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EL GUETTAR STAKES™

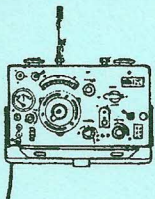
AFRIKAKORPS

AK012

\$13.95

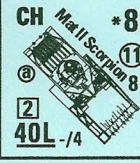
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At left, the new Italian radio counter art used in the scenarios found in the collection of **ASLComp AFRIKAKORPS™**. We think detailed artwork is fun... and matters!

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.

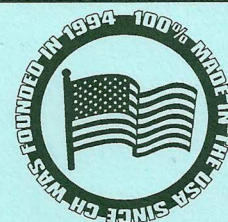
Each **ASLComp AFRIKAKORPS™** scenario pack AK #8-12 contains the following components:

- 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.

+ GERMAN Moves First	1	2	3	4	5	6	7	8
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Reinforced elements of the 6th Battalion, West Kent Regiment enter on turn one along the east edge:

1 4-5-7 8	1 2-4-7 4	9-1	8-1	8-0	7-0	3PP 88 3	1PP 2-7 2	2PP 51mm	1PP 8	16 4PP 1 T10+ BMG 2/-	28 B11 15(G) -/4
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[ELR: 3]
{SAN: 2}

CH 26
b 15mm
T9 14PP
4

Elements of Witzig's Fallschirmponier Battalion, XI Fliegerkorps enter on turn one along the west edge:

E 8-3-8 7	E 5-4-8 2	10-3	9-1	8-1	1-4-9	2PP 3-8 1	1PP 3-8 4	1PP 1-12	1PP X12 30-1 3	28 T7 21PP CH Opal elite	26 T5 26PP CH elite
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Attached panzer support enter along the west edge on turn two or later:

CH 14 8-1
75L 3/5

Local reinforcements enter along the west edge on turn three or later:

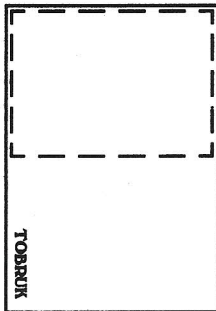
2-2-8

CH 10
3 20L AA

CH 28
T7 21PP
CH Opal elite

[ELR: 4]
{SAN: 2}

MAP LAYOUT:



(only hexrows A-V are playable)

VARIATIONS:

- + German Pz IVF2 reinforcements may enter on turn one.
- o German Pz IVF2 reinforcements may not enter earlier than turn three.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: Tr1 on K25-K24; Cr1 (on top) on K16-L15; Tr1 (on top) on N14-O14; Tr1 on K9-K8; V9 (on top) on L5-L4; S10 on G13-H13; SH6 on I17-I18; HM2 on O18-N18; SH8 on Q9-Q10; and SH3 on H10-H11.
- German 8-3-8/3-3-8 are Assault Engineers and Sappers (H1.22-.23).
- The British receive one module of 88mm OBA (HE & Smoke). No SR/FFE may be placed prior to turn four.

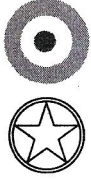
Near JEBEL ABIOD, TUNISIA, 17 NOVEMBER 1942: Major Rudolf Witzig's Fallschirmponier Battalion, of the XI Fliegerkorps, were among the Fallschirmjäger rushed to Tunisia in November 1942. Consisting of elite pioneers, they, along with two battalions of the 5th Fallschirmjäger Regiment, were rushed into action to stop the Allies from seizing Tunis. Witzig's pioneers were involved in some of the first fighting with the Allies on 17 November when they clashed near Jebel Abiod. They were heading to secure Tabarka when they encountered a British force pushing eastwards. The British force consisted of the 6th Battalion, West Kent Regiment, a troop of armoured cars, machine-gunners of the Northamptonshire Regiment and a battery of 25pdrs. Witzig's battalion was motorized in trucks and supported by a number of Panzer IVs. The British armoured cars spotted the approaching Germans and reported the German presence to the British column. The British forces quickly dug in and prepared for the approaching German force. The Panzers probed forward and the West Kent anti-tank gunners held off until the tanks were a mere 200 yards away before opening fire. The anti-tank guns were soon joined by artillery and machine-guns. Eight Panzers were knocked out during the first few minutes and Witzig's force was stunned and brought to a halt in a relatively open area. Witzig soon rallied his forces and the Fallschirmjäger pioneers leaped from their trucks and advanced on the British. They soon took up positions in cover and ground folds and returned fire on the West Kent positions around the east side of the Jebel Abiod village. The Fallschirmjäger brought forward a 2cm FlaK 38, which proved quite effective until it was silenced by the 25pdrs. Fighting continued until nightfall, but neither force had the upper hand. The British held the village on the crossroads, while Witzig's men held the high ground.



