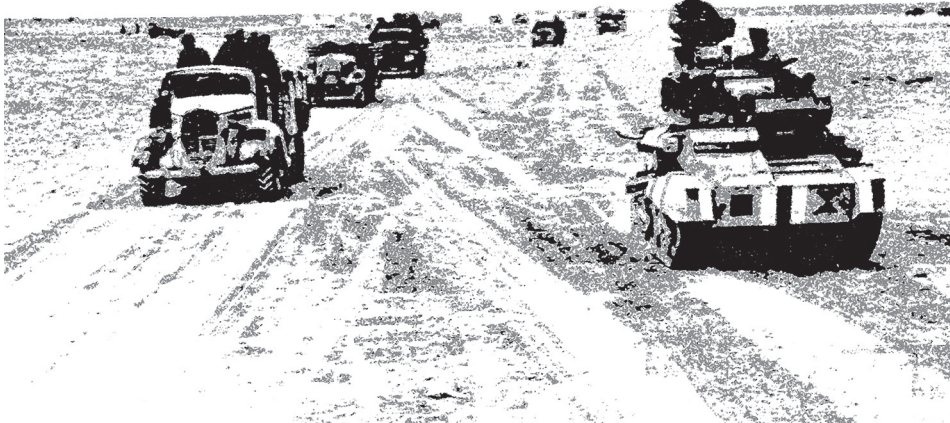


BEDA FOMM

WAVELL IN THE WESTERN DESERT, 1941



[1.0] INTRODUCTION

On December 9th, 1940, the British Western Desert Force launched their first offensive of World War Two, catching the Italian 10th Army completely off guard. Although greatly outnumbered, the British dominated by outmaneuvering the Italians with their superior armored vehicles. In the battles of Sidi Barani, Bardia, Tobruk, and Mechili, the Italian 10th Army had been soundly defeated but remained intact to defend the gates of Tripoli. On this, the 58th day of the offensive, the remaining operational tanks of 7th British Armoured Division and a small advanced detachment of men, guns, and armored cars are attempting to block the last escape route for the Italians. The Italians, yet unaware of the fast approaching Western Desert blocking force, will soon find themselves desperately racing against time to break through near the small village of Beda Fomm and escape into Tripolitania before it's too late.

Beda Fomm is a World War II simulation of the Battle of Beda Fomm that took place from 5-7 February, 1941. There are two players; one commanding the British and the other the Italian forces.

The rules are presented in sets of major sections, each section divided into numerous major and secondary cases. The rules of this game have been arranged both for ease of comprehension on first reading and for ease of reference later. Section 2.0 of the rules describes the general course of play; it takes the reader through a narrative description of the rules, giving a general outline of how the game is played. Beginning with Section 3.0, the rules cover general information necessary for playing the game. The next rules section covers the actual game phases (starting with Section 8.0, Sequence of Play), describing all action that may be conducted during them. The last several rules cover specific points of the game not directly related to the sequence of play.

IF YOU ARE NEW OR UNFAMILIAR TO HISTORICAL GAMES, DON'T PANIC! First look at the map, playing pieces and then give the rules a quick read through. Please don't try to memorize them. Follow the set-up instructions for play and then follow Section 2.0 or the Sequence of Play step-by-step. As questions arise simply refer back to the rules. After a couple of turns you will know most of what you'll need to easily get through each Game-Turn.

Online support is available for this game.

Visit us on the Web:
<http://www.consimpres.com>
<http://www.bedafomm.com>

By email:
support@consimpres.com

We also recommend you visit the official game discussion topic on ConsimWorld to share your play experience with others. You will find the *Beda Fomm* game topic by visiting <http://talk.consimplworld.com> and navigating to the *North Africa/Med Front* individual game discussion area.

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[2.0] HOW TO PLAY THE GAME

Setting Up the Game

Players sort all units into groups by their parent unit designation, since most units arrive as a group per their Order of Arrival. The Italian Player forms his nine convoy groups that will enter during play.

The British Player places his initial troops on the map, which consists of all nine units of *Combeforce*.

Game Markers: Place the British and Italian Morale markers for each parent unit in their starting position on each player's Morale Track. Place the "Turn" marker on the "Game-Turn 1" space of the Turn Record Track. Place the Turn "Phase" marker (Italian side up) on the "Movement Phase" space of the Phase Track. Place the Italian Victory Point (VP) marker on the "0" space of the Italian Morale Track. Finally, both players set aside their game markers to be used during play (brown markers for the British Player, green markers for the Italian player).

Italian Opening Moves Restrictions

The Italian Player commences play by bringing on the units designated to enter on Game-Turn One. Since the Italians were unaware that a British blocking force had arrived in their rear area, special restrictions are temporarily in effect at-start that dictate their entry and movement. First, all Italian units must enter without delay, and all units must move along the road, expending at least six movement points. Italian units may freely enter the Zone of Control (ZOC) of a British unit until first contact is made, including units otherwise not allowed to do so. Italian transport units may not park until first contact is made with a British unit. All these rules are in effect until the end of the Player-Turn when first contact is made and applies for all remaining Italian units that still need to conduct their movement for the current turn. On subsequent game turns, these restrictions no longer apply.

Darkness Restrictions

During Night and Early Morning Game-Turns (shaded boxes on the Turn Record Track), units may not enter an enemy ZOC or conduct any type of barrage or attack. Essentially, each player only has a limited Movement Phase for the Game-Turn.

The Italian Player Moves

The Italian Player begins by parking or unparking his transport units for the turn. When parking, flip the transport unit over to its "Parked" side. Parked units do not count against stacking limits, but only one Italian transport unit may park in a hex.

The Italian Player then consults the Turn Record Track and checks for any arriving units. Arriving units are placed on the map edge at their point of entry and these units must pay the movement point (MP) cost to enter the first hex on the

map. In some cases, the Italian player may opt to delay reinforcements by one turn to enter on any trail hex from the north map edge.

The Italian Player may now move any or all of his units. They may move as many hexes as they have MPs (i.e. their Movement Allowance), although some hexes are more expensive to enter than others, or some hexes may not be entered at all, based on the unit type. For example, it costs Italian personnel units two MPs to enter a clear terrain hex, whereas armored units would expend only one MP to enter. Weapons and transport units may be prohibited from entering certain types of terrain, such as clear or undulating ground hexes, unless they are traveling along a road or trail. Italian units may also find themselves having to expend additional MPs to enter a hex that has been interdicted by British artillery, as noted by the British Artillery Barrage marker(s) present in the hex.

If an Italian unit is capable of entering an enemy ZOC, it must stop (see Section 5.0, Zones of Control). All the hexes adjacent to a British unit that possesses a ZOC are part of that unit's ZOC. In some cases, certain Italian units may never enter an enemy ZOC, and these units are marked with a light band across their unit type box as a reminder. Typically, Italian units that can enter an enemy ZOC may start their Movement Phase in an enemy ZOC and then later reenter another enemy ZOC, thus stopping their movement. Only select Italian units capable of conducting infiltration may start their Movement Phase by moving from one enemy ZOC directly to another, and these units are marked with an underlined Movement Allowance as a reminder. Place an "Infiltrate" marker atop unit(s) conducting infiltration; they may not attack during the upcoming Italian Regular Combat Phase. Furthermore, place a "Moved" marker atop any Italian non-armor units which have an Antitank Factor greater than zero that is not parenthesized; they can not conduct antitank fire since they have moved. The Italian Player must honor unit stacking limitations *at all times* to ensure no hex contains too many units (see Section 6.0, Stacking).

The objective of the game is for the Italian Player to be successful in breaking through the British blocking force and escape. The Italian Player receives victory points (VPs) for exiting units off the south map edge. Two VPs are awarded for each battalion size unit, including transports. A single VP is awarded for each exiting company, platoon, or tank group unit.

Remove British Artillery Barrage Markers

When the Italian Player has completed movement, British Artillery Barrage markers used for Interdiction are removed from the map.

Advance the Italian Phase marker to the "Barrage Phase" on the Phase Track.

The Italian Player Conducts Artillery "Interdiction" Barrages

The Italian Player may fire Artillery Interdiction Barrages at any spotted hex within range. As each Italian artillery unit fires, be sure to flip it over to its "Fired" side. The number of Artillery Factors

fired at a hex is the number of additional MPs that must be expended by the British Player's units when entering the hex during their next Movement Phase. Fire coordination requires that all Italian artillery units be stacked together in order to combine their Combat Factors (and hence their Artillery Barrage markers) for purposes of a interdiction. To indicate that a hex has undergone interdiction, place the Artillery Barrage marker(s) corresponding to the firing Italian artillery unit(s), with the proper side face-up indicating the range of fire to the target hex. Artillery Barrage markers remain until after the British Player concludes their upcoming Movement Phase.

