

Desert War

Sonnenblume to Supercharge

NINE GAME SCENARIOS IN NORTH AFRICA 1941-1942



An Accessory Module

For the

Bolt Action Game



INTRODUCTION

On the 10th of June, 1940, Italy declared war on Britain and France. On the 13th the British made a lightning raid, capturing the seaports of Maddalena and Capuzzo. In July, they attacked British holdings in the Sudan and Kenya. By August they had captured British Somaliland. On September 13, Italian General Graziani in Italian Libya moved five divisions (the Tenth Army) into Egypt, capturing Fort Capuzzo, and after advancing 60 miles, halted at Sidi Barrani. But with the Battle of Britain raging the British could not counter this move. By November they could finally begin reinforcing General Wavell in Egypt. They came in from Britain, Australia, New Zealand, and India. On December 9, the Western Desert Force, under Lt. Gen. Sir Richard O'Connor, attacked the Italians at Sidi Barrani in Operation Compass. Spearheaded by Matilda A-12 tanks of the 7th Armoured Division, supported by the 4th Indian Division, the Italians were defeated and four divisions surrendered on the 11th. Another British detachment destroyed the Catanzaro Division. At the cost of 600 casualties the British had captured 400,000 Italian troops.

Reinforced by the Australian 6th Division, O'Connor captured six more Italian divisions at the port of Bardia, another 40,000 troops, on the 6th of January 1941. Tobruk fell on January 22 (another 25,000 prisoners). But by this time the British 1300-mile supply lines were over-stretched. The Italian survivors were retreating out of Cyrenaica, harassed by the RAF which had achieved air superiority. The 6th Australian Division chased the Italians along the coast road while the 7th Armored Division cut across the desert escarpment. On the 5th of February, the 7th Armored intercepted the Italian advance units at Beda Fomm, south of Benghazi. With the Australians at Benghazi behind them the entire Italian force of 20,000 men surrendered.

Then the Germans came...and opened Operation Sonnenblume

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Special Rules

Terrain Special Rules

Anti-Tank Ditches – 30 points per 6", provide dug-in cover for infantry. They are tank traps.

Barbed Wire – (*DitS* 54) barbed wire fences are obstacles to infantry and light vehicles; no impediment to tanks. Alternate Rules:

Tight wire causes a unit on foot to stop when it makes contact. If the unit has wire cutters, on the next turn a gap can be cut during an Advance order and the unit can move through. Without cutters only one figure in a unit may advance per turn.

Loose wire can be bridged by a volunteer that falls on it, allowing the rest of a squad of team to Advance through in the same turn; remove one figure as a casualty. Tracked vehicles can Advance through.

Dawn Assault – (*BE II* p220). The game begins with Reduced Visibility. Roll a die at the beginning of each turn following the first. Add the current turn number to the result. When an 8 or more is achieved, play switches to clear visibility.

Fences – (*BA II* p57) Adobe and stone yard walls (and sangars) are obstacles. They provide hard cover when intervening in the line of fire; but no penalty if the shooters are in base contact. A 3-4" section is destroyed on 6 HE hits (before rounding down) or when rolled over by a tank. Tank trap. Impassable for wheeled or half-tracked vehicles. Wood Fences provide soft cover; are destroyed on 4 HE hits (before rounding down). They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks.

Hills – low hills do not obstruct movement or LOS; high hills are impassable to vehicles and rough ground for infantry.

Longest Day – (*BE II* p220) the game begins with normal visibility. Roll a die at the beginning of each turn following the first. Add the current turn number to the result. When an 8 or more is achieved, play switches to the Reduced Visibility rules.

Mountain Passes – are rough ground off-road and when moving uphill on road. The dirt road provides regular movement, but no double movement for vehicles. Movement is normal going downhill or when moving laterally.

Reduced Visibility – (*BE II* p220).

Roads – paved roads allow vehicle movement x2. Most desert roads are little more than poorly maintained dirt paths; vehicles may only use x2 movement on a d6 roll of 4+.

Rough Ground – rocky ground is rough ground for movement; sandy ground is also rough ground but players must roll a d6 when moving through it: on a result of '1' a vehicle becomes stuck (immobilized). There are no landmines in either type of rough ground.

Tank Traps – includes AT ditches, trenches, sangars, and redoubts. Roll a die when a tracked vehicle attempts to cross. *DMs: 7-8 armor -1, 10-11 armor +1, inexperienced crew -1, veteran crew +1, bocage +1, barricade -2. Tanks versus bocage with Cullin Hedgerow cutters succeed automatically if Advancing; if Running, roll a die as above with a +1 DM.*

1 or less = dead stop (Minimum Damage).

2 = stuck; try again next turn.

3-4 = hung-up with belly exposed (almost through!); if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor); try to move again next turn with an additional +1.

5-6 = pass through.

Wadis – the wadis are rough ground, impassable to wheeled vehicles.

Dug-in Rules: (*EiF* p112/*DitS* p124) 2-3 man foxholes: 20 points/each; 3-4" barricade, sandbag, sangar, & trench sections: 25 points/each; 5-6" berm, redoubt, AT ditch sections: 40 points/each. These emplacements have the following features:

Cover – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS, indestructible. Built-up works (barricades, berms, and sandbags) are built above ground level so they do block LOS; a section is destroyed by 6 HE hits or when driven over by a tank.

Hull Down – dug-in Vehicles count as having hard cover. When receiving an “Immobilized” damage result use the “Crew Stunned” result instead.

Hidden – dug-in units can use the normal Hidden rules; they count as Down.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken foxholes & trenches) instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Bunkers & Buildings:

Concrete Bunkers – (BE II p127) 150 points each, provide cover -4, damage on +1; destroyed by 12 HE hits.

Adobe Houses – (DitS p115) **1-Story Buildings** – provide hard cover, defenders damage on +1; destroyed on 9 HE hits. **2-Story Buildings** – provide hard cover, defenders damage on +1; destroyed on 11 HE hits.

Land Mines – (DitS book p131) in some scenarios mines will cover a significant portion of the board. Otherwise, minefield sections must be 6” squares, 50 points each, and one dummy minefield per two actuals. If using a Dummy, make all die rolls hidden unless a positive result is received (to hide the dummy), but if the result is positive it must be revealed. Mine Fields may be Anti-Personnel or Anti-Tank. Mixed minefields cost 100 points each. A minefield can hit a unit only once during a move.

Anti-Personnel Minefields – (DitS book p131) as in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result of equal or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; roll damage as normal for each hit with a +2 penetration against non-armored targets and +3 against armored targets.

Anti-Tank Minefields – (DitS book p132) only affect vehicles. As if in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result of equal or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; They are hit with a +5 penetration without modification. If the target unit survives it will complete its move.

