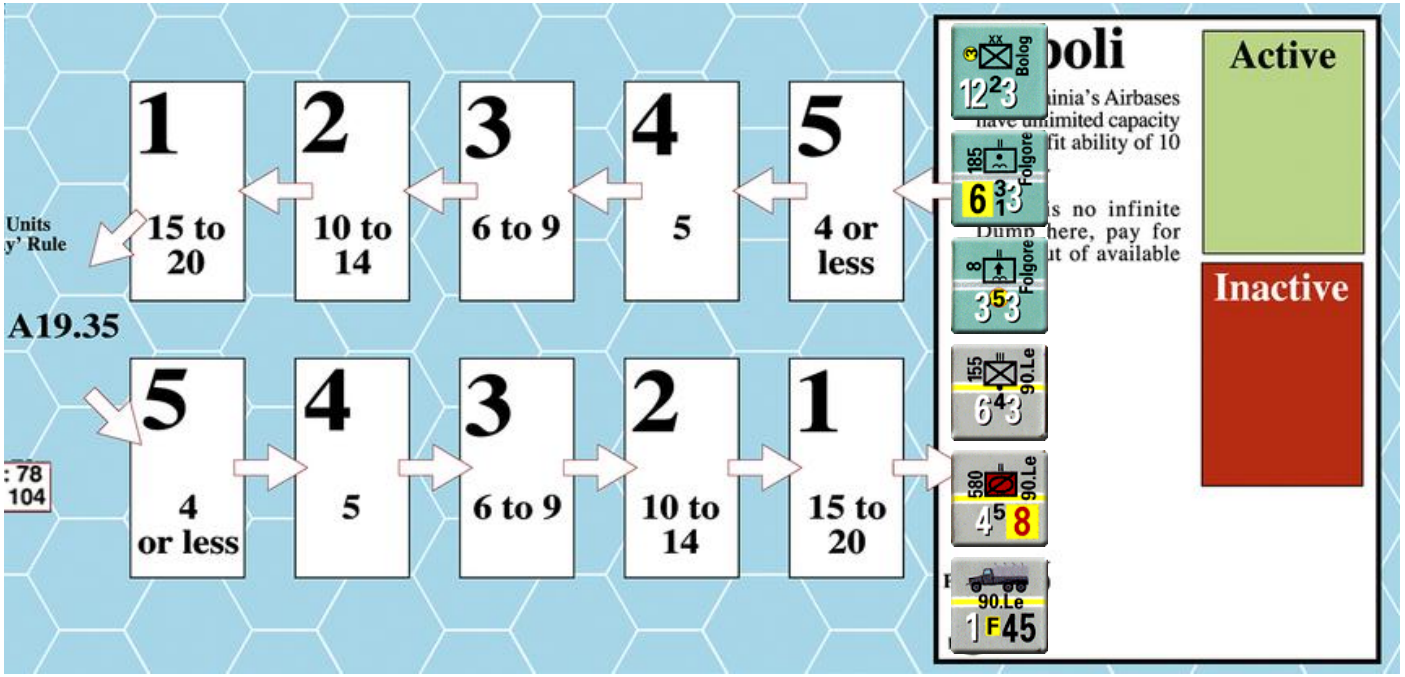


DAK Travel between Tripoli and the Map (hex A19.35), from rule 3.1f

a) All units must make the trip through these boxes in Move Mode. Strat Move Mode is already accounted for in the calculations making up these boxes. No unit can "walk to the war" in Combat Mode (in an effort to save on fuel). The units must be in Move Mode, if they have modes at all.

b) No unit can enter or move along these Boxes in any Phase other than the regular Movement Phase, nor can they take advantage of Reserve Mode to squeeze out extra movement.

c) If the moving unit has 20 MPs or less in Move Mode, place the unit in the Box corresponding to its Movement Allowance. For instance, a unit with a Move Mode MA of 8 would be placed in the 3 Box.

