

ASL Comp

HELLFIRE PASS AND BEYOND™

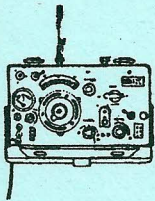
# AFRIKAKORPS

AK011

\$13.95

ASL  
Comp





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

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



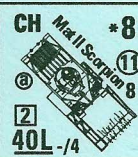
E 4-6-8



10-3



\*76LL B11



40L -/4



1PP 11

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

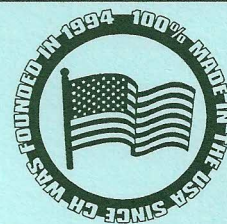
**ASLComp AFRIKAKORPS™** continues the series of desert warfare with scenario packs AK #7-12. All of the scenarios are played on the 22" x 34" desert mapsheet using new color overlays and now things are expanded to include 2-map scenarios to provide the largest desert game-play surface ever. You also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

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

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

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

[www.CriticalHit.com](http://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

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.

# SETBACK AT EL ADEM

COMMONWEALTH Sets Up First	1	2	3	4	5	6	7	8	9

Elements of the 29th Indian Infantry Brigade and 2nd South African Division set up on/north of hexrow L:

1 4-5-7 7	E 2-4-8 3	2-2-8 5	9-1 7	8-1 7	7-0 7	HMG 5PP 3 6-14 2	LMG 1PP 1 2-7 3	MTR 4PP 51 [2-11] 8	?	7 morale	CH a M10 2 2-10 3 40L AT 2	CH a M8 3 40L(8) AA 2		
CH a M11 3 3-36 2 3-63 76* MTR 4	Trench OVR, OBA: +4 Other: +2 4	Sangar 1S or Gun OVR, OBA: +3* Other: +1* 4	Foxhole 5 1S OVR, OBA: +4 Other: +2 4	MPh/RtPh: dr = MF CC: +1/-1 8	Minefield Mines 6 12 Known A-P factors	AT Mines 4 4 Known A-T factors	Dummy Minefield Mines 11 3	Elements of the 4th Armoured Brigade enter along the north edge on turn three:					CH a 18 4 4 1 37LL 2/4/2 4	CH a 13 4 4 1 37LL 2/4 2

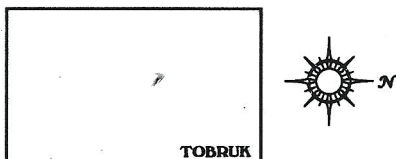
[ELR: 4]  
{SAN: 3}

Elements of the 90th Light Afrika Division and 605th Panzerjäger-Abteilung set up on /between hexrows A-G and/or enter along the south edge on/after turn one:

E 8-3-8 2	E 4-6-8 9	E 2-4-8 2	2-2-8 4	9-1 7	8-1 7	8-0 7	dm HMG 1 2PP 11 3-8 2	dm MMG 1 2PP 1 3-8 2	LMG 1PP 1 3-8 3	dm MTR 3PP 50mm 2	dm MTR 5PP 81mm 2	1PP FT X10 24-1
ATR 1PP 1-12 2	DC 1PP X12 30-1 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	CH a M10 3 50L AT 2	9-2 3

[ELR: 4]  
{SAN: 2}

MAP LAYOUT:



VARIATIONS:

- Replace the 9-1 leader in the German OB with a 9-2.
- Add a 9-1 armor leader to the Commonwealth reinforcements.

**OBJECTIVES:** The Commonwealth win immediately upon earning  $\geq 46$  CVP. The Germans win at Game End by earning  $\geq 52$  VP. In addition to CVP, the Germans are awarded VP for hex Control as follows: 1 VP per a Hillcock hex; 2 VP per Level 1 hex; 1 VP per Trench/Squad-capacity of a Foxhole hex. In the event combiantion Hillcock/Level 1 + Trench/Foxhole hexes, the VP awarded are cumulative. Prisoners do not count double for either side.

**SPECIAL RULES:**

- EC are Dry with no Wind at start. Intense Heat Haze (F11.621) and Light

- Dust (F11.71) are in effect. All Sand Dunes are Low (F7.5).
- Place overlays as follows: **S10** on P14-Q15; **Sd9** on R5-Q5; **H8** on DD6-EE7; **Sd11** on AA20-Z20; and **SH8** on GG17-GG18. Overlay SH8 contains Level 1 Hill hexes, not Hillocks. All Sand Dunes are Low (F7.5).
- No Fortifications may set up using HIP. German 8-3-8 squads and their HS are Assault Engineers (H1.22). German Guns/AFVs are considered Elite for Depletion (C8.9). Mine exchange (B28.5; B28.9) is NA.
- Starting on turn three the Germans may roll for random Air Support in the form of two '42 Stuka DB w/bombs (E7.403). These Aircraft are automatically Recalled (E7.24) after two turns in play.

