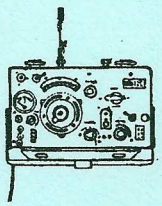
ASLComp

FRONTIER WAR™

AFRIKAKORPS

AK008

$13.95



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™**.

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

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™

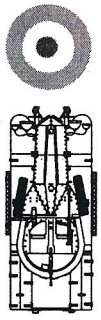
The War in North Africa 1941-43

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.

FRONTIER SURPRISE

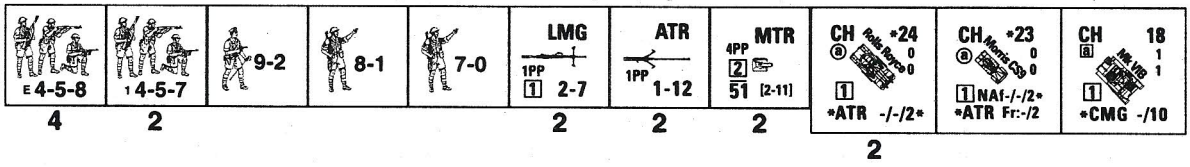
AK #60

	1	2	3	4	5	6	7	8	9
ITALIAN Sets Up First BRITISH Moves First									



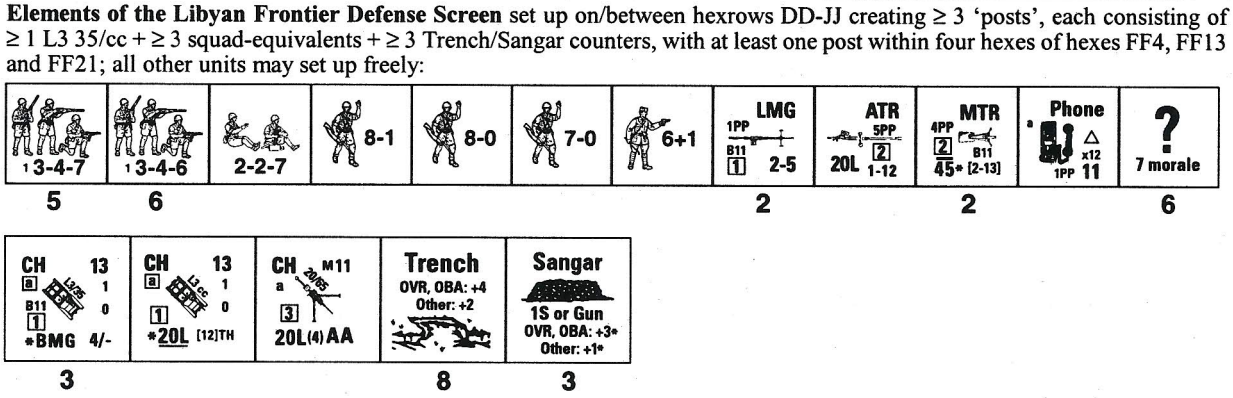
[ELR: 4]
{SAN: 2}

Elements of 11th Hussars and 1st King's Royal Rifle Corps set up on/east of hexrow OO:

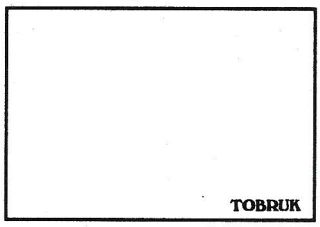


[ELR: 3]
{SAN: 3}

Elements of the Libyan Frontier Defense Screen set up on/between hexrows DD-JJ creating ≥ 3 'posts', each consisting of ≥ 1 L3 35/cc + ≥ 3 squad-equivalents + ≥ 3 Trench/Sangar counters, with at least one post within four hexes of hexes FF4, FF13 and FF21; all other units may set up freely:



MAPLAYOUT:



OBJECTIVES: The British win at Game End by amassing more CVP than the Italians OR immediately upon exiting ≥ 1 Prisoner SMC/MMC off of the east edge of the map or off of the north edge on/east-of hexrow KK.

SPECIAL RULES:

1. EC are Moist with no Wind at start. Early Morning Sun Blindness (F11.611) is in effect.

2. Place overlays as follows: **Tr1** on KK1-KK2; **Tr1** on KK10-KK11; **Tr1** (on top) on KK17-KK18; **MF8** (on top) on JJ1-JJ2; **MF8** (on top) on JJ9-JJ10; **MF8** (on top) on JJ17-JJ18; **MF3** (on top) on JJ24-JJ25 and **H8** on BB13-CC14.

3. Each overlay **MF** hex contains a 6 factor A-P Minefield (B28.) and Wire (B26). After all set up but before the start of play, the British player makes a Recon dr. (E1.23) Instead of revealing Fortifications as a result, the British player makes a side note of that number of wire/mine hexes that have been cleared (B24.73) (i.e., have a trailbreak passing across them in an east-west direction); he need not reveal which hexes have been cleared until he moves into/through them.

4. The Italians receive one module of 81mm Battalion Mortar OBA (HE & Smoke).

VARIATIONS:

Replace the 8-1 leader in the Italian OB with a 9-2.

Replace the 9-1 armor leader in the British OB with a 9-2.

FRONTIER POST, LIBYAN-EGYPTIAN BORDER, 12 JUNE 1940: The frontier wire was some 12 feet wide and 16 feet high; the Italians had built it along the Libya-Egypt border from the coast near Sollum to the oasis of Jarabub, 150 miles to the south. On 12 June patrols from the 11th Hussars and the KRRC quickly breached the wire. Attacking at dawn and out of the rising sun, the Hussars surprised and confused the Italian defenders, who watched as their machinegun posts were suppressed by British mortar fire and their tankettes destroyed by British armored cars and close-range machinegun fire from Vickers tanks. These raids continued through the rest of June and July of 1940, until the British 7th Armoured Division was recalled for a refit in Egypt. The raids destroyed many Italian vehicles, considerable supplies of ammunition and petrol, and significant water storage. Twenty-five Italian officers (including a general of engineers) and five hundred other ranks were captured. This series of raids also marked the beginning of an overall erosion of Italian morale, as the inadequacy of their tank armor and the scarcity of effective antitank weapons and ammunition became apparent.