Mixed Minefields – (DitS book p132) hit infantry and artillery as above with +2 penetration and vehicles with +5.

Clearing a Field – (DitS p132) after scoring a hit roll a D6, on a ‘6’ the field is cleared.

Engineers – (DitS p133) friendly units and engineers force the opponent to re-roll any hits. Engineers may attempt to manually clear a minefield. Special equipment costs +1 point per figure. The unit rolls a die and the field is cleared on a 6+; DMs: veterans +1, Inexperienced -1, mine-clearing gear +2, per pin parker -1. To do this the unit must have at least five models inside the field. However, on an unmodified roll of ‘1’ a mine is set off. Six HE hits with an indirect weapon will also clear a field. Target the center of the field using the normal Indirect Fire rules.

Army Special Rules

British Army Special Rules

Bombardment – (AoGB p17) when attacking, British platoons may call for one Preparatory Bombardment (BA II p131). For el Alamein immediately do a second bombardment at -1.

Artillery Support – (AoGB p17) British and Commonwealth armies may include one Regular FOO free, in addition to a purchased one.

National Characteristic – (AoGB p18) British and Commonwealth units may select one of the characteristics listed.

Radio Jamming – Operation Lightfoot, Wellington bombers fly above the battlefield with radio-jamming equipment. Starting on the first turn of the game all Axis officers have a -1 to their morale rating. At the end of each turn the Axis player rolls a die: if the result is less than the current game turn, the jamming stops and the morale modifiers return to normal.

Indian Army Special Rules

Unsurpassed Bravery – (DitS p23) if a unit fails a morale check and would be destroyed, roll again and take the second result.

Manpower of the Empire – (DitS p23) the Indian platoon receives a free Early War ten-man section armed with rifles; upgrades must be purchased.

Australian Army Special Rules

Never Give Up – (Australian, AitSWP p5) when defending against an assault Australian infantry and artillery crews have the Fanatics special rule (BE II p90).

Sharp Shooting – if a unit firing small arms scores a '6' to hit on an enclosed armored vehicle roll the die again. If another '6' is rolled the vehicle crew has been forced to temporarily close the viewports. That vehicle is Down for the rest of the turn.

Stubborn – (BE II p91) the Australians ignore pins when making morale checks (but not order tests).

Maori Army Special Rules

The Maori always have three National characteristics: *Blood Curdling Charge*, *Up and at 'Em*, and *Tough as Boots*.

German Army Special Rules

Hitler's Buzz Saw – (AoG P19) German infantry units that have a light or medium machine gun fire one extra die than normal, 4 dice for light and 5 dice for medium.

Initiative Training – (AoG p19) if an infantry squad's NCO becomes a casualty roll a die. On a result of 4+ another figure takes over without any morale loss.

Low on Fuel – place an order and roll a D6: on a '1' the vehicle commander has decided to conserve fuel and does not move. The -1 DM to fire when Advancing still applies.

SdKfz 250/3, 250/5, & 251/6 halftracks – (Tank War p75) 72 points (Inexperienced), 90 points (Regular), 107 points (Veteran). 1-MMG (forward), armor 7. These vehicles fulfill the roll of an armored car for any German theater selector, except *Operation Mercury*. Special Rules: Open-topped, Command Vehicle.

Italian Army Special Rules

Avanti Savoia – (AolatA p11) each turn subtract the number of units lost from those of the enemy; if the result is -3 or worse the Italian basic morale is reduced by 2. If the number is +3 or more, morale is increased by 2.

Defensive Strategy – (AolatA p11).

Eight Million Bayonets – (DitS p16) for each regular or inexperienced unit purchased the Italian player receives another inexperienced unit for free.

No Taste for the Bayonet – (DitS p16) Italians lose an additional figure for each casualty received in Close Combat (these surrender).

General Special Rules

Attrition Points - In most scenarios players receive attrition points for each destroyed enemy unit:

- 1 point for a weapon team or inexperienced rifle squad or softskin vehicle,
- 2 points for a command or FO team or regular rifle squad, or armored car,
- 3 points for a veteran rifle squad or a light tank.
- 4 points for a medium tank.
- 5 points for a heavy or super-heavy tank.

Recce Command Car – +25 points. A recce command team rides in a Recce Command car and remains inside it (commander, radioman, and driver). It is equipped with a radio and can call for an air strike (if FO points are paid). Its command radius is 12" for vehicles and 6" for infantry. Measure from the hull.

Tank War – the rules on pages 11-13 and the "Command Bonuses" rule on page 74 are used for any force that has more than two armored vehicles. However, unit selections must be in conformance with the appropriate theater selectors.

1) Battle of Er Regima Pass – Benini, North Africa – April 4, 1941

This scenario is taken from the Australian War Memorial, Second World War Official Histories, 1939 to 1945, Volume 3 Tobruk and El Alamein, Chapter 3, The Benghazi Handicap, page 68-76. By the beginning of April 1941, the British army was in retreat. Because they had failed to maintain contact with the enemy, they had no idea what Rommel was doing. They decided to post a rearguard at the escarpment east of Benghazi, at Benina where a wall of hard, shaly rock rose some 400 feet above the maritime plain. For the most part it was bare rock without vegetation except for a few shrubs. The escarpment was broken by wadis, one of which, at Er Regima, had a road which ascended to the top of the cliff. This was the easiest way to get to the top from below. Near the pass, in other wadis, were two anti-tank ditches but unfortunately, they had been built by the Italians and consequently were facing east.

Lt. Co. Burrows' 2/13th Australian infantry battalion was assigned to hold the pass while the rest of the 9th Division retreated. But Burrows only had three of his four companies of the 2/13th battalion available for the defense, and holding a seven-mile front was impossible, even with all four companies. Burrows put two companies forward: D Company (Captain Handley) on the right astride the pass and B Company on its left. There was a wadi through which tanks could pass at B Company's location, and another on the right flank of D Company. The battalion HQ was further down the road at Er Regima Fort. The defenders were supported by four 4.5" howitzers of the 51st Field Regiment. The ground was hard and stony so the Australians piled rocks to make 'sangars' of stones for defense.

On the morning of April 4th, the men of the 2/13th Battalion could hear the sound of demolitions exploding in Benghazi and other locations where British bases were being dismantled. Soon, a convoy of trucks with British units from the plains came up the road and past their position. The Germans were now thought to be in Benghazi, 15 miles away. All eyes were on the road. The Hurricane fighters from Benina airfield just below the cliff had already retreated day before.



Stone defenses called sangars.

