ASLComp

ALONG THE VIA BALBIA™

AFRIKAKORPS

AK010

$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.
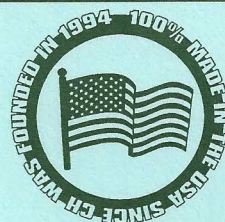
Each **ASLComp AFRIKAKORPS™** scenario pack AK #8-12 contains the following components:
- 8 scenarios
- Colorful front sheet with product title
- This descriptive back sheet
- One Ziploc® style bag

www.CriticalHit.com

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™
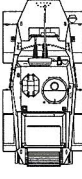## The War in North Africa 1941-43

ALONG THE VIA BALBIA

1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**

ITALIAN Sets Up First

BRITISH Moves First

Mixed elements of the 7th Motorized Brigade enter along the south edge of MAP 2 on turn one or later:
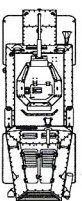
E 4-5-8 (3) | 1 4-5-7 (3) | E 2-4-8 (3) | 9-1 | 8-1 | HMG 5PP [3] 6-14 (2) | LMG 1PP [1] 2-7 (2) | ATR 1PP 1-12 | MTR 4PP [2] 51 [2-11] (2) | CH •26 [1] •20L(4) B11 (2) | CH •28 B11 [1] 15(6) -/4 (2) | CH 25 [3] 40L (2)

CH 16 4PP [1] T10⁴⁺ BMG 2/-/* (3) | CH 16 4PP [1] T10⁴⁺ *ATR -/-/2 (3) | CH 26 T9 14PP (3)

[ELR: 3]
{SAN: 4}

Elements of Italian XX Corps set up on **MAP 1** in hexes G14-G25 with all vehicles in Motion with all VCA including an east-facing hexside; all Personnel must set up as Passengers and Guns Towed:
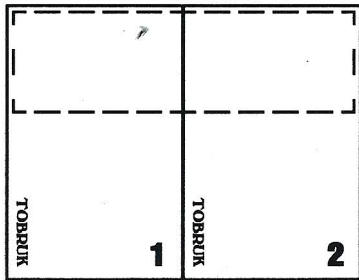
1 3-4-7 (2) | 1 3-4-6 (5) | 1 1-3-7 (2) | 2-2-7 (3) | 9-1 | 8-0 | 7-0 | HMG B11 5PP [3] 6-12 (2) | LMG B11 1PP [1] 2-5 (2) | MTR 4PP [2] 45* [2-13] (2) | CH 14 B11 [1] 20L(4) -/2 (2) | CH 11 a [1] 47 4-/4 (2)

CH 30 B11 [1] 20L(4) ³²/2 (3) | CH 18 c 29PP (3) | CH 15 © 36PP (3) | CH• M11 [2] Limbered •20(4) AA (2) | CH M11 [3] 81* (3-102) MTR

[ELR: 2]
{SAN: 3}

MAPLAYOUT:

(only hexrows A-S are playable)

VARIATIONS:

Deduct 1 from the Italian EVP for every 3 EVP (instead of every 2) the British exit.

Replace the 9-1 leader in the British OB with a 10-2.

OBJECTIVES: The Italians win immediately upon exiting ≥ 25 EVP from the east edge. For every 2 EVP the British earn by exiting from the east edge, deduct 1 EVP from the Italian total.

SPECIAL RULES:
1. EC are Dry, with no Wind at start.
2. Place overlays as follows on MAP 1: **Tr1** on H0-H1; **Tr1** on H8-H9; **Tr1** on H17-H18. MAP 2: **Tr1** in H17-H18; **Tr1** in H10-H11; **V6** (on top) in F12-E12; **Tr1** in E1-E2 (under V6); **P5** in E15-F15; **S5** in K22-L22; and **D9** in E21-F20. All Tracks are Paved Roads.
3. All Italian vehicles must move east together as a Convoy (E11.) [EXC: the Known enemy unit for 11.251 case 1 must be ≥ 12 hexes].