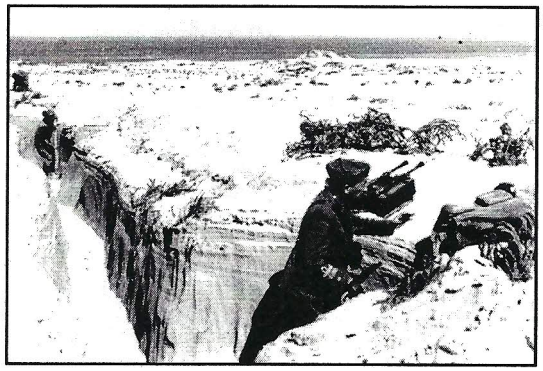


Photo Credit: National Archives

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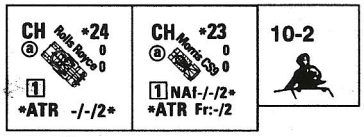
LET US PREY

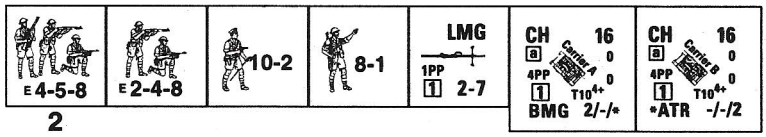
AK #61

	1	2	3	4	5
ITALIAN Sets Up First					
BRITISH Moves First					

HQ Squadron, 11th Hussars (Prince Albert's Own) commanded by Major Geoffrey Miller set up in hexes numbered ≥ 17:

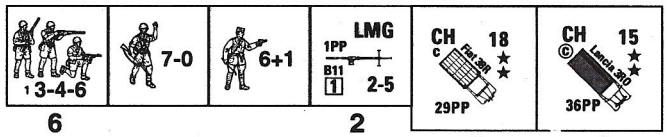


Reinforcements marching to the sound of gunfire enter on turn two along the east edge:



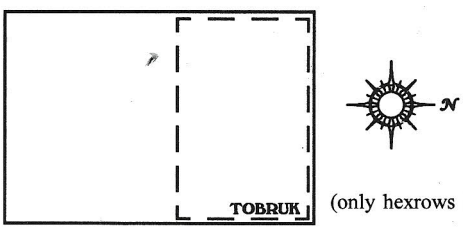
[ELR: 3]
{SAN: 2}

Italian Frontier Defense Patrol set up in hexes LL0-LL5 as a Convoy (E11.) with one vehicle per hex and all VCA facing one of the two east hexspines. All vehicles begin play in Motion and all Personnel and weapons set up as Passengers:



[ELR: 2]
{SAN: 2}

MAPLAYOUT:



(only hexrows EE-SS are playable)

VARIATIONS:

- Replace the Italian 7-0 leader with an 8-1.
- British reinforcements enter on turn one.

OBJECTIVES: The British win if ≤ 1 Good Order Italian squad-equivalent is in a hex numbered ≥ 13 at Game End.

SPECIAL RULES:

1. EC are Dry, with no Wind at start. Night Rules (E1.) are in effect. Note that there is no Scenario Attacker or Defender, so E1.2 and 1.4 are NA. Initial Base NVR is 3 hexes with No Moon and Scattered Cloud Cover.

2. Place overlays as follows: **Tr1** on KK1-KK2; **Tr1** on KK10-KK11; **Tr1** on KK19-KK20; **MF8** on DD15-EE15; and **MF8** on MM13-NN13. Each whole hex of both MF8 overlays contains a 6 factor A-P Minefield and Wire.

3. When targeting Italian trucks, double the NVR to the front VCA of the target until ≥ 1 truck has been fired on.

4. All Italian vehicles must move east (i.e., all VCA face an east hexside) as a Convoy (E11.) and must remain in Motion until it is eligible to use non-Convoy movement (E11.251). Additional MP for movement in Convoy is NA.

Near FORT MADDALENA, LIBYA, 12 JUNE 1940: The men of the 11th Hussars (Prince Albert's Own) donned their rubber-soled shoes on the night of 12 June and as quickly and as quietly as possible, made gaps in the frontier wire, flattening fence-posts by driving over them and breaking off the wire by bending it back and forth over the bonnets of their Rolls Royce armored cars. Troop Number 4 of 'A' Squadron fired the first shots of the night near Fort Maddalena, firing in the direction of a group of approaching headlamps. The sparks from the bullets' impacts indicated that the target was armored. When the tanks did not stop, 'A' Squadron withdrew, receiving machine-gun fire from the nearby fort as they departed. 1st Troop also engaged a low-flying Italian aircraft circling overhead in the night sky. Headquarters Squadron, moving with 'B' Squadron, had the first real effective engagement with the enemy. After breaking the wire, the unit fanned out north and south, searching for the Italians, while Major Geoffrey Miller deployed the HQ Squadron to guard the gaps in the wire and to be ready to cover the withdrawal of his patrols. Around 0200 hours, Major Miller noticed vehicle lights approaching. Because he had orders to find out which desert tracks the Italians were using, he allowed one truck to go through the gap in the wire unmolested. He then began to move forward to set up an ambush, but before he could accomplish this, more Italian trucks approached, headlights blazing. Headquarters Squadron opened up on them with everything they had. The Italians haphazardly returned fire for a brief time before they surrendered. Although outnumbered, Headquarters Squadron made off with two Italian officers, fifty other ranks, nine Breda automatics, sixty rifles, and several boxes of hand grenades. All in all it was a good night's work for Tommy Atkins.

