the 1920s and 30s. Initially his idea was rejected, but when the war began to look like it would last longer than a few months, Bagnold tried again. This time Bagnold went straight to the top and convinced General Archibald Wavell of the value of a desert reconnaissance force. With Wavell's permission, the Long Range Desert Group (LRDG) was born.

As the LRDG was forming, the Italian Autosahariana were preparing their own operations into Egypt. Although none of these missions were undertaken, a substantial amount of effort was made to map out possible attack routes. Had the Italians carried on with their missions, they could have struck at the Nile River and effectively cut off one of Egypt's supply lines.

## CHARTING MISSIONS

For all of these missions to succeed, reconnaissance work needed to be done to ensure that obstacles were avoided. This became one of the main missions of the LRDG was to scout ahead of the British army and find out what the ground looked like and check to see if it was feasible to attack through or if it should be avoided. With this information, they would map out safe routes through complicated geography.

Charting and navigation missions, such as the LRDG missions in Tunisia that guided the 2nd New Zealand Division through the Grand Oriental Erg Sea in Tunisia, were critical ahead of any major operations. This was especially true as both Axis and Allied armies pushed to find just how far south into the desert they could carry their armies and outflank the enemy.

It is no surprise that charting missions became critical. Similarly, the enemy could not afford that information from reaching their opponents and actively sought to prevent scouts from achieving their charting missions.

## CHART THE UNKNOWN MISSION

With the Chart the Unknown mission, you will either lead your raiding force to scout out the terrain before you, or you will command a force committed to preventing that from happening.

Typically charting missions were conducted by mechanised forces to best utilise mobility and speed so that the mission could be undertaken quickly. The highly professional LRDG excelled at this, using Bagnold's innovations in desert travelling, but other forces soon adapted and became good at the job.

Infantry-based reconnaissance also played an important part in charting unknown ground. The OSS played an important role in the liberation of Corsica by providing information collected by the Maqui partisans and the Operational Groups to the Free French troops. Similarly, information collected by the Brandenburgers helped guide German Panzer divisions in Russia during Operation Barbarossa.

Simply put, unknown territory is a dangerous place for an advancing army. Your mission to chart the unknown is more critical than ever, so make sure you are well prepared!



LRDG Reconnaissance Missions, 1942-43
- Allied Advance, 1942-43
- LRDG Missions

# EXPLORING THE SAHARA

The end of the 19th and beginning of the 20th Centuries were fuelled by an intense world-wide campaign of exploration. Adventurers, archaeologists, and explorers were mapping and cataloguing the world's secrets at an astonishing rate. Antarctic and Arctic expeditions sought the world's north and south poles, explorers travelled deep into the jungles and mountains of Africa to find the origin of the Nile River, new and remote islands were being discovered and catalogued in the Pacific Ocean, and new exciting archaeological sites were opening up across Egypt, as well as in South and Central America. This was truly the golden age of scientific exploration.

The Sahara Desert was one of the massive blank spots on the world map. Outside of the few Bedouin traders who roamed the area, practically all that was known of the deep desert was told through ancient myths and legends. Perhaps no other myth impacted the exploration of the Sahara more than that of Zerzura.

## THE LOST OASIS OF ZERZURA

Zerzura is a mythical city that was first mentioned in Muslim texts in the 13th Century. It is said to be a whitewashed city located deep in the desert where one could find riches beyond measure. Further references to the city's existence cropped up over the centuries, but in 1835 an English Egyptologist recorded the testimony of an Arab man who claimed to have visited Zerzura. Over the next few decades the report circulated among scientific circles and by the 1870s the Zerzura craze gripped the imagination of the people.

