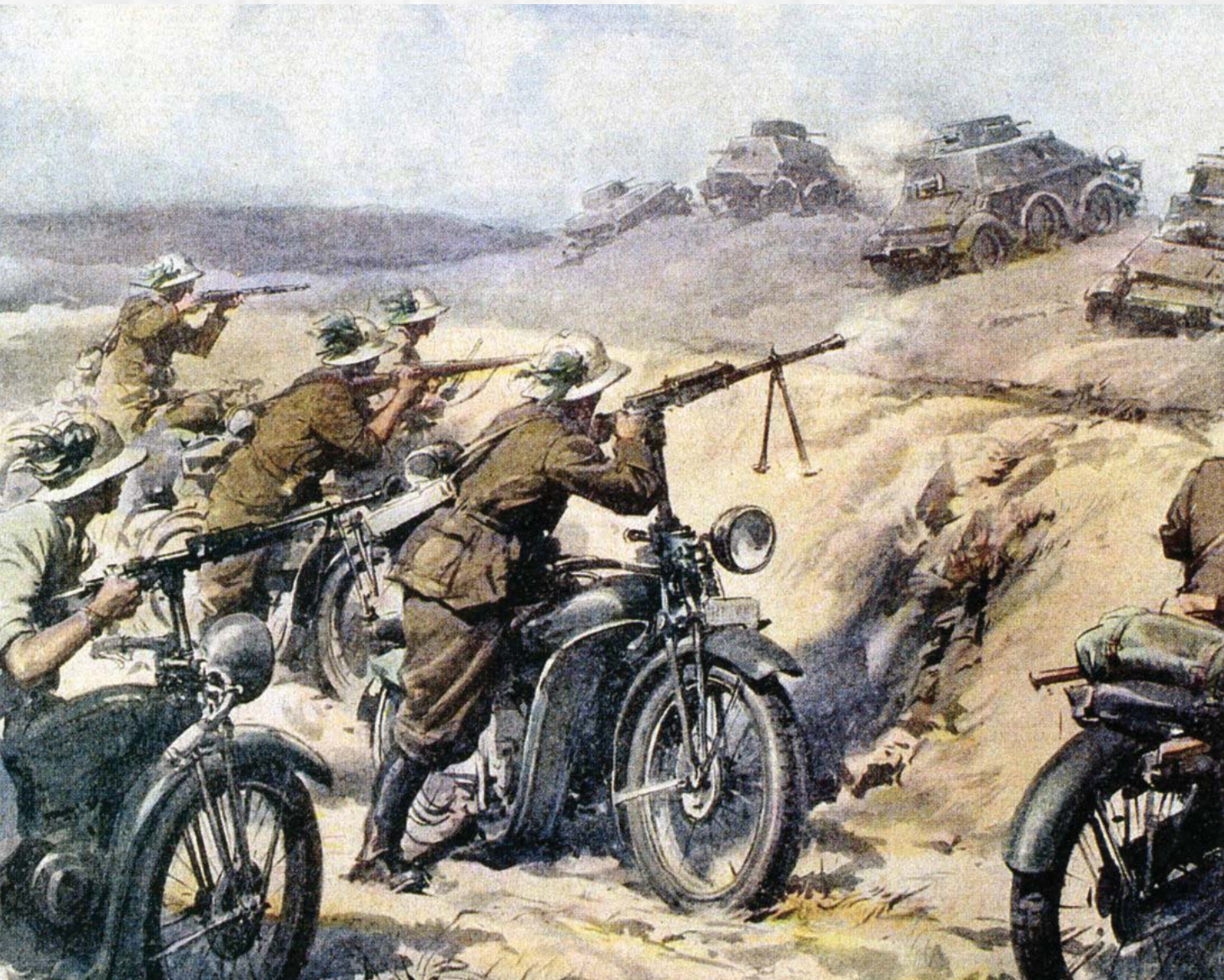


The defeat of the X Army

Compass

A game of Giovanni Maccioni



GAME: Compass

1. COMPONENTS

- 1.1. Map
- 1.2. Units

2. HOW TO WIN

**3. DEFINITIONS AND
MAIN CONCEPTS**

- 3.1. Stacking
- 3.2. Logistical Area
- 3.3. Battlefield
- 3.4. Combat

- 3.5. Area Control

- 3.6. Events

- 3.7. Garrison

- 3.8. Movement

- 3.9. Supply

- 3.10. Replacements

- 3.11. Reinforcements &
Units to be Removed

- 3.12. Eliminated Units

4. GAME SETUP

5. HOW TO PLAY

6. SEQUENCE OF PLAY

- 6.1. Administrative Phase
- 6.2. Allied Player's Turn
- 6.3. Italian Player's Turn
- 6.4. Turn Advancement
- 6.5. Victory Conditions Check

7. EFFECTS OF EVENTS

8. CREDITS

Compass is a two-player simulation that aims to recreate the battles fought in North Africa between December 1940 and February 1941, battles which led within two months to the defeat of the Italian army and the conquest of all of Cyrenaica by the British Western Desert Force under General O'Connor.

1. COMPONENTS

- ➔ 1 A2-sized strategic map divided into 42 areas
- ➔ 76 counters, as follows:
 - 25 green counters representing Italian army units
 - 17 orange counters representing Allied army units
 - 10 green Event markers for the Italian army
 - 15 orange Event markers for the Allied army
 - 1 Turn marker
 - 8 Status markers of various types (area control, attack, out of supply) useful for gameplay

To play the game at least one six-sided die (D6) and two opaque containers are required.

1.1. Map

The map represents the territory where the historic battles were fought and is divided into 42 areas.

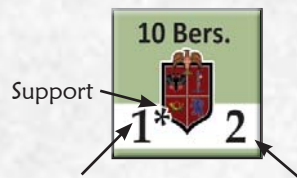
The map also features the game turn track, the battlefield box, and the eliminated units box.

1.2. Units

The counters represent the military formations that took part in the campaign and are defined by the term "unit".

The green counters denote Italian units, the orange counters denote Allied units.

