

ASLComp

RELUCTANT OFFENSIVE™

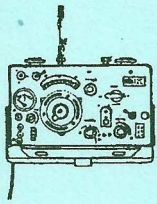
# AFRIKAKORPS

AK009

\$13.95

ASL  
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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™**.



**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.” ...

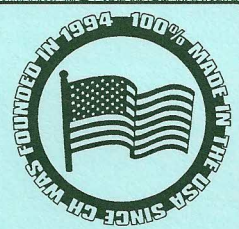
**ASLComp AFRIKAKORPS™** continues the series of desert warfare with scenario packs AK #7-12. All of the scenarios are played on the 22” x 34” desert mapsheet using new color overlays and now things are expanded to include 2-map scenarios to provide the largest desert game-play surface ever. You also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

ITALIAN Sets Up First	1	2	3	4	5	6


**Elements of the 2nd Cameron Highlanders, 2nd Royal Tank Regiment, and 7th Royal Tank Regiment set up on/east of hexrow GG:**

E 4-5-8 9	12-4-7	2-2-8	10-2	9-1	8-0	7-0	MMG 4PP 2 4-12	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]	Radio 1PP 1 8	CH 14 2 1 40L 4x2-6
CH 10 3 3 [50] 94* 2/4	CH 10 3 3 [2] 40L 2/4	CH +9 1 8 [2] 40L -4	CH 18 1 1 [1] *CMG -10	CH 16 0 0 4PP T10* *ATR -1-2							

[ELR: 3]  
{SAN: 2}

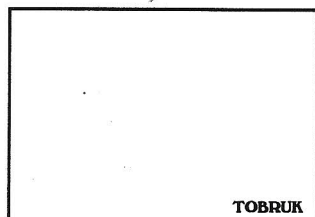
**Elements of 4th CCNN Blackshirt Division, AT, Mortar, and Infantry Support Batteries of XXII Artillery Regiment and 20L Light Armoured Battalion set up within FOUR hexes of the Track and/or on any Hillock hex of overlay H3:**



13-4-7 2	13-4-6 8	2-2-7 5	9-1	8-1	7-0	HMG 5PP B11 [3] 6-12	LMG 1PP B11 [1] 2-5	MTR 4PP 2 [2] B11 45* [2-13]	CH M12* [3] 47 AT	CH M10 B11 [1] 65* INF
CH M11 20L(4) AA	CH 12 B11 [1] 75*	CH 13 B11 [1] *BMG 4/-	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3* Other: +1*	Minefield 6 Known A-P	Dummy Minefield 2				

[ELR: 2]  
{SAN: 3}

### MAPLAYOUT:



### VARIATIONS:

- Add one building per overlay to the British Control VC requirements.
- Replace the 10-2 leader in the British OB with a 10-3.

### 1. SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- Place overlays as follows: H3 on X14-X15; S4 on AA5-AA6; Tr1 on M1-M2; V6 (on top) on O7-P7; V17 on O18-N17; Tr1 on T21-U22; and T5 (on top of Tr1 and under V17) on P18-P19.
- The British receive one module of 114mm OBA with one Pre-Registered hex and Plentiful Ammunition. The first SR placed for this module is not subject to an Accuracy roll (i.e., it is automatically accurate).

**SIDI BARRANI, EGYPT, 10 DECEMBER 1940:** With the Italian camps falling one after another, the final tasks for Operation *Compass* were to mop up the remnant of the retreating Italians (two Libyan divisions and a motorized regiment) and to wrest Sidi Barrani from the 4th *MVSN* Division, all in the midst of a paralyzing sandstorm. The Blackshirts were dug in and waiting for the other shoe to drop. The 16th British Brigade, with the addition of the Cameron Highlanders, help from 4th Armoured Brigade, and the entire weight of the division's artillery, attacked Sidi Barrani at 1600 hours. They were through the hamlet and its surrounding encampments in half an hour. Before dusk, 16th British Brigade and Selby Force, coming up from Maktila, had hemmed in the retreating Libyans. By 12 December, the only non-prisoner Italians left in Egypt were those blocking the immediate approaches to Sollum and Sidi Omar near Halfaya Pass.