The British Player Conducts Artillery Barrage Attacks

The non-phasing British Player may conduct Artillery Barrage Attacks against Italian-occupied hexes that have been spotted and within fire range of his artillery units. As each British artillery unit fires, be sure to flip it over to its "Fired" side.

To resolve Barrage attacks, total the Combat Factors of the firing artillery unit(s). Fire coordination requires that all artillery units must be stacked together in order to combine their Combat Factors for a single barrage. All barrages conducted at greater than half the printed range are conducted at half strength (denoted by the reverse side of the corresponding Artillery Barrage marker). Consult the Barrage Attack Table and roll one die for each enemy unit separately that occupies the hex being barraged. When a Barrage attack is conducted against an enemy armored unit, a less favorable column is used.

Results may call for the enemy unit to conduct a morale check (see Section 7.0, Morale) with or without a possible die roll modification, or be eliminated. When a unit is called to make a morale check, roll two dice, apply the die roll modifier (if applicable) and compare the total to its parent unit level on the Morale Track. If the unit fails the morale check by 1, 2, or 3, the unit must immediately retreat two hexes. If the only retreat path is through an enemy ZOC, the unit is eliminated. If the unit fails its morale check by four or more, then the unit is eliminated and removed from play. Each time a unit fails its morale check or is eliminated, reduce the morale of its parent unit on the Italian Morale Track one level.

The Italian Player Conducts Artillery Barrage Attacks

The Italian Player may now conduct Artillery Barrage Attacks against enemy-occupied hexes that are within fire range of Italian artillery units, in essentially the same manner that the British Player did. As each Italian artillery unit fires, be sure to flip it over to its "Fired" side.

Advance the Italian Phase marker to the "Antitank Phase" on the Phase Track.

The British Player Conducts Antitank Fire

The non-phasing British Player may conduct antitank fire against adjacent Italian armored

units. British units that have an Antitank Factor of zero or have a parenthetical Antitank Factor may not fire. British artillery units may only fire at adjacent enemy armored units; ranged antitank fire is not permitted. Each British firing unit may only fire once, and each enemy armored unit may only be fired at once. British units that are adjacent to the Italian armored unit may combine their antitank fire to achieve a better attack (including artillery which do not have to be stacked together in order to combine antitank fire). Italian armored units occupying an undulating ground hex are considered to have their Antitank Factor doubled on defense when resolving the combat.

To resolve the antitank fire, combine the Antitank Factor of all firing units and compare to the Antitank Factor of the defending Italian armor unit. Consult the Antitank Fire Table and reduce this comparison to a simple attacker odds ratio (such as “2 to 1” or “3 to 1”, etc.) and roll a single die. The result will either be “no effect” or the defending Italian armor unit will be eliminated. If eliminated, reduce the morale of its parent unit on the Italian Morale Track one level.

The Italian Player Conducts Antitank Fire

The Italian Player may now conduct antitank fire against British armored units, in essentially the same manner that the British Player did. There is one important exception, however. Non-armor Italian units that moved may not do so. The “Moved” marker serves as a reminder, but this restriction does not apply to armored units. Armored units may always move and immediately conduct antitank fire.

The Italian Player Removes His “Moved” Markers

Once the Italian Player has conducted all antitank fire, he removes all “Moved” markers from his units.

Advance the Italian Phase marker to the “Regular Combat Phase” on the Phase Track.

The Italian Player Conducts Regular Combat

The Italian Player may attack adjacent British non-armor units. British armored units may not be attacked. Furthermore, British non-armor units stacked with armor are “shielded” and can likewise not be attacked. Any Italian units with a non-parenthesized Combat Factor may conduct a Regular attack. Note that Italian artillery units that fired during the Barrage Phase may not attack or provide offensive support (they are on their “Fired” side). British artillery units which are not adjacent to any Italian units and which did not fire in the Barrage Phase (i.e. not on their “Fired” side) may fire defensive support. Artillery of both sides, whether conducting offensive or defensive fire support, may never more than double the original attack and defense strengths of the units involved in regular combat.

The Italian Player declares attacks and which artillery units are firing offensive support. Attacks are optional, not compulsory. However, all enemy-occupied hexes adjacent to attacking Italian units must be attacked (unless British

armor is present). Please note that Italian barrage attacks conducted previously against adjacent hexes satisfy this attack requirement. Following declaration of the attack, the British Player announces how he will allocate defensive support with qualifying artillery units in range. Resolve combat by comparing the total attack strength plus offensive artillery support and comparing this total to the total defense strength plus defensive artillery support. Reduce this comparison to a simple attacker odds ratio and roll a single die and consult the Combat Results Table. The results could apply to either the attacker or defender as specified, including morale checks as described earlier. If the defending hex is vacated, the Italian unit(s) that participated in the attack may advance into it.

The Italian Player Removes His “Infiltrate” Markers

Artillery units of both sides that are presently on their “Fired” side are flipped back over

Artillery Barrage markers for both sides are removed (except Italian markers used for Interdiction)

The Italian Player-Turn is now concluded. Flip the Phase marker over to the “British” side and place it in the “Movement Phase” on the Phase Track. Do not advance the Game-Turn marker.

The British Player-Turn now commences and he is considered the Phasing Player.

The British Player Moves

The British Player checks for any arriving units and may move any or all of his units in essentially the same manner the Italian Player did. Unlike the Italians, all British units pay a uniform cost for each hex entered. British units may also find themselves having to expend additional MPs to enter a hex that has been interdicted by Italian artillery. As with the Italian Player, be sure to place an “Infiltrate” marker atop the unit(s) that conducted infiltration. Furthermore, place a “Moved” marker atop any British non-armor units that have an Antitank Factor greater than zero that is not parenthesized.

Remove Italian Artillery Barrage Markers

When the British Player has completed movement of all his units, any Italian Artillery Barrage markers used for Interdiction are removed from the map.

Advance the British Phase marker to the “Barrage Phase” on the Phase Track.

The British Player Conducts Artillery “Interdiction” Barrages

The British Player may fire Artillery Interdiction Barrages at any hex that is spotted and within range, in essentially the same manner as the Italian Player did. Flip over the firing units to their “Fired” side.

The Italian Player Conducts Artillery Barrage Attacks

The non-phasing Italian Player may conduct Artillery Barrage Attacks against British-occupied hexes that are spotted and within fire

range of Italian artillery units. Flip over the firing units to their “Fired” side.

The British Player Conducts Artillery Barrage Attacks

The British Player may now conduct Artillery Barrage Attacks in essentially the same manner that the Italian Player did. Flip over the firing units to their “Fired” side.

Advance the British Phase marker to the “Antitank Phase” on the Phase Track.

The Italian Player Conducts Antitank Fire

The non-phasing Italian Player may conduct antitank fire against adjacent British armored units, in essentially the same manner that the British Player did.

The British Player Conducts Antitank Fire

The British Player may now conduct antitank fire against Italian armored units, in essentially the same manner that the Italian Player did. There is one important exception, however. Non-armor British units that moved may not do so. The “Moved” marker serves as a reminder.

The British Player Removes His “Moved” Markers

Once the British Player has conducted all antitank fire, he removes all “Moved” markers from his units.

Advance the British Phase marker to the “Regular Combat Phase” on the Phase Track.

The British Player Conducts Regular Combat

The British Player may attack adjacent Italian non-armor units, in essentially the same manner as the Italian Player did. If a defending hex is vacated, the British unit(s) that participated in the attack may advance into the vacated hex.

The British Player Removes His “Infiltrate” Markers

Artillery units of both sides that are presently on their “Fired” side are flipped back over

Artillery Barrage markers for both sides are removed (except British markers used for Interdiction)

The Game-Turn is over. Advance the Game-Turn marker one space on the Turn Record Track. Flip the Phase marker over to the “Italian” side and place it in the “Movement Phase” on the Phase Track.

Summary

The above sequence is followed in general for twenty-eight Game-Turns, after which both players check the Victory Point total of the Italian Player to see who has won.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The game map is composed of one 22" x 34" mapsheet which forms the battlefield along the Mediterranean coast where the historical battle was fought. A hexagonal grid is printed over the map to regulate movement and placement of the playing pieces. All the terrain significant to the course of the battle is present on the game map.

[3.2] CHARTS AND TABLES

A number of visual aids are provided in the game to facilitate and display many of the game functions. These visual aids are printed on the back rules cover and on the map. The use of these charts and displays are explained in the appropriate rules section.