Near FUKA, EGYPT, 30 June 1942: All Axis supply traffic in North Africa moved eastward along the Via Balbia, the coast road that stretched from El Alamein to Tripoli. Rommel depended on this lifeline for his supplies, well known to the Allied command. For the first time, British fighter-bombers roar overhead looking for prey. As the Gazala positions crumbled, Rommel pushed his men and machines ever eastward along the Via Balbia, in pursuit of what he thought was a beaten enemy. Rommel's best troops raced forward in the van. Italian units followed behind. The *Desert Fox* knew the enemy was in disarray. Rommel also knew British supply lines and the ability to move units into the front line improved with every retrograde mile they retreated. The Italian XX Corps began moving east along the Via Balbia late on June 30, heading for participation in Rommel's last ditch attempt to reach Alexandria. Their trip would not go without incident as the British suddenly appeared from the desert flank, precipitating a vicious firefight. Their tormentors were units of the British 7th Motorized Brigade, sent forward to buy time for a new line to be formed at El Alamein. The quick-hitting unit handled the Italians roughly before pulling up stakes and moving off. The resulting Axis losses were not serious in terms of manpower. They were in terms of the time bought by tying up the coast road.

Photo Credit: National Archives

✠ ◉ **SIMULTANEOUS Set Up**
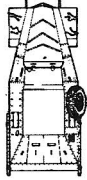
1	2	3	4	5	6

Armoured Car Troop from 11th Hussars set up one AFV CE in hexes Y4, Z3 and AA3 with all VCA/TCA facing southeast:

CH *24	CH *23	8-1
® 0	® 0	
[1]	[1] NAf -/-/2*	
ATR -/-/2	*ATR Fr:-/2*	
2		

[ELR: NA]
{SAN: NA}

Elements of 3rd Reconnaissance Battalion, 5th _Leichte_ Division set up one AFV CE in hexes DD21, CC21 and BB20 with all VCA/TCA facing southwest:
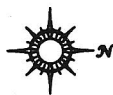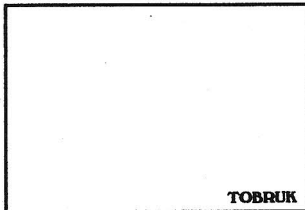
CH *33	CH *34	9-1
a PSW22 1	a PSW22 1	
Btl 1	[1]	
[2]		
20L(4) -/5/-	CMG -/5/-	
2		

[ELR: NA]
{SAN: NA}

MAPLAYOUT:

TOBRUK

OBJECTIVES: The side that earns the most VP at Game End wins. In addition to CVP, the British earn EVP for AFVs exited from the east edge and the Germans earn EVP for AFVs exited from the west edge. No AFV of either side may exit before turn four.

SPECIAL RULES:
1. EC are Dry, with no Wind at start.
2. Place overlays as follows: **Tr1** on X4-Y4; **Tr1** on P8-Q8; **Tr1** on Q15-
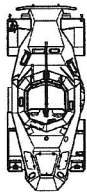
VARIATIONS:

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

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

R15; **Tr1** on DD21-EE22; **Tr1** on Z19-AA20; **S3** on J11-K11; **T5** (on top) on M12-M13; **T4** (on top) on M11-M10; **S10** on S10-T10; **S4** on BB4-AA5; and **S6** on CC19-BB18.
3. Before setup, make a dr to determine the player to move first; on a dr of 1-3 the British move first, on a dr of 4-6 the German moves first. On the first game turn all units have their MP allowance halved. There is no Prep Fire Phase on turn one. Play begins with the Movement Phase and all AFVs for both sides must use their maximum MP to move as far as possible along the Track in the direction they set up in and end the turn in Motion. Play commences normally on turn two.
4. Crew Survival and voluntary Abandonment are NA.

NOFILIA, LIBYA, 16 February 1941: During February 1941 the 5th _Leichte_ Division was hurriedly debarked in Tripoli hoping to stave off what appeared to be an imminent British drive into Tripolitania. The first brush between British and German patrols occurred between two scouting parties hurtling down the coast road west of El Agheila. The two groups were traveling so fast they shot past each other before either could engage. "My God", said the British commander, "did you see who they were?" "Germans!" Both sides spun around and attacked, both commanders using the same tactic—sending one car down the road and deploying another on each side. While the two opposing cars on the road blazed away at each other, the other four got stuck in the sand on the other side. Eventually, all extricated themselves, and the two forces re-crossed, still firing furiously. There were no hits and no casualties when both sides withdrew to report on the first encounter of the new phase of the Desert War.

