

ASLComp

AFRIKAKORPS



ASLComp AFRIKAKORPS—EL ALAMEIN™

\$59.95

ASLComp





AFRIKAKORPS—EL ALAMEIN

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INTRODUCTION:

Welcome to AFRIKAKORPS—EL ALAMEIN™, an ASLComp VARIANT. This set provides a 22" x 34" desert map, ten scenarios, die-cut counters and a large set of overlays. The counters, map and overlay set are used for a series of scenarios set of historical scenarios depicting actions across the length and breadth of the Western Desert and Tunisia during World War II. The following Special Rules apply to all scenarios unless stated otherwise via SSR.

1. DESERT TERRAIN

1.1 The desert area in which most of the battles depicted were fought was extremely flat. Any cover that could occasionally be found was magnified in its importance. Undulations of the terrain forms in the form of slight rises (hillocks), depressions (deirs) or dry riverbeds (wadis) were found in the region. These types of terrain features could be used to good effect by AFVs, personnel and Gun crews when assuming advantageous Hull Down (D4.2) and Crest Status (B20.9) positions.

2. MAP AND OVERLAYS

2.1 ASLComp AFRIKAKORPS™ scenarios are all played on a 22" x 34" desert mapsheet marked with the label "TOBRUK". All terrain except Scrub (F2), which is found on the map as well as on some overlays, is provided in the form of Desert Overlays (F12) that depict Hillocks (F6), Deirs (F4), Wadis (F5), as well as Crags (B17), buildings, desert Tracks (F9), and new Alternate Terrain Types (F13) including a Fort.

2.2 OVERLAY PLACEMENT: Overlays are placed as per F12.2, using coordinates provided via SSR [EXC: The SSR-provided coordinates of an overlay list an X-Y order in terms of the map hexes covered by hex 'X' and hex 'Y' of each overlay]. No overlay ID/approximate location is provided in the Map Layout portion of the scenario card and there are no

hexsides to trim out (i.e., the edges of all overlays are flat to ease trimming as well as avoid fraying over time).

2.3 DESERT OPEN GROUND: Refer to F1-1.1 for all non Scrub hexes on the printed mapsheet as well as any overlay hex that does not contain other terrain. All such hexes are treated as Desert Open Ground.

2.4 HAMMADA: There is no generic representation of Hammada (F3) on the desert mapsheet provided in ASLComp AFRIKAKORPS™ and it is not used unless stated otherwise by SSR. When in use, Hammada is usually depicted by the rock-strewn art found on 'R' overlays or considered adjacent to all Scrub hexes, in all cases only via SSR.

3. WALLS

3.1 Some overlay hexsides contain Walls (B9). An overlay containing walls does not use an ID to identify the existence of Walls, which are found on all of the Village (V) overlays.

4. HILLOCKS

4.1 Hillocks (F6) are found on any overlay with an 'H' ID. The artwork used to depict Hillock Terrain differs from Chapter F-described versions. Instead of a 'crumbling brown' shading to reddish-brown, 'H' overlays in ASLComp AFRIKAKORPS™ use a hexside hachure. Any hex with a hachure hexside is considered a hillock hex, while the overlay containing hillock hexes is referred to as a "hillock", as per F6.1.

4.2 Any hex containing one or more hillock hachure hexsides is treated as a hillock hex and is treated as Inherent Terrain (B.6) normally as per F6.2.

5. DEIRS

5.1 Deirs (F4) depict slight depressions and are represented by any overlay with an ID that begins with the letter 'D'. Deir terrain is treated exactly as described in F4.

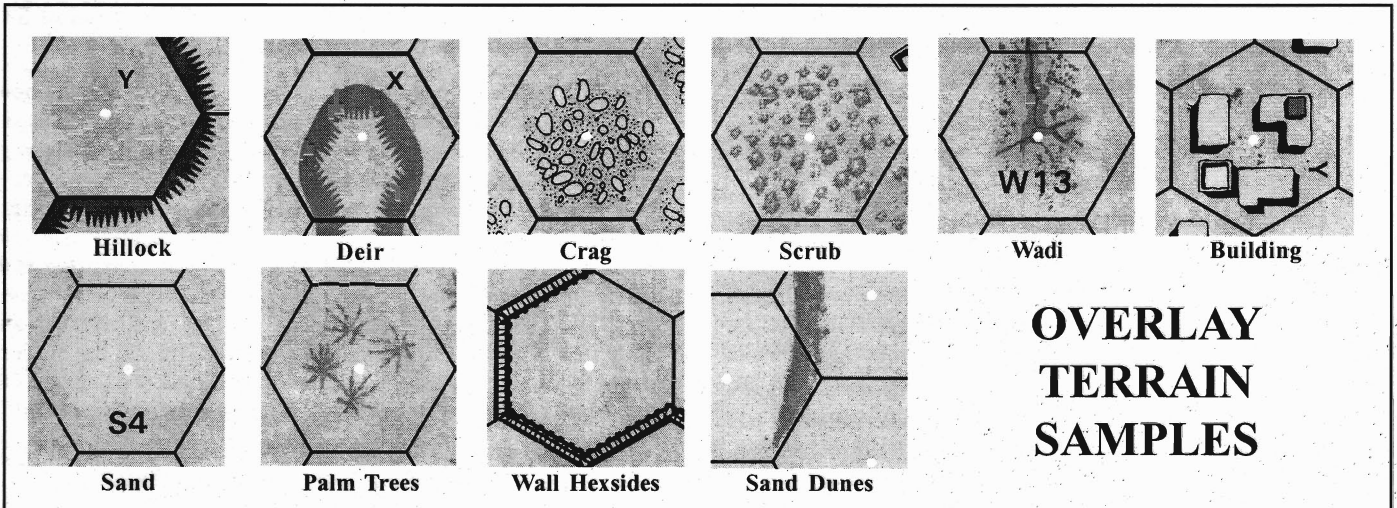
6. CRAGS

6.1 Crags (B17) are found on any overlay with an ID that begins with the letter 'R' and gray terrain artwork. Crags are also found on some other overlays.

6.2 HAMMADA: An SSR may state that Crag are is used to depict Hammada (F3) terrain instead of Crags.

7. SCRUB

7.1 Scrub (F2) terrain is found on the 22" x 34" mapsheet (EX: Hex





QQ20) and on some overlays. Scrub is treated as per F2. Any Scrub hex that is partially covered by an overlay Open Ground hex is still considered Scrub terrain.

8. WADIS

8.1 Wadi (F5) terrain is represented by any overlay with an ID that begins with the letter 'W'. Wadis are treated as per F5.

9. BUILDINGS

9.1 Building (B23) terrain is found on overlays with an ID that begins with the letter 'V'. Each overlay building is considered to be a Single Story House (B23.21) and made of stone construction (B23.3) except as noted below (in 9.2) or stated otherwise via SSR.

9.2 **SINGLE-HEX TWO-STORY HOUSE:** Overlays G5, T1, and V17 contain one or more Single-Hex Two-Story Houses (B31.3) on them. These buildings also are treated as containing 'minarets' as per the rule that follows.

9.21 **MINARETS:** Buildings with a large center dot are a 2.5 Level obstacle but do not have a Level 2 Location nor a Rooftop location (i.e., the highest level accessible by units is Level 1). Indirect Fire is treated as if a 2nd level exists (EX: A unit at Level 1 gains +1 TEM vs. Indirect Fire; a unit at Ground Level gains a +2 TEM vs. Indirect Fire).

9.3 **BUILDING ROOFTOPS:** Soldiers from both sides frequently fought from rooftops in the villages of North Africa. Most rooftops had parapets built on them which gave cover to the soldiers fighting. All buildings on 'V' overlays are considered to have a rooftop unless that hex contains a large center dot (denoting a Minaret or Dome). All rooftops are treated as in B23.8 with the following exceptions:

- There are no connected rooftops between buildings.
- Units receive a +1 TEM which is cumulative with Height Advantage.
- Units can lose/gain Concealment normally on these rooftops.

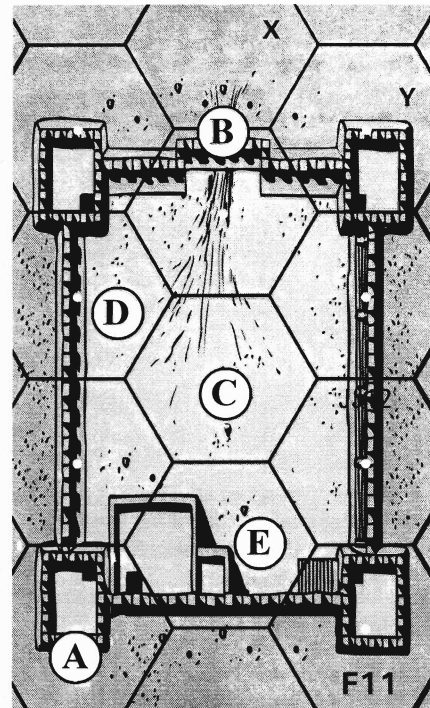
10. FORTS

10.1 Several *Beau Geste* style Turkish forts were found in the region, depicted by overlays with an ID that begins with the letter 'F'. A Fort is a form of walled-in building with an interior courtyard, four crenellated parapet wall battlements, one in each outer corner of the fort, as well along its sides. The Fort is treated as a Fortified Stone Building with the following additions and the rules that follow:

- No hex of the Fort may be Breached except at its Gate hex, nor may it be rubbled by any HE attack of < 150mm.
- Unless entering through a Gate, no vehicle may ever enter a Fort hex unless using VBM.
- Unless entering through a Gate, no infantry may ever enter a Fort hex unless using Scaling (B23.424; B34.42).

10.2 **INTERIOR/PARAPETS/WALL BATTLEMENTS:** There are three possible Locations for units in a Fort.

- Interior Courtyard—There are seven interior hexes that represent the fort's 'courtyard'. Units in an courtyard Location are considered to be at Ground Level and are treated as Open Ground.
- Parapet—There are four Parapet hexes that represent the fort's 'crenellated parapet wall battlements'. Units in a Parapet hex may be at Ground Level or at Level 1 in its Rooftop Location. See below for rules that treat Parapet hexes in more detail.



THE FORT

- 'A' is a Parapet hex.
- 'B' is the Gate hexside for entry.
- 'C' is the center hex of the courtyard.
- 'D' and 'E' are courtyard hexes with Wall Battlement Crest Status Locations.

• Wall Battlements—There are six courtyard hexes that also have Wall Battlement Locations at Level 1 that are only accessible from within the Fort (i.e., from courtyard hexes that are adjacent to a non Fort exterior hex that does not contain a Parapet). See below for rules that treat Parapet hexes in more detail.

10.3 **COURTYARD INTERIOR HEXES:** Units at ground level in a courtyard hex of a Fort are treated as if in Open Ground for entry purposes and for all fire from other courtyard hexes and from OBA/MTR/Aircraft Bombs/Aircraft MG. Interior courtyard hexes are immune to Sniper attacks (i.e., ignore these Locations for the purposes of SAN attack hex determination).

10.31 **LOBBING MORTARS:** If ≥ 1 hex of a Fort contains a Known enemy unit *AND* is within LOS an on-board Mortar (C9) may be used to attempt to 'lob rounds into' a Fort despite the absence of LOS to target hexes/units within. The MTR is considered to target the 'center hex' of the Fort's courtyard using Spotted Fire. If a Hit is obtained, an SR is placed in the courtyard's center hex and OBA Accuracy (C1.3) is rolled for, treating the range from the MTR to the courtyard's center hex as the distance the SR was corrected *AND* applying Leadership DRM to either the To Hit roll DR *OR* the Accuracy DR. Only the final target hex after Correction is attacked by the MTR using Area Fire and the SR is removed following the attack. No Area Acquisition can be gained (i.e., the 10.31 process begins anew for any attack against a Fort's courtyard).

