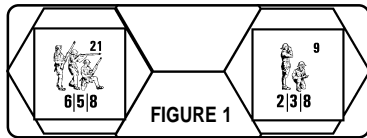


The purpose of this QUICKSTART sheet is to prepare you to learn—and teach—the Advanced Tobruk™ rules to anyone within a couple of minutes. And by investing a few minutes, you'll be up-and-running and ready to play any game in the entire system as future Tobruk system games are right around the corner covering topics including Arnhem, France 1940, and Finland 1944.

Stacking: Figures 3 & 4 provide information about the counters and the AFV Cards provided with the game. Stacking values for each personnel type are indicated by the number of figures on the counter (e.g., a counter with three figures has a stacking value of '3'; a counter with two figures has a stacking value of '2'; and so on. Weapon units do not count toward stacking.



Infantry Fire: The 6|5|8 squad in FIGURE 1 at left has '6' GUNFIRE factors

that may be used at any target within a range of '5' hexes or less. In the example, British squad '21' wishes to fire at Italian crew '9' at a range of '2' hexes. It can do so using a total of '6' GUNFIRE factors. Pick up PLAY AID 1 and reference the CASUALTY TABLE (found on the back of the play aid card). You will find a set of columns provided in the row listed as 'GF | FRAG'. This row references the number of GUNFIRE (for infantry fire, such as will be used by squad '21' in our example) or FRAGMENTATION (also known as 'frag' factors, used in the same manner as gunfire factors when the firing unit is using high explosive [HE] factors. Now go to the '6|CF' column (ignore the 'CF' notation for now). Using one die, make a roll using the '6' column. On a die roll of 6-0, there is no effect on crew '9'; on a die roll of 4-5, a 'C1', or single casualty result occurs—flip the crew to its 1|3|7 side, i.e., its 'reduced' side. On a die roll of 1-3, the crew is ELIMINATED, since crews only have one reduced 'step' (indicated by being flipped over) before they are removed from play.

Morale Check: For the example above, let us assume a '4' was rolled in the attack against crew '9'. The crew would be flipped to its '1|3|7' side, thus 'absorbing' the single casualty (C1) result. The attack is not over, however. Whenever a casualty result occurs (a C1 or greater) during an attack against a hex containing personnel units, in most cases all surviving personnel units must check morale. The 'level' of the resulting casualties is used as a dice roll modifier during this check. So our surviving 1|3|7 must check morale (using its morale value of '7'), adding '1' to the die roll (due to the C1 result). On a roll of 1-6, it is OK; on a roll of 7-0, crew '9' is marked as 'Broken' UNLESS an enemy unit is within TWO hexes, in which case it is marked as SURRENDER. So if crew '9' fails this morale 'check' it is marked with a surrender marker (provided on counter sheet #4).

Concluding the Attack: Mark squad '21' with an 'F' marker to signify it has fired. You have just concluded your first personnel fire combat. Wasn't that easy!

AFV Gunfire: The Grant tank in FIGURE 2 is facing down a German Pzkw IIIg panzer and an Italian 2|3|8 crew. What to do? The Grant may engage the Panzer using its turreted 37A gun, firing AP. It cannot use its 'sponson' mounted 75C due to the limitations listed for this gun (see the example on page 26 of the rulebook) type. To fire the 37A gun at the Panzer, use PLAY AID 6, specifically the HIT PROBABILITY TABLE (HPT). Cross-reference the range of THREE hexes use the 3-8 column with the GUN TYPE (an 'A' gun in this case). The resulting number is known as the HIT PROBABILITY NUMBER (HPN), a '9' in this

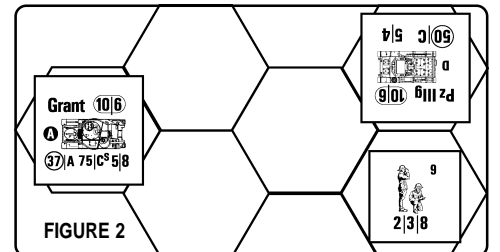


FIGURE 2

case. Rolling less than or equal to the HPN results in a hit. Let's assume we roll an '8' on one die, resulting in a HIT.

