

Living Scenario Book II • Spring 2024

PANZER

NORTH AFRICA



SCENARIO BOOK II

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Scenario 62 **Operation Crusader: British Pretexts. Bir el Gubi, Libya, 19 November 1941**

Situation

After the British defeat of Operation Battleaxe in June, a lull ensued in North Africa. Barbarossa on the Russian Front relegated North Africa to a secondary front and Rommel was ordered to hold in his current positions.

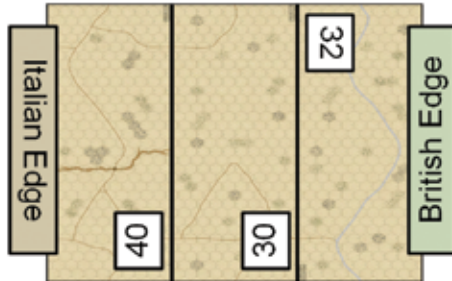
Meanwhile, with the help of U.S. Lend-Lease, the British built the 8th Army, formed by the XXX and XIII corps. By November, the 8th Army was ready to strike.

At the beginning of Operation Crusader, the Italian *Ariete* Division was in reserve near Bir el Gubi. The advancing British 22nd Armoured Brigade, now attached to the 7th Armoured Division, from garrison duty in England, and with all its tank regiments new and completely inexperienced in combat, attacked the Italians on the morning of the 19th.

The ensuing battle resulted in a bloody repulse for the Brits with many of their brand-new Crusader tanks destroyed at the hands of the Italians. After the war, British generals claimed that that Germans were present at the battle, justifications those post-war writers willingly accepted.

Map Utilize maps 30, 32, and 40.

Overlays **D1, D2, D3, and D4** as instructed in the Setup Conditions.



SPECIAL CONDITIONS	
When determining the Initiative, the British Force applies a -20 DRM.	
If special ammo types are available, utilize Ammo Limits.	
If Morale Rules (7.1) are in effect, utilize the listed point information.	
Only the Italian Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit markers may deploy.	
The Staggered Initiative Rules may be employed on a company-level basis.	
If the Command Span Rules (7.52) are in effect, the British Cruiser Tank Squadrons' CHQs have a Command Span of 7 hexes. The British Anti-Tank Battery's CHQ has a Command Span of 6 hexes. The British Infantry Company's CHQ has a Command Span of 10 hexes. All the Italian CHQs have a Command Span of 10 hexes.	

SETUP	
Conditions	No adverse terrain. Heat Haze is in effect. Vehicle Dust is in effect.
Italian ...	Force sets up first anywhere on maps 30, 32 and/or 40 at least 6 hexes from the British edge. See exceptions below.
	Place the 2 Improved Positions anywhere on map 40 at least 3 hexes from one another. Any unit may setup in an Improved Position.
	Place the 6 Hasty Entrenchments anywhere within the Italian setup area.
	Place the 4 Defilade Overlays D1, D2, D3, and D4 on Clear terrain hexes on maps 30 and/or 40 at least 3 hexes from one another. Defilade Overlays may not be set up on Improved Position hexes.
	Any leg or towed unit may setup in a Hasty Entrenchment or Improved Position.
	All objective hexes are under Italian control at the start of the scenario, whether occupied or unoccupied.
British ...	Force enters the mapboard on turn 1 anywhere along the British edge.

VICTORY CONDITIONS	
Length	20 turns
200 VPs	To the force that controls each of the 2 Improved Position hexes. To control an Improved Position hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
115 VPs	To the force that controls Bridge hex 40N6. To control the Bridge, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
105 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED	
The Italian Force may employ Quickdraw (7.54).	
Requires Panzer North Africa	

Italian Force

Elements of 132nd Ariete Armored Division, Seasoned [799]



x6



x2
25



Photo credit: Noclador

BERSAGLIERI COMPANY: SEASONED, EXCELLENT, 11, CP-7 [270]

29 Infantry CHQ
x1
24

TRUCK I-10B 101
Light
4W 8-12 -15
x1
6

29 LMG
x2
26

29 Bersag'li
x2
24

29 LMG
x2
26

29 Bersag'li
x2
24

47/32 ATG I-9A 101
1L 0
x2
20

TANK COMPANY (MIXED): SEASONED, EXCELLENT, 9, CP-5 [267]

M13/40 I-1A 101
CHQ
2T 5-7 -15
x1
45

M13/40 I-1A 101
2T 5-7 -15
x5
30

L6/40 I-2A 101
4T 6-9 -5
x3
24

ARTILLERY BATTERY (MIXED): SEASONED, EXCELLENT, 5(3), CP-3 [212]

