

ASLComp

BATTLE OF GAZALA™

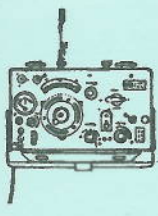
# AFRIKAKORPS

AK007

\$69.95

ASL  
Comp





At left, the new Italian radio counter art used in the scenarios found in the collection of **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™**.



E 4-6-8



10-3



CH 16

a PISH Diana

+76LL B11



CH Mail Scout 8

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40L -/4



Phone

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1PP 11

**SOUTH OF BIR LEFA, LIBYA, 12 JUNE 1942:** Even though an almost unbroken series of mistakes and defeats had befallen the British since the Gazala battles had begun on the 27th of May, on the morning of the 11th of June neither side could honestly be said to have possessed a decisive superiority. Both the Axis and the British forces had suffered severe casualties, the Germans most importantly in infantry and the British in armor, but both sides were relatively the same strength, especially where the most powerful armored forces lay facing each other—at Knightsbridge. The British decided to attack the 15th Panzer Division on the next day, the 12th of June, and to allow for this the 2nd Armoured Brigade joined the 4th Armoured Brigade. But a confusion in orders and the sudden disappearance from the field of a key British commander compelled the two armored brigades to halt and wait for orders in a position south of Bir Lefa. Rommel immediately seized the opportunity and struck the stopped British tanks with the 15th Panzer Division from the south and the 21st Panzer Division from the northwest. The result was reported succinctly in the British Official History, as having, “disastrous consequences for the British.” ...

**ASLComp AFRIKAKORPS™** continues the series of desert warfare with scenario packs AK #7-12. All of the scenarios are played on the 22” x 34” desert mapsheet using new color overlays and now things are expanded to include 2-map scenarios to provide the largest desert game-play surface ever. You also receive a giant new ESCARPMENT overlay in AK #7!

**ASLComp AFRIKAKORPS™** now includes the second core module BATTLE OF GAZALA, which includes two more copies of the desert map, new overlays and even more FREE BONUS 5/8” color die-cut counters than Core Pack I. The new counters include American 5/8” vehicles and guns as well as Italian, British and German counters. Packs AK #8-12 provide additional scenarios, most built around a specific North Africa theme. Check the front cover for the identity of this product for the subject.

Each **ASLComp AFRIKAKORPS™** scenario pack AK #8-12 contains the following components:

- 8 scenarios
- Colorful front sheet with product title
- This descriptive back sheet
- One Ziploc® style bag

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Each **ASLComp AK #7 BATTLE OF GAZALA™** contains the following components:

- 9 scenarios from the AH Classic TOBRUK in ASLComp format (the entire set)
- Color front sheet
- This descriptive back sheet
- One Ziploc® style bag
- 2 sheets of 5/8” color die cut counters PLUS a second BONUS set of the counters (352 counters in all!)
- AK #7 ‘Core II’ module consisting of two copies of the 22” x 34” desert map, new overlays (including 22” long ESCARPMENT overlay), and 12 pages of AK Special Rules



# ASLComp AFRIKAKORPS™

## The War in North Africa 1941-43

**THIS NOT A COMPLETE GAME.** Ownership of the ASLRB, WOA, (i.e., British, German, American and Italian Nationalities) are required. If you do not know what those things are, this product is NOT for you. No geomorphic boards are used. Please also note this same back cover sheet is used for ALL AK versions 7-12 and the artwork shown above is used for scenarios cards and does not suggest those units are provided in counter form, they are found in your WOA set. Ownership of AK #1 is required to play the scenarios in AK #8-12.



## ASLComp AFRIKAKORPS™ SPECIAL RULES (AKSR)

### ORDER OF PRESENTATION:

- |                     |                                 |
|---------------------|---------------------------------|
| 1. Introduction     | 11. Sand Terrain                |
| 2. Map and Overlays | 12. Palm Trees                  |
| 3. Walls            | 13. Roads and Tracks            |
| 4. Hillocks         | 14. Railroads                   |
| 5. Deirs            | 15. Khamsins                    |
| 6. Crags            | 16. New Counters                |
| 7. Scrub            | 17. Mine/Wire/AT-Ditch overlays |
| 8. Wadis            | 18. Rules & Notes               |
| 9. Buildings        | 19. Random Musings              |
| 10. Forts           | 20. Vernacular Chapter F        |

### 1. INTRODUCTION:

Welcome to ASLComp AFRIKAKORPS™, an ASLComp VARIANT series of scenario packs. All of the scenarios in this series are played on one or more copies of the 22" x 34" TOBRUK desert maps and using an all new set of overlays. FREE bonus die-cut counters are provided in AK #1 and #7. The collection of 100 historical scenarios depicts actions across the length and breadth of the Western Desert and Tunisia during World War II. The following AK Special Rules apply to all scenarios unless stated otherwise via SSR. Note: Ownership of AK #1 is required to play AK #2-12; ownership of AK #7 is also required to play AK #8-12.

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 (B23), desert Tracks (F9), and new Alternate Terrain Types (F13) including a Fort.

**2.2 OVERLAY PLACEMENT:** Overlays are placed as per A2.73 and F12.2, using coordinates provided via SSR [EXC: The SSR-provided

coordinates of an overlay list the map hexes covered by overlay hexes 'X' and 'Y']. 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 to avoid fraying over time).

**2.3 DESERT OPEN GROUND:** All non-Scrub hexes on the printed mapsheet as well as any overlay hex that does not contain other terrain are treated as Desert Open Ground (F1.1).

**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 [EXC: Hammada is found on escarpment overlay ESCP1 and treated normally]. When in use, Hammada may be depicted by the Crag art found on 'R' overlays or stated to be considered adjacent to all Scrub hexes, in all cases only via SSR.

**2.5 MULTIPLE DESERT MAPS:** Some scenarios call for the use of multiple TOBRUK maps. When using two maps, the "TOBRUK" logo should be aligned as shown in the "Map Layout" portion of each scenario card. Maps will be referred to as "MAP 1" and "MAP 2" when there is a need to differentiate them for overlay placement, entry, victory conditions, etc.

### 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.

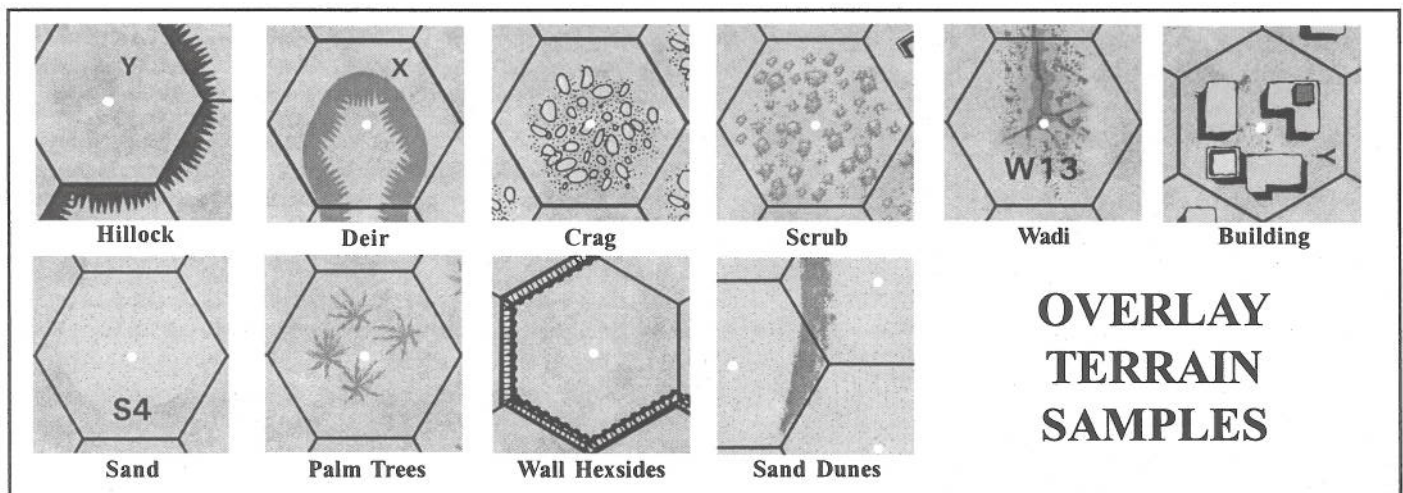
### 4. HILLOCKS

**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 up-slope of a hachure hexside is a hillock hex, while the portion of the overlay containing a mass of hillock hexes is referred to as a "hillock", as per F6.1.

**4.2** Any hex up-slope of one or more hillock hexsides (EX: Hex Y in the Hillock terrain sample illustrated below) 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 found on overlays with an ID of D2-D9 [EXC: Overlay D1 represents a fuel dump and is not a deir]. Deir terrain is treated as described in F4.





## 6. CRAGS

6.1 Crag (B17) are depicted by the 'rock-strewn' gray artwork found on any overlay with an ID that begins with the letter 'R'. Crag are also found on some other overlays.

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

## 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 found on 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' as well as G5 and T1. Each overlay building is considered to be a Single Story House (B23.21) and made of stone construction (B23.3) except as noted in 9.2 below 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. See the example on page 3, upper right. These buildings are treated as containing 'minarets' as per the rule that follows.

9.21 **MINARETS:** Buildings with a large center dot are 2.5 Level LOS obstacles 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/Falling-Rubble are treated as if a 2nd level exists (EX: A unit at Level 1 gains an additional +1 TEM vs. Indirect Fire; a unit at Ground Level gains an additional +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). All rooftops are treated as in B23.8 with the following exceptions:

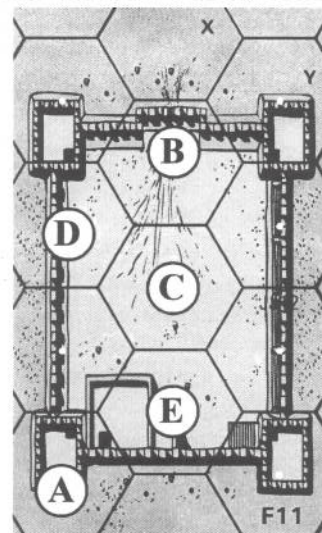
- Units receive a +1 TEM which is cumulative with Height Advantage This TEM is reduced due to elevation effects/indirect fire as per B9.33-.34.
- Units can lose/gain Concealment normally on these rooftops.

## 10. FORTS

Several Beau Geste-style Turkish forts were found in the region. These are depicted by overlays with an ID that begins with the letter 'F'. A Fort consists of exterior walls with battlements which enclose a courtyard, a crenellated Parapet in each of the four corners, and a Gate. A Fort is treated as a 1½ level stone Factory (B23.74) except as amended below. Refer to the illustration on this page for the layout of a typical Fort.

10.1 **FORTIFIED:** All ground-level non-Interior Locations of a Fort (i.e., in all but the center courtyard hex) are Fortified [EXC: only the Gate can be Breached; Rubble creation (B24.11) is NA for HE (and HEAT) < 150mm].

10.2 **ROOFLESS:** All Fort Courtyard hexes (i.e., non-Parapet hexes) are Roofless (O5.4) [EXC: Roofless hexes do not contain Debris].



### BEAU GESTE STYLE NORTH AFRICAN 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.

10.3 **GATE:** A Fort's Gate is found along the hexside shared by overlay hex 'X' and the Fort hex adjacent to overlay hexes 'X' and 'Y' (see example provided above). A unit may only enter a Fort Location from a non-Fort Location or vice versa across the Gate hexside [EXC: Scaling (B23.42); VBM; Rubble]. The Gate is the only part of the Fort that can be Breached (B23.711), and only with a DC.

10.3.1 **OPERATION:** The Gate is always considered closed unless opened by a unit during play or by SSR. A Good Order squad-equivalent in the Gate's Fort hex may open or close the Gate by making a successful Clearance attempt (B24.7) [EXC: a Final DR of ≤ 7 is required for success]. The Gate may be operated even if it has been Breached.

10.3.2 **CLOSED GATE:** While closed, treat this hexside as having a Roadblock across it in the Fort hex (i.e., facing overlay hex 'X'). This Roadblock is a full-Level LOS Obstacle, provides +3 TEM, and may not be crossed [EXC: Infantry may cross a closed Gate if it is Breached].

