



PANZER ARMEE AFRIKA

AH-0835

AVALON HILL'S TRADEMARK NAME FOR ITS DESERT CAMPAIGN GAME

ROMMEL IN THE DESERT, APRIL 1941-NOVEMBER 1942

- Highly fluid campaign
- Realistic logistical considerations
- Unusual combat resolution

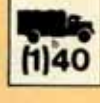
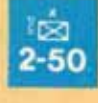
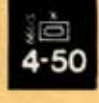
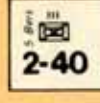
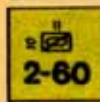
Erwin Rommel and the first small contingents of what was to become "PanzerArmee Afrika," arrived in North Africa in the early Spring of 1941. Although prudence (and his orders) dictated otherwise, Rommel went on the offensive against the scattered Allied army. In less than two weeks he was besieging the fortress of Tobruk, and pressing on to Egypt.

PanzerArmee Afrika re-creates the sweeping action of the desert war—a curious land campaign having many of the aspects of a naval battle: far-flung actions by relatively small formations, extremely fluid fronts, and long-distance supply problems. The high Movement Allowances of the units combined with the critical supply problems, make for a game of constant surprise and tension (there is rarely a line that can't be flanked or penetrated). Combat resolution relies on "attack superiority" (in terms of Strength Points) rather than the more usual odds comparison. Weak units can be easily overrun and this coupled with the German ability to deliberately move out-of-supply presents a constant challenge to the Allied Player.

PanzerArmee Afrika is fast becoming one of the most popular games largely because of its extreme "playability" without sacrificing authenticity.

PanzerArmee Afrika is a simulation of the North African Campaign between April 1941 and November 1942. Battalion, Regiment, and Brigade-sized units represent the actual forces which took part in the fighting. Included in the game is a Variable Orders-of-Battle Chart that offers variations in forces to demonstrate how history might have been different.

PanzerArmee Afrika is basically a two-player game. It is played in sequenced turns called Game-Turns, during which Players move units on the map, have combat, and attempt to achieve certain objectives. Victory is based upon comparative strength levels at the end of the game and the capture of Enemy bases. Each complete Game-Turn represents one month of real time. The entire game lasts 20 Game-Turns. Each hex on the map represents 12 miles of land. Each Battalion-sized unit represents 600-1000 men. Each Brigade-sized unit represents 2000-4000 men. Each Regiment-sized unit represents 1100-3200 men.



PanzerArmee Afrika is basically a 2-player game for ages 12 & up. Rated 4 on the Avalon Hill Complexity Scale (1-easy, 10-hard).



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