

**Desert War
For Civilisation IV**
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***The Campaign in North Africa
World War II 1941-1945***

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The Campaign in North Africa – 1941-1945

The Desert War scenario for Civilisation IV encompasses the North African and Mediterranean theatres of war during World War II. The game opens at the start of 1941 and the playing area depicts the area from the western Moroccan coast to Damascus in Far East Africa, and from north of Naples to Middle Egypt in the south.

North Africa and the Mediterranean were divided between the two opposing forces of the war, the Axis and the Allies. In Desert War the Axis are represented by Germany, Italy and Vichy France, and the Allies are represented by England, the Free French and the Allied player (mixed nations). There are two neutral nations on the map as well, who while historically did not enter the war could be persuaded in Desert War to help. These AI-only nations are Spain and Turkey.

Desert War can be played from the arrival of the Afrika Korps in Tripoli to the unconditional surrender of Germany in April 1945.

There have been a small number of liberties taken on history to allow for a fun scenario that's fair for all players. EG: Greece was not conquered till a few months after the start of the scenario, the Free French did not have full control of Syria or Lebanon till shortly after the start of the scenario.

How to Win:

In Desert War there are a number of objective cities on the map. When you begin each team controls 3 objective cities each. The objective cities are:

- Gibraltar (south of Spain – held by the Allied player)
- Tunis (Central North Africa – held by the Vichy French player)
- Messina (east Sicily – held by the Italian player)
- Iskalion (on the island of Crete – held by the German player)
- Suez (northern Egypt – held by the English player)
- Damascus (Far East Africa – held by the Free French player)

To win Desert War your team needs to complete one of:

- Eliminate all players of the opposing team including all units and cities
- Conquer and hold all 6 objective cities
- Have the most team points by April 1945

Loading Desert War:

To play Desert War follow these steps:

1. Insert your Civilisation IV CD into the computer and either allow autorun to start Civilisation IV or select Civilisation IV from the Start Menu
2. Click on **Load A Mod**, select **Desert War** from the menu and click **OK**
3. Wait for the game to reload then click on **Single Player** from the main menu
4. Click on **Load a Scenario** select the **North Africa** map and click **OK**
5. Choose your difficulty level and game speed and click **OK**
6. Choose the nation you wish to play from the menu and click **OK**

7. Type in your leader's name or accept the Defaults and click **OK**

Nations in Desert War – An Introduction:

Italy:

Italy entered the war on the side of the Axis in 1940 when she invaded France to assist Germany. Italy controlled large tracts of land in Africa including Libya, Ethiopia and other central African nations. Italy also controlled Albania in Europe, and in 1940 declared war on Greece. With German assistance they were able to over-run and control all of Greece. With the loss of Ethiopia and her other African nations to the English and South Africans, Italy was keen to strike back at the Allies. Preparations began for the invasion of Egypt from Libya, and large amounts of troops and vehicles were sent to Libya for the operation. Light skirmishes occurred along the Libyan-Egyptian border for months and by the beginning of 1941 230,000 troops were assembled for the invasion of Egypt.

Germany:

On September 1st 1939 Germany invaded Poland thus beginning World War II. Within days, a third of Europe was at war. With overwhelming tactics and technology Germany was able to quickly control most of northern Europe, including Poland, Denmark, Norway, Holland, Belgium and France by mid-1940. Assisting their Italian allies, Yugoslavia and Greece also fell to the Axis nations. Being an industrial nation Germany was short on natural resources, most importantly oil. To continue their dominance over Europe and to assist in the planned invasion of the Soviet Union, Germany required access to large amounts of oil to keep her panzer divisions moving. The Middle-East being under nominal English control became the final goal. With Turkey refusing entry to Axis troops plans of invading the Middle-East via Egypt and south through the Soviet Caucasus were drawn up. Troops from Western Europe were formed into the Afrika Korps and Field Marshall Erwin Rommel became their commander. They were to arrive in friendly Italian Libya to assist their allies in the conquest of Egypt and move further east into the Middle-East.