10.3.3 **OPEN GATE:** Any unit may cross an open Gate hexside as if it were moving along a One-Lane Bridge (B6.431) [EXC: Road bonus is NA]. In addition, the TCA restrictions of B31.121 apply to vehicles crossing this hexside.

10.4 **PARAPETS:** Each of the Fort's four corner hexes contains a Parapet. Treat the Parapet as a Single-Hex Two-Story House (B31.3) with a Rooftop Location at Level 1 instead of a normal building upper level. The following exceptions and additions apply to this Rooftop Location:

- B23.82-.83 are NA, i.e., the Parapet Rooftop Location is Concealment and Rally terrain and grants the normal building terrain bonus for Rally attempts.
- Units in the Rooftop Location are treated as being behind a Wall vs. attacks from a higher Location (including Aerial Attacks) and in a stone building for other non-Indirect Fire attacks.



• In addition to the the provisions of B23.85, AT Guns  $\leq 57\text{mm}$  may be set up in (but not moved into) a Parapet Rooftop Location.

**10.5 COURTYARD:** All non-Parapet hexes of a Fort are called Courtyard hexes and contain a ground-level Courtyard Location. Treat Courtyard Locations as Open Ground for the purposes of movement and Indirect-Fire/Aerial-Attack. Courtyard Locations are immune to Sniper attacks (i.e., ignore these Locations when determining the target of a Sniper attack).

**10.51 LOBBING MORTAR ROUNDS:** An on-board mortar that has an LOS to  $\geq 1$  Fort Location may attempt to “lob rounds into the Fort” despite not having LOS to a Courtyard Location. Make an attack targeting the any Courtyard hex as if it is in LOS, and applying the penalties of Spotted Fire (C9.31). If a hit is scored, make an Accuracy Roll as if Correcting an SR (C1.4), treating the range to the target hex as the distance the SR is being Corrected. If the attack is Accurate, resolve its effects normally in the original target hex. Otherwise, determine Direction and Extent of Error normally and resolve the mortar attack's effects in the resulting hex. Leadership DRM may be applied to either the TH DR OR as a drm to the Accuracy dr. Acquisition may be not be gained/retained when making a ‘mortar lobbing’ attack.

**10.6 BATTLEMENTS:** All non-Interior Courtyard hexes (i.e., ones with Fort wall artwork in them) have a Level 1 Wall Battlement Location. A Wall Battlement Location has a stacking limit of 1 squad-equivalent and 3 SMC. In addition, no more than 5PP of SW may occupy a Wall Battlement Location. Infantry may enter a Wall Battlement Location from the Courtyard Location of the same hex by claiming Crest status (B20.9) as if the Courtyard Location were a Depression. Place the Crest counter so that the middle protected hexside does not cover a hexside intersected by the Fort. Infantry may only enter a Wall Battlement Location from a non-Courtyard hex by Scaling (B23.424). Infantry may only exit the Wall Battlement Location by returning to the hex's Courtyard Location or by Scaling the Fort's wall. No vehicle or weapon on a 5/8" counter may ever occupy a Wall Battlement Location.

## 11. SAND

**11.1** Sand terrain is found on any overlay with an ID that begins with the letter ‘S’ and is depicted by pale yellow speckled in-hex terrain. Sand terrain is treated as per F7.

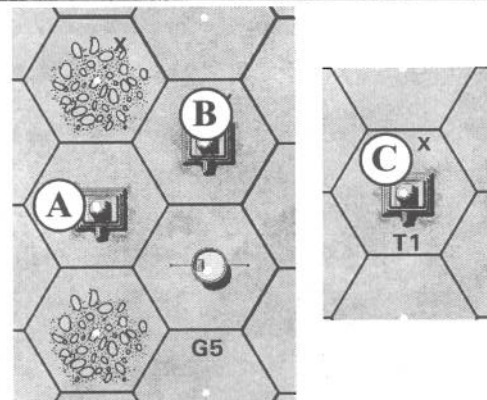
**11.2 SAND DUNES:** Sand Dunes (F7.5) are found on any overlay with an ID that begins with the letters ‘Sd’. All pale yellow terrain on a Sand Dune overlay is Sand. Irregular brown terrain art depicted across the hexsides of some Sand hexes indicates that Dune's Crest hexsides. Unless stated otherwise 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, contrary to F9, overlays are provided for Tracks. Any overlay with an ID beginning with ‘Tr’ is a Track overlay. In addition to straight runs, curves and intersections are provided to create realistic road nets. In some cases the Tracks on these overlays may be treated as Roads by SSR. Tracks are also found on Village overlays.



### 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.

## 14. RAILROADS

**14.1** Railroad terrain is found on overlays with an ID that begins with ‘RR’. All Railroads are Ground Level RR (GLRR; B32.1) unless specified otherwise by SSR.

## 15. KHAMSINS

**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 Gusty (E 3.4).
- There is a +1 Mist LV hindrance DRM per 2 hexes of range (FRD). Whenever Gusts occur, the Mist LV DRM is changed to +1 per hex of range (FRU). Each new occurrence of Gusts will further increase the mist by an additional +1 per hex of range. There is a 0 DRM if firing within the same hex no matter the Mist LV level.

## 16. FREE BONUS COUNTERS

**16.1** Two different sheets of color die-cut VARIANT counters are provided with AK #1 to allow you to do what you KNOW you love to do whenever possible...punch out some new cardboard! Two additional sheets come with AK #7. In both products the quantity of FREE bonus counters is DOUBLED. With the exception of a very small handful, the bonus counters are NOT needed to play the scenarios. In all cases you are free to use the official counters that come with the modules that provide your British, German, Italian and American nationalities. Any discrepancies in terms of counter value data are inadvertent and Chapter H information applies normally unless noted otherwise in the following.

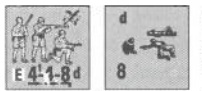
**16.1.1 COUNTER VALUES:** The choice to go with ‘watermarked’ counters follows the long-standing precedent now extant with HoB and BFP counters, and communicated as a preference by gamers. In addition to some self-explanatory data the following should be noted:

- Red MP are denoted by the entire movement type 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



by 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 on the front 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 of FP and Range uses a right-pointing arrow, signifying an improved value.
- MMC morale underscoring uses the 'not' sign, "—" to represent normal underlined Morale (ELR: 5 and ELR-replacement deploys the unit), and also to indicate a restricted version of underlined Morale which doesn't give the unit an ELR of 5 [EX: Afrikakorps MMC].



**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 Strength Factor of 4-4-8 and are capable of Spraying Fire (A9.52), Assault Fire (A7.36) and are Replaced by two HS when suffering ELR Replacement. Their HS have a Strength Factor of 2-4-8. Folgore SMC are treated normally, although SSRs may provide some additional Tank Hunter capabilities for 1-4-9 Heroes.

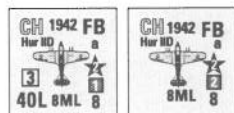


**16.3 AFRIKAKORPS MMC:** New MMC counters are provided to represent Afrikakorps soldiers. German MMC used in the scenarios provided in this series are treated normally as per the ASLRB

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 [EXC: ELR is not 5 for these units; use the ELR value provided on the scenario card].

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



**16.4 HURRICANE IID:** A new counter is provided representing the Hurricane IID armed with a 40L cannon that may fire AP and HE and has a ROF of 3. Use the version depicted in the British OB/provided via SSR. The 40L

MA has X12, ROF 3 (i.e., on a Strafing or Point Attack, the 40L cannot continue to attack over its initial attack unless maintaining ROF) with Multiple Hit possibility. If the MA is disabled, the aircraft may still use its 8 FP MG. It is otherwise treated normally as a '42 FB using the values on the counter.



**16.5 ACV:** This is the AEC ACV Armored Car. It was nicknamed the "Dorchester" (after the famous hotel) because it was so large and roomy. A counter is also provided

to represent the captured ACV known as "Mammut". Although unarmed, a LMG may be Scrounged (D10.5)/Removed (D6.631) from this AC. Treat this AC as a White Scout Car (British Vehicle Note 69) but with the values printed on the ACV counter.



**16.6 L/40 TRAN MUN:** New counters are provided depicting the Italian *Carro Arm. L40 Transporto Munizioni*. L/40 Tr Mun AFVs are treated as Semovente L40 da 47/32 (Italian Vehicle Note 15) but with the following additions.

These AFVs *must* be used as Ammo Vehicles (E10) for the SMV M41M 90 da 53 (Italian Vehicle Note 16; E10.) See 16.7 for special Recall of L/40 Tran Mun AFVs.



**16.7 M/41 COM:** New counters are provided depicting the Italian *Carro Comando M41* command tank. These AFVs are treated as M14/41 (Italian Vehicle Note 9) tanks, but are NT, have no MA, and are armed with a BMG (representing twin 8 mm LMG; see Italian Multi-Applicable Vehicle Note B

regarding scrounging of the 4 FP BMG). To represent the sighting instruments and the fire control data being fed to the battery of SMV da 90/53 SP-guns by attending Carro Comando use the following rule: Any target which is fired on by a SMV da 90/53 which is *also* in the LOS of a Good Order, CE Carro Comando while the tank is within two hexes of the SMV da 90/53 use *Black* TH#. When *all* the SMV da 90/53 currently in play have been eliminated/Recalled, all remaining, mobile M/41 Com and L/40 Tran Mun AFVs currently in play are immediately Recalled.

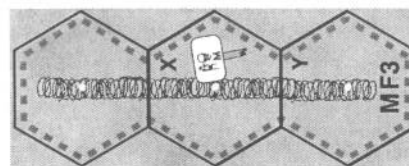


**16.8 NEW ITALIAN TRUCK TYPES:** New counters are provided depicting specific Italian truck models. They are treated as Autocarri L, M & P (Italian Vehicle Note 28) except as follows [EXC: Ignore the last sentence of Italian Vehicle Note 28; see 16.8.5 for Towing capabilities; see Italian Vehicle Note 25 for the Breda 32 Alternate].

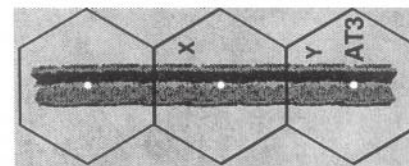
**16.8.1 BREDA 32 ALTERNATE COUNTER:** The *Autocarro Leggero* *Trattrice Pesante* Breda 32 was a 4 x 4 light truck with large wheels that made it suitable for towing artillery. Treat this vehicle as a TP 32 (Italian Vehicle Note 25) with 24PP. It has T-4 for all scenarios that meet the criteria of 16.8.5. This vehicle's printed MP allotment is halved when this vehicle is towing a Gun.

**16.8.2 FIAT 35:** The *Autocarro Medio* Fiat/S.P.A. *Dovunque* 35 6 x 4 was a 2-3 ton medium truck that was produced from 1936 to 1948. An improved model of the tipo 33, a very large quantity were manufactured, mostly as cargo trucks but also in communications and in an APC version (the Fiat-S.P.A./Viberti *Dovunque* 35 3-ton *Protetto*, produced in 1943 and capable of carrying 10 soldiers + 2 crew). This was one of Italy's primary trucks in North Africa and it was much used in desert conditions. Treat this vehicle as an Autocarro M with 21PP. It has T7 for all scenarios that meet the criteria of 16.8.5.

## WIRE/MINE AND A-T DITCH OVERLAYS



Wire/Mine overlay



A-T Ditch overlay



**16.8.3 FIAT 38R:** The *Autocarro Leggero* Fiat S.P.A. 38R 4 x 2 was a 2½ ton light truck that served transport, workshop, and general purposes. Produced from 1938 to 1940, about 100 were built using pneumatic tires. Many were used by Italian forces (army and air force) in Tunisia and North Africa. Treat this vehicle in the same manner as the Italian Autocarro L with 29PP. It has T5 for all scenarios that meet the criteria of 16.8.5.

**16.8.4 LANCIA 3RO:** The *Autocarro Pesante* Lancia 3RO 4 x 2 was a 6½ ton truck that was produced from 1938 to 1943. Fitted with a diesel engine, it was a modern design for its time and remained in service after the end of World War II (some served in the post-war Italian army until early 1947). Some versions were fitted with a gasoline engine and there was a civilian model in service at the same time as the military cargo version. All models were used by the Italian forces on all fronts. After the Italian Armistice many of these trucks were used by German forces and manufacturing continued, but under Nazi supervision. Treat this vehicle in the same manner as the Italian Autocarro P with 36PP. It has T3 for all scenarios that meet the criteria of 16.8.5.