**The EL ADEM box, Gazala Line, LIBYA, 27 May 1942:** In the early hours of 27 May, Rommel personally led the elements of *Panzerarmee Afrika* —the Afrika Korps, the Italian XX Motorized Corps, and the German 90th Light Afrika Division — in the brilliant but risky flank attack around the southern end of the Commonwealth lines. By mid afternoon elements of the 90th Light reached the outer ring of the defenses at the El Adem box, manned by tough soldiers of the 29th Indian Infantry Brigade and 2nd South African Division. The box was heavily fortified with trenches, wire and minefields and 90th Light would be hard-pressed to breach it without heavy engineer equipment. Nevertheless, Rommel urged his men forward to close with and destroy the enemy. His orders led to a swirling melee as Stukas roared overhead seeking to drop their deadly payloads on Commonwealth positions. Due to the thick dust and devastating AA fire, the aircraft were off the mark. Undaunted, the landers of 90th Light, supported by the 605th Panzerjäger-Abteilung, a specialized support unit, began to penetrate into enemy lines. The Commonwealth reaction was slow at first but by late afternoon resistance stiffened at the El Adem box. Fighting continued at close quarters, a nightmare for both sides, and just when the Germans seemed poised to overrun the box, the 4th Armoured Brigade arrived and was able to drive them back to the south-west. The British tankers paid dearly for their attempt to reinforce in the form of numerous losses of both Grants and Stuarts. One after another they were holed by a new weapon called “Diana”, a German field expedient that mounted a Russian 76mm gun. The “Diana” proved quite effective during the heavy fighting against the newly introduced Grants, and during the assault on El Adem. However, by 22 June 1942 when *Panzerarmee Afrika* captured Tobruk, only two Dianas were listed as operational.

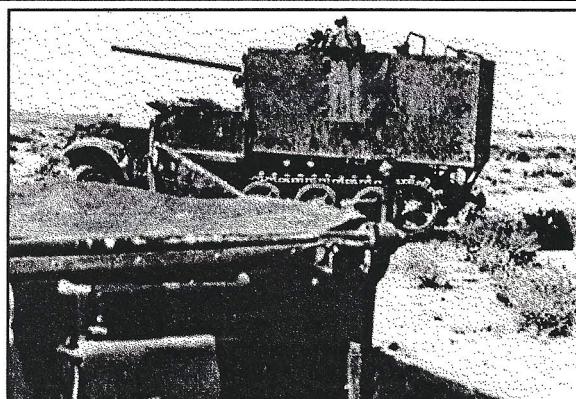


Photo Credit: National Archives

COMMONWEALTH Sets Up and Moves First  
[EXC: See SR #4]

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



Elements of the 4th Indian Division set up on/east of hexrow X with ≥ 4 squad-equivalents and ≥ 2 vehicles within 6 hexes of any whole hex of overlay W13 and ≥ 4 squad-equivalents in any whole hex of overlay V9:

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

{ELR: 3}  
{SAN: 3}



Reinforced elements of I/104th Regiment, 21st Panzer Division under Major Wilhelm Bach set up on on/between hexrows A-J (EXC: See SR #4):

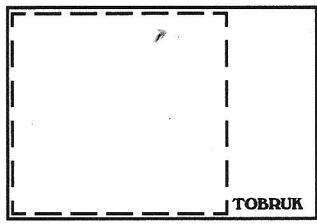
E 8-3-8 8	E 4-6-8 3	E 2-4-8 5	10-3	9-1	8-0	1-4-9	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	? 7 morale
3	2	2	12	6							2

Advance elements of the 8th Panzer Regiment enter along the west edge on/after turn three:

CH a 2 50 3/5	CH a 2 50 3/5	CH a 2 20L(4) -5/4
------------------------	------------------------	--------------------------

{ELR: 4}  
{SAN: 4}

### MAP LAYOUT:



(only hexrows A-KK are playable)

**OBJECTIVES:** The Commonwealth must Control ≥ 2 Level 5 hexes in hexrow C at Game End to win.

### SPECIAL RULES:

- EC are Dry with a Mild Breeze blowing from the west at start. Intense Heat Haze (F11.621) is in effect.
- Place overlays as follows: ESCP1 on G3-G2; ESCP2 on G11-G10; S6 on Q9-R9; SH6 on Y10-Y11; W13 on Y6-Z6; SH3 (on top) on AA9-AA10;

**Halfaya Pass, south of SOLLUM, EGYPT, 16 June 1941:** With significant armored reinforcements in hand, the result of the Tiger Convoy, Wavell pushed forward with what would be his final desert offensive as a commander, Operation Battleaxe. The attack was launched with the express goal of clearing eastern Cyrenaica of Axis forces. It was also aimed at lifting the long-standing siege of the vital Western Desert port, Tobruk. A thorn in Wavell's side stood like a sentinel along the coast: Halfaya Pass. Commanded by a humble but resolute former pastor, Bach, the commanding heights and its defender soon gave the place the infamous nickname, "Hellfire Pass". The 88mm dual-purpose gun, ably crewed and sighted from the heights, gave Bach his punch. A series of British assaults were launched, a typical action occurring on June 16, 1941, a day with temperatures that rose to more than 130 degrees Fahrenheit. Soldiers of the 4th Indian Division pushed on tenaciously, as '88' shells decimated their tank support. Eventually, the Indians captured a foothold on some high ground, and Halfaya village fell. Bach's men held on, and the pastor also hit back with local Panzer reserves in limited counter-attacks. By the 17th Allied and German troops stood where they started for the most part and Hellfire Pass continued to loom as a menace, although now isolated from the main line of the *Afrikakorps*.