# NEXT STOP SIDI OMAR

AK #69

ITALIAN Sets Up First	1	2	3	4	5	6

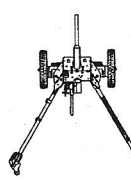
**Elements of 2nd Royal Tank Regiment and 7th Queen's Own Hussars enter on turn one along the north edge on/west of hexrow R and/or anywhere along the west edge:**



CH 18 1 1 *CMG -/10 3	CH 16 0 0 *ATR -/1/2 3	CH 10 3 3 40L 2/4 3	CH 14 1 1 40L 4x2/6 2	CH 10 3 3 *94* 2/4 2	9-2	8-1
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[ELR: NA]  
{SAN: 2}

**Elements of the 62nd Marmarica Infantry Division set up on/east of hexrow DD in hexes numbered ≥ 14; Mines may be set up in any hex within the playable area of the map but must be set up ≥ 2 hexes from the north edge:**

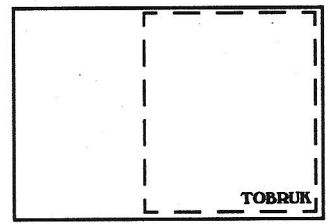


1 3-4-7 6	2 2-7 6	8-0 6	7-0 6	MMG 4PP B11 2 4-10 6	LMG 1PP B11 1 2-5 6	ATR 5PP 20L 2 1-12 6	? 7 morale 6	CH M11 3 20L(4) AA 3	CH M12 3 37L AT 2	CH M12 3 47 AT 2
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Trench OVR, OBA: +4 Other: +2 6	Sangar 1S or Gun OVR, OBA: +3* Other: +1* 6	Minefield 6 2 Known A-P
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[ELR: 2]  
{SAN: 3}

**MAPLAYOUT:**



(only hexrows N-SS are in play)

**VARIATIONS:**

- Replace the 8-0 leader in the Italian OB with a 9-1.
- Increase game length to 7½ turns.

**OBJECTIVES:** The British win immediately if all Italian Guns are eliminated/Malfunctioned/Captured.

**1. SPECIAL RULES:**

- EC are Moderate, with no Wind at start.
- Italian 37mm and/or 47mm Guns (only) must set up ≥ 4 hexes from one another.
- Set up burning wreck counters in hexes S12, V18, and Z15.

**SIDI OMAR, EGYPT, 17 DECEMBER 1940:** After the withdrawal of two brigades of 4th Indian Division (and until the 6th Australian Division could be properly equipped and moved forward), the British were left short of infantry. While the Royal Navy bombarded Fort Capuzzo and Sollum in support of the 7th Armoured Brigade, the 4th Armoured Brigade ranged far to the south and west, passed Sidi Omar, then hooked back north and east to approach the position from the west. The 4th Armoured was too far inland to be supported by the navy. They had also been spotted by Italian reconnaissance units, eliminating any hope of surprise. They were bombed heavily, suffering heavy casualties in what was the most devastating Italian air attack of the campaign. However, by the end of the day, 4th Armoured Brigade had seized the position and captured about a thousand Italian soldiers from the 62nd Marmarica Infantry Division. The remainder of the division was forced to retreat in fear of the encirclement. Italian retreats, complete with the capture of large numbers of enemy prisoners was soon to become an outcome of action the British would view as commonplace as the 'Compass' offensive moved deeper into Italian territory.



Photo Credit: National Archives

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<b>III ITALIAN Sets Up First</b> <b>● BRITISH Moves First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
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**Lieutenant Colonel V. T. England and 'B' Company, 3rd Battalion, 16th Australian Brigade set up on/west of hexrow W:**

[ELR: 3]  
{SAN: 2}

E 4-5-8 8	1 4-5-7 3	1 2-4-7	10-2	9-1	8-0	7-0	LMG 1PP 2-7 2	ATR 1PP 1-12 2	MTR 4PP 51 (2-11) 2	CH 16 4PP 2 51 1 BMG 2/-/- 2
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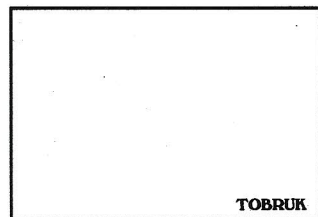
CH 16  
4PP 2  
51  
1 BMG 2/-/-  
\*ATR -/-2

**Reinforcing Troop from 7th Royal Tank Regiment enter on turn two along the north edge on/west of hexrow P OR anywhere along the west edge (all AFVs enter using the chosen entry area):**