In the early afternoon, a column of vehicles of the Aufklärung Abteilung 3, the armored reconnaissance unit of Deutsche Afrika Korps, came out from Benghazi towards the pass. As the column approached Benina Airfield the vehicles fanned out. There were tanks and armored cars with 30-40 troop carrying lorries behind them. Sixteen tanks abreast moved to the forefront. The howitzers of the 51st and two captured Italian mortars open up.

Unfortunately, the barrage set off the prepared demolitions and minefields in the pass, causing two sangars to fall away. Upon this event, the 20th anti-tank company, who had orders to retreat when the pass was blown up, limbered its guns and headed down the road to the east. A few artillery direct hits were scored. One mortar put a light tank out of action. As the vehicles withdrew the infantry dismounted and pushed forward. As the German infantry advanced, one light tank moved ahead of them and the others deployed to the flanks.

The first assault came in against #18 platoon commanded by Sergeant Simmons, #16 Platoon was on their right and #17 Platoon on the left, but not in supporting distance. On a knoll to the left Simmons could see the men of the mortar platoon under Sergeant McLaughlin, firing at an unorthodox rate, in fact, one of the weapons was almost shaken to pieces, requiring one man to steady the barrel and another to lie across the base plate. Simmons platoon had 30 rifles, one Boys AT rifle, and one LMG among 32 men. These were supplemented by two Italian machineguns, unofficially obtained. The advancing enemy took cover. Behind Simmons four 18-pounder guns of the 51st Field Regiment came down the road, one of which swung into action at lightning speed, fired, and knocked out the leading tank of the three coming up the pass. Another tank then engaged the gun and put it out of action; three other guns were also destroyed but only after knocking a second tank.

The enemy was beginning to work around Lance-Corporal Weissman's section on the left flank. The two remaining tanks came up to the top of the pass and cruised up to the anti-tank ditch. Although the enemy fire tore through the sangars the Australians replied with their rifles, Bren guns, and Boys rifles. The men were gradually encircled and forced to fall back. Lieutenant Wilson's platoon on the right flank was outflanked by tanks that had infiltrated into their rear. They forced the lead tank to close its ports by exceptional marksmanship and escaped along a wadi. After nightfall, the Germans kept coming and the British force was shattered, with the enemy breaking through at many points. The Australians left in confusion on transports that had just arrived towards morning. Some troops were left behind, many were captured and a few made it to safety with the help of local tribesmen. The battalion had suffered 98 casualties including 3 officers and 5 dead. The 51st Field Regiment took 5 casualties including 1 officer and 1 enlisted man dead. One officer was missing.

Forces

This scenario is organized with two players per side. There are two Australian Platoons, Sergeant Simmons #18 rifle platoon and a heavy weapons platoon. The Germans have three platoons.

The Australian Platoons are organized by the **1940-41 – Operation Compass** on p72 of the *Armies of Great Britain* book. The 1st platoon should be a rifle platoon. The 2nd should be a heavy weapons platoon. Since the British are on the defensive, the Heavy Weapons Platoon may have up to 2 of each type of heavy weapon selected. The Infantry Platoon may have artillery support x1. Air support is not available.

The German Platoons are organized per the **Armored Platoon Selector** Rules on p11-13 of the *Tank War* book and in conformity with the **1941-42 – Rommel Triumphant** selector on p76 of the *Armies of Germany* book. The German force may have Artillery support x1; air support is not available.

Setup

The game is played across the 6' sides of a 6'x8' board. Select one 8' side to be the top of the escarpment. A road leads down the centerline between the long sides. A mountain pass is created by placing two 2'x1' mountain ranges 2' apart centered on the road and two

more mountains along the outside edges. This should form a 2' wide mountain pass with two wadis approximately 12" wide on each side of the pass. There are anti-tank ditches at the top of the pass and at the top of each wadi. The Australian player may have eight sangars, eight sections of antitank ditches, two minefields, and a dummy minefield; place one on each of the slopes.

Special Rules

Terrain Special Rules

Land Mines – p3, Longest Day – p2, Mountain Passes – p2, Roads – p2, Wadis – p2.

Australian Special Rules

Artillery Support – p3, Sharp Shooting – p3, Stubborn – p3.

German Special Rules

Hitler's Buzz Saw – p4, Initiative Training – p4.

The First Turn

The Germans are not set up on the board; they enter from anywhere along their friendly board edge. The Australians are setup Dug-in on the ridge, guarding the three possible approaches.

The Objective

The Germans are attempting to move east in pursuit of the retreating British. The Australians have been assigned to slow them down as much as possible. If they can hold out for six game turns the rest of the army can get away clean.

Game Duration

The game will last six turns.

Victory Conditions

Victory Points for units destroyed are listed in the Attrition Points list. In addition, the Germans receive five VPs for each unit that escapes off the Australian board edge.

2) Skirmish at Mechili

This is a fictitious scenario, depicting the collision of two opposing recce platoons in the supposed village of Mechili. This Libyan crossroads is a strategic location for both armies, the German Deutches Afrika Korps and the British Eighth Army. It is the only location in central Cyrenaica that has water and is a crossroads for five separate roads or tracks. Throughout 1941 & 1942 Mechili switched sides at least 5 times. In this scenario both sides want control of this key area and have sent recce detachments ahead to take and hold the village until the main column can arrive.

Forces

This scenario is a two-player meeting engagement, so forces are equal. All units must be mounted with as many Recce vehicles as possible.

A British or Australian Recce Platoon is organized by the **1940-41 – Operation Compass** on p72 of the Armies of Great Britain book. They may have air support x1.

A German Recce Platoon is organized per the **1941-42 – Rommel Triumphant** selector on p76 of the Armies of Germany book. The German force may have Air support x1.

An Italian Recce Platoon is organized by the **1940-43: The War in Africa** selector in the Armies of Italy and the Axis book, p31. They may have air support x1.

Terrain

On a 6x6 table two intersecting roads and a village are setup. There may be patches of rocky or sandy rough ground.

Setup

Troops start the game off-board and units begin by moving onto the board using the appropriate road. Roll off to determine which opposing side to enter the board.

Special Rules

Terrain Special Rules

Adobe Houses – p3, Fences – p2, Roads – p2.

British or Australian Special Rules

National Characteristics (Brit.) – p4, Recce Command Car – p4, Stubborn (Aus.) – p4.

German Special Rules

Hitler's Buzz Saw – p4, Initiative Training – p4, Recce Command Car – p4.

Game Duration

The game will last 6 game turns.

Victory Points

Point values are listed below on the player handouts. If there is a tie, the side that inflicted the most pins wins. Failing that, a roll-off will determine the winner. The loser must concede control of the village.

3) Defense of Mechili – April 6, 1941

Australian War Memorial, Second World War Official Histories p76-107.