[3.3] THE PLAYING PIECES

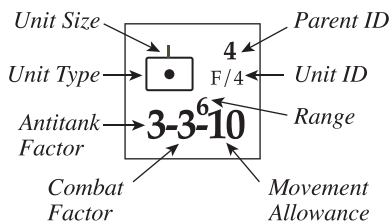
There are 216 playing pieces in one die-cut sheet included with *Beda Fomm*. These playing pieces are referred to as counters. Some represent the actual military units that participated during the battle while others are simply markers used to facilitate certain game mechanics.

[3.31] HOW TO READ THE COUNTERS

The *Beda Fomm* counter mix includes forces from the two opposing nationalities and armies. Each nationality and army is indicated by a color unique to that force. British forces are light brown and Italian forces are light green. Players will note that units are not uniform in size. Units range in size from battalion down to platoons and individual groups of tank units, and the size of a unit is important for some aspects of the game.

[3.32] UNIT EXAMPLE

Each counter is printed with a military symbol indicating its nature and function, historical identification, and several numerical factors indicating various strengths and abilities. The counter example below indicates the layout of the factors on the counters.



The unit illustrated above is an artillery (unit type) battery (unit size) of the British 4th Armoured Brigade (parent identification). The unit is F battery of the 4th Royal Artillery (unit identification). This information is read using the explanation and abbreviations given below. *Note: A company unit size is the equivalent of an artillery battery.*

[3.33] UNIT SIZE SYMBOLS

| Symbol | Definition |
|--------|--------------------------------------|
| | Battalion |
| | Company |
| ●●● | Platoon |
| | 6-8 armored vehicles (various icons) |

[3.34] UNIT DESIGNATION

Each unit has its designation displayed in the upper right-hand corner. Parent unit identification for each unit is listed in boldface type.

The following abbreviations are used for parent and unit identifications.

Italian Abbreviations

| | |
|-----|------------------------------|
| 10B | 10 th Bersaglieri |
| All | Allegrì |
| Bab | Babini |
| Ber | Bergonzoli |
| Big | Bignami |
| Col | Colpani |
| Cru | Crucilla |
| Fer | Ferrara |
| Moe | Moech |
| Pas | Pasquali |
| Pia | Piani |
| Sab | Sabratha |

British Abbreviations

| | |
|-----|------------------------------|
| Arm | Armoured |
| Com | Combe Force (also Combefore) |
| H | Hussars |
| HQ | Headquarters |
| KDG | King's Dragoon Guards |
| RB | Rifle Brigade |
| RT | Royal Tanks |

[3.35] UNIT TYPES

| Symbol | Definition |
|-------------------------|----------------------------------|
| <i>Armored Vehicles</i> | |
| | Tank (British A-13 cruiser) |
| | Tank (Italian M13/40) |
| | Tank (British Mark VIb) |
| | Armored Car (British Morris LRC) |

Personnel Units

| | |
|--|-------------|
| | Infantry |
| | Parachute |
| | Machine Gun |
| | Motorcycle |

Weapons Units

| | |
|--|-----------|
| | Artillery |
| | Antitank |

| | |
|-------------------------|--------------------|
| | Light Antiaircraft |
| | Heavy Antiaircraft |
| <i>Non-Combat Units</i> | |
| | Transport |

[3.36] GAME MARKERS

| Front | | Back |
|-------|-------------------|------|
| | Artillery Barrage | |
| | Moved | |
| | Infiltrate | |
| | Turn Phase | |
| | Game Turn | |
| | Victory Points | |

Nearly all game markers are color-coded by nationality for use by each side.

[3.37] GLOSSARY OF GAME TERMS

Antitank Factor is the relative fighting capacity of a unit attacking or defending against enemy armored units, expressed in terms of an Antitank Factor.

Combat Factor is the relative fighting capacity of a unit attacking or defending against enemy non-armored units, expressed in terms of a Combat Factor. Artillery units use this value when conducting bombardment or support during regular combat.

Defensive Barrage Bonus represents the ability of armored units to withstand enemy artillery barrages, expressed in terms of favorable CRT column shifts.

Movement Allowance represents the ability of a unit to move, expressed in terms of Movement Points.

Range measures the distance artillery units can bombard non-adjacent target hexes, expressed in terms of hexes.

[3.4] GAME SCALE

Each daylight game turn represents one hour of actual time. Each darkness game turn represents six hours of actual time. Each hexagon on the map represents one mile.

[3.5] INVENTORY OF GAME PARTS

A complete game of *Beda Fomm* will include the following:

- One Rules Booklet
- One mapsheet (22" x 34")
- One countersheet (216 counters, 5 are blanks)
- Two 6-sided dice
- One Game box

If any of these parts are missing or damaged, please contact our main distributor:

GMT Games LLC, PO Box 1308, Hanford, CA 93232, USA.
Phone: 800-523-6111 (US and Canada),
559-583-1236
FAX: 559-582-7775
E-Mail: gmtoffice@gmtgames.com

[4.0] HOW TO WIN THE GAME

COMMENTARY: The remnants of the Italian 10th Army were concerned with breaking through the British blocking force and escaping into Tripolitania. With the main body of the Western Desert Force closing in rapidly from behind, the escape had to be made before noon of February 7.

GENERAL RULE

Victory Points are used to determine which player is the winner and what victory level has been achieved at the end of play. Only the Italian player can earn Victory Points by exiting Italian units from the south map edge.

PROCEDURE

Printed on the map is the Italian Morale Track where the Italian player places his VP marker to record the number of Victory Points earned for exiting his units off the south map edge. The VP marker is adjusted upwards when Italian units exit the map.

CASES

[4.1] ACCUMULATING VICTORY POINTS

During play, the Italian player receives Victory Points for exiting Italian units from the south map edge. To exit units, the Italian player pays the same movement cost of the hex he is exiting the map from (road/trail movement rates may apply). The Italian player may also retreat units off the map edge to earn victory points (thus escaping). The Italian player receives two Victory Points for each battalion size unit (including transport battalions) exited. He also receives one Victory Point for each company, platoon, or group size unit exited.

[4.2] DETERMINING VICTORY

The total number of Italian Victory Points accumulated indicates the victory level achieved, as noted by the following table.

| VPs | Victory Level |
|------|------------------|
| 0 | British Decisive |
| 1-5 | British Marginal |
| 6-10 | Italian Marginal |
| 11+ | Italian Decisive |

[4.3] ENDING THE GAME

The game ends under any of the following circumstances when:

- either player concedes victory to the other side;
- the last Game-Turn has been played; or
- an Italian unit exits the map to achieve an Italian Decisive Victory

[5.0] ZONES OF CONTROL

GENERAL RULE

The six hexes that surround a unit (or stack) constitute the Zone of Control (ZOC) for that unit or stack. Zones of Control affect movement, retreat and advance after combat. Hexes in the ZOC are called controlled hexes, and they inhibit the movement of Enemy units.

CASES

[5.1] WHICH UNITS EXERT A ZONE OF CONTROL

All units except Italian transport units have a ZOC. Transport units do not have a ZOC.

[5.2] EXTENT OF ZONES OF CONTROL

Zones of Control extend into all six hexes adjacent to the controlling unit's hex, regardless of terrain type. Prohibitive terrain does not negate the controlling unit's ability to exert its ZOC.

[5.3] EFFECTS OF ZONES OF CONTROL

[5.31] Units never pay any additional movement cost to enter or exit an Enemy-controlled hex.

[5.32] Whenever a unit enters an enemy ZOC it must stop and may not move further that movement phase. Units may leave an enemy ZOC freely only if they begin the turn in a ZOC, and even then must stop as soon as they enter another enemy ZOC.

[5.33] A unit that begins movement in an enemy ZOC may not move directly to another unless it is able to conduct Infiltration (see 9.3).

[5.34] There is no additional effect of having more than one unit exerting its ZOC onto a given hex.

[5.35] Enemy and friendly units both exert Zones of Control into the same hex. Such Zones of Control are said to mutually exist in the hex

and do not cancel each other out.

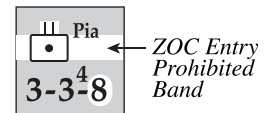
[5.36] Friendly Zones of Control never affect friendly units — only enemy units.

[5.4] ENTERING A ZONE OF CONTROL

[5.41] Armored units (tanks and armored cars) may always enter an enemy ZOC.

[5.42] Personnel units (infantry, parachute, machine gun, and motorcycle) may enter an enemy ZOC except that of enemy armored units, unless they are moving with a friendly armored unit or a friendly armored unit already occupies the hex.

[5.43] Weapons units and transport units may never enter an enemy ZOC. These units are marked with a light band across their unit type box to denote this restriction.