10.4 **PARAPETS:** Each Parapet hex has a Ground Level and a Level 1 Rooftop Location. Units in the Ground Level are treated in the same



manner as being in the Ground Level of a Single-Hex Two-Story House that is also a Fortified Building (B23.9). Each Parapet hex also has an Inherent Stairwell that leads to its Level 1 Rooftop Location. The following additional rules apply to Parapet Rooftop Locations:

- Level 1 of the Parapet is considered a Rooftop location (B23.8). However, units in the Level 1 Location are treated as being behind a Wall vs. Fire from a higher location and considered in a Stone Building vs. all other fire and purposes.
- Level 1 (Rooftop) units gain/lose Concealment normally. Level 1 (Rooftop) of a Parapet provides a -1 Rally Bonus as if it were not a rooftop.
- No 5/8" counter may occupy a Level 1 Rooftop Location of a Parapet except for a Mortar of $\leq 82\text{mm}$ or an ATG of $\leq 57\text{mm}$. Only a mortar may be moved up there during play and it must be dm to be Portaged up to Level 1 (i.e., both mortars and ATGs may be set up there). Both mortars and ATGs may fire from the Level 1 (Rooftop) locations normally.

10.5 WALL BATTLEMENTS: Each of the six non center courtyard hexes has a Wall Battlement Location that may be entered by declaring Crest Status (B20.9) at Level 1 as if a courtyard hex that has a crenellated wall battlement hexside is a Depression hex.

10.51 STACKING: A Wall Battlement Crest Location has a maximum stacking of 1 squad-equivalent and 3 SMC. A maximum of 5PP of support weapons may occupy the Crest Location.

10.2 ROOFLESS: A Fort is treated in the same manner as a Roofless Factory (B23.74; O5.45) with some additions and exceptions.

10.3 FORT GATE: The hexside between the hex the 'X' coordinate on a fort overlay is printed in and that directly to direction '4' (if a SAN counter was in 'X' and hex 'Y' is direction '3') is also its 'gate' entry hex. It is always considered 'closed' unless 'opened' during play or via SSR.

10.31 CLOSED GATE: When closed, treat this hexside as having a Roadblock facing hex 'X' along the hexside between 'X' and the first courtyard hex. This Roadblock is a Level 1 obstacle and provides +3/+2 TEM and may not be crossed [EXC: Infantry may cross only after Breaching it]. It may be Breached only by using a DC and may never be completely removed.

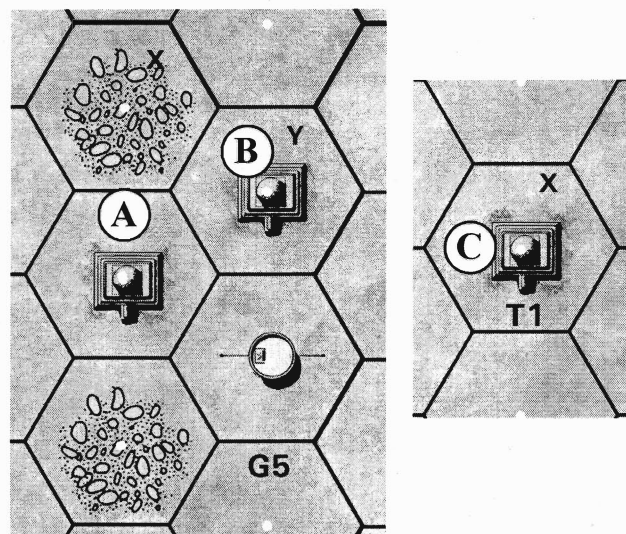
10.32 OPENING/CLOSING GATE: A Good Order squad-equivalent in the first courtyard hex in a Fort may attempt to 'open' the gate hexside by making a Clearance (B24.7) DR of ≤ 7 . The same procedure is used to 'close' an open gate.

10.321 ENTRY: Any unit may enter the first courtyard hex of the Fort through a gate. When the gate is open, the entry hexside provides all the restrictions of a Narrow Street (B31.1) including TCA Change (B31.122), and the presence of vehicles/wrecks (B31.126), but replacing the verbiage relating to "Bypass" with "entry" but otherwise treating movement from hex 'X' to the first interior hex of the Fort as if the unit was using Bypass movement along a Narrow Street.

11. SAND TERRAIN

11.1 Sand terrain is represented by any overlay with an ID that begins with the letter 'S' and pale yellow in-hex terrain depiction. Sand terrain on an 'S' overlay is treated as per F7.

11.2 SAND DUNES: Sand Dunes (F7.5) are represented by any overlay with an ID that begins with the letters 'Sd' and irregular brown terrain art depicted across the hexsides of some Sand hexes. All pale yellow terrain



SINGLE-HEX TWO-STORY HOUSES

- 'A', 'B', and 'C' above are Single-Hex Two-Story Houses with minarets.
- The building just above the overlay ID "G5" is treated normally as a Single Story House despite the round art.

on a Sand Dune overlay is Sand. Unless stated otherwise by SSR treat all Sand Dune hexsides as Low Dunes (F7.5).

12. PALM TREES

12.1 Palm Trees are found on any overlay with an ID that starts with the letter 'P'. Treat the terrain found therein as Palm Trees (G4) unless stated otherwise by SSR. As per F13.4-13.5 Palm Tree terrain may be treated as Cactus Patch or Olive Grove terrain by SSR.

13. ROADS AND TRACKS

13.1 To provide a better aesthetic, as an exception to F9, overlays are provided for Tracks. Any overlay with an ID beginning with 'Tr' is a Track overlay. They may also represent roads via SSR. In addition to straight runs, curves and intersections are provided for to create realistic road nets. In some cases Track overlays may be treated as Road terrain by SSR. Tracks are also found on Village overlays.

14. RAILROADS

15.1 Overlays with an ID that begins with the ID 'RR' are Railroad Terrain. Treat Railroad hexes as Ground Level RR (GLRR; B32.1) unless specified otherwise by SSR.

15. KHAMINS

15.1 Khamsins (desert dust storms) could, and did, sweep across battlefields with blinding suddenness. Khamsins are ONLY used in a scenario via SSR. When in use, the SSR will specify when and what die roll is needed for their implementation and the following rules will be in effect:

- Weather is Gusts (E 3.4).
- A +1 Mist LV hindrance DRM is applied per hex (EXC: 0 DRM if firing within the same hex) but whenever Gusts are in



effect, the Mist LV DRM is changed to +1 DRM per 2 hexes in range (FRU) and each new occurrence of Gusts will change the mist accordingly (i.e., +1 DRM per 3 hexes on second Gusts and so on).

16. NEW COUNTERS

16.1 Two different sheets of color die-cut VARIANT counters are provided with this product to allow you to do what you KNOW you love to do whenever possible...punch out some new cardboard!

16.2 FOLGORE MMC/SMC: A new MMC type is provided to represent Italian parachutists of the "Folgore" and depict their armament and performance at El Alamein. Folgore squads are Elite, have a value of 4-4-8 and are capable of Spraying Fire (A9.52), Assault Fire (A7.36) and are Replaced by 2 x 2-4-8 HS when suffering ELR Replacement. Their HS have a value of 2-4-8. Folgore SMC are treated normally, noting SSRs provide some additional Tank Hunter capabilities for 1-4-9 Heroes.

16.3 AFRIKAKORPS MMC: New MMC counters are provided to represent Afrikakorps soldiers. German MMC used in the scenarios provided in this series are treated normally as per the ASLRB with the following exception:

- Unless stated otherwise by SSR ELR Replacement ends with the 4-4-7 squad and the 2-3-7 HS, denoted by the "—" underlined 'not sign' under the morale value of 4-4-7/2-3-7 Afrikakorps MMC.

German SMC are treated normally. The additional SMC in desert uniforms are provided for your gaming enjoyment.

16.4 OPEL AA TRUCKS: New counters depicting Opel trucks with a twin-barreled AA gun in the bed are provided. Treat this truck in the same manner as German Vehicle Note 92 (3.7cm FlaK LKW) with the exception of unique values on the Opel AA counter.

16.5 COUNTER VALUES: The choice to go with 'watermarked' counters follows the long-standing precedent now extant with HoB and BFP counters, and communicated as a preference by gamers. In addition to some self-explanatory data the following should be noted:

- Red MP are denoted by the entire vehicle icon behind the MP being printed in red.
- A 'classic' half-track icon is used, as if the HT is driving 'forward' (i.e., front wheels to the right).
- Large targets are signified by a Red circle behind the value, not red numbers (red ink in small fonts tends to smear and fade).
- OT vehicles are denoted by a thick white border behind the vehicle art.
- All military art used is accurate and printed in color. No 'black blob' generic Gun art is used.
- Each counter bears a "CH" watermark and a gray dot on the back. The dot was the suggestion of a former AH bigwig and makes a great trivia question!
- Turret speeds are denoted by small, thick white square, circle and dashed line art.
- MMC Underscoring has an arrow to the right, signifying an improved value.
- MMC morale underscoring uses the "not sign", "—" to signify an action restriction.

17. WIRE/MINE/AT-DITCH OVERLAYS

17.1 WIRE/MINE OVERLAYS: Wire (B26) and AP/AT Mines are in each hex of any overlay with an ID that starts with the letters 'MF'. The quantity and type of mines found on the overlay will be provided by SSR. Printed wire that is successfully Cleared (B26.5) should be marked with a Breach counter (B23.9221). It is recommended that players recognize that any unit in a printed on-map wire hex is considered to be on top of the wire. Any unit set up, moving, or routing beneath the wire should be marked with a wire counter on top of it.

17.2 AT-DITCHES: Three or more connected AT-Ditches (B27.56) are found on any overlay with an ID that starts with the letters "AT". Treat the Anti Tank Ditch in each hex normally.

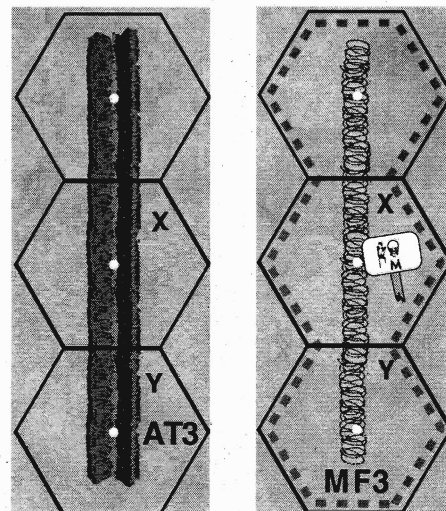
18. RANDOM MUSINGS

In a depression among the sand dunes before El Agheila, on the western frontier of Cyrenaica, lay a British reconnaissance patrol:

Lieutenant Fred Miller dozed in the silent night near El Agheila. All he could hear was the snoring of his comrades. And at that moment the war began to "breathe" again.

The clank of tank tracks... Then silence and an oath. Fred Miller was on the alert, but there was no need for him to wake the others. Clark, too, was peering out from under the scout car. They lay on their bellies and stared ahead at the mighty shadows, which rattled as they moved. They heard shouts. "Tanks," whispered Miller, "German tanks." The monsters drove past 30 yards away in a southerly direction. "One, two, three, four, five..." Clark stopped counting. The sixth veered and made directly for them. The commander was standing in the turret. He had spotted them. "Move off," yelled Clark. The driver and wireless operator were already in the car. The self-starter hesitated. "Get cracking, man!" At last. The rattling shadow was almost on them as they drove off. The desert suddenly sprang to life, the shadows coming from all directions.