Photo Credit: National Archives

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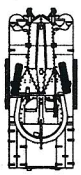
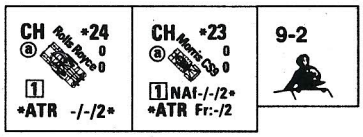
'SWANNING ABOUT'

AK #62

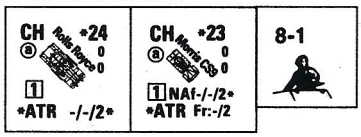
ITALIAN Moves First	1	2	3	4	5	6



Elements of 'C' Squadron, 11th Hussars enter along any map edge except the south on turn one:

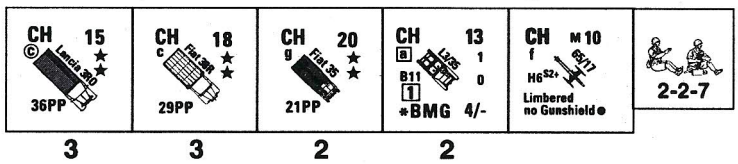


All AC enter along any map edge except the south on turn two:



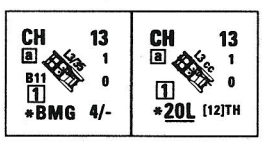
[ELR: NA]
{SAN: 2}

Elements of the 1st Libyan Division enter on turn one on hex M25 as a Convoy (E11.) with one vehicle per hex, all VCA facing a north hexside, the Gun Towed and the crew as Passengers of the same Truck towing the Gun (see SR #4):



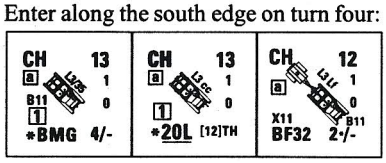
3 3 2 2

Enter along the south edge on turn three:



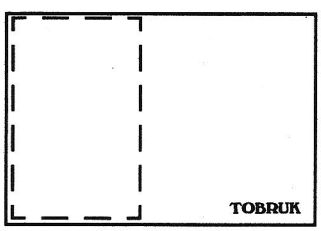
2

Enter along the south edge on turn four:



[ELR: NA]
{SAN: 2}

MAPLAYOUT:



(only hexrows A-T are playable)

VARIATIONS:

- Reduce game length to 4½ turns.
- Increase game length to 6½ turns.

OBJECTIVES: The British must amass ≥ 12 more CVP than the Italians at Game End to win.

SPECIAL RULES:

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

2. Place overlays as follows: **Tr1** in M1-M2; **Tr1** in M9-M10; **Tr1** in M17-M18; and **H8** in I5-J5.

3. Starting on turn three Italian trucks (only) may exit the map along the south edge without being counted as casualties. The Italian 65/17 Gun and crew may be placed on a Cloaking display instead of stacking with the truck towing/transporting them. The Gun and crew are not placed on board until unhooked/within the LOS of a Good Order British unit within 12 hexes/any other Concealment Loss activity is conducted.

4. The portion of the Italian OB that enters on turn one must move as a Convoy (E11.) from south to north until allowed to use non-Convoy Movement or exiting the map along the Track in hexrow M.

5. Despite the absence of T#, all trucks in the Italian OB are capable of Towing the 65/17 Gun.

Near NEZVET GHIRBA, LIBYA, 16 June 1940: Two troops of 'C' Squadron, 11th Hussars, were 'swanning about' on the Libyan side of the frontier wire when one of the armored car commanders spied an Italian column of L3 tankettes and truck-borne infantry moving north along the track toward Fort Capuzzo. This sighting was promptly reported to the squadron HQ, while at the same time the leader of the second troop reported another enemy column moving eastbound on a converging course with the first. An immediate withdrawal was ordered, too late for the commander of the first troop, 2nd Lieutenant Gape, who had already driven up on the first column and opened fire. The sound of battle reached 2nd Lieutenant Dier, the troop CO, who was already on his way back to the Libyan side of the wire. By the time Dier arrived Gape had knocked out two L3s, but was harried by fire from the rest whose fire had punctured a tire on his second car. Dier immediately opened fire, knocking out another L3 and frightening the others off. While all this action was going on an Italian field gun, further back in the column, was unhooked and swung into action. As it let fly both Hussar troops wisely fled to the shelter of a small rise from which Gape radioed back the latest enemy developments.

Photo Credit: National Archives

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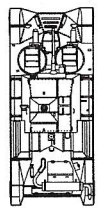
COMBE FORCE

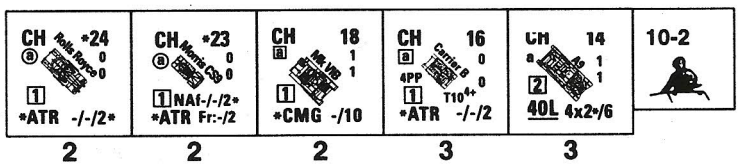
AK #63

ITALIAN Sets Up First / BRITISH Moves First	1	2	3	4	5	6



[ELR: 3]
{SAN: 2}

Elements of 'A' Squadron, 11th Hussars (Prince Albert's Own) and remnants of 'A' Squadron 7th Hussars enter on/after turn one along the north, south, or east edges (AFVs may enter along separate edges):



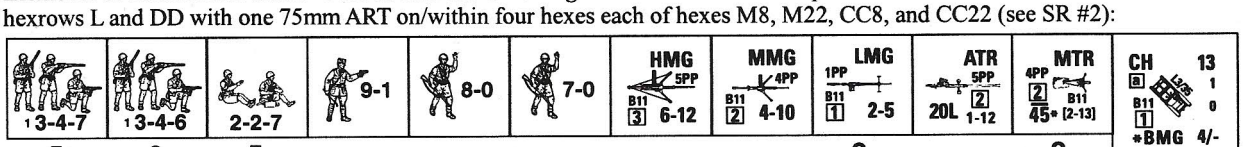
2 2 2 3 3

Reinforcements enter on/after turn three along the north, south, or east edges (each Portee may enter on a different edge):

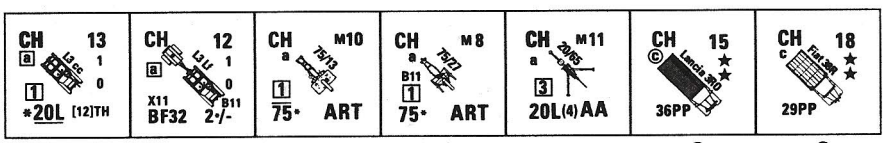
2

[ELR: 2]
{SAN: 3}

Elements of Eritrean Frontier Guards and the 62nd Light Tank Battalion set up in hexes numbered ≥ 7 and ≤ 21 on/between hexrows L and DD with one 75mm ART on/within four hexes each of hexes M8, M22, CC8, and CC22 (see SR #2):

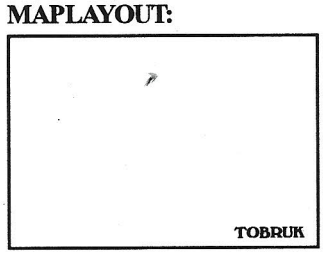


5 8 5 2 4



2 2 2 2 3 3

MAPLAYOUT:



VARIATIONS:

The Italians win immediately if they earn ≥ 8 EVP.