29 Infantry CHQ
x1
24

TRUCK I-10B 101
Light
4W 8-12 -15
x1
6

AUCN DA 90/53 I-6A 101
4W 8-12 -15
x2
54

AB 41 I-5B 101
Recon
6WR 13-17 -10
x2
37

British Force

Elements of 22nd Armoured Brigade, Regulars [1,267]

FIRST CRUISER SQUADRON: REGULARS, EXCELLENT, 11, CP-7 [317]



<p>CRUSADER I B-5A 101</p> <p>CHQ</p> <p>4T 6-10 -5</p> <p>x1 39</p>	<p>CRUSADER I CS B-5B 101</p> <p>4T 6-10 -5</p> <p>x2 22</p>	<p>CRUSADER I B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 26</p>	<p>CRUSADER I B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 26</p>	<p>HUMBER Mk II/III B-13A 101</p> <p>6WR 13-18 -10</p> <p>x2 39</p>	<p>Seasoned Recon</p>
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SECOND CRUISER SQUADRON: REGULARS, EXCELLENT, 14, CP-8 [420]

<p>CRUSADER II B-6A 101</p> <p>CHQ</p> <p>4T 6-10 -5</p> <p>x1 42</p>	<p>CRUSADER II CS B-6B 101</p> <p>4T 6-10 -5</p> <p>x2 24</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>HUMBER Mk II/III B-13A 101</p> <p>6WR 13-18 -10</p> <p>x2 39</p>	<p>Seasoned Recon</p>
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ANTI-TANK BATTERY (-): SEASONED, EXCELLENT, 5, CP-3 [122]

<p>29</p> <p>Infantry</p> <p>CHQ</p> <p>x1 24</p>	<p>TRUCK B-16B1 187</p> <p>Light</p> <p>4W 8-12 -15</p> <p>x1 6</p>	<p>OOF 2-PDR B-17A 195</p> <p>1L 0</p> <p>x4 17</p>	<p>TRUCK B-16B1 187</p> <p>Light</p> <p>4W 8-12 -15</p> <p>x4 6</p>
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INFANTRY COMPANY: SEASONED, EXCELLENT, 13, CP-8 [408]

<p>29</p> <p>Infantry</p> <p>CHQ</p> <p>x1 24</p>	<p>55</p> <p>OML 2-in</p> <p>x1 21</p>	<p>TRUCK B-16B1 187</p> <p>Light</p> <p>4W 8-12 -15</p> <p>x2 6</p>	<p>29</p> <p>Rifle</p> <p>x2 26</p>	<p>29</p> <p>Rifle</p> <p>x1 32</p>	<p>ATR</p>	<p>TRUCK B-16B1 187</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x3 9</p>
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<p>29</p> <p>Rifle</p> <p>x2 26</p>	<p>29</p> <p>Rifle</p> <p>x1 32</p>	<p>ATR</p>	<p>TRUCK B-16B1 187</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x3 9</p>	<p>29</p> <p>Rifle</p> <p>x3 26</p>	<p>TRUCK B-16B1 187</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x3 9</p>	<p>UNIVERSAL CARRIER B-16A 157</p> <p>MMG</p> <p>5 7-11</p> <p>x2 12</p>
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Scenario 63**Operation Crusader: Clash at Gabr Saleh. Near Gabr Saleh, Libya,
19 November 1941****Situation**

At the beginning of Operation Crusader, 7th Armoured Division dispersed its armored assets by deploying its armored brigades individually to focus on different objectives. In response to the British activity, 21st Panzer Division sent Kampfgruppe Stephan to counter a strong group of British tanks maneuvering towards Tobruk.

In the late afternoon of 19 November, just before dark, Kampfgruppe Stephan collided with a force of American-made Stuart I "Honeys" from the 8th Hussars, 4th Armoured Brigade. The British, at a tactical disadvantage with the setting sun blinding them, had difficulties sighting their guns. At the end of the engagement, over 30 Honeys were lost against only a handful of panzers.

This scenario is designed for play using the Panzer Solitaire Rules.

Map

Utilize maps 36, 39, and 40.

Overlays

R1 36S2(4); **G3** 36O1(4); **S4** 40M3(5);
S6 39T10(2); **S7** 36N3(6).

**SPECIAL CONDITIONS**

When determining the Initiative, no Force Grade modifiers apply.

German units consider British Bailed Out units as valid targets when using the Fire Action table only if the Fire Action Priority is Nearest or Weakest Friendly Unit.

German units consider British Track Hit units as valid targets when using the Fire Action table in all cases.