**16.8.5 TOWING CAPABILITIES:** Italian trucks may Tow Guns in all AK scenarios (as well as any CH scenarios set in North Africa). See 16.8.1-4 for the T# for each Italian truck type.



**16.9 NEW GERMAN TRUCK TYPES:** New counters are provided depicting specific German truck models.

**16.9.1 G917 TS:** New counters are provided depicting the G917TS. This truck is added to the types presented in German Vehicle Note 96, noting its values of 26PP and T5. It is treated normally as per Vehicle Note 96 for all other purposes.

**16.9.2 MB 4500A:** New counters are provided depicting the MB 4500A heavy truck. This vehicle is treated as a Buessing-NAG 4500 (German Vehicle Note 96).

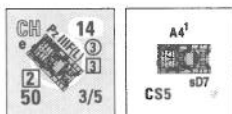
**16.9.3 OPEL AA:** New counters depicting Opel trucks with a twin-barreled AA gun in the bed are provided. Treat this truck as a 3.7cm FlaK LKW (German Vehicle Note 92) but with the exception of applying the values printed on the Opel AA counter.



**16.10 MATILDA SCORPION:** New counters are provided depicting the Matilda II Scorpion. This AFV is a Flail tank (B28.7). Treat this AFV as per British Vehicle Note 26 and apply the rules from the first †



**16.11 PZ III H/J OP PANZERS:** Pz IIIH/Pz IIIJ OP tank counters are provided. Add the Pz IIIJ OP to the list of variants allowed by H1.462 and treat it in the same manner as a PzIIIH OP tank.



**16.12 PZ III F(L):** New counters are provided to depict Pzkw III F tanks up-gunned with 50mm armament. Treat these AFV as per German Vehicle Note 11, but with 50 MA.



**16.13 STUG IIID:** The StuG IIID was used in very small numbers in North Africa. Only three arrived there and all were used by z.b.V 288 Afrika. Treat these AFVs as per German Vehicle Note 33, but with superior upper super-

structure armor (boxed 6 AF).



**16.14 Pjsfl "DIANA":** New counters are provided for one of the more unique German vehicles the Commonwealth came across at Gazala. This was a half-track mounting a captured Russian 76.2mm gun. The resulting vehicle, known as a "Diana", mounted its ordnance in an armored, open fighting compartment. The gun used on this mount used captured Russian ammunition, unlike the 76L 7.62cm PaK 36r counter in ASL<sup>®</sup>. The full name for this vehicle was 7.62cm FK 36(r) auf Panzerjager Selbstfahrlafette Zugkraftwagen 5t (SdKfz 6), shortened to its nickname "Diana" on the counter. Only nine of these vehicles were created, but they caused quite a stir during and after the Gazala battles, leading the British to assume an 88mm gun had been mounted to a half-track.

**16.14.1 USE:** This AFV is a partially armored large target. It is treated as an armored target (with "1" AF) for an Ordnance/OBA hit on its superstructure (including DC attack) and for any Collateral Attack resulting from such a hit and for Vulnerability of its inherent crew [EXC: FT; Minefield] (i.e., a CE crew receives the +2 DRM per D5.31-.311). This vehicle uses the Russian 76LL for To Hit and To Kill purposes: therefore, RED TH # are always used by this vehicle, as denoted by "RED TH #s" on the back of the counter. Note: The Russian 76LLAPCR Basic To Kill number is 18; AP To Kill number is 16.

**16.15 AC 102/35:** New counters are provided for the Autocanone Fiat 634 da 102/35. As early as 1915 the Italian Navy ordered the installation of several dozen pieces of artillery on the truck chassis SPA 9000. After the First World War they were dismantled. Years later, during the fighting in North Africa, five 102mm naval guns were mounted on the back of heavy Fiat 634 trucks. Treat this counter as an AC 90/53 (Italian Vehicle Note 24) but with a 102L gun with a Basic To Kill number of 21.



**\*16.16 OPT AIRCRAFT RECOGNITION FLAGS:** Some German 5/8" counters include a German flag on the 'hood' or another portion of the vehicle. If players choose to use this OPTIONAL rule, so-marked vehicles are immune to Mistaken Attack (E7.32) by friendly aircraft (the owning player is prohibited from placing the aircraft in a way that would result in a flagged vehicle being attacked).

**17. NEW OVERLAYS**

**17.1 WIRE/MINE OVERLAYS:** Wire (B26) and A-P/A-T Mines are in each hex of any overlay with an ID that starts with the letters 'MF' [EXC: MF6]. Unless stated otherwise by SSR, all whole hexes of overlays with an ID that starts with "MF" contain a Known 6-factor A-P Minefield (denoted by a dashed red line border around the hexes). Printed wire that is successfully Cleared (B26.5) should be marked with a Breach counter (B23.9221). A unit not marked with a Wire counter in a printed on-map wire hex is considered to be on top of the wire. A unit beneath the wire should be placed under a Wire counter normally.

## 17. NEW OVERLAYS

**17.1.1 MF6 MINEFIELD ONLY OVERLAYS:** Overlay MF6 contains mines *only*, while MF8 overlays contain mines *and* Wire (B26.) in each whole hex.

**17.1.1 MF6 MINEFIELD ONLY OVERLAYS:** Overlay MF6 contains mines *only*, while MF8 overlays contain mines *and* Wire (B26.) in each whole hex.





**17.2 A-T DITCHES:** Connected A-T Ditches (B27.56) are found on any overlay with an ID that starts with the letters "AT". Treat the A-T Ditch in each hex normally (including using counters to distinguish units in the ditch from units outside it).

**17.3 THE ESCARPMENT:** A large new ESCP1 overlay is provided to depict the escarpment south of Sollum. Unlike other overlays, two additional sets of ID letters (A-B and C-D) are printed on it to create additional placement opportunities (e.g., if part of the overlay is off map). Treat this overlay as per F12.5 and use the X-Y coordinates for placement unless stated otherwise by SSR.

**17.3.1 ESCARPMENT HAMMADA:** To further depict the broken ground inherent to this terrain feature, Hammada (F3.) is provided on escarpment overlays.

**17.3.2 ESCARPMENT ROAD:** An additional ESCP2 overlay is provided to create a Halfaya Pass type road across the escarpment. ESCP2 fits on ESCP1 one way and is aligned by matching the terrain art if X-Y coordinates are not provided specifically for ESCP2.

**17.4 SH OVERLAYS:** Any overlay with an ID that starts with the letters "SH" contains Shellholes (B2.). These overlays also contain other terrain.

**17.5 NEW VILLAGES:** Additional North African village overlays V3 and V9 are provided to represent small settlements. In addition to buildings (B23), these overlays contain additional terrain. Track overlays are usually used in conjunction with village overlays.

## 18. ADDITIONAL RULES & NOTES

**18.1 LEADER ONLY ELR:** Occasionally an AK scenario (e.g., AK #94) specifies ELR that is only applicable to a leader in the OB of that side.

**18.2 SANGAR DESTRUCTION EFFECTS ON VC:** If Control of a Sangar hex is included as a victory condition and is destroyed, the hex it previously occupied is ignored for VC purposes unless stated otherwise by SSR.

**18.3 OBA WPNA:** The use of "Smoke" instead of "SMOKE" for American OBA is not inadvertent and signifies that those modules do not receive WP.

**18.4 CVP NOT DVP:** DVP are suspended in all scenarios. Unless stated otherwise via SSR, CVP are used normally for the purposes of victory conditions.

**18.5 CLOAKING:** Unless stated otherwise by SSR, units initially set up as (or entering the board as) Passengers/towed Guns may use Cloaking (E1.41) until they become CE, unload, fire, or conduct any other concealment loss activity in all night AK scenarios.

**18.6 NIGHT SAN REMINDER:** The SAN for both sides in all Night scenarios is subject to E1.76 normally (EX: A printed SAN of 2 results in a starting SAN of 4).

**18.7 MINEFIELDS:** A-P Minefield strength is always 6 factors per hex unless stated otherwise by SSR. A-T Mine factors are depicted normally in AK scenarios.

## 19. 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*

## 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.

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 the Helen of Toy company, 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 1970'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's 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 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

**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**



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

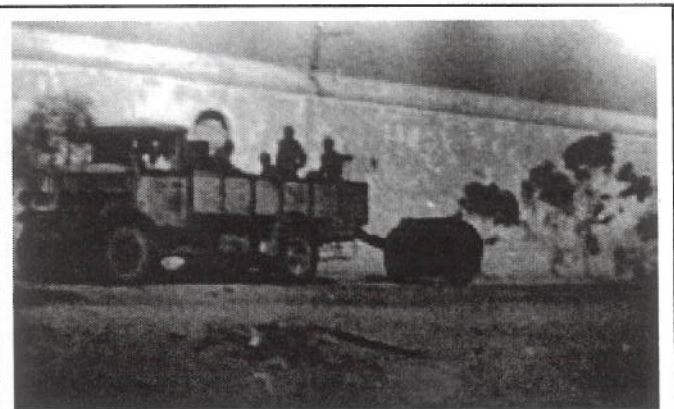
Target Acquisition. Markers serve to speed play up dramatically and were notably absent in TOBRUK.

The allure of the original TOBRUK is 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 Hock'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.



An Italian Lancia 3RO towing a howitzer in this image from Erwin Rommel's photos taken in North Africa.

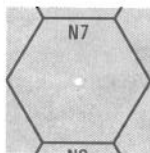


## F. VERNACULAR VERSION OF CHAPTER F

By Matt Romey<sup>1</sup>

### INTRODUCTION:

Author Matt Romey created his brilliant "Vernacular Chapter F" article expressly to encourage ASLers to get their dice-rolling selves on to those desert boards that were included with West of Alamein™. Needless to say, his sentiment is shared by the publisher, and then some. The article has been around. Published by CH in its "Tanks Special Edition" first printing, it has also seen 'action' in Britain's VFFT newsletter and was also put out in an edition by the Coastal Fortress gamers. Both of the latter versions have been in the public domain for years as downloads. Here you'll find an edition that uses the graphics found in the ASLComp AFRIKAKORPS™ packs, provided as a free bonus and for your convenience.



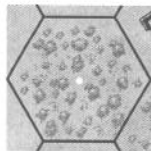
### F1. OPEN GROUND

The basic rules are the same as normal OG, but the desert ground was harder, so there are a few differences:

**ENTRENCHING:** There is a +2 DRM towards entrenching attempts (F.1B).

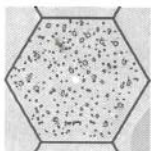
**GUNS:** Guns may not emplace in OG (F.1A).

**MOVEMENT:** Vehicle movement rates are slightly different. Check the Ch. F movement chart.



### F2. SCRUB

Scrub is basically Open Ground which is also Concealment terrain. It does not negate FFMO/Interdiction. Also, Guns may emplace and set up HIP.



### F3. HAMMADA

**TEM:** Considered open ground, with an additional -1 TEM for HE attacks vs. unarmored targets (F3.4).

**IMMOBILIZATION DR:** Hammada can Immobilize a non-fully-tracked vehicle. Roll each time such a vehicle enters a Hammada hex, or an OG hex adjacent to a hammada hex. A DR of 12 immobilizes the vehicle, modified thusly: +1 if in the hammada hex (as opposed to adjacent)

+1 if a large truck (. 4 tons). Exc: British.

-1 if vehicle expends 2 times the normal MP in that hex.

Bottom line—Fully tracked vehicles are not affected. For all other vehicles, as long as you stay out of the actual Hammada hex and use 2x MP

in adjacent hexes, you never have to roll for immobilization (except for big trucks).<sup>2</sup>



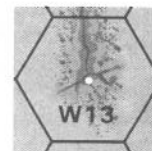
### F4. DEIR

Level 0 OG with some minor exceptions:

**MP:** Vehicles expend 1 extra MP to exit a deir (F4.3).

**LOS:** Entrenched/Emplaced units in the interior of the deir (i.e... not adjacent to the edge) have LOS only one hex beyond the edge of the deir. They of course have LOS to higher levels as well, including hillocks, which are at 1/2 level. If the unit is not Entrenched/Emplaced, LOS is determined normally (F4.4).