CH -9  
4PP 2  
40L -/4  
3

<b>III</b> <p>[ELR: 2] {SAN: 3}</p>	<b>Elements of 62nd Marmarica Division, 1st Blackshirt Division set up on/between hexrows EE-GG:</b> <table border="1" style="border-collapse: collapse; text-align: center; margin-top: 10px;"> <tr> <td style="width: 15%;"> 3-4-7 8</td> <td style="width: 15%;"> 2-2-7</td> <td style="width: 15%;"> 9-1</td> <td style="width: 15%;"> 8-1</td> <td style="width: 15%;"> 7-0</td> <td style="width: 15%;"> MMG 4PP B11 4-10 2</td> <td style="width: 15%;"> LMG 1PP B11 2-5 2</td> <td style="width: 15%;"> ATR 5PP 20L 1-12 2</td> <td style="width: 15%;"> MTR 4PP B11 45* (2-13) 2</td> <td style="width: 15%;"> CH M11 20L (4) AA 2</td> <td style="width: 15%;"> Trench OVR, OBA: +4 Other: +2 8</td> <td style="width: 15%;"> Sangar 1S or Gun OVR, OBA: +3* Other: +1*</td> </tr> </table> <div style="margin-top: 20px; display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; font-size: 8px;">             CH 12 1PP 3 B11 1 B27 B11* *CMG -/4 3         </div> <div style="border: 1px solid black; padding: 5px; font-size: 8px;">             CH 13 1PP 1 B11 0 1 *BMG 4/- 2         </div> </div> <p style="margin-top: 10px;"><b>Reinforcements from 61st Light Tank Battalion enter along the east edge on turn one:</b></p>	3-4-7 8	2-2-7	9-1	8-1	7-0	MMG 4PP B11 4-10 2	LMG 1PP B11 2-5 2	ATR 5PP 20L 1-12 2	MTR 4PP B11 45* (2-13) 2	CH M11 20L (4) AA 2	Trench OVR, OBA: +4 Other: +2 8	Sangar 1S or Gun OVR, OBA: +3* Other: +1*
3-4-7 8	2-2-7	9-1	8-1	7-0	MMG 4PP B11 4-10 2	LMG 1PP B11 2-5 2	ATR 5PP 20L 1-12 2	MTR 4PP B11 45* (2-13) 2	CH M11 20L (4) AA 2	Trench OVR, OBA: +4 Other: +2 8	Sangar 1S or Gun OVR, OBA: +3* Other: +1*		

### MAP LAYOUT:



### VARIATIONS:

- III** Add a 9-1 armor leader to the 61st Light Tank Battalion portion of the Italian OB.
- V. T. England may set up freely (i.e., ignore SR #3).

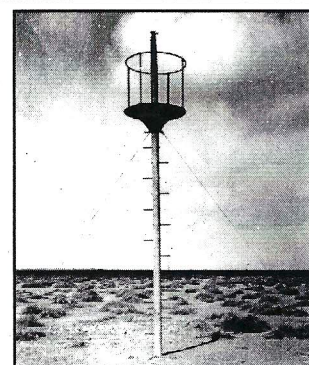
### 1. SPECIAL RULES:

1. EC are Moderate, with no Wind at start.
2. The Italians receive one module of 105mm OBA, with two Pre-Registered hexes, and an Offboard Observer at Level 2 recorded in any hex of hexrow SS.
3. The British 10-2 leader represents Lieutenant Colonel V. T. England and must set up as a Passenger in a Carrier.

Note: The Italian artillery observer is using an observation tower. See the Historical Summary illustration below.

**OBJECTIVES:** The British must Control  $\geq 5$  Trench hexes at Game End. The Italians win immediately if  $\geq 2$  Matilda AFVs are eliminated/Immobilized/Recalled. Any other result is an Italian victory.

**BARDIA, LIBYA, 3 JANUARY 1941:** Once inside the fortress at Bardia, which covered many square miles, the British found it more open than the Italian camps in Egypt. The rear defenses were scattered and not mutually supporting. All along the Australian line of advance small actions developed between platoons of Australians, supported by Matildas, and individual Italian strong-points. Lieutenant Colonel V. T. England seemed to be everywhere, standing in his carrier and puffing on his pipe with a balaclava pulled over his head. There were still plenty of enemy shells flying about, so 'B' Company, 3rd Battalion, had to lay low for a time. The only other resistance encountered was an entrenched machine-gun which kept the Australians' collective heads down until it could be winkled out. The Aussies decided to rush the machine-gun nest, but before they got very far, white flags poked up from the enemy trenches. Apparently the 'trigger man' of the machine-gun had taken a bullet in the head, and his sudden demise demoralized the rest of the crew. At about the same time a squadron of Italian tanks appeared and attacked 'B' Company. The company responded with anti-tank rifles. One enemy tank was stopped, although it did not appear outwardly disabled. A troop of Matildas arrived on the scene, and the remaining Italian tanks were soon dispersed. When the firing subsided the men from 'Down Under' discovered they were sitting on a large cache of coffee, bully-beef, and medicines.










