

ROMMEL

AT GAZALA



MANUAL



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1.0 INTRODUCTION

Rommel at Gazala simulates the daring offensive of *Panzerarmee Afrika* against the British Eighth Army's fortified line near Gazala, Libya, in May and June 1941. Against heavy odds and in a tensely contested battle, Colonel General Erwin Rommel defeated the British and recaptured Tobruk, earning himself a Field Marshal's baton in the process. However, in pursuing the retreating enemy deep into Egypt and retaining air units that should have supported the invasion of Malta, Rommel set up the Axis forces for the debacle of El Alamein. Gazala was both his most impressive win and the prelude to doom.

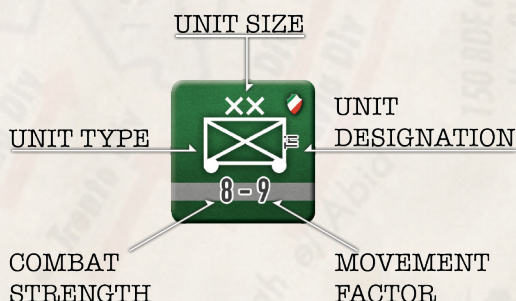
SCALE:

Two days per game turn; hexes represent three miles of distance. Units are regiments and brigades for the most part, with Italian infantry divisions and some German battalions.

1.1 COUNTERS

Die-cut cardboard counters represent German, Italian, British, South African and Indian units that took part in the historical battle. Other counters note units that are out of supply, mark gaps in the minefields, and are used to keep track of losses and recovered tanks.

SAMPLE UNIT



1.2 UNIT SYMBOLS

	ANTI - TANK
	ANTI - AIRCRAFT
	RECONNAISSANCE
	MECHANIZED INFANTRY (PANZERGRENADIER)
	ROMMEL HEADQUARTERS
	INFANTRY SUPPORT TANKS (ARMY TANK BRIGADE)
	ARMOR/PANZER
	INFANTRY
	MOTORIZED INFANTRY

Important Note: For all purposes, "leg" infantry units are considered non-mechanized. All others with movement factors are mechanized. Erwin Rommel is a special case, as described in rule 11.6.

SIZE

	XX: DIVISION
	X: BRIGADE
	III: REGIMENT
	II: BATTALION

NATIONALITY

- Gray: German
- Green: Italian
- Tan: British
- Blue: Free French

For simplicity's sake, German and Italian units are collectively the Axis side, and British, South African

and Indians are, for game purposes, British or British Commonwealth—and collectively, with the lone Free French brigade, they are the Allies.

UNIT ABBREVIATIONS

Axis (All Italian)

Ari: Ariete
B: Bersaglieri
Brc: Brescia
Pva: Pavia
Sba: Sabratha
Tri: Trieste
Trn: Trento

British

A: Army Tank
G: Guards
I: Indian
SA: South African

OTHER MARKERS



MINE GAP



OUT OF SUPPLY

In addition, there are markers provided to mark the game turn and track tank losses, tank replacements, and air support on the off-map tracks.

1.3 SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums: <http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or if you have any other support needs, please open a support ticket at our Support Desk: <http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design resources in our Resource Section: <http://forums.lnlpublishing.com/resources>.

forums.lnlpublishing.com/resources.

2.0 SEQUENCE OF PLAY

Play in *Rommel at Gazala* proceeds according to the following sequence:

1. AXIS PLAYER TURN

A. Supply Phase:

All Axis and British units are checked to see if they are in supply. Out-of-supply units are noted with an “Out of Supply” marker, which can be removed only if the unit is in supply in the next Supply Phase.



B. Replacement Phase:

The Axis player can use one replacement or armor-recovery point (maximum one of each type) to flip a depleted unit of the appropriate type to full strength or rebuild a destroyed unit, placing it on the map at its reduced strength. *There is no Replacement Phase for either side until June 1942 (Game Turn 4).*

C. Movement Phase:

Any or all Axis units can move, expending up to all of their movement points.

D. Combat Phase:

All Axis units must attack, in any combination, all British units adjacent to them, unless separated by a minefield or Tobruk fortification-line hexside.