Each unit displays the name and symbol of the military formation it represents and two numbers: the Combat Value (CV) on the left and the Movement Capacity (MC) on the right. If the combat value is shown in brackets, it can only be used in defensive combat. If the combat value is marked with an asterisk (*) the unit can either fight by itself or be used in support of another unit to increase its combat value, as detailed in the combat rules.



Combat Value (CV)

Movement Capacity (MC)

Units have either one or two strength levels: units with two strength levels have their full combat value on one side and their reduced combat value on the other. Units with only one strength level are indicated by a white horizontal stripe.

2. HOW TO WIN

Victory is awarded to the player with the highest number of Victory Points (VP) at the end of the game. Victory Points are awarded for controlling the following areas at the end of the game:

- ➔ Agedabia **3 PV**,
- ➔ Bardia **2 PV**,
- ➔ Bengasi **3 PV**,
- ➔ Giarabub **1 PV**,
- ➔ Tobruch **3 PV**.

The Italian player also receives **1 VP** for every 3 points of the total combat value of the Italian units remaining on the map and in supply at the end of the game.

If the two players' VP totals are identical, then the game is considered a draw.

3. DEFINITIONS AND MAIN CONCEPTS

3.1. Stacking

In any single area, there can be no more than **six units** at the end of the Movement phase or the Combat phase. Any excess units, of the owning player's choice, are moved to the eliminated units box.

Various status markers and events do not count towards the stacking limit.

Exception: In the *Piccadilly Circus* area, the Allied player may stack units without any numerical limit.

It is always permitted to examine enemy stacks.

3.2. Logistical Area

Each army depends on a logistical area for supply: **El Agheila** for the Italian player and **Piccadilly Circus** for the Allied player.

3.3. Battlefield

This is the map box for the deployment of units and events of the two armies and facilitates the resolution of individual combats.

3.4. Combat

Takes place in the Combat phase of the turn and is resolved using the procedure described later.