FOXES OF THE DESERT; Paul Carell



A-T Ditch overlay

Wire/Mine overlay



NOSTALGIC

It is hard to believe well over a quarter-century (it is now 35 years. Ed.) has passed since this writer first read the stirring account of a British patrol sitting in the dark night, on the edge of Cyrenaica. A lifelong interest in the war in North Africa during World War II was literally ignited by Paul Carell's seminal book, *Foxes of the Desert*. If the reader is good to go with a rambling series of reminiscences, these notes are for you. Those allergic to nostalgia are urged to head over to the scenarios and get the gaming on.

Carell's book was *not* the first military history tome to tickle my fancy. That place will forever be held by Tregaskis' *Guadalcanal Diary*, borrowed from the school library in a bright-green, reinforced-binding with penciled-in title elementary school edition. My interest in reading was a flame fanned by my beloved fifth-grade teacher Mrs. Melamed. It was a year for Babe Ruth and Abe Lincoln biographies, the Hardy Boys, and books about bugs. Then came the war. Or more accurately, the *wars*.

The 'dots' would later be connected between Tregaskis, Ernie Pyle, Paul Carell, and Hal Hock. All unseen, lying in wait in the future not unlike Clark and Miller waiting in the night on patrol...then watching something important thundering by. Not quite sure what the import of it would be. Incredibly fascinated by military history, something apparently lost on this generation's young if recent reports of national testing are to be believed.

Tobruk is the first wargame—to the best of my knowledge, the only board wargame—that shows what a 'close up' tank battle is really like."

Mark Saha, *Fire & Movement Number One*

Long before discovering TOBRUK this writer was a ten-year old boy that was just *sure* there had to be something like wargames out there. The first hint came from the *Woods Edge Game*. Purchased from an advertisement in the back of a *Metal Men* comic book. Then that cardboard 'foot-locker' with "over 100 men, tanks and ships", that happened to also include a map printed on polypropylene (think plastic sacks at your local supermarket) and rudimentary rules. These were duly set up, after surviving the four month wait that followed posting off the requisite two bucks or so. Me, my cousin Vinny and my best pal across the street Brian bought every comic book 'wargame' there was, including the one with the rubber-banded two-piece plastic tanks that 'exploded' when you pressed in their middle with your finger.

We played these things. And played them. Our little group was so out of the loop that we knew Helen of Toy, yet never heard of Milton Bradley's TANK BATTLE. I picked up the latter at an, er, 'antique' (read: junk) shop in rural Pennsylvania some years back while traveling with the missus and the kids. For five bucks. And I had to finally hide it in the closet or my then six-year old son would still be having me play it with him nightly. Suffice it to say we used our own house rules.

Fast-forward a couple of three years and we find this writer a thirteen-year old kid experiencing serendipity in the dusty corridors of the former Westchester Hobby Center of East Post Road in White Plains, New York. A small stock of wargames was tucked in among the myriad trains, Airfix soldiers and radio-control airplanes of the one-channel 'pulse' variety. My father was instantly made a prisoner as I pored over the best way to spend my office-vacuuming and cleaning 'business' money, suddenly burning a white-hot hole in my pocket.

TOBRUK was my first *real* wargame. The back of the box sold me. I wanted to "recreate all of the furious action of tank-to-tank battles on the Western Desert during World War II". About twelve bucks in singles was

peeled out of my wallet and plunked down for my very own tank battle in a cardboard box. This was going to be good.

The good times didn't last long. When I got this puppy home it became pretty evident there was no way this thing was going to be played by me or my best comic book gaming buddies. 'Programmed' instruction notwithstanding. I carefully packed it all back in the box and begged a ride back to Westchester Hobby to return the thing. Actually, I swapped it for AH's *Stalingrad*. Now *that* we managed to play.

Our readers are so devilishly smart I know you've already guessed the story doesn't end here. Sure, Stalingrad was fun. And easy. But the unrequited love with actually *riding* in my very own tank courtesy of TOBRUK just would not go away. Quite the contrary. It grew. Until finally, newly-earned greenbacks in hand I found myself back on East Post Road, in a brisk gait passing the amazingly sun-faded plastic models languishing in the display window since before the first Walthers model train catalog was printed. I had a date with TOBRUK. There would be another bite at the apple for this young man.

My very own TOBRUK. Well, not exactly. It wasn't the same copy I had returned. But it would be *mine*. As I type these words my 'Copyright 1975' copy of the game is sitting on my desk, next to my dog-eared copy of *Fire & Movement*, issue Number One. Picked the latter up new at the hobby shop too. This time around I had set my teeth to *getting* this game. As in learning it and playing it. And my pals had been sold on the idea, albeit as long as my cash was put on

the barrelhead. It wasn't long before the second 'bite at the apple' paid off and we all became Tobruk fans. Plenty of face-to-face and play-by-mail followed. It was a keeper.

Moving forward twenty years found this writer at the National Archives buried in the still photo department when an acquaintance on hand asked if I'd like to meet Tom Jentz and Hal Hock. A brief introduction to Mister Jentz followed an interesting and cordial session with Hal that led to more conversation at dinner at Hal's choice (he was buying), a Ruth Chris Steakhouse in Georgetown. On the way there Hal was putting his new Ford Taurus SHO (mutual car-guy thing going) through its paces when as an aside, he said, "you know I have the rights to Tobruk back." Later a letter from Thomas Shaw legally returning all rights was duly produced and the rest is history. This Tobruk kid would have the chance to bring back his first boardgame love for one more 'dance'.

Before the project could be completed, sadly, Hal suddenly passed away on December 7, 1999. The decision was made to go on but the deadline was blown right out the door when we lost Hal. His lifelong and intimate knowledge of the war in North Africa was a resource that could not be replaced. Nor could his kind and gentlemanly nature, interest in the Titanic and love of his dogs. As for our success in bringing back Hal's labor of love in a new edition, we'll let the individual gamer decide. Now known as "ATS" (for Advanced Tobruk System), it's an entirely new take, a new game system inspired by the original.

CAMPAIGN...TOBRUK...PANZER...SQUAD LEADER...CROSS OF IRON...AND LORRIN BIRD

My interest in tactical-level-gaming grew from my interaction with and play of TOBRUK. Home made counters and such covered the most glaring limitation, that being the need to make side notes for almost everything... then glance at them to discern exactly what was going on



'down there'. We didn't complain, it wasn't the era for the whining on the internet metaphor yet. Instead, we invented, created, made do and enjoyed the hell out of Hock's creation. It had potential, that we knew. And that potential was for non desert battles, maps, counters, and rules.

Someone else noticed the shortcomings...as well as the potential of TOBRUK as well as other similar games, specifically Squad Leader™ and its spinoffs. Most notable amongst those was Cross of Iron™, an 'expansion module' for SL that brought many an AFV to life for the first time in cardboard form. I am not referring the former editor of the defunct AFVG2 (I have the entire correspondence file, his form of communicating would eventually make its way to the internet, but back in the mid '70's it was still called "nutmail" by AH...a well deserved title and one that deserves merit for its humorous slant considering the screeds, oh the screeds). Lorrin Bird began writing a series of articles for *Campaign* magazine. There was Tobruk: Tank Battles in North Africa 1942 – "State of the Art Tobruk: Tank Battles in North Africa 1942" (Variant) in The GENERAL Vol.18, No.2. Then came a series of articles taking on Squad Leader™, Cross of Iron™, Crescendo of Doom™, along with analytical pieces aimed at revealing flaws in the genre of tac-sims, such as "Tank Commander's Notebook: Target Visibility and Fire Effectiveness" (Campaign Number 95, Jan-Feb 1980), new "Tank Charts" (Campaign Number 95, Mar-April 1980), and a look at Tanktics ("Tanktics—A Love Story?"; Campaign, Number 107, Jan-Feb 1982). Bird came up with "SQUAD LEADER in Evolution: A Modified AFV Kill System" (Campaign Number 104, July-Aug 1981), an eerily similar treatment to what ended up becoming known as ASL®. In Campaign Number 98, July-August 1980, there is "Panzer: A Critical Review", making sure that every tactical-level gaming system of the day was examined in print by Mr. Bird. And for the most part Bird' articles made sense. They were fun to read and still are, many years later.

THE ORIGINAL TOBRUK, ATS AND SL-ASL®

The intent in ATS was to build an on key precepts set down by Hal Hock and found in TOBRUK. Infantry in that game was all about casualties. You shot at someone and something happened. The original Casualty Table simply listed the number of men that went down with each shot—and there were few '0' results on the table. And whenever casualties were absorbed, the personnel unit would have to 'check morale'. This system is retained in ATS, albeit in a modified form. Instead of looking up the number of gunfire factors on the Gunfire Factor Table, these are provided right on the counters. There is a loss of some detail but a massive increase in convenience, and that means faster play and far less tedium. In John Hill's Squad Leader™, the designer had the same approach, printed GF on the counter. This approach is common in board wargames, the 'data free' counter being more akin to a miniatures gaming touch.

Back to the original Tobruk. That game used a system wherein casualties were marked off on a separate 'roster pad', man by man. The major downside to this was that all personnel counters on the map looked exactly as they started the game when they were 'fresh'. The only way to discern the status in terms of casualties was to check your roster pad. This was a major hassle as one needed to know the exact number of men in each personnel unit whenever tallying up gunfire factors to make a shot. This was no minor disadvantage and is done away with entirely in the new system with little loss in detail. A squad now has five 'steps' instead of the original ten or so, each represented by a 'man' in the former edition. A squad can be in its 'fresh' state, marked with a casualty marker, flipped to its reduced side, flipped *and* marked with casualties, and eliminated. This comes down to accounting for every two men worth of casualties. Considering that over half the categories on the original Casualty Table resulted in 2-9 casualties, one can argue that we lose *nothing* in the new translation.

When one compares TOBRUK to SL (noting the exact same system was carried forward into ASL® and we'll comment on the latter only where it breaks new ground from SL), the permanence of the casualty-based approach really stands out. Firepower aimed at soldiers = casualties. The strength marked off a roster pad (or noted by Casualties markers in ATS) never returns. Much of the firepower sent our cardboard heroes way in SL results in a checking of morale. Fail and your squad is 'broken'. Yes, the original TOBRUK had morale checks before SL. But said checking of morale in that game only took place AFTER (i.e., as a result of) casualties being incurred. In SL-ASL, infantry may check morale AND take casualties, but the preponderance of results in the current ASL® Infantry Fire Table (IFT) is toward the checking of morale without the application of casualties resulting from the fire.

The main differences between the 'feel' of firepower in TOBRUK compared to SL-ASL is the linear nature of the former, compared to the dicing in the latter. In TOBRUK one could and did literally cross-reference 'x' amount of firepower to get 'y' number of casualties. However, it is the other difference, the issue of permanence, that truly separates the two systems. Simply put, much of the infantry that becomes *hors de combat* in SL-ASL, readily says, like *The Terminator*, "I'll be back!" As in the break-rally routine. A surprise to some, the original TOBRUK also had rules for breaking and rallying. Here they are from the rulebook for that game:

e. Rallying—Broken or surrendered units may be restored to normal function by rallying:

- 1) Units that are broken or surrendered may only be rallied if they are not in an enemy unit's morale support range.
- 2) BROKEN units may be rallied by being in the same hex with a friendly HQ group for one complete turn. Their morale is restored at the end of the complete turn. (A HQ group moving with broken units fulfills this condition.)

Core concepts from TOBRUK include units that fail a morale check becoming "broken". The ability of "HQ groups" (the equivalent of leaders) to bring broken units back into the fray via "rallying". Interestingly, leaders (i.e., HQ groups) in TOBRUK could move with broken units, something that continues with ATS and is also a feature of SL-ASL.