On the 4th of April, the same day the Germans advanced on Er Regima Pass the Indian 3rd Motorized Brigade, commanded by Brigadier E. W. D. Vaughan, reached Mechili, whose only building was an old, useless Italian stone and mud fort. The rest of the defensive works formed a rectangle of a dirt wall about 1200 yards E-W and 800 yards N-S. However, Mechili did furnish a good supply of water. The brigade was composed of three lightly armed and fully mechanized Regiments, the 2nd Lancers, Gardner's Horse (GH), the 11th Cavalry, Prince Albert Victor's Own (PAVO), and the 18th Cavalry, King Edward's Own (KEO). The 2/3rd Australian Anti-Tank Regiment was attached to their command. The 11th Cavalry and the guns of the 10th Battery, held the eastern side of the rectangle. The 2nd Lancers were posted on the west side with the 11th Battery. The 18th Cavalry Regiment remained at el Adem to guard the airfield. Mechili also received 1-25# field gun on the 5th as their only artillery. A small group of the enemy was detected on the 5th and on the 6th more enemy units began showing up. An attack was expected the next day – Rommel planned to attack at 0700. Gambier-Perry arrived with the last Cruiser Tank; he took over command of the defense. 'M' Battery and the 25# gun, escorted by a troop of lancers were ordered to rendezvous with the armored division. They left Mechili to do so.

On the 6th, the Germans invaded Greece and the British high command decided to abandon Cyrenaica, but the troops in the region were plagued by unreliable communications equipment. They could hardly talk to each other, a situation that cause one troop of the 5th Royal Tanks to fire on the 6th Royal Tanks. During the day, some armored units were moving towards Mechili while others were moving away. A British aircraft dropped a message that the garrison was surrounded and Axis columns were advancing from the south and east. Late afternoon Italians mounted in trucks attacked the 2nd Lancers. The British captured one of their 47mm AT guns and paired it with one of their own, making a gun section. After a 2nd request for a surrender 14 guns began to bombard the fort. "A" Squadron of the 18th Cavalry arrived, having skirmished with armored cars on the way. Rommel ordered an attack for the next day. Simultaneously, Vaughan scheduled a breakout for 0615 the next morning. On the evening of the 7th Gambier-Perry finally received a message that Cyrenaica Command had ordered a withdrawal. But now it was too late, they had to break out.

The break out on the 8th turned out to be an almighty cockup. Some units, including the cruiser tank, were late to their start zones, so the units left piecemeal. The Indians of the 18th Cavalry mounted in their 24 vehicles attacked the line of guns to the east, and scattered their crews. Then the infantry remounted and they left. The Germans and Italians returned to their guns as the cruiser tank charged them - it was destroyed. While the Germans mounted their own attack from the southeast and south, the brigade headquarters group and much of the 11th Cavalry also moved to the east. However, they stopped when they saw tanks through the dust raised by the cruiser tank. The wind came up as the sun rose, discouraging units from moving through the swirling dust. Two Squadrons of the 2nd Lancers under Major Rajendrasinhji were still guarding the western line.

Meanwhile, the Australian anti-tank guns of G Troop (4 guns in two sections), under Lieutenant Gill, had been ordered to remain in place until the rearguard began to move. Portees would move to their location to haul the guns. Panzers from the southeast moved into line between two hills and one of them moved towards the guns. One gun was destroyed. The enemy tanks entered the compound and the largest one moved towards the fort. The Australians fired round after round at it with no effect. The other tanks followed the

lead one. The escaping HQ group stopped on a rise to look back. Then they realized no one was following. The 106 remaining softskin vehicles could not get through the enemy fire. One of the Australian gunners observed many vehicles streaming back in to the compound.

The parties with Vaughan and Munro stopped on a rise to watch the break-out but saw no forces following. Vaughan called Gambier-Parry who replied that the fire was too heavy for the 106 soft-skinned vehicles. Vaughan left for El Adem, ordering the 2nd Lancers to cover them. But they surrendered to massed MG fire. Many of the vehicles got through by driving through an artillery position. The last of the fighting units gave up at 8am. About 3000 men were captured, including 102 Australians. Rommel wrote that the captured supplies could sustain an armored division for a month. The 11th Cavalry lost half its strength and the 2nd Lancers was reduced to one squadron which was then grouped with the PAVO. Although an utter failure, the Indians had bought time for the Australians to make it to Tobruk and bolster its defenses. Rommel wrote they could have mostly gotten out if they had worked together.

Forces

In this scenario, the Germans are attacking and the British are dug-in.

The Indian Reinforced Platoon must be taken from the **1940-41 Operation Compass** selector in the AoGB book, p72. This platoon may have armored cars and up to two AT guns served by Australian crews. No tanks. Each unit must be mounted.

A German Reinforced Platoon must be taken from the **1941-42 Rommel Triumphant** selector in the AoG book p76; an Italian Platoon must be taken from the **1940-43: The War in Africa** selector in the AolatA book p31. This platoon may have up to three tanks, organized by the Tank War book pages 11-13.

The Germans may have an artillery forward observer officer; the British have none.

Setup

The 6'x4' board is oriented the long way. The entire board is desert scape. There may be patches of rocky or sandy rough ground. The Allied setup zone is 18" from their short edge. Their vehicles are placed inside the 9" mark. The Axis setup zone is 12" from their friendly short edge. The Indians are dug-in in trenches and redoubts. Roll a die at the beginning of each turn. If the result is equal to or less than the current turn number a sandstorm covers the board, reducing visibility to 12".

Special Rules

Terrain Special Rules

Dug-in Rule – p2

Indian Army Special Rules

Manpower of the Empire – p4, Unsurpassed Bravery – p4.

Australian Army Special Rules

Stubborn – p4.

German Special Rules

Hitler's Buzz Saw – p4, Initiative Training – p4.

Italian Army Special Rules

Avanti Savoia – p4, Eight Million Bayonets – p4, No Taste for the Bayonet – p4

Objective

The Indian rearguard must hold out for 6 turns so their comrades can get away; the Germans must attempt to force them to surrender.

Game Duration

The Game will last 6 game turns.

Victory

If the British can hold out for 6 turns they win but if half their units are destroyed, they surrender and the Germans win.

4) Defence of Tobruk – April 12, 1941

This scenario is taken from the Australian War Memorial, Second World War Official Histories, and the BA “Duel in the Sun” book, p52.