**TEM:** If you are firing at a target in a deir, it gets a +1 TEM (or is HD if a vehicle) unless you are 1) adjacent to the deir, or 2) at a higher level (including a hillock) (F4.5).



### F5. WADI

This is the one everybody hates, "why couldn't they just make them gullies?" But they ARE gullies, with some minor, simple exceptions.<sup>3</sup>

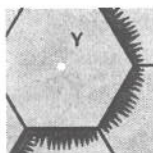
Most of the ways a wadi is different from a gully:

1. Trucks do not bog when exiting (F5.21).
2. Infantry in crest status can fire any SW w/o penalty (this mainly effects HMG/MMG) (F5.41). Guns can gain crest status, too, even when unhooking (F5.43).
3. Vehicles can become HD by gaining crest status (F5.42). Think of it as the vehicle goes part-way into the wadi, with the superstructure sticking out. This can provide formidable cover in a basically coverless environment. Vehicles can enter HD crest status in two ways, from inside or outside the hex, both of which are simple:

a) from OUTSIDE the wadi hex, they can enter the wadi hex across a wadi hexside, pay for COT (but not paying the cost of the wadi), then stop. So for a typical wadi, it would cost a fullytracked vehicle (in Motion) 1 MP to enter the wadi (COT=OG), and 1 to stop = 2 MP. That's it - he's HD.

b) from INSIDE the wadi hex, act like your moving the vehicle out of the wadi across a wadi hexside, but don't pay the cost for the next hex - only the cost for change in elevation (usually 4). So it would cost a fully-tracked vehicle (in Motion) 4 MP (higher elevation) and 1 (stop) = 5 MP.

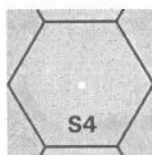
4. Both of these can also be done in reverse movement. Thus there are rear and front HD counters. Obviously, if you are IN a wadi and start to drive out forwards, use a front HD counter. Likewise, if you are outside the wadi, and start to drive in forwards, use a rear HD counter because the butt of the tank is now up against the wadi wall. Etc..., etc..



## F6. HILLOCKS<sup>4</sup>

**LOS:** I believe confusion often arises from the LOS rules (F6.4). But there are really only a few cases to remember. Look at the diagram below paying close attention to units A and B (assume all hillock overlays are placed at level 0):

- A = on hillock X, whether Entrenched/Emplaced or not
- B = adjacent to hillock Y, non-Entrenched/Emplaced
- C = neither on nor adj. to a hillock, whether Entrenched/Emplaced or not
- D = adjacent to hillock Z, non-Entrenched/Emplaced
- Both units A and B have LOS across two full hillocks, i.e., across Y and Z (for unit A don't count hillock X as one of the two) up to the first non-hillock hex past the second hillock (where unit D is above).
- For units A and B to see unit D, unit D must not be Entrenched/Emplaced.
- Other than that, units A and B can see all units, Entrenched/Emplaced or not, between themselves and unit D.
- Unit C can see hillocks Y and Z, but generally not past them, with the reciprocal of A and B being the exceptions. That's it. You may think that there are other LOS paths you can trace, but there are not. The reciprocal LOS rule negates the need for any more rules. TEM: Unit B would get a +1 TEM (or HD if a vehicle) to fire traced through hillock Y (unless the fire originated from a higher level, of course) (F6.5). MP/MF: Usually just the COT for open ground, but vehicles pay an extra 1MP when first entering a hillock, due to the elevation gain.



## F7. SAND

Open Ground with a number of exceptions.

### MOVEMENT:

Infantry 1 + COT = 2 MF usually

Vehicles 2 (or more) + COT, see Ch.F divider for full list.

Each of the above is reduced by 1 MF/MP if the conditions are Mud or hard sand. Beaches are often hard sand, by the way (F7.3).

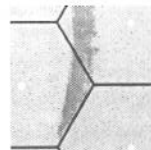
**BOG IN/ADJACENT:** A fully-tracked vehicle with Normal Ground Pressure bogs on a DR of 12 in a hex adjacent to a Sand hex. Adjust it from there based on the BOG DRM chart, e.g. +1 for HGP, +1 for halftacks, etc... NOTE: Only the DRM's listed on the Sand Bog DRM chart apply! (F7.31).

**TEM:** Open ground, but Ordnance/OBA FP is halved (F7.4).

### FORTIFICATIONS: (F7.42)

1. No PB, trench or sangar counter may exist in a sand Location.
2. Emplacement/Entrenchment TEM are halved in sand Locations (Example: Foxhole = +1/+2).

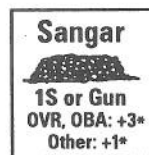
3. The +2 DRM to entrenchment attempts that are normally in place during desert scenarios are not used in sand. Thus, it's easier to dig a foxhole in sand, though it doesn't provide as much cover as normal.



## SAND DUNES (F7.5)

When reading the rules in the rulebook, remember that there is a difference between sand dune hexes and Dune Crest hexsides. Sand dune hexes are treated as normal sand hexes. Dune Crest hexsides are the brown hedge-looking hexsides, and are treated as a 1/2 Level obstacle, and provide a +1 TEM to fire that is not from a higher elevation. (The only differences between a Dune Crest and a hedge is that you can't gain wall advantage over a Dune Crest, and a hedge often gives cover to fire from a higher elevation.)

The whole SD overlay is defined as either Low or High. Low SD are at Level 0. A SD overlay defined as High is considered entirely at Hillock level (thus, a 1/2 Level Dune Crest on top of a 1/2 Level "hillock" is a Level 1 obstacle).

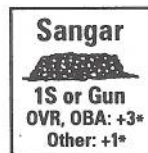


## F8. SANGAR

Pretty much like a foxhole, with the following exceptions:

**TEM:** +1 to all attacks except OBA, which is +3. This is signified by +1/+3 on the counter. This is slightly different than the notation on an Entrenchment counter, since OVR is +1, not +3.

**ELIMINATION:** If a sangar is overrun by a fully-tracked vehicle, and the vehicle survives the overrun still mobile, the sangar is eliminated along with any Gun in the sangar.<sup>5</sup>



**TRENCH:** Also, a unit can move from inside a sangar straight under an adjacent trench counter.<sup>6</sup>

## F9. DESERT HINDRANCES<sup>7</sup>

The important thing to note about Desert Hindrances is that many are Low Visibility (LV) Hindrances (E3.1). Note the difference between normal Hindrances and LV Hindrances: normal Hindrances cancel FFMO and Interdiction, while LV Hindrances do not. DLV is short for Desert Low Visibility, a sub-category of LV Hindrances. DLV Hindrances are ignored when counting up total Hindrance DRM to see if LOS is blocked (F11.6; B.10).

**SUN BLINDNESS:** Causes a +2 DLV Hindrance to TH and IFT DR when looking into the sun (see diagram on page F13 for the "sun CA"). Obviously if it is early morning then the sun is in the east, and if it is late afternoon the sun is in the west (F11.61).



Target Type/Level	Normal Heat Haze (F11.62)	Intense Heat Haze (F11.621)
Infantry	+1 DLV Hindrance for every range of 6 hexes (FRU) beyond 12 hexes. [EX: Range 0-12 = 0 DRM, 13-18 = +1, 19-24 = +2]	+1 DLV Hindrance for every range of 6 hexes (FRU) beyond 6 hexes. [EX: Range 0-6 = 0, 7-12 = +1 DRM, 13-18 = +2]
Vehicular	+1 DLV Hindrance for every range of 12 hexes (FRU) beyond 24 hexes. [EX: range 0-24 = 0 DRM, 25-36 = +1, 37-48 = +2]	+1 DLV Hindrance for every range of 12 hexes (FRU) beyond 12 hexes [EX: range 0-12 = 0 DRM, 13-24 = +1, 25-36 = +2]
Aerial	+1 DRM to Ground Support attacks, regardless of range.	+2 DRM to Ground Support attacks, regardless of range.

**HEAT HAZE:** There are two levels of Heat Haze, normal and intense. The level will be defined by SSR.

Both levels of Heat haze cause a +1 DRM to aircrafts' Sighting TC.

### DUST (F11.7)

Note that Light and Moderate dust are DLV's, while the more extreme dusts are LOS Hindrances, and thus negate FFMO. Also note that Light and Moderate dusts are slightly different than most LV Hindrances in that the Hindrance DRM applies to Interdiction attacks - i.e., they don't prohibit Interdiction in an Open Ground hex, but they do modify the Interdiction DR. Dust does not affect Firelanes nor Residual Firepower.

*Light Dust (F11.71):*

- DLV Hindrance = subsequent dr halved (FRD)
- Night: starshell range reduced to 2, IR reduced to 4

*Moderate Dust (F11.72):*

- DLV Hindrance = subsequent dr halve (FRU).
- Night: starshell range reduced to 2, IR reduced to 4

*Heavy Dust (F11.73):*

- LOS Hindrance = [subsequent dr halved (FRD)] + [range halved (FRU)]
- Vehicles expend 1 extra MP to enter a new hex.
- Night: starshell range reduced to 1, IR reduced to 2, Blaze = range of 1 per Level

*Very Heavy Dust (F11.731):*

- LOS Hindrance = [subsequent dr halved (FRD)] + [range] - Vehicles expend 1 extra MP to enter a new hex
- BU AFV's expend 1 extra MP to enter a new hex (in addition to the 1 extra)
- Units may not CX
- All Recovery DR receive +1 DRM

- Night: starshells illuminate no hexes, IR only it's own hex, Blaze = range of 1 per Level

*Extremely Heavy Dust (F11.732):*

- LOS Hindrance = [subsequent dr halved (FRU)] + [range]
- Vehicles expend 1 extra MP to enter a new hex
- BU AFV's expend 1 extra MP to enter a new hex (in addition to the 1 extra)
- Units may not CX
- All Recovery DR receive +1 DRM
- B/X numbers of all units lowered by 1.
- Night: neither starshells nor IR illuminate hexes, Blaze illuminate it's own hex only.

**VEHICLE DUST (F11.74):** Placed in the hex just exited by a vehicle if it expended 2 or fewer MP in the hex entered. It basically follows the vehicle around until the end of its MPH. If it is present at the end of the vehicle's MPH, it remains until the next friendly player turn. Its effects are the same as drifting Dispersed Smoke.<sup>8</sup>

There are two types of Vehicle Dust counters, one for vehicles in Motion, and one for vehicles not in Motion. The only difference is that the Motion VD counter is removed in the MPH the next time the vehicle moves, and the non-Motion counter is removed at the beginning of the next friendly PFPh.

Not much difference, but it can sometimes matter if you want to fire in your PFPh. Note that VD counters do not exist in Heavy winds, thus can be removed if the wind picks up. Also, if the vehicle is wrecked, the VD counter is not removed immediately. The VD is still removed during the next friendly player turn. If a vehicle in Motion is wrecked, replace its Motion VD counter with a non-Motion VD counter (as it is no longer in Motion!).

**FFE:** The Hindrance caused by FFE changes when dust is present. See F11.75 for a nice summation of the effects on different types of FFE's. I can't sum it up better here, so I won't.

**HEAVY WINDS:** If Dust and Heavy Winds are in effect, fire directly into the wind is subject to a +1 DLV DRM (F11.761). (Don't forget this rule in Khamsin!)

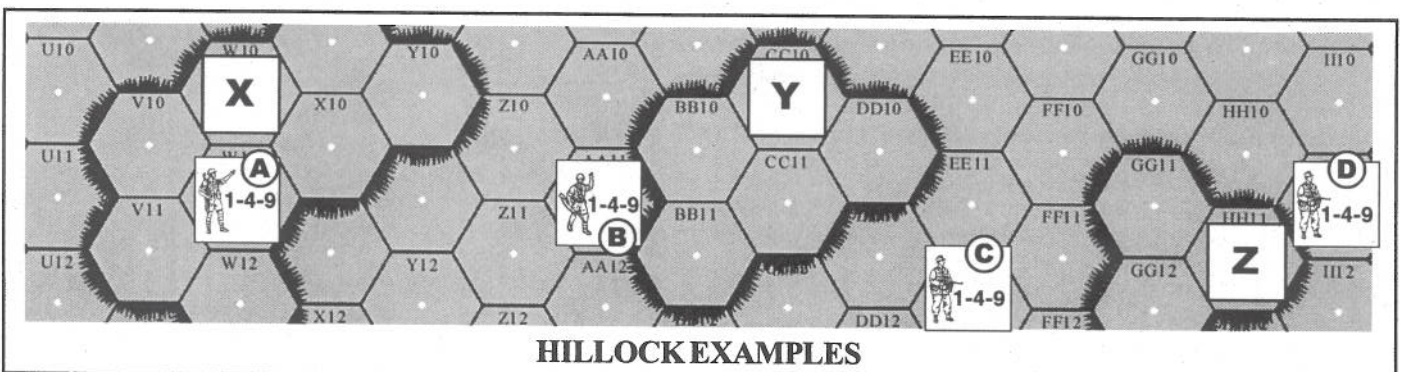
### F10. MISCELLANEOUS NOTES

**DVP:** Desert Victory Points are slightly modified to reflect the increased importance of vehicles. The DVP value of vehicles are usually printed on the scenario card for easy reference (F.3). Note that the printed DVPs do not include the 2 DVPs for inherent crews.