### VARIATIONS:

- The Commonwealth must Control ≥ 3 hexrow C Level 5 hexes at Game End to win.
- The Commonwealth must Control ≥ 1 hexrow C Level 5 hex at Game End to win.

SH3 (on top) on W4-X4; Tr1 (on top) on H10-I11; Tr1 on Z19-AA20; Tr1 (on top) on DD21-EE22; and V9 (on top) on X19-Y20. Treat all Building hexes on overlay V9 as ground level Rubble.

- The German 10-3 Leader represents Major Wilhelm Bach. Should 'Bach' be eliminated, all German Personnel within LOS to his Location immediately take a NMC. The Germans do not suffer Captured Use penalties when firing the Italian 75/46 Guns in their OB.
- The German player may set up ≤ 3 squad-equivalents AND ≤ 1 Gun + crew AND ≤ 12 "?" counters in Wadi hexes of overlay W13. These units must set up BEFORE all British units. All whole hexes of overlay W13 are subject to a pre-game Bombardment (C1.8) [EXC: No spared hexes].

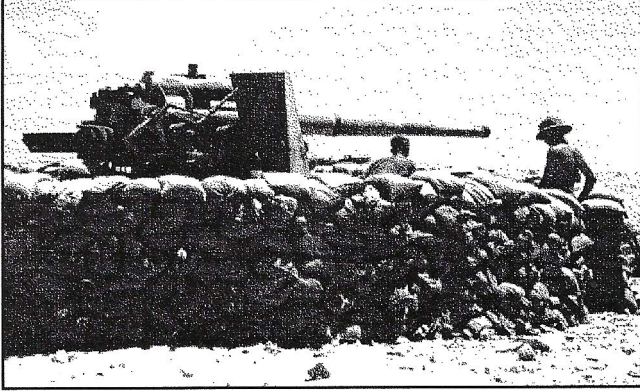


Photo Credit: National Archives

© 2010 Critical Hit!, Inc.

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



**Elements of the 7th Support Group** set up on/south of hexrow U:

E 4-5-8 7	E 2-4-8 2	2-2-8	9-1	8-1	ATR 1PP 1-12	? 7 morale 6	CH a M10 3 40L AT	Sangar 1S or Gun OVR, OBA: +3* Other: +1*	Trench OVR, OBA: +4 Other: +2
--------------	--------------	-------	-----	-----	-----------------	--------------------	----------------------	--	-------------------------------------

**Elements of the 60th Field Regiment** set up in any whole hex of overlays V9 and/or ESCP1:

1 4-5-7 6	1 2-4-7 3	2-2-8 3	10-3	8-1	8-0	HMG 5PP 3 6-14	MMG 4PP 2 4-12	LMG 1PP 1 2-7 3	ATR 1PP 1-12	CH a M8 3 88 ART	CH b 26 15 14PP	Sangar 1S or Gun OVR, OBA: +3* Other: +1*
--------------	--------------	------------	------	-----	-----	-------------------	-------------------	-----------------------	-----------------	---------------------	--------------------	--



[ELR: 3]  
{SAN: 3}

**Elements of the 2nd RTR, 4th Armoured Brigade** enter on turn three along the south/east edge on/between hexes SS15-QQ1:

CH a 15 40L 2*/4	CH a 18 40L 2*/4	9-1
---------------------	---------------------	-----

**Elements of the 22nd Armoured Brigade** enters on turn five along the east edge on/south of hexrow Y:

CH a 9 40L -/4	CH a 18 40L 2*/4
-------------------	---------------------



**Elements of the 21st Panzer Division** enter on turn one along the north edge:

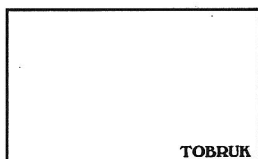
E 4-6-8 12	1 4-6-7 4	2-2-8 4	9-2	9-1	8-1	8-0	1-4-9	dm HMG 1 2PP 3-8	dm MMG 1 2PP 3-8	LMG 1 3-8 6	ATR 1PP 1-12 2	Radio 1PP 8
---------------	--------------	------------	-----	-----	-----	-----	-------	---------------------	---------------------	-------------------	----------------------	----------------

Enter on/after turn two along the north edge and/or on/after turn four along the west edge:

CH a M12 3 37L AT	CH a M10 3 50L AT	CH a M4 2 88L AA	CH a 28 T7 21PP	CH a 17 T-4 19PP	CH a 14 1 75* 3/5	CH a 14 1 75* 3/5	CH a 13 2 50 3/5	CH a 13 2 50 3/5	9-2	9-1
----------------------	----------------------	---------------------	--------------------	---------------------	----------------------	----------------------	---------------------	---------------------	-----	-----