German Operation Sonnenblume (February 6 – May 25, 1941), had forced the British to retreat to the Egyptian border. A garrison was left behind at Tobruk, to deny the port to the Axis, while the Western Defense Force reorganized and prepared a counter-offensive. The Axis siege of Tobruk began on 10 April. The occupation of Tobruk deprived the Axis of a supply port closer to the Egypt-Libya border than Benghazi, 900 miles (1,400 km) west of the Egyptian frontier. The siege diverted Axis troops from the frontier and the Tobruk garrison repulsed many probes and attacks. On November 27, Tobruk was finally relieved by the Allies during Operation Crusader. Three brigades of the Ninth Australian Division formed the early garrison, with one regiment of field guns allotted to each brigade sector.

The 28 miles of semi-circular perimeter was 17 miles across, along the coast. The average radius was 9 miles. Every 750 yards a frontal post was placed; about 500 yards to the rear another line of posts was constructed with each one taking advantage of the gap between the frontline posts. Defenses were constructed zig-zagging from each forward post to the rear posts on either side. Each post was numbered with the odd-numbered posts in front line, even in the rear line. An anti-tank ditch had been installed around the outside with box or concertina wire behind it. It was mined with both anti-tank and anti-personnel mines. A typical post contained three concrete weapons pits sited at ground level and connected by concreted tunnels, leading to bomb-proof shelters. Each weapon pit held a mortar, anti-tank gun, or a machine gun. The defenses were not ideal but the siting was excellent. Posts could support each other with enfilading fire.

Throughout the siege the Axis forces continued to probe the defenses on the perimeter. For example: during the morning of April 12, a few German tanks approached the wire in front of the Australian 2/17 Battalion. Dust clouds revealed the movement of vehicles behind them. The 1st RHA (Royal Horse Artillery) shelled the vehicles heavily for an hour and a half and three Blenheim aircraft aided by attacking another concentration. An intense hot wind came up and blew clouds of thick dust across the front. Under that cover enemy infantry began to approach defensive positions R33, and R35, but shelling from R32 brought them to ground about 500 yards from the wire. However, after an hour they resumed their advance. Shelling broke up the attack again with many of them taking shelter in the anti-tank ditch. Even so, one group engaged area R33, but a section of reinforcements broke up the attack. About 10pm another advance was made by 29 trucks and 12 vehicles towing guns. A moonlight artillery barrage discouraged them.

This scenario represents a reinforced German Platoon attacking a reinforced and dug-in Australian platoon.

Forces

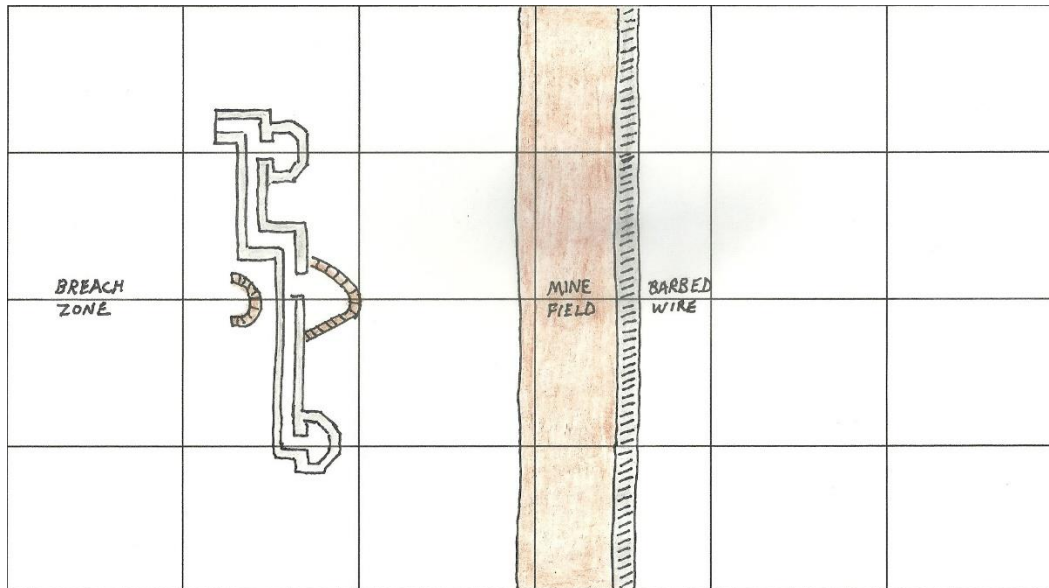
The Allied Reinforced Platoon (Australian) must be taken from the **1940-41 Operation Compass** selector in the AoGB book, p72. This platoon is supported by one Matilda A12 tank; the British FO may call for two artillery barrages.

The Axis Reinforced Platoon may be Italian or German. A German Reinforced Platoon must be taken from the **1941-42 Rommel Triumphant** selector in the AoG book p76. An Italian Reinforced Platoon must be taken from the **1940-43: The War in Africa** selector in the AolatA book p31. The German FO may call for one artillery barrage.

Both sides may have an artillery forward observer officer.

Setup

The 6x4 board is setup to be played across the 6' length. The entire board is a flat desert-scape. Twelve inches inside from the German edge is the German start zone. At 18" more there is a coiled barbed wire fence that runs along the entire short width (4'). Immediately behind that runs a 6" strip of anti-personnel and anti-tank mines. Twelve inches beyond that the Australians are dug-in with three redoubts and connecting trenches. Twelve inches further (and twelve from the Australian edge) is the Breach Zone.



Map of Defense of Tobruk game board.

First Turn

The Australian first wave is setup in the defenses. The medium mortar, the 2-pounder gun, and the medium MMG are each in a redoubt. The infantry are in the trenches. The Reserve may enter beginning on game turn 2.

The entire German force starts the game already setup 12" within the German board edge. The infantry begin the game mounted in vehicles. No outflanking is possible. If any German unit strays within 6" of a long edge they may be fired upon by a unit in the next node: D6:1-2=MMG, 3-4=MM, 5-6=MATG (roll only once per side).

Special Rules

Terrain Special Rules

Anti-tank Ditch – p3, Barbed Wire – p2, Dug-in – p2, Land Mines – p3

British Special Rules

Artillery Support – p4, National Characteristic – p4.

German Special Rules

Hitler's Buzz Saw – p4, Initiative Training – p4.

Artillery Support – x1.

Victory Conditions

Victory points are noted on the handout sheets. The German player receives 2 points for each unit that even partially reaches the Breach zone and 3 for every unit that moves off the Australian table edge.