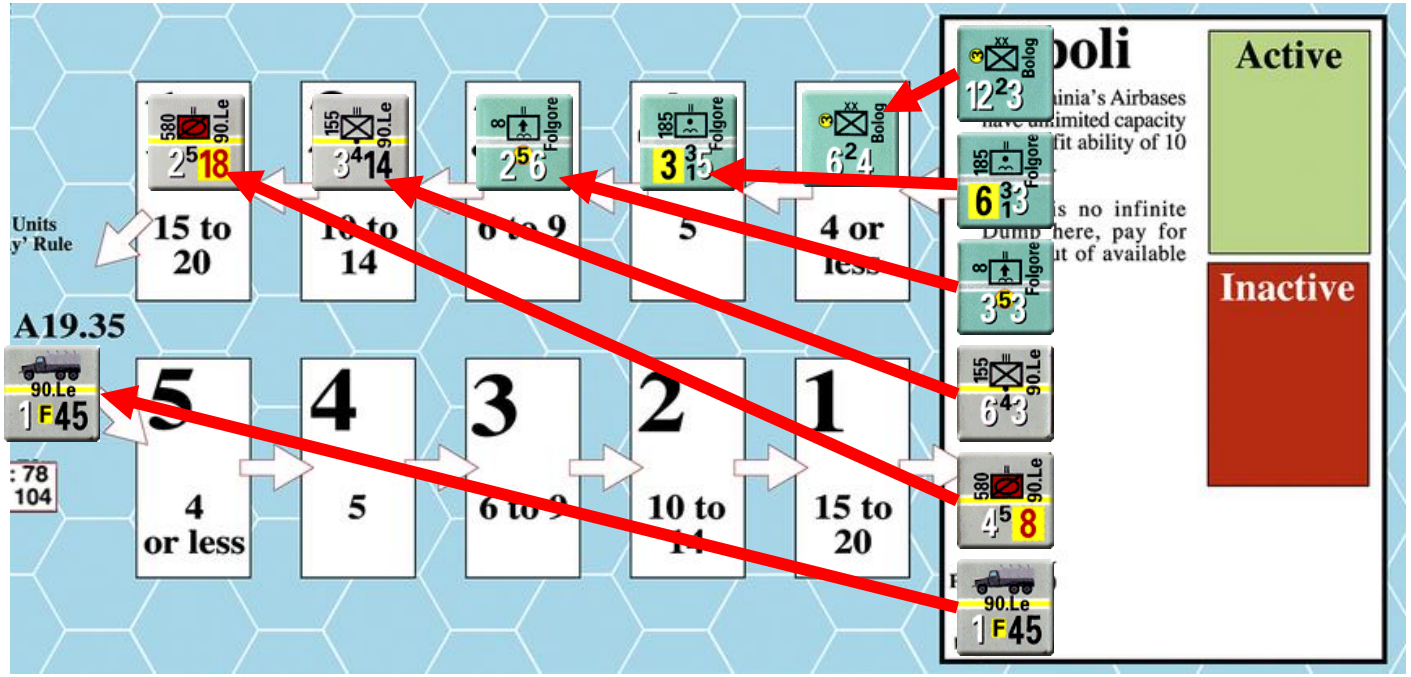
d) If a unit has more than 20 MPs as a Movement Allowance (such as trucks), treat each box of the track as a big hex with a terrain cost of 4 MPs.

e) If the unit (any MA in this case) wishes to move directly from the map to the track using a portion of its MA, apply this 4 MP per box cost to determine where the unit ends up.

f) Important: Once on the track, the unit automatically moves one box per turn in the direction of the arrows on the chosen track (exception: see d) above). No unit can stop along the track or turn around to go back until either the Tripoli Box or the map is reached.