# A TEST OF NERVE

AK #71

III ITALIAN Sets Up First ● BRITISH Moves First	1	2	3	4	5	6	7
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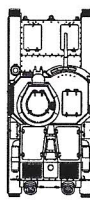
**Elements of 2nd Battalion, 16th Australian Brigade with AT-section set up anywhere on/west of hexrow U:**

 E 4-5-8	 E 2-4-8	 2-2-8	 9-2	 9-1	LMG 1PP 2-7	CH M10 3 40L AT 3	CH 16 4PF T10+ +ATR -1/-2 3
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[ELR: 3]  
{SAN: 2}

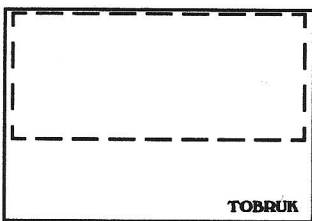
**Elements of 1st Medium Tank Battalion, 1st Raggruppamento set up anywhere on/east of hexrow M:**

CH 11 3 3 47 4-/4 5	CH 12 1 3 532 B11 +CMG -/4 2	CH 13 1 0 B11 +BMG 4/ 2
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[ELR: NA]  
{SAN: 2}

**MAPLAYOUT:**



(only hexes numbered ≤ 15 are in play)

**VARIATIONS:**

- III Add an 8-1 armor leader to the Italian OB.
- Add a +1 DRM to all Italian AFV crew MC/TC.

**OBJECTIVES:** The Italians win immediately upon exiting ≥ 4 vehicles from the west edge *OR* by eliminating ≥ 2 British Guns. The British win immediately upon eliminating ≥ 6 Italian AFVs. Any other outcome is a British victory.

**1. SPECIAL RULES:**

1. EC are Dry, with no Wind at start.
2. British leaders may apply their Leadership modifiers to Gun TH DR.

**BARDIA, LIBYA, 3 JANUARY 1941:** While Wavell's men and machines were rolling over, through and around Italian positions the occasional local counter-attack came in—instead of a gaggle of prisoners. On 3rd January, near Bardia, the 16th Australian Brigade was struck by a handful of enemy tanks. The Aussies were in the process of consolidating their early, and substantial, gains after the first phase of the offensive came to a close. As the enemy tanks approached a feeling of panic passed through the men of 2nd Platoon, 2nd Battalion when they realized they were caught in the open facing an impending tank overrun. The platoon had not had the chance to dig their guns in, nor prepare slit trenches, and they were as unprotected as their guns. The Australians were soon reassured when their intense and accurate fire knocked one Italian tank out of action after another. Soon hatches began flying open and *Carro Armato Tipo* crews began bailing out—and surrendering—to the diminutive Aussie contingent. It had been a close-run affair—or at least had felt like one to the Aussies.





Photo Credit: National Archives

# THE TOBRUK PERIMETER

AK #72

ITALIAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7
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**Elements of 4th Battalion, 19th Australian Brigade, the 6th Australian Cavalry Regiment and the 3rd King's Own Hussars set up in hexes numbered ≥ 16:**


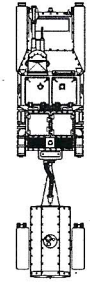



4-5-8 8	2-4-8 8	9-2	9-1	8-0	7-0	HMG 5PP 3 6-14	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]	CH 16 a [50] [2] *94* -/4	CH 10 a [2] [3] 40L 2/4
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CH 18 a [1] [1] *CMG -/10	CH 9 a [2] [1] 40L -/4	CH 16 a [1] [0] 4PP T10* BMG 2/-*	CH 16 a [1] [0] 4PP T10* *ATR -/1/2	9-1
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[ELR: 3]  
{SAN: 2}

**Elements of 61st Sirte Division set up in hexes numbered ≤ 14:**

3-4-7 3	3-4-6 5	2-2-7 6	9-1	8-1	7-0	MMG B11 2 4-10	LMG 1PP 1 2-5	MTR 4PP 2 45* [2-13]	CH M8 a [1] [1] 75* ART	CH M11 a [3] [1] 20L(4) AA
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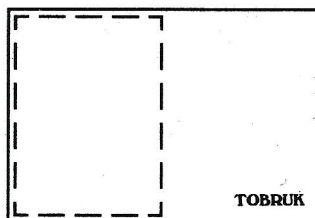
CH M5 a [2] [1] 75L AA	MPH/RtPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3* Other: +1*
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Elements of the 21st Light Tank Battalion enter along the north edge on turn two:

CH 12 a [1] [1] X11 BF32 2/-	CH 11 a [1] [3] 47 4/4	CH 12 a [1] [3] B2/B11 *CMG -/4
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[ELR: 2]  
{SAN: 3}

**MAPLAYOUT:**



(only hexrows A-V are playable)

**VARIATIONS:**

- Add a 9-1 armor leader to the 21st Light Tank Battalion portion of the Italian OB.
- The British win by exiting ≥ 2 non-Carrier AFVs AND Controlling ≥ 2 Trench hexes.

**OBJECTIVES:** The British win at Game End if they have exited ≥ 3 non-Carrier AFVs from the north edge AND Control ≥ 4 Trench hexes.

**1. SPECIAL RULES:**

- EC are Dry, with no Wind at start.
- Place overlays as follows: **H3** on X14-X15; **S4** on AA5-AA6; **Tr1** on M1-

**M2; V6** (on top) on O7-P7; **V17** on O18-N17; **Tr1** on T21-U22; and **T5** (on top of Tr1 and under V17) on P18-P19.

- All Italian Guns/crews must set up in Scrub hexes.
- The British receive one module of 88mm OBA that may only be used as a Creeping Barrage (and must be placed using an east-west alignment as per E12.71; this SR overrides the E12.7 Attacker restriction). This module begins on turn one and Battery Access (C1.21) is automatic (remove one black card).

**Outside of TOBRUK, LIBYA, 21 JANUARY 1941:** While the flanks of the defensive perimeter—which was almost 40 miles in length—were being rolled up, the 19th Australian Brigade had the task of driving deeper into the Italian position towards the city of Tobruk. While most areas, especially on the outer perimeter, were thinly held, there were clusters of widely separated areas of strong resistance that had to be neutralized before Tobruk could be entered. Following a second rolling barrage of artillery, the 4th Battalion, with whatever vehicle support could be gathered, advanced forward against stiffening resistance. They continued to press on in spite of being counterattacked by Italian medium tanks, direct artillery and anti-aircraft fire. This attack took a toll on armored fighting vehicles. For the remainder of the day, they encountered one gun position after another. Although the Italian tanks were eventually handled, the Italian gun crews showed no sign of collapse. For once, it wasn't quite so easy to dispose of the Italian tanks when they were used in conjunction with the heavy guns. There were more targets to consider and the Italian tanks played havoc with the Australian infantry. In one case, an Italian gun position was cleared by throwing fuel on it. The fighting did not slacken until well into the night.

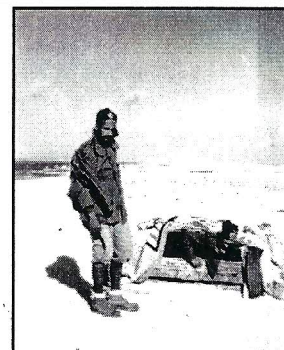


Photo Credit: National Archives

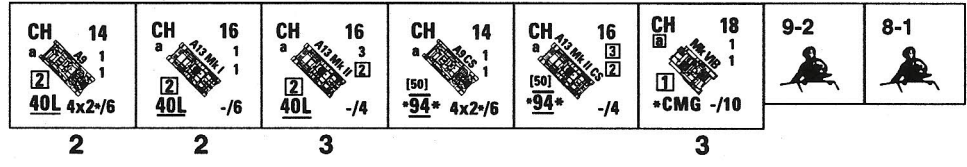
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# INTEL COUP AT MECHILI

ITALIAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7	8
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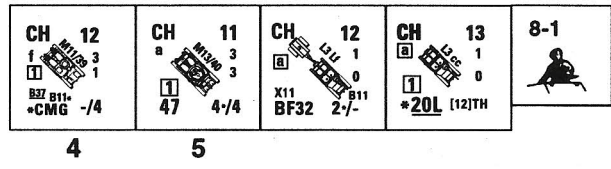
'B' Squadron, 7th Hussars with loan of 6th Royal Tank Regiment tanks from 'A' Squadron, 2nd Royal Tank Regiment, 4th Armoured Brigade set up on/east of hexrow MM (EXC: A minimum of 4 AFVs must set up in Motion (D2.4) on/between hexrows V-BB):