3.5. Area Control

Every area is always considered to be under the control of one of the two armies.

At the start of the game, the Italian army controls all areas of the map except the Piccadilly Circus area, which is controlled by the Allied army.

During the game, area control changes when the opposing player has the only units in an area. Area Control can therefore change during the Movement phase or at the end of the Combat phase. Area Control is indicated using the appropriate control markers.



Note for players: we recommend using control markers only for areas where the two armies are in contact or where the situation is unclear.

3.6. Events

Players can influence the course of the game by playing the events at their disposal. The effects of events are explained on the event chart. The turn track shows the number of event markers that players can draw each turn. Each event can be used in the turn it is drawn or in a later turn; after use, an event marker is either returned to the container or permanently removed from the game, according to the event's specific instructions.

3.7. Garrison

The Italian army also includes two units that represent the garrisons and fortifications present in the two areas of Bardia and Tobruch.

The garrisons have no movement capacity and their combat value, shown in brackets, is only used in defense; in other words, they cannot attack and,

if eliminated in combat, cannot be recovered with the “Replacements” event.



3.8. Movement

In the Movement phase of the turn, the player may move units according to the procedure described later.

3.9. Supply

To operate regularly, units must be able to establish a supply line to their logistical area. A unit is considered supplied if it is located in an area, or an area adjacent to it, from where it can trace a continuous path through areas connected by roads or tracks to its logistical area, and this path is not blocked by areas occupied or controlled by the opponent. Units that cannot trace a supply line are marked with an “Out of Supply” (“Fuori Rifornimento”) marker until they can re-establish a proper supply line. Out of supply units attack with a reduced combat value of 1 (-1 CV) but can move and defend normally however if they’re forced to retreat as a result of combat, each OOS unit suffers one additional hit.



Exception: The Italian unit “Giarabub” is always considered in

supply as long as it is in the Giarabub area.

3.10. Replacements

The turn track shows the number of replacement points available to reintegrate losses suffered by the two armies. For each available replacement point, one in-supply unit on the map at reduced strength can be returned to full strength. Replacement points cannot be used to reconstitute units that initially only have one strength level. Replacement points are lost if they cannot be used when received.

3.11. Reinforcements & Units to be Removed

The initial deployment chart shows the units that enter play as reinforcements or are to be removed, along with the turn of their arrival or exit from the map. The Italian player places reinforcements in the **El Agheila** or **Benghazi** areas, if they’re under Italian control, while the Allied player places reinforcements in the **Piccadilly Circus** or **Tobruch** areas if they’re under Allied control. Units removed in an indicated turn are removed from the game wherever they are, whether in an area or in the eliminated units box.

Note: They can no longer be recovered with the “Unit Recovery” event.

3.12. Eliminated Units

Units eliminated as a result of combat or because they were in excess of the stacking limit are immediately placed in the eliminated units box. Eliminated units can be recovered and returned to play by using the “Unit Recovery” event (units withdrawn from the game or eliminated while out of supply cannot be recovered).

4. GAME SETUP

After determining the player who controls the Italian army and the player who controls the Allied army, both players place their units on the map as indicated on the initial deployment chart, and place the reinforcement units on the turn track. The two players separately place all their event markers into two opaque containers. The Turn marker is placed on the first space of the Turn Track.

5. HOW TO PLAY

Each game is played over 12 Game Turns each of which consists of an Administrative phase common to both players followed by two player turns: first the Allied player’s turn and then the Italian player’s turn, each of which is subdivided into several phases. In their respective turns, each player carries out the various activities described below, always following the order indicated.





6. SEQUENCE OF PLAY

(Activities to be repeated each turn in the indicated order)

6.1. Administrative Phase

A. EVENTS

Each player draws the number of event markers indicated on the Game Turn track for the current Game Turn.

Exception: In the administrative phase of the first turn, the Allied player takes three events of his choice from those available.

B. REINFORCEMENT AND REPLACEMENTS PHASE

Each player consults the initial deployment chart and places the units scheduled as reinforcements for the current Game Turn and removes from the game any units that are to be removed.