2. BRITISH PLAYER TURN

- A. Supply Phase
- B. Replacement Phase
- C. Movement Phase
- D. Combat Phase



3.0 SUPPLY

3.1

Supply is determined for both sides' units during both Supply Phases. Supply states apply for the length of the current player turn and, unlike many other games, combat supply is not determined just before resolution.

3.2

Supplied units move and fight normally. Out-of-supply units have their combat and movement factors halved (drop all fractions). However, no unit's strength can ever be reduced lower than one (1).

3.3

To be supplied, a unit must be able to trace a line of hexes, free of enemy units or their unnegated zones of control (4.0), to a friendly supply source. In addition, Axis supply lines can never cross a minefield hexside unless a Mine Gap marker is present.

3.4

Axis supply sources are hexes 1501, 1002, 1004 and 1009. British supply source hexes are 3406, 3409 and 3415. The British player can also draw limited supply from his box hexes and Tobruk. **Note:** Supply enters the map on roads and trails. If you see a road or trail on the western edge, it supplies the Axis, and if on the eastern edge, it supplies the Allies.

3.5

A box can supply one British brigade that occupies it. Any other units present must trace supply to a regular source or not be supplied at all.

3.6

Tobruk can act as a supply source for all British units inside the fortification line. They must still trace a valid line of supply to the city.

3.7

A regular, map-edge supply source can supply no units as long as an enemy unit occupies it or exerts an unnegated zone of control into it. But as soon as the unit is removed, or the zone of control is removed or negated, it regains its ability to supply units. Per rule 3.4, Axis units can draw their supply from the western edge, and British Commonwealth and Free French forces from the eastern edge.

3.8

Boxes and Tobruk permanently lose all ability to supply British units if Axis units ever occupy or pass through them. An unnegated zone of control is not sufficient, however.

4.0 ZONES OF CONTROL

4.1

Every unit except the Rommel headquarters exerts a zone of control into all adjacent land hexes. It is never negated by terrain, though minefields and fortification hexsides may cancel the normal requirement to attack enemy units across them.

4.2

Any time a unit enters an enemy zone of control [EZOC], it must immediately stop moving. However, if the unit has enough movement points remaining, it can attempt to overrun the enemy unit or units in an adjacent hex.

4.3

An EZOC also blocks lines of supply and after-combat retreats.

4.4

For the purposes of supply and retreat, a hex of an EZOC is negated if occupied by a friendly unit. An EZOC can never be negated for movement purposes.

5.0 STACKING

5.1

Having more than one friendly unit in a hex is termed stacking. Neither player can have more than one division worth of units in a hex.

5.2

Brigades and regiments are considered one third of a division each for the purposes of stacking. Battalions and the Rommel headquarters unit never count for stacking, and any number can stack in any case with any other Axis unit or legal stack.

5.3

Stacking is checked at the end of each Movement Phase, Combat Phase, and after each retreat and advance after combat. If the stacking limit is then exceeded, the owing player must immediately destroy enough units (his choice) to bring the stack back within the one-division limit. Such losses do count for victory-point determination.

5.4

Out of Supply and Mine Gap markers are not units and therefore do not count for stacking purposes.

6.0 MOVEMENT

6.1

A player can move any or all of his units during his Movement Phase, and those that do move can expend any or all of their movement points.

6.2

No unit can ever enter an all-sea hex. The basic cost for moving into any land hex is one movement point, although this may be modified for crossing hexsides. Terrain costs may differ for mechanized and non-mechanized units.

6.3

It costs an Axis unit one half of its movement factor (rounded up) to cross a minefield hexside. This is one half of the movement points it starts the Movement Phase with, not half its printed factor, so out-of-supply units can cross minefields. Minefields never affect the movement of British units.

6.4

Units moving along roads and trails pay the road or trail cost, not that of the terrain being entered. There is one crucial exception: unless a minefield hexside has a gap in it, an Axis unit cannot benefit from a trail crossing it.

6.5

Unless it has sufficient movement points and the intention of conducting an overrun, a unit must stop as soon as it enters an EZOC. Units that start in an EZOC can move freely provided that the first hex entered is not in an EZOC. A unit can never move directly from one EZOC hex to another unless it's conducting an overrun.

6.6

Units can move individually or in stacks that conform to the stacking limits. Units in a stack must start the Movement Phase in the same hex. A stack can “drop off” units in the course of movement (they stop moving), but cannot pick up new ones. **Note:** This is very important when executing overruns.