Two more points to bear in mind:

- Units in the "1" box transition to Tripoli or A19.35 for no cost.
- **The boxes are not so much physical locations as they are a simple mechanism to calculate approximate travel time for the journey of 430 mi/700 km from Tripoli to Marble Arch.**



Travel from Tripoli to the Map (hex A19.35):

So, how does it work? Each unit flips to Move Mode and fuels (if necessary). This fuel will last the entire trip to A19.35.

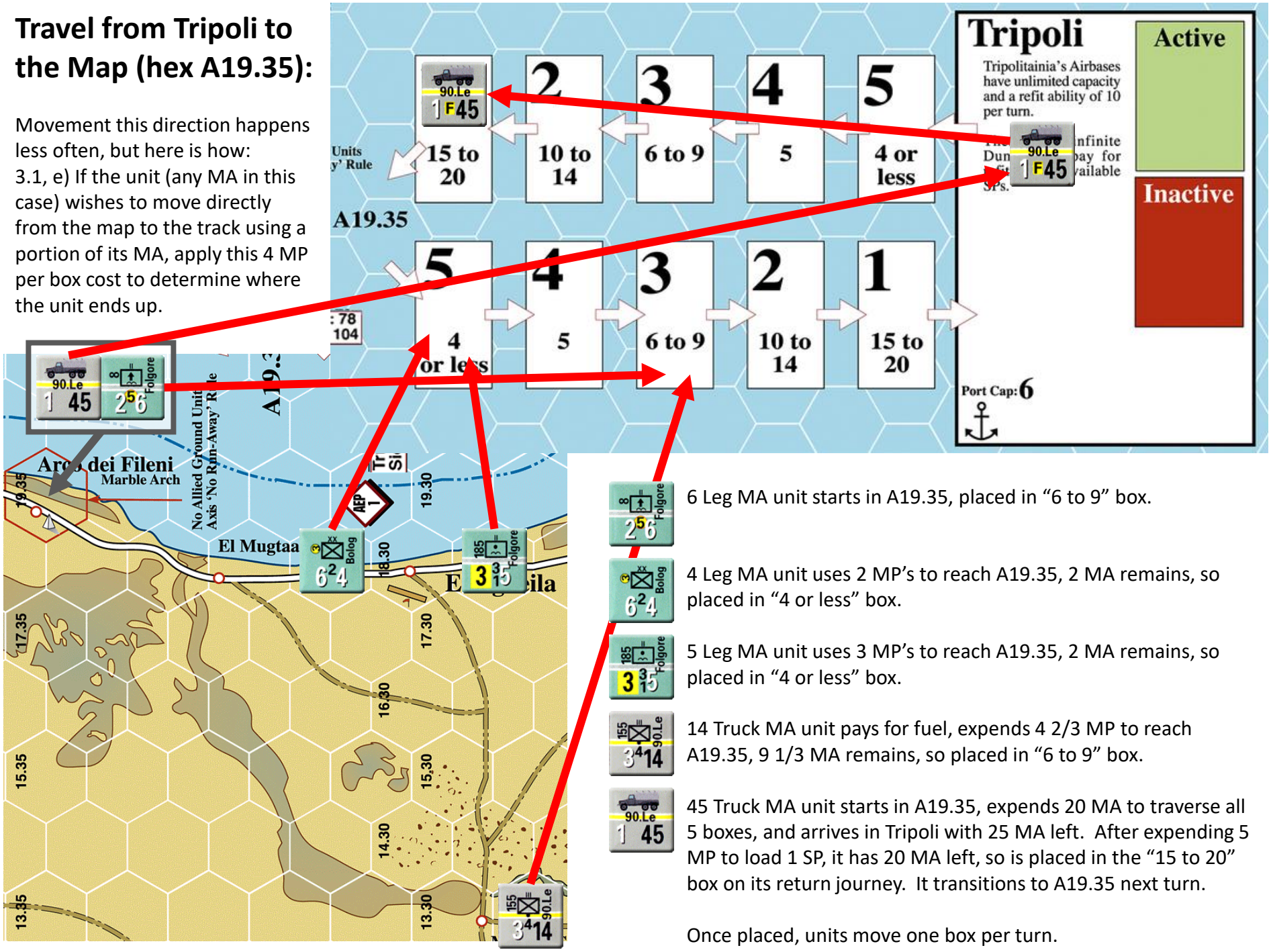
Units with 20 MA or less are placed in the box which corresponds to their MA. They will then move ONE box towards A19.35 on each subsequent turn until the turn in which is moves out of Box 1 and is placed in A19.35. So the 155 Rgt (90.Le) moves to the "2" box this turn, then to the "1" box next turn, and is placed in A19.35 on the third turn after departing Tripoli.