Photo Credit: National Archives

SEQUENTIAL Set Up GERMAN Moves First	1	2	3	4	5	6	7
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Elements of 1st Battalion, US 18th Infantry Regiment [ELR: 3] set up first in any Level 3 or higher hexes numbered ≤ 8:



6-6-6	3-4-6	9-1	7-0	1-4-9	MMG 3PP 2 4-10	M2 MTR 5PP (3-6) 3 60+
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4

Elements of the Coldstream Guards [ELR: 4] set up last in hexes numbered ≥ 21:



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

3

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

Elements of the 754th Regiment set up second in hexes numbered ≥ 10 and ≤ 18:



4-6-7	2-2-8	9-2	8-0	1-4-9	HMG 4PP 3 7-16	LMG 1PP 1 3-8	CH M11 81* MTR 3 (2-60)	Trench OVR, OBA: +4 Other: +2
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6

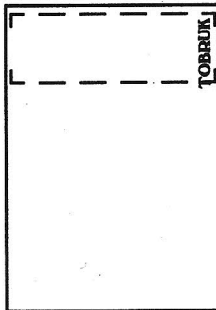
2

4



[ELR: 3]
{SAN: 4}

MAP LAYOUT:



(only hexrows MM-RR are playable)



VARIATIONS:

- The Allies must Control ≥ 2 more Level 3/4/5 hexes than the Germans at Game End to win.
- The Germans must Control ≥ 2 more Level 3/4/5 hexes than the Allies at Game End to win.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
 - Place overlays as follows: ESCP1 on MM23-MM24.
- Note: This scenario may be played entirely on the ESCP1 overlay.

OBJECTIVES: The side that Controls the most Level 3/4/5 hexes at Game End wins.

POINT 290 ON LONGSTOP HILL, TUNISIA, 24 December 1942: After the British commander halted the Coldstream Guards attack on Longstop, the soldiers of 1st Battalion, 18th Infantry Regiment moved out to take over British positions. All according to plan. However, the plan had failed to note German overwatch positions on the nearby Point 243. Worse, the relief was delayed and the British withdrew before all of the positions held by them were reached by the approaching Americans. The next day, just as the Americans noticed they held only part of the hill, a spirited German counter-attack came in, pushing the Yanks off Point 290 by 1500 hours. An hour later the 1st Battalion struck back, with support from British artillery. By then German resistance on Point 290 had coalesced and the attack was beaten back. The Coldstream Guards were ordered to halt in their tracks and march back to Longstop Hill, with their American allies still holding out. Point 290 was finally cleared, again, and the tired Guardsmen turned to take the previously ignored Djebel el Rhar. The attack had already lost its impetus and the effort was unsuccessful. The Coldstream Guards found themselves once again in possession of a part of Longstop Hill. The next day another German counter-attack came in from both flanks of Longstop, driving all Allied troops off the hill.



Photo Credit: National Archives

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LANCERS ALONE

#94

GERMAN Sets Up First	1	2	3	4	5	6
	BRITISH Moves First					

Elements of the 26th Armoured Brigade enter on turn one along the west edge:

CH
 14
 75
 3

CH
 10
 57L
 2

8-1

[ELR: NA]
{SAN: 2}

Elements of Kampfgruppe Fullreide set up in hexes numbered ≥ 16 :

2-2-8
 2

8-1

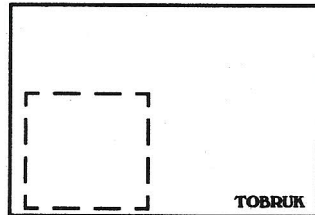
CH
 M4
 88L AA
 2

CH
 M10
 50L AT
 2

Trench
 OVR, OBA: +4
 Other: +2

[ELR: 3]
{SAN: 3}

MAP LAYOUT:



(only hexes numbered ≥ 11 in hexrows D-U are playable)

VARIATIONS:

- German units may set up in hexes numbered ≥ 10 .
- Replace the 8-1 armor leader in the British OB with a 9-2.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place overlays as follows: **Tr1** in L25-L24; **Tr1** (on top) in L16-L15; **R3** in H12-H13; **H35** in G16-H16; **S4** in U18-U17; **H8** (on top) in Q14-R14; and **H21** (on top) in R19-S20.