German Hidden Units (and their successfully activated units) move towards the first not controlled VP hex listed on the VP-hex Priority List Table if a VP hex result is achieved when rolling on the Move Action table.

If all VP hexes are German controlled, then German units consider British units as VP hexes for movement purposes until a VP hex is again British controlled.

All German units receive Move commands on turn 1. Apply a -10 DRM when rolling on the Command table on turns 2-4.

A maximum of 2 German PSW 221 sPzB 41 may be activated. Reroll to activate a different unit as necessary.

All Sand hexes are treated as Sand terrain.

SETUP**Conditions**

Limited visibility. No adverse terrain. The Spotting modifiers for each turn are listed in the Limited Spotting Table. Sunset Sun Blinding applies for turns 1-7 if the extended line of sight past the target touches the German edge.

German ...

Force consists of 25 hidden unit counters. They enter the mapboard as instructed below. Units are eligible for the Path movement bonus.

Hidden units 1 to 4 enter the mapboard on turn 1 along hex 40GG5.

Hidden units 5 to 13 enter the mapboard on turn 1 along hex 40BB1.

Hidden units 14 to 21 enter the mapboard on turn 1 along hex 40F1.

Hidden units 22 to 25 enter the mapboard on turn 1 along hex 40A5.

British ...

Force enters the mapboard on turn 1 anywhere along the British edge. Units are eligible for the Path movement bonus.

VICTORY CONDITIONS**Length**

Length: 13 to 18 turns. Beginning with turn 13 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.

Turn 13(1); 14(3); 15(4); 16(5); 17(7); 18(10).

215 VPs

To the force that controls the road on map 39. To control the road, a force must occupy or be the last to occupy, for a full turn, hexes 39J6, 39S5, and 39BB8. If neither side meets this requirement, these VPs are not awarded.

Unit VPs

For knock out or brew up.

70 VPs

Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

If the Command Span Rules (7.52) are in effect, the British CHQ has a Command Span of 10 hexes.

Requires Panzer North Africa

German Force

Elements of Kampfgruppe Stephan, 21st Panzer Division, Seasoned

LIGHT PANZER COMPANY (MIXED): SEASONED, EXCELLENT, CP-14, ACTIVATION MODIFIER -5, OFFENSIVE

D

4T 6-9 -5

38
01-24

Main Enemy Unit

40
25-53

4T 6-9

28
54-72

4T 6-9

40
73-91

7W max-2 10

21
92-00

Veteran

British Force

Elements of the 8th Hussars, Seasoned [694]

Cruiser Squadron (Mixed): Seasoned, Excellent, 17(12), CP-10 [694]

CHQ 6T 8-12

x1
60

6T 8-12

x4
40

6T 8-12

x4
40

6T 8-12

x3
40

6WR 13-18 -10

x2
46

Recon
Veteran

6W 13-18 -10

x3
34

Recon
Veteran

SUNSET SUN BLINDING/LIMITED SPOTTING		
Turn	Spotting Modifier	Hit/Fire Modifier
1-4	0	-2 AP/-10 GP
5-7	0	-1 AP/-5 GP
8-10	0	---
11-14	-1	---
15-18	-2	---

VP Hex Priority			
German Unit #	Priority 1 VP Hex	Priority 2 VP Hex	Priority 3 VP Hex
1-8	39J6	39S5	39BB8
9-13	39S5	39J6	39BB8
14-16	39S5	39BB8	39J6
17-25	39BB8	39S5	39J6

Photo credit: Bundesarchiv

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Scenario 64**Operation Crusader: The Afrika Korps Retreats. West of Gabr Saleh, Libya, 20 November 1941****Situation**

The 7th Armoured Division, now reinforced with the inexperienced 22nd Armoured Brigade with its new Crusader tanks, and resupplied with US-built Stuarts, was ordered to swing south and destroy the German 15th and 21st Panzer Divisions.

When the Allied offensive began, Rommel redeployed the 15th Panzer Division to the front to counterattack the Allied thrust. On 20 November 1941, the 15th Panzer encountered the advancing British tanks. A battle ensued and the Germans took a heavy toll on the Stuarts and Crusaders of 4th and 22nd Armoured Brigades before darkness ended the engagement.