Back to TOBRUK. More written records were required when firing tanks at one another, the very heart of the game. Same for guns engaging tanks. Each target had to be listed on a target roster pad in order that the proper rate-of-fire, initial or acquired, could be used for subsequent shots. This slowed the game down quite a bit, as even a court reporter needs to commit something to the page to assist one's memory. Even broken and surrendered units had to be memorialized to identify their status.

The entire load of note-taking has been lifted from the players shoulders in ATS. The Burst-On-Target concept from the original game now uses markers to mark acquired targets. This is also something from the days of Cross of Iron™, and carried forward with ASL® in the form of markers for Target Acquisition. Markers serve to speed play up dramatically and were notably absent in TOBRUK.

The allure of the original TOBRUK as the shell vs. armor plate system. While detailed Hock's system had a major flaw. It lacked portability due to the specific nature of the tables, crafted for specific gun vs. tank combinations. This writer's hat is tipped to Lorrin Bird (him again. Ed.), co-author of *World War II Ballistics: Armor and Gunnery* (Overmatch Press; 2001). His tome combines original research with an extensive compilation of government ordnance and ballistics data. IN many ways ATS is inspired by this book. The armor for each tank is rated using nine armor factors, cross-referencing front, side and rear with turret, upper hull (superstructure) and lower hull aspects. A track hit can also be



obtained. Armor factors are the thickness at that aspect (adjusted to zero degrees using Hal Hocks's favorite slope effects data) in millimeters divided by ten. Gun penetration is also in millimeters at specific ranges, also divided by ten. The K-KILL table brings it all together, and is based on the penetration probability data from U.S. tests presented in Bird's book—modified for 'real world' effects at the advice of the author himself. The shell vs. armor plate presentation has turned out to be a big part of the allure of ATS. Another hat needs to be tipped. This time it is in the direction of John Hill. He is the man that really got it started in a board wargaming sense, with Cross of Iron™. What was called a "module" for SL really was a tank aficionado's dream. It debuted the VERY portable Armor Factor system still used in ASL®, and brought to the fore an approach that could be applied to any era, although some purists may argue long and hard on that point.

EVERY MAN A "DESERT FOX"

Congratulations, you've reached this article's equivalent of the Suez Canal...i.e., a discussion of the scenarios and components in this product. Needless to say, you purchased ASLComp AFRIKAKORPS—EL ALAMEIN™ because you share the author's interest in the War in North Africa. You own West of Alamein™ and likely an intermittent desert scenario acquired here and there, official and unofficial. What is lacking is the desert as a major theme, the entire thrust. Colorful actions. Hopefully not cookie-cutter scenarios. Not necessarily tournament-sized or quick-play in approach. One side can and will be the underdog.

The number one goal (in addition to getting you to punch out counters and plop down overlays) is to encourage a new wave, in YOUR life, of interest in the War in North Africa. We hope you have some fresh books at your side while you peruse the scenario cards. Get a copy of *The Desert Fox* and watch James Mason in action. Then you, the 'man' in 'every man' will be a desert fox too.

The fourth theme-based pack is ASLComp AFRIKAKORPS—Second Time Around™ and it brings on heavy action between the British and Germans in Tunisia. These bitter enemies saved the best of the see-saw desert war for last and this pack of 8 scenarios contains some especially vicious combined-arms actions.

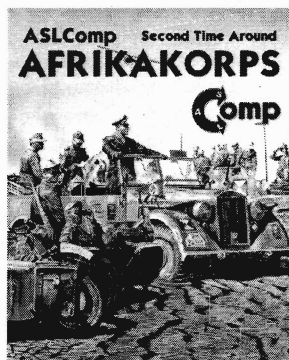
You receive a set of 8 scenarios, all depicting actions that were some of the most intense combined-arms clashes ever between German and British soldiers in North Africa.

ASLComp AFRIKAKORPS—SECOND TIME AROUND™ contains:

- * 8 action-packed scenarios depicting British combat in Tunisia.
- * Color cover sheet
- * Descriptive back sheet
- * Ziploc style storage bag
- * All the interest in the War in North Africa that you have been waiting for someone to show you

Retail Price: \$13.95 | WEST OF ALAMEIN(tm) and BEYOND VALOR(tm) REQUIRED FOR USE + ASLComp AFRIKAKORPS CORE PACK™

Part No. AK004



The second theme-based pack is ASLComp AFRIKAKORPS—BENGHAZI HANDICAP™ continues the series with Rommel's push to retake Cyrenaica in 1941, going against Hitler's orders and confounding Italian Comando Supremo. We know YOU won't be confounded, and are ready, willing and able to go along for a wild ride past Mersa el Brega, Derna, hello Mechili, we're back...and beyond to the gates of the jewel...Tobruk!

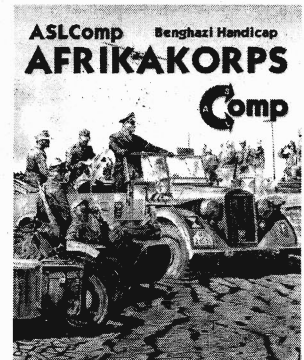
You receive a set of 8 scenarios, all depicting actions from the exciting offensive, rife with combined-arms actions. And yes, these are aimed at playability. Slap them down, bang them out, do it again. And again. Please do a little hooting and hollering while you're at it... at least when you roll 'snakeyes' (or the other guy rolls 'boxcars').

ASLComp AFRIKAKORPS—BENGHAZI HANDICAP™ contains:

- * 8 action-packed scenarios depicting actions from Rommel's drive into Cyrenaica
- * Color cover sheet
- * Descriptive back sheet
- * Ziploc style storage bag
- * All the interest in the War in North Africa that you have been waiting for someone to show you

Retail Price: \$13.95 | WEST OF ALAMEIN(tm) and BEYOND VALOR(tm) REQUIRED FOR USE + ASLComp AFRIKAKORPS CORE PACK™

Part No. AK002



The third portion of the set-piece is ASLComp AFRIKAKORPS: Bitter Enders™ and it takes you back across the desert into Tunisia and features American troops versus Rommel, von Arnim and company. Hitler poured a stunning quantity of men and materiel into Tunisia so you don't have to.

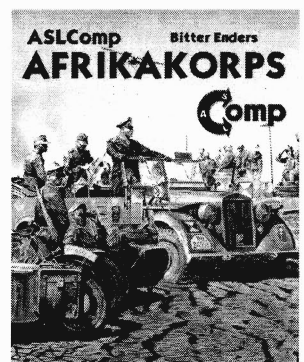
You receive a set of 8 scenarios, all depicting actions that led to General Frenenall exchanging his job for higher command and ushered one George Smith Patton on to the scene. If panzers are your thing, not to mention Lee medium tanks, M3A1 37mm AT-guns, and Stukas... these scenarios are YOUR thing.

ASLComp AFRIKAKORPS—BITTER ENDERS™ contains:

- * 8 action-packed scenarios depicting American combat in Tunisia.
- * Color cover sheet
- * Descriptive back sheet
- * Ziploc style storage bag
- * All the interest in the War in North Africa that you have been waiting for someone to show you

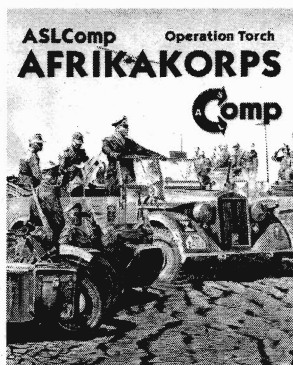
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Part No. AK003





The fifth set is ASLComp AFRIKAKORPS—Operation Torch™ and it brings forces of the United States into conflict with those of France and the fireworks erupt at Cap de Fedala, carry on to Faid Pass, and eventually drag German and Italian troops into the quagmire that was the war in Tunisia. You get another 8 scenarios that pit some of the most out-dated weaponry with some of the most modern for its time ... along with stop-gap AFVs like the M3 GMC.



You receive a set of 8 scenarios, all depicting war between Willy and Joe, American dogfaces, and the soldiers of Vichy, doing the bidding of their masters even after Rick and his cohorts at Cafe Americain asked them not to. Along the way some really outdated tanks will show up to entertain you.

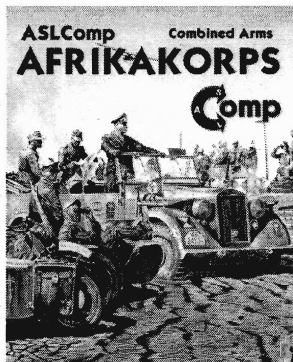
ASLComp AFRIKAKORPS—OPERATION TORCH™ contains:

- * 8 action-packed scenarios depicting American vs. French and other Operation Torch actions
- * Color cover sheet
- * Descriptive back sheet
- * Ziploc style storage bag
- * All the interest in the War in North Africa that you have been waiting for someone to show you

Retail Price: \$13.95 | WEST OF ALAMEIN(tm) and BEYOND VALOR(tm) REQUIRED FOR USE + ASLComp AFRIKAKORPS CORE PACK™

Part No. AK005

The sixth set is ASLComp AFRIKAKORPS—Combined Arms™ and it brings you a mixed bag of actions ranging from early in the desert war to El Alamein and later, truly a broad presentation of the theater.



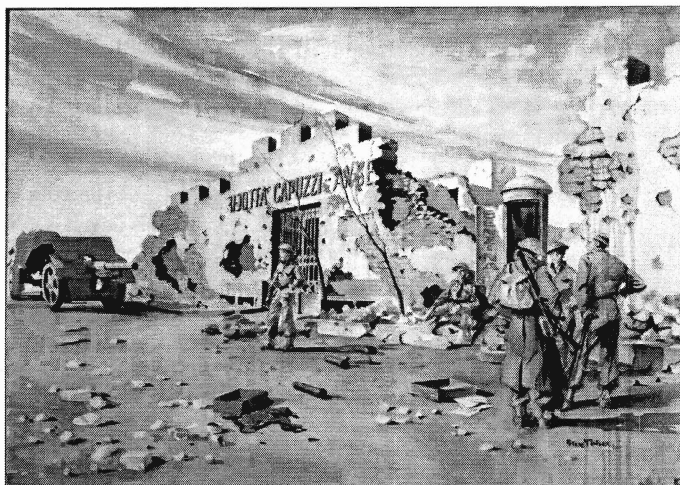
You receive a set of 8 scenarios, just the right mix of small, medium and large for the man that just cannot get enough of the Ghibli, Khamsin, von Arnim, Rommel, Monty, Ike, Patton, panzers, six pounder vs. 2 pounder discussions, jerboas, the Aussie stand at Tobruk, Hans Joachim Marseille, von Thoma, the mammut and more.

ASLComp AFRIKAKORPS—Combined Arms™ contains:

- * 8 action-packed scenarios depicting a mixed bag of actions in North Africa
- * Color cover sheet
- * Descriptive back sheet
- * Ziploc style storage bag
- * All the interest in the War in North Africa that you have been waiting for someone to show you

Retail Price: \$13.95 | WEST OF ALAMEIN(tm) and BEYOND VALOR(tm) REQUIRED FOR USE + ASLComp AFRIKAKORPS CORE PACK™

Part No. AK006



Fort Capuzzo from the New Zealand War Art Collection

DESIGN CREDITS FOR THE ORIGINATING SCENARIOS

ATS System Design: Raymond J. Tapio

Development: Kurt Martin, Mark Porterfield, P. J. Norton, Brian Laethem, Steve Pleva, Pedro Ramis, Charlie Willmer, Dave Lamb, Jim Thompson, and Drew Dorman.

This product is dedicated to the life work of Harold E. 'Hal' Hock and the innovations he brought to tactical-level gaming.