[ELR: 4]  
{SAN: 2}

## MAP LAYOUT:



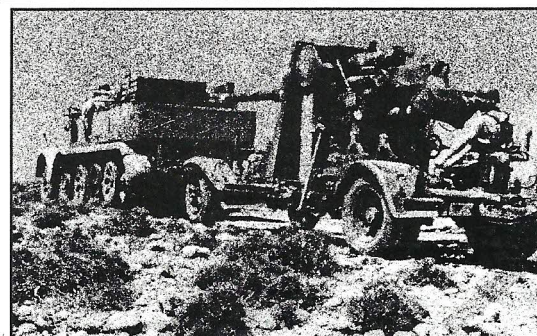
**OBJECTIVES:** The side that earns the most VP at Game End wins. In addition to CVP, VP are earned as follows: 5 VP for Control of each Level 1 hex on overlay SH8; 3 VP for each Tr1 overlay hex south of hexrow EE that is within normal range and LOS of  $\geq 1$  Good Order squad-equivalent; 2 VP for Control of each building/tower hex on overlays G5/V9.

## SPECIAL RULES:

- EC are Dry, with no wind at start. Light Dust (F11.71) is in effect.
- The Germans receive one module of 88mm OBA (HE only).

**SIDI REZEGH, LIBYA, 22 November 1941:** As the day dawned on 22 November the 7th Armoured Division Support Group saw a large group of enemy vehicles, including 80 tanks, assembling to the north. Brigadier 'Jock' Campbell was with 60th Field Regiment at this time as they were short of both officers and men. Campbell helped turn the trails of the guns to meet the new attack. The 25-pdrs of the 60th Field Regiment engaged the German tanks and the fire was such that they dispersed, but they soon recovered and fired back. At 0900 hours, the twelve remaining tanks of 2nd RTR made a spirited attack led by Brigadier 'Jock' Campbell in his vehicle, with his blue scarf flying as flag, but the Germans wheeled into line and met this assault, causing the British to withdraw. Heavy fighting broke out all around the airfield, with German tanks coming from the west, engaging the Support Group, while German infantry attacked the escarpment. Brigadier Campbell was seen perched on the wing of derelict Italian aircraft directing the fire which was landing on the main road to the airfield. In return the German artillery did all they could to knock out the British artillery observation posts. Just after 1300 hours the German tanks withdrew at high speed to the high ground to the west, before turning and attacking the flank and rear positions of 2nd Rifle Brigade. Any anti-tank weapons the Riflemen had were ineffective and soon 'B' Company, 2nd Rifle Brigade was involved in the fighting. As the attack continued 'A' and 'C' Companies, 1st KRRC were overrun, though one platoon did hold out until dusk.

Photo Credit: National Archives



## VARIATIONS:

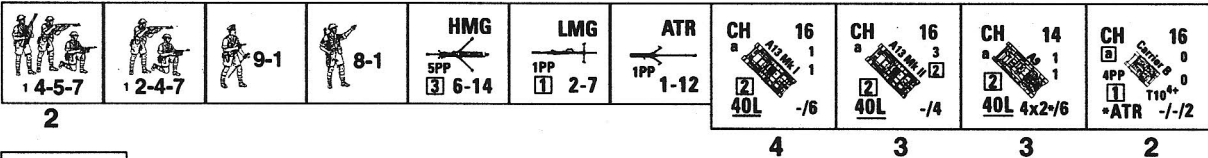
- Replace the 9-1 armor leader in the German OB with a 10-2.
  - All British reinforcements may enter one turn earlier than listed.
3. Place overlays as follows: S10 on G7-H7; Tr1 on J17-J18; Tr1 on J8-J9; Tr1 (on top) on J1-J2; V9 (on top) on K15-K14; ESCP1 on U3-U2; SH8 on Z14-Z13; W14 on FF17-GG17; SH3 on II12-II13; SH3 on MM19-MM18; G5 on JJ15-II16; Tr1 (on top) on FF12-GG13; Tr1 (on top) on JJ12-JJ13; and Tr1 (on top) on JJ3-JJ4. All buildings have a ground level only [EXC: the building in hex HH15 is a Tower (B34.2)].
4. The British 10-3 Leader represents Brigadier 'Jock' Campbell. He may apply his Leadership DRM to To Hit attempts by any Gun in his Location or by any CE British AFV in LOS and within 6 hexes (even if 'Jock' Campbell is a Passenger in a moving vehicle). All other rules for fire direction apply normally.

# THE "BENGHAZI HANDICAP"

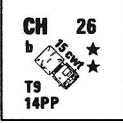
AK #87

◎ BRITISH Moves First	1	2	3	4	5	6	7	8	9
-----------------------	---	---	---	---	---	---	---	---	---

**Elements of the British Western Desert Force enter along the north edge on/after turn one as per SR #2:**



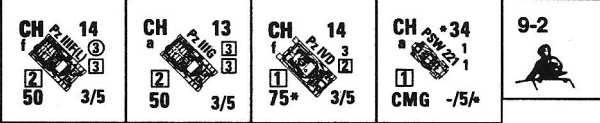
2



3

[ELR: 3]  
{SAN: 2}

**Elements of the 5th *Leichte* Division enter along the south edge on/after turn one as per SR #3:**

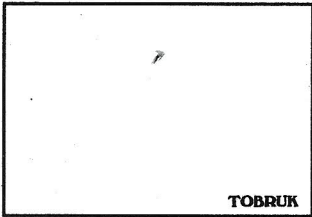


4

3

[ELR: NA]  
{SAN: 2}

**MAP LAYOUT:**



**VARIATIONS:**

- ⊕ Add a 9-1 armor leader to the German OB.
- ◎ Increase British SAN to 4.