Add a 9-1 armor leader to either portion of the British OB.

OBJECTIVES: The British win immediately if ≥ 4 Italian Guns are eliminated/Captured/Malfunctioned *OR* none of the five Italian 2-2-7 Crews are in Good Order. The Italians win immediately if they earn ≥ 12 EVP from units exited from the west edge. Any other result is a draw.

SPECIAL RULES:

1. EC are Dry with Heavy Wind (F11.761) from the north at start. Moderate Dust (F11.72) is in effect.

2. Italian ART and manning crews may set up Concealed in any terrain (they were hidden by tarps), but each ART must be at least six hexes away from another. Concealment is gained/lost normally after set up.

3. Boresighting is NA.

GHIRBA, LIBYA, 16 JUNE 1940: By 16 June, British operations were increasing in tempo and netting surprising results. Fort Maddalena surrendered to 'A' Squadron, 11th Hussars, when British armored cars surrounded the fort while the RAF bombarded it from the air. Similarly, the white flag was run up at Fort Capuzzo after the 7th Hussars and a company of the 1st Battalion, King's Royal Rifle Corps approached. In the latter case a lone RAF bomb exploded one hundred yards from the fort. Two key Italian forts on the frontier had fallen at the cost of two British soldiers killed and four wounded. On 16 June, *Combe Force* (a task force composed of squadrons from both Hussar regiments) approached a gaggle of Italian conscripts and Italian armor, formed into a square in the middle of a large open area. The intrepid men of 'A' Squadron, 7th Hussars, reduced by mines and breakdowns, advanced on the Italian positions. Suddenly seven tankettes charged from the square—only to be shot to pieces. The British vehicles then circled the square twice, pouring machine-gun fire into the midst of the enemy infantry. The Italians finally had enough and retaliated by revealing four artillery pieces hidden under tarps, one at each corner of the square. The Italian gun-crews commenced firing only to be silenced by machine-gun fire. When some Eritreans tried to flee, armored cars of 'A' Squadron shot their trucks to pieces. An attempt by the remaining tankettes was similarly foiled.

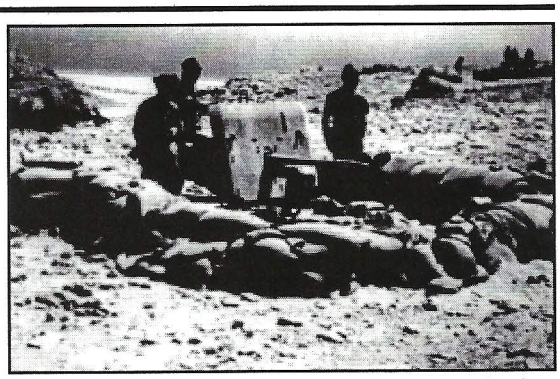


Photo Credit: National Archives

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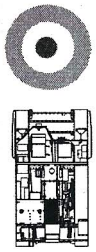
ELECTRIC WHISKERS

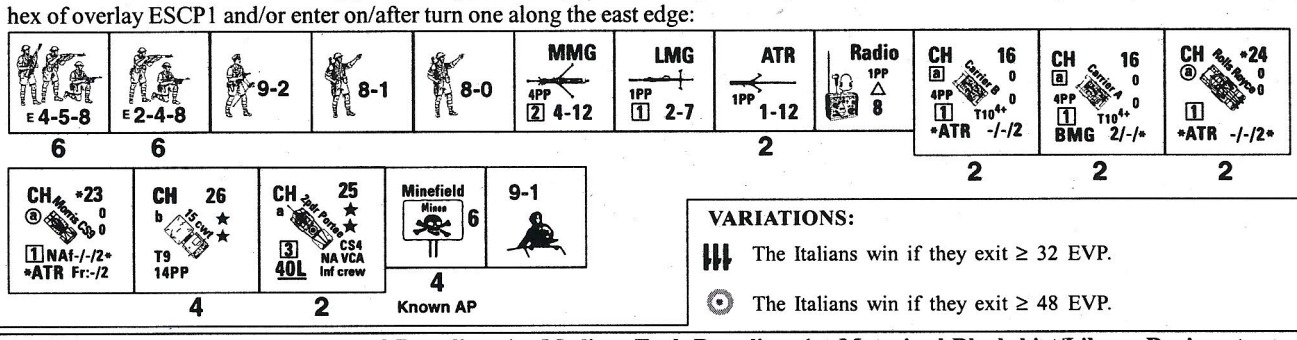
AK #64

	1	2	3	4	5	6	7	8	9
ITALIAN Sets Up First									
BRITISH Moves First									



[ELR: 3]
{SAN: 4}

Elements of Gott's Motorized Support Group, including Recon Troop of D Squadron, 11th Hussars set up in any whole or half hex of overlay ESCP1 and/or enter on/after turn one along the east edge:

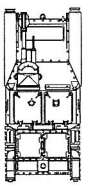


6 6 2 2 2 2 4 2 4 Known AP

VARIATIONS:

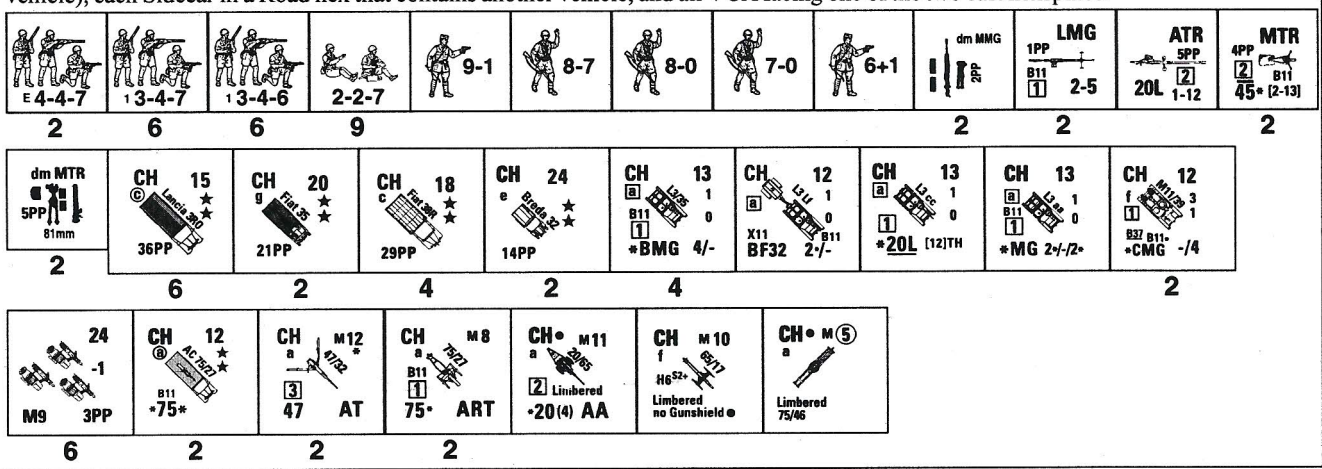
The Italians win if they exit ≥ 32 EVP.

The Italians win if they exit ≥ 48 EVP.



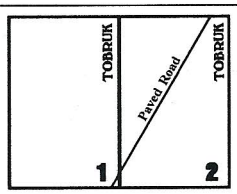
[ELR: 2]
{SAN: 2}

Elements of the 9th Light Armoured Battalion, 1st Medium Tank Battalion, 1st Motorized Blackshirt/Libyan Regiment set up in a line of contiguous Road hexes [EXC: see SR #6] from MAP 1 hex A24 eastward with all Guns towed (and crews as Passengers), at least 3/4 (i.e., three quarters; FRU) the non crew squad-equivalents as Passengers (with all remaining Infantry in Road hexes containing ≥ 1 vehicle), each Sidecar in a Road hex that contains another vehicle, and all VCA facing one of the two east hexspines:



2 6 6 9 2 2 2 6 2 2 4 2 4 2 6 2 2 2

MAPLAYOUT:



OBJECTIVES: The Italians win immediately if they exit ≥ 40 Exit Victory Points off the east edge.

SPECIAL RULES:

1. EC are Very Dry with a Mild Breeze from the southwest at start. Intense Heat Haze (F11.621) and Light Dust (F11.71) are in effect.

2. Place overlays as follows: MAP 2: **Tr1** on I3-H2; **Tr1** on R7-Q7; **Tr1** on AA12-Z11; **Tr1** on JJ6-II6; **Tr1** on SS21-RR20; **Sd11** on T3-T4; **Sd9** on EE11-DD11; **S5** on O12-N12; **H3** on X15-W15; **V9** (on top) on R8-S8 and **ESCP1** A-B on A14-B14. Track hexes are treated as paved roads.

3. The British receive one module of 114mm OBA (HE & Smoke) with Plentiful Ammunition.

4. A-P Mines may be exchanged for A-T Mines and are set up on map. Mines are set up on/east of hexrow JJ and may be set up on Paved road hexes.

5. Place two vehicle Wreck Blazes (B25.14) on Map 1 in hexes P6 and U9.

6. No Italian unit may set up in a burning wreck hex; they may set up adajcent (i.e., in non road hexes). Italian units may not exit from the map before turn five. Italian 4-4-7 squads are Sappers (H1.23).

Coastal road, east of SOLLUM, 13 SEPTEMBER 1940: Under threat of being removed from command, General Graziani kicked off an offensive intended to capture Alexandria. The drive of his 10th Army drive consisted of four infantry divisions, two motorized regiments, an armored group, and a lightly armored reconnaissance battalion. Commanded by General Bergonzoli (soon to be known around the world as *barba elettrica*, "electric whiskers"), Italian forward elements were closely monitored by a British covering force commanded by General Gott. The advance moved out in two columns, one along the coast road through Sollum, the other through the desert south of the escarpment that parallels to the coast. A spectacular artillery display heralded the coastal column's progress. The heavy shelling struck an unoccupied airfield and barracks at Sollum, and some parcels of empty desert. When the dust cleared, the British saw a phalanx of Italian motorcycles, tanks, and other vehicles drawn up before them, as if on parade. Difficult terrain, searing temperatures (and the loss of several water trucks), sandstorms, and anti-tank mines slowed the advance to a mere twelve and a half miles a day. Close Italian formations made excellent targets for the British artillery and swooping Blenheims. The desert column soon gave up on its exposed route and descended from the escarpment to join the forces on the coast road. The British fell back as planned, unhurried, enjoying a gunner's paradise of closely-packed vehicles. On the 16th, the Italians occupied abandoned Sidi Barrani—a small village consisting of a few mud and brick huts, a police station and a mosque. Mussolini proudly announced over national radio that the trams were again running in Sidi Barrani. A white horse was picked from the stables of *Il Duce*. A victory parade was anticipated.

Photo Credit: National Archives

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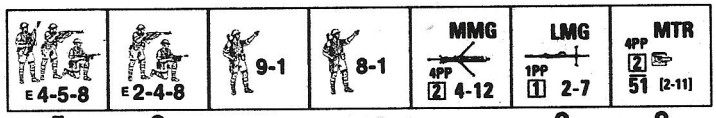
THE FALL OF CAMP NIBEIWA

AK #65

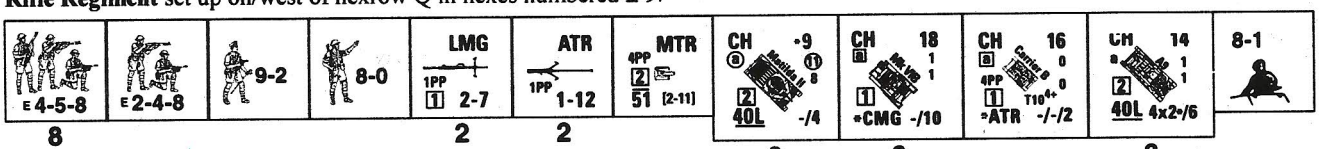
	1	2	3	4	5	6	7
ITALIAN Sets Up First							
BRITISH Moves First							