In this phase, players may use their replacement points (see 3.10 "Replacements") and the "Unit Recovery" event, which allows an eliminated unit in the eliminated units box to be deployed at full strength in the player's logistical area.

Note: the stacking limit in the logistical area **MUST** still be respected, the entry of excess reinforcements and recovered units is postponed to the next turn. If the logistical area is occupied by the opposing player, it is not possible to place reinforcements and recovered units.

6.2. Allied Player's Turn

C. SUPPLY CHECK

The Allied player checks whether all their units can trace a supply line to the logistical area (Piccadilly Circus). If the supply line is blocked, the units are marked with an "Out of Supply" marker with the effects indicated under "Supply" (3.9). The "Out of Supply" marker remains until a new supply line can be traced in the player's supply check phase in a subsequent turn.

D. MOVEMENT PHASE

The player may move all, some, or none of their units. Units are moved individually. Each unit has a Movement Capacity (MC) expressed in Movement Points (MP) which it uses to move from one area to an adjacent area. Entering an adjacent area normally costs 1 Movement Point, but if the two areas are connected by a road the cost is reduced to ½ Movement Point. Declaring an attack on an adjacent area occupied by the opponent costs 1 additional Movement Point; units designated for attack are marked with an "Attack" marker pointing towards the area to be attacked.

A unit may continue to move until it exhausts its Movement Capacity. Movement Points not used in the current turn cannot be used in subsequent turns. In this phase, the "Motor Convoy" event can be played which has the effect of increasing a unit's Movement Capacity.

Limitations:

- ➔ It is not possible to enter an area occupied by enemy units.
- ➔ Units can only move between adjacent areas.
- ➔ The stacking limit must be respected at the end of the Movement phase, any excess units are eliminated.

E. COMBAT PHASE

At the end of the Movement phase, only units that have declared an attack, by paying the cost of 1 MP



and which are therefore marked with an "Attack" ("Attacco") marker, may initiate combat against adjacent areas occupied

by enemy units. The player initiating the combat is defined as the "attacker" while the other player is defined as the "defender".

An area may only be attacked by units all located in a single adjacent area; it is not permitted to combine units from two or more adjacent areas for a single attack, however it is possible to attack from the same area towards different areas. No unit may attack more than once per turn.

Exception: The "Sustained Attack" event allows units to attack, without having to pay 1 MP, even if they have already participated in another attack in the same turn.

Combat is never mandatory.

Combats are resolved, in the order decided by the attacker, using this procedure:

- 1) The attacker specifies the area to be attacked and designates up to three attacking units, defined as front-line units; next, the player may optionally assign another support unit to each front-line unit from units whose combat value is marked with an asterisk (*). Therefore, a maximum of six units can participate in a single attack combat: three front-line and three support.
- 2) The defender then chooses up to three front-line units from their units present in the attacked area and may optionally assign to each of them another support unit whose combat value is marked with an asterisk (*). Therefore, a maximum of six of the defender's

units can participate in a single defensive combat: three front-line and three support.

Support units cannot outnumber front-line units.

Note: The defender may choose not to use some units in battle only if their number exceeds that permitted.

- 3) Both players, first the attacker and then the defender, may play the "Air Support", "Naval Support", and "Surprise" events available to them and assign the event markers to their front-line units; only ONE event may be assigned to each front-line unit.

Exception: The "Surprise" event can also be assigned to an enemy unit in addition to any other event assigned by the opponent.

- 4) Both players roll one die for each front-line unit participating in the

combat. In this phase, the "Leader" event can be played to cancel the result of one of your own die rolls and to roll the die again; this second result can not be modified.

Units that have their modified CV reduced to zero due to Events or being out of supply do not roll a die.