The first serious expeditions to find Zerzura took place in the early 1900s and 1910s from the central Egyptian town of Dakhla. The explorers travelled west, east, and south combing the desert for the oasis, but found nothing. Still, a great deal of the mysterious Sahara had been mapped.
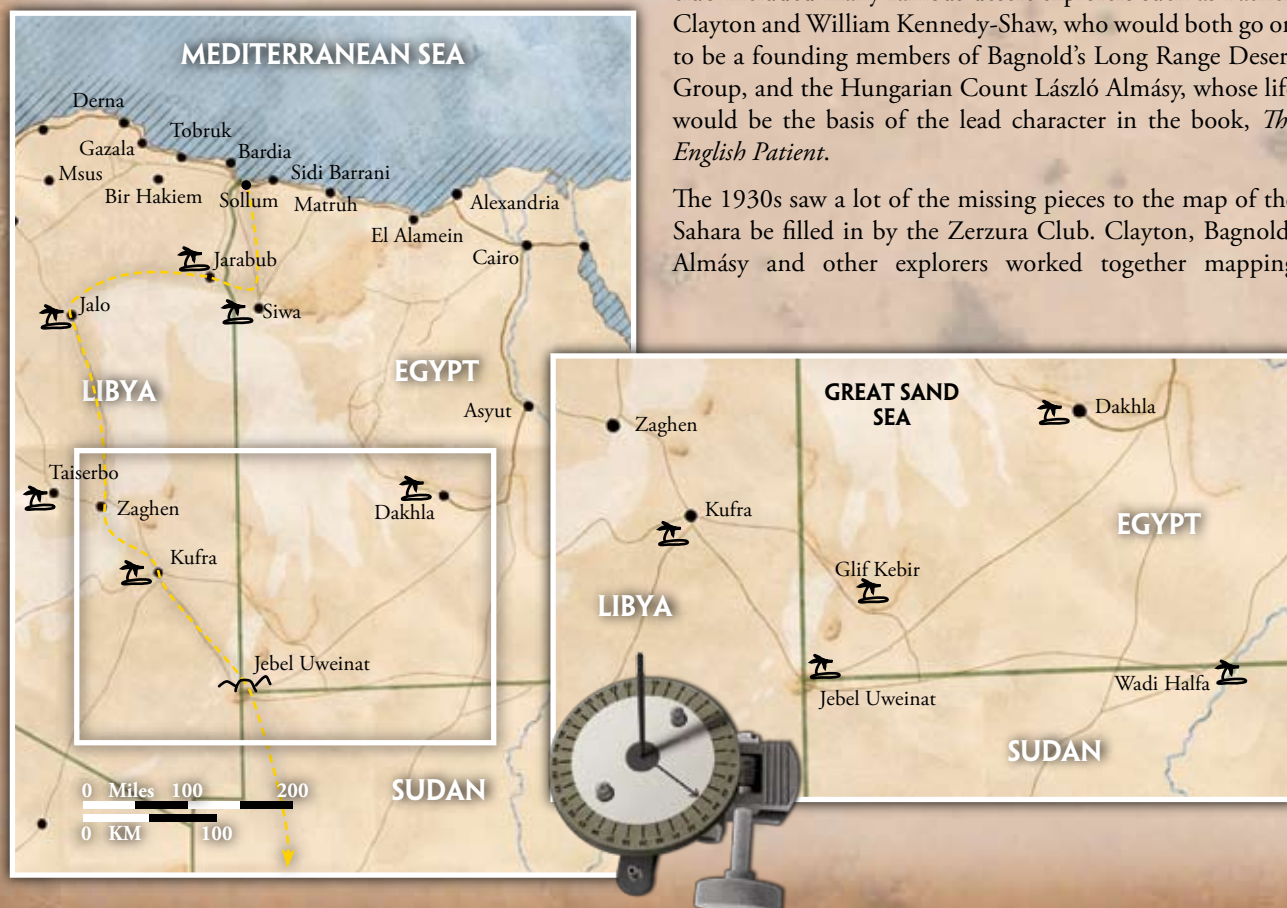
In 1923, Ahmed Mohamed Hassanein, an intrepid explorer, set out from the Mediterranean coastal town of Sollum and headed south all of the way to the Kufra Oasis. From there he headed east and discovered Jebel Uweinat, a massive mountainous area with several underground fresh-water pools, which sits on the border of Libya, Egypt, and the Sudan. His discovery heralded a new direction in Saharan exploration and the Zerzura expeditions.