Vichy France:

France was initially on the side of the Allies. However with the conquest of France in May 1940 at the hands of Germany and Italy France was divided into two; Vichy France was the puppet government of the Axis, with the English sponsored Charles de Gaulle forming the Free French. Morocco and Algeria sided with Vichy France and provided a buffer in the west to allow Italy and Germany to concentrate on Egypt. After much re-organisation in late 1940 Vichy France stood ready to assist their Axis allies in North Africa.

England:

Along with France and Italy, England controlled large areas of Africa when war broke out. With the humiliating defeats in northern Europe in the first stages of the war England was on the verge of collapse. Germany was preparing for Operation Sealion (the invasion of England) and there appeared to be no nation capable of assisting England. Other Commonwealth nations were too far away to effectively assist in Europe and it appeared England would fall. With successes in central Africa over the Italians in late 1940 the English Government thought of a way to hopefully divert German attention away from the Home Islands. By driving Italy out of North Africa

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the English navy would have free reign in the Mediterranean to strike at southern Europe.

Allied Nations: (not to be confused with the Allies team)

The Allied nation represents the coalition of other nations who assisted England and the Free French in North Africa. The list of nations includes Australia and New Zealand who sent expeditionary forces in 1940-42 and the United States of America who entered the campaign during Operation Torch. At the beginning of World War II Australia and New Zealand declared war on the Axis nations with England and France while the USA remained neutral. The ANZACS (Australian and New Zealand Army Corp) were based in Cairo Egypt in late 1940 after being transferred from Europe after the withdrawal from Dunkirk France. Having left all their equipment on the beaches in France the English Army provided the ANZACS with supplies, weapons and a small number of tanks. They were being retrained for desert operations by Commanders from the South African Army. The USA whilst being neutral provided natural resources and advanced weaponry to England. Germany, being furious at the USA's constant breaches of neutrality set to destroying these convoys with packs of U-boats (German submarines). These attacks were increasingly aggravating the USA into the war.

Free French:

France was initially on the side of the Allies. However with the conquest of France in May 1940 at the hands of Germany and Italy France was divided into two; Vichy France was the puppet government of the Axis, with the English sponsored Charles de Gaulle forming the Free French. Syria and Lebanon initially declared for Vichy France, but with English troops from Egypt and India control was quickly given to the Free French. Charles de Gaulle was desperate to exact revenge on the Italians and Germans after the humiliating defeat of France to Germany. Not being able to directly attack the Axis de Gaulle decided to assist the English as much as possible in North Africa.

Events in Desert War:

The Desert War scenario contains a number of scripted events to help provide atmosphere to the game. Some of these events directly affect the campaign in North Africa, while others are reflections of events occurring in other parts of the world during the war. There are yet some events which the players themselves can influence with a complete alternative history storyline as well as the traditional historical timeline. As you play the game, remember that these events can affect you positively or negatively.

There are also random events in the scenario that can occur at any time to any player in the scenario. These are either positive or negative events.

Player Hints & Tips:

Please read the following hints and tips to help you play the Desert War scenario:

- Some events will enable new units for you while some events will disable some units.

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- If playing either Vichy France or the Free French, try to pressure your team to get to a high team score before the Liberation of Paris.
- Axis players should concentrate on conquering Suez and Damascus before the Battle of Stalingrad. The Allies should try to keep them away from the Middle-East.
- As the Allied player, build up your fortifications in Gibraltar before Operation Torch and use Cairo as your troop factory.
- Italian players will want to concentrate their troops into stacks to compensate for their weak strength. Try to get Germany to attack the biggest Allies stacks.
- Try to avoid large naval battles in the beginning. You will need your fleet later.
- Don't send unescorted transports across the Mediterranean as submarines can pick them off easily.
- Workers will help keep the railway built in the deserts of North Africa.
- Use the impassable quicksands of North Africa to channel your enemy where you want them.
- Strike where your opponents least expect it.
- It is possible to draw Spain or Turkey into the war on your side.