FONDOUK PASS, TUNISIA, 9 April 1943: Shortly after its arrival in Tunisia, Schutzen Regiment 961 was assigned to Kampfgruppe Fullreide. The newly arriving German soldiers would soon find themselves in action against the British in the Fondouk area, while the bulk of the Axis forces of 1st Italian Army were in full retreat. In the midst of Axis chaos, the British 6th Armoured Division was ordered to roll through Fondouk Pass and intercept retreating enemy forces. No delay would be allowed, including any time for a typical reconnaissance. Men of the 17/21st Lancers, in the van of the division, sensed they were being sent on a death ride. The tankers headed into the valley two squadrons abreast and totally unsupported. They soon blundered into German minefields. Amidst the confusion, enemy anti-tank guns of Kampfgruppe Fullreide began picking off one tank after another. In a matter of minutes almost three dozen tanks were reduced to flaming hulks. The sacrifice of the Lancers would play a role in the successful interception of the rear-guard of the 10th Panzer Division. They did not succeed in their original assignment, interception of the bulk of 1st Italian Army.



Photo Credit: National Archives

ITALIAN Sets Up First AMERICAN Moves First	1	2	3	4	5	6	7	8	9
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Elements of *Gruppo Venturi* set up on/north of the line X25-X16-SS6 with all Italian vehicles in a Road hex (including Cycles, which must all have Riders):

10 E 4-4-7	3 E 2-4-7	2 2-2-7	9-2	8-1	7-0	HMG 5PP B11 3 6-12	MMG 4PP B11 2 4-10	LMG 1PP B11 1 2-5	? 7 morale	CH 10 SMV 90/53 3 1 90L 8	CH 14 L40 Tr Mun 3 1 AAMG -1/2
CH 30 B11 1 20L(4) 2/2	CH 12 M41 Com 3 -BMG 2/-	28 -1 OPP									

[ELR: 3]
{SAN: 4}

Elements of the 3rd Battalion, 15th Infantry Regiment set up ≥ 4 hexes from the Italian set up line and/or enter along the south edge on turn one:

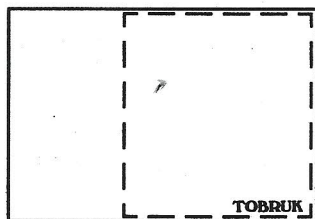
12 1 6-6-6	4 2 5-4-6	2 1 3-4-6	9-2	8-1	8-0	7-0	1-4-9	HMG 50 cal. 5PP 3 8-16	MMG 3PP 2 4-10	BAZ 43 1PP x10 8-4	M2 MTR 5PP 3-65 3 60+	Radio 1PP 8
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Elements of the Regimental Cannon Company enter on turn one along the south edge:

CH 19 M41 Com 3 1 75

[ELR: 3]
{SAN: 4}

MAP LAYOUT:



(only hexrows P-SS are playable)

VARIATIONS:

Add an M8 AC to the at-start American OB.

Add a third SMV 90/53 + L/40 Tr. Mun. to the Italian OB.

are Paved Roads. Double the movement cost (including VCA changes) for vehicles in non Road hexes.

4. L/40 Tr Mun AFVs must be used as ammo vehicles for the SMV 90/53 (see SMV 90/53 vehicle note and E10; the L40 Trans are used as ammo vehicles for the 90/53s instead of the usual SMV 47/32s required by Note 16).

5. To represent the sighting instruments and the fire control data being fed to the battery of SMV 90/53 AFVs by attending M/41 Com AFVs use the following rule: Any To Hit attempt by a SMV 90/53 against a target which is also in the LOS of a Good Order + CE M/41 Com ≤ 2 hexes from the firing SMV uses Black TH #.

6. In the event ALL SMV 90/53 have been eliminated/Recalled, any remaining M/41 Com. and L/40 Tr Mun AFVs are immediately Recalled (D5.341), even if immobilized.

FAVAROTTA, SICILY, 11 July 1943: After stopping the Axis counter-attack on the day of the invasion, American units started moving inland. This was not always an easy task. The terrain of Sicily was mountainous and only traversable along a few roads. On July 11, the objective of the 15th Infantry was the encirclement of Campobello. Under Colonel Johnson's plan of attack, the 3rd Battalion would move directly up Highway 123 to capture the high ground west of the town. Meanwhile, in the vicinity of Favarotta, Colonel Venturi, commander of the 177th *Bersaglieri* Regiment, finding some scattered remnants of other units, organized them into a tactical group with his regiment and ordered a counter-attack down the same highway, with the goal of re-capturing Licata. The two forces were fated to meet. In sight of Favarotta, the lead elements of the 15th ran into Group Venturi, which was moving on its objective. For four hours the American and Italian soldiers battled amidst the mountainous terrain around the town. American artillery pounded the defenders, scoring with great effect on the enemy armor and artillery. Colonel Johnson of the 3rd Battalion ordered three half-tracks of the Cannon Company forward to lend support. They did, with difficulty, due to the return fire from Italian 90mm guns. Running the gauntlet on a tortuous road, the 75mm gun-armed half-tracks made it, and lent their firepower to the outcome as the Italian defenses were overwhelmed and forced to withdraw.