Elements of the 4th/7th Rajputana Rifle Regiment set up on/between hexrows EE-SS:



5 2 2 2

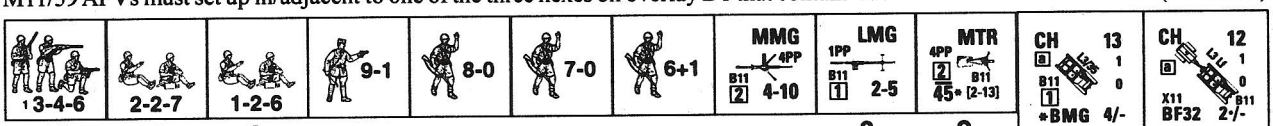
Elements of 'A' Squadron, 7th Royal Tank Regiment, 2nd Queen's Own Cameron Scottish Highlanders and 1/6th Rajputana Rifle Regiment set up on/west of hexrow Q in hexes numbered ≤ 9:



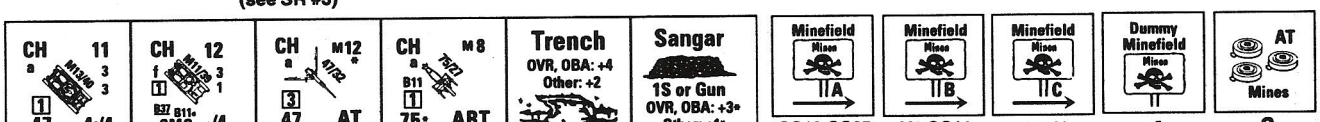
8 2 2 6 3 3

[ELR: 3]
{SAN: 2}

Elements of Maletti's Motorized Group set up in hexes numbered ≥ 11 on/between hexrows M-BB (see SR #2 for Gun CA). At least FIVE Italian SQUADS (and/or squad-equivalents; crews not counted) must set up in whole hexes of overlay C1. Four M13/40 and two M11/39 AFVs must set up in/adjacent to one of the three hexes on overlay D1 that contain 'fuel can'/'ammunition case' art (see SR #3):



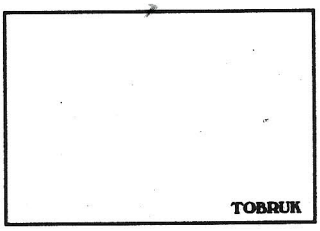
12 4 6 (see SR #3) 3 2 4



7 4 2 2 8 4 CC12-CC25 Known AP V7-CC11 Known AP M11-U7 Known AP 4 6 factors

[ELR: 2]
{SAN: 3}

MAPLAYOUT:



OBJECTIVES: The British win at Game End if there are no Good Order Italian crews manning 5/8" ordnance and they have eliminated/immobilized ≥ 8 Italian AFVs.

1. SPECIAL RULES:

1. EC are Moist, Clear, with a Mild breeze from the northwest at start. Early-Morning Sun-Blindness (F11.611) is in effect.

VARIATIONS:

Replace the 9-1 leader in the Italian OB with a 9-2.

Add 2 A-T Minefield factors to the British OB.

2. Italian guns must set up with their CA facing east.

3. The Italian AFVs that are specified to set up on overlay D1 (i.e., four M13/40 and two M11/39) begin play Abandoned (D5.4) with a Good Order 1-2-6 vehicle crew in each AFV's hex.

4. Place overlays as follows: **D1** on R23-R24 and **C1** on P17-Q17.

5. Place Known Minefield counters (F.7A) 'A' in hexes CC12 and CC25; 'B' in V7 and CC11; and 'C' in M11 and U7. Each hex of hexgrain A-B-C contains a 6 factor Known Minefield [EXC: The Italian player must place 4 Dummy Minefield counters ≥ 4 hexes from each other Dummy and may secretly record 6 factors of A-T Mines as additions to one of more Known Minefield hex in addition to ≥ 1 Known Minefield hex(es)].

6. The British receive one module of 88mm OBA (HE & Smoke) directed by an Offboard Observer recorded at Level 1 in any east edge hex.

NIBEIWA, EGYPT, 9 DECEMBER 1940: At the start of Operation *Compass* General O'Connor decided to stage a diversionary attack by the 4th Battalion, 7th Regiment Rajputana Rifle Regiment east of the Italian position while sending 1st Battalion, 6th Rajputana Rifle Regiment, the 2nd Queen's Own Cameron Scottish Highlanders (11th Indian Brigade), and Lieutenant Colonel R.M. Jerram's 7th Royal Tank Regiment consisting of forty-eight "I" tanks and the 72 guns of the 4th Indian Divisional Artillery through the gap in the Italian defensive position only covered by mines. No Italian patrols were met. Even at this late stage, most British ranks thought that they were merely conducting 'Training Exercise #2'. British officers watched in amazement as the Matilda tanks approached the northwest corner of the Italian defense. At 0500 the diversionary attack from the east woke the enemy, diverting their attention from the final moves of the assault force. By 0600 all was quiet again and the Italians began the early morning camp routine. As daylight increased a light haze covered the desert as the thick dew began to evaporate. At 0700 British artillery registered on the camp and at 0715 fired for effect as the Matildas and MkVIs rumbled into the camp from the NW corner. About 20-25 Italian medium and light tanks were caught unmanned, and quickly were put out of action. The British tanks then turned their attention to the Italian artillery and anti-tank guns. Immediately following the tanks into the breach were the 1st/6th Rajputana Rifles and the 2nd Queen's Own Cameron Highlanders. Italian commander General Maletti was killed by a burst of machine-gun fire from one of the Matildas. By 1040 it was all over; the British captured 2,000 prisoners and 35 tanks for the loss of 48 ranks and 8 officers.