**OBJECTIVES:** The side that earns the most Victory Points at Game End wins. The British receives EVP (only; they do not receive CVP) for exiting units from the south edge. The German receives CVP (only) normally. The British win immediately if ALL German AFVs are eliminated/Recalled or have no functioning MA.

**SPECIAL RULES:**

1. EC are Dry, with no wind at start. Light Dust (F11.71) is in effect.
2. No more than FIVE British vehicles may enter on any turn.
3. No more than HALF of the German AFVs may enter on turn one.
4. Place overlays as follows: **S5** on L8-M9; **SH6** on Q10-Q9; **D4** on O15-O16; **S6** on DD7-CC8; **SH8** on FF11-FF12; and **S10** on CC16-DD16.

**South of MECHILI, LIBYA 5 April, 1941:** Following a show parade of Panzers in Tripoli (during which the same tanks circled around the block to appear greater in numbers) Rommel promptly made his presence in North Africa known on the field of battle. Despite being ordered by Berlin to await the arrival of the 15th Panzer Division prior to launching offensive operations, Erwin Rommel attacked with the limited forces at his disposal and caught the British completely by surprise. As author Paul Carrell stated in *Foxes of the Desert*, 'the war began to breathe again'. Breathe it did, as the fort of El Agheila fell to Steich's 5th Leichte on 24 March 1941 and the Allies withdrew 30 miles to the Arab village of Mersa el Brega. Rommel's impetuous action touched off a series of events that would come to be known as the "Benghazi Handicap" due to the speed at which events unfolded... and the British retreated before Rommel's panzers. On 5 April retreating British elements of the Western Desert Force fell back on Mechili, unaware that enemy tanks were converging on the town from three sides. Cut off from their supply lines, tanks of the British 2nd Armored Division were dispersed and cut up piecemeal by German tank gunners. Before the "Benghazi Handicap" was over, 2nd Armoured was to leave the majority of its tanks as burnt out hulks across the Western Desert.



Photo Credit: National Archives

© 2010 Critical Hit!, Inc.

<b>III ITALIAN Sets Up First</b> <b>⊙ BRITISH Moves First</b>	1	2	3	4	5	6	7	8
--	---	---	---	---	---	---	---	---



Elements of the 51st Highland Division set up on/east of hexrow FF:

E 6-4-8 4	E 4-5-8 7	1 4-5-7 6	E 2-4-8 2	9-1	8-1	8-0	<b>HMG</b> 5PP 3 6-14	<b>MMG</b> 4PP 2 4-12	<b>LMG</b> 1PP 1 2-7	<b>ATR</b> 1PP 1-12	<b>4PP MTR</b> 2 51 [2-11]	<b>CH</b> <b>Mine</b> <b>+8</b> 2 40L -/4
--------------	--------------	--------------	--------------	-----	-----	-----	-----------------------------	-----------------------------	----------------------------	---------------------------	-------------------------------	--

Elements of the 1st Armoured Division enter on/after turn one along the east edge:

<b>CH</b> <b>Mine</b> <b>13</b> 875 B11 37LL 2/4	<b>CH</b> <b>Mine</b> <b>15</b> 1 57L -/4	<b>CH</b> <b>Mine</b> <b>14</b> 1 75 2/4	<b>CH</b> <b>Mine</b> <b>13</b> 1 75 2/4
---	--	---	---

{ELR: 4}  
{SAN: 2}



Elements of the Trento Division set up on/west of hexrow AA:

1 3-4-7 8	1 3-4-6 6	E 2-4-7 3	2-2-7 4	8-1	8-0	7-0	<b>HMG</b> 5PP B11 3 6-12	<b>MMG</b> 4PP B11 2 4-10	<b>LMG</b> 1PP B11 1 2-5	<b>ATR</b> 5PP 20L 2 1-12	<b>4PP MTR</b> 2 45+ [2-13]	<b>?</b> 7 morale 12
--------------	--------------	--------------	------------	-----	-----	-----	---------------------------------	---------------------------------	--------------------------------	---------------------------------	--------------------------------	----------------------------

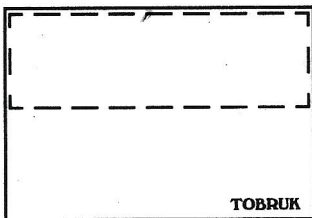
<b>CH</b> <b>Mine</b> <b>M12</b> 3 47 AT	<b>CH</b> <b>Mine</b> <b>M10</b> 3 50L AT	<b>CH</b> <b>Mine</b> <b>M11</b> 3 (3-102) MTR	<b>Trench</b> OVR, OBA: +4 Other: +2	<b>Sangar</b> 1S or Gun OVR, OBA: +3 Other: +1*
---	--	---	--	--

Mine and Wire set up on/between hexrows CC/EE [EXC: Mine/Wire counters may not set up in Shellhole hexes]:

<b>Minefield</b> Mines 6 12 Known A-P	<b>Dummy Minefield</b> Mines 6 6	<b>MPh/RtPh:</b> dr = MF CC: +1/-1 7
---	---	---

{ELR: 2}  
{SAN: 4}

### MAP LAYOUT:



(only hexes numbered ≤ 12 are playable)

### VARIATIONS:

- III Increase Italian ELR to 3.
- ⊙ The British win if they earn ≥ 16 more VP than the Italians at Game End.