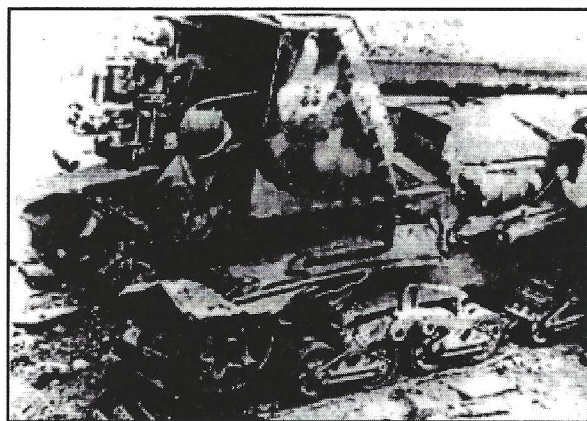

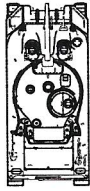



Photo Credit: National Archives | Original Design: Rick Troha

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☆ AMERICAN Sets Up First ☩ GERMAN Moves First	1	2	3	4	5	6	7
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Elements of Combat Commands B and C, 1st Armored Regiment, 1st Armored Division set up in Motion ≤ 6 hexes from hex M13:


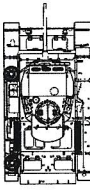




CH 75 1	13 2/4/4	8-1 
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6

[ELR: NA]
{SAN: 2}


Elements of Kampfgruppe Stenkoff, 21st Panzer Division enter on turn one along the south edge:

CH 50L 2	13 3/5	CH 50L 2	13 3/5	9-2 
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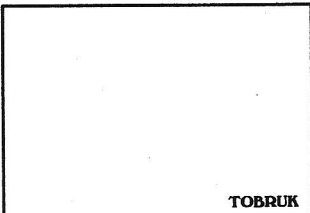
3

Elements of Kampfgruppe Gerhardt, 21st Panzer Division enter on turn three along the north edge:

CH 75L 1	14 3/5	CH 75* 1	13 3/5	8-1 
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[ELR: NA]
{SAN: 2}

MAP LAYOUT:



TOBRUK



- VARIATIONS:**
- ☩ The Americans must exit ≥ 2 AFVs/earn ≥ 6 more CVP than the Germans to win.
 - ☆ The Americans win immediately upon eliminating ≥ 3 German AFVs (i.e. this is an additional Victory Condition, added to the existing VC in the Objectives).

- OBJECTIVES:** The Americans win immediately upon exiting ≥ 1 AFV along the east edge *OR* at Game End if they earn more CVP than the Germans.
- SPECIAL RULES:**
1. EC are Moderate with no Wind at start.
 2. Place overlays as follows: **H21** on U16-V16 and **H3** on FF8-FF9.

SIDI BOU ZID, TUNISIA, 15 February 1943: After the Allies established a lodgement on the African continent in French North Africa, the race for Tunis was on. II Corps committed Combat Command A (CCA) to help defend the Faid Pass, east of Sbeitla, where the division was headquartered. The Germans attacked the pass on 30 January and the defending Allied troops were unable to hold their ground. CCA arrived too late stop the enemy assault and organized a counterattack to regain the pass. The command failed twice in its attempts to recapture the pass. The division alerted Combat Command C (CCC), which was then moving towards Sidi Bou Zid for participation in the operation. Instead it was diverted to the Maizila Pass in the south. Un-reinforced but under orders to retake the Faid Pass, CCA was unable to accomplish the mission, and finally assumed a defensive posture on 1 February. Two weeks later, on 15 February, the enemy launched a massive offensive towards Sidi Bou Zid, and once again II Corps directed that CCA stave off the attack. The men of the command encountered the German force east of Sidi Bou Zid. Enemy forces inflicted heavy tank losses on CCA, and succeeded in enveloping elements of the command. CCC, reinforced by CCB, drove towards Sidi Bou Zid on 14 February in an attempt to push through the enemy and reach their trapped comrades. They were unable to sustain an effective counterattack, however, and were forced to fall back after suffering heavy casualties. The following night CCA's encircled elements tried to withdraw from their isolated positions, but many soldiers were captured or killed in the attempt. Following the disaster at Sidi Bou Zid the division pulled back to defensive positions at Sbeitla, Kasserine, and Fériana. At the end of the battle 1st Armored Division reported the loss of 46 medium tanks.