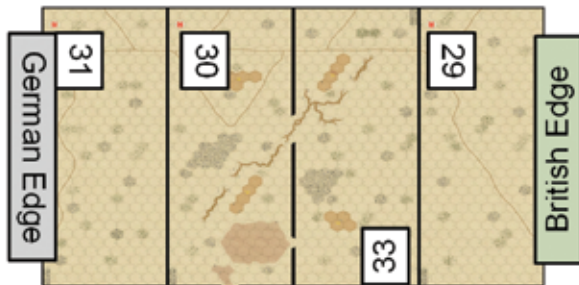
By the end of Operation Crusader, the 7th Armoured was only a shadow of its former self and was pulled back to rest and refit. Nevertheless, the offensive fulfilled its objectives: Tobruk was relieved, and the Afrika Korps was forced to retreat 800km to the west.

Map

Utilize maps 29, 30, 31, and 33.

Overlays

G1 33Y5(1), G2 30V6(1), G3 30T5(5), G4 33W1(3), H4.07 on 30I5(6), H4.08 30X5(5), H4.09 33I4(3), H4.15 33X3(2), R3 33N4(4), R4 30S6(2), S2 30EE6(5), S7 30Z2(6)

**SPECIAL CONDITIONS**

When determining the Initiative, the German Force applies a +20 DRM, and the British Force applies no Force Grade modifier just in those cases where it won the Initiative the previous turn, otherwise, it applies a -20 DRM.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

If the Hidden Units Rules (7.2) are in effect, each force may deploy a maximum of 4 Hidden Unit markers.

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.

All Path hexes are treated as Track hexes.

All Sand hexes are treated as Soft Sand terrain.

The German Force may employ Quickdraw (7.54).

Requires Panzer North Africa

SETUP

Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect. Sunset Sun Blinding. Apply a -1 AP/-5 GP Hit Modifier to Direct Fire shots if the extended line-of-sight past the target touches the German edge on turns 15-20.
Both ...	Forces roll (10). The force rolling the lower result sets up first (with a tie, the British Force sets up first) anywhere along its mapboard edge no more than 3 hexes from the edge.
	The other force sets up second anywhere along its mapboard edge no more than 3 hexes from the edge.
	Neither force controls the objective hills at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
640 VPs	To the force that controls at least 3 of the 4 Hills Δ4.07, Δ4.08, Δ4.09, and Δ4.15. To control a Hill, a force must occupy or be the last to occupy, for a full turn, both hexes 30I4 and 30J5 on Hill Δ4.07; both hexes 30V4 and 30W4 on Hill Δ4.08; both hexes 33H4 and 33I4 on Hill Δ4.09; or both hexes 33Y3 and 33Z4 on Hill Δ4.15. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
160 VPs	Required victory margin.



German Force

Elements of the 15th Panzer Division, Veteran [1,608]

MEDIUM PANZER COMPANY: VETERAN, EXCELLENT, 16(13), CP-10 [807]



 Pz IVE G-5B 101 CHQ 4T 6-9	 Pz IVE G-5B 101 4T 6-9	 Pz IVF1 G-6A 101 4T 6-9 -5	 Pz IIF G-2A 101 4T 6-9	 PSW 231 G-16A 101 9WR 13-19	Recon Elite
x1 72	x4 48	x4 51	x4 33	x3 69	

LIGHT PANZER COMPANY: VETERAN, EXCELLENT, 18(15), CP-11 [801]

 Pz IIIG G-3A 101 CHQ 4T 6-9 -5	 Pz IIIG G-3A 101 4T 6-9 -5	 Pz IIH G-3B 101 4T 6-9 -5	 Pz IIF G-2A 101 4T 6-9	 PSW 222 G-15B 858 7W 13-19 -10	Recon Elite	 PSW 221 G-15A 853 7W 13-19 -10	Recon Elite
x2 68	x5 45	x4 48	x4 33	x2 47		x1 22	



British Force

Elements of 7th Armoured Division, Seasoned [1,604]

FIRST CRUISER SQUADRON: REGULARS, EXCELLENT, 13(10), CP-6 [396]



CRUSADER II B-6A 101 4T 6-10 -5 x1 42	CRUSADER II B-6A 101 4T 6-10 -5 x1 28
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CRUSADER II B-6A 101 4T 6-10 -5 x4 28

CRUSADER II B-6A 101 4T 6-10 -5 x4 28

MARMON-HRGTN B-10B 101 6W 13-18 -10 x3 34

Recon
Veteran

SECOND CRUISER SQUADRON: SEASONED, EXCELLENT, 17(14), CP-10 [570]

CRUSADER I B-5A 101 4T 6-10 -5 x1 49	CRUSADER I CS B-5B 101 4T 6-10 -5 x2 28
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CRUSADER I B-5A 101 4T 6-10 -5 x3 33
--