Note: DVP are not used in AK scenarios.

### ROUTING:

- Units don't have to route to woods are buildings in the desert, since there usually aren't any (F.1C).





• Units are eliminated for Failure to Rout only if the unit forcing it to rout is within six hexes of it (F.1C).

• Surrender may not be refused (i.e. No Quarter is never in effect) (F.5).

**MINEFIELDS:** Minefields are not hidden in the desert, but are represented by generic minefield counters at the beginning of the scenario which hide the value of the minefield factors. Some of these markers can be “dummy” minefields, placed in order to fake out the opponent. Minefields may also exist along a(n) (Alternate) Hex Grain (F.7).

**VEHICULAR SMOKE<sup>9</sup>:** Ch. F introduces a new type of vehicular Smoke grenade to ASL®. Only OT or CE Closed-topped vehicles may use them. A CE vehicular crew may place a 1/2” Smoke counter in the MPH by rolling a 2 or less, and a BU OT vehicular crew can do so by rolling a 1. It is treated as a normal 1/2” Smoke counter (F.10).

**REVERSE MOTION<sup>9</sup>:** Vehicles may now remain in motion when moving in reverse (F.11).

### Footnotes:

1. Being the proponent of desert scenarios that I am, and seeing that some people don't play them merely because they are intimidated by the rules, I have created a plain English version of Chapter F. I hope that it helps people to delve into Chapter F, and will promote play of what could be my favorite ASL® theater. Remember when reading this that most scenarios only use a few of these rules at any one time (hammada and scrub excepted). I recommend using this material as a reference instead of trying to memorize all of Chapter F at once. Same goes for the Ch. F movement chart. Once you know the rules as presented here, you'll see how clear and helpful the diagrams and charts in Chapter F truly are.
2. I would recommend using the 2x rate as often as possible. This rule ends up being easy to understand and you hardly ever have to use it. Also, check out the nifty Hammada Immobilization Chart (F3.31).
3. Don't be fooled by F5.2 (MF/MP). It is a clarification of DEPRESSIONS in general on a hillside, not just wadis. The rules for changing levels with Depressions in play are very logical. Logic, of course, can be mind-numbing. Movement on the escarpment can seem complicated, but that should not be an indictment of Chapter F.
4. In regards to LOS it also helps to think of the hillock in terms of the rules for walls. If you are behind a wall you can see only one hex behind another wall. If you are entrenched, however, you can not see over the wall. I have not used this analogy in the text of Vern. Ch. F because it does not cover the instance of being on top of the hillock (in which case you ignore the nearest hillock). Also check out the Hillock diagram in the rulebook, it's very helpful.
5. This is a pretty brutal rule, which I think discourages one from putting a Gun in a sangar. Then again, in some scenarios the only available cover for a Gun is *in* a sangar, so there isn't much of a choice.
6. This is nice for letting troops bug-out without having to traverse miles of open ground.
7. This section looks like a lot, but it's not really that bad. The thing to remember is that you will rarely use more than one or two of any of these rules in any one scenario. So there is no need to memorize all of the Desert Hindrances. Before play read which ones are in effect (as defined by SSR), look up the given rule(s) in the rulebook and commit them to your short-term memory. I usually do a few practice dust DR to get the hang of it, and once I do that it's easy.
8. Vehicle Dust counters can be crucial in providing adequate cover for an advance. One technique that sometimes works well is to move tanks in Platoons of 2-3 tanks using Platoon Movement (D14). (Some may think that this is reserved for radioless AFV's, but D14.23 states that all AFV's may use this movement if they wish.) Since they are moving together, the dust from one AFV can provide cover for the other(s). It might decrease the movement rate of the platoon a little, but if that's not an issue, give it a try.
9. Both of these Chapter F additions have been incorporated into the appropriate chapters in the 2nd Ed. ASLRB.

### DESIGN CREDITS FOR THE ORIGINATING SCENARIOS

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

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The U.S. Airforce Academy Library

The West Point Library

The Morris Swett Technical Library, Ft. Sill, Oklahoma

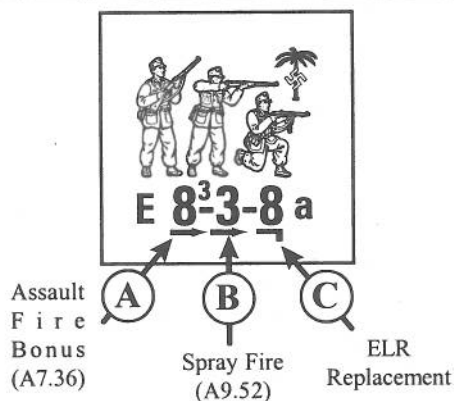
The Ft. Benning Technical Library

The Armor School Library, Ft. Knox, KY

The Library of Congress

The National Archives and

The Office of the Chief of Military History



• A right-pointing arrow (A and B above) signifies an ‘increase’ in a numerical value; here it is used to denote Assault Fire Bonus and Spray Fire when used as an underscore on Infantry counters.

• C above is morale underscoring on MMC and uses the ‘not’ sign, “↯” to represent normal underlined Morale (ELR: 5 and ELR-replacement deploys the unit). Also used to indicate a restricted version of underlined Morale which doesn't give the unit an ELR of 5 [EX: Afrikakorps MMC].

# CLASH OF ARMOR

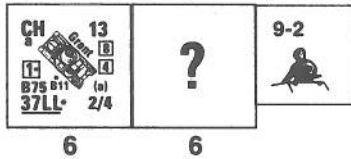
#51

☛ GERMAN Sets Up and Moves First

1 2 3 4 5 6 7 8 9



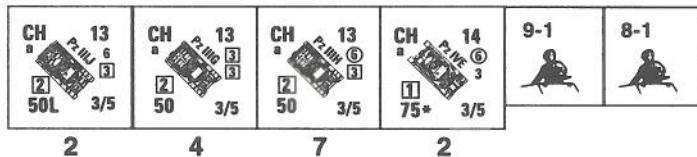
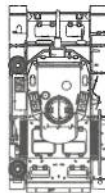
Elements of 'B' Squadron, 3rd Royal Tank Regiment, 4th Armoured Brigade set up on/east of hexrow DD in hexes numbered ≤ 12:



[ELR: NA]  
{SAN: 2}

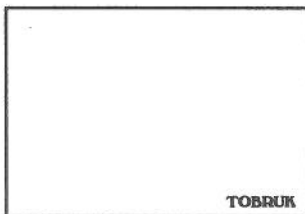


Elements of the 8th Panzer Regiment, 15th Panzer Division set up (with all AFVs in Motion) on/between hexrows C-G in three groups of five AFVs (with each AFV adjacent to ≥ 1 other AFV) with at least two hexes between the AFVs of each group:



[ELR: NA]  
{SAN: 2}

## MAPLAYOUT:



## VARIATIONS:

- ☛ Replace the 9-1 armor leader in the German OB with a 9-2.
- ⊙ Remove the 9-1 armor leader from the German OB.

## SPECIAL RULES:

1. EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
2. A Grant firing its B75 armament does not lose Concealment unless a non-Shocked German AFV is within 12 hexes. The British player may use side notes for the placement of markers on Grants that fire in the event such fire would not remove Concealment. British AFVs may not exit the map before turn six.
3. Place overlays as follows: **H8** on FF4-GG5; **H3** on I19-I20; and **S6** on R11-S12.

**OBJECTIVES:** The Germans must earn more VP than the British at Game End. In addition to CVP, both sides earn Exit Victory Points for units exited off the east edge. Add 2 to the EVP value for Pzkw IIIJ AFVs.

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.

**South of BIR HACHEIM, LIBYA, 27 May 1942:** As the morning of 27th May dawned the 8th Panzer Regiment under Lieutenant Colonel Teege led Rommel's wide sweep around the British southern flank at Bir Hacheim. With one hundred and eighty tanks, the regiment was arrayed in spearhead formation with the first section moving forward on a wide front of one and one half miles by about a mile deep. At about 0715 hours, the call rang out in the headsets, "Enemy armor, twelve o'clock!" A British lieutenant of the 8th Hussars also dryly noted enemy armor to his regimental HQ by radio. "It looks as if Jerry's come with a Panzer brigade," only to correct himself moments later. "There's more than a brigade, its the whole bloody Afrika Korps. Alert! Alert!" Much of the British armor was concealed behind a small hillock. It soon opened fire on the approaching Panzers, creating casualties and havoc. As the Germans approached, the black dots on the horizon materialized into a surprise: the entry of the American Grant tank to the war. Grants of the British 4th Armoured Brigade held off the lead elements of the 8th Panzer Regiment, unsupported by artillery and with its Mk III Panzers out-gunned and forced to charge under fire. Teege's Panzers took heavy losses as he tried desperately to approach the Grants with their 75mm sponson-mounted gun and its longer range of fire. An attack from the flank by the 2nd Section was finally successful. The 8th Hussars were wiped out, and the 3rd Royal Tank Regiment lost sixteen of its twenty-four new Grants in the battle.

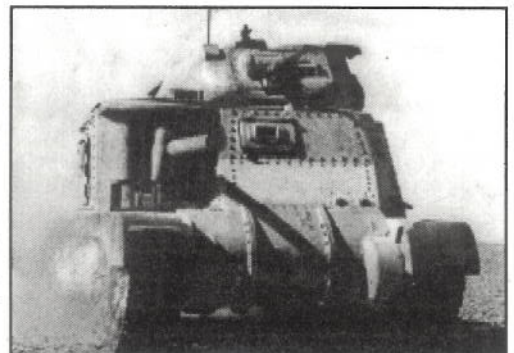


Photo Credit: National Archives

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# THE GROUP CRÜWELL FEINT

#52

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8
⊕ AXIS Moves First								

**Elements of the 2nd South African Brigade set up on/east of hexrow M:**

Miner E 4-5-8 4	1-4-5-7 3	2-2-8 2	9-2 2	9-1 2	8-0 2	7-0 2	HMG SPP 3 6-14	LMG 1PP 1 2-7	ATR 1PP 1 1-12	APP 2 51 [2-11]	MTR 1PP 2 8	Radio 1PP 2 8	? 7 morale 6
CH 16 APP 1 T10+ BMG 2/-	CH 16 APP 1 T10+ ATR -/12	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3 Other: +1	Minelfield 8	Dummy Minelfield 2	Known AP							

[ELR: 3]  
{SAN: 4}

**Elements of the 15th Rifle Brigade [ELR: 4] enter along the west edge on turn one:**

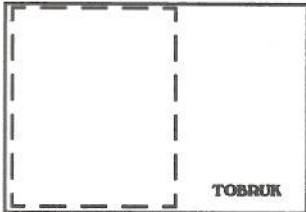
E 8-3-8 6	E 4-6-8 6	9-2 6	8-1 6	8-0 6	7-0 6	HMG SPP 3 7-16	LMG 1PP 1 3-8	Radio 1PP 2 8	CH 18 SPP 1 T9 AAMG -/3	CH 30 EC-1 T10 AAMG -/3
--------------	--------------	----------	----------	----------	----------	----------------------	---------------------	---------------------	----------------------------------	----------------------------------

**Elements of the 'Sabratha' Infantry Division [ELR: 2] enter along the west edge on turn one:**

1-3-4-7 7	2-2-7 2	8-1 2	7-0 2	LMG SPP 1 2-5	ATR SPP 2 1-12	APP 2 45 [2-13]	MTR SPP 1 81mm	dm MTR SPP 1 81mm
--------------	------------	----------	----------	---------------------	----------------------	-----------------------	----------------------	-------------------------

[ELR: 4, 2]  
{SAN: 2}

**MAPLAYOUT:**



(only hexrows A-S are playable)

**VARIATIONS:**

- ⊕ The Axis wins by Controlling ≥ 3 Trench/Sangar hexes.
- ⊙ Replace the 9-2 leader in the British OB with a 10-3.