### 1. SPECIAL RULES:

- EC are Dry, with no wind at start. Moderate Dust (F11.72) is in effect. Night Rules (E1.) are in effect. There is a Full Moon with No Clouds, and the Initial Base NVR is 6.
- British 6-4-8/3-4-8 MMC are Sappers (B28.8).
- Captured Use Penalties are NA for Italian use of the German PaK 38 in the Italian OB.
- The British receive one module of 88mm OBA (HE & Smoke).
- Place overlays as follows: W14 on H7-G7; SH3 on DD10-CC11; and SH6 on EE2-EE3.
- Known A-P Mines may be exchanged for A-T Mines.

**South of EL ALAMEIN, EGYPT, 24 October, 1942:** Rommel added depth to his defenses at El Alamein by creating two belts of mines which were connected at intervals to create boxes which would restrict enemy penetration and deprive British armour of room for maneuver. The front face of each box was lightly held by battle outposts and the rest of the box was unoccupied but sowed with mines and buried shells, anything that could be rigged to explode. The main defensive positions were built to a depth of at least 2 kilometers behind the second mine belt. Rommel's men laid around half a million mines (some of which remain a threat to civilians to this day), mostly Teller anti-tank mines with some S-mines mixed in. These became known to the Germans as *Teufelgarten*. In order to lure enemy vehicles into the minefields, the Italians had a trick of dragging an axle and tyres through the fields using a long rope to create what appeared to be well-used tracks. Most of the British troops made it through the minefields only to encounter stiff Italian resistance. The heavily outnumbered Italians were eventually overcome, but the British had been held long enough for the German 15th Panzer Division to mount a riposte. German, Italian and British suffered heavily. The losses of the latter, however, were part and parcel of Monty's master plan. Those of the former, simply part of the avalanche of an impending disaster that would end forever German hopes of a swastika-adorned flag ever flying over Alexandria and Cairo.

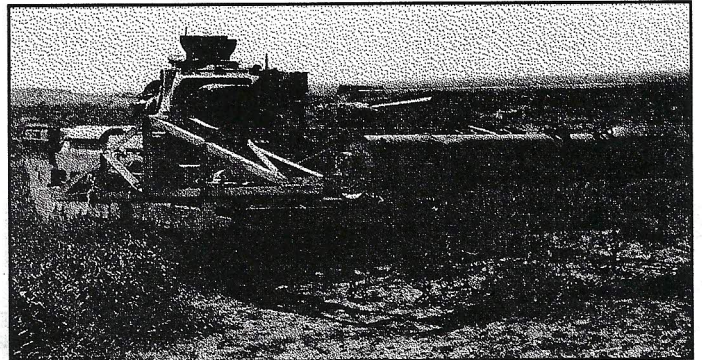




Photo Credit: National Archives













# DAY OF HIGH DANGER




AK #89

⊙ AUSTRALIAN Sets Up First	1	2	3	4	5	6	7	8
⊕ GERMAN Moves First								



**Elements of 'B' Company, 2/32, 9th Australian Division set up in hexes numbered  $\geq 8$  and  $\leq 24$  (see SR #2):**

 E 4-5-8 7	 E 2-4-8 2	 2-2-8 3	 9-2	 8-1	 1-4-9	 4PP 2 4-12	 1PP 1 2-7	 1PP 1-12	 7 morale 8	 M11 (6-36) 2 (3-63) 76* MTR	 M10 3 40L AT
---	---	---	--	--	--	--	--	--	--	--	---


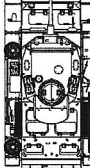
 M10 3 57L AT	 Foxhole 5 1S OVR, OBA: +4 Other: +2 3	 Trench OVR, OBA: +4 Other: +2 6
---	--	---











**Elements of the 40th Royal Tank Regiment enter on/after turn four along the east edge:**

 M10 3 40L -/4	 9-1
--	--

[ELR: 4]  
{SAN: 3}

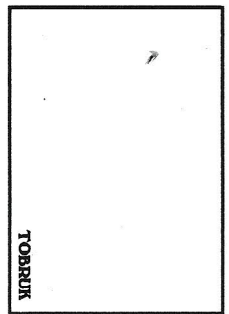
**Elements of the 21st Panzer Division enter along the west edge on turn one:**

 E 4-6-8 3	 1 4-6-7 2	 9-2	 8-1	 1-4-9	 1PP 1 3-8 2	 M10 2 75L 3/5	 M10 3 50L 3/5	 M10 3 75* 3/5	 M10 5 T7 15PP AAMG -/-/3
---	---	--	--	--	--	--	---	--	--

[ELR: 4]  
{SAN: 3}

**MAP LAYOUT:**



**VARIATIONS:**

- ⊕ Add a 9-1 armor leader to the German OB.
- ⊙ Increase British SAN to 4.