CRUSADER I B-5A 101 4T 6-10 -5 x3 33
--

CRUSADER I B-5A 101 4T 6-10 -5 x3 33
--

CRUSADER I B-5A 101 4T 6-10 -5 x2 33
--

MARMON-HRGTN B-10B 101 6W 13-18 -10 x3 34

Recon
Veteran

THIRD CRUISER SQUADRON: SEASONED, EXCELLENT, 15(12), CP-9 [638]

STUART I B-4B 101 6T 8-12 x1 60	STUART I B-4B 101 6T 8-12 x2 40
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STUART I B-4B 101 6T 8-12 x3 40

STUART I B-4B 101 6T 8-12 x3 40

STUART I B-4B 101 6T 8-12 x3 40

HUMBER Mk II/III B-13A 101 6WR 13-18 -10 x3 46
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Recon
Veteran

Scenario 65	Operation Crusader: The Panzers Hold. Sidi Rezegh, Libya, 21 November 1941
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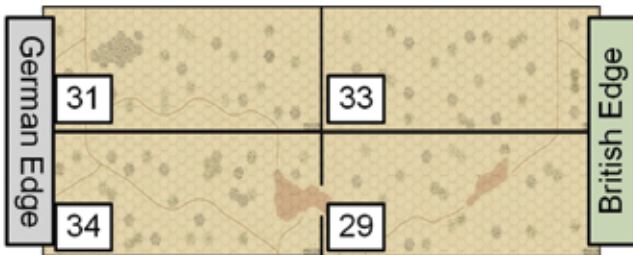
Situation

After the clash with the British 4th and 22nd Armoured Brigades on 20 November 1941, the 15th Panzer Division fell back to Sidi Rezegh. Aerial reconnaissance reported that the British tanks were again moving westwards, and the Germans, fearing a wide flanking movement, withdrew to the northwest to protect their supply lines.

The British tanks managed to catch the German rear guard, slowing them considerably, but the Germans were able to stop the vanguard of the British attack around Sidi Rezegh, enabling their remaining forces to withdraw.

Map	Utilize maps 29, 31, 33, and 34
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Overlays	R2 31E7(1); R4 31J3(1); S5 29S4(1); S6 34BB4(1).
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SPECIAL CONDITIONS	
	When determining the Initiative, the British Force applies a -20 DRM.
	If special ammo types are available, utilize Ammo Limits.
	If Morale Rules (7.1) are in effect, utilize the listed point information.
	Only the German Force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit markers may deploy.
	Each combat/active unit of the British Battalion HQ automatically receives a unique command. Losses are not counted for Morale purposes.
	For turns 1-3, German vehicles apply a -20 modifier when searching for a hull down position.
	All Sand hexes are treated as Sand terrain. Sand hexes negate Paths.
	If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes. The British BHQ has a Command Span of 20 hexes.
	The German Force may employ Quickdraw (7.54).
	Requires Panzer North Africa

SETUP	
Conditions	Normal visibility. No adverse terrain.
German ...	Place the 8 Hasty Entrenchment counters anywhere within the German setup area.
	Force sets up first anywhere on maps 29, 31, 33 and/or map 34 at least 6 hexes from the British edge.
	Any leg or towed unit may setup in a Hasty Entrenchment.
	Up to 5 vehicles may setup in a found Hull Down position.
British ...	Battalion HQ and First Cruiser Squadron enter the mapboard on turn 1 anywhere along the British edge.
	Second Cruiser Squadron enters the mapboard on turn 2 anywhere along the British edge.
	If entering on a Path hex, units may do so at the Path movement rate.

VICTORY CONDITIONS	
Length	19 to 23 turns. Beginning with turn 19 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn. Turn 19(2); 20(4); 21(6); 22(8); 23(10).
Unit VPs	To the German Force for each operational British combat unit that fails to exit from the German Edge.
Unit VPs	To the British Force for up to the first 14 combat units that exit from the German Edge.
Unit VPs	For elimination, knock out or brew up.
80 VPs	Required victory margin.