ON DEADLY GROUND

⊙ **BRITISH Sets Up First**

✚ **GERMAN Moves First**

1	2	3	4	5	6	7

Elements of 'D' Company, 5th Seaforth Highlanders set up on/south of hexrow K:

E 4-5-8	1 4-5-7	E 2-4-8	8-1	8-0	MMG 4PP 2 4-12	LMG 1PP 1 2-7	ATR 1PP 1 1-12	4PP MTR 2 51 [2-11]	? 7 morale
5					2	2		2	5

Major Ian MacKenzie set up
≤ 2 hexes from hex N17:

9-2	LMG 1PP 1 2-7

Reinforcements enter
along the south edge on/
after turn four:

E 4-5-8	8-0	LMG 1PP 1 2-7

[ELR: 4]
{SAN: 4}

Elements of 15th Panzer Division enter on/after turn one along the north edge and/or the east edge on/north of O25:

E 4-6-8	1 4-6-7	2-2-8	9-2	8-1	7-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	5PP MTR 3 50* [2-13]	CH SPW 251 18 b 1 T9 9PP 1 AAMG -/-/3	CH Opel AA 23 a ★ 3 ★ *37L (12) AA
10	4	2					2	2	3	2	

CH GrW34 M11 a 3 (2-60) 81* MTR
2

[ELR: 4]
{SAN: 3}

MAPLAYOUT:

TOBRUK

(only hexrows A-U are playable)

OBJECTIVES: The British must have ≥ 2 squad-equivalents ≤ 3 hexes from hex E14 (on overlay) at Game End.

SPECIAL RULES:

1. EC are Moderate, with no Wind at start.

2. Place overlays as follows: **S6** on R22-S23; **R5** on S19-S20; **S5** on S13-T13; **W14** on M18-N17; **D4** on N11-N12; **P5** on J9-K10; **H35** on E11-F11; **H8** on F4-G5; **W13** on N5-O6; and **D9** (on top) on R8-S8.

3. 'Major MacKenzie' and one MMC of the British player's choice from the 'D' Company portion of the British OB begin play Fanatic (A10.8).

4. The British receive one module of 88mm OBA (HE & Smoke) directed by an offboard Observer recorded in any hex of hexrow A at Level 3.

VARIATIONS:

✚ Add a 1-4-9 Hero to the German OB.

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

DJEBEL ROUMANA, TUNISIA, 6 April 1943: The end of the war in North Africa was clearly approaching, with the Axis armies being driven from one rear-guard position to another. On April 6th, the battle of Wadi Akarit opened on the 8th Army front. The role of the 5th Seaforth Highlanders was to capture Djebel Roumana, the highest point of the line. The battalion advanced in the pre-dawn darkness, surprising and capturing a number of Italian soldiers. After consolidating, the Scots infantry had begun to move to the next phase objective when they were driven to ground by a hail of German machine-gun fire and mortar bombs. Several men were badly wounded, and Major Ian MacKenzie, the battalion second-in-command, disappeared in the confusion. The 'D' Company commander, Major Jack Davidson, ordered his men to fall back to Point 198 and organized them to defend it against the counter-attack now being mounted by grenadiers of the 15th Panzer Division. The forty remaining men of 'D' Company were hit by a fierce attack from some 150 panzergrenadiers. If Point 198 fell, the Highland Division's flank could be rolled up—so the crest had to be held. For several hours the two sides fought among the crags at very close range, with grenades being the main weapon. Several attempts by the Germans to outflank the 'Jocks' were beaten back. A few reinforcements from the Seaforth Battalion HQ arrived during the afternoon, and the 25-pounder artillery supporting their brigade fired continuously. At 1500 hours the dozen survivors, still led by Major Davidson, finally fell back some 150 meters to below the crest. And there they stayed, to be relieved by the Black Watch at 1800 hours as the Germans finally retreated. The Highland Division's flank was secured. Davidson was awarded the DSO for his outstanding leadership. They found Major MacKenzie's body forward, at the base of the hill, lying alone but surrounded by cartridge cases and dead Germans.