- 5) Each front-line combat unit die roll with a result equal to or less than the unit's combat value, modified by the combat value of a assigned support unit and modified by events or being out of supply, determines a hit. A die roll result of 1 is always considered a hit, while a result of 6 is always considered a miss. Each hit inflicts a loss of one strength level on the opponent's units.
- 6) Both players distribute the hits suffered as they wish among their units that participated in the combat, with the limitation that



all units must suffer one hit before any single unit suffers two. A full-strength unit that is flipped to its reduced side absorbs one hit, just as a reduced-strength unit or a unit with only one strength level that is eliminated absorbs one hit. Eliminated units are immediately removed from the map and moved to the eliminated units box.

- 7) If the attacker has inflicted more hits than the defender, the latter is forced to retreat: all units present in the attacked area, including those that did not participate in the combat, are moved to an adjacent area. This movement must be made into an area without combats yet to be resolved, not controlled by the opponent, and cannot exceed the stacking limit. Defending units that cannot retreat respecting these conditions are eliminated.

Note for players: To be able to retreat, it is necessary to control at least one adjacent area to retreat into.

8. In case of a tie in the number of hits, or if the defender inflicts more hits, then after assigning losses the attackers and defenders remain in their initial areas.
- 8) If the defender's units are all eliminated or retreat to another area, the attacker may advance into the area left vacant with all or some of the units that participated in the combat and take control of the area.

Note for players: To facilitate combat resolution, it is recommended to use the "Battlefield" box on the map to temporarily deploy the units of the two armies participating in the combat. Once the outcome of the combat is determined, the units are then returned to their initial map areas for any retreats and advances.

Units with an Attack marker that cannot carry out the combat because the enemy is no longer in the area they intended to attack (due to previous combats) may move into the area they declared an attack on if the stacking rules allow it.

F. EXPLOITATION PHASE

In this phase, the player may use the "Sustained Attack" event to activate up to three front-line units and three support units, which may also be located in different areas. These units may attack adjacent areas occupied by enemy units, using any events, even if they have already attacked in the same turn, or they may move by spending 1 Movement Point. Combat is resolved by applying the procedure described in the Combat phase.

6.3. Italian Player's Turn

The Italian player's turn is identical to the Allied player's turn, following all phases from C to F.

6.4. Turn Advancement

After the Italian player's turn is completed, the Turn marker is advanced one space on the turn track.



6.5. Victory Conditions Check

At the end of the twelfth turn, victory is awarded to the player who has obtained the highest number of Victory Points, as indicated in the rule "How to Win".

7. EFFECTS OF EVENTS

- ➔ **Air Support "Supporto Aereo"** (played in the Combat phase): Increases the combat value of one front-line unit by 1 (+1 CV). After use, it is returned to the container.

- ➔ **Naval Support "Supporto Navale"** (played in the Combat phase): Increases the combat value of one front-line unit by 1 (+1 CV): It is usable in all coastal areas east of the Tobruch area (inclusive). After use, it is removed from the game.



- ➔ **Leader** (played in the Combat phase): Allows the player to re-roll one of their own dice in a combat. After use, it is removed from the game.

- ➔ **Surprise "Sorpresa"** (played in the Combat phase): Increases the combat value of one of the player's own units by 1 (+1 CV) or reduces the combat value of one enemy unit by 1 (-1 CV) in a combat. After use, it is removed from the game.



- ➔ **Unit Recovery "Recupero"** (played in the Replacements phase): Allows the recovery at full strength of one unit in the eliminated units box. After use, it is returned to the container.

- ➔ **Motor Convoy "Autocolonna"** (played in the Movement phase): Increases the Movement Capacity of one unit by 2 (+2 MC) in the turn it is played. After use, it is returned to the container.



- ➔ **Sustained Attack "Attacco Sostenuto"** (played in the Exploitation phase): Up to three front-line units and three support units, chosen by the player, may attack or may move by spending 1 Movement Point. After use, it is returned to the container.

- ➔ **Matilda** (played at the end of a combat in which the "7RTR" unit participates): The Allied unit "7 RTR" suffers the loss of one strength level due to mechanical wear on its Matilda tanks. After use, it is removed from the game.



8. CREDITS

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