German Force

Elements of th 15th Panzer Division, Seasoned [575]

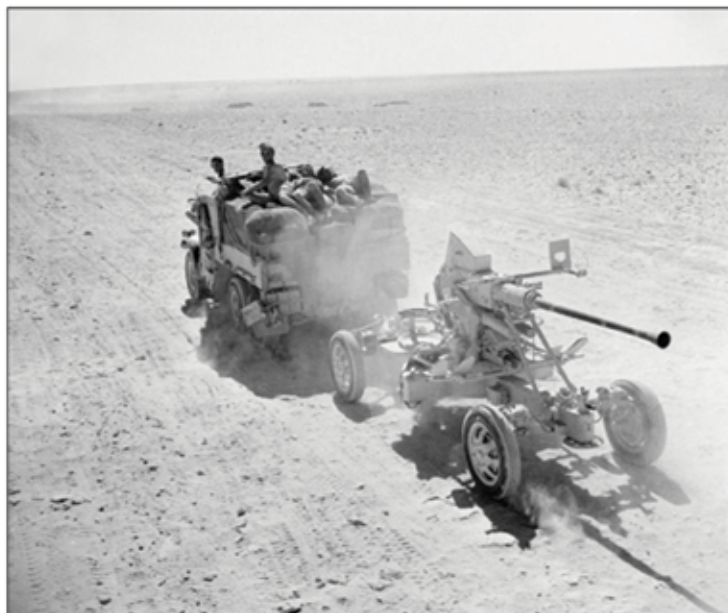
HASTY
3 1
2

x8



INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 15, CP-9 [575]

<p>+ 46 Infantry CHQ</p> <p>x1 24</p>	<p>+ TRUCK G-16B2 999 Light 4W 8-12-15</p> <p>x1 6</p>	<p>+ 46 Rifle</p> <p>x3 27</p>	<p>+ TRUCK G-16B2 999 Medium 4W 8-12-15</p> <p>x3 9</p>	<p>+ 46 Rifle</p> <p>x3 27</p>	<p>+ TRUCK G-16B2 999 Medium 4W 8-12-15</p> <p>x3 9</p>	<p>+ Pz III G G-3A 101 4T 6-9-5</p> <p>x4 38</p>
<p>+ 67 Infantry</p> <p>x1 25</p>	<p>+ 59 8cm</p> <p>x1 38</p>	<p>+ TRUCK G-16B2 999 Light 4W 8-12-15</p> <p>x2 6</p>	<p>+ 5cm PAK 38 G-19A 797 1L 0</p> <p>x3 28</p>	<p>+ TRUCK G-16B2 999 Light 4W 8-12-15</p> <p>x3 6</p>		



British Force

Elements of the 22nd Armoured Brigade, Regulars [1,042]

BATTALION HQ



<p>CRUSADER I B-5A 101</p> <p>BHQ</p> <p>4T 6-10 -5</p> <p>x1 45</p>	<p>CRUSADER I CS B-5B 101</p> <p>4T 6-10 -5</p> <p>x2 22</p>	<p>QQF 40mm Mk. III B-18B 339</p> <p>Seasoned</p> <p>1L 0</p> <p>x2 33</p>	<p>TRUCK B-16B1 187</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x2 9</p>
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FIRST CRUISER SQUADRON: REGULARS, EXCELLENT, 15(12), CP-9 [422]

<p>CRUSADER I B-5A 101</p> <p>CHQ</p> <p>4T 6-10 -5</p> <p>x1 39</p>	<p>CRUSADER I CS B-5B 101</p> <p>4T 6-10 -5</p> <p>x2 22</p>	<p>CRUSADER I B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 26</p>	<p>CRUSADER I B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 26</p>	<p>CRUSADER I B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 26</p>
<p>HUMBER Mk II/III B-13A 101</p> <p>Recon Seasoned</p> <p>6WR 13-18 -10</p> <p>x2 39</p>	<p>DAIMLER DING Mk IA B-3B 101</p> <p>Recon Seasoned</p> <p>MMG</p> <p>8W 15-20 -5</p> <p>x1 27</p>			

SECOND CRUISER SQUADRON: REGULARS, EXCELLENT, 15(12), CP-9 [447]

<p>CRUSADER II B-6A 101</p> <p>CHQ</p> <p>4T 6-10 -5</p> <p>x1 42</p>	<p>CRUSADER II CS B-6B 101</p> <p>4T 6-10 -5</p> <p>x2 24</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>
<p>HUMBER Mk II/III B-13A 101</p> <p>Recon Seasoned</p> <p>6WR 13-18 -10</p> <p>x2 39</p>	<p>DAIMLER DING Mk IA B-3B 101</p> <p>Recon Seasoned</p> <p>MMG</p> <p>8W 15-20 -5</p> <p>x1 27</p>			

Scenario 66

Operation Crusader: Jock Campbell's VC, Part 1. Sidi Rezegh Airfield, Libya, 19 November 1941

Situation

Official VC citation (Part 1): "The KING has been graciously pleased to approve the award of the VICTORIA CROSS to Brigadier (acting) John Charles Campbell, DSO, MC (135944), Royal Horse Artillery, in recognition of most conspicuous gallantry and devotion to duty at Sidi Rezegh on the 21st and 22nd November 1941.