BEFORE THE GHIBLI COMES

AK #79

	1	2	3	4	5	6	7

⚜ **GERMAN Sets Up First**

◉ **FREE FRENCH Moves First**

Elements of 1st Free French Brigade set up in a Convoy (E11) in Track hexes with all VCA including a south-facing hexside:

						CH 30	CH 26	CH 20
E 4-5-8	4-5-7	2-4-7	9-2	7-0	LMG 1PP 2-7	T6 9PP	T9 14PP	T7 10PP
5					2	3	3	

[ELR: 4]
{SAN: 3}

Elements of 90th *Leichte* Division set up in hexes numbered ≥ 8 [EXC: German units may not set up in Track hexes]:

			dm MMG	LMG	24
E 4-6-8	9-2	8-0	1-4-9	1PP 3-8	-1
			2PP 3-8		M9 3PP
4			2		4

[ELR: 3]
{SAN: 2}

MAPLAYOUT:

TOBRUK

(only hexrows A-S are playable)

OBJECTIVES:
The Germans win at Game End by amassing ≥ 5 more VP than the Free French. In addition to CVP, the French earn EVP for units exited from the south edge.
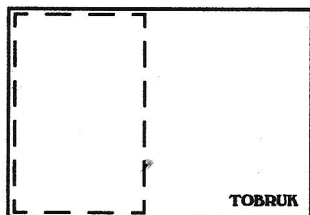
SPECIAL RULES:
1. EC are Dry, with Intense Heat Haze (F11.621) and a Mild Breeze blowing to the southwest. Weather is Gusts (E3.4). There is a +1 Mist LV hindrance

VARIATIONS:

⚜ The Germans must earn ≥ 2 more VP than the Free French.

◉ The Germans must earn ≥ 9 more VP than the Free French.

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.
2. Place overlays as follows: **Tr1** on M1-M2; **Tr1** on M9-M10; and **Tr1** on M17-M18. The following overlays are all placed ON TOP: **Sd17** on P2-Q3; **Sd9** on P11-Q12; **Sd7** on K6-L6; **Sd11** on K11-L10; **W14** on K18-L17; **D9** on O17-P16; and **S6** on P21-Q22.
3. The Free French vehicles have a normal transport capacity despite being in Convoy (E11). Convoy vehicles must keep moving south on the Track at fastest speed until allowed to exit Convoy.

North of BIR HACHEIM, LIBYA, 2 June 1942: The southern-most point of the British line at Gazala was the fortified position at Bir Hacheim, held by the First Free French Brigade. The attack on this critical linch-pin by tanks of Ariete Armored Division on May 27 was stopped cold by the French defenders, threatening to cut off the Axis. Rommel was forced to turn his attention back to the defenders at Bir Hacheim, seen as a retrograde move by British commanders. To prepare for an offensive response, the brigade was ordered to send detachments to the northwest, to take Rotonda Segnali. During that time, the Axis forced a route through the minefields north of Bir Hacheim, restoring their supply lines and destroying the British 150th Brigade at Got el Oualeb. In the whirling, confused situation, the French detachments became mingled with the enemy. On the morning of June 2nd the German 90th *Leichte* Division, reinforced by reconnaissance elements, closed the ring around Bir Hacheim. A small party of German motorcyclists found themselves slowly advancing in the haze when they spotted French vehicles moving north on the track. After the Germans radioed their parent unit several kilometers to the north to warn it of the approaching enemy column, they hid their sidecars in a nearby deir, set up their machine-guns in ambush positions and awaited the return of the French. The sound of gunfire to the north sometime later confirmed the enemy had met the main German force and would soon return. The heat was so intense and the wind so gusty that desert veterans knew that a *Ghibli*, a sand storm, was approaching. So apparently was the enemy, as a gun-armed truck suddenly hove into view, followed by a column of trucks. The Germans let loose with all machine-guns blazing, and smoke was soon pouring from the enemy escort vehicle. French infantry were soon spilling from their transports and a short firefight began among the dunes. The surviving Frenchmen soon re-embarked and fled, pursued by Germans in sidecars. The firefight resumed at the bottom of a large deir. The final French truck was finally stopped and its occupants killed while one of the pursuing German motorcyclists was wounded. As this war in microcosm ended, a giant purple wall of clouds was seen moving at high speed toward the scene from the southwest.
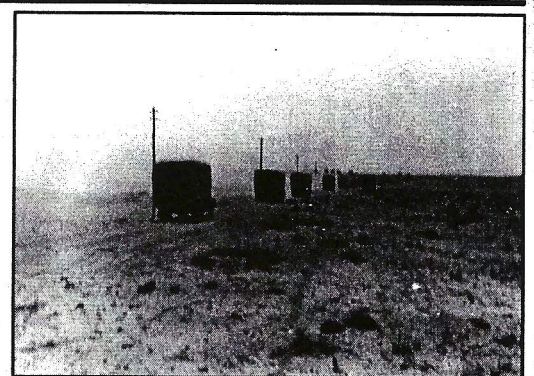
Photo Credit: National Archives | Original Scenario Concept: Philippe Leonard

© 2010 Critical Hit!, Inc.