The Truck treats "treat each box of the track as a big hex with a terrain cost of 4 MPs" so gets to A19.35 this same turn, having spent 20 MP (4 MP for each of 5 "big hex" boxes, then transition onto A19.35 for no additional cost).

3.1f:
h) For units starting in Box 1 (the last one before the map), place these units into hex A19.35 at the beginning of the Axis Movement Phase and the units can move their full MA on the map that turn (as well as change mode and so on). There is no additional MP cost for this transition, although the units may need to be fueled if they are to move on the map that turn. The instant the player places the units in A19.35, they become regular on-map units which no longer have the fuel status they had while on the track.
i) Units on the track are always supplied. SPs expended to fuel units moving onto the track keeps them fueled until they exit the track's far end.

Travel from Tripoli to the Map (hex A19.35):

Movement this direction happens less often, but here is how:
3.1, e) If the unit (any MA in this case) wishes to move directly from the map to the track using a portion of its MA, apply this 4 MP per box cost to determine where the unit ends up.



6 Leg MA unit starts in A19.35, placed in "6 to 9" box.

4 Leg MA unit uses 2 MP's to reach A19.35, 2 MA remains, so placed in "4 or less" box.

5 Leg MA unit uses 3 MP's to reach A19.35, 2 MA remains, so placed in "4 or less" box.

14 Truck MA unit pays for fuel, expends 4 2/3 MP to reach A19.35, 9 1/3 MA remains, so placed in "6 to 9" box.

45 Truck MA unit starts in A19.35, expends 20 MA to traverse all 5 boxes, and arrives in Tripoli with 25 MA left. After expending 5 MP to load 1 SP, it has 20 MA left, so is placed in the "15 to 20" box on its return journey. It transitions to A19.35 next turn.

Once placed, units move one box per turn.

The Marble Arch (Hex A19.35)

The arch was designed by architect Florestano Di Fausto in response to a request by the Italian Governor-General Italo Balbo. It was unveiled on 16 March 1937 in a lavish night ceremony attended by Benito Mussolini.

The landmark was named after the legendary Philaeni brothers of Carthage, who chose to be buried alive on that spot in order to gain this border for their hometown. It bore two giant bronze statues of the brothers, represented as buried alive, surmounted by a stylised altar, mocking one of the disappeared Arae.

On the arch's frontispiece was carved a Latin inscription taken from Horace's Carmen Saeculare. It read: Alme Sol, possis nihil urbe Roma visere maius (which translates to: "Oh almighty Sun, you will never look upon a city greater than Rome")

King Idris I of Libya had the Latin inscription translated into Arabic. The arch was reproduced in postcards and Italian Africa lottery tickets and soon became one of the symbols of Italian Libya and of the works done by the Italian Libyan colonists.

Revolutionary leader Muammar Gaddafi, who considered the landmark as a sign of the Italian domination of Libya, demolished the arch using dynamite in 1973.

(Information from Wikipedia)

Axis tanks pass through the Marble Arch, March 1941. *By Bundesarchiv, Bild 101I-782-0009-01A / Moosmüller / CC-BY-SA 3.0, CC BY-SA 3.0 de, https://commons.wikimedia.org/w/index.php?curid=5413662*