[5.44] A unit may move without penalty into and out of hexes adjacent to units that do not exert Zones of Control.

[5.45] A friendly ZOC never interferes with the movement of friendly units.

[5.5] REMAINING IN A ZONE OF CONTROL

Often a unit will find itself in an enemy ZOC that it could not enter normally (an unstacked infantry unit in the ZOC of an enemy armored unit, for example). Such units are not obligated to vacate the ZOC hex and may remain as long as they wish.

[5.6] EFFECTS OF ZONE OF CONTROL ON RETREATS

[5.61] If a unit is forced to retreat into or through an enemy ZOC hex, the unit is eliminated.

[5.62] Friendly units do NOT negate enemy Zones of Control in the hexes they occupy for the purposes of retreat; the retreating unit(s) are still eliminated.

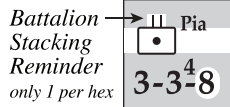
[6.0] STACKING

GENERAL RULE

Players may place more than one unit in a single hex within certain limits. This is referred to as "stacking". Game markers never count towards the stacking limit. Players may freely inspect the stacks of the opposing side at any time.

[6.1] STACKING RESTRICTIONS

[6.11] Each hex may contain either one battalion and one smaller unit or a total of four smaller units. A smaller unit is any unit other than a battalion. Battalion size units have a white box behind their unit size indicator to denote that only one such unit may occupy a hex.



[6.12] Enemy and friendly units may not occupy the same hex.

[6.13] Stacking limits are in effect at all times. A unit may never enter a hex if that would cause the total number of units in the hex to exceed the stacking limits.

[6.14] If a unit is forced by a failed morale check to retreat into or through a hex where it would exceed the limit, it is eliminated.

NOTE: Players can adopt a "Four Point" stacking rule. Battalion units count as three stacking points (exception: see 9.43, parked Italian transport units). Smaller units count as one stacking point. A hex may never contain more than four stacking points.

[7.0] MORALE

COMMENTARY: Morale was extremely important to the actual battle, and likewise plays a critical role in the game.

GENERAL RULE

Every parent unit on each side uses the Morale Track on the map to display its current morale level. There are a total of twelve Italian parent units and three British parent units. Periodically, units will undergo morale checks as a result of combat. The morale level of the parent unit is reduced whenever one of its units fails its morale check or is eliminated, thus making it more difficult for units of that designated group to pass future morale checks.

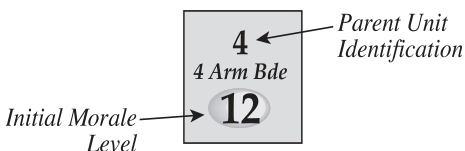
PROCEDURE

When an individual unit is required to check morale, only that unit (not all other components of its parent unit) is required to do so. To check the morale of a unit, the owning player rolls two dice and compares the number rolled to the current morale level of the individual unit's parent unit as reflected on the Morale Track. Some combat results will call for a unit to add one or more to its die roll on a morale check. If the modified total is equal to or less than the current morale level, the unit passes its morale check. If the modified total is greater than its current level, the unit fails its morale check and will either be forced to retreat or is eliminated.

CASES

[7.1] INITIAL MORALE

The initial morale level of each parent unit is the number printed on the Morale marker for that unit.



For example, the initial morale level of the British 4th Armoured Brigade is 12. At the beginning of the game, each Morale marker is placed in the corresponding numbered box of the Morale Track.

[7.2] UNIT EFFECTS OF FAILED MORALE CHECKS

[7.21] If a unit fails its morale check by one, two, or three, it must immediately retreat two hexes (see Section 12.4, Retreats).

[7.22] If a unit fails its morale check by four or more, it is eliminated and removed from play.

Example: a unit has a current morale of 2. If the owning player rolls a 6, the unit has failed its morale check by four and is eliminated.

[7.3] REDUCTION IN MORALE LEVEL

[7.31] Each time a unit either fails its morale check or is eliminated, the morale level of that unit's parent unit is immediately reduced by one on its Morale Track.

[7.32] Never reduce the morale level by more than one for a single unit; there is no double-penalty for a unit failing its morale check and then being subsequently eliminated as a result.

Example: A unit fails its morale check by 4 or more and is eliminated. Or a unit fails its morale by 2 but is eliminated because it is then unable to retreat. The Morale level of the parent unit is still only reduced by one (not two).

[8.0] SEQUENCE OF PLAY

CASES

[8.1] THE GAME-TURN

Beda Fomm is played in a number of Game-Turns each consisting of two Player-Turns (one Italian and one British). The player whose Player-Turn is in progress is called the Phasing Player, while the other player is referred to as the Non-Phasing Player.

[8.2] GAME-TURN SEQUENCE OUTLINE

Each Game-Turn follows the rigid sequence below.

A. ITALIAN PLAYER TURN

1. **Movement Phase**
 - a. Italian Transport units park or unpark
 - b. New units arrive
 - c. Conduct movement and place Move and Infiltrate markers as necessary
 - d. Remove British Artillery Barrage markers
2. **Barrage Phase**
 - a. Italian Player conducts Interdiction Barrages
 - b. British Player conducts Attack Barrages
 - c. Italian Player conducts Attack

3. **Antitank Phase**
 - a. British Player conducts Antitank Fire
 - b. Italian Player conducts Antitank Fire
 - c. Italian Player removes his Moved markers
4. **Regular Combat Phase**
 - a. Italian Player conducts Regular Combat
 - b. Italian Player removes his Infiltrate markers
 - c. Artillery units of both sides are flipped back over from their "Fired" side
 - d. Artillery markers for both sides are removed (except Italian Barrage markers used for Interdiction)

B. BRITISH PLAYER TURN

5. **Movement Phase**
 - a. New units arrive
 - b. Conduct movement and place Move and Infiltrate markers as necessary
 - c. Remove Italian Artillery Barrage markers
6. **Barrage Phase**
 - a. British Player conducts Interdiction Barrages
 - b. Italian Player conducts Attack Barrages
 - c. British Player conducts Attack Barrages
7. **Antitank Phase**
 - a. Italian Player conducts Antitank Fire
 - b. British Player conducts Antitank Fire
 - c. British Player removes his Moved markers
8. **Regular Combat Phase**
 - a. British Player conducts Regular Combat
 - b. British Player removes his Infiltrate markers
 - c. Artillery units of both sides are flipped back over from their "Fired" side
 - d. Artillery markers for both sides are removed (except British Barrage markers used for Interdiction)

Activity out of sequence is prohibited. The precise activities performed in these phases are described below.

[9.0] THE MOVEMENT PHASE

GENERAL RULE

During the Movement Phase of his Player-Turn, each Player may move as many or as few of his units as he wishes. As long as a unit does not spend more movement points than its movement allowance, it may be moved as many or as few hexes as desired. Unused Movement Points may not be accumulated or transferred between units.

PROCEDURE

Movement is regulated by the printed hexagons on the mapboard. Movement is expressed in terms of movement points, which are expended in varying amounts as a unit moves from hex to hex depending on terrain and enemy interdicted hexes. Units are moved individually or as a stack, in any order the phasing player desires, tracing a path of contiguous hexes through the hex grid. Once a player begins moving a particular unit or stack, he must complete its movement before any other unit or stack is moved.

CASES

[9.1] HOW TO MOVE UNITS

[9.11] Movement points expended for terrain are summarized on the Terrain Effects Chart. Note that the terrain costs for Italian units vary by unit type, including prohibited terrain hexes. Italian weapon and transport units have their MPs displayed inside a white circle as a reminder to use the same colored “Wpn & Trans” column on the Terrain Effects Chart.

[9.12] Regardless of terrain cost including Interdiction penalty, a unit that does not begin its movement phase in an enemy zone of control can always move one hex, so long as the hex does not contain prohibitive terrain (exception: see 5.4, entering an enemy ZOC and 9.3, infiltration).

[9.2] MOVEMENT RESTRICTIONS

[9.21] A Friendly unit may never enter a hex containing an Enemy unit.

[9.22] Some units may enter an enemy Zone of Control but must then cease movement. (see Section 5.0, Zones of Control).

[9.23] When moving units as a stack, the units must begin their Movement Phase stacked together. Any units that are dropped off as the stack moves may not move any further.

[9.24] Stacking limits must be observed at all times when conducting movement (see Section 6.1, Stacking Restrictions).

[9.3] INFILTRATION MOVEMENT

[9.31] While a unit that is capable of entering an enemy ZOC may normally leave an enemy ZOC at the beginning of its movement phase and then later reenter another enemy ZOC, a unit may only move directly from one enemy ZOC hex to another by means of infiltration.