**SPECIAL RULES:**

- EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
- The British receive two modules of 88mm OBA with one Pre-Registered hex per module.
- The Germans receive one module of 105mm OBA (HE and Smoke) and one module of 150mm OBA (HE and Smoke).
- No Axis unit may exit the east map edge prior to turn five.
- Place overlays as follows: W14 on I18-J17; D9 on C15-D14; R3 on G6-G7 and S4 on D1-D2.

**OBJECTIVES:** The Axis wins immediately upon Controlling ≥ 5 Trench/Sangar hexes OR immediately upon earning ≥ 8 EVP [EXC: EVP are awarded for exiting Personnel only] by exiting units off the east edge.

Note: Eliminated Sangar hexes do NOT count toward Victory Conditions.

**East of BIR TEMRAD, LIBYA, 26 May 1942:** By late May, Rommel had assembled a potent strike force and needed merely to decide where to attack. He finally decided on a grand sweep around the south end of the British line at Bir Hacheim, held by Free French forces. The sweep would be accompanied by a feint in the north, aimed to distract the British command. Rommel instructed General Crüwell to take one German mechanized infantry brigade and two Italian infantry divisions, along with all of the Axis heavy artillery for an attack in the north. To further confuse the British, trucks mounted with aircraft engines were to raise huge clouds of dust behind this attack to suggest large mobile forces were assembling there. The frontal feint by Group Crüwell began on schedule at about 1400 hours on the 26th. However, as Robert J. Icks reveals in his book *Famous Tank Battles*, the "...Italians pressed the attack so half-heartedly that the British decided it was only a feint..." Units from the Second South African Brigade held off Italian infantry units from 'Sabratha' Infantry Division, 'corset-laced' with German troops from the 15th Rifle Brigade. Seven hours later the grand sweep south of Bir Hacheim by the rest of the Afrika Korps was launched. The Battle of Gazala had begun.

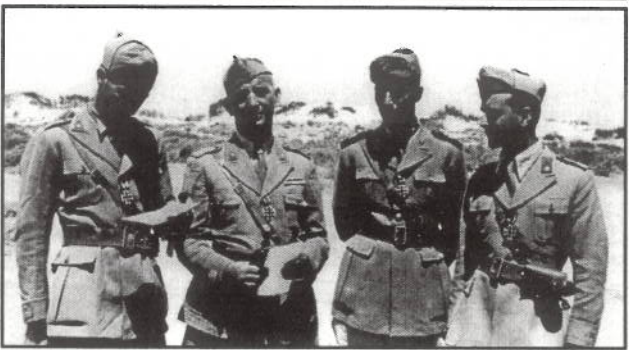


Photo Credit: National Archives










# ACTION AT POINT 171

#53

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8
⊕ AXIS Moves First								

**Mixed elements of the King's Own Cavalry Regiment set up on/between hexrows T-EE:**



 4-5-8 6	 2-2-8 3	 9-2	 8-1	 8-0	 7-0	LMG 1PP 2-7	ATR 1PP 1-12	Radio 1PP 8	? 7 morale	CH M10 40L AT	Trench OVR, OBA: +4 Other: +2
--	--	---	---	---	---	----------------	-----------------	----------------	---------------	------------------	-------------------------------------

**Sangar**  
1S or Gun  
OVR, OBA: +3\*  
Other: +1\*  
3


Enter along the west edge following a Reinforcement die roll ≤ the Game Turn number:

CH 16 4PP 0 1 ATR -/-/2	CH 25 3rd Tank CS4 NA VCA Inf crew
-------------------------------	--

3

[ELR: 4]  
{SAN: 4}

**Elements of the Ariete Armored Division enter on turn one along the east edge:**



CH 11 3 47 4-4	CH 12 3 47 4-4	CH 12 3 811 75*
----------------------	----------------------	-----------------------

8 2 3

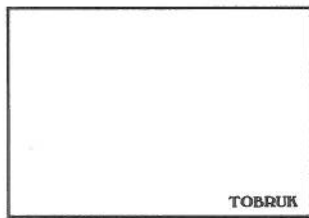
**Elements of the 15th Panzer Division all AFVs enter along the east edge following a Reinforcement die roll that is < than the current Game Turn number (i.e., may enter no earlier than turn two via dr) and automatically on turn four:**

CH 13 3 50 3/5	CH 13 3 50 3/5	CH 14 3 75* 3/5	9-1
----------------------	----------------------	-----------------------	-----

4 6

[ELR: NA]  
{SAN: 2}

**MAPLAYOUT:**



**VARIATIONS:**

- ⊕ Axis reinforcements enter on turn one automatically.
- ⊙ British reinforcements enter on turn one automatically.

**SPECIAL RULES:**

- EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place an overlay as follows: H3 on W13-W14.
- The British receive two modules of 88mm OBA (HE and Smoke).
- Unpossessed AT Guns are treated as eliminated for CVP purposes at Game End.

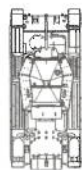
Near **BIR HACHEIM, LIBYA, 27 May 1942:** Between May 25-26 the 3rd Indian Motor Brigade had been slowly, and in pieces, moved to its position, a barely recognizable terrain feature known as "Point 171." When dawn broke on the 27th the Brigade was seriously short of equipment, not well dug in and had almost no mines laid. Dawn light broke and revealed what the Brigade commander Brigadier Filose called, "a whole bloody German armored division" but in reality was the 10,000 or so vehicles of the entire Afrika Korps just rounding Bir Hacheim and turning to push north. The Brigade's artillery engaged the enemy at 0630 hours and did some damage over the next hour, but at 0730 a wave of about 60 Italian tanks simply drove right through it followed shortly by nearly two hundred German tanks on the same path. The Brigade was totally destroyed as a fighting force even though many of its personnel escaped. The *Official History of the Indian Armed Forces in the Second World War* later wrote, it "...made a big dent in the Axis armor."



# THE PANZER THRUST IS SLOWED

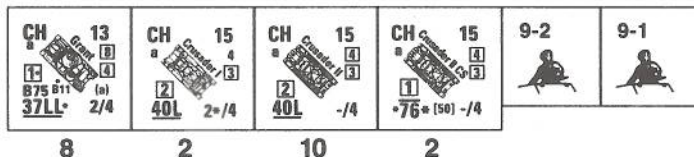
#54

GERMAN Moves First	1	2	3	4	5	6	7	8	9	10
	Elements of 2nd Royal Tank Regiment enter along the east edge on turn two:									

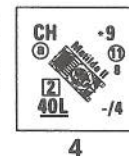


[ELR: NA]  
{SAN: 2}

Elements of 2nd Royal Tank Regiment enter along the east edge on turn two:



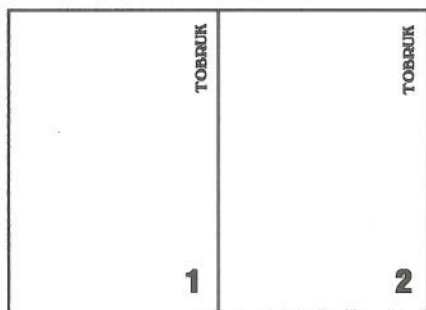
Elements of 44th Royal Tank Regiment enter along the north and/or west edges of MAP 1 on turn three:



	Elements of Panzer Regiment 8, 21st Panzer Division enter on turn one along the south edge on/between hexrows F-MM:					
	CH 13 Pz III 50 3/5	CH 13 Pz III 50 3/5	CH 14 Pz III 75* 3/5	CH 13 Pz III 50L 3/5	CH 14 Matilda 75L <sup>B</sup> 4/-	9-2 
	2	6		2	3	

[ELR: NA]  
{SAN: 2}

MAPLAYOUT:



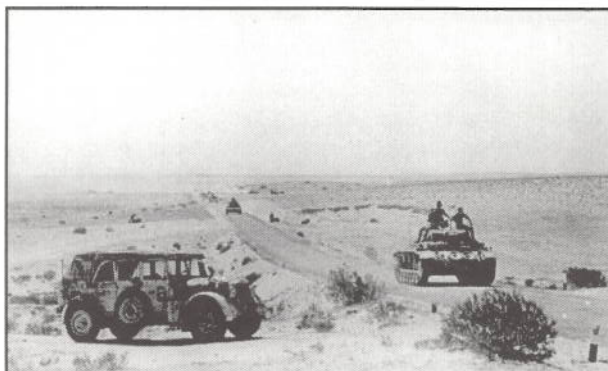
VARIATIONS:

- Delete SR #2.
- Replace the 9-1 armor leader in the British OB with a 10-2.

SPECIAL RULES:

1. EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
2. German AFVs must move south-to-north *and* use all of their available MP *and* remain in Motion until at least one British AFV is in LOS and within 12 hexes of ≥ 1 non-Shocked German AFV. All German AFVs are then immediately free to be moved without restriction.
3. Place overlays as follows on MAP 1: D9 on M3-N2; T5 on PP5-PP6; and V6 (on top) on OO1-PP1. There are no overlays on MAP 2.
4. The British receive two modules of 88mm OBA (HE and Smoke) directed by OP Tanks (H1.46-.465) [EXC: OP Tanks may only be recorded in 2nd RTR AFVs].

**BIREL HARMAT, LIBYA, 27 May 1942:** After slamming into the 4th Armoured Brigade and overrunning the Third Indian Motor Brigade, the two panzer divisions of the Afrika Korps continued to run due north literally looking for a fight with the remaining British armor. They found it near a place called Bir el Harmat at about 1400 hours on the afternoon of the 27th of May, 1942, when they ran into the 22nd Armoured Brigade. A terrific tank battle ensued and the 22nd was quickly forced to retreat. As the Afrika Korps panzers followed up, they were struck on both flanks by British tanks from two additional Armoured Brigades, the 1st Army Tank from the west and the 2nd from the east. The vicious, mixed battle continued for the rest of the afternoon. Subunits of the 21st Panzer Division were struck by Matilda tanks of the 44th Royal Tank Regiment from the west and Crusader and Grant tanks of the Second Royal Tank Regiment from the east. The heavy British armored attack stopped Rommel's offensive dead in its tracks. The worst had happened, and Rommel admitted it. His forces were broken up badly. He had lost so many tanks that, for example, only 43 remained in the entire 15th Panzer Division. His supply line was nearly 100 miles long and constantly bombed by the RAF. And finally, the British armor had been nowhere near destroyed. There would be a reckoning.



# THE DESTRUCTION OF THE 150TH BRIGADE

#55

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10	11
⊕ GERMAN Moves First											



Elements of the 5th Green Howards, 150th Brigade set up on MAP 1 anywhere on/between hexrows A-U and/or in hexrows V-SS in hexes numbered ≤ 17 and/or on MAP 2 on/between hexrows A-U in hexes numbered ≤ 10:

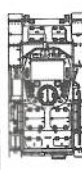


E 4-5-8 12	2-2-8 8	10-3 2	9-1 2	8-0 2	7-0 2	HMG SPP 6-14	LMG 1PP 2-7	ATR 1PP 1-12	MTR 4PP 2-11	Radio 1PP 8	CH M11 2 (3-63) 76+ MTR	CH M10 3 40L AT
CH M10 57L AT	CH M8 88 ART	CH 30 76 SPP	CH 16 116+ ATR	CH 26 14PP	CH 9 40L	CH 10 40L	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3+ Other: +1+	Minefield 6	Dummy Minefield 4	Known AP	

[ELR: 3]  
{SAN: 4}



Elements of the 104th Panzer Grenadier Regiment set up on MAP 2 at least ten hexes away from any British set up area hex:

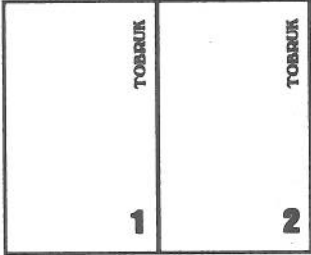


4-6-8 9	14-6-7 7	2-2-8 2	10-2 2	9-1 2	8-1 2	8-0 2	7-0 2	HMG SPP 7-16	MMG SPP 5-12	LMG 1PP 3-8	MTR SPP 50+	Radio 1PP 8	
CH 16 77 SPP 15PP AAMG -1/3	CH 18 77 SPP 9PP AAMG -1/3	CH M11 81+ MTR	CH 13 50	CH 13 50	CH 14 75+	CH 14 75L 1 T 4-	9-2						

[ELR: 4]  
{SAN: 2}

Elements of the 21st Panzer Division enter on/after turn one along the north edge of MAP 2 on/east of hex SS14 and/or anywhere along the east edge:

**MAPLAYOUT:**



**VARIATIONS:**

- ⊕ Add a 9-1 armor leader to the German reinforcements.
- ⊙ The British OBA has Plentiful Ammunition.
- 2. Mines must be set up within four hexes of the eastern edge of the British set up area. A-P mine factors may be exchanged for A-T factors.
- 3. The British receive one module of 88mm OBA with two Pre-Registered hexes.
- 4. The Germans receive one module of 105mm OBA (HE and Smoke) and one module of 150mm OBA (HE only). Both German OBA modules have Plentiful Ammunition.
- 5. Place overlays as follows: W13 on MAP 1 X24-W25 and SH6 on MAP 1 M15-M14.