DESERT CITADEL

⊙ FREE FRENCH Sets Up First

⊪ ITALIAN Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Elements of 1st Free French Brigade set up first in hexes numbered ≥ 5 and ≤ 15:

							HMG	MMG	LMG	ATR	MTR
E 4-5-8	1 4-5-7	2-2-8	10-2	9-2	9-1	8-0	5PP ③ 6-14	4PP ② 4-12	1PP ① 2-7	1PP 1-12	4PP ② 51 [2-11]
7	3	7			2				3	2	2

CH a M12	CH a M8	CH a M8 Bofors	CH a M11 3 inch (6-36)	CH a 16 Carrier B		Trench	Sangar	Minefield Mines 6	Dummy Minefield Mines
③ SA Lmh34 [45] ③ 25LL AT	① 75 ART	③ 40L(8) AA	② (3-63) 76* MTR	4PP ① T10⁴⁺ *ATR -/-/2	1+3+5	OVR, OBA: +4 Other: +2	1S or Gun OVR, OBA: +3* Other: +1*	10 Known A-P	5
2	2	2				9	6		

[ELR: 4]
{SAN: 4}

Set up in hexes numbered ≥ 21:

							MMG	LMG	MTR	CH a M11
1 3-4-7	1 3-4-6	1 1-3-7	2-2-7	9-1	8-1	6+1	4PP B11 ② 4-10	1PP B11 ① 2-5	4PP ② 45* B11 [2-13]	③ (3-102) 81* MTR
3	8	2			2		2	3	2	

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

CH a 11	CH a 12	CH a 12	9-1	8-1
M13/40 3 3 ① 47 4-/4	M14/41 3 3 ① 47 4-/4	M41?6/41 3 3 B11 75*		
5	4	4		

[ELR: 3]
{SAN: 4}

MAPLAYOUT:

TOBRUK

(only hexrows A-V are playable)

VARIATIONS:

⊪ Remove all A-P mine factors from the Free French OB.

⊙ Remove both armor leaders from the Italian OB.

SPECIAL RULES:

1. EC are Dry with no Wind at start.

2. Allied units are Free French (A25.53) [EXC: The immunity to Cowering DOES apply in this scenario].

2. Place overlays as follows: **H8** on J5-K6; **R3** on O18-O19; and **W14** on I16-J15.

3. French Minefields must set up in hexes numbered ≥ 12. Up to four mine counters may be set up hidden. All French Guns must set up in sangars. No more than four Pillbox/Trench/Sangar counters may be set up contiguously (i.e., there may be multiple 'positions' of ≤ 4 contiguous counters of these types). The Pillbox must set up in a Hillock hex of overlay H8.

OBJECTIVES: The Italians win at Game End if they acheive ≥ 2 of the following victory conditions: 1) There are no French Personnel in a Hillock hex of overlay H8; 2) There is ≥ 1 Italian squad-equivalent in a Hillock hex of overlay H8; 3) The Italians Control the Pillbox and ≥ 5 Trench hexes.

BIR HACHEIM, LIBYA, 27 May 1942: Reports of intense combat action outside the Free French 'box' at Bir Hacheim flooded in on May 26th. And the news was mostly bad for the British cause. Koenig's brigade at Bir Hacheim stood ready since dawn on 27 May, their vigilance paying off at about 0800 as a large group of vehicles materialized south of the position. Initial suspicions that the distant silhouettes were 4th Armoured Brigade were dispelled as the phalanx swung into assault formation and began to draw nearer. At about 0900 the first wave of fifty tanks of Ariete smashed into the southern portion of the line, an attack delivered with considerable flair. Mines and French guns winnowed the attacker's ranks but six enemy tanks managed to break through, bearing down on a Legion company command post, where Captain Otte continued to give orders by phone until a Semovente shell crashed through the roof of his bunker. At this, Otte dropped his handset and promptly burned the company's *fanion* to prevent it falling into enemy hands. The end was not quite near. The marauding Italian tankers were dealt with one by one at point-blank range by 75s. French *Fusiliers-Marins* accounted for their share, firing their Bofors over open sights. Another page was added to the legend of the *légionnaires* as they eliminated the remainder of the threat, crawling all over the enemy tanks and firing revolvers through the vision slits. The citadel of Bir Hacheim held but there would be no rest. A second attack, this time by thirty tanks, crashed into the line within the hour. It too would fail to dislodge Koenig's men.