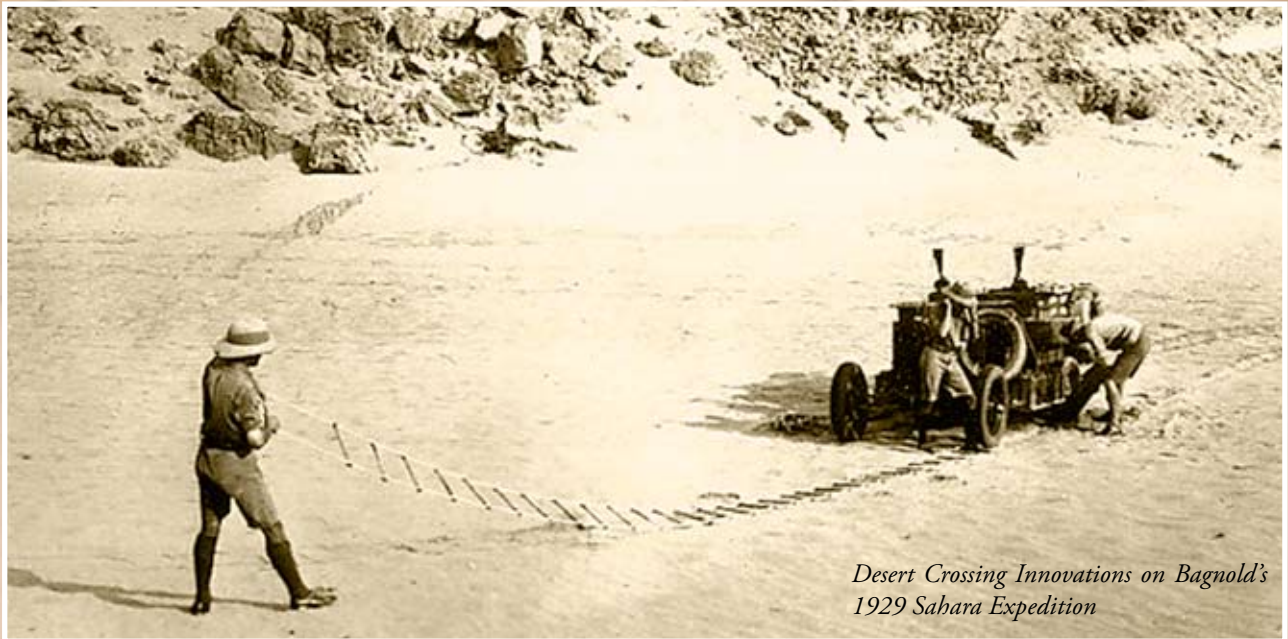
During this time technological advances in desert travelling were being made, especially in transportation. Ralph Bagnold and his team had pioneered the use of automobiles in the desert and developed dune-crossing techniques to help improve mobility. He also developed the sun dial compass, which was vital, as normal compasses in the desert were easily led astray by the many hidden iron deposits of the Sahara. Bagnold was also the first to include aircraft in his expedition for aerial surveys. His advances opened up the possibility to penetrate deeper into the mysterious desert than ever before.

