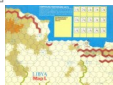
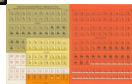
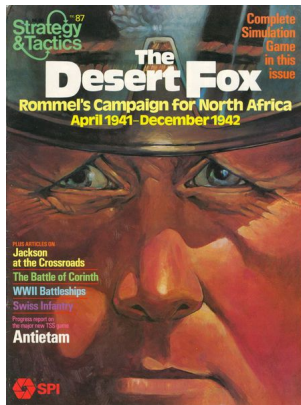


Desert Fox: Rommel's Campaign for North Africa April 1941 - December 1942



Excellent condition unpunched copy

Rating: Not Rated Yet

Price

Price £24.95

[Ask a question about this product](#)

Manufacturer: [STRATEGY & TACTICS](#)

Description

Excellent condition unpunched copy

Desert Fox is a brigade level simulation of the war in North Africa from the arrival of Erwin Rommel in March of 1941 until the end of 1942 when the Allies, landing amphibious forces in Western Africa, blockaded any chances for future Axis offensives in North Africa.

The Axis player attempts to secure Libya and Egypt by seizing Alexandria, while the Allied (Commonwealth) player seeks to protect Alexandria and to contain the Axis forces.

There are two scenarios in Desert Fox: a short, five-turn game, covering the Axis drive on Tobruk in the first few months of the conflict; and a campaign game, recreating the entire war in Northeast Africa.

- two 11x17" maps
- one countersheet

Briefings Editors

FYI Editors

Jackson at the Crossroads D. Martin

Simulation: Desert Fox R. Berg, R. Simonsen, N. Karp

The Battle of Corinth: Standoff at Tennessee R. Berg

The Desert Fox: Rommel's Campaign for North Africa A.A. Nofi