SPOILERS SECTION:

Nations in Desert War – Strategy:

This section will present possible strategies for each nation, listed in order of easiest to hardest nation.

England:

The easiest nation to play in Desert War. Why? Your troops are strong, your bases are compact, you have some of the best cities on the map, and your fleet is as good as the Italians. As England, if you're able to hold off the Italian onslaught at the start and build up troops in eastern Egypt, you're looking good to take the whole of North Africa to Tunis. But watch out, you start with hardly any units at all and a massive Italian army on your border. Also, the Germans will be pushing you hard in the mid-game.

Strategy:

As England, you really only have one goal at the beginning of the game: defend Egypt! Hold off the Italians as long as possible to give your allies enough time to generate some troops and move them to the front to assist you. Don't fear large Italian stacks, their troops are weak. But the Germans are a different story. Once you start finding the balance of battle swinging your way move strongly against Libya and move as fast as you can. Make sure to pick up the oil in Libya as it will hurt the Italians a lot. Eventually you'll have troops available to look at other areas of the map, with Greece being your best possibility. However be careful as Germany with her lack of a navy may have built up Greece into a troop infested fortress. Use your navy sparingly and try to target German transports moving troops from Greece to North Africa. This will hurt them and benefit you.

Germany:

To start with, it appears like you don't have much. But don't be deceived. Remember, your nation has just finished taking over much of Europe and needs to transfer troops to you. You'll gain Rommel and the Afrika Korp early. Make use of them! They are the strongest army in the game, but your ability to make troops is low and getting them through the English navy over the Mediterranean is very hard. But all up, you should be able to help push the English out of Egypt.

Strategy:

You have the strongest troops of all the nations, so make use of them. Strike hard and fast into Egypt before England's allies can build troops to assist them. By using the Afrika Korp well you should be able to race across the Egyptian coast all the way to Damascus. Once the English are out of the way it's a matter of mopping up the Free French and the Allied player. Try to have England out of the way before the US enters the war as they can hit you where you will hurt the most, at your rear through Vichy French Algeria. Be wary of the English navy and use the Italian harbours in Italy and Sicily as safe havens to move troops to North Africa. If Egypt is proving a thorn you may well consider declaring war on Turkey and creating a pincer movement through Egypt and the Middle-East to split the English-Free French defences.

Free French:

Things look pretty cosy for you. You're on the far eastern border of the map, and with the English navy patrolling your waters unless Turkey joins the Axis you're hard to

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invade. There are lots of more profitable areas for the Axis to concentrate on. Your goal is simply to be a troop factory for the English. But don't expect a high ratio of wins against the Germans, as Free French morale is already low due to the splitting of France in 1940.

Strategy:

Your main goal in the game is to act as a troop factory for England. Build many troops and move them to the front to assist England. If Egypt falls to the Axis nations there isn't much in the way to stop them from taking you out. However, and be warned, watch out for a German betrayal of Turkey, or even worse, a diplomatic coup to bring Turkey into the Axis in the north. With a strong English navy patrolling your waters don't even bother building ships or harbours. Concentrate solely on troops. If things go well the Allies way you may even surprise Germany in Greece by going through Turkey, either by conquering them or allying with them. That would really put a thorn in the Axis side.

Vichy French:

Your position on the west of Africa leaves you far from English/Free French hostility. But don't become complacent. You'll be the prime target of the Allied player in the mid game. So build up a strong base from your meagre beginnings and prepare to hold the western flank once the US enters the war. If you collapse to the Allied player, Italy and Germany will have to split their forces, so it rides on you.