## THE ZERZURA CLUB

In 1930 Bagnold called together all of the leading explorers of the Sahara and formed the Zerzura Club. Members of the club included many famous desert explorers such as Patrick Clayton and William Kennedy-Shaw, who would both go on to be a founding members of Bagnold's Long Range Desert Group, and the Hungarian Count László Almásy, whose life would be the basis of the lead character in the book, *The English Patient*.

The 1930s saw a lot of the missing pieces to the map of the Sahara be filled in by the Zerzura Club. Clayton, Bagnold, Almásy and other explorers worked together mapping

*Desert Crossing Innovations on Bagnold's 1929 Sahara Expedition*

southern Egypt piece by piece. New oases were discovered, but no whitewashed cities came forward. Archaeologists followed up and discovered evidence of ancient societies in the Uweinat region, but again no clues to the lost city.

In 1932 Pat Clayton and Count László Almásy joined an expedition, which made an aerial discovery of two large green valleys near Jebel Uweinat. Almásy was convinced that these valleys, known as Glif Kebir, were the location of Zerzura. He remained loyal to his theory and returned to the area in 1933 to carry out more research. Although he found nothing except for some ancient petroglyphs, Almásy believed that Glif Kebir was the most probable location for the mythical city.

Although Zerzura was never found, its legacy is that it fuelled the exploration of the eastern Sahara. It's haunting presence would have a large impact on the upcoming Desert War by teaching Bagnold, Clayton, and Almásy the immense value of the deep desert.

## Italian Mapping Expeditions

The Italian expeditions in Libya were not scientific but rather military. In 1911, Italy won Libya from the crumbling Ottoman Empire and after quickly seizing the country, they embarked on a ruthless pacification campaign.

Their chief opponents were the Senussi people, a fiercely nationalistic group of Sunni Muslims, who conducted a violent resistance to the Italian occupation. The battle between the two groups raged across the Libyan coastal cities, until the Italians finally pushed the Senussi into the Sahara. From there, the Senussi launched an aggressive guerilla war from the desert.

In response, the Italians created the *Sahariana*, or Saharans. These were camel-mounted troops that roamed the desert and ruthlessly crushed any Senussi strongpoints they encountered. Once these were crushed a strong garrison was established to prevent the Senussi from returning.

By 1931 the Senussi were pushed back to their last Libyan stronghold in Kufra. The Sahariana pursued them with their camel troops and, for the first time in the Libyan Sahara,

aircraft. After gathering their strength, the Italians finally crushed the Senussi rebellion at Kufra. From that point the Italians had control of the Libyan Sahara.

Interestingly, after the Senussi defeat at Kufra, a large column of Senussi refugees were rescued from certain death by exposure by Pat Clayton while he was mapping the region between Jebel Uweinat and Wadi Halfa.

The next step for the Italians was to map the region. Detailed maps were made as the Sahariana sprawled out across the desert in search of last of the armed Senussi rebels. Also the desert was photographed for the first time by aircraft, adding a new level of detail to the Italian maps.

These Italian maps, in addition to those of the Zerzura Club gave the world its first relatively complete view of the Sahara, though many mysteries and lands had yet to be fully explored.

## End of an Era

Finally, the last region left blank of the map was the Great Sand Sea between the Kufra and the Siwa Oases (Ahmed Mohamed Hassanein had side-stepped the sand sea on his expedition). This last mapping expedition was undertaken and completed by Patrick Clayton in early 1933.

Smaller expeditions into the Sahara continued under the direction of Zerzura Club until the Second World War, when its members took what they had learned of the Sahara and offered it to king and country.

Perhaps Ralph Bagnold put it best when describing the end of the era choosing to see Zerzura as a concept rather than a physical place when he wrote:

*As long as any part of the world remains uninhabited, Zerzura will be there, still to be discovered. As time goes on it will become smaller, more delicate and specialised, but it will be there. Only when all difficulties of travel have been surmounted, when men can wander at will for indefinite periods over tracts of land on which life cannot normally exist, will Zerzura begin to decay.*

# MISSION SPECIAL RULES

The raiding missions use the following special rules. The Scattered Reserves special rule can be found in the *Flames Of War* rulebook.

## CAREFUL PLANNING

You will have to carefully balance strength against stealth in order to avoid detection and make a clean getaway. Remember to fully embrace the motto: 'Who dares wins!'

*The attacker declares how many points (up to 700 points) they will use in this raid. The attacker is then limited to that number of points for his entire force.*

*The defender may use up to twice the number of points declared by the attacker in their entire force.*

*Units containing armoured vehicles will always arrive from reserve after units without armoured vehicles. Units containing tanks will always be the last platoons to arrive from reserve.*

## ESCAPE

When the raiders demolish a target, the enemy will stop at nothing to ensure that they don't escape to enjoy their success. This makes the raiders' escape as important as the actual demolition.