[9.32] Only British armored units and British and Italian personnel units may conduct infiltration. These units are designated with an underlined Movement Allowance.



[9.33] When a unit infiltrates, place an Infiltrate marker atop the unit. Infiltrating units may not attack during the upcoming Regular Combat Phase of the same Player-Turn.

[9.4] PARKING

GENERAL RULE

Italian transport units may park instead of move. The Italian player may park as many units in a movement phase as desired. Parked units do not count against stacking, but only one Italian transport unit may park in the hex.

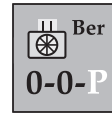
PROCEDURE

When a unit parks designate it by flipping over the unit counter.

CASES

[9.41] Italian transport units may only park at the beginning of their Movement Phase before other units move.

[9.42] Parked units may not move and are considered to have a combat factor of zero.



[9.43] Parked units do not count against stacking, but only one Italian transport unit may park in the hex. The parked side of the unit has a yellow rather than white box behind their unit size indicator to denote this special stacking exception. Given stacking limits, a parked transport unit can co-exist with a non-parked transport unit in the same hex (but the parked unit could never unpark while the other transport unit is occupying the hex due to stacking restrictions).

[9.44] A parked unit may later unpark. Unparking is done at the beginning of the Movement Phase before other units move. The unit is flipped over to its unparked side at the cost of its entire movement allowance.

[9.45] If a parked unit is alone and attacked by an enemy unit during the Regular Combat Phase, it is eliminated.

[9.46] If a parked unit is stacked with a friendly unit, it suffers any adverse results inflicted upon the unit stacked with it. Parked units forced to retreat are eliminated.

[10.0] THE BARRAGE PHASE

GENERAL RULE

During the barrage phase, artillery units of both sides may fire barrages. Each artillery unit may fire once during the barrage phase. There are two types of barrages: interdiction and attack. No more than one barrage of each type may be fired at any one hex. Only the phasing player may conduct an interdiction barrage. Barrages are conducted in the following specified sequence.

1. Phasing player conducts interdiction barrages
2. Non-phasing player conducts attack barrages
3. Phasing player conducts attack barrages

Artillery units conduct all barrages using their Combat Factor while observing range, artillery spotting, and fire coordination restrictions.

CASES

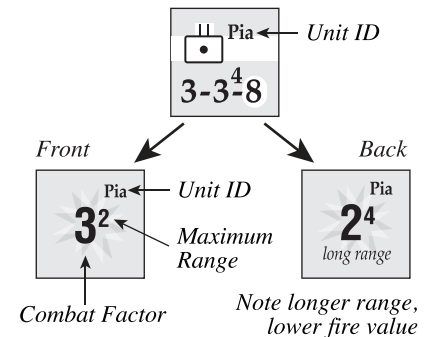
[10.1] RANGED FIRE

[10.11] Each artillery unit has a printed range in hexes. The unit may only conduct barrages against hexes within range.

[10.12] When counting the artillery range distance, count the target hex but don't count the firing artillery unit's hex.

[10.13] All barrages fired against targets within half the unit's printed range (3 hexes in the case of units with a printed range of 7) are conducted at full combat value. All barrages fired at greater than half range has its combat factor halved individually, rounding fractions up.

[10.14] Artillery Barrage markers are provided for each artillery unit, per the unit designation on each marker. Each side shows the artillery combat factor and maximum fire range. The front-side of the markers shows the combat value when firing at half-range, and the other side shows the reduced combat value when firing at greater than half range. Place these markers on any hex being barraged.



[10.2] ARTILLERY SPOTTING

[10.21] Barrages cannot be fired against a hex that is not spotted.

[10.22] A hex is not spotted if it is either an undulating ground hex or if there is an undulating ground hex between the firing artillery unit and the target hex.

PROCEDURE

To determine if an undulating ground hex is between the firing unit and the target, place a straight edge over the map from the center of the firing artillery unit to the center of the target hex. If the straight edge passes through any undulating ground hexes, the target hex is blocked.

[10.23] A hex is always spotted if there is a friendly unit adjacent to the target hex.

[10.3] FIRE COORDINATION

COMMENTARY: Beda Fomm was a meeting engagement between a hurriedly assembled British advance guard and a badly disorganized group of Italian remnants. As such, the battle was

confused and lacked overall direction on both sides. This affected the battle most importantly in limiting the ability of either side to coordinate combined fires from widely separated locations.

Only artillery units stacked together may combine their fire for the same type of barrage at the same target hex.

[10.4] INTERDICTION BARRAGE

[10.41] Only the phasing player may fire interdiction barrages.

[10.42] The number of artillery factors fired at a hex is the number of additional MPs that must be expended by enemy units to enter the hex in their next movement phase in addition to normal terrain costs.

[10.43] Place the corresponding Artillery Barrage marker in the Interdicted hex.

[10.44] An enemy unit may always enter an interdicted hex if that is the only move it makes during the phase, even if this would require more MPs than the unit has (exception: see 9.32).

[10.45] Interdiction barrages may be fired at enemy-occupied hexes or vacant hexes, but not friendly-occupied ones; enemy units in the interdicted hex are never harmed (i.e. no morale check, etc.).

[10.46] As each interdiction barrage is resolved, flip the firing artillery unit over to its "Fired" side.

[10.5] ATTACK BARRAGE

PROCEDURE

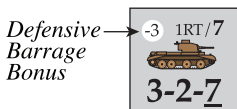
In each attack barrage, the total number of firing artillery factors is used to attack each unit in the target hex. Consult the Barrage Attack Table, locate the column corresponding to the number of firing factors, and roll the die once for each enemy unit in the target hex. The results on the table may call for the enemy unit to take a morale check, take a morale check with a die roll modification, or be eliminated.

[10.51] Both players may fire barrage attacks. Barrage attacks are fired after interdiction barrages.

[10.52] The non-phasing player conducts all barrage attacks first, followed by the phasing player.

[10.53] Place the corresponding Artillery Barrage marker in the barraged hex.

[10.54] When conducting barrage attacks on enemy armored car units, lower the referenced column by two levels. When conducting barrage attacks on enemy tanks, lower the referenced column by three levels. Armored units have this defensive barrage bonus in the upper left-hand corner of their counter.



Example: Six artillery factors are firing on a hex containing three enemy units. Roll for each enemy unit separately as follows. The enemy weapon unit uses the six column (no modifier), the armored car unit (-2 column modifier) uses the four column, and the enemy tank unit (-3 column modifier) uses the three column of the Barrage Attack Table.

[10.55] As each attack barrage is resolved, flip the firing artillery unit over to its "Fired" side.



[11.0] THE ANTITANK PHASE

GENERAL RULE

During the antitank phase, units of both sides may fire at adjacent enemy armored units only using their antitank factor. Firing is initiated at each player's discretion; it is not mandatory. Each firing unit may only fire once, and each enemy armored unit may only be fired at once.

Antitank fire must be carried out in the following specified sequence.

1. Non-phasing player conducts antitank fire
2. Phasing player conducts antitank fire

PROCEDURE

In each antitank fire, the total number of firing antitank factors is used to attack a single armored unit in the target hex. Friendly units that are adjacent to an enemy armored unit may combine their antitank factors to achieve a better attack. Total the number of antitank factors firing in an attack and compare it to the antitank factor of the enemy armored unit. (Note that armored units with parenthetical antitank factors may not fire, but use their factor to defend against antitank fire.) Express the comparison as a simple odds ratio as listed on the Antitank Fire Table. If rounding is necessary, always round in favor of the target unit.

For example, seven antitank factors firing at an armored unit with an antitank factor of two would round down to 3:1 on the Antitank Fire Table.

Consult the Antitank Fire Table, locate the column corresponding to the odds ratio, and the firing player rolls a single die for the enemy armored unit being fired at. The DE result means that the target unit is eliminated; otherwise there is no effect.

CASES

[11.1] ANTITANK FIRE TARGETS

[11.11] The firing player targets enemy armored units individually, and each enemy armored unit may only be fired at once.

[11.12] Not all enemy armored units need to be fired at. The firing player may decide to combine and concentrate his fire on a single enemy armored unit, even though he could attack more than one.

[11.2] WHICH UNITS FIRE

[11.21] Units with an antitank factor of zero or having a parenthetical antitank factor may never fire.

[11.22] Artillery units may only fire at adjacent enemy armored units, using their Antitank Factor. Ranged fire is not permitted during the antitank phase.

[11.23] All units of the non-phasing player with an antitank value of one or more may fire at adjacent enemy armored units.

[11.24] All armor units of the phasing player may fire at adjacent enemy armored units. Non-armor units, however, may only conduct antitank fire if they did not move in the immediately preceding movement phase. Non-armored units restricted from conducting antitank fire due to moving are marked with a "Move" marker as a reminder.