**SPECIAL RULES:**

- EC are Dry, with no wind at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: **D42** on GG4-HH4; **HM1** on R8-R7; and **S10** on DD18-EE19. The British may set up  $\leq 2$  MF8 overlays within their set up area. Each whole hex of each MF8 overlay is considered to have Wire and a 6 factor Known A-P Minefield in it.

**OBJECTIVES:** The Germans win at Game End if there are no Good Order British MMC/mobile AFVs with functioning MA in any Level 1 or higher hex of overlay HM1 OR deir Location of overlay D42.

**10 miles west of ELALAMEIN, EGYPT, 31 October 1942:** As the 9th Australian Division advanced westwards, a German-held salient in the north projected into its lines. To hold Rommel's attention, it was decided that the division would advance northward to the sea to pinch out the salient. After heavy fighting, they were stopped just short of the coast, leaving a narrow tapering salient running north to south. At 1230 hours, elements of the 21st Panzer Division attacked, hoping to eliminate the threat. Advance elements of the 21st Panzer Division soon overran 'B' Company of the 2/32nd Battalion, destroying it as a fighting force, but then Valentines from the 40th Royal Tank Regiment intervened, hoping to stop the slaughter. By day's end, the 40th RTR had driven the 21st Panzer Division from the field, but had lost 25 tanks in the process. October 31, 1942 is recalled by those who survived it as a day of "High Danger".



Photo Credit: National Archives

© 2010 Critical Hit!, Inc.












# DJEBEL EL RHAR HOLDOUTS


AK #90

☩ GERMAN Sets Up First ○ BRITISH Moves First	1	2	3	4	5
---	---	---	---	---	---

**Elements of the 2nd Coldstream Guards set up in Level 0 and/or Level 1 hexes:**
















 E 4-5-8 9	 E 2-4-8 9	 9-2 9	 8-0 9	 7-0 9	 1-4-9 9	 LMG 1PP 2-7 3	 MTR 4PP 51 [2-11] 2
---	---	---	---	---	---	--	---




[ELR: 3]  
{SAN: 3}


**Elements of the 754th Regiment set up in Level 2 and/or higher hexes:**



 1 4-6-7 6	 E 2-4-8 6	 2-2-8 6	 9-1 6	 8-1 6	 1-4-9 6	 HMG 4PP 7-16 3	 LMG 1PP 3-8 2	 MTR 5PP [2-13] 50* 3	 ? 7 morale 8	 CH M11 3 [2-60] 81* MTR 4	 Foxhole 5 1S OVR, OBA: +4 Other: +2 4
---	---	---	---	---	---	---	---	---	---	---	--

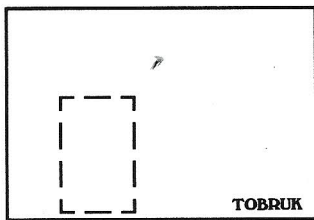
**Trench**  
OVR, OBA: +4  
Other: +2





[ELR: 4]  
{SAN: 4}

**MAP LAYOUT:**



(only hexes numbered ≥ 8 and ≤ 23 on/between hexrows H-R are playable)

**VARIATIONS:**

- ☩ Replace the 9-1 leader in the German OB with a 10-2.
- Increase British SAN to 4.

**OBJECTIVES:** The British must earn more VP than the Germans at Game End. In addition to CVP, Victory Points are earned as follows: Control of each Level 3 hex: 1 VP; Control of each Level 4 hex: 4 VP.

**SPECIAL RULES:**

1. EC are Moderate, with no wind at start.
2. Place overlays as follows: HM1 on P11-P10.

**LONGSTOP HILL, TUNISIA, 24 December, 1942:** The second Allied attempt to drive on Tunis required the capture, in advance, of several key jump-off positions. Most important was securing Longstop Hill, just north of Medjez el Bab. Longstop rises to more than 900 feet, is marked by a succession of knolls, and dominates the Medjerda River valley. Yet importantly, after the highest point of Longstop, Point 290, there is a second, only slightly lower hill called Djebel el Rhar, separated from the rest of the hill by a ravine. Longstop was to be taken during the night of December 22-23 by a reinforced company of the 2nd Battalion, Coldstream Guards. After securing Longstop, the Coldstreams were to hand it over before dawn to the 1st Battalion, US 18th Infantry and hurry back to Medjez el Bab in order to join in the main phase of the move on Tunis. But the Guards were not aware of the second, lower hill. The British troops advanced through heavy rain which continued throughout the night. They secured Longstop as far as Point 290, driving the green men of the German 754th Regiment before them. Facing counter-attacks elsewhere and believing he held all of the hill, the British commander halted the advance. A very confused relief put the Americans of the US 18th Infantry in charge of Point 290 without either of the Allies noticing that Djebel el Rhar was still held by the enemy. The next day heavy German counter-attacks drove the Americans off of 290, and American efforts to retake the position were stopped. Finally the Allies had to recall the Coldstream Guards to retake Longstop. Tired from marching and counter-marching in the mud, they gallantly slogged back up the hill behind a supporting barrage. But exhaustion and German preparation were too much to overcome, and Longstop remained firmly in German hands for days longer.