*Raiding platoons may only escape by moving off their own table edge during their Movement step. Platoons may not escape in any turn during which they have moved At the Double.*

*Platoons that escape still count as being on the table for Company Morale Checks. Teams that escape the table like this do not count as destroyed.*

*If the raiding force fails a Company Morale Check, all remaining raiders scatter hoping to make their way home individually.*

## RAID

The battle of the Sahara is fought between static positions and highly mobile patrols and troop columns.

*A Raiding Force will always attack in this mission. When two Raiding Forces face off, both players roll a die and the player with the higher score attacks. In the event of a tie, roll again.*

*A force rated as a Garrison Force will always defend in this mission. When two Garrison Forces face off, both players roll a die and the player with the higher score attacks. In the event of a tie, roll again.*

## SAFE IN THE REAR AREAS

The defenders know that the enemy is only a small raiding party and that there are plenty of friendly troops nearby. Their main concern is not having to tell HQ why everything they were guarding got blown up and the raiders got away!

*The defender's force is not required to take Company Morale Checks. However, they take Platoon Morale Checks as normal.*

# TIME OF DAY SPECIAL RULES

Battles occur at any time. Most battles happen in daylight, but many raids take place under the cover of darkness. There are four times of day: Daylight, Darkness, Dawn, and Dusk.

## DAYLIGHT

*In a mission being played in daylight, the night fighting rules are not used.*

## DARKNESS

*In a mission played in darkness, the night fighting rules are used for the entire game.*

## DAWN

*In a mission being played at dawn, the game starts in darkness, with the night fighting rules in effect. At the start of the defender's turn three, roll a die. On a score of 5+, morning has broken. If the roll is unsuccessful, at the start of turn four the attacker rolls two dice. If it is still dark at the start of the defender's next turn, they roll three dice, and so on until morning breaks on any roll of 5+. The turn that morning breaks, the night fighting rules are no longer used, and it is daylight for the remainder of the game.*

## DUSK

*In a mission being played at dusk, the game starts in daylight. At the start of the defender's turn three, roll a die. On a score of 5+, night has fallen. If the roll is unsuccessful, at the start of turn four the attacker rolls two dice. If it is still daylight at the start of the defender's next turn, they roll three dice, and so on until night falls on any roll of 5+. The turn that night falls, the night fighting rules come into effect for the remainder of the game.*

# CHARTED SPECIAL RULES

Charting requires some special training and equipment, but these are skills your raiders must have anyway to carry out their missions deep behind enemy lines and in unknown territory.

## PLACING DESERT HAZARD FEATURES

The desert has a lot of hazards that need to be scouted out before the general offensive can be launched.

*Place six undefined Desert Hazard features on the table during the normal game set-up following the instructions outlined in the mission.*

*Instead of defining these terrain features with your opponent at the start of the game as usual, leave them blank. These features begin the game uncharted.*

## CHARTING DESERT HAZARDS

Maps won't suffice for telling you what the terrain is like. You will have to go out there and survey the ground personally.

*When an attacking player's teams begins its Movement Step adjacent to the edge of the feature, roll a Skill Check for that team.*

*• If successful, the feature has been charted. Roll another die to determine the effects of the terrain using the Desert Hazards charts on the following pages.*

*• Otherwise, the feature remains uncharted and the team will have to try again next turn.*

*Whether successful or not, a team trying to chart a feature may not move or shoot for the remainder of the turn.*

# DESERT HAZARDS IN THE CHART THE UNKNOWN MISSION

The Chart the Unknown mission recreates the important surveying tasks often assigned to special reconnaissance forces such as the Long Range Desert Group. The information gathered by these missions formed the foundation for major operations being planned.

## TYPES OF DESERT HAZARDS

In the mission the attacking player has to chart up to six Desert Hazards. A Desert Hazard is a piece of terrain. For this mission, there are five types of Desert Hazards:

- *Wadi*
- *Escarpment*
- *Oasis*
- *Wreckage*
- *Uneven Ground*

These types of hazards are further defined on the following pages.