{ELR: NA}  
{SAN: 2}

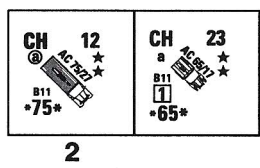


Elements of Babini's Special Armored Brigade set up south of the road on/west of hexrow O with a minimum of 5 AFVs set up in Motion (D2.4):

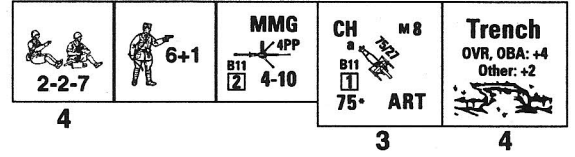


{ELR: 2}  
{SAN: 3}

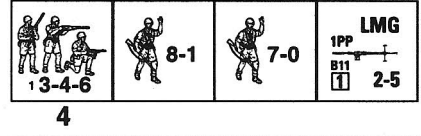
Elements of Raggruppamento Celere enter on or adjacent to hex A16 on turn three:



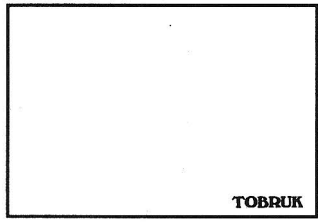
Artillery Support Group 1 set up with all Personnel/Guns/MMG in Trenches within three hexes of the track on/west of hexrow I with each Trench no more than three hexes from another Trench:



Fort El Mechili Garrison set up in any fort hex of overlay F11:



MAPLAYOUT:



VARIATIONS:

- Replace the 8-1 armor leader in the Italian OB with a 9-1.
- Fort Personnel make a 1MC instead of a normal MC.

SPECIAL RULES:

- EC are Moist with no Wind at start.
- Place overlays as follows: S4 on X1-X2; R3 on X15-X16; S10 on AA21-BB21; D4 on P13-P14; H3 on I16-I17; F11 on D4-E5; Tr1 on T0-T1; Tr1 on Q8-P8; Tr1 on I12-H12; and T4 (on top) on T5-T6.
- The first time there are ≥ 3 British AFVs (mobile with functioning MA) north of the track, the Italian Personnel unit (Good Order SMCs considered first, then Good Order MMC, then Broken MMC) with the highest Morale in the fort must immediately make a morale check. Failure 'surrenders' the fort. A check is also made the first time an Italian unit in the fort applies a Casualty Reduction result. Only one check per occurrence (i.e., a total of two possible fort surrender checks). The Fort El Mechili Garrison portion of the Italian OB may not exit the fort during play and may never open the gate.

**OBJECTIVES:** The British win at Game End if there are no Good Order Italian crews in play AND all Italian Guns have been eliminated/Captured OR immediately if they force the Fort El Mechili Garrison to surrender (see SR #3).

**West of FORT EL MECHILI, LIBYA, 24 January 1941:** The Italians occupied the small *Beau Geste* style Turkish fort at Mechili with water, four white watchtowers and a flag staff over the main gate (which was firmly shut). Behind the fort and to the west were more Italian positions which included medium tanks, artillery, and anti-tank guns. There was also a useful airfield nearby. Italian intelligence, in one of its rare *coups* of the campaign, discovered that the British 4th Armoured Brigade was to attack El Mechili on the 24th. An ambush was prepared. As luck would have it, the British surprised Babini's column, taking it under fire on the move. The Italians reacted by charging, and managed to knock out one cruiser and six light tanks. Although the Italians lost eight medium tanks (and one captured), it was the British who were forced to withdraw. The following day the British harassed the fort, hoping to intimidate the defenders into surrendering (as had happened so many times before during this campaign). Instead, they came under a hail of accurate and effective direct artillery and anti-tank fire. The early British cruiser tanks did not provide better protection than those of their Italian counterparts. Even machine-gun fire could cause 'spalling', small bits of armor sprayed about the inside of the AFV. On the 26th the British moved to attack the fort again but the haze was so thick that it was called off. By the 27th, the Italians had abandoned the area, slipping away to the northwest the previous night.