5) Raid on Carrier Hill – April 22, 1941, p174

The enemy had been quiet at Tobruk and General Morshead decided to shake them up and possibly capture prisoners. Three raids were planned to attack simultaneously but the raid on Ras el Medauuar by the 2/48th Battalion was the most important. Ras el Medauuar was a 60 foot (above sea level) rise in the terrain. On the rise was a small hill known as Carrier Hill because there was a destroyed carrier on the slope. From this location, the Germans had a terrific view of the defensive line. An assault force could be gathered there unobserved. For this reason, Lt. Col Windever scheduled regular patrols to prevent its use. But on the 20th of April a carrier patrol discovered a substantial enemy force including 40 vehicles, 4 tanks, and a battery of 75mm guns, was dug-in behind the hill. the object of the raid was to capture the garrison and destroy the guns. “C” Company (Captain Forbes) of the 2/48th was selected to make the assault with five carriers, three infantry tanks, and four 2-pounder guns, supported by the field artillery. A forward observer officer was to go with them. There would be no preparatory bombardment so that the enemy would not be warned of an impending attack. There would also be support by a flight of fighter planes overhead which would drown out the noise of the advancing carriers and tanks.

At 0640 the assault force moved out, the tanks first, then the carriers, then infantry, then the AT guns; but the tanks got ahead of the infantry and lost contact. The enemy responded with a heavy artillery barrage. It took an hour for the tanks and carriers to reach the far side of the hill. The carriers returned and reported to Forbes. Then, the force split up: the carriers and two platoons executed a wide flanking move to get to the rear of the battery, while the third platoon swung to the right flank. With the appearance of infantry on both sides, the Italian battery whose attention was fixed on the tanks, was caught by complete surprise. The carriers circled the position from 5 yards out. At the sight of fixed bayonets coming their way most the Italians surrendered, though a few pockets held out. An hour later 368 prisoners, most from the Fabris Battalion, were marching to the Australian lines. The booty also included four 20mm AT guns, much-needed extra gun sights, and maps. The only loss was a gun and portee that hit a mine, two killed and seven wounded. Rommel endeavored to see for himself if the reports of the raids were true. He found a lone Italian wandering about but he still doubted the reports until he saw hundreds of Italian sun helmets lying in the sand, an entire battalion’s worth. He ordered up a scratch unit to fill the gap and issued an order that Italian officers who showed cowardice would be immediately executed.

Forces

The Allied Reinforced Platoon must be taken from the **1940-41 Operation Compass** selector in the AoGB book, p72. This platoon is supported by one Matilda A12 tank and two carriers. The Allied platoon may have an artillery forward observer officer.

The Italian Reinforced Platoon must be taken from the **1940-43: The War in Africa** selector in the AolatA book p31. The Italians may have an artillery forward observer officer.

Setup

The 6x4 board is setup to be played across the 6’ length. Up to twelve inches from the Italian 6’ edge is the Italian start zone. They are dug-in with at least three redoubts. There is a hill representing Carrier hill in one corner. It is impassable to vehicles. The rest of the board is a flat desert-scape that is mined with Anti-Personnel and Anti-tank Mines. But they are few and far between; whenever any British vehicle unit moves roll a d6: on a ‘1’ a mine explodes. Twelve inches from the Australian short edge is the British start zone.

Special Rules

Terrain Special Rules

Anti-tank Ditch – p3, Barbed Wire – p2, Dug-in – p2, Land Mines (AT) – p3.

British Special Rules

Artillery Support – to achieve surprise, there is no preparatory bombardment.

Australian Special Rules

Never Give Up – p4, Stubborn – p4.

Italian Special Rules

Avanti Savoia – p4, Defensive Strategy – p4, Eight Million Bayonets – p4, No Taste for the Bayonet – p4.

First Turn

The entire Italian force is setup in the defenses. The guns are each in a redoubt, and the infantry are in the trenches.

The entire Australian force starts the game already setup 12" within their friendly board edge. No outflanking is possible.

Objective

The Italians must defend their artillery battery and the British are bent on destroying it.

Victory Conditions

Victory points for enemy units destroyed are noted Attrition Points list. The Australian player also receives 2 points for each unit that even partially enters the Italian setup zone.

6) Operation Lightfoot – October 23, 1941

This scenario is taken from *The Australian War Memorial, Tanks and Trucks under Fire*, p174.

Background

Operation Lightfoot was planned with General Montgomery's characteristically meticulous preparation. While he collected massive support of materials and men the German army was having equally massive supply problems, partly to the war in the east, and partly to supply convoy problems. In addition, the German secret codes had been cracked and the British knew when every shipment of supplies and reinforcements was coming in. Another factor was that the North African Campaign had been a complete afterthought, Hitler's attempt to rescue his Italian allies. Finally, Rommel was sick and had to return to Germany to recuperate. Montgomery was fighting a far less powerful opponent than expected.

But despite all the advantages the British enjoyed, and the 800-gun barrage that preceded the advance, the battle still did not go well. The first pitfall was that the goals for the infantry on the 23rd were too ambitious to be realistically carried out. The distance they were expected to travel while clearing minefields was too far. By dawn on the 24th there were fewer gaps through the minefields than expected. Nevertheless, an all-out armored attack was ordered for the 25th. The three-to-one tank advantage held by the Brits did not materialize as too many tank commanders found themselves without reliable routes in which to advance, while others did not feel they could succeed against the heavy anti-tank defenses. As a result, very little ground was gained by the armor. One location where the attackers proceeded as ordered was on the 9th Australian Division's left flank. The infantry there, the Australian 2/13th, 2/15th, 2/17th, 2/24th, and 2/48th Infantry Battalions, were supported by the Queen's Bays 2nd Dragoon Guards Armored Regiment. However, as the battle began the tank commanders were very reluctant to advance, though ordered repeatedly to do so. One observer wrote, "The enemy gunners were not too proud to shoot at sitting ducks. The carnage was terrible to watch. It was not long before a flood of casualties swamped the 2/13th R.A.P. [field medics] which was already working at full pressure to cope with the unit's own casualties." Early in the afternoon the 2/13th received an armored counterattack under cover of a smoke screen. They were stopped at very close range by 2-pounder AT guns. The German survivors then came on with infantry support. The battle raged for 1-1/2 hours.

Opposing Forces

This scenario is an attack on entrenched German forces so the German player must pay for their defenses.

A German armored and infantry platoon has to be taken from the **1942-43 Rommel's Defeat** selector in the *Armies of Germany* book, page 79. An Italian Platoon must be taken from the **1940-43: The War in Africa** selector in the AolatA book p31.

The British armored and infantry platoons must be taken from the **1942 – Operation Lightfoot** selector in the *Armies of Great Britain* book, page 74.

Both sides may have artillery support x1.

Setup

The Terrain is a desert floor broken up by small, low hills, craters, and a few boulders. The game is played across the short side of a 6x4' table. The hills do not obstruct movement. There may be a few patches of rocky or sandy rough ground. The Axis player picks a table

side and the Allies are relegated to the opposite side.