This mission requires six Desert Hazards pieces to be deployed on the table. When deployed, place them on the table with just a single marker on the terrain feature indicating which type it is (Wadi, Escarpment, Oasis, Wreckage, or Uneven Ground). Do not roll to further define the hazard before the game begins.

## WHEN TO PLACE DESERT HAZARDS

In the mission, both players alternate placing the six Desert Hazard pieces. To avoid confusion, place these six pieces before any other terrain is placed on the table.

## UNCHARTED MARKERS

Once all six of the mission's Desert Hazards have been deployed (as defined in the mission), place some sort of marker on these pieces to indicate that they are Uncharted.

## ADDITIONAL HAZARDS AND TERRAIN

You can, of course, have Desert Hazards and terrain on your table other than the six required by the mission. However, these additional Desert Hazards cannot be charted for victory points. Only those pieces with Uncharted markers placed on them at the beginning of the game may be charted.

## WHAT TO USE FOR DESERT HAZARDS

The Desert Hazards set from Gale Force Nine's Battlefield In A Box (BB125) contains two flat pieces of terrain and prepainted miniatures that represent Wreckage and Uneven Ground.

Use the Battlefield In A Box Desert Oasis (BB537) for your oasis. Most oases had other things nearby like a settlement and palm groves, both of which are also available.

You can also use the Escarpment box set (BB535). This box comes with two escarpment pieces, which you can either use as two escarpment hazards, or combine them into a wadi hazard.



*BB125 'Desert Hazards' contains everything you need to represent Wreckage and Uneven Ground.*

# DESERT HAZARDS

## WADI

A wadi is a dried up water course found throughout the western desert. They often make excellent concealment for infantry, guns and vehicles. However, the floor of the wadi could often be uneven and difficult to navigate. The banks of the wadi were often steep, but erosion and native tracks left crossing points trucks and tanks could negotiate.

*The sides of a wadi are Impassable to everything but Infantry and Man-packed Gun teams. A wadi is deep enough to hide a vehicle in it.*

*Roll a die to find the wadi floor's effect on movement.*

*A wadi must have vehicle access on each bank per 12"/30cm. This is best represented by leaving a 2"/5cm gap between sections of Wadi. Vehicle access points are Difficult Going.*

### FLOODING

A recent flash flood has left the wadi floor full of soft sand and newly moved rocks.

*The Wadi floor is Very Difficult Going for all Movement.*

### ROCKY AND RUTTED

The wadi floor is old, but rocky with several dried up water channels to hinder movement.

*The Wadi floor is Difficult Going for all Movement.*

### FLAT AND ROCKY

The wadi floor is reasonably flat, but rocks of all sizes are scattered about its surface.

*The Wadi floor is Cross-country for all Movement.*

## ESCARPMENT

The desert in not a flat featureless wasteland, it is littered with a wide variety of geographical features. One of these is an escarpment. An escarpment is faced with a low, steep cliff that runs through the desert. They are often cut by well worn tracks created by native herders and traders.

*The cliff face of an escarpment is Impassable to everything but Infantry and Man-packed Gun teams. The cliff face of an escarpment is high enough to hide a vehicle behind if the enemy is on the other side of it.*

*An escarpment must have at least one vehicle access point along its cliff face per 24"/60cm, this is best represented by leaving a 2"/5cm gap between the sections of the escarpment. Roll a die to find the accessibility of the access point.*

### FLOOD DAMAGE

A recent flash flood has washed away what use to be a cut up the escarpment.

*The access point is Impassable to everything but Infantry and Man-packed Gun teams.*

### NARROW CUT

A steep narrow cut leads up the escarpment.

*The access point counts as Very Difficult Going for all Movement.*

### NATIVE TRACK

A track and cutting leads up the escarpment.

*The access point counts as Difficult Going for all Movement.*

# WRECKAGE

Part of the battlefield is littered with the wreckage of a past battle. Blackened hulks of burnt out trucks and tanks lay about the area.

An area of Wreckage is indicated by a flat terrain piece covered with blackened or rusty vehicle hulks.