Now we need to determine where the hit landed. Go to PLAY AID 2, specifically the HIT LOCATION TABLE, and roll one die. Since the target AFV is a TURRETED AFV, use the 'TUR' column. On a die roll of 1-2, the target's turret has been hit; on a 3-6, its Upper Hull; on a 7-9, its Lower Hull, and on a die roll of '0' a Track hit has been achieved. In all cases except a TRACK hit, the armor factor found on the target's AFV CARD is going to be compared to the PENETRATION VALUE using the appropriate FACING (in this case the Pzkw IIIg is presenting a FRONT facing) and ASPECT (determined by the roll on the HIT LOCATION TABLE). Grab PLAY AID 1, specifically the BRITISH GUN PENETRATION VALUES table. The top row has a set of ranges (e.g., 0-2 hexes; '5', '10', etc.) Each of these values corresponds to the range between firing unit and target (counting the target unit's hex but not that of the firing unit).

Thus, a target SEVEN hexes away uses the '10' column; one that is FOUR hexes away uses the '5' column. In our example, the Pzkw IIIg is THREE hexes away. Using the '5' column provides a PENETRATION VALUE of '7'. Now let's take a look at the Pzkw IIIg AFV CARD. The ARMOR FACTORS for the three 'Front' aspects are '4' (if hit in the turret); '3' (if hit in the Upper Hull) and '4' (if hit in the Lower Hull). Let's say our HIT LOCATION TABLE die roll is a '3'. It results in an Upper Hull hit. With this information in hand we go to the K-KILL TABLE (back to PLAY AID 6). Since the PENETRATION VALUE of '7' is THREE greater than the ARMOR FACTOR of '4', we use the '+3' column on the table (and the AP row since we are firing Armor Piercing ammunition). The number we are focusing on now is '6', known as a K-KILL number. A new die roll is made; if it is LESS THAN '6', a K-KILL results. Replace the Pzkw IIIg with a wreck marker (a burning wreck marker if the roll is THREE or less, noting the value in the 'BURN' row). On a roll that is EXACTLY '6' (i.e., EVEN with the K-KILL number), a new roll is made on the M-KILL TABLE (see PLAY AID 1). Since the 37A gun on the Grant is ≤ 60mm, a die roll of '2' or less results in an M-KILL instead of a K-KILL. On a die roll of 3-0, the AFV is K-KILLED (replace with a non-burning wreck marker).

M-KILL Ramifications: Now let's say our Pzkw IIIg is M-KILLED (a roll of 1-2 results). After marking it with an M-KILL marker (to signify it may no longer move or pivot during play), the Panzer makes a roll on the AFV BAIL OUT CHART (back on PLAY AID 6). Using the M KILL row, a die roll of 7-0 results in the AFV crew 'bailing out'. Mark the AFV with a 'Bail Out' marker (keep the M-KILL marker on it too), signifying it may no longer move or fire during play.

Gunfire Ramifications Vs. Squads: The squad '21' handles the attack differently than the earlier example against a crew. On a 'C1' result, the squad is marked with a 'Casualties' marker. Note it also has its GUNFIRE factors and MORALE value reduced by ONE when placing a casualties marker. On a 'C2' result, it is FLIPPED to its reduced side. On a 'C3' result, it is FLIPPED and MARKED with a casualties marker. On a 'C4' or

FIGURE 3

greater it is eliminated. Morale is checked in each case, using the level of the casualties as a die roll modifier. Let's say in our example the Italian player rolls a '2', resulting in a 'C2'. Flip the 6|5|8 to its reduced 4|5|6 side AND check morale, adding a '2' to the check roll as a modifier.

Scale: Each personnel counter represents a squad, crew or NCO/Officer. Squads and crews have a reduced side on their back (the back of NCO/Officers are their 'wounded' side). Each non-personnel counter represents a single AFV, vehicle, or weapon. Each hex is 50 yards across. Each turn represents 90 second of real time.

Pzkw IIIg
 TUR: +1 | +1
 MF: 10 | 6
 CMG: 5
 BMG: 4
 AAMG: na
 AP | HE | APCR
 HE: 2 | 6
 ROF: 1

Armor Factors		Penetration Values											
	TUR	UH	LH	0-2	5	10	15	20	25	30	40	50	60
Front	4	3	4	8	7	6	5	4	3	2	2	2	2
Side	5	3	3	9	8	6	5	4	3	2	2	2	2
Rear	2	5	3	8	6	5	4	3	2	2	2	2	1

Gun Type	Ammo	0-2	5	10	15	20	25	30	40	50	60
50C	AP	8	8	7	6	5	4	3	2	2	2
50C	APCR	13	12	9	8	6	5	4	3	2	1

FIGURE 4