Photo Credit: National Archives

BEDJA BLOCKADE

#81

⊙ **FREE FRENCH Sets Up First**

┃┃┃ **ITALIAN Moves First**

| 1 | 2 | 3 | 4 | 5 | 6 |

Elements of the 2nd Senegalese Battalion, 15th Senegalese Infantry Regiment set up in hexes numbered ≤ 18:

4-5-7 (7) | 2-4-7 (7) | 2-2-8 | 9-1 | 8-0 | HMG 6-14 | LMG 2-7 | MTR [2-11] | CH M10 •47L AT | CH M12 25LL AT | CH M11 76* MTR (2)

CH 16 Carrier •ATR -/-/2 | Minefield 6 — Known A-P 4

[ELR: 4]
{SAN: 4}

Reconnaissance elements of the *Superga* Division set up in hexes numbered ≥ 19:

3-4-7 (6) | 3-4-6 (7) | 1-3-7 | 9-2 | 7-0 | 6+1 | MMG 4-10 | LMG 2-5 | MTR [2-13]

Enter along the south edge on turn one:

CH 29 •CMG | CH 30 20L(4) | CH 12 47 | 8-1

[ELR: 3]
{SAN: 4}

MAPLAYOUT:

TOBRUK

N

(only hexrows E-BB are playable)

VARIATIONS:

┃┃┃ Add a HMG to the infantry portion of the Italian OB.

⊙ Replace the 9-1 leader in the Free French OB with a 9-2.

SPECIAL RULES:

1. 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].

2. Place overlays as follows: **H8** on AA20-BB20; **Tr1** on Q1-Q2; **Tr1** on T17-T18; **V17** on R10-S11; **V6** (on top) on S19-T19; **D4** on K21-K22; **H35** on M14-M15; **H21** on Z10-AA11; and **R5** (on top) on R23-R24. Overlays H35 and H21 are Hills, not Hillock terrain, with Level 1, and 2 heights. Overlay H8 remains Hillock terrain.

OBJECTIVES: Italians must have at ≥ 1 squad-equivalent in a Level 2 hex on overlays H35 and H21 (and there may be no Good Order Free French squad-equivalent in a Level 2 hex of either overlay) *AND* the Italians must Control more building hexes on overlay V17 than the Free French.

BEDJA PASS, TUNISIA, 21 November 1942: Following the Allied successes in Morocco and Algiers both the Allied and Axis commands frantically began building up combat forces in preparation for the battle for Tunisia. The port of Tunis was important to the Axis forces as a source of entry for fresh troops and to supply Hitler's bridgehead in Africa. The Germans divided Tunisia into two command areas with the northern command centered on the port city of Bizerte. Tunis was to be defended by the newly arrived Italian *Superga* Division. Motorized patrols were used by the Italians to keep track of Allied forces and to apply pressure when an opportunity presented itself. One such patrol approached Bedja on November 21st with the intention of probing Allied strength in the area. The soldiers of *Superga* headed straight for a collision with the men of the Free French 15th Senegalese Infantry Regiment, assigned to defend the pass. The Senegalese 2nd Battalion had been reinforced with 25mm and 47mm anti-tank guns prior to being posted by Allied command in a sector expected to be a quiet one. That theory would be proven wrong as the Italians moved from the march into an assault on the pass following a reconnaissance that identified the Senegalese unit. The tables would be turned on the Italians as intense anti-tank gun fire immediately knocked out four *Superga* tanks. The Senegalese commander then saw an opening and threw in a counter-attack on the flank that unhinged the attack and routed the Italians. The Senegalese would hold the pass on this day.
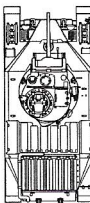
Photo Credit: National Archives | Original Scenario Concept: Steven C. Swann

© 2010 Critical Hit!, Inc.