*Roll a die to see what effect the Wreckage has in the game.*

## MINEFIELD AND WRECKAGE ⚀

A battle has left the area covered with burnt out tanks and trucks. The relentless desert winds have blown sand around the wrecks and the area is now covered with soft sand as well as blackened hulks. Footing is treacherous and vehicles will become easily stuck in the loose sand. Furthermore underneath all those wrecked tanks is the reason for their demise, they are lying on a minefield!

*The terrain area provides Concealment to all teams and counts as Very Difficult Going for movement.*

*The terrain area also counts as a minefield. See the Minefield rules in the* Flames Of War *rulebook.*

## BATTLE WRECKAGE ⚁ ⚂ ⚃

A viscous battle has occurred here. Broke and blasted tanks and vehicles litter the area, grouped together in bunches. Troops will have to watch their step when moving through here.

*The terrain area provides Concealment to all teams and counts as Difficult Going for movement.*

## SCATTERED WRECKAGE ⚄ ⚅

Broken and burnt trucks litter the field, however the ground is flat and provides no obstacle for troops and vehicles passing through it.

*The terrain area provides Concealment to all teams and counts as Cross-country for movement.*

# UNEVEN GROUND

Some areas of the desert stand out as different from the terrain surrounding them. However, observing from a distance doesn't always mean that troops can recognise what the effects of it might be. Soft sand, salt marshes and rocky ground all wait in ambush to take the careless driver unawares.

An area of Uneven Ground is indicated by a flat terrain piece much like the surrounding desert.

*Roll a die to see what effect the Uneven Ground has in the game.*

## SALT MARSH ⚀

A dried out salt marsh lies before your troops. Beneath its salty dry crust hides sucking damp sand that can hinder even the most powerful vehicle.

*The terrain area counts as Very Difficult Going for movement. Troops cannot dig foxholes in a salt marsh.*

## ROCKY GROUND ⚁ ⚂

The area is covered in large rocks, large enough to hide men behind. While this is good for your infantry it may not always be best for your tanks and trucks.

*The terrain area provides Concealment and Bullet-proof Cover to all stationary Infantry teams and counts as Very Difficult Going for movement.*

Evenly place some rocks on the terrain piece to indicate it is Rocky Ground.

## SOFT SAND ⚃ ⚄

You have struck some soft sand. Careful driving, and the use of sand channels when you do get stuck, should see you through to the other side.

*The terrain area counts as Difficult Going for movement. Troops cannot dig foxholes in soft sand.*

## FLAT DESERT ⚅

Your troops are lucky. Even though it looks odd from a distance it turns out to be just as solid as the rest of the desert that surrounds it.

*The terrain area counts as Road for movement.*

# OASIS

The desert's dry barren landscape can be broken by small patches of green. An underground spring has brought life into the desert where a pond or watering hole has formed. Vital to the local nomads as they navigate across the desert, oases gain strategic importance in times of war.

The surface water of Saharan oases was usually salt water, but with some extra work, nearby wells would produce fresh water. Occasionally fresh water oasis could be found and used. No matter what type of water the oasis produced, it was always worth checking as retreating armies often destroyed wells by filling them in or poisoning them.

An oasis is made up of a watering hole terrain piece.

*The Watering Hole is Impassable to Vehicles and Gun teams, but Very Difficult Going to Infantry teams.*

## DESTROYED

This oasis has been destroyed by the enemy.

*This oasis cannot be counted as a Desert Hazard for charting purposes.*

## SALT WATER

This oasis' salt water makes it largely unusable, but it means that wells dug nearby should yield fresh water.

*This oasis counts as one Desert Hazard for charting purposes.*

## FRESH WATER

You have charted a very rare fresh water oasis, which will be vitally important to future operations.

*This oasis counts as two Desert Hazards for charting purposes.*

# VILLAGE

Occasionally reconnaissance forces would be required to scout out a small village if it was near an oasis. Residents might be friendly, hostile, or neutral. Anyway, the settlement had to be checked out.

