DAK 2 – Allied Setup 7.20

City Ownership:
(all at 2+ months)
Buq Buq, Sidi Barrani, Mersa Matruh, Alexandria (all), Cario (all), Helwan, Port Said, Suez

Senussi Hexes Remaining:
All

Greek Campaign Status Track:
No Operations Yet

Greek Deployment Progress Track Marker:
na

x20

x25

Green, Locked

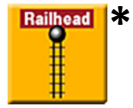
Green, Locked

Anywhere in Egypt, west of Cxx.15, inclusive:

C4.22:

C37.05:

C38.02:



* Rail line west of and including C38.02 does not exist

C39.03:

D37.32:

(3) (3) (4) (3) (4) (3) (3) (1) (1)

D35.23:

D34.19:

D36.06:

w/i 3 D36.06:

(2) (2)

D38.06:

w/i 1 D39.05:

D41.03:

In or adjacent to any hex of Cario:

E20.22:

(6)

E32.10:

E19.21:

(5) (5) (5) (5)

E10.26:

E43.11:

E22.06:

E32.12:

Anywhere in Egypt:

x3 x3

(1) may not move further west then Mersa Matruh until released
(2) may not move outside of "Restriction Zone" until released
(3) may not move more than 5 hexes from Mersa Matruh until released
(4) do not have 'intrinsic' artillery ability
(5) restricted to Helwan until released
(6) may not move from its setup hex until noted

DAK 2 – Axis Setup 7.20

City Ownership:
(all at 2+ months)
Benghazi, Tobruk, Bardia

Flieger Korps Active:
No

x20

Tripoli Box:

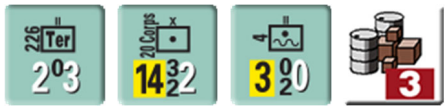
A55.15:

A55.05:

A1.05:

A48.18:

A48.20:



A41.18:

A55.11:

B50.08:

B60.24:

B49.09:

B46.08:

B12.01:

B48.05:

w/i 2 B50.08:

x2

C42.31:

C31.30:

C39.32:

C44.31:

C41.31:

C42.30:

C42.29:

C43.30:

C19.34:

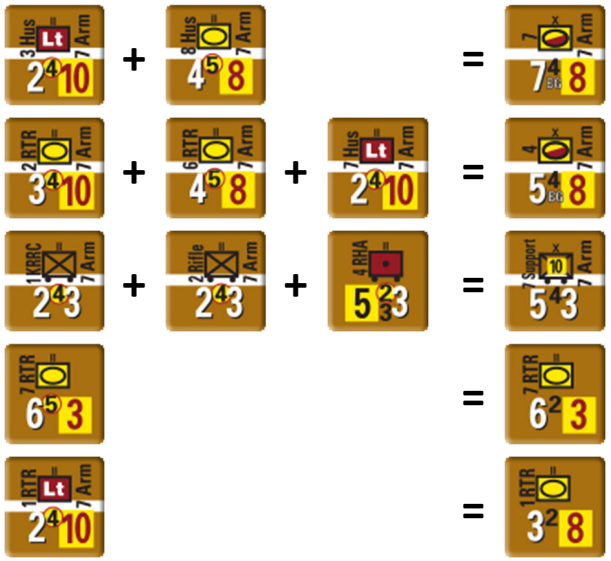
w/i 1 C45.29:

Option (6.2u)

Anywhere in Libya:

x4 x2 x2 x2

Dead Units:
To be rebuilt when the listed units are destroyed or disbanded (to 'disband', simply remove the unit from play when desired)



City Capture (3.3) SUEZ
(Axis only)

City Capture (3.3) ALEXANDRIA (per hex)
(Axis only)

City Capture (3.3) BARDIA
(2 turns after 1st time CW capture)

City Capture (3.3) BENGHAZI
(2 turns after 1st time CW capture)

City Capture (3.3) BUQ BUQ
(1st time CW recapture after Axis control 2 months)

City Capture (3.3) CARIO (per hex)
(Axis only)

City Capture (3.3) HELWAN
(Axis only)

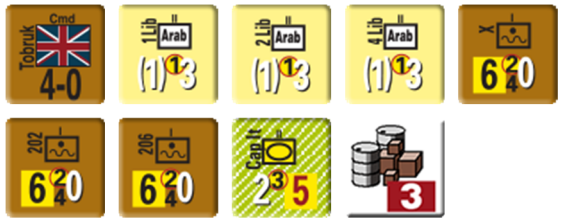
City Capture (3.3) MERSA MATRUH
(either side)

City Capture (3.3) PORT SAID
(Axis only)

City Capture (3.3) SIDI BARRANI
(1st time CW recapture after Axis control 2 months)

City Capture (3.3) TOBRUK
(either side)

City Capture (3.3) TOBRUK
(2 turns after 1st time CW capture)



City Capture (3.3) TOBRUK
(Next turn after 1st entry into Tobruk of an Australian unit)