MAKNASSY RAID

#97

III ITALIAN Sets Up First ☆ AMERICAN Moves First	1	2	3	4	5	6

Elements of the 26th Regimental Combat Team enter along the south edge on turn one:



[ELR: 3]
{SAN: 3}

 E 6-6-7 2	 1 6-6-6 4	 2 5-4-6 2	 1 3-4-6	 9-1	 8-1	 7-0	 1-4-9	 MMG 3PP 2 4-10	 BAZ 43 1PP X10 8-4
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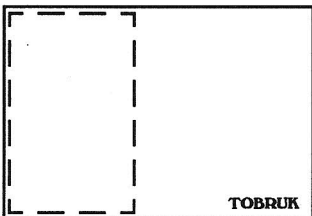


[ELR: 2]
{SAN: 4}

Elements of the Maknassy Garrison set up on/between hexrows D-R:

 1 3-4-6 5	 8-1	 7-0	 HMG 5PP B11 3 6-12	 LMG 1PP B11 1 2-5	 ? 7 morale 6	 Trench OVR, OBA: +4 Other: +2	 1+3+5
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MAP LAYOUT:



(only hexrows A-R are playable)



VARIATIONS:

- III Add a 1-4-9 Hero to the Italian OB.
- ☆ Replace the American 8-1 leader with a 9-2.

SPECIAL RULES:

- Night Rules (E1.) are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. There is a Full Moon with No Clouds, and the Initial Base NVR is 3 hexes. EC are Dry, with no Wind at start.

Note: Italian MMC are Lax (E1.62).

OBJECTIVES: The Americans must Control ≥ 9 building hexes at Game End.

- Place overlays as follows: **T5** on M15-M14; **Tr1** on M17-M18; **V17** (on top) on N15-O16; **P5** on I25-H24; **S3** on E20-F19; and **H3** on G14-G15.

MAKNASSY, TUNISIA, 16-17 December 1942: Despite the string of defeats at the hands of German commanders, General Anderson aimed another attack at Tunis, this one scheduled for 22 December. The continued but slow buildup had brought Allied force levels up to a total of 20,000 British, 11,800 American, and 7,000 French troops. A hasty intelligence review showed about 25,000 combat and 10,000 service troops, mostly German, across their line of departure. Allied commanders hoped that a quick strike and numerical superiority would offset Axis air support and the increasingly heavy rains which had begun to affect Allied mobility. The first contact seemed to justify such hopes. On the night of 16-17 December a company of the U.S. 26th Regimental Combat Team (RCT), 1st Infantry Division, made a successful raid on Maknassy, 155 miles south of Tunis, and took twenty-one Italian prisoners. The main attack began the afternoon of 22 December and pointed toward continued success. Despite rain and insufficient air cover, the U.S. 18th Regimental Combat Team and British Coldstream Guards made good progress up the lower ridges of the 900-foot Longstop Hill that controlled a river corridor to Tunis. But two days later a German counterattack stopped the advance, and by the 26th the Allies had withdrawn with heavy losses to the line they had set two weeks earlier. Without gaining even their preliminary objective the Allies had taken 534 casualties.



Photo Credit: National Archives

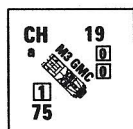
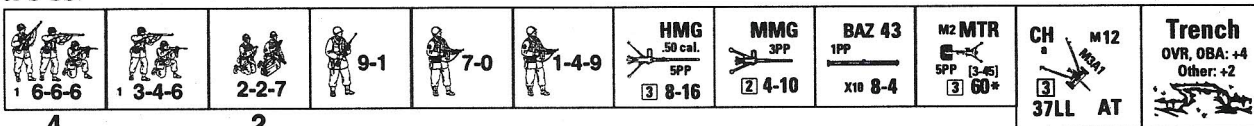
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☒ GERMAN Sets Up and Moves First

1 2 3 4 5 6 7



Reconnaissance elements of 601st Tank Destroyer Battalion set up in hexes numbered ≥ 16 on/between hexrows A-O and/or S-SS:

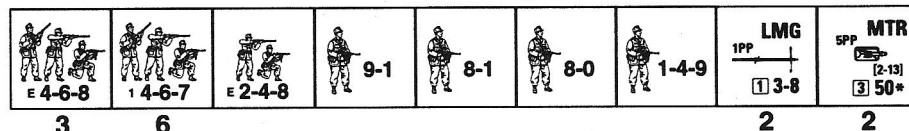


2

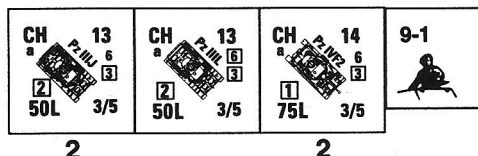
[ELR: 3]
{SAN: 4}



Advance elements of the 10th Panzer Division set up in Track hexes numbered ≥ 9 and ≤ 14 :