6.7

Units can move or retreat off any map edge. They cannot reenter the map, but are not considered destroyed.

7.0 GAPS

7.1

Instead of moving, any Axis unit except the Rommel headquarters that starts the Axis Movement Phase adjacent to a minefield hexside can attempt to probe

for a gap through it.

7.2

A gap can be placed on a minefield only if neither hex bordering it is occupied by an Allied unit or one's zone of control.

7.3

To look for a gap, the Axis player rolls the die. If the result is "1," place a Mine Gap marker pointing at the hexside. Any other result has no effect, and no matter what the result, the unit still cannot move.

7.4

A gap cancels a minefield's effects on Axis movement and supply. It never voids its effects on either side's combat, nor does it make combat across a minefield mandatory.

7.5

A unit can only make one gap-check for one minefield hexside per Game Turn. In a stack of Axis units, different units can check different hexsides, or combine on the same one. All units do not have to probe for gaps, either; some can move, if the player wishes.

8.0 OVERRUN

8.1

Overrun is a combination of movement and combat performed in the Movement Phase. In *Rommel at Gazala*, unlike many games, units of all types can conduct an overrun, regardless of their supply states.

8.2

To conduct an overrun, a unit or stack must be next to an enemy unit and have enough movement points remaining to enter the target hex, plus spend three (3) more points.

8.3

An overrun is resolved identically to normal combat,

and all modifiers, including for hexsides between the attacking and defending units, are in force. Airpower cannot be used.

8.4

The overrunning unit or stack attacks the unit or units in the target hex—and no others. If the attacking stack suffers a negative combat result and takes it, or any part of it, as a retreat, the stack retreats normally and its movement ceases for that Player Turn. It can ignore the defending unit's zone of control, but all other EZOC's remain in force.

If the attackers do not retreat but fail to destroy or force the retreat of all enemy units in the target hex, the overrunning units retreat back to the hex from which they started the overrun; but in this case they can continue their movement, even attempting to overrun the same hex again.

8.5

There is no theoretical limit to the number of overruns that a unit can conduct during a Movement Phase. Moreover, a unit can be attacked through overrun repeatedly, and then once again in the Combat Phase.

9.0 COMBAT

9.1

During a player's Combat Phase, all of his side's units must make an attack, and all adjacent enemy units must be attacked. There are two exceptions to this; there is no obligation to attack units on the other side of minefield hexsides, and Allied units inside the Tobruk fortification line do not have to attack Axis units on the outside. They can attack voluntarily, however.

9.2

Units in a stack can attack in separate combat, but a unit can only attack, or defend, in one combat in the Combat Phase; combat factors are indivisible. Units in a stack must defend together, combining their combat factors.

9.3

Units from more than one of the phasing player's hexes can combine to attack the same enemy hex, and units can attack any number of adjacent hexes. In this case, the defenders fight with their combat factors combined. Also, in a multi-hex combat, all attacking units must be adjacent to all defenders.

9.4

Either side can commit air points to a combat, up to the number remaining. Increase that side's combined combat strength by the number of air points used.

9.5

Combats are resolved individually, in any order as decided by the attacking player. The following procedure is used:

1. The attacker designates all attacking units, then defending hexes, and commits any air points.
2. The defender, if he wishes, allocates air points.
3. Combat odds are computed by dividing the attacker's combined combat strength (modified for terrain and supply) by the total of the defenders' (which again might be modified for terrain and supply). It is ultimately reduced to X-1 if the attacker has the more powerful force, or 1-X if the defender is stronger. If the combat odds must be rounded to achieve this, round in favor of the defender.
Example: 19 points of attacking units attack 5 points of defenders. The combat odds are reduced to 3-1.
4. The column of the Combat Results Table headed by the just-determined combat odds is found. Shifts may be mandated, or cancelled, if special units are present. If the shift is in favor of the attacker, resolve the combat one column up (that is, to the right), and if in favor of the defender, one column down (to the left).

Note: It is really odds, not columns, that are shift-

ed, so a 20-1 combat, with two shifts in favor of the defender, is still resolved on the 6-1 column.