Note: The reverse side of "Move" markers are meant to remind players that this antitank fire restriction never applies to the phasing player's armored units (they may always move and immediately fire). The movement restriction only applies to the phasing player's non-armored units that would otherwise be able to fire.

[11.3] DEFENSIVE TERRAIN BENEFITS

[11.31] Armored units of the non-phasing player occupying undulating ground have their antitank factor doubled for defensive purposes when being fired at.

[11.31] Armored units of the phasing player occupying undulating ground that did not move in the immediately preceding movement phase have their antitank factors doubled for defensive purposes when being fired at. To help indicate which armored units moved, the phasing player may rotate them 90 degrees in the hex as a reminder.

[12.0] THE REGULAR COMBAT PHASE

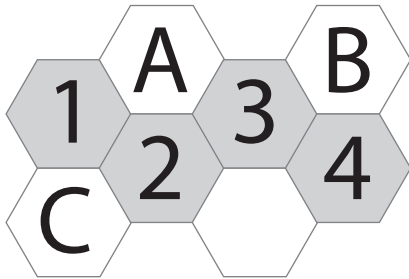
GENERAL RULE

During the regular combat phase, the phasing player at his discretion may attack non-armored units of the non-phasing player. Armored units may not be attacked during the combat phase, nor may non-armored stacked with armored units.

PROCEDURE

The phasing player first declares all attacks he wishes to make, noting which units are attacking and which artillery units are supporting each attack. The phasing player is not required to attack enemy units to which he is adjacent. However, when an enemy-occupied hex is attacked by a friendly unit, all other enemy-occupied hexes adjacent to the attacking unit must also be attacked. If such a hex was the target of a barrage attack, that satisfies the attack

requirement (there will be an artillery barrage marker in the hex as a reminder). Not every friendly unit adjacent to a hex under attack need participate in the attack.



For example: British units are in hexes A, B, and C. Italian units are in hexes 1, 2, 3, and 4. If the British in hex A attack hex 2, then hexes 1 and 3 must also be attacked. Units in hex C could attack hex 1. Units in hex B could attack hex 3, but if they do so hex 4 must also be attacked. Please note that no attack would be required on any hexes if they were already subject to an attack barrage (there would be an artillery barrage marker on the hex).

Following declaration of attacks, the defender decides and announces how he will allocate his defensive support. Each attack is then resolved separately in any order the phasing player desires. The order chosen can be important, as the results of one attack may influence others.

The attacker resolves attacks by totaling the number of combat factors attacking a hex including offensive support and compares this to the total combat factor of all enemy units in the hex including defensive support. Individual enemy units in a stack may not be attacked separately; all are attacked as a combined force. The total of attacking factors versus the total of defending factors is expressed as a simple odds ratio, rounding in favor of the defender. Consult the Combat Results Table, locate the column corresponding to the odds ratio, and the attacker rolls a die and notes the result. The result may affect either the attacker or the defender and may consist of a morale check, a morale check with a die roll modification, or an elimination. In the event of a morale check or a morale check with a die roll modification, each individual affected unit is rolled for separately.

CASES

[12.1] WHICH UNITS MAY BE ATTACKED

[12.11] Only enemy non-armored units that are not stacked with armored units may be attacked. Note: Players may wish to place their armored units as the topmost unit of a stack as a reminder that non-armor units beneath them are shielded from being attacked.

[12.12] Armored units may not be attacked.

[12.13] Enemy non-armored units that are not stacked with armored units, and that are adjacent to an attacking unit must be attacked, unless they were already subject to an artillery attack barrage. There will be an Artillery Barrage marker in the hex if true.

[12.2] WHICH UNITS ATTACK

[12.21] Any unit of the phasing player with a non-parenthetical combat factor may attack during the combat phase.

[12.22] Units with a parenthetical combat factor may never attack; they may only defend.

[12.23] Artillery units that fired during the barrage phase may not attack or provide support during the regular combat phase. These artillery units will already be flipped over on their "Fired Side" (which shows a parenthetical combat factor).

[12.3] ARTILLERY

[12.31] Artillery units of both players that did not fire during the barrage phase may participate in regular combat. Artillery units flipped over on their "Fired" side may not participate in regular combat.

[12.32] Artillery units of the phasing player that did not fire during the barrage phase may attack adjacent enemy units normally.

[12.33] Artillery units of the phasing player which are not adjacent to an enemy unit and which did not fire in the barrage phase may fire offensive support. Place the corresponding Artillery Barrage marker in the hex receiving offensive support (with the correct side facing up based on the firing range).

[12.34] Artillery providing offensive support may never more than double the combat factor of the attacking units.

[12.35] Artillery units of the non-phasing player that are adjacent to enemy units may not fire defensive support, but always defend normally if attacked.

[12.36] Artillery units of the non-phasing player which are not adjacent to an enemy unit and which did not fire in the barrage phase may fire defensive support for any defending hex within range. Defensive support adds the combat factor of the artillery unit to the combat factors of units defending a hex (or half for long-range fire). Place the corresponding Artillery Barrage marker in the hex receiving defensive support (with the correct side facing up based on the firing range).

[12.37] Artillery providing defensive support may never more than double the combat factors in a hex.

[12.4] RETREATS

[12.41] If a unit fails a morale check it must immediately retreat two hexes. Movement costs are ignored for purposes of conducting retreats, but other movement restrictions apply.

[12.42] A unit may retreat in any direction the owning player desires, so long as it ends its retreat two hexes away from where it started.

[12.43] Units are retreated individually. A unit conducting a retreat may not violate stacking limits, enter enemy ZOCs, or enter prohibited terrain. If forced to do so, the retreating unit is eliminated.

[12.44] Parked Italian transport units forced to retreat are eliminated.

[12.45] (*optional rule*) If a retreating unit enters a friendly-occupied hex (even when the retreating unit is eliminated due to stacking restrictions), all units in that hex must individually conduct a morale check after the unit has completed its retreat.

[12.5] ADVANCE AFTER COMBAT

[12.51] If the defender's hex is vacated due to regular combat, either as a result of retreat or elimination, the attacking unit(s) may immediately advance into the vacated hex. Units advancing may not violate stacking limits or enter prohibited terrain, nor advance into an enemy ZOC if they aren't allowed to.

[12.52] Artillery units may never advance as a result of regular combat.

[12.53] Defending units may never advance as a result of regular combat.

[13.0] DARKNESS

The night turn and the early morning turn of each day are under darkness as indicated on the Turn Record Track by shaded boxes. Due to darkness, units may not enter enemy ZOCs or conduct any attacks or barrage fires. In effect, only a limited Movement Phase is conducted for the turn.

[14.0] HOW TO SET UP THE GAME

GENERAL RULE

The pieces representing the British and Italian forces are sorted by parent unit designation since most units arrive as a group. British units beginning play on the map are placed. Units set to enter play during the game are set aside in an organized fashion for later use. Game markers are placed on the map as appropriate.

CASES

[14.1] SETTING UP THE GAME MARKERS

[14.11] The Game-Turn marker is placed on the Game-Turn One space on the Turn Record Track.

[14.12] The Phase marker is placed Italian side-up on the Movement Phase space of the Phase Track.

[14.13] All numbered Formation Morale markers are placed in the corresponding numbered boxes on each player's Morale Track.

[14.14] Both players set aside the remaining game markers used during play (brown markers for the British, green for the Italians).

[14.2] BRITISH INITIAL SET-UP

The British Player places his initial force on the game map that consists of all nine units of *Combeforece*. These units may be placed on and adjacent to hex 2731.

[14.3] ITALIAN INITIAL SET-UP

[14.31] The Italian player must form nine convoy groups. Each convoy group must consist of two transport battalions and one personnel battalion. All eighteen transport battalions are from the *Bergonzoli Group*. The nine personnel battalions used are the two infantry and two machine gun battalions of the *Bergonzoli Group*, the two infantry and one motorcycle battalion of the *10th Bersaglieri*, and any two infantry battalions of the *Sabratha Division*.

[14.32] The Italian player should sort the armored units of the *Babini Brigade* by battalion. These units arrive gradually, one battalion at a time. For example, the *3rd Tank Battalion* consists of two tank groups, each with a factor of 2-2-4.

[15.0] UNIT ARRIVALS

GENERAL RULE

The order of appearance on the back rules cover and Turn Record Track indicates the turn on which designated units enter play. New units enter from the map edge and must pay the correct MP cost to enter the first full hex on the map.

[15.1] ARRIVING BRITISH UNITS

All British unit arrivals may enter the map on any hex on the east edge.