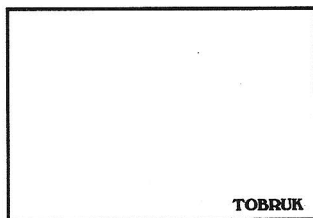


Set up in Track hexes numbered ≤ 8 :



[ELR: 4]
{SAN: 3}

MAP LAYOUT:



VARIATIONS:

- ☒ Replace the 9-1 infantry leader in the German OB with a 9-2.
- ☉ The Germans earn HALF normal EVP.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: Tr1 on Q1-Q2; Tr1 (on top) on Q8-Q9; Tr1 on Q17-Q18; W13 on W22-X22; Sd9 on U16-V16; H35 on I19-H18; S6 (on top) on M22-L21; Sd11 (on top) on N13-O13; W14 (on top) on N2-O2; H21 on W9-X9; H8 on V1-W2; S5 (on top) on T5-Z4; and R3 (on top) on R6-R5.
- APCR is NA in this scenario.
- No German unit may fire during the Prep Fire Phase of turn one.

OBJECTIVES: The Americans win by earning/amassing more Victory Points than the Germans at Game End. In addition to CVP, the Germans receive EVP for units exited from the east edge.

Along the GAFSA-GABES ROAD, TUNISIA, 22 March 1943: With the coming of March 1943 the Allies began to receive replacements of new equipment. Enough M3 GMCs were available to modify the T/O to provide each Tank Destroyer C gun company with twelve 75mm TDs. The unloved and un-armored 37mm M6s were gladly cast off. After lingering rains finally ceased, Generalmajor von Broich's 10th Panzer Division fell upon the American 1st Infantry Division. On Monday, 22 March, Lieutenant Colonel Baker was ordered to deploy his 601st Tank Destroyer Battalion across the valley bisected by the Gafsa-Gabes road to secure the displacement forward of the 'Big Red One'. Shortly after a German motorcycle detachment had been driven off at 0430 the next morning two or more companies of enemy soldiers came marching down the valley, followed by Panzers. The recon screen of the TD unit, consisting of machine-guns, 37mm towed guns and two M3s, inflicted heavy casualties but the Germans kept coming. After a short firefight, the American reconnaissance elements were forced to withdraw after losing two halftracks. Just as the eastern horizon began to get light the Axis launched their main assault with more than 100 Panzers of the 7th Panzer Regiment and Tigers of *schwere Panzer Abteilung 504*.



Photo Credit: National Archives

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EL GUETTAR DERBY

#99

⊛ AMERICAN Moves First (see SR #4)

1

2

3

4

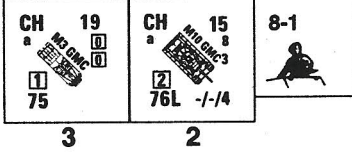
5

6

7



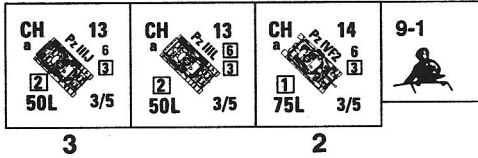
Elements of 'B' Company, 899th Tank Destroyer Battalion and remnants of the 601st Tank Destroyer Battalion enter on turn one or later along the east edge on/adjacent to hex K25:



[ELR: NA]
{SAN: 3}

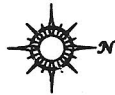
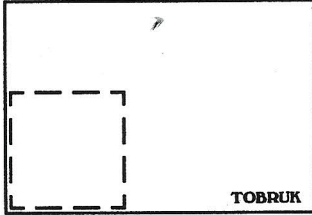


Kampfgruppe elements of the 10th Panzer Division enter on turn two or later on/adjacent to hex A14:



[ELR: NA]
{SAN: 4}

MAP LAYOUT:



(only hexes numbered ≥ 11 in hexrows A-P are playable)

VARIATIONS:

- ⊛ German units may enter on turn one.
- ⊛ The Germans must earn ≥ 5 more VP to win.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place overlays as follows: **H8** on O22-P22; **Tr1** (on top) on K17-K18; **Tr1** on I18-H17; **T5** (on top) on K20-K19; **H35** (on top) on K15-J15; **H3** on P18-P19; **H21** (on top) on E20-F20; and **R3** on B16-B17.
3. APCR is NA in this scenario.
4. During his first MPH, the American player makes a secret dr for each of his AFVs entering on that turn. This dr may be modified by the leadership modifier of an Armor Leader in the AFV. On a dr ≥ 3 , the AFV must end that MPH in Motion.