Special Mention: Lorrin Bird, author of *World War II Ballistics: Armor and Gunnery*; George Bradford, Publisher of *AFV News* and creator of the AFV views used in the scenarios.

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ACKNOWLEDGMENTS

Much time and effort went into the research effort upon which Tobruk was based. Without kindly assistance from personnel from the following organizations, however, nowhere near the required amount of data could have been assembled. For this reason, the publisher is highly in debt to:

The U.S. ALMC Library, Ft. Lee, Virginia

The Ballistic Research Laboratories, Aberdeen, MD.

The U.S. Airforce Academy Library

The West Point Library

The Morris Swett Technical Library, Ft. Sill, Oklahoma

The Ft. Benning Technical Library

The Armor School Library, Ft. Knox, KY

The Library of Congress

The National Archives and

The Office of the Chief of Military History

without whose assistance TOBRUK could never have been designed

CHARGE TO AQQAQIR RIDGE

AK #1

GERMANS Set Up First	1	2	3	4	5	6	7
	BRITISH Move First						

Elements of 'C' Squadron, 10 Hussars, 9th Armoured Brigade enter along the east edge on turn one:

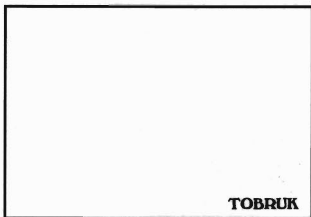
[ELR: NA]
{SAN: 2}

Elements of the 33rd AT Battalion set up on/west of hexrow Z and in any hexes numbered ≤ 10:

Elements of the 21st Panzer Division enter along the south and/or west edge on turn three:

[ELR: NA]
{SAN: 2}

MAP LAYOUT:



VARIATIONS:

- The British must exit ≥ 2 AFVs to win.
- Replace the British 9-1 Armor Leader with a 10-2.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- The non ground level terrain on overlay H35 is treated as Hill, not Hillock, with Level 1 and Level 2 heights.
- Place overlays as follows: **H35** on F1-G2.
- After all German set up but prior to turn one the British player may place and resolve one 88mm FFE:1 OBA attack. The FFE:1 may be placed in ANY hex on the map and Accuracy (C1.3) is determined normally. The FFE:1 is removed from play permanently after this special pre-game attack.

OBJECTIVES: The British win immediately upon exiting ≥ 1 AFV off the west edge.

EL ALAMEIN, EGYPT, 2 November 1942: Just after 0100 hours on the morning of 2 November the 2nd New Zealand Division spearheaded Operation *Supercharge*, the drive to break through Rommel's heavily built-up defensive line fronting the Rahman track. Kiwi infantrymen moved up through enemy minefields behind an enormous coordinated barrage, then settled in to watch the 9th Armoured Brigade roll through to smash an opening for following units. The plan was moving along as planned, albeit somewhat behind schedule. The 9th charged forward in the gloom, their new American-made tanks smashing dozens of guns and killing their crews. The cost was high, though, as German gunners ruined many British tanks before being overrun. Pushing on, Major Dawes' 'C' Squadron, 10th Hussars, dashed right across the track, heading for the crucial Aqqaqir Ridge beyond as the first hint of dawn began to light the eastern sky. In seconds the battlefield was transformed. German '88's and 75mm anti-tank guns, firing from the ridge, began systematically picking off one British tank after another. Major Dawes was killed. Second Lieutenant Chesworth led the survivors on, pressing for the ridge. German tanks from 21st Panzer Division suddenly counter-attacked, catching the oncoming British between a veritable hammer and anvil. The Hussars, along with the rest of the Brigade, pulled out, pursued by German fire.




THE MARK OF THE LION

AK #2

SEQUENTIAL Set Up	1	2	3	4	5
DR Determines Side To Move First					


Elements of the 20th Battalion, 4th Brigade, New Zealand Division set up/move first as per SR #3:



E 4-5-8 5	9-2	8-1	1-4-9	LMG 1PP 2-7 2	Fanatic
--------------	-----	-----	-------	------------------------	---------

[ELR: 3]
{SAN: 5}

Cordon elements of the 90th Light Division set up/move first as per SR #3:

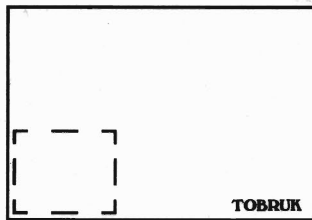


E 8-3-8	1 4-6-8	9-1	8-1	LMG 1PP 3-8	CH 30 AAMG -/3
---------	---------	-----	-----	-------------------	-------------------

3

[ELR: 3]
{SAN: 5}

MAP LAYOUT:



(only hexes numbered ≥ 18 in hexrows A-L are playable)

VARIATIONS:

- Game length is reduced to 4 ½ turns.
- Replace the 9-2 leader in the New Zealand OB with a 10-3.

VICTORY CONDITIONS: The British win if there are no Good Order German infantry units in any WADI hex of overlay W13 at Game End.

SCENARIO SPECIAL RULES:

1. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rule E1.2, 1.4 are NA). There is a Half Moon and No Clouds. The NVR is 4 at start. EC are Very Dry, with a Mild Breeze from the south at start.

2. Place overlays as follows: W13 on G22-H22.
 3. Set up is sequential. Make a special pre-set up 'initiative' DR (re-roll ties). The player rolling lowest may set up first or second. Each player then places ONE infantry unit (leader or squad; or the German player may set up the leader + Kfz 4) on the map (plus any SW), alternating, until all units for both sides have been set up. No friendly unit may set up in the same hex as an enemy unit. Play then begins normally on turn one. The British may set up ONE leader marked as Fanatic. A German leader MUST set up as a Passenger in the Kfz 4. After all set up, another 'initiative' DR is made (in the same manner, lowest roll, re-roll ties) to decide which side moves first. This DR is not subject to player choice (i.e., lowest DR moves first).

South of MERSA MATRUH, EGYPT, 27/28 June 1942: During the British retreat following defeat at Gazala the New Zealand Division was moved to positions south of Mersa Matruh at Minqar Qaim Ridge. The entire New Zealand Division dug in with the 20th Battalion, the unit containing Captain Charles Upham, attached to 4th Brigade and deployed out on the flat ground east of the main ridge. The enemy soon appeared in the form of 21st Panzer and 90th Light and Rommel, cagily, chose not to move in for the kill against the 25-pdrs of the New Zealanders. Instead, his tanks and mortars stayed back and shelled the Kiwis mercilessly as the German infantry fanned out and completely surrounded the Division. As night approached the Germans closed the ring around Minqar Qaim. A breakout was ordered for half an hour after midnight. The 4th Brigade would create the opening, 19th Battalion would lead in the center, 20th on the left and the Maoris on the right. It was a risky operation, but the only hope of avoiding the total loss of the Division. The night brought clear skies and a bright moon over the desert. Slowly, too slowly, the exhausted men rose from their slit trenches. Delays in reaching the start line found the clock at 0145 hours before everyone was ready. Some dozed while waiting for the last two battalions to arrive. At last, all was ready. J. L. Scoullar wrote in the official New Zealand war history *Battle for Egypt*: "As soon as the Maoris reached their start line, 4th Brigade advanced. Probably definite orders to move were received by the companies poised on their lines. No one remembers them. The start seemed to be automatic, as if a familiar spirit has whispered that there was a rendezvous to keep and it was time to be on their way." They moved forward 1000 yards before enemy fire erupted across their front. Upham's 20th Battalion, on the left, ran into the heart of the German defenses. A fire-fight broke out as the men ran down into a wadi. VC-winner Charlie Upham entered the scene, charging into the wadi at the front of his men. Upham was loaded down with more grenades than any other soldier, with grenades clipped to his belt and crammed into a canvas sack he had slung over his shoulder. Upham's voice could be heard over the din of battle and the chilling sounds of close combat. His voice was a rallying point for the entire company. More than just a company commander, Upham was its first warrior. He concentrated his grenade attacks against enemy vehicles. In the half-light, he was seen to throw a grenade at a fearfully close distance, despite the risks to himself of return shrapnel. He was then seen to rush on, hurl another grenade, and repeat the process as he dug each bomb from his haversack. Upham would yell, jump up on the hood of a German truck and hurl a grenade inside. He was seen firing off his pistol as a staff car tried to get away. He would run along side, yank the door open and throw a bomb inside on the hapless passengers. Following Upham's lead, the 20th broke through into open ground beyond enemy lines. A flare went off and the friendly transport that had been waiting for his sign at Minqar Qaim came pouring through the gap. The men of the 20th emerged from their ordeal highly excited and stimulated by the experience.



Photo Credit: National Archives

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'THE SAUCER'

⦿ BRITISH Set Up First ☩ GERMANS Move First	1	2	3	4	5	6
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Elements of 'B' Company, 2/32, 9th Australian Division set up on/east of hexrow R:



E 4-5-8 4	2-2-8 3	9-1	8-1	5PP 3 6-14	4PP 2 4-12	1PP 1 2-7	4PP 2 51 [2-11]	M 10 a 2 Pdr 3 40L AT 2	M 11 a 3 inch 2 76* MTR (6-36) (3-63) 32+	OVR, OBA: +4 Other: +2 6	1S or Gun OVR, OBA: +3+ Other: +1* 2
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Reinforcements from the 40th Royal Tank Regiment enter on turn two along the east edge:

CH Valentine a 10 6 1 40L -4
--

3

[ELR: 4]
{SAN: 4}

Elements of *Kampfgruppe Pfeiffer* set up on/west of hexrow N and/or enter on turn one or later along the west edge:

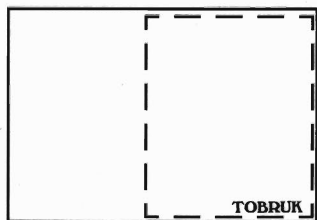


E 8-3-8 4	1 4-6-8	9-1	8-1	7-0	1PP 1 3-8 2	5PP 3 [2-13] 50+	Pz III a 14 1 75L 3/5 6 3	Pz III a 13 2 50L 3/5 6 3	Pz III a 13 2 50 3/5 6 3	Panther a 14 1 75L 4/- 4 1 *T
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CH SPW 251 a 16 1 1 T7 15PP AAMG -/-/3 1 5

[ELR: 4]
{SAN: 3}

MAP LAYOUT:



(only hexes on/east of hexrow M are playable)

VARIATIONS:

- ☩ Game length is 6 ½ turns.
- ⦿ Replace one 2-Pdr AT Gun with a 6-Pdr AT Gun.

SPECIAL RULES:

- EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place overlays as follows: **H8** on DD10-EE11; **S5** on X13-Y14; **S6** on CC19-DD19; and **Sd17** on W7-X7. Sand Dunes are Low (F7.5).
- The British may set up no more than 3 entrenchments in ½ Level hexes of overlay H8 and ≥ 2 entrenchments must set up ≥ 6 hexes from the nearest ½ Level hex of overlay H8.

OBJECTIVES: The Germans win if there are no Good Order British infantry units or mobile AFVs with functioning MA on any ½ Level hex of Hillock overlay H8 at Game End.