Photo Credit: National Archives





# SABRATHA STAND

AK #74

ITALIAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7
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**Elements of 4th Battalion, 19th Australian Brigade, 6th Australian Cavalry Regiment and 1st Royal Tank Regiment set up on/east of hexrow BB:**


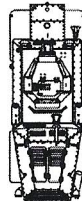



4-5-8 11	2-4-8 2	10-3	9-1	8-1	7-0	4-12 MMG	2-7 LMG	2-11 MTR	16 CH 16 1 1 2 40L -/6	16 CH 16 3 3 2 40L -/4
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18 CH 18 1 1 1 +CMG -/10	12 CH 12 3 1 1 +CMG -/4	16 CH 16 0 0 4PP BMG 2/-	16 CH 16 0 0 4PP +ATR -/12	9-2
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[ELR: 4]  
{SAN: 2}

**Elements of 60th Sabratha Division and 41st Medium Tank Battalion set up anywhere on overlays H35, V17 and/or H24 (including half-hexes of the overlays):**

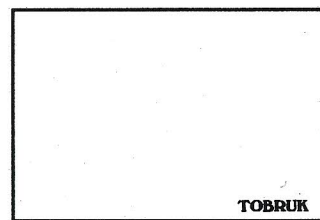



3-4-7 3	3-4-6 4	2-2-7 5	9-1	8-1	7-0	6-12 HMG	2-5 LMG	2-13 MTR	M11 CH M11 3 81+ MTR	M8 CH M8 1 75+ ART	M12 CH M12 3 47 AT
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M11 CH M11 20L(4)AA	29 CH 29 1 1 +CMG -/4/	11 CH 11 3 3 47 4/4	23 CH 23 1 1 +65*	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3* Other: +1*
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[ELR: 2]  
{SAN: 3}

**MAPLAYOUT:**



**VARIATIONS:**

- Add two 4-4-7 squads to the Italian OB.
- Add a HMG to the British OB.

**1. SPECIAL RULES:**

- EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place overlays as follows: H24 on L3-M4; Tr1 on K25-K24; V17 (on top) on L10-M11; H35 on R24-Q24; W14 on Y24-X24; and S10 on W9-X9. The non-ground level terrain on H overlays are treated as Hill (B10.), not Hillock terrain, with Level 1, 2 and 3 heights. [EX: H24 rises to Level 3 and H35 to 2].
- The three M11/39 AFVs in the British OB do not suffer from Captured Use Penalties.

Note: New counters are provided for M11/39 AFVs in British colors.

**DERNA, LIBYA, 26 JANUARY 1941:** With the favorable defensive terrain in the form of the Djebel Akhdar, plus ports, railroads, a road network, and airfields at stake (not to mention plenty of food and water), it appeared the Italians would make a stand at Derna. The Australian advance had bogged down in the face of increasing enemy resistance. And suddenly talk was in the air of Axis relief from a German *Fliegerkorps* in Sicily and German *Panzers* en route to Tunis or Benghazi. Expectations of relief temporarily boosted the morale of the retreating Italians. On the scene, the accuracy of Italian anti-tank and machine-gun fire halted the Commonwealth's light armored units; they could make little headway. It was clear that more manpower was needed. It would come in the form of two battalions of Robertson's 19th Australian Brigade, moving up at a crawl due to transport problems. When the 19th finally arrived, it was quickly involved in sharp fighting over the whole area south and east of Derna. The action spilled over to the difficult terrain of Wadi Derna. There is no telling how long the Italians could have held here—perhaps until their German allies arrived. However, because Babini's armored and motorized group (which had also stalemated the British armor) retreated from Mechili, the decision was made by Italian *Commando Supremo* to abandon Cyrenaica, ending the stand at Derna.



Photo Credit: National Archives

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# FOX KILLED IN THE OPEN

AK #75

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

**Elements of the 2nd Royal Tank Regiment set up anywhere on overlay H24:**

[ELR: NA]  
{SAN: 2}

CH 16 16 1 1 2 40L -/6 3	CH 16 16 3 2 2 40L -/4 3	CH 10 10 3 3 [50] 94* 2/4	10-2	9-2	8-1
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**Reinforcing A9 Tanks 2nd Royal Tank Regiment enter along the south edge the Game Turn after  $\geq 2$  British AFVs from the at-start OB are eliminated/Malfunctioned MA:**

CH 14 14 1 1 2 40L 4x2-/6 3
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**Elements of the 5th Medium Tank Regiment enter along the north edge, east of the north-south Road, on turn one OR along the east edge on turn two (see SR #3):**