5. Roll 1d6 and cross-index the result with the column determined in Step 4, finding the combat results for both sides. Apply the defender's (the result on the right) before the attacker's (the one on the left).

9.6 COMBAT RESULTS:

0: No Effect

1, 2, 3: All units of that side are retreated the indicated number of hexes, or any unit or units must be reduced by that number of step losses. A step loss is implemented by reducing a full-strength unit to its reduced, inverted side, or by eliminating one already so depleted. However, a battalion has only one step, and is destroyed if it takes a step loss. Alternately, a player can satisfy the result by a combination of losses by some unit (or units) and retreats by all units involved.

Example: A player suffers a "2" result. One full-strength unit is reduced, and then all units (including the one just flipped) are retreated.

E: All units of that side are eliminated, regardless of their current strength.

9.7

Retreats are conducted by the owning player. Whenever possible, a unit must be retreated toward a friendly supply source, including a box or Tobruk. A unit must retreat in as straight a line as possible, and end its retreat the indicated number of hexes from the hex it occupied during the combat. Stacks can retreat together or can break up so the units can retreat individually. A retreating unit cannot enter an EZOC unless that hex is occupied by a friendly unit, to negate it. Movement costs are ignored for hexes entered, as are stacking limitations, though the latter are enforced at the end of the retreat. If any of these conditions cannot be met, step losses must be suffered instead.

9.8

Sometimes a retreat will end in a hex containing friendly units that have yet to fight. The previously retreated unit cannot add its strength to the upcoming combat, but is fully affected by any combat results that might be incurred. It would not, however, be eligible to advance after this second combat.

9.9

Whenever a hex is vacated through unit destruction or retreat, any or all enemy units, up to the stacking limit, can advance into it. The decision to do so must be made immediately after the combat.

If the vacating units retreated one hex, the advance must stop in the hex that they occupied. If the retreat is for two or more hexes, then advancing units can advance the same number of hexes that the retreat traveled. The first hex entered must be the vacated one, but from that point advancing units can advance into any adjacent empty hexes, disregarding zones of control.

If the hex was vacated through the destruction of all units there, the advance can be up to three hexes. In a multi-hex combat, just as every unit is eligible to advance, every vacated hex can be advanced into.

9.10

Terrain affects combat in the following ways:

- **Escarpment:** All units attacking across have their combat factors halved (round down).
- **Box:** Allied units defending in a box have their combat strengths doubled; there is no effect on Axis defenders.
- **Tobruk Fortification Line:** Allied units defending inside the fortification have their combat factors doubled if all Axis units attack from outside. In any other circumstance, there is no effect. Also, British units inside are not forced to attack units directly across the line on the outside.
- **Minefield:** If all attackers in a combat attack across minefield hexsides, add one (1) to the combat result incurred by them. Thus “0” becomes “1,” and “2” becomes “3.” If “3” was the original result, the new one is “E.”

Units of both sides **do not** have to attack enemy units across minefields unless the player decides otherwise. Retreats can be made across minefields as normal, but no advance after combat can be made across a minefield hexside unless it is the first hexside crossed; in other words, the attack had to have been made across the minefield in the first place.

9.11

Terrain effects are cumulative, and are cumulative as well with supply and special-unit effects.

10.0 AIRPOWER

10.1

Both sides receive a number of air points each Game Turn. The Axis get 12, the British player 6.

10.2



Air points can be committed in any quantity, at the owning player's discretion, to any combat, in either attack or defense. Their only limitation is in the number available.

10.3

Each time air points are used, reduce the number indicated on that player's track by the number committed. Then, at the end of each turn, return the marker to the maximum allowed.

10.4 OPTIONAL:

The British player loses air points for losing control of towns with airfields—Tobruk (3004), El Adem (3008) and Bir el Gobi (3215). For each of these hexes ever controlled by the Axis player anytime in the game, permanently reduce the number of air points available to the British player by two. Thus if all three are lost at one time or another, there are no British air points for the rest of the game.

11.0 SPECIAL UNITS AND CAPABILITIES

11.1



Some units entitle their owners to beneficial odds shifts in combat.

11.2



If one side has a tank unit and the other does not, the one with the armor gets a one-column shift.