TELALAM EL SHAQIQ, EGYPT, 31 October 1942: Soldiers of the Australian 9th Division had followed a barrage onto their objective on the night of October 30/31, taking heavy casualties but neatly pinching out the Germans north of Thompson's Post. Known as 'The Saucer' it would become the focus of action in this area for the next two days. In the early hours of the 31 October, troops of 6-pounders, 2-pounders, and the Valentine tanks of the 40th RTR arrived from the south. This was important, because standing at the top of the tower at the Sidi Abd el Rahman mosque a few miles away, the entire Australian position was visible to Rommel, and he ordered a counterattack to take back the important lost ground. At 1130 hours Kampfgruppe Pfeiffer launched its riposte, with fifteen panzers attacking down the track with infantry on their right. The German attack was soon driven back. But the main, more determined attack on 'The Saucer' came in the early afternoon. The 6-pounders took on the panzers, while a number of Valentines moved up to support them. A ferocious battle of solid shot and machine gun fire erupted around the tanks and anti-tank gun positions. Rommel's panzers managed to completely overrun Captain Eacott's 'B' Company of the 2/32, grinding up their positions. Most of the survivors were taken prisoner. But the Valentines had intervened at a key moment. One German '88' tried to get forward but its prime mover was set afire. The Germans were again forced to fall back. At 1600 hours the Germans tried again and managed to push the Aussies off the road, but were firmly stopped again by artillery and anti-tank fire. After this, they pulled back to regroup. As the action wound down, the Aussies neatly swapped out their exhausted units holding 'The Saucer', ensuring that they would hold the line. By day's end, 40th RTR it had lost 25 tanks, but had driven the 21st Panzer Division from the field.





JANUARY BREACHED

AK #4

ITALIANS Set Up First	1	2	3	4	5	6



Elements of the 1/7th Battalion, Queens Royal Regiment set up on/east of hexrow P:

E 4-5-8 4	1 4-5-7 2	9-2	9-1	8-1	LMG 1PP 2-7 2	MTR 4PP 2 51 [2-11]
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[ELR: 4]
{SAN: 3}

Italian Outpost elements set up ≤ 3 hexes from hex H13:

1 3-4-7	1 1-3-7	8-0	HMG 5PP B11 3 6-12	Trench OVR, OBA: +4 Other: +2 2	Minefield 6 6 Known AP
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Set up ≤ 3 hexes from hex K17:

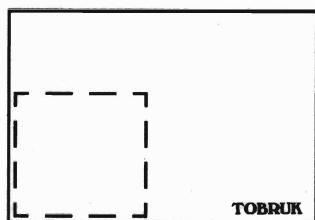
1 3-4-7	E 2-4-7	8-1	MMG 4PP B11 2 4-10	Trench 2	Minefield 6 2 Known AP
---------	---------	-----	---------------------------------	--------------------	--

Set up ≤ 3 hexes from hex K25:

1 3-4-7	7-0	LMG 1PP B11 1 2-5	Trench OVR, OBA: +4 Other: +2 3 Known AP	Minefield 6	Dummy Minefield 6
---------	-----	-----------------------------	---	-----------------------	-----------------------------

[ELR: 2]
{SAN: 4}

MAP LAYOUT:



(only hexes numbered ≥ 10 in hexrows A-T are in play)

VARIATIONS:

- Game length is 6 ½ turns.
- Replace the 9-2 leader in the British OB with a 10-3.

SPECIAL RULES:

- Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. There is a Full Moon with No Clouds, and the NVR is 4. EC are Dry, with no Wind at start.
- Place overlays as follows: **D9** on M24-L24; **D4** on I17-I18; **W14** on D17-E17; and **R5** on F12-F13.
- The Italians may utilize HIP for one squad-equivalent (and any SMC/SW in the same Location).

Between the MUNASSIB DEPRESSION and MOUNT HIMEIMAT, EGYPT, 24 October 1942: The British offensive in the south called for the infantry of the 44th Division to blow holes in the formerly friendly minefields *January* and *February*, left in Axis control after the battle of Alam Halfa. Seventh Armoured Division was then to pass through while the Free French attacked the Himeimat feature, which dominated the battlefield from the south. The attack over *January* was to be made by 1/7th Battalion, Queens Royal Regiment, behind a covering barrage. Behind them, awaiting their opportunity, were special 'Scorpion' versions of the Matilda II tank, a unit of Bren-gun carriers and armored cars of 11th Hussars. The men of 1/7th Queens were under fire from Italian outposts as soon as they left their start line. The second-in-command, Major E. W. D. Stilwell, and two other officers were killed at the outset. In spite of this, *January* was overrun and some men even reached the final objective. There they found themselves in broken country, isolated among enemy outposts. The survivors withdrew successfully to a wadi just west of *January* at 0300 hours on 25 October and took up positions covering the minefield gaps.



Photo Credit: National Archives

ACTION ALONG THE RAHMAN TRACK AK #5

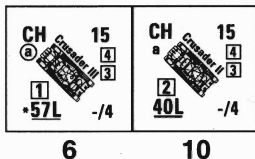
BRITISH Set Up and Move First

1 2 3 4 5 6 7

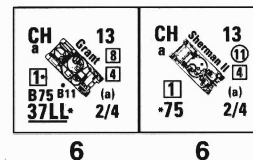


[ELR: NA]
{SAN: 2}

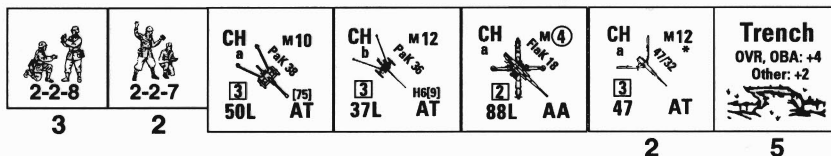
Crusader Squadron elements of the Royal Wiltshire Yeomanry, 9th Armoured Brigade set up in hexes numbered ≥ 8 and ≤ 16 on/between hexrows O and DD with no AFV adjacent to ≥ 2 other AFVs:



Heavy Squadron second wave elements of the Royal Wiltshire Yeomanry enter on turn one along the north and/or east edges:

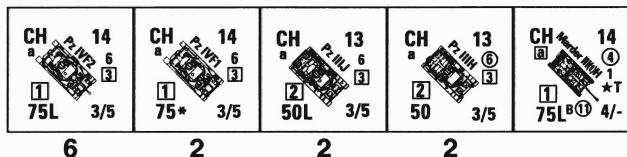


German and Italian Pakfront elements of the set up as per SR #2:

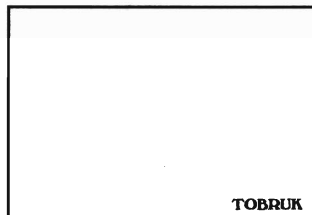


[ELR: 3]
{SAN: 3}

Elements of the 21st Panzer Division enter on turn one along the south and/or west edges:



MAP LAYOUT:



TOBRUK

VARIATIONS:

- The British must earn ≥ 7 AFVs or ≥ 60 CVP to win.
- Change the VC to read, "The British must have ≥ 3 AFVs..."

OBJECTIVES: The British must have ≥ 5 mobile AFVs with functioning MA on/west (including southwest) of Track hexes at Game End OR the British win immediately upon earning ≥ 50 Casualty Victory Points.

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the northeast at start. Light Dust (F11.71) is in effect.

- The Axis player sets up second within the same set up area as the British Crusader Squadron elements. No Axis unit may set up in the same hex as a British unit and all guns (and their crews) must set under a Trench counter. The 47/32 Guns in the Axis OB are Italian (the PaK 36 and 38 are German). After all set up, each Axis crew must take an NMC [EXC: the FlaK 18 German Gun crew is immune].
- Place overlays as follows: **H3** on E15-E16; **H8** on II17-JJ17; **S6** on BB6-CC7; **D9** on R7-S7; **V6** on V21-W22; **T5** on T19-T18; **Sd9** (on top) on U13-V13; **Tr1** (on top) on P16-O16; and **Tr1** (on top) on A9-B9.

EL ALAMEIN, EGYPT, 2 November 1942: The 9th Armoured Brigade moved off for the Rahman Track from its El Alamein station rest area at 2000 hours on the night of 1 November. The unit numbered 123 tanks, few of which were new. Replacement Crusaders, issued to the Royal Wiltshire Yeomanry, were in poor shape. The brigade moved off in three regimental groups, with 3rd Hussars, led by Peter Farquhar on the right, Royal Wiltshire Yeomanry, led by Alistair Gibb in the center, and Warwickshire Yeomanry, led by Guy Jackson, on the left. In the two yeomanry regiments the Crusader squadrons, some of them armed with only 2-pdrs, led the way followed by the heavy squadrons of Shermans and Grants. After emerging from the enemy minefields the regiments arrayed themselves spread out frontally in irregular line-abreast squadrons. As heavy enemy fire was encountered, to the south the Warwickshires had gone off-course, veering around a minefield, and unwittingly creating an open flank for the Wiltshires. A counter-attacking column from 21st Panzer moved into the breach just as Alistair Gibb had ordered his heavy squadron to follow through at dawn, toward the Rahman Track. The Wiltshires were soon embroiled in a swirling battle that defies accurate description. German and Italian gunners that had forsworn surrender were all about, while panzers struck along the flank and guns from the slope of Tel el Aqqaqir added their fire. The 9th Armoured Brigade lost 75 tanks in the engagement, including every squadron commanders tank. Despite the heavy losses and failure to break through, other British units across the front ground up the dwindling forces of the Afrika Korps. Within days Rommel began the long retreat to Tunisia.



Photo Credit: National Archives







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FRASER'S BLACK LINE DASH

AK #6







☩ GERMANS Set Up First ⦿ BRITISH Move First	1	2	3	4	5	6	7
--	---	---	---	---	---	---	---

Elements of two leading companies of 1st Battalion, Gordon Highlanders, 153rd Brigade, 51st Highland Division enter on turn one or later along the east edge in hexes numbered ≥ 6 and ≤ 18 as per SR #2:


 E 4-5-8 7	 1 4-5-7 5	 10-2	 9-1	 8-1	 8-0	HMG 5PP 3 6-14	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]
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[ELR: 4]
{SAN: 2}

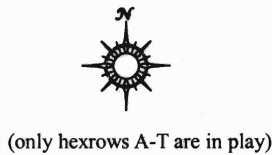
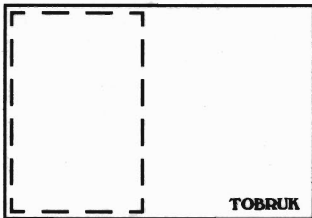
Elements of the 164th Infantry Division set up on/between hexrows A-J:

 E 8-3-8 6	 1 4-6-8 2	 2-2-8	 9-1	 9-1	 7-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	?	7 morale	5	CH M11 3 (2-60) 81* MTR 2	Trench OVR, OBA: +4 Other: +2 9
---	---	--	--	--	--	----------------------	----------------------	---------------------	---	----------	---	---------------------------------------	--

[ELR: NA]
{SAN: 2}


1+3+5

MAP LAYOUT:



VARIATIONS:

- ☩ The British must exit ≥ 12 EVP to win.
- ⦿ Game length is eight turns.

OBJECTIVES: The British win immediately upon exiting ≥ 10 Exit Victory Points off the west edge *OR* if there are no Good Order German MMC in play.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- The British player must set up the units he wishes to enter each turn using hexrows U-Z. These hexes are considered 'off-board' and no unit may fire from or be fired on when in an 'off-board' hex but movement between 'off-board' hexes is allowed normally. Prior to entering any hex of hexrow T, each non-leader British unit must check morale. The **ONLY** modifier to morale

- that is applied is the modifier for one friendly leader. Any unit that fails this 'entry' morale check may not enter that turn. It is not broken by this failure and may attempt to enter during a later turn. (EXC: The first MMC the British player wishes to enter is exempt from this morale check *and* enters play Automatic).
- Place overlays as follows: **H8** on E11-F11; **S4** on H15-H16; and **D9** on E7-F6.