**OBJECTIVES:** The Germans must Control ≥ 20 Trench/Sangar hexes at Game End.

**SPECIAL RULES:**

1. EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.

**SIDI MUFTAH, LIBYA, 1 June 1942:** On May 29th Rommel finally perceived that a British counter-attack could devastate his strung out units and promptly gathered the 21st Panzer, 15th Panzer, 90th Light and Ariete Divisions together in the area that was to be known as the *Cauldron* because of the boiling Axis activity inside it. The Trieste division in the south had breached the "mine marsh" north of Bir Hacheim to allow a trickle of supplies to reach Rommel. For full supply of his strike force a more direct and wider channel was needed and this obviously would best go through the minefield at Sidi Muftah. But, in moving in this direction it was discovered that an entire brigade, the 150th, lay astride the desired path in one of the strongest boxes in the line. Without a direct route the Axis group would have been slowly destroyed for lack of supplies. No option lay open to Rommel except that of attacking the 150th frontally. The attack was duly laid in, and for reasons still unknown, no assistance was rendered to the 150th by the rest of Eighth Army until after its last platoon had been destroyed. Help finally came in the form of a frontal attack on the Cauldron on June 5th, three days after the collapse of the 150th Brigade and long after the Axis forces in the Cauldron had been almost fully resupplied and reequipped.



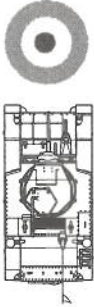
Photo Credit: National Archives

# ABERDEEN

#56

GERMAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Elements of the 22nd Armoured Brigade enter along the north edge on turn one:



 CH 13 875 811 (a) 37LL 2/4 8	 CH 15 40L -/4 10	 CH 18 37LL 2/4/2 10	 CH 15 76 (50) -/4 2	 9-1	 8-1
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[ELR: NA]  
{SAN: 2}

Pakfront of DAK Army HQ set up on MAP 1 in hexes numbered ≥ 20 and/or anywhere on MAP 2:



 4-6-8 3	 2-2-8 12	 9-1	 8-1	 8-0	 7-0 2	 ATR 1PP 1-12 2	 Radio 1PP 8	 CH m11 81+ MTR 2	 CH m4 88L AA 2	 CH m12 37L AT 3	 CH m10 50L AT 2
 CH m10 75+ INF 2	 CH m7 76L AT 2	 Trench OVR, OBA: +4 Other: +2 12	 Sangar 1S or Gun OVR, OBA: +3+ Other: +1+ 3	 Minefield 6 6 Known AP	 Dummy Minefield 2						

Elements of 21st Panzer Division enter along the south or east edge of MAP 2 following a Reinforcement die roll ≤ 2 less than the current Game Turn number:

 CH 13 50 3/5 8	 8-1
--------------------------	---------

[ELR: 4]  
{SAN: 2}

MAPLAYOUT:



TOBRUK	TOBRUK
1	2

VARIATIONS:

- Add a 9-2 armor leader to the 21st Panzer Division portion of the German OB.
- Replace the British 9-1 armor leader with a 10-2 and the 8-1 with a 9-1.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- The British receive one module of 88mm OBA (HE and Smoke) and one module of 114mm OBA (HE only). Each module is directed by an OP Tank (H1.46-.465) recorded in British AFVs.
- The Germans receive one module of 105mm OBA (HE and Smoke).
- Place overlays as follows: MAP 1: H3 on DD23-DD24 and R5 on BB20-BB21. On MAP 2 place overlay D9 on O16-P15.

**OBJECTIVES:** The British must earn more VP than the Germans at Game End to win. In addition to CVP, the British earn EVP for units exited along the south edge. If the British earn < 12 EVP the Germans win (i.e., even if the British VP total exceeds that of the Germans).

**The 'Cauldron,' near BIR EL HARMAT, LIBYA, 5 June, 1942:** While the 150th Brigade was being destroyed by essentially the entire Afrika Korps, little action of any kind was taken by the strong British armored units pinning the Germans and Italians into the *Cauldron*. An ambitious offensive, however, was being planned by the British high command, who deemed it "Aberdeen." This operation consisted of a massive frontal assault directly into the Cauldron area, using a night infantry attack followed closely by armor, both with heavy artillery support. For 150th Brigade, the attack meant nothing—they were annihilated before it was underway. The 22nd Armoured Brigade's part of the battle was to be simple. They were intended to drive through the center of the Axis line held by Ariete, then swing north to take the Afrika Korps from the rear. In reality, the infantry attack failed to make significant progress, and the 22nd wasted itself against the enemy *Pakfront*. The offensive ended, an expensive failure in terms of armored assets used to no advantage. As Colonel Rogers wrote in his book, *Tanks in Battle*, the "British armored attack had ended in disaster."



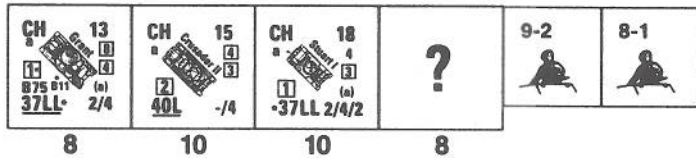
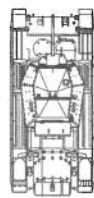
# CRISIS AT KNIGHTSBRIDGE

#57

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10
⊕ GERMAN Moves First										



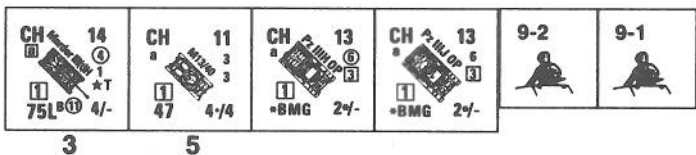
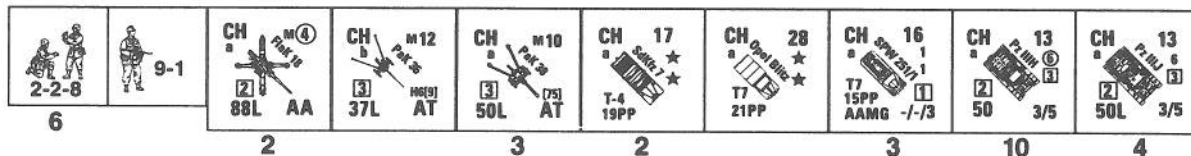
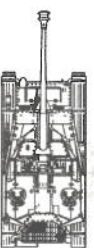
Elements of the 2nd Armoured Brigade set up on/between hexrows S-AA as follows: on MAP 1 in hexes numbered ≥ 12 and/or on MAP 2 in hexes numbered ≤ 12:



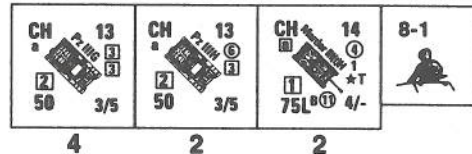
[ELR: NA]  
{SAN: 2}



Elements of 21st and 15th Panzer Divisions reinforced with Italian armored elements enter on turn one along the south edge of MAP 1 and/or the west edge of MAP 1 on/south of hexrow J:

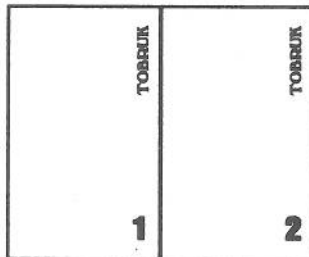


Elements of 21st Panzer Division enter along the east edge of MAP 2 on/north of hexrow R following a Reinforcement dr ≤ 2 the current Game Turn number:



[ELR: 4]  
{SAN: 2}

## MAPLAYOUT:



## VARIATIONS:

- ⊕ Add a 10-2 armor leader to either portion of the German OB.
- ⊙ Add a 9-1 armor leader to the British OB.

**OBJECTIVES:** The Germans must earn ≥ 20 more CVP than the British at Game End.

## SPECIAL RULES:

- EC are Dry. Make a dr prior to play to determine Wind Force as per B25.63. In the event of a Mild Breeze, Moderate Dust (F11.72) is also in effect.

effect. If Heavy Winds result, Heavy Dust (F11.73) is in effect. Note the effect of Gusts on the Dust level (F11.76).

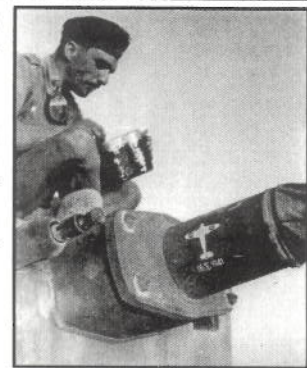
- The Germans receive two modules of 105mm OBA (HE and Smoke). Each module is directed by the OP Tanks (H1.46-.465) in the German OB.

Note: Add the Pz IIIH to the list of available OP AFVs in H1.462.

- British units may exit from the west edge on/after turn five without being counted toward German CVP.

- Place overlays as follows: MAP 1: S10 on O9-P9; SH8 on M21-M22; H3 on EE16-EE17; and W14 on J10-K10. MAP 2: SH6 on FF6-EE6.

**South of BIR LEFA, LIBYA, 12 June 1942:** Even though an almost unbroken series of mistakes and defeats had befallen the British since the Gazala battles had begun on the 27th of May, on the morning of the 11th of June neither side could honestly be said to have possessed a decisive superiority. Both the Axis and the British forces had suffered severe casualties, the Germans most importantly in infantry and the British in armor, but both sides were relatively the same strength, especially where the most powerful armored forces lay facing each other—at Knightsbridge. The British decided to attack the 15th Panzer Division on the next day, the 12th of June, and to allow for this the 2nd Armoured Brigade joined the 4th Armoured Brigade. But a confusion in orders and the sudden disappearance from the field of a key British commander compelled the two armored brigades to halt and wait for orders in a position south of Bir Lefa. Rommel immediately seized the opportunity and struck the stopped British tanks with the 15th Panzer Division from the south and the 21st Panzer Division from the northwest. The result was reported succinctly in the *British Official History*, as having, “disastrous consequences for the British.”
