11.3

If the Allied player is attacking in a combat and the attackers include infantry-support tanks, he is entitled to a one-column shift, regardless of the presence of Axis armor. Infantry-support tanks never benefit the defense. However, they also qualify as armor, so a British attack employing them against an Axis force without armor gets a two-column shift.

Note: These units were equipped with Matilda and Valentine infantry-support tanks. While still armed with the woefully outdated two-pounder gun—and never good for fighting soft targets anyway—they had extremely thick, tough armor for which the famous dual-purpose German “88” was the only dependable counter.

11.4



If the Axis player is defending in the Allied Combat Phase, and the force in combat includes either of the German anti-tank and anti-aircraft battalions, the British player cannot receive bonuses for either having armor or infantry-support tanks. This does not give the Axis player any shift, it merely denies the Brit-



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ish player the possibility of one. These units have no effect on Axis attacks.

Note: The “88” was the trump card of the desert, capable of destroying any British- or American-built tank at great range. Its only real enemy was artillery counter-battery fire, as it lacked shielding for its large crew and ammunition supply. But as long as the German and Italian infantry could keep the British artillery and spotters away, the 88mm gun was the most dangerous weapon in North Africa.

11.5



The Rommel headquarters unit entitles the Axis player a one-level shift in any attack or defense combat in which it participates. Even though it has no intrinsic combat strength, in an attack it must still attack the enemy; merely being in a hex that contains attackers is not sufficient.

11.6

The headquarters can move freely without regard to terrain, distance, enemy units or zones of control. Simply pick up the Rommel counter and place it on any Axis unit on the map; it can only do this once per turn.

Note: The Desert Fox had a highly mobile forward headquarters, and also relied on a light plane for mobility.

11.7

Rommel can move along with one mechanized stack per turn in order to lend his combat bonus to overruns. If the Rommel counter does not start the Movement Phase there, the Axis player moves the counter to the stack; then it moves with one unit in that stack throughout its movement. If that unit stops or retreats due to a result of overrun, Rommel’s movement ends. Should the unit be destroyed in overrun and another Axis unit remains in the hex, the headquarters is not eliminated. If none of this happens, the Rommel counter’s movement ends as soon as that unit is finished, and it cannot fly to another stack to

repeat the process until the next Axis Player Turn.

11.8

If alone in a hex that British units enter through movement, advance, or retreat after combat, Rommel's headquarters is destroyed. The unit is also destroyed if all the units it is stacked with are destroyed.

12.0 REPLACEMENTS

12.1

Neither side receives replacements of any kind until Game Turn 4. Then, during any three friendly Replacement Phases, each player can either flip a reduced non-armor, non-infantry-support tank unit to its full-strength side, or place a similar, but destroyed, unit back on the map, at reduced strength. Under no circumstances can any destroyed unit be rebuilt directly to full strength.

12.2

To receive a replacement, a reduced unit must be in supply. A British unit drawing its supply from a box must also be able to trace a regular supply line to the east-edge supply sources. Supply from Tobruk is enough to enable British units inside the fortification line to receive replacements. A unit can be in an EZOC and still be eligible. A destroyed unit is rebuilt on a map-edge supply source free of unnegated EZOC's or, for the British player, at Tobruk, provided that it too is free of enemy units or their unnegated zones of control.

12.3

Each time a player loses a step of an armored or infantry-support tank unit, advance his Armor Loss Marker one space on its track. When the British marker reaches "3," reduce it to "0," and award the British player one armor-recovery point. The Axis player similarly receives a point when his marker reaches "4."

12.4

In any Replacement Phase starting on Game Turn 4, a player can use one armor-recovery point to replace or rebuild an armor or infantry-support tank unit. The process is identical to that for non-armor replacements except that only armor and infantry-support tank units are eligible to benefit. Reduce the player's Armor Recovery Marker one space when this is done.

12.5

Even though recovery points cannot be used before Game Turn 4, losses incurred before then do count, and recovery points can be accumulated during the first three turns.

13.0 SETUP

13.1

All units set up at full strength.