ELALAMEIN, EGYPT, 23 October 1942: On the first night of Operation 'Lightfoot' good progress was made everywhere on the front of the 51st Highland Division. Nevertheless, the Scottish soldiers were unable to capture all of their objectives on the first night. Stiff opposition and numerous minefields were found to their front. As the first companies of 1st Gordons moved off from the 'Blue Line', a solid wall of shellfire greeted them. This was the friendly supporting barrage, falling to their front following an error in timing. The companies were told, "You have got to go through." The valiant soldiers did as ordered, suffering fearful casualties. Exiting the barrage zone, the two leading companies were held up by German machine-gun posts. A platoon of men, including Company Commander Hubert Skivington, attempted a charge only to be wiped out to a man. Driven to fury by the death of his comrades, Lieutenant Ewan Fraser ordered covering fire by bren guns and worked his way behind the enemy machine-guns. Fraser wiped out the guns with grenades, allowing the two companies to move on again and reach their objective, the intermediate 'Black Line'. Skivington's company, which had pushed off into action with five officers and 102 men, was reduced to one officer and eighteen men by 0200 hours. For several weeks afterwards 'C' Company received no officer reinforcements and the platoons were led by sergeants, 'superbly commanded' in the words of the Gordon's official history.



Photo Credit: National Archives

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KIDNEY PUNCH

AK #7

AXIS Set Up First BRITISH Move First	1	2	3	4	5	6	7

Elements of the 7th Rifle Brigade set up in any hex not containing or adjacent to an enemy unit:

E 4-5-8 4	1 4-5-7 6	2-2-8 4	9-2	8-1	8-0	6+1	HMG 5PP 3 6-14	MMG 4PP 2 4-12	LMG 1PP 1 2-7	MTR 4PP 51 [2-11]	CH M10 a 3 +57L AT 2
--------------	--------------	------------	-----	-----	-----	-----	-----------------------------	-----------------------------	----------------------------	--------------------------------	---

Elements of the 1st Armoured Division and RAF air support enter on turn one or later along the north, south or east map edge on/east of hexrow P (aircraft are used normally without reference to map edges):

CH M11 a 3 3-36 2 76+ MTR 2	Trench OVR, OBA: +4 Other: +2 14	CH 13 a 1 75 6	CH 18 a 1 37LL 2/4/2 3	CH 13 a 1 B75 B11 37LL 2/4 2	CH 1942 FB Hur IID a 3 40L 8ML 8 2
--	--	-----------------------------------	---	--	--

[ELR: 4]
{SAN: 4}

Mixed elements of the 15th Panzer and Littorio Divisions set up as indicated:

Set up ≤ 5 hexes from hex Y19:

CH 12 a 1 47 5	CH 12 a 1 B11 75+ 3	CH 12 a 1 X11 BF32 2
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Set up ≤ 4 hexes from hex A10:

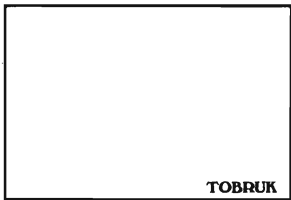
CH 14 a 1 75L 4	CH 13 a 1 50 2	CH 14 a 1 75L B11 2	CH 23 a 1 37L (12) AA 2
------------------------------------	-----------------------------------	--	--

Set up on/west of hexrow LL:

E 8-3-8 3	E 4-6-8 5	1 4-6-7 4	2-2-8 2	9-1	8-1	7-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	CH M11 a 3 81+ MTR 2
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[ELR: 4]
{SAN: 3}

MAP LAYOUT:



VARIATIONS:

- The Germans are awarded 15 VP for Control of Level 2 hexes.
- The British DOUBLE the value of EVP.

on S15-T15; **Sd11** on J10-J9; **H8** on E6-F6; **Tr1** on A1-B1; **Tr1** on J5-K6; **D4** on X10-W10; **Tr1** (on top) on S10-T10; **V6** on FF15-EE16; **H3** on FF3-FF4; **V6** on FF15-EE16; **T5** (on top) on LL17-LL16; **Tr1** (on top) on LL17-LL18; **P5** (on top) on JJ16-II17; **W14** (on top) on DD6-DD7; and **R3** (on top) on MM13-MM14. The Sand Dunes are Low (F7.5).

- Overlays H3, H8, and H21 are Hills, not Hillocks, with Level 1 and Level 2 heights (i.e., H21 has two Level 2 hexes).
- Air Support (E7) in the form of one Hurricane IID '42 FB is available as part of the British at start OB. It is armed with a 40L MA (ROF 3) and is Recalled immediately at the end of any turn in which it makes a successful (or Mistaken) Air Attack.
Note: A new Hurricane IID counter is provided.

OBJECTIVES: The side that earns the most Victory Points is the winner at Game End. In addition to earning CVP, each Level 2 hex Controlled at Game End is worth 10 Victory Points; each building hex is worth 6 VP; each Level 1 hex of overlays H3 and H8 is worth 2 VP. The British also receive Exit Victory Points for units exited along the west edge.

SPECIAL RULES:

- EC are Dry, with no Wind at start. Intense Heat Haze (F11.621) is in effect.
- Place overlays as follows: **Sd17** on HH20-II21; **S3** on AA19-BB18; **H21**


EL ALAMEIN, EGYPT, 25 October 1942: Things heated up in the Kidney Ridge sector soon after first light on 25 October. British units began to feel for German defended localities, behind the minefield 'battle outposts' where Rommel hoped to destroy whatever enemy elements that succeeded in penetrating his Devil's Gardens. His first move came in the form of a successful deployment of the *Pakfront*. The British overnight attack on Point 33 was stopped cold when six leading Shermans were shot up by the anti-tank screen. Von Thoma then began the next step in the effort to throw back the British attack. The entire sector of 1st Armoured, including the fire that resulted in 'terrible carnage' of 7th Rifle Brigade in the Australian infantry positions, was targeted by heavy German shelling. After German command tanks probed forward at noon the whole frontage of the Kidney sector was struck with numerous, but poorly coordinated, armored attacks, mounted by 15th Panzer and the Littorio Division. In a tactical sense all the usual German skill was in evidence; but the attacks were made piecemeal, at varying places and at different times. All failed and led to considerable Axis losses. The last and heaviest attack was mounted with fifty-five tanks and fell upon the 9th Lancers and the Bays, the latter down to only three Shermans. Nevertheless, the attack was defeated decisively, the Germans leaving the field after losing eighteen tanks. These were the first of many reversals Rommel's panzers would receive in the Kidney sector.



OPERATION BERESFORD


ITALIANS Set Up First	1	2	3	4	5	6	7	8	9

Elements of the 132nd NZ Brigade set up in hexes numbered ≤ 8:



E 4-5-8 13	E 2-4-8 2	2-2-8 2	9-2	9-1	8-0	7-0	5PP 3 6-14	4PP 2 4-12	1PP 1 2-7	4PP 51 [2-11]	M11 3 (6-36) 2 (3-63) 76* MTR
---------------	--------------	------------	-----	-----	-----	-----	---------------	---------------	--------------	------------------	--


[ELR: 4]
{SAN: 3}



CH 4PP 1 BMG 16 0 0 0 2/-/

2

Elements of the Xth Battalion, 185th *Folgore* Division set up in hexes numbered ≥ 10 [EXC: ≥ 5 MMC and ≥ 2 Guns must set up in hexes numbered ≥ 18]:

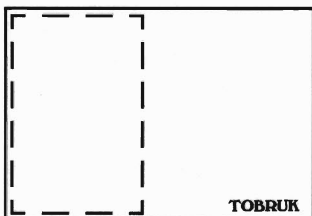


E 4-4-8 8	E 2-4-8 5	2-2-7 4	10-3	9-1	8-0	8-0	1-4-9	5PP B11 3 6-12	4PP B11 2 4-10	1PP B11 1 2-5	4PP 2 B11 45* [2-13]
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CH M11 3 (3-102) 81* MTR	CH M12 3 47 AT	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3* Other: +1*	Minefield 6 Known AP
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[ELR: 4]
{SAN: 5}

MAP LAYOUT:



(only hexrows A-T are in play)

VARIATIONS:

- The Commonwealth must earn ≥ 10 VP to win.
- Replace the 10-3 leader in the Italian OB with a 9-1.

SPECIAL RULES:

- EC are Dry, with no Wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. Base NVR is 6 with No Moon and Scattered Cloud Cover.
- Place overlays as follows: MF8 on G5-F5; MF8 on T6-T7; MF8 on T14-T15; AT6 on J8-K9; H8 on O17-P17; Sd17 on F11-G12; and D42 on D17-E18. Overlays H8 is a Hill, not a Hillock, with Level 1 heights. Each whole hex of the three MF8 overlays contains a 6 factor AP mine [EXC: during set up the Italian player secretly records three Dummy minefield hexes, one on each MF8 overlay]. Each hex of the AT6 overlay contains a connecting AT-Ditch (B27.56).

OBJECTIVES: The Commonwealth needs to exit ≥ 6 Exit Victory Points to win. In addition to EVP for units exited along the south edge the Commonwealth receives EVP for enemy Prisoners exited.

Near DEIR EL MUNASSIB, EGYPT, 3 September 1942: Following the formation of the 1st "Folgore" Parachute Division Italian planners envisioned many far-flung military adventures for the new unit. A raid on Cyprus took place, and myriad other schemes including the relatively credible invasion of Malta, as well as air-drops into Italian East Africa, the Suez Canal were considered. Eventually, newly dubbed the 185th "Cacciatori d'Africa" (Hunters of Africa) Infantry Division, the Folgore found itself aboard ship heading for the cauldron of El Alamein less several battalions left behind to bolster its sister parachutist unit, 184th "Nembo" and woefully lacking in transport. The soldiers were well equipped with automatic weaponry, well above the normal complement, as well as an attached battery of the deadly German 88mm gun. On 3 September X Parachute Battalion was the focus of Operation Beresford, a probe to test Rommel's strength and intentions in the south. The attack took place along an arc over ten miles in length along the northern edges of the four depressions, Angar, Alinda, Munassib and Muhafid. As so often happened at this period, though the planning was generally sound, few of the arrangements developed according to plan. The night before the planned 3 September attack the Luftwaffe hit the New Zealand box, the jump-off point, with a succession of lone bombers. Axis artillery fire, reacting to Allied fire supporting the diversionary attacks, led to additional confusion. In the mayhem Folgore parachutists captured New Zealand Brigadier Clifton, Major E. F. Walden, plus maps and other documents when their jeep wandered into enemy lines. The only witness to this capture on the New Zealand side was an artillery observation officer, who saw the jeep surrounded by troops but did not realise who the occupants were.