# THE FALL OF POINT 186

#58










☉ FREE FRENCH Sets Up First	1	2	3	4	5	6	7	8	9	10
☩☩☩ AXIS Moves First										

**Elements of Bataillon de Marche, 22nd North African Company, 2nd Anti-Tank Company, Jewish Volunteers and the Fusiliers-Marins set up on/between hexrows A-X as follows: on MAP 1 in hexes numbered ≥ 16; and/or on MAP 2 in hexes numbered ≤ 10:**

















 E 4-5-8 12	 1 4-5-7 4	 2-2-8 9	 10-3 2	 9-2 2	 8-1 2	 7-0 2	 HMG 3 6-14	 MMG 2 4-12	 LMG 1 2-7	 Phone 1 11	 CH M11 2 76+ MTR 1 6-36 2 3-63
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[ELR: 4]  
{SAN: 4}

 CH M12 2 25LL AT	 CH M8 3 75 ART	 CH M8 2 40L(B) AA	 CH 16 2 4PP T10+ BMG 2/-/2	 CH 16 3 4PP T10+ ATR -/-/2	 Trench 4 1+3+5 OVR, OBA: +4 Other: +2	 Sangar 20 15 or Gun OVR, OBA: +3+ Other: +1+	 Minefield 9 16 Known AP	 Dummy Minefield 5
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


**Elements of Kampfgruppe Baade, 15th Panzer Division [ELR: 4] set up on/north of hexrow GG on MAP 1 and/or MAP 2:**

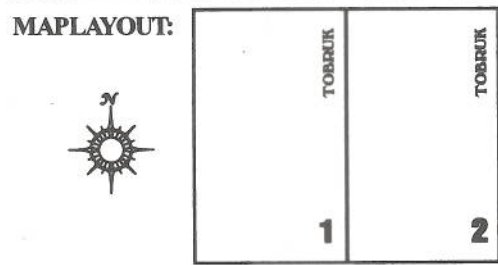


 E 8-3-8 8	 E 4-6-8 5	 1 4-6-7 5	 2-2-8 2	 10-3 2	 9-2 2	 8-1 2	 8-0 2	 7-0 2	 HMG 3 7-16	 LMG 1 3-8	 Radio 2 8	 CH 16 5 7 15PP AAMG -/-/3
--	--	--	--	---	--	--	--	---	---	--	--	--

[ELR: 4, 3]  
{SAN: 3}

**Trieste Division elements [ELR: 3] set up on/north of hexrow GG on MAP 1 and/or MAP 2:**

 E 4-4-7 3	 1 3-4-7 5	 9-1 2	 8-0 2	 7-0 2	 MMG 2 4-10	 LMG 3 2-5	 Radio 1 8
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**OBJECTIVES:** The Axis must Control both Level 1 hexes on overlay H21 AND ≥ 16 Trench/Sangar/Pillbox hexes.  
Note: Eliminated Sangar hexes do NOT count toward Victory Conditions.

**SPECIAL RULES:**

- EC are Dry with no Wind at start. Allied units are Free French (A25.53) [EXC: The immunity to Cowering DOES apply in this scenario].
- Six Trench counters may be recorded as AT Ditches (B27.56) and their identity as such is not revealed to the Axis player until a Good Order Axis unit is adjacent or any unit enters/exits in the LOS of a Good Order Axis unit. All

**VARIATIONS:**

- ☩☩☩ Remove 30 Known AP mine factors from the Free French OB.
- ☉ Increase Axis victory conditions to Control of ≥ 20 Trench/Sangar/Pillbox hexes.

mine/A-T Ditch counters must be set up within four hexes of the north, west and east boundaries of the Free French set up 'perimeter'.

- The Axis receives two modules of 105mm OBA (German; HE and Smoke) and one module of 150mm OBA (Italian; HE only) with one Pre-Registered hex per module. The Free French receives one module of 75mm OBA (HE and Smoke) with two Pre-Registered hexes.
- The Axis receives Air Support [EXC: Arrival (E7.2) is based on a dr ≤ the current Game Turn number instead of < the current Game Turn number; successful entry results in three aircraft; Air Support may be rolled for again after the first group is Recalled from play] in the form of two groups of three '39 DB w/bombs which are automatically Recalled one turn after arrival.
- Place overlays as follows: MAP 1: H21 on I20-J20 and R5 on AA8-AA9.
- HIP may not be used for any Free French units.

**BIR HACHEIM, LIBYA, 9 June 1942:** Since the beginning of the Gazala campaign on the 27th of May, the Bir Hacheim 'box' defensive position occupied by the 1st Free French Brigade, one battalion of Jewish volunteers and a British AAA unit had been a thorn in Rommel's side. Sending out well-armed columns to attack anything within reach (including British forces by accident a few times), the position had destroyed and captured many Axis vehicles and personnel. To try to reduce it, the Germans and Italians had repeatedly attacked and each time had been repulsed with heavy losses in what Carell in *The Foxes of the Desert* states had "...developed the toughest battle to date in Africa." Von Mellethin in *Panzer Battles* put it more strongly by saying "...in the whole course of the desert war we never encountered a more heroic and well-sustained defense." Throughout the 8th and 9th of June special and very well-equipped German and Italian mechanized and motorized infantry units with attached 88s, heavy artillery and a few tanks inched into the morass of defensive positions surrounded by mines. On the evening of the 9th, they managed to capture the only "high" ground at Bir Hacheim, Point 186, which allowed them clear artillery observation of the entire Free French position. This was enough to finally force the Free French commander, General Koenig, to request permission to withdraw. This was done the following evening.

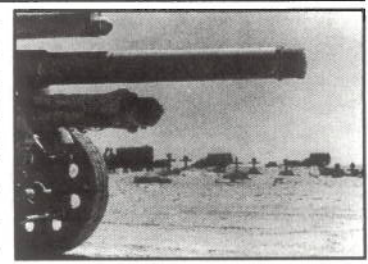


Photo Credit: National Archives

# TOBRUK FALLS

#59

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10
⊕ GERMAN Moves First										

Elements of the 2/5 Maharatta Light Infantry set up in hexes numbered ≤ 12:



4-5-8 6	1-4-5-7 11	2-2-8 8	10-2 2	9-1 2	8-1 2	8-0 2	HMG SPP 3 6-14	MMG 4PP 2 4-12	LMG 1PP 1 2-7	Phone x12 1PP 11	? 7 morale	CH M11 3-6 (6-36) 2 (3-63) 76+ MTR
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CH M8 1 88 ART 3	CH M10 3 49L AT 3	CH 30 T6 SPP 3	CH 16 4PP T10+ 2	CH 16 4PP T10+ 3	Trench OVR, OBA: +4 Other: +2 6	Sangar 1S or Gun OVR, OBA: +3 Other: +1 32	Minefield 6 9	Dummy Minefield 6 9
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[ELR: 3]  
[SAN: 4]

Elements of the 15th Panzer Division enter along the east edge on/after turn one:



8-3-8 8	4-6-8 8	1-4-6-7 5	2-2-8 2	10-2 2	9-2 2	8-1 2	8-0 2	7-0 2	HMG 4PP 3 7-16	LMG 1PP 1 3-8	MTR SPP 2-13 3 50+	Radio 1PP 8
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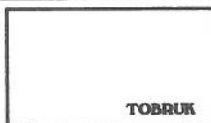
CH 16 T7 SPP AAMG -1/3 6	CH 18 T9 SPP AAMG -1/3 4	CH 30 T10 AAMG -1/3 2	CH 28 T7 21PP 6	CH 26 T5 26PP 4	CH 24 T2 29PP 6	CH M11 3 81+ MTR 3	CH M10 2 75+ INF 2
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[ELR: 4]  
[SAN: 3]

Enter along the east edge on turn four:

CH 13 2 50 3	CH 13 2 50 7	8-1
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MAPLAYOUT:



VARIATIONS:

- ⊕ Add a 9-2 armor leader to the German reinforcement OB.
- ⊙ Increase the German exit victory requirement to ≥ 18 vehicles (no change in Pzkw III).

**OBJECTIVES:** At Game End the Germans must Control ≥ 10 Trench/Pillbox hexes AND exit ≥ 15 vehicles off the west edge (of which ≥ 5 must be Pzkw III AFVs).

**SPECIAL RULES:**

- EC are Dry with no Wind at start.
- Nine Trench counters may be recorded as A-T Ditches (B27.56) and their identity as such is not revealed to the Axis player until a Good Order Axis unit is adjacent or any unit enters/exits it in the LOS of a Good Order Axis unit. Minefield counters must be placed on the map in groups of four such that each counter in the group is adjacent to at least one other counter in that group. Minefield counters of one group may not be adjacent/same hex to minefield counters of any other group. A-T Ditch counters may not be placed adjacent to minefield counters. HIP is NA for British guns.

- The German receives two modules of 105mm OBA (HE & Smoke) and one module of 150mm OBA (HE only) with one Pre-Registered hex per module. The British receives two modules of 88mm OBA (HE and Smoke) with one Pre-Registered hex per module.
- The Axis receives Air Support [EXC: Arrival (E7.2) is based on a dr ≤ the current Game Turn number instead of < the current Game Turn number; successful entry results in three aircraft; Air Support may be rolled for again after the first group is Recalled from play] in the form of three groups of three German '39 DB w/bombs which are automatically Recalled one turn after arrival.
- Place overlays as follows: SH6 on P14-O15; SH3 on W13-W14; and SH8 on LL16-MM17.

**TOBRUK, LIBYA, 20 June 1942:** After the fall of Bir Hacheim and the decisive defeat of the British armor on the 12th of June, Rommel's attention was drawn to the capture of Tobruk, which almost exactly one year before had frustrated his every attempt. During this time in preparation for the attack, little significant action of any kind had transpired between the two exhausted sides. The Tobruk perimeter was surrounded and, remembering the long and unsuccessful siege the year before, Rommel carefully assembled strong strike forces for his attack over a two-day period. He need not have been so cautious, for the fortress was not in this case held by tough confident Australian troops, but by inexperienced South African and Indian troops who had just witnessed the collapse of their army and were naturally very shaken. The attack was launched at dawn on the 20th of June in the best *Blitzkrieg* tradition. The British had decided to evacuate the South African and British divisions still holding the actual line, and this was accomplished between the 14th and the 16th of June. Rommel's exhausted units did their best to prevent the escape of these troops, but in general the British withdrawal was successful. The elusive prize was Rommel's. But the German and Italian divisions had once again been worn down severely by the Bir Hacheim and Knightsbridge fighting and were therefore unable to stop Eighth Army from successfully evacuating the line. The fortress was surrendered unceremoniously before dawn on the 21st and yielded the biggest bag of booty that had ever been won in the desert by either side. Characteristically, Rommel's thoughts were not on Tobruk at all but rather down the coast at Alexandria and the Suez Canal—and El Alamein.



Photo Credit: National Archives

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The Allied victors of North Africa, Montgomery (middle) and Patton (right) share a handshake in Sicily, scene of another successful campaign.



General, and later Field Marshal Erwin Rommel 'The Desert Fox'. The Führer's favorite, died as a result of suicide by his own hand... while in the hands of the Gestapo following the July 1944 attempt to kill Hitler.

## DECISION MAKERS

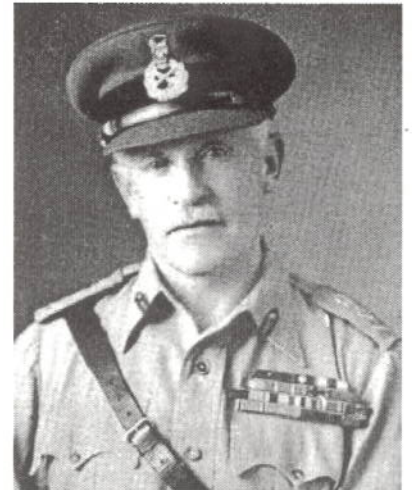
'Smiling' Albert Kesselring meets with Rommel to discuss strategy in North Africa. As Commander-in-Chief South, he was overall German commander in the Mediterranean theatre, which included the operations in North Africa. (Bundesarchiv)



General George Patton, seen here training for desert warfare in California as a Lt. General, prior to heading to North Africa (with an M3A1 light tank in the background).



In December 1940, General Archibald Wavell ordered a major British counter-attack which was very successful, pushing the Italians back nearly 500 miles. In January 1941, Tobruk was captured from the Italians.



General Sir Richard Nugent O'Connor, captured in the Western Desert, as a POW escaped successfully in Dec. 1943 after 5 attempts.



Following the see-saw of Allied and Axis successes and reverses in North Africa, Sir Claude John Eyre Auchinleck was appointed to succeed General (later Field Marshal) Sir Archibald Wavell as C-in-C Middle East Command in July 1941. Wavell took up Auchinleck's post as C-in-C of the Indian Army, trading jobs with him.

On 29 May 1942, General der Panzertruppe Ludwig Crüwell, the Commanding General of the German Afrika Korps, was shot down and captured by the British while on a reconnaissance flight during the Battle of Gazala. After being held as a prisoner in England, General Crüwell (PW No. 20772) was later transferred to the United States where he was imprisoned at Camp Clinton near Jackson, Mississippi. This camp housed the majority of all German generals held as prisoners of war in the United States.