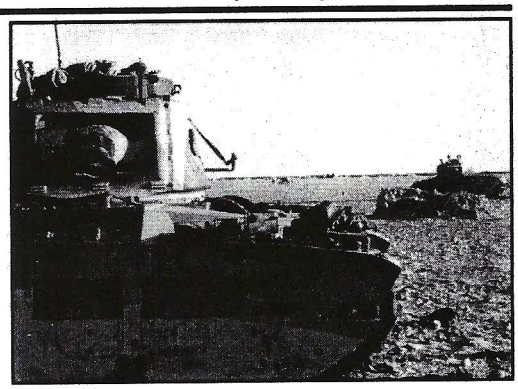


Photo Credit: National Archives

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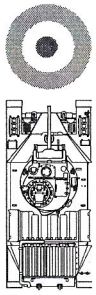
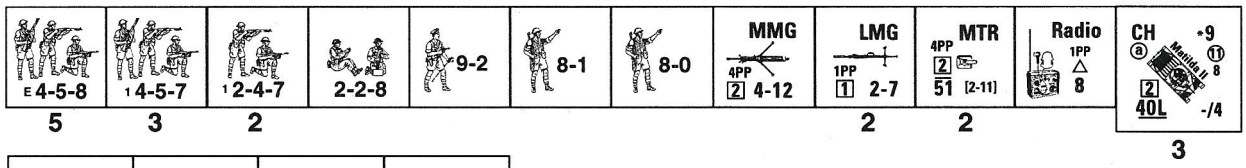
MARCH TO FIRE

AK #66

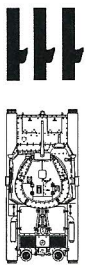
ITALIAN Sets Up First / BRITISH Moves First	1	2	3	4	5	6	7



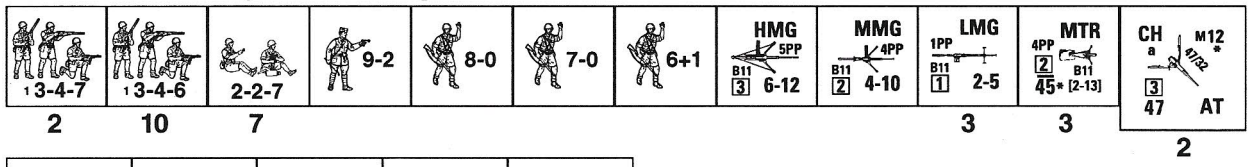
Elements of 1st Royal Fusiliers, 3rd Battalion, 1st Punjab Regiment and 'D' Squadron, 7th Royal Tank Regiment set up on/north of hexrow J:



[ELR: 3]
{SAN: 2}

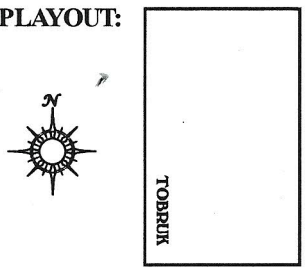


Elements of the 2nd Libyan Division set up on/south of hexrow R with ≥ 4 hexes between each Gun:



[ELR: 2]
{SAN: 3}

MAPLAYOUT:



VARIATIONS:

Change the second VC to read: "...Control ≥ 14 Trench hexes..."

Change the second VC to read: "...Control ≥ 10 Trench hexes..."

OBJECTIVES: The British win immediately if ALL Italian Guns are eliminated/Captured/Malfunctioned/Disabled *OR* if they Control ≥ 12 Trench hexes at Game End. The Italians win immediately upon exiting ≥ 4 squad-equivalents and ≥ 1 SMC from the north edge.

SPECIAL RULES:

1. EC are Dry with a Mild Breeze from the northwest at start. Heavy Dust (F11.73) is in effect.

2. Place overlay **H8** on M20-N20.

3. The British receive one module of of 114mm OBA with Plentiful Ammunition. The British may not place an SR/FFE prior to turn four [EXC:Radio Contact may be attempted/Maintained prior to turn four].

TUMMAR WEST CAMP, EGYPT, 9 DECEMBER 1940: While the 11th Indian Brigade was capturing Nibeiwa, Brigadier Lloyd's 5th Indian Brigade (the 1st Royal Fusiliers, the 3/1st Punjab Regiment, and the 4th Battalion, 6th Rajputana Rifles) and a regiment of the 4th Indian Division's artillery were moving in a wide arc to the west of Nibeiwa, preparing to attack the next objective, Tummar West. The 7th Royal Tank Regiment had no time to gloat over the havoc they had caused at Nibeiwa; no sooner were they finished there than they were dispatched to support the 5th Indian Brigade. Unfortunately, six tanks were damaged by a minefield they encountered west of the Italian position. Some time had to be taken to reconnoiter the Tummar defenses; the attack could not be launched until afternoon, by which time the element of surprise had been lost. In addition, the weather deteriorated; a sandstorm rose, making target recognition difficult. Encamped at Tummar West, some 13,000 yards north of Nibeiwa, General Pescatori's 2nd Libyan Division had planned to march to the sound of the guns as soon as the British attacked. With Nibeiwa taken so quickly, he had to settle into a defensive stance. He barely had time to place mines closer to his position in the direction of the enemy, leading to a position which trapped Pescatori's rear against his own minefields. Cornered, the Italians began a spirited attack to break out westward, only to be broken up by British artillery. Again, the Italian gunners put up a stiff fight, only to be broken by their inability to defeat the Matildas' armor. The Italians made a final bid to press the weight of their numbers against the enemy by closing to fight at the range of grenade and bayonet, but their charges were uncoordinated and continued British artillery fire prevented any large groups from assembling. By dusk, the Italian position was in British hands, though at a slightly heavier cost to the Commonwealth than was expected.