First Turn

The entire German force of infantry and artillery is already deployed dug-in within 12" of their table edge. Their armored units (armor 8+) are the Reserves. On Turn 1 the entire British Infantry and Artillery may enter the board without making a test to do so. However, the British armor has a -3 penalty to enter the board while the Germans only have the usual -1.

Special Rules

Terrain Special Rules:

Anti-Tank Minefield – p3, Dug-in – p2, Hills – p2.

British Special Rules:

Bombardment – p3, Radio Jamming – p3, Sharp Shooting – p3, Stubborn – p4.

German Special Rules:

Hitler's Buzzsaw – p4, Initiative Training – p4, Low on Fuel – p4.

Objective

The objective of the game is to cause maximum attrition on the opposing side.

Game Duration

At the end of Turn 6 roll a die and on a result of 4+ play another turn.

Victory

Each player receives attrition points for each enemy unit destroyed. In addition, the Allied player receives 5 points for each unit that ends the game in the enemy start zone. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.

7) The Dog Fight – October 26-27, 1941

This scenario is taken from *The Australian War Memorial, Tanks and Trucks under Fire*, p174. German and British attacks collide in this “miserable strip of land.”

Background

Operation Lightfoot had been stalled in three days. It was not the breakthrough that Montgomery had hoped for. With operations more or less stalled out on the middle of the line, the Australian 9th division was ordered to attack to the north. That evening a German officer was captured with a map showing the enemy's minefields as well as the disposition of the defensive lines. As a result, the British discovered that the sappers would only have to clear 200 yards of mines instead of 1000. The preliminary bombardment opened-up at 10pm on the 25th, and the 2/48th infantry battalion moved forward, supported by Bren Carriers, carrying Bryant's company. The defenders were defeated in their trenches by hand-to-hand fighting. The Australians captured Hill Trig 29 but, at the time, both sides failed to realize the importance of that geographical feature. Elements of the division even made it all the way to the heavily defended Thompson's Post where they were forced to fall back. In all, the division took 173 Germans and 67 Italians prisoner, and lost 4 officers and 51 enlisted men killed, 20 officers and 236 enlisted wounded or missing. The operation Montgomery had optimistically termed “Lightfoot” the Australians now called “The Dogfight” because of their bloody close encounters with alternatively entrenched or counter-attacking infantry, artillery, and tanks.

At dusk on the 25th of October Rommel returned from Germany. He immediately recognized what had happened. “Our aim for the next few days,” he later wrote, “was to throw the enemy out of our main defense line at all costs and to reoccupy our old positions, in order to avoid having a westward bulge in our front.” Rommel listened to the artillery barrage that night and learnt that ‘Hill 28’ (Trig 29) had been taken – “an important position in the northern sector.” “Attacks were now launched on Hill 28 by elements of the 15th Armored Division, the Littorio and a Bersaglieri Battalion,” wrote Rommel, “supported by the concentrated fire of all the local artillery and A. A. Unfortunately, the attack gained ground very slowly. The British and Australians resisted desperately. “Rivers of blood were poured out over miserable strips of land” (*The Rommel Papers*, page 306). The attacks started on the 26th and increased on the 27th. In daylight, the value of Trig 29 became plainly evident: from it, one could see 4,000 to 5,000 yards in every direction. Three attacks of infantry and tanks, the main weight of which mainly fell on the 2/13th Australian Battalion were repulsed on the 26th. These, and subsequent attacks through the next day were broken up by artillery. By dawn on the 27th 6,140 British and commonwealth had been killed, wounded, or were missing.

Opposing Forces

This scenario is designed as an all-out meeting engagement (a dog fight) so points should be equal.

The Tank War rules on pages 11-13 and 74 are used for any force that has multiple armored vehicles. These rules are used in conformance with the theater selectors below. This scenario is a large meeting engagement with 3 players on a side with two armored and one infantry platoon.

A German armored and infantry platoon has to be taken from the **1942-43 Rommel's Defeat** selector in the *Armies of Germany* book, page 79. An Italian Platoon must be taken from the **1940-43: The War in Africa** selector in the *Armies of Italy and the Axis* book p31.

The British armored and Australian infantry platoons must be taken from the **1942 –**

Operation Lightfoot selector in the *Armies of Great Britain* book, page 74.

Setup

The Terrain is a desert floor broken up by small, low hills, high hills, craters, and a few boulders. The game is played across the short side of an 8'x6' table. There may be a few patches of rocky or sandy rough ground. The Axis player picks a table side and the Allies are relegated to the opposite side.

First Turn

The infantry platoons of both sides are deployed within 12" of their friendly table edge. The armored units on both sides are the Reserves. However, the British armor has a -3 penalty to enter the board while the Germans only have the usual -1.

Special Rules

Terrain Special Rules:

AT Minefield – p3, Hills – p2, Rough Ground – p2.

Australian Special Rules:

Never Give Up – p4, Sharp Shooting – p4, Stubborn – p4.

German Special Rules:

Hitler's Buzz Saw – p4, Initiative Training – p4, Low on Fuel – p4.

Objective

The objective of the game is to cause maximum attrition on the opposing side and to capture the center of the board.

Game Duration

At the end of Turn 6 roll a die and on a result of 4+ play another turn.

Victory

Players receive 3 points for each unit that ends the game on the enemy's side of the board, i.e., units must be more than 3' from their friendly board edge to qualify (measured from the closest edge of the unit, not the furthest). They also receive 1 point for each surviving unit. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.

8) The Battle of Thompson's Post – October 28-29, 1941, p704

Rommel was not doing so well. His 15th Armored Division only had 21 Mark III or Mark IV tanks left. The 21st Division had only 45. All the Italian Divisions together had 196. The German and Italian infantry had reported about 3600 men missing. Two infantry battalions had been completely wiped out. On the 28th Rommel again sent reinforcements opposite the Australians. Directly opposite Trip 29 the 1st and 3rd battalions of the 125th Infantry Regiment were holding the line from Thompson's Post to the sea. The Australian attack had breached the line and over-run the 11th Bersaglieri. Parts of the German 15th Armored Division and the Italian Littorio Division were moved up to counter attack. The 90th Light Division took over command of the sector and ordered a new line dug in further east. The 200th Battle Group was ordered to recapture the ground lost by the Australian 2/15th Battalion's advance. After the repositioning, most of Rommel's troops were now opposing the Australian 9th Division. The rest of the line was weak.