13.2

The British player sets up first at the beginning of the game as follows (Note: Brigades from both the 1st and 2nd South African Divisions are mistakenly designated as S2A on their respective counters):

1st South African Infantry Division

- 1st Brigade: Hex 1504
- 2nd Brigade: Hex 1503
- 3rd Brigade: Hex 1502

50th Infantry Division

- 151st Brigade: Hex 1705
- 69th Brigade: Hex 1806
- 150th Brigade: Hex 1910

2nd South African Infantry Division Two Brigades: Anywhere inside the Tobruk Fortification Line

1st Armoured Division

- 2nd Armoured Brigade: Hex 2708
- 22nd Armoured Brigade: Hex 2410
- 201st Guards Brigade: Hex 2507

7th Armoured Division

- 4th Armoured Brigade: Hex 2513
- 7th Motorized Infantry Brigade: Hex 2816
- 3rd Indian Motorized Infantry Brigade: Hex 2315

5th Indian Infantry Division

- 9th Brigade: Anywhere inside the Tobruk Fortification Line
- 29th Brigade: Hex 3113

Independent Brigades

- 1st Army Tank: Hex 2208
- 32nd Army Tank: Hex 1805
- 1st Free French Infantry: Hex 2114

13.3

The Axis player sets up second, obeying all stacking restrictions:

Italian Infantry Divisions

- Sabratha: Hex 1204
- Trento: Hex 1304
- Brescia: Hex 1707

Pavia: Hex 1509

Any one regiment of German 90th Light Division: Hex 1302

Italian and German Mechanized Divisions

Trieste, Ariete, 15th Panzer, 21st Panzer, 90th Light (two regiments): Anywhere north of hexrow xx14 inclusive, west of minefield hexsides, and not adjacent to British units

German Independent Units

580th Reconnaissance, 1/33 Anti-aircraft, 605th Anti-Tank, Rommel Headquarters: Each can be deployed with any other Axis unit or stack listed above.

14.0 VICTORY CONDITIONS

14.1

Both sides receive victory points for inflicting losses on the enemy. In addition, the Axis player gains



points for controlling Tobruk at the end of the game, and the British player for killing Rommel. Players should keep track of victory points as they are earned on a piece of scrap paper.

14.2

Control for a side is defined as having one of its units occupy or pass through a hex, or having had the last unit to do so. The Rommel headquarters unit is not sufficient by itself to satisfy these requirements. At the start of the game, the British player controls Tobruk and the three airfield towns (Optional).

14.3 AXIS VICTORY POINT SCHEDULE

- **1 Point:** Reduce any full-strength British unit.
- **2 Points:** Destroy any reduced-strength British unit.
- **3 Points:** Destroy any full-strength British unit.
- **25 Points:** Control Tobruk at the end of the game.

14.4 BRITISH VICTORY POINT SCHEDULE

- **2 Points:** Reduce any full-strength Axis unit, or eliminate battalion
- **3 Points:** Destroy any reduced-strength Axis unit

- **5 Points:** Destroy any full-strength two-step Axis unit
 - **5 Points:** Eliminate Rommel's headquarters
- It should be noted that a player can receive victory points for reducing or eliminating the same unit repeatedly. Every time the opponent builds it back up, the player can get points for inflicting casualties again.

14.5

The side with the most victory points at the end of the game wins. Also, if at any point during the game all of one side's units are destroyed (not exited off the map), the other side wins.

14.6

If a player ends the game with ten or more victory points than his opponent, he wins. If the margin of victory is narrower than ten points, the game ends in a draw. The degrees of victory are as follows:

- **10-19 Point Difference:** Tactical Victory
- **20-29 Point Difference:** Substantial Victory
- **30+ :** Crushing Victory



ROMMEL AT GAZALA 2ND EDITION CREDITS

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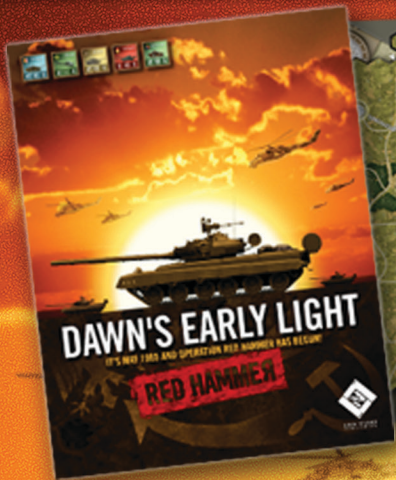
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WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family and friends for their support



DAWN'S EARLY LIGHT

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