OBJECTIVES: The Americans win at Game End by earning/amassing ≥ 3 more VP than the Germans. In addition to CVP, both sides earn EVP for exiting the map on/adjacent to the road hex the enemy side entered on.

EL GUETTAR, TUNISIA, 23 March 1943: As soon as the movements of the enemy 10th Panzer Division were recognized as a major counter-attack Lieutenant Colonel Maxwell A. Tinscher's 899th Tank Destroyer Battalion, equipped with the new M10s, was ordered to support the hard-pressed 601st. Leaving behind 'A' Company in reserve, the 899th moved out at 0845 hours in a full-throttle dash to meet the Germans. Captain Kirk Adams' 'B' Company was in the lead and reached El Guettar just as Stukas worked over the area. Following a meeting between Colonel Tinscher, his S-3 Captain Joseph Morrison and the CO of the 601st T.D. Battalion, 'B' Company was ordered into the pass immediately, without waiting for 'C' Company. At 0955 'B' Company sped into the valley floor between hills, immediately drawing fire. One destroyer was disabled on a minefield. The rest reorganized, moved off the road, and amid heavy fire from artillery, anti-tank and small arms, focused on enemy armor. Their 3-inch guns proved deadly, destroying ten Mark IVs, two anti-tank guns, and damaging two other Panzers in exchange for three M10s burned and two disabled.

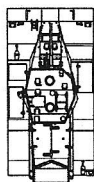


GERMAN Moves First

1 2 3 4 5 6



Elements of the 11th (Prince Albert's Own) Hussars Regiment, 7th Armoured Division enter on turn one along the west edge:

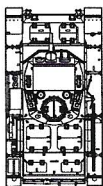


CH -28 a B11 15(6) -/4 2	CH -20 a 40L -/4 2	CH 25 a 40L CS4 NA VCA Inf crew 8-1
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[ELR: NA]
{SAN: 2}



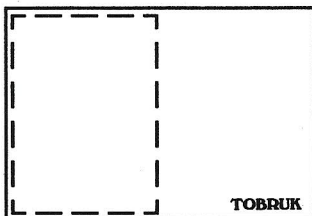
Rump elements of the 15th Panzer Division enter on turn one along the east edge:



CH 13 a 50 3/5	CH 13 a 75* 3/5	CH -33 a 20L(4) -/5/6 9-1
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[ELR: NA]
{SAN: 2}

MAP LAYOUT:



(only hexrows A-S are playable)

OBJECTIVES: The side that earns the most Victory Points at Game End is the winner. In addition to CVP, the British earn EVP for units exited off the east edge.

VARIATIONS:

- ✚ Replace the German 9-1 armor leader with a 9-2.
- ⊙ Add a second Portee to the British OB.

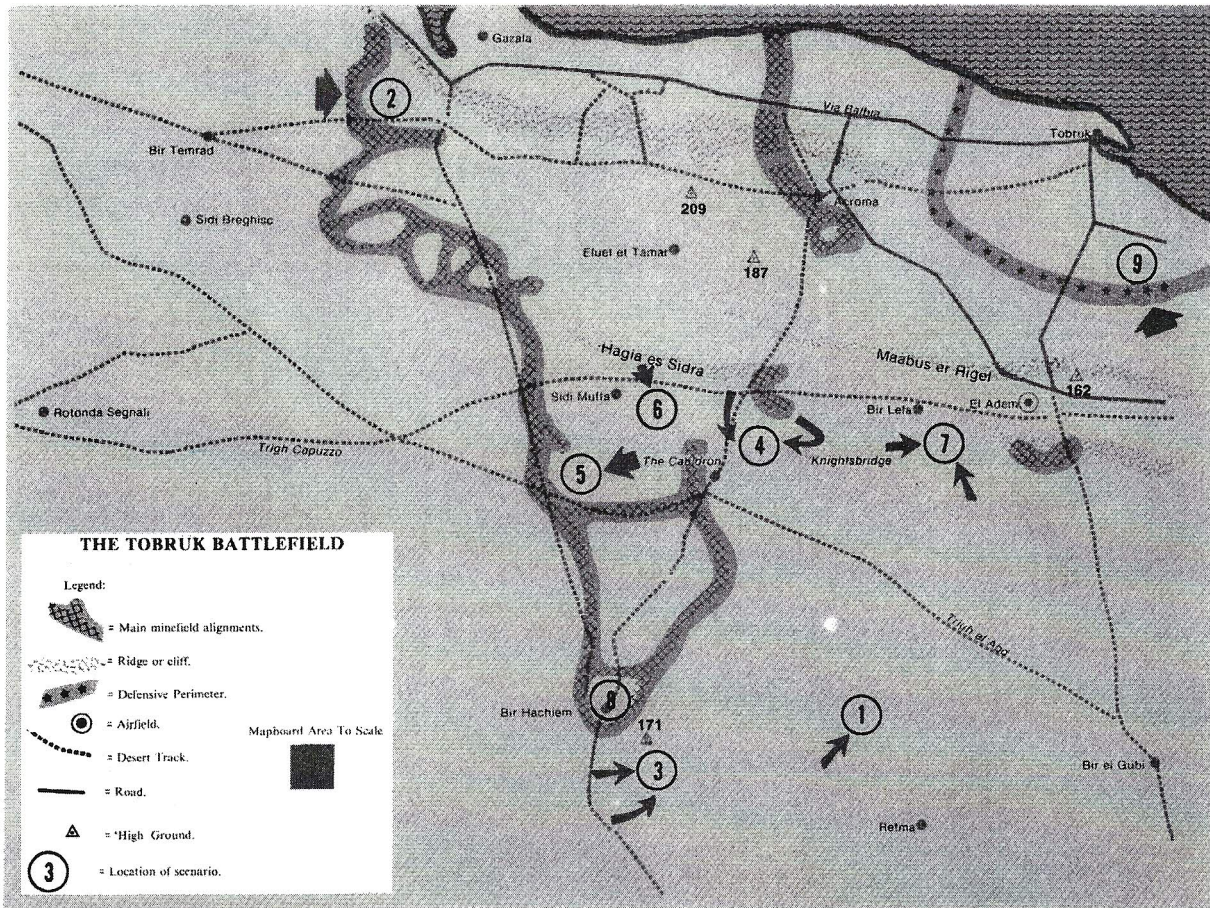
SPECIAL RULES:

1. EC are Moist with no Wind at start.
2. Place overlays as follows: **H35** on N10-O11; **H21** on E20-F20; and **Sd11** on L3-M3.

Outside the gates of TUNIS, TUNISIA, 7 May 1943: The end in Africa was near for the Axis armies. During the night of 5/6 May, Allied artillery rained down without cease along a three mile front facing two weakened regiments of the 334th Infantry Division and remnants of the Hermann Goering Division. Despite bitter resistance by the German bitter-enders, the front continued to crumble. By sunset of 6 May, Allied armor reached the outskirts of Massicault. The German commander on the scene, a Colonel Irkens, threw in the last remnants of the 15th Panzer Division in a counter-attack. The effort was futile. Early on 7 May British tanks of the 11th Hussars were at the gates of Tunis.



SITUATION MAP



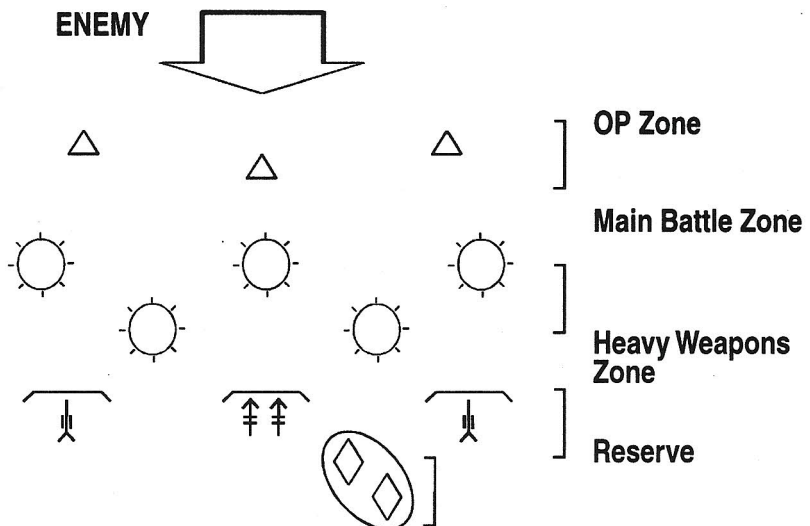
The "Situation Map" from the original TOBRUK rulebook lays out the locations for scenarios AK51-59.

EXTRA TIDBITS

The diagram at right outlines the overall defensive 'belt' which should be strived for in any desert scenario.

The HS observation posts to the front strip concealment early and lay down enough firepower to force advancing enemy element to deal with them while your Guns and SW are brought to bear on the attacker.

In the event of a Gazala style mine "box" a minefield/wire belt may be part of or in front of the HS observation post portion of your line.



- KEY:**
- △ Half Squad OP
 - Squad/Platoon strongpoints organized for 360° defense
 - ⌚ AT Gun
 - ⌚ MMG/HMG
 - ◇ Tank

DESERT DEFENSE LAYERS DIAGRAM