On the 21st of November, Brigadier Campbell was commanding the troops, including one regiment of tanks, in the area of Sidi Rezegh ridge and the aerodrome. His small force holding this important ground was repeatedly attacked by large numbers of tanks and infantry. Wherever the situation was most difficult and the fighting hardest, he was to be seen with his forward troops, either on his feet or in his open car. In this car he carried out several reconnaissance for counter-attacks by his tanks, whose senior officers had all become casualties early in the day. Standing in his car with a blue flag, this officer personally formed up tanks under close and intense fire from all natures of enemy weapons".

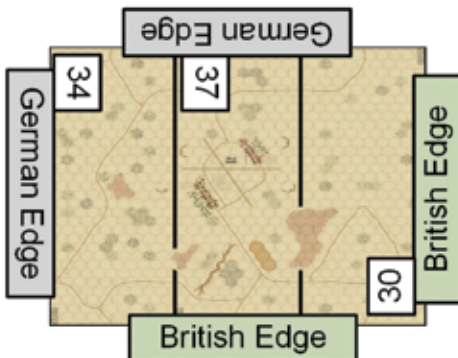
NOTE: Scenarios 66 & 67 are broad stroke depictions of the action for the capture and defense of the airfield at Sidi Rezegh during the early stages of Operation Crusader. The airfield was captured by the 7th Armoured Division on 19 November 1941.

The British managed to hold the airfield despite numerous counterattacks from German armored forces. Several heroic actions took place during the defense of the airfield, one notable being the citation for his award of the Victoria Cross to Brigadier John "Jock" Campbell the connecting link between scenarios. By presenting these scenarios in this way, players have the opportunity of attack and defend equally, although at the cost of some historical accuracy.

Scenarios 66 and 67 may be linked together and played as a mini-campaign. In that case, see notes and mini-campaign victory conditions from Scenario 67.

Map Utilize maps 30, 34, and 37.

Overlays D1 34Q1(2); D2 37L2(1); D3 37M9(4); D4 37Q1(2); S2 37Z10(3); S3 34P5(6); S6 30N3(4).



SETUP	
Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect.
Italian ...	Place the 10 Hasty Entrenchment counters anywhere within the Axis setup area. Any leg or towed unit may setup in a Hasty Entrenchment.
	Holding Force sets up first anywhere on maps 30, 34 and/or 37, at least 5 hexes from the two British edges. The objective, Airfield Anvil-37, is under Axis control at the start of the scenario whether occupied or unoccupied.
British ...	Force enters the mapboard on turn 1 along both British edges. Units are eligible for the Path movement bonus.
German ...	Relief Force has the potential of arriving starting on Turn 6 based on the arrival table. Before the Initiative Phase of turn 6, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex or adjacent to that hex. Units are eligible for the Path movement bonus.

SPECIAL CONDITIONS
When determining the Initiative, the British Force applies a +20 DRM, and the Axis Force applies a -20 DRM until the Relief Force arrives. From that point on, the German Force applies a +20 DRM and the British Force applies a +20 DRM just in those cases where it won the Initiative the previous turn, otherwise, it applies no Force Grade modifier.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the alternative point information. The Axis Force adds the additional forces. Utilize the listed VPs.
Only the Axis Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.
All Sand hexes are treated as Soft Sand terrain.

SPECIAL CONDITIONS, CONTINUED
All airfield hexes, e.g., 37O4, 37Q4, are Path hexes.
The British BHQ unit automatically receives a unique command. It is not part of any formation. It is not counted as losses for Morale purposes. The BHQ unit represents Brigadier John "Jock" Campbell.
If the Command Span Rules (7.52) are in effect, the Italian CHQ has a Command Span of 6 hexes; the German and British CHQs have a Command Span of 10 hexes. The British BHQ has a Command Span of 20 hexes.
Both Forces may add Leaders as desired. Utilize a Lieutenant Colonel as the British BHQ.
Requires Panzer North Africa

VICTORY CONDITIONS	
Length	20 turns
370 VPs	To the force that controls Airfield Anvil-37. To control the airfield, a force must occupy or be the last to occupy hex 37N6 (or remaining rubble hex; if it is on fire, a force must occupy an adjacent hex) for a full turn at the same time all hexes within hex columns 37L through and including 37S are free of opposing combat units. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential Axis VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
75 VPs	Required victory margin.