HUNTERS OF AFRICA

AK #9

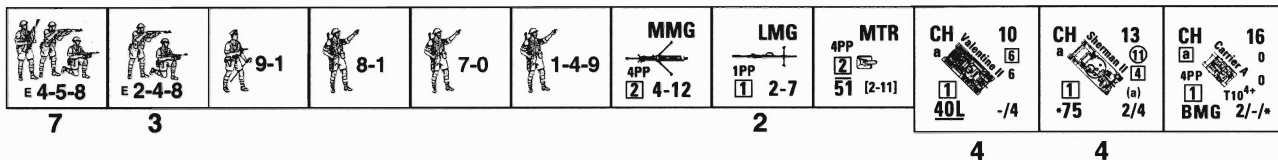
☉ III SEQUENTIAL Set Up (see SR #3)

☉ BRITISH Move First (see SR #4)



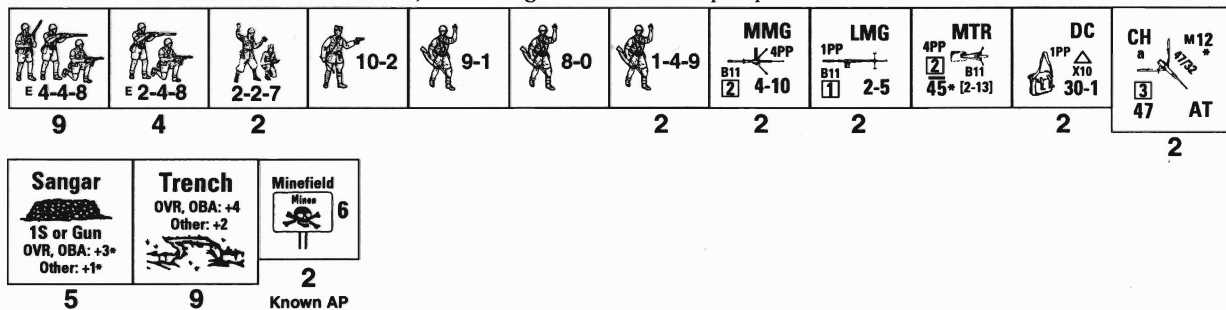
Elements of the 7th Armoured Division and 44th Infantry Division set up as per SR #3:

[ELR: 4]
{SAN: 3}

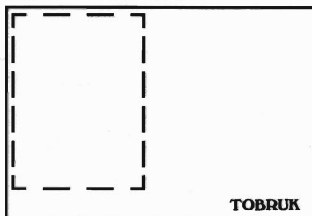


Elements of the IXth and Xth Battalions, 185th *Folgore* Division set up as per SR #3:

[ELR: 4]
{SAN: 5}



MAP LAYOUT:



(only hexes numbered ≤ 20 in hexrows A-T are playable)

OBJECTIVES: The Italians win immediately if the British ‘withdraw’ (see SR #5) or ALL British AFVs are eliminated.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- Place overlays as follows: **W13** on F5-G6; and **R3** on H10-H11.
- Set up is sequential and is conducted as follows: STEP 1: The British player places one AFV ≤ 3 hexes from hex M12. STEP 2: The Italian player then places ≤ 1 MMC/Gun with Crew/6 AP mine factors (Trenches/Sangars/SMC/Portaged SW may be set up in the same hex freely) adjacent and/or ≤ 3 hexes from the British AFV. STEP 3: The British player then places ≤ 1 AFV/MMC and any SMC/SW in the same hex) ≥ 3 hexes from his first AFV (and

VARIATIONS:

- III Add another 1-4-9 Tank Hunting Hero to the Italian OB.
- ☉ The British do not begin rolling for ‘withdrawal’ until ≥ 2 AFVs have been eliminated/Captured.

later his last set up AFV/MMC) but not in the same hex as an Italian unit. The Italian player then repeats STEP 2, the British player STEP 3, meeting the stated requirements until neither side has any more units to set up.

4. Once all set up is complete play begins with the British APH. Following the conclusion of the British Player Turn of turn one, play then continues normally.

5. Each time an AFV/Squad-Equivalent is eliminated/Captured, the British player immediately makes a DR to determine if his side ‘withdraws’. This DR is modified by +1 for every such unit eliminated/Captured, as well as by the best Good Order British leader remaining in play. On a DR of > 13, the British are considered to have issued orders to withdraw and the Italians win immediately.

6. Italian MMC/SMC are capable of using ATMM (C13.7) as if they were 1944 Germans. Italian 1-4-9 Heroes are treated as Tank Hunting Heroes (G1.421), DC Heroes (G1.424) [EXC: only AFV’s may be Designated Targets of such attacks], AND as normal Hero counters otherwise (i.e., the T-H/DC Hero capabilities are additional), [EXC: Heroes are not automatically eliminated per G1.425 at the end of their attack vs. an AFV].

South of EL ALAMEIN, EGYPT, 23 October 1942: On 14 July 1942 Folgore was alerted for transfer to Africa, and air transport began within a few days. On the 27th the division was renamed the 185th “Cacciatori d’Africa” (Hunters of Africa) Infantry Division. When the British attack came on 23 October 1942, Folgore manned a division-sized sector despite its low strength. Four enemy divisions (44th and 50th British Infantry, 7th British Armoured, and 1st Free French) attacked the parachute brigade’s lines. The paratroopers repulsed repeated attacks and followed a dangerous more common the the Eastern Front of WW II: they allowed enemy tanks to enter their positions then ambushed them from their holes with tank-hunter teams. Folgore’s war diary claims 110 tanks destroyed in a single day. After three days of vicious grappling, the British gave up their attack in this sector and moved off to attack elsewhere. On 2 November 1942 Folgore received orders to pull out. Lacking motor transport, most of the paratroopers were lost in the retreat, though a small band fought its way all the way across Libya and fought in Tunisia as the “Folgore” Parachute Battalion.



☒ GERMANS Set Up First

☒ GERMANS Move First

1

2

3

4

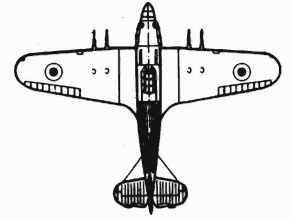
5



Elements of the RAF enter on turn one or later:



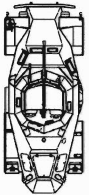
6



[ELR: NA]
{SAN: NA}



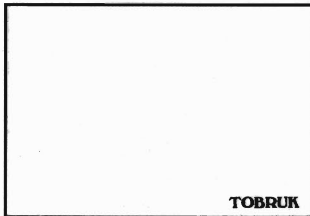
Headquarters elements of the 21st Panzer Division set up anywhere in Track hexes on/between hexrows T-Z (exception: each vehicle must be ≤ 2 hexes from another vehicle and German leaders must set up as Passengers):



<p>CH 16 a SW 251 T7 15PP AAMG -/-/3</p>	<p>CH +33 a ASW 22 B11 20L(4) -/5+</p>	<p>CH 17 a SW 2 T-4 19PP</p>	<p>CH 23 a Opel 14 -37L (12) AA</p>	<p>9-2</p>	<p>9-1</p>	<p>8-0</p>
2	2	2	2			

[ELR: 3]
{SAN: NA}

MAP LAYOUT:



VARIATIONS:

- ☒ No more than two Hurricane IID FB may enter play during any Game Turn.
- ☉ The British win if they earn ≥ 10 VP.

SPECIAL RULES:

- EC are Dry, with no Wind at start. No more than three Hurricane IID fighter-bombers may enter play during any Game Turn.
- Place overlays as follows: **Tr1** in A1-B1; **Tr1** in J5-K6; **Tr1** in S10-T10; **Tr1** in BB14-CC15; and **Tr1** in KK19-LL19.
- The Germans may exit freely off the west edge with no penalty. German vehicles may set up in Motion (D2.4).

OBJECTIVES: The British win immediately upon earning ≥ 12 Casualty Victory Points. The Germans win immediately upon eliminating ≥ 3 British FB OR exiting ≥ 10 EVP along the east edge.

Note: For ease of calculation, DVP are *not* in use. Instead, add one VP to the value calculated as per A26.212 for each vehicle exited.

EL ALAMEIN, EGYPT, 30 August 1942: As Rommel's *Panzerarmee* moved off on its final offensive shortly after dark on 30 August 1942, it soon wandered into uncharted minefields. As the first minefield explosions erupted, heavy incoming artillery fire began. Machine-guns swept the entire area and German sappers suffered fearful losses clearing a lane. Worse, just as forward movement began anew the RAF put in an appearance with deadly precision. Christmas-trees turned the moonlit night into day, followed shortly by bombs and fighter-bombers which swept the German columns. A slaughter of German generals resulted. General Georg von Bismarck, commander of the 21st Panzer Division, was killed in the minefield. At almost the same time, Major General Kleeman of the 90th Light was wounded. General Walther Nehring looked up just as a Christmas-tree flare illuminated his half-track. A bomb followed almost immediately, its fragments striking the general in the head and upper arm. As the general picked himself up from the blast, another victim of the same shellburst, Lieutenant Colonel Walter Schmitt, stood up, saying, "Herr General, I am mortally wounded. I am about to die." "I've been hit too," the general replied. Schmitt collapsed and died. Another officer hit by the blast also succumbed to his wounds. Many similar scenes of carnage took place. By the time lanes were cleared though the minefields and British troops had slowly withdrawn it was clear Rommel's attack could no longer proceed according to plan.

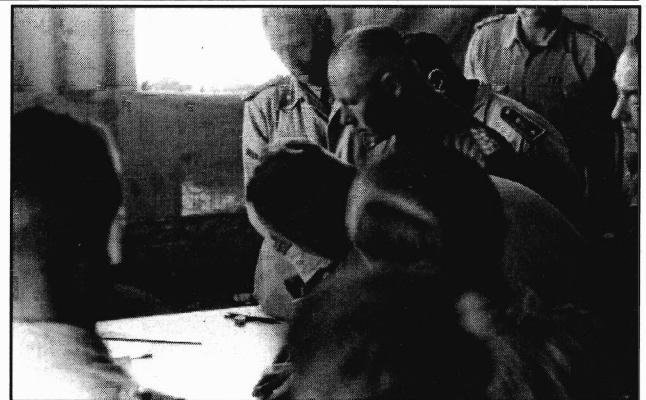


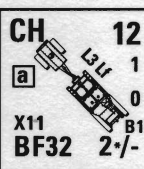
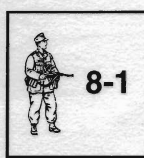
Photo Credit: National Archives



At left, the new Italian leader art used in the scenarios found in **ASLComp AFRIKAKORPS™**. We think detailed artwork is fun... and matters!

At right/below, some of the new soldier art featured in the scenarios of **AFRIKAKORPS™**.

Scenarios are **ALL** playable on the mapsheet provided for the series!



EL ALAMEIN, EGYPT, 25 October 1942: Things heated up in the Kidney Ridge sector soon after first light on 25 October. British units began to feel for German defended localities, behind the minefield 'battle outposts' where Rommel hoped to destroy whatever enemy elements that succeeded in penetrating his Devil's Gardens. His first move came in the form of a successful deployment of the *Pakfront*. The British overnight attack on Point 33 was stopped cold when six leading Shermans were shot up by the anti-tank screen. Von Thoma then began the next step in the effort to throw back the British attack. The entire sector of 1st Armoured, including the fire that resulted in 'terrible carnage' of 7th Rifle Brigade in the Australian infantry positions, was targeted by heavy German shelling. After German command tanks probed forward at noon the whole frontage of the Kidney sector was struck with numerous, but poorly coordinated, armored attacks, mounted by 15th Panzer and the Littorio Division. In a tactical sense all the usual German skill was in evidence; but the attacks were made piecemeal, at varying places and at different times. All failed and led to considerable Axis losses. The last and heaviest attack was mounted with fifty-five tanks and fell upon the 9th Lancers and the Bays, the latter down to only three Shermans. Nevertheless, the attack was defeated decisively, the Germans leaving the field after losing eighteen tanks. These were the first of many reversals Rommel's panzers would receive in the Kidney sector...

ASLComp AFRIKAKORPS™ is a series of scenario packs that deliver unheralded desert warfare action for ASLers interested in the ultimate test of tactical-level warfare. All of the scenarios in the set are played on 22" x 34" desert mapsheet using a large collection of new color overlays to create unique and interesting battlefields. All overlays are blunt cut, there are no hexsides to trim out or fray. What's more, the overlays include desert tracks and villages, making for the most realistic desert battlefield recreations in the history of ASLComp VARIANT gaming... and then some!

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- Core module package consisting of one 22" x 34" map, one overlay collection, and 8 pages of Special Rules



ASLComp AFRIKAKORPS™

The War in North Africa 1941-43

THIS NOT A COMPLETE GAME. Ownership of the ASLRB, British, German, American and Italian Nationalities are required. No geomorphic boards are used. Please note, the publisher suggests you roll low.