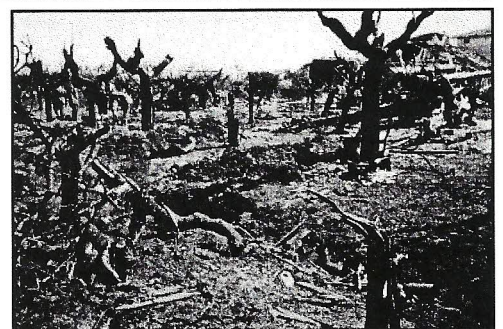


Photo Credit: National Archives


© 2010 Critical Hit!, Inc.








# ED DUDA KNIGHTS


AK #91

III ITALIAN Sets Up First ● COMMONWEALTH Moves First	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

**Elements of 24 Battalion, 6 New Zealand Brigade set up in hexes numbered ≥ 21:**










 E 4-5-8 11	 E 2-4-8 3	 10-2	 9-1	 8-1	 7-0	 1-4-9	LMG 1PP 2-7 4	MTR 4PP 51 [2-11] 3
--	---	---	--	--	--	--	---------------------	---------------------------




[ELR: 4]  
{SAN: 2}

**Elements of the 9th Bersaglieri set up in hexes numbered ≤ 19:**



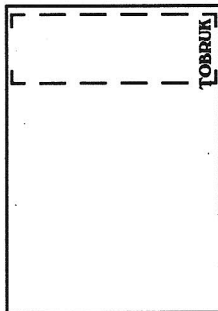
 E 4-4-7 5	 1 3-4-7 6	 2-2-7 2	 9-1	 8-1	 7-0	MMG 4PP B11 4-10 2	LMG 1PP 2-5 B11 1 3	MTR 4PP 45* [2-13] B11	? 7 morale 8	CH M12 47 AT 2	Trench OVR, OBA: +4 Other: +2 3
---	---	---	--	--	--	-----------------------------	------------------------------	------------------------------	--------------------	-------------------------	--



**Sangar**  
1S or Gun  
OVR, OBA: +3\*  
Other: +1\*  
6

[ELR: 2]  
{SAN: 3}

**MAP LAYOUT:**



(only hexrows MM-RR are playable)



**VARIATIONS:**

- III Replace the 9-1 leader in the Italian OB with a 9-2.
- Add a HMG to the Commonwealth OB.

**1. SPECIAL RULES:**

- EC are Dry, with no wind at start. Night Rules (E1.) are in effect. The Initial Base NVR is 2 hexes.
- Place overlays as follows: **ESCP1** on MM23-MM24.  
Note: This scenario may be played entirely on the ESCP1 overlay.

**SIDI REZEGH, LIBYA, 26 November 1941:** Operation Crusader was boiling around the Sidi Rezegh area, and General Freyberg's New Zealand 6th Brigade was dangerously exposed. The Kiwis were perched on the Sidi Rezegh ridge and airfield, sandwiched between the German Infantry Regiment 155 on the next ridge to the south and the 9th Bersaglieri and Trieste Division to the north and west. Beyond the Italians lay the 4th New Zealand Division, more Italians, then finally the British forces that had recently broken out of the Tobruk perimeter. For Operation Crusader, the key to this 'sandwich' situation was the Ed Duda position, held by Trieste. British plans for November 26 called for the link-up to be completed. Accordingly, units of 1st Essex and 32nd Tank Brigade took the Ed Duda feature just to the northwest during the day. Meanwhile, Freyberg held a brigade conference in the open desert, with each officer flat on his stomach with maps spread in front of him to avoid the usual intense enemy fire upright movement attracted. Once again the Kiwi plan was for a straight-forward night attack, westward along the crest of the Sidi Rezegh escarpment. Bayonets fixed, the 24th and 26th Battalions set out at 2300 hrs, weary but glad not to be "spending the night shivering in shallow holes". The night was so dark that the Kiwi platoons were forced to travel in close formation to maintain contact. The defending Bersaglieri opened fire at close range, filling the air with tracers and flares, firing AT guns, mortars and machine guns at short range. Grenades burst among the tightly-packed attackers, who responded with Bren guns and rifles. The Bersaglieri fought with skill and nerve, keeping their guns in action to the last, but were shown no mercy by the determined Kiwis, who cleared every position with grenades and bayonets. Survivors of the attack described this fight as "the hardest, bloodiest and most deadly ever staged by our unit". And although successful, re-taking the Sidi Rezegh escarpment was even more costly than the fight for Point 175 only three days earlier.



Photo Credit: National Archives

© 2010 Critical Hit!, Inc.