*The village is an optional Desert Hazard you can use in this mission to add a bit of suspense to your game. A village includes about three medium and small buildings placed as a small cluster, with each building within 4"/10cm of each other. They use all of the normal buildings rules.*

*A village is charted together as a single Desert Hazard. For example, charting one building results in all three being charted.*

## ANGRY VILLAGERS

When war comes to a small village, the inhabitants have to decide how they will react.

*In the event that the locals have armed themselves (see right), the player that controls them rolls a dice. For each point scored on the result, place a Villager Infantry team within 2"/5cm of one of the village buildings.*

*Villager teams are Independent Rifle teams, rated Confident Conscript. Villager teams are always rated as Allied and cannot join any other team except for other Villager teams.*

## HOSTILE!

The village is hostile and the natives are restless!

*This village is hostile and cannot be counted as a Desert Hazard for charting purposes.*

*The locals have armed themselves (see Angry Villagers special rule) and are now under command of your opponent.*

## NEUTRAL

The village is indifferent to the war and would rather just have it pass them by.

*This village counts as one Desert Hazard for charting purposes.*

*The locals hide in their buildings and refuse to get involved.*

## FRIENDLY

The village is not only friendly to your nation, they are eager to take revenge on their enemies.

*This village counts as one Desert Hazard for charting purposes.*

*The locals have armed themselves (see Angry Villagers special rule) and are now under your command.*

# CHART THE UNKNOWN MISSION

Chart the Unknown uses the **Careful Planning, Charted, Escape, Raid, Safe in the Rear Areas**, **Random Deployment, Scattered Reserves**, and **Time of Day** special rules.

Chart the Unknown missions recreate the many reconnaissance missions run by light raiding or recon forces to chart unknown terrain ahead of major operations.

## YOUR ORDERS

**Attacker:** Our new offensive is about to be launched in this sector and we need more information about the surrounding area. Your orders are to take your patrol deep into enemy lines to scout out the area. Find out what sorts of obstacles will be in our way and see what we can use to our advantage.

**Defender:** The enemy has been suspiciously active and we expect they are up to something. Be prepared to see off any recon patrols and report contact so we can send reinforcements.

## PREPARING FOR BATTLE

1. Determine which player is attacking and which is defending using the Raid special rule.

2. Starting with the attacking player, each player alternates placing three Desert Hazards pieces anywhere on the table, but no closer than 8"/20cm from all table edges. Place an Uncharted marker in the centre of each Desert Hazards piece.

3. The attacker chooses a short table edge that they must escape from after completing their charting to win the game.

4. All of the defender's platoons are held off the table in Reserve at the start of the game. Independent teams may arrive with any of the platoons held off the table in Reserve.

5. The attacker then deploys their entire force using the Random Deployment special rules found in the rulebook. Independent Teams must be deployed In Command with any other normal platoon.

6. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk using the Time Of Day special rule.

## BEGINNING THE BATTLE

The attacking player has the first turn.

## ENDING THE BATTLE

The battle ends when there are no raiding platoons left on the table.

## DECIDING WHO WON

The attacking player wins if they chart at least four Desert Hazards pieces and successfully escape.

Otherwise, the defending player wins. Although some information has been gathered about the area, the upcoming offensive will not be able to benefit from it.

Only platoons that have already charted a Desert Hazard feature and escaped gain victory points for the attacking player.



Use the victory points table below to look up your victory points based on the number of Desert Hazards pieces successfully charted by the platoons that escaped.

## VICTORY POINTS

| Desert Hazards Charted | Result | Attacker's Points | Defender's Points |
|---|---|---|---|
| 6 pieces | Stunning victory | 6 | 1 |
| 5 pieces | Major victory | 5 | 2 |
| 4 pieces | Minor victory | 4 | 3 |
| 3 pieces | Minor defeat | 3 | 4 |
| 2 pieces | Major defeat | 2 | 5 |
| 1 or 0 pieces | Stunning defeat | 1 | 6 |

REMEMBER: Only platoons that have already charted a Desert Hazard feature and escaped gain victory points.