

16. Desert Army:



Attack: -

Defense: -

Move: -

Cost: -

Maximum on game board: see below

Enter game from: *Early 1941*

Some of the most intense battles of World War II were fought between the most famous Desert Combat Formations of the War: the British 8th Army and the German Africa Corps.

The *Desert Army* is a *Desert Combat Formation*, which can only fight as an *Army* in specific territories. The purpose is to create an *Army* which can fight as an independent formation – or as part of a larger force fighting in the desert.



A *Desert Army* can only fight as an *Army* in those territories:

- All passable territories in *Africa*
- *Trans Jordan*
- *Syria*
- *Iraq*
- *Persia*
- *North West Persia*

A *Desert Army* consists of:

- 1 *Panzer General* unit
- 3 land based combat units (see below)

These 3 land based combat units can be a combination of:

- *Tank* unit
- *Artillery* unit
- *Infantry* unit
- *Mechanized Infantry* unit
- *Combat Engineer* unit
- *Paratrooper* unit

A *Desert Army* operates under the same rules as a *Soviet Army Corps* and a *German Waffen-SS Army*.

Use the *Desert Army Board* and *Counter* to display the *Desert Army* for each Nation, in the same way as with any other type of *Army*.



Note:

When a *Desert Army* is moving into territories in which the *Desert Army* cannot fight as an *Army*, the units within the *Desert Army* are treated as individual units.



Example:

The UK 1st Desert Army is moving from *Persia* into *Eastern Persia*. All units in this Army are now returned from the *United Kingdom Desert Army Board* to the game board – and each unit must now fight at its original combat strength.



Remember:

In this example, the British *Tank General* can form a British *Tank Army* in the new (or any other) territory. This can occur in the same turn as the *Desert Army* moves into *Eastern Persia* – but only during the *Non-Combat Movement* phase.

See the *Axis & Allies Global 1940 House Rules Expansion* page 46 how to form a *Tank Army*.



A *Desert Army* can only be produced by these Nations:

- Germany
- United States
- United Kingdom

Each Nation can only have 1 *Desert Army* on the game board at any given time. If the *Desert Army* is lost in combat or split up for any other reasons, it can be re-formed.

A *Desert Army* cannot be part of an *Army Group*.

Note:

If a *Desert Army* includes 3 *Tank* units, the owner has the option to add another 2 *Tank* units to the *Desert Army* – and change the formation from a *Desert Army* to a *Tank Army*.

This change in formation can only occur during the *Non-Combat Movement* phase or *Place New Units* phase.



Example:

The UK player has a Minor Industrial Complex in *Egypt*. The UK 1st *Desert Army* is present in *Egypt* and consists of 1 *Panzer General* unit and 3 *Tank* units.

During the *Place New Units* phase, the UK player places 2 *Tank* units in *Egypt* – and announces that these 2 *Tank* units are added to the UK 1st *Desert Army*.

The UK 1st *Desert Army* is immediately replaced by the UK 1st *Tank Army*.

It is possible to restore the UK 1st *Tank Army* to its former status as a *Desert Army* by removing 2 *Tank* units. This change in formation can only occur during the *Non-Combat Movement* phase – and only in the territories in which a *Desert Army* can be active (see territories above).