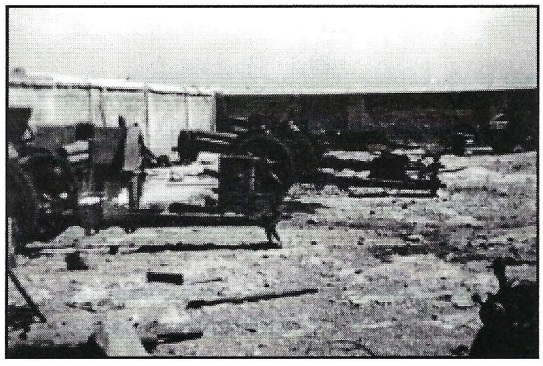


Photo Credit: National Archives

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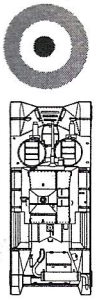
PRIDE BEFORE FALL

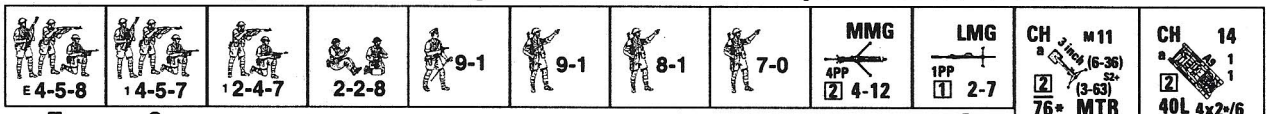
AK #67

	1	2	3	4	5	6	7
ITALIAN Sets Up First							
BRITISH Moves First							

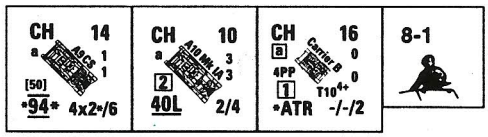


[ELR: 3]
{SAN: 2}

Elements of the 1st Argyll and Sutherland Highlanders and 8th Hussars set up on/between hexrows A-G:

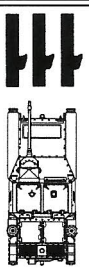


7 2 3



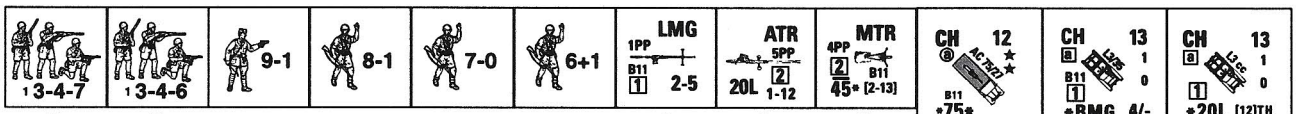
2

Enter on turn four along the east edge:



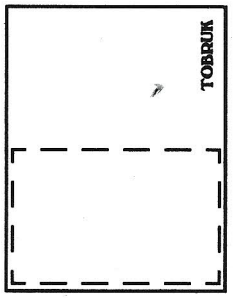
[ELR: 2]
{SAN: 3}

Elements of 4th CCNN Blackshirt Division set up in hexrow M on/between hexes M15-M25 with ≥ 1 squad-equivalent in hexes M15-M25 and one vehicle in each of hexes M22-M25:



9 6 4 2 2 3

MAPLAYOUT:



(only hexrows A-V are playable)

VARIATIONS:

The Italians win if they earn ≥ 10 EVP in Personnel *OR* exit ³ 2 vehicles.

Replace the 8-1 armor leader in the British OB with a 9-2.

SPECIAL RULES:

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

2. Place overlays as follows: **Tr1** on M1-M2; **Tr1** on M10-M11; **Tr1** (on top) on M17-M18; **R5** on Q16-Q17; and **D4** on O4-O5. Track overlays are treated as Paved Roads.

3. All Italian Personnel begin play marked as CX. Italian vehicles begin play as a Convoy (E11.).

OBJECTIVES: The Italians win immediately upon exiting ≥ 15 EVP of Personnel *OR* ≥ 3 vehicles from the west edge.

Coastal Road west of ALAM EL DAB, EGYPT, 10 December 1940: The camp at Nibeiwa had fallen, its defense collapsing less than an hour after its commander, General Maletti, was killed while firing a machine-gun from his bedside, after he retired to his tent after being wounded. With it came the first 'haul' of booty of the desert war. Northward toward the coast beyond Nibeiwa the British advance continued, as Alan Moorehead wrote in *The March to Tunis*, "...with a precision and speed that outstripped all communications." Following the fall of Nibeiwa, one section of the armoured division headed off into the desert in the direction of Sofafi. Another portion headed for the coast between Buq Buq and Sidi Barrani while another headed directly for Sidi Barrani, mopping up a series of Italian forts along the way. Maktila on the coast also fell to the seemingly inexorable British advance, following a naval bombardment. On the morning of the third day of the British offensive Wavell's men turned their attention to the defences of Sidi Barrani itself, pushing forward with all haste—and sending the tanks and men forward without waiting for the artillery to catch up. As the British moved on, heavy winds picked up the fine sand as the bane of all desert-dwellers, the Khamsin, picked up intensity. Visibility soon shut down, from a hundred, then to fifty yards. The combatants joined a running battle in the choking heat and dust over two miles of rocky desert. While the sandstorms worsened, the 1st Argyll and Sutherland Highlanders of the 6th Brigade took on the task of cutting the coast road west of Sidi Barrani. Doing so would trap yet more Italian units in the British snare, as well as allow the British to move swiftly up the coast. The task was not easy—lack of transport, bad navigation and the continuing sandstorms had the Highlanders on the go for more than 24 hours straight. In addition, they were low on water and had gotten lost in the storm twice on their way to the objective. Still, they arrived just after noon on the 10th, looking forward to a break. No such luck. They arrived just before an advancing column of Italian Blackshirts, equally wrung out by the storm and a hard march. Both sides paused to assemble men and equipment. A furious firefight erupted, with both sides suffering serious losses. The tough stance assumed by the Italians was for naught, however, as tanks from 7th Armoured Brigade arrived to stiffen Scottish resolve. With no way out, the Blackshirts joined tens of thousands of their comrades in the prisoner pens.

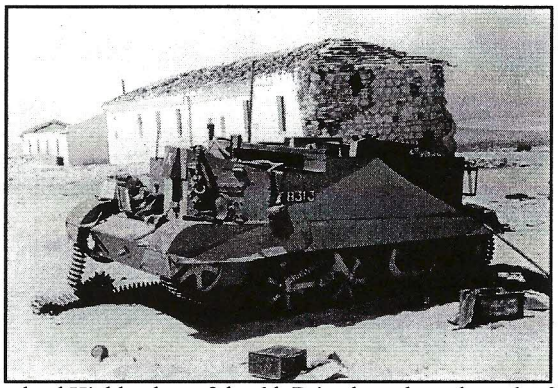


Photo Credit: National Archives

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