LIQUID GOLD

AK #82

ITALIAN Sets Up First

AUSTRALIAN Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Elements of the 16th Australian Brigade with attached support from 6th Australian Cavalry Regiment and 7th Royal Tank Regiment set up on/south of hexrow M:
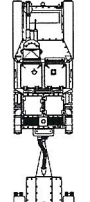
E 4-5-8 (4) | 4-5-7 (7) | E 2-4-8 | 10-2 | 9-1 | 8-1 | 7-0 | HMG 6-14 (4) | LMG 2-7 | MTR [2-11] | Radio 8 | CH 18 *CMG -/10 (2)

CH *9 Matilda II 40L -/4 (3) | CH 26 15 cm★ T9 14PP (3) | CH 16 Carrier B *ATR -/-/2 (3)

[ELR: 4] {SAN: 3}

Elements of 'B' Company, 300th Regiment, Frontier Guards set up on/north of hexrow R:

3-4-7 (3) | 3-4-6 (9) | 1-3-7 (2) | 2-2-7 (3) | 9-1 | 8-0 | 7-0 | MMG 4-10 (2) | LMG 2-5 (2) | MTR [2-13] (2) | CH 13 *BMG 4/- (2) | CH 13 *20L [12]TH

CH 12 BF32 2-/- | CH M12 37L AT (2) | CH M11 81* MTR (2) | Trench OVR, OBA: +4 Other: +2 (4)

[ELR: 2] {SAN: 2}

MAPLAYOUT:

TOBRUK

N

OBJECTIVES: The Australians must have ≥ 1 squad-equivalent in any building/observation tower hex of overlay G5 *AND* the Australians must Control the majority of building hexes on overlays V6 and V17 (i.e., a majority on EACH overlay) at Game End.

VARIATIONS:

Increase Italian ELR to 3.

Replace the 10-2 leader in the Australian OB with a 10-3.

SPECIAL RULES:

1. EC are Moderate, with no Wind at start.
2. Place overlays as follows: **H8** on GG14-HH14; **Tr1** on W1-W2; **Tr1** on Z17-Z18; **V17** (on top) on Y19-X18; **V6** on X10-W10; **S10** on T13-U14; and **W13** on P7-Q8.
3. An 'observation tower' is found in hex Y16 (on overlay V17). Treat this terrain in the same manner as a Tower (B34).
4. The Commonwealth receives one module of 88mm OBA (HE & Smoke).
5. All Commonwealth Personnel are Australian (i.e., ANZAC; A25.4; A11.17).

BARDIA, LIBYA, 4 January 1941: It was the task of the 300th Regiment, Frontier Guards (a fortress unit) to defend from the enemy the single most important non-munitions item in the Western Desert—water. The Bardia waterworks possessed the means to pump, process and distribute a large quantity of the precious liquid. Despite its strategic importance, morale plummeted among the defenders of Bardia the moment it was threatened. As the Australians prosecuted their attack from house to house, resistance markedly lessened. But resistance remained, and was sporadic to such an extent that Aussie lives were put at risk by its inconsistency. The attackers would no sooner round one corner, greeted by a white flag, then another bend would offer the 'greeting' of a machine-gun or sniper's bullets. Nevertheless, the rapid Australian advance was not anticipated by the Italian high command and the Bardia waterworks fell into enemy hands intact.
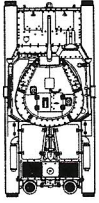
Photo Credit: National Archives | Original Scenario Concept: Pat Hair

© 2010 Critical Hit!, Inc.

ON TO SOLARO AND PILASTRINO

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

Elements of the 19th Australian Infantry Brigade set up in hexes numbered ≥ 23:

								HMG	MMG	LMG	ATR
E 4-5-8	I 4-5-7	E 2-4-8	2-2-8	9-2	8-1	8-0	7-0	5PP 3 6-14	4PP 2 4-12	1PP 1 2-7	1PP 1-12
12	4					2				5	3

Radio 1PP △ 8	CH a 16 / 0 / 4PP 1 T10⁴⁺ BMG 2/-/* Carrier A	CH a 11 3 / 3 1 MT8/40 47 4-/4	CH a 16 0 / 0 4PP 1 T10⁴⁺ Carrier B *ATR -/-/2	CH a M11 (6-36) 2 (3-63) S2⁺ 76* MTR 3 inch	9-2
2	2	4	2		