[15.2] ARRIVING ITALIAN UNITS

[15.21] All Italian unit arrivals except for the *Bignami Group* enter on the road at hex 0901 from the north map edge. The Italian player may delay a unit's entry for one turn and enter on any trail from the north map edge. Entry may not be delayed for more than one turn.

[15.22] The *Bignami Group* enters the map on the trail at hex 2001. If entry of this group (or part thereof) is delayed for one turn, it may enter any road or trail from the north map edge.

[15.23] When a convoy appears on the order of appearance, one convoy group of the Italian player's choice (three units) enters play. Entry may be delayed by one turn to enter on any trail from the north map edge.

[16.0] ITALIAN OPENING MOVES

COMMENTARY: The Italians were totally unaware that a British blocking force had arrived in their rear, and to duplicate the initial surprise, several rules are in effect at the start of play.

CASES

[16.1] ITALIAN MOVEMENT RESTRICTIONS

[16.11] The Italian player moves first by taking the units scheduled to arrive on the first turn (the three units of the *Colpani Group* and one convoy group) and entering them along the road at hex 0901.

[16.12] Until an Italian unit has been adjacent to a British unit (hence establishing first contact), Italian units may not delay their entry.

[16.13] All units must enter on the road, and must move down the road by expending at least six MPs per movement phase, stacking permitting.

[16.14] Italian units moving down the road may freely enter the ZOC of any British unit and upon doing so end their movement.

[16.15] Italian units that normally cannot enter enemy ZOCs may do so the first turn of contact, including entering ZOCs of enemy armored units.

[16.16] Italian transport units may not park until the British are contacted.

[16.2] ITALIAN COMBAT RESTRICTIONS

Italian units may not attack during their Player-Turn of contact. They may conduct Antitank Fire and Artillery Barrage Fire normally during the upcoming British Player-Turn.

[16.3] LIFTING RESTRICTIONS

[16.31] All of these rules are in effect until the end of the Italian Player-Turn of first contact. Thus, even though the leading Italian unit has contacted British units, this does not relieve other Italian units from the obligation to continue moving south along the road until they also encounter British units, or are halted by stacking constraints, or expend six or more MPs.

[16.32] All of these limitations on Italian movement and combat are removed after the Player-Turn of first contact.

[17.0] HISTORICAL NOTES

THE BATTLE OF BEDA FOMM

In early December 1940, the British Western Desert Force launched a major offensive against the Italian 10th Army in Egypt and Libya. While the Italians had ten divisions available, supply problems limited them to only five divisions in Egypt, and even these were spread out in a series of fortified camps. Thus, the British were able to concentrate on isolated positions with overwhelming force early in the offensive, and within the first several days four Italian divisions had been destroyed. What had originally been intended as a raid of about one week in duration soon developed into an effort to totally destroy the Italian 10th Army. As it became obvious that the Italians were pulling out completely,

the British made one last attempt to destroy the survivors of the 10th Army. The poor cross-country performance of the bulk of the Italian vehicles mandated a retreat along the lone surfaced highway in Libya, the Via Balbo, which followed the coastline. A small mobile force could perhaps be dispatched overland to cut this road and delay the Italian columns long enough for the bulk of the British army to overtake them and complete their destruction.

The blocking force chosen was a small detachment of the Support Group of the 7th Armoured Division consisting of a motorized infantry battalion (2nd Battalion of the Rifle Brigade), a battery of artillery (C Battery, Royal Horse Artillery), and an antitank battery of the 106th Royal Horse Artillery. Additionally, the force included the few remaining operational armored cars of the 11th Hussars, to which B Squadron of the newly-arrived King's Dragoon Guards was attached. Even including them, the Hussars could muster barely 25 vehicles, all of which were antiquated Rolls Royce cars. The commander of the 11th Hussars, Lt-Col. J.F.B. Combe, commanded the mobile force, and thus it was designated *Combeforece*.

On February 5th at about 12:30 *Combeforece* reached the coast road, virtually simultaneously with the appearance of the Italian column, and took up its blocking positions. The 2nd Rifle Brigade and the antitank guns deployed on and to the left of the road where undulating sand dunes separated it from the sea (hexes 1631 and 1732). C Battery deployed to their rear in support, B Squadron of the KDG deployed farther south to intercept any Italians who eluded the roadblock, and the Hussars spread out to the northeast to deter any flanking attempt.

At 12:50 fire opened on the leading Italian elements, which consisted of transport units escorted by a few combat troops. Due to the confused nature of the retreat, it is impossible to say with complete assurance which Italian combat units were the first into action. It is known, however, that interspersed with the soft transport of the entire column were four battalions formed as an escort group (two provisional battalions from the survivors of the Sirene and Marmarica Divisions and the machine gun battalions of the Brescia and Savona Divisions), the three battalions of the 10th Bersaglieri regiment, and elements of the Sabratha division. Also interspersed with the non-combat units were the remnants of several Italian battle groups. Lacking both sufficient infantry strength to punch through the roadblock and the armor necessary to drive off the armored cars of the Hussars, the Italian column was stymied; for the next several hours, newly arriving units continued to arrive behind the advance guard in an increasingly serious traffic jam.

Arriving around 5:00 in the evening, the 4th Armoured Brigade found the long Italian column an inviting target; it made a quick attack before dusk, capturing 1,000 prisoners and destroying many vehicles before they broke off action. The gravity of the situation had been realized by the Italian command, however, and

tank units were detached from the rearguard to assist in clearing the roadblock. During the night of February 5-6 the British crews of 4th Armoured Brigade could clearly hear the engine and track noises of Italian tanks moving into position for a dawn attack.

The main objective of 4th Armoured Brigade during 6 February was to prevent the growing concentration of Italian armor, infantry, and artillery in the north from breaking through to the vanguard of the column, now cut off by the British armor. The main defensive position held by the British, the Pimple (hexes 1823 and 1923), was entrusted to the tanks of 2nd Royal Tank Regiment. The light tanks of 7th Hussars were sent ranging to the north in an attempt to locate, attack, and disrupt the tail of the enemy column. One squadron of light tanks from the 3rd Hussars watched the tracks leading north to delay any unexpected Italian arrivals from this area, while the rest of the 3rd Hussars operated against the Italian column to the north of 2nd RTR. The artillery and antitank guns supported the main positions around and to the north of the Pimple.

Throughout the morning hours, the Italians launched a series of attacks against the Pimple and the immediate area; all were spearheaded by medium tanks. Taking advantage of the rolling ground to fire from hull-down positions, the British tankers took a terrible toll of enemy armor, but the Italians continued to attack with outstanding courage and determination. By noon, the Italians had committed about 80 medium tanks to action, half of which had been knocked out. British medium tank strength, however, had been reduced to a mere 15 runners, and the Pimple was now in Italian hands.

The last remaining reserve of British armor was the 7th Armoured Brigade which, due to a series of confused and ill-advised orders, had been considerably delayed. In the early afternoon, however, the 1st Royal Tank Regiment (which included the few remaining operational tanks of the brigade) arrived just in time to prevent an Italian breakout to the east north of the Pimple. At the same time the 2nd RTR, supported by F Battery, counterattacked and recaptured the Pimple. About 30 Italian tanks had succeeded in breaking through to the south, however, and Combefore came under increasingly severe attacks throughout the late afternoon. At the same time, 10th Army ordered the last of its rearguard units to begin moving south. These troops, consisting of the bulk of the Sabratha Division, the remainder of the Babini armored brigade, and Ragruppamento Bignami, were the last intact reserves available to 10th Army, but still constituted a potent striking force. During the evening of February 6-7 the Italians positioned themselves for the final attack.

At dawn on the 7th, the last attack was launched, and came closer to success than any other. Spearheaded by the 30 medium tanks that had broken through the previous day, elements of the 10th Bersaglieri Regiment attacked Combefore along the road and the seaward flank. All but one of the antitank guns of the 106th Royal Horse Artillery were knocked out

and the Italian tanks penetrated the infantry positions, but all were knocked out. The British infantry stood firm and halted the Bersaglieri. With the failure of this last attack and the loss of virtually all their remaining tanks, the Italians began to surrender. In any event, the arrival of the advanced elements of the 6th Australian Division in El Magrun in the late morning would have sealed the fate of the Italians had they continued to resist.

By the end of the day, the total haul of prisoners was in excess of 25,000, and the Via Balbo was littered with abandoned and destroyed vehicles, tanks, and guns for miles, a tenaciously fought battle had been won by the narrowest of margins, and had reaped a victory almost unprecedented in its magnitude.