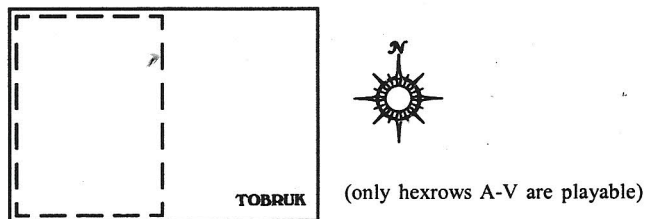
[ELR: NA]  
{SAN: 3}

CH 11 11 3 3 1 47 4-/4 10	CH 12 12 3 3 1 47 4-/4 5	CH 12 12 3 3 1 [1] B1 B2 B11 CMG -/4 4	CH 14 14 3 3 1 20L (4) -/2 2	CH 13 13 1 1 1 *20L (12)TH 2	CH 13 13 1 1 1 *MG 2-/12 2
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**Elements of the 60th Sabratha Division set up in Road hexes with all VCA facing southeast/southwest:**

CH 15 15 1 1 1 36PP 3	CH 18 18 1 1 1 29PP 3	CH 20 20 1 1 1 21PP 2
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**MAPLAYOUT:**



**VARIATIONS:**

- Add an 8-1 armor leader to the 5th Medium Tank Regiment portion of the Italian OB.
- Add a 9-1 armor leader to the British reinforcements.

**OBJECTIVES:** The Italians must eliminate  $\geq 6$  AFVs from the initial British OB AND exit  $\geq 4$  AFVs along the south edge within six hexes of hex G25. For every multiple of 2 trucks eliminated by the British the Italians must exit 1 additional AFV. For every multiple of 2 trucks exited along the south edge, reduce the number of AFVs the Italians need to exit by 1.

**1. SPECIAL RULES:**

1. EC are Moist, with no Wind at start.
2. Place overlays as follows: Sd17 on D2-E3; Sd11 on A8-B7; S3 on D8-E8;

Tr1 on G1-G2; Tr1 on G17-G18; and H24 (on top) on H12-I13. The H24 overlay represents 'The Pimple'. It is treated as a Hill with Levels 1, 2, and 3. There is Sand (F7.) and Deir (F4.) terrain on overlay H24 also (as well as Scrub). Treat all track overlays as Paved Road (B3.) terrain.

3. Italian AFVs each enter on turn one or two based on a secret Reinforcement dr. Make a dr for each AFV. On a dr of 1-2 that AFV enters on turn one along the north edge. On a die roll of 3-6, that AFV enters along the east edge in hexes numbered 5-12, on turn two. Italian trucks may not move until turn four.

4. Set up a Roadblock in hex G10 (across the hexside between hexes G10-G11). It is treated as a Wall for movement purposes on/after turn FIVE (EXC: After the first AFV crosses the hexside, immediately remove the Roadblock counter).

**BEDA FOMM, LIBYA, 6 FEBRUARY 1941:** During the night of 5/6 February two Italian buses filled with Italian civilians and women approached British positions on 'The Pimple', a 30-foot high rise split by the main road. As their former passengers were marched to safety in the direction of the coast, the large coaches were moved into position to serve as a roadblock across the main road. About two hours later some enemy tanks and transport approached the roadblock, promptly surrendering to a troop of British tanks. With dawn came the Italian vanguard—the rump of the army that had once invaded Egypt with expectations of conquest. As enemy transport lined the roadway, two waves of Italian mediums crashed into British positions on 'The Pimple'. The first wave came by way of the road, flanking it to the east. This group was dealt with handily by the British cruisers—without the loss of a single friendly AFV. The second wave of Italian tanks flanked the British position, forcing one troop to re-deploy south-east, in the direction of the water tower, to avoid being outflanked. Reinforcements in the form of A9s from 2nd RTR soon arrived, chasing down the retreating M13s. When the smoke cleared, British estimates pointed to a monumental victory: only three friendly cruisers had been lost to seventy-nine enemy tanks.

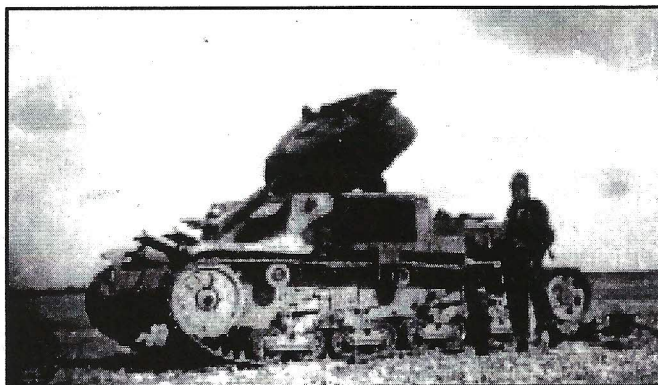


Photo Credit: Adam Geibel