Dawn on the 29th found the 2/13th Battalion in an isolated and precarious position, with an open left flank and a gap of 400 yards (protected by enemy mines) between the two left companies; opposite the gap were enemy fortified posts which might be still occupied. Behind the battalion a gap was open for 1000 yards. The 51st Highlander Division was behind them to the west, facing to the south. An enemy barrage hit the Brigade HQ and wounded Colonel Colvin, killed the adjutant, and wounded the anti-tank officer. The only officer remaining asked Division by radio to find Major Daintree, second in command, but he could not be found. Then he asked for Captain Kelly. General Morshead promoted Kelly to Major and sent him to the battalion. Kelly found things in a difficult way. In the whole battalion, he only found about 100 effective men.

It soon became apparent that the Germans were just as confused as they were when a column of several vehicles drove into the Australian lines and were destroyed or driven off. Fourteen British tanks had been placed hull-down at Trig 29. Later in the morning a more determined attack was directed at Trig 29 but they were also driven off. In the early afternoon, a second attack knocked out six Australian antitank guns but the 2/13 still held. At 1700 the heaviest attack was launched against the 2/15th and 2/17th. This attack lasted until night fell. After midnight, a fourth attack was driven back. The Axis forces were taking appalling losses. One Italian officer drove up to the battalion aid station with a truckload of his wounded and asked for help.

Opposing Forces

This scenario is an attack on entrenched British forces so the British player must pay for their defenses.

The Tank War rules, pages 11-13, and the "Command Bonuses" rule on page 74 are used for any forces that have multiple one armored vehicles. However, the selections must be in conformance with the theater selectors below.

The German armored and infantry platoons have to be taken from the **1942-43 Rommel's Defeat** selector in the *Armies of Germany* book, page 79.

The British armored and infantry platoons must be taken from the **1942 – Operation Lightfoot** selector in the *Armies of Great Britain* book, page 74.

Setup

The Terrain is a desert floor (clear, no cover) broken up by small, rocky hills and a few boulders. The game is played across the short side of a 6x4' table. The hills do not obstruct movement. There may be a few patches of rough ground (no running). The Axis player picks

a table side and sets up his forces in defenses; the Allies are relegated to the opposite side. The Allied units are not setup on the table.

First Turn

On Turn 1 the entire British Infantry and Artillery are setup within 12" of their table edge. The entire German force of infantry and artillery is already deployed dug-in within 12" of their table edge. The armored units on both sides are the reserves. However, due to a lack of confidence in knowledge of the enemy minefields, the British armor has a -3 penalty to enter the board while the Germans have the usual -1.

Special Rules

Terrain Special Rules:

Anti-Tank Minefield – p3, Dug-in – p2, Hills – p2.

British Special Rules:

Bombardment – p3, Radio Jamming – p3, Sharp Shooting – p3, Stubborn – p4.

German Special Rules:

Hitler's Buzzsaw – p4, Initiative Training – p4, Low on Fuel – p4.

Objective

The objective of the game is to cause maximum attrition on the opposing side.

Game Duration

At the end of Turn 6 roll a die and on a result of 4+ play another turn.

Victory

Each player gets 1 victory point for each enemy team destroyed, 2 points for each squad, 3 points for each light vehicle or light tank (armor 7 to 8), and 4 points per medium tank (armor 9). If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.

9) Operation Supercharge – November 2nd, 1942, page 707

This scenario is taken from *Tank War* page 53, *Operation Supercharge*.

Background

High command in London was distressed that an enormously superior force in men tanks and material could not break the enemy line. On the 29th Churchill was alarmed that things had not gone as planned. Montgomery had promised a breakthrough in seven days but now it seemed he was withdrawing troops. He was still planning to attack through the north instead of going around Rommel's weaker southern flank. He insisted that everything was going according to plan. But he changed his mind and initiated a new venture, a thrust between the German 90th Light Division and the Italian Trento Division with emphasis on the Italians. The new plan was called Operation Supercharge.

On November 2nd, 1942, the Second Battle of El Alamein was in its tenth day. Rommel was in a bad spot. Two freighters carrying fuel had been sunk by the Allies. He was already planning to withdraw when the reinforced 2nd New Zealand Division attacked, supported by the 9th British Armored Brigade, just south of 'Thompsons' Post' where the Australians had been holding their own against heavy attacks. Montgomery designed a new attack using the 2nd New Zealand Division which had just lost over 1400 men in the previous three days. He reinforced them with three British Infantry brigades and one tank brigade. But a sandstorm came up during the battle and the desired breakthrough was not achieved.

Opposing Forces

This is a four-player game with 2 people on a side playing one mounted infantry and one armored platoon. The Tank War rules p11-13 are used for the armored platoons.

The German armored and infantry platoons have been taken from the **1942 – 43**

Rommel's Defeat selector in the *Armies of Germany* book.

The British armored and infantry platoons have been taken from the **1942 – Operation Lightfoot** selector in the *Armies of Great Britain* book. The platoon may include one Maori Section (*DitS* p35).

The British may call for one air strike and the Germans may call for one artillery barrage.

Setup

The Terrain is a desert floor (clear, no cover) broken up by rocky hills and a few boulders. The hills are impassable for vehicles and block line of sight. There may be a few patches of rough ground (no running). The Axis player picks a table side; the Allies are relegated to the opposite side. No units are setup on the table. Both sides must nominate half their forces (one platoon) to be the first wave. This can be the entire army if desired. The remaining units are the reserves. Infantry may enter the board dismounted but guns must be towed.

Special Rules

Terrain:

Hills – are impassable to vehicles and rough ground for infantry.

Dust Storm – a dust storm is on the horizon and is threatening to envelope the battlefield. At the start of each turn, roll a die. If the number rolled is equal to or less than the current turn number, the sandstorm hits, and all weapons with ranges greater than 12" are reduced to 12" for the rest of the game.

AT Minefield – covering the entire board. The infantry are not heavy enough to set off the mines but whenever any vehicle is ordered to move, execute as normal; then roll a die. A vehicle is hit on an Advance, with a roll of '1'; and on a Run, on a roll of 1 or 2. A hit causes D6 pins, with a penetration of +2 on the bottom armor (equal to rear armor).

Air/Artillery Support – both sides have Air or Artillery support x1 but these are impossible once the dust storm hits.

British Special Rules:

British National Characteristics – are not used.

German Special Rules:

Initiative Training – if a rifle squad loses its NCO, on a single die roll of 4+ there is no -1 Morale penalty for that squad.

Hitler's Buzzsaw – German light and medium machineguns roll one extra die.

Objective

The objective of the game is to cause maximum attrition on the opposing side.

First Turn

On Turn 1 players must bring their first wave (one platoon) onto the table. These units may enter from any point along their own table edge and must be given either a Run or Advance order. The second platoon is in reserve.

Game Duration

At the end of Turn 6 roll a die and on a result of 4+ play another turn.

Victory

Victory points are listed on the troop sheets. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.