[ELR: 4]
{SAN: 3}

Elements of the 61st Sirte Division set up in hexes numbered ≤ 18; three 'posts' must be created by setting up ≥ 4 Trenches and ≥ 4 squad-equivalents, set up ≤ 3 hexes from each of hexes E9, L11, and W8; Italian vehicles may set up in a post and/or enter along the north edge on/after turn two; A-P Minefield counters must be set up in hexes numbered ≥ 9 [EXC: See SR #2]:

							MMG	LMG	MTR	CH	CH
1 3-4-7	1 3-4-6	1 1-3-7	2-2-7	9-1	8-0	7-0	4PP B11 2 4-10	1PP B11 1 2-5	4PP 2 B11 45* [2-13]	a 13 1 0 B11 *BMG 4/-	a 13 1 0 1 *20L [12]TH
3	9	4	3				2	3	3	2	

CH a 12 1 0 X11 B11 BF32 2/-	CH a M12 3 37L AT 37/5	CH a M11 3 (3-102) 81* MTR	Trench OVR, OBA: +4 Other: +2	Minefield Misec 6 II	Dummy Minefield Misec 3
2			16	6 Known A-P	

[ELR: 2]
{SAN: 4}

MAPLAYOUT:
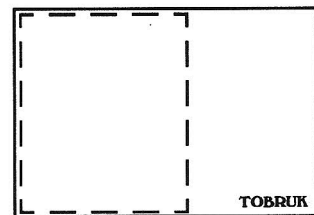
(only hexrows A-Z are playable)

TOBRUK

N

VARIATIONS:

Remove one OBA module and radio from the Australian OB.

Remove all Known Minefield counters from the Italian OB.

SPECIAL RULES:

1. EC are Dry, with no Wind at start.

2. Place overlays as follows: **AT6** on E15-D14; **AT6** on S11-T11; **SH3** on H14-H15; **SH3** on R13-R12; and **MF8** on J16-K16. Each full hex of overlay MF8 contains a 6 factor AP minefield [EXC: The Italian player must set up one Dummy Minefield counter from his OB in one hex of the overlay].

3. The Australians receive two modules of 88mm OBA (HE & Smoke). Each module has Plentiful Ammunition and one Pre-Registered hex.

4. The Australians do not suffer Captured Use Penalties for the M13/40 AFVs in their OB.

OBJECTIVES: The Commonwealth must Control ALL Trench hexes in ≥ 2 of the Italian 'posts' at Game End.

TOBRUK, LIBYA, 21 January 1941: The collapse of Bardia left General Graziani with only two Italian infantry divisions in Cyrenaica, 60th *Sabratha* and 61st *Sirte*. Of the 248,000 men Graziani began the campaign with, 80,000 had been lost. Following the capture of Bardia, Wavell ordered O'Connor to keep pushing for Tobruk, wanted for its water-purification plant as well as its excellent harbor. Tobruk was held by 25,000 men, including General della Mura's 61st Sirte Division, 45 light and 20 medium machine-guns, 200 guns, and ringed with anti-tank ditches, as well as two forts, Solaro and Pilastrino. There were also numerous strong-points and the Italian cruiser San Giorgio, which had run aground after being hit by RAF aircraft but which still had armament in working order. Despite orders from the top to pull troops out for Greece, O'Connor kept his Aussies moving forward in the face of supply shortfalls, worn out vehicles, and the need to use captured Italian tanks painted with the leaping kangaroo symbol. O'Connor planned to hit Tobruk from the town's southeast corner and the assault jumped off on January 21st, delayed three days by dust storms. The Italians fought back, relying on barbed wire and booby traps to augment their machine guns. Nonetheless, Italian posts began to fall, and the Australian drive picked up steam while the defenses collapsed under accurate Australian artillery fire. Once again, the Italians began to surrender. One Aussie company captured 300 men, while another hauled in 1,000 POWs, including a general. By mid-day, the 19th Brigade was moving on Fort Pilastrino, which was the headquarters of the Italian 61st Division. However, the fort turned out to be a simple collection of barrack buildings surrounded by a wall, and the Australian infantry took it quickly.