Strategy:

In the beginning of the scenario you have hardly any troops, and very weak desert riddled cities. Concentrate on building up your bases first so they not only survive in the desert, but grow. But don't leave troop building too late. You will need to be a fortress once the US enters the war, because they will strike from the west of the map. The Allied player will be a force to reckon with at that point, and you will need twice as many troops as them to hold them off and push them back into the North Atlantic. If you want to through a spanner in the Allies machine build up a force to take Gibraltar. Without a western base the Allied player will find it hard to successfully reinforce after the US enters the war. But be wary of a successful English player in the east, help out the Italians if you can.

Allied:

You start with two cities. Yep, that's all. And they're on opposite sides of the map to boot! But it gets worse. You can't even build transports to move troops from Gibraltar to North Africa! But that doesn't mean you won't see action. With the strong Italian army in Libya, you'll need every troop Cairo can muster to help the English hold off the Axis horde. Do this, and your ally will be saved. And when the US enters the war, use their invasion force in the west to strike through the Axis rear and catch the Italians and Germans off guard. But hold onto Gibraltar at ALL COSTS!

Strategy:

Your starting situation seems useless. Cairo is too close for comfort to the large Italian invasion force, and if the English line breaks you're at risk, and Gibraltar is even more useless as you cannot build ships to move troops to North Africa. But don't despair. The longer you hold off, the stronger you get. By the end of the game you should be almost the strongest nation on the map. Start by using Cairo as a troop factory while building Gibraltar into an impregnable fortress. Expect naval invasions from Vichy France and Italy on Gibraltar so don't forget your defences there. Once the English have the upper hand against the Italians build a barracks in Cairo and

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build promoted infantry. Use Gibraltar to build ships (once you can) and advanced weapons (heavy tanks etc). Use the US invasion force to take out Vichy France and hopefully join up with the English in central North Africa. By that time you should have enough troops to think of invading Sicily and Italy proper. By the end game you will be deciding where the Allies take the fight to the Axis. Use it wisely.

Italy:

You start big, with many cities on the map, and a large invasion force on the Libyan-Egyptian border. But don't get too smug. Recent losses to England in Central Africa, your outdated weapons and low morale create a situation where you have the most troops, but the weakest troops. You really have two choices in the beginning. Strike hard and fast into Egypt, and get to Suez before England can get off its feet. Or, you could hold out and wait till the German Afrika Korp arrive at the front and team with the strongest units on the map. Either way by the late game you'll have to watch out for the Allied player, the invisible fist of the game. Let them grow to big in their out-of-the-way locations, and they'll strike at your heart..... and win.

Strategy:

By far you have the most options in front of you when the scenario starts. You can be traditional and push into Egypt, and make sure to use the Afrika Korp strengths to your benefit. Try to follow the Germans into Egypt and mop up for them. Their units are strong, but not numerous so ensure they survive for the big battles. Or you could be ambitious and try a naval invasion of Gibraltar. Knocking this great city out early will severely hamper the Allied player's efforts in the later game. Follow that up by taking out Malta and Cyprus. With Cyprus the path to the Free French lays open. But whatever path you choose, ensure you put all your efforts into it. With the weakest units on the map you'll need every unit you can get. In fact, barracks are a complete option as the added promotion bonuses will not make that much difference for you. Your troops need to be cheap and numerous, over run the Allies with simple weight of numbers and attrition. But most importantly, ensure your homeland defences are strong. Not much stands between you being in the game and not. Only Naples.

List of units in Desert War:

Land Units:

- Allied Infantry
- English Infantry
- Vichy French Infantry
- Free French Infantry
- German Infantry
- Turkish Infantry
- Italian Infantry
- Spanish Infantry
- Vickers Tank
- Crusader Tank
- Renault R35
- Panzer III
- L3 Light Tank
- Verdeja Tank
- Heavy Tank
- Sherman Tank

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Matilda Tank
Panzer IV
Tiger Tank
Machine-gun
Artillery

Naval Units:

Transport
German Transport
Allies Transport
Destroyer
Battleship
Submarine
Carrier
Allies Carrier

Air Units:

Fighter
Curtiss P-40 Tomahawk
Hawker Hurricane
Messerschmitt bf-109
Fiat CR.42 Falco
Dewoitine D.520
Polikarpov I-15
Strategic Bomber
B-17 Flying Fortress
Vickers Wellington
Douglas Boston
Junker Ju 88
SM.79 Sparviero
Liore-et-Olivier LeO.451
Heinkel He-111
Tactical Bomber
B-25 Mitchell
Bristol Blenheim
Junker Ju 87 Stuka
Fiat BR.20 Cicogna
Glenn Martin 167 Maryland
Breguet Bre 19
Avro Lancaster Bomber

Special Units:

Work Boat
Worker
Allied Spy
Axis Spy
Great Commander

List of events in Desert War:

This brief list of events will give you an idea of what can happen in Desert War:

- Afrika Korp arrives
- Operation Brevity
- Operation Barbarossa
- Pearl Harbor
- Counter-Offensive
- General Montgomery Arrives
- Stalingrad
- Operation Torch
- Battle of Kasserine Pass
- Mareth Line
- Italy Invaded
- Crete
- D-Day
- Naples
- Paris Liberated
- VE-Day
- Middle East
- South Russia
- Gibraltar
- England Falls
- Various random events (supplies, gold, units)
- VC (One for each city)
- WW2 Begins
- WW2 Victory North Africa
- WW2 Defeat North Africa

Historical Timeline (North Africa) 1940-1943:

1940:

- 12/02: First ANZACS arrive in Suez
- 12/06: RAF bombs Tobruk docks
- 22/06: Italy bombs Alexandria
- 28/06: Marshal Bilboa dies in plane crash, Marshal Graziani replacement
- 13/09: Italians invade Egypt from Libyan border
- 09/12: English begin "Operation Compass"
- 19/12: Italians request German assistance in North Africa

1941:

- 22/01: Tobruk falls to Australian troops
- 06/02: Benghazi falls to Australian troops
- 12/02: Rommel arrives in Tripoli
- 04/03: English troops transferred from Egypt to Greece
- 24/03: El Agheila falls to Rommel
- 02/04: Agedabi falls to Rommel
- 04/04: Benghazi falls to Rommel
- 09/04: Bardia falls to Rommel
- 12/04: Rommel surrounds Australian troops in Tobruk. Battle for Tobruk begins (Rats of Tobruk)
- 27/04: German troops enter Egypt for the first time
- 15/05: English "Operation Brevity" begins
- 27/05: Rommel pushes across Egyptian border
- 15/06: English "Operation Battleaxe" to relieve Tobruk begins - failed
- 18/11: English "Operation Crusader" to relieve Tobruk begins
- 08/12: English 8th Army relieves Australian troops in Tobruk

1942:

- 01/01: Bardia falls to English
- 20/01: Benghazi falls to English
- 29/01: Benghazi falls to Germans
- 26/05: German "Operation Venezia" begins
- 17/06: English withdrawal reaches Egyptian border
- 21/06: Tobruk falls to Rommel
- 25/06: Sidi Barrani falls to Rommel
- 30/06: Rommel reaches El Alamein
- 26/07: Eisenhower made Commander of invasion force for western North Africa
- 13/08: Montgomery takes command of Eighth Army in Egypt
- 23/10: 2nd battle of El Alamein begins
- 02/11: English "Operation Supercharge" begins
- 08/11: Allied "Operation Torch" begins
- 10/11: Oran falls to US
- 10/11: Sidi Barrani falls to English
- 12/11: Bardia falls to English
- 13/11: Tobruk falls to English
- 20/11: Benghazi falls to English

1943:

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- 23/01: Tripoli falls to English
- 29/01: English troops enter Tunisia
- 14/02: Battle of Kasserine Pass between US and German troops
- 20/02: Rommel digs in at the Mareth Line
- 09/03: Rommel leaves North Africa for Italy for last time
- 26/03: Mareth Line falls to English
- 07/05: Tunis falls to English/US
- 12/05: Full surrender of all Axis troops in North Africa to Allies