TANK STRENGTHS

British: The main British tanks in use at Beda Fomm were the A-13 cruiser and Mark VIb light tanks. A few of the older A-10 cruisers were still in service with 2nd RTR as well. Both varieties of cruiser tanks mounted a 2 pounder gun, while the light tanks mounted only a machinegun. Tank strengths for the various British tank units in action in the battle follow.

1st RTR: 11 cruisers, 6 lights
2nd RTR: 19 cruisers, 7 lights
3rd Hussars: 7 cruisers, 14 lights
7th Hussars: 1 cruiser, 19 lights
4th Arm. Bde. HQ: 4 lights

Italian: At the beginning of the British offensive in December, the Italians had deployed a large number (six battalions in all) of L3 tankettes, but only a handful of these had survived to reach Beda Fomm. Lightly armored and mounting only a machinegun, as did the British light tank, it had the additional disadvantage of being very slow. The Italians also deployed a number of M11/39 medium tanks in Egypt and Libya, but all of these had been destroyed or captured by February. The bulk of the Italian tank strength rested with the M13/40 medium tank described in the historical text. Italian tank strengths at the battle follow.

3rd Medium Tank Bn: 15 M13/40
5th Medium Tank Bn: 13 M13/40
6th Medium Tank Bn: 40 M13/40
21st Light Tank Bn (reequipped): 29 M13/40
61st Light Tank Battalion: 15 L3

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This project would not have been possible were it not for the support of several individuals. It all started with Todd Davis. He graciously offered to contribute his artistic talents, and also reviewed the rules manuscript and provided many helpful suggestions. Any shortcomings in the rules solely rest on my shoulders.

My gratitude to Marc Miller of Far Future Enterprises for granting me the privilege to publish a new edition of Beda Fomm. The fine folks at GMT Games LLC played an active role in supporting this project — namely; Gene Billingsley, Tony Curtis, Rodger MacGowan, and Mark Simonitch. You will not only find some of their great handiwork here, but GMT Games LLC is also the main distributor for this product. Not having to deal with back office and order fulfillment is a wonderful thing indeed, which allows me to focus on game support and my day-to-day activities with ConsimWorld.

Thanks to Stephen Rawling of LPS Inc./Against the Odds magazine for graciously sharing his wealth of knowledge when it comes to the publishing process. Special assistance was also provided by Kevin Zucker of Operational Studies Group and Mark Hinkle of New England Simulations.

And, finally, a tip of the hat to Frank Chadwick for this fantastic game design that has stood the test of time. This game is only days away from making its surprise debut at ConsimWorld Expo 2010, with Frank in attendance as the Expo Special Guest of Honor. I hope Frank and all hobby enthusiasts alike will find we've done him proud when we unveil this new edition.

John Kranz
24 May 2010

1979 Original Edition Credits

Game Design: Frank Chadwick

Playtesters: Dave Downing, John Astell, Winston Hamilton, Tony Svajlenka, Dave Emigh, Greg Noval, and Tom Harris.

Art Direction and Graphic Production: Paul R. Banner

2010 Consim Press Edition Credits

Game Design: Frank Chadwick

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Producer: John Kranz

BEDA FOMM, Wavell in the Western Desert, 1941

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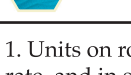
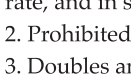
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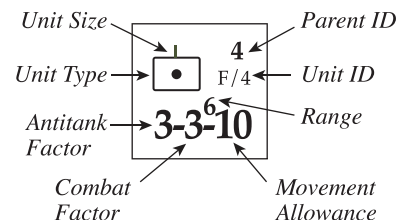
Graphics ©2010 Rodger B. MacGowan; Todd Davis

Production Note: Two hex rows display off-color splotches (peach or green) in the background texture. The cause of this cosmetic error is unknown and Consim Press apologizes that efforts to troubleshoot and remove the discoloration were unsuccessful.

Terrain Effects Chart

| Terrain | Italian units: Armored  | Personnel  | Wpn & Trans  | ALL British units |
|--|---|---|---|-------------------|
|  | 1 | 2 | Prohibited ² | 1 |
|  | 2 | 2 | Prohibited ² | 2 |
|  | 1/4 | 1/4 | 1/4 | 1/4 |
|  | 1/2 | 1/2 | 1/2 | 1/2 |
|  | As other terrain in the hex for all units | | | |
|  | Prohibited to all units | | | |

- Units on roads and trails must be moving along the road or trail to use its movement rate, and in so doing, may ignore the movement cost for all other terrain in the hex.
- Prohibited unless using road or trail movement.
- Doubles anti-tank defense for all armored units of non-phasing player and all non-moving armored units of phasing player.



Order of Appearance

| | |
|---------|--|
| Turn 1 | Convoy (3), Colpani (3) |
| Turn 2 | Convoy (3) |
| Turn 3 | Convoy (3) |
| Turn 4 | Allegri (3) |
| Turn 5 | Convoy (3) |
| Turn 6 | 3 Tk Bn of Babini (2) <i>4 Arm Bde (15)</i> |
| Turn 7 | 6 Tk Bn of Babini (5) |
| Turn 8 | Moech (8) |
| Turn 9 | Convoy (3) |
| Turn 10 | Pasquali (3) |
| Turn 11 | Convoy (3), Ferrara (3) |
| Turn 12 | Piana (3) |
| Turn 13 | Convoy (3) |
| Turn 14 | 5 Tk Bn of Babini (2) |
| Turn 15 | Convoy (3) |
| Turn 16 | All remaining Sabratha (4) |
| Turn 17 | Convoy (3), Bignami (6) |
| Turn 18 | Crucilla (3) <i>7th Arm Bde (2)</i> |
| Turn 19 | All remaining Babini (7) |

The number in parentheses indicates the number of units. Italicized entries are British.

Combat Results Table

| | | Attacking Odds | | | | | | | | | | |
|-----------|---|----------------|-----|-----|-------|-----|-----|-----|-----|-----|-----|-----|
| | | 1:3 | 1:2 | 1:1 | 1.5:1 | 2:1 | 3:1 | 4:1 | 5:1 | 6:1 | 7:1 | 8:1 |
| Die Roll: | 1 | M+3 | M+2 | M+1 | M | - | - | M | M | M+1 | M+2 | M+3 |
| | 2 | M+2 | M+1 | M | - | - | M | M | M+1 | M+2 | M+3 | DE |
| | 3 | M+1 | M | - | - | M | M | M+1 | M+2 | M+3 | DE | DE |
| | 4 | M | - | - | M | M | M+1 | M+2 | M+3 | DE | DE | DE |
| | 5 | - | - | M | M | M+1 | M+2 | M+3 | DE | DE | DE | DE |
| | 6 | M | M | M | M+1 | M+2 | M+3 | DE | DE | DE | DE | DE |

- Dark grey results apply to the attacker; light grey results apply to the defender.
- Odds greater than 8:1 are an automatic DE result; odds of less than 1:3 are not allowed.
- RESULTS: M: The player makes a morale check dice roll for each of his units involved in the combat.
M+1, +2, +3: As above, but the player adds the indicated number to the morale check dice roll.
DE: All defending units eliminated (-1 to Morale Track per unit).
-: No effect.

Roll two dice for each morale check

Barrage Attack Table

| | | Attack Factors | | | | | | | |
|-----------|---|----------------|-----|-----|-----|-----|-----|-----|-----|
| | | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Die Roll: | 1 | - | - | - | - | - | M | M+1 | M+2 |
| | 2 | - | - | - | - | M | M+1 | M+2 | M+3 |
| | 3 | - | - | - | M | M+1 | M+2 | M+3 | DE |
| | 4 | - | - | M | M+1 | M+2 | M+3 | DE | DE |
| | 5 | - | M | M+1 | M+2 | M+3 | DE | DE | DE |
| | 6 | M | M+1 | M+2 | M+3 | DE | DE | DE | DE |

- Attacks with less than 2 factors have no effect.
- Lower column by 2 if attacking armored cars; by 3 columns if against tanks.
- Results are the same as on the CRT, except results apply to target unit only.

Antitank Fire Table

| | | Attacking Odds | | | | | |
|-----------|---|----------------|-----|-------|-----|-----|------|
| | | 1:3 | 1:1 | 1.5:1 | 2:1 | 3:1 | 4:1+ |
| Die Roll: | 1 | - | - | - | - | - | DE |
| | 2 | - | - | - | - | DE | DE |
| | 3 | - | - | - | DE | DE | DE |
| | 4 | - | - | DE | DE | DE | DE |
| | 5 | - | DE | DE | DE | DE | DE |
| | 6 | DE | DE | DE | DE | DE | DE |

Attacks at less than 1:3 have no effect.
-: No Effect.
DE: Defender Eliminated (-1 to Morale Track).