Axis Force

Elements of Italian 20° Gruppo C.T. and German 21st Panzer Division, Veteran [826/822]

HOLDING FORCE

HASTY

 3 1
 2

x10

INFANTRY COMPANY (MIXED): REGULARS, GOOD, 15 [295/]

Infantry CHQ
 x1
 19/15

Infantry
 x2
 17/15

ATR
 x2
 17/15

Infantry
 x2
 17/15

ATR
 x2
 17/15

45mm
 x2
 18/16

45mm
 x1
 14/12

AUCIV DA 90/53 I-6A 101
 4W 8-12 -15
 Seasoned
 x1
 54/48

20/65 AAG I-10A 101
 1L 0
 Seasoned
 x2
 18/16

[ADDITIONAL] INFANTRY COMPANY (MIXED): REGULARS, GOOD, 17, CP-9 [291]

20/65 AAG
I-10A 101

Seasoned

1L 0

x2
/16

RELIEF FORCE

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 15(13), CP-8 [531/531]



Pz III G
G-3A 101

CHO

4T 6-9 -5

x2
57/57

Pz III G
G-3A 101

4T 6-9 -5

x2
38/38

Pz III H
G-3B 101

4T 6-9 -5

x2
40/40

46

Rifle

x2
27/27

SPW 251/1
G-13A 967

4H 9-12 -10

x2
15/15

SPW 251/2
G-14A 841

4H 9-12 -10

x2
39/39

SPW 250/10
G-11B 772

6H 10-13

x1
25/25

PSW 222
G-15B 859

7W 13-19 -10

x2
37/37

Recon
Veteran

Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-125/-125	34BB10	01-25
8-9	01-20	-80/-80	34A5	26-50
10-11	01-40	No adjustment	37A5	51-75
12-13	01-60	+80/+80	30GG5	76-00
14-15	01-80	+125/+125		
16	01-00	+165/+165		



British Force

Elements of 7th Armoured Division, Seasoned [664]

When playing Scenarios 66 and 67 as a mini-campaign game, the Infantry Half-squad BHQ unit or its transport may not be targeted in either scenario.



x1
33



x1
6

INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 9(7), CP-5 [230]



x1
24



x1
21



x2
6



x3
26



x3
9



x2
21

Recon
Veteran



x2
13

CRUISER SQUADRON: SEASONED, EXCELLENT, 11(9), CP-7 [395]



x1
49



x2
28



x3
33



x3
33



x2
46

Recon
Veteran

Scenario 67

Operation Crusader: Jock Campbell's VC, Part 2. Sidi Rezegh Airfield, Libya, 22 November 1941

Situation

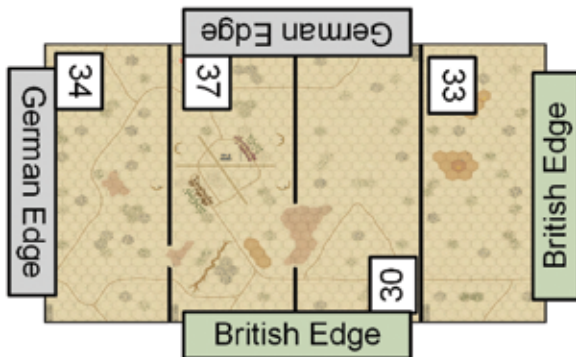
Official VC citation (Part 2): "On the following day the enemy attacks were intensified and again Brigadier Campbell was always in the forefront of the heaviest fighting, encouraging his troops, staging counter-attacks with his remaining tanks and personally controlling the fire of his guns. On two occasions he himself manned a gun to replace casualties. During the final enemy attack on the 22nd of November he was wounded, but continued most actively in the foremost positions, controlling the fire of batteries which inflicted heavy losses on enemy tanks at point blank range, and finally acted as loader to one of the guns himself.

Throughout these two days his magnificent example and his utter disregard of personal danger were an inspiration to his men and to all who saw him. His brilliant leadership was the direct cause of the very heavy casualties inflicted on the enemy. In spite of his wound, he refused to be evacuated and remained with his command, where his outstanding bravery and consistent determination had a marked effect in maintaining the splendid fighting spirit of those under him".

Scenarios 66 and 67 may be linked together and played as a mini campaign. In that case, Scenario 67 continues the action between 21st Panzer Division and British 7th Armoured Division. Utilize the Mini-Campaign Victory Conditions.

Map Utilize maps 30, 33, 34, and 37.

Overlays D1 34Q1(2); D2 37L2(1); D3 37M9(4); D4 37Q1(2); S2 37Z10(3); S3 34P5(6); S6 30N3(4); H3.13 33I6(5); H8.14 33N7(6).



SETUP	
Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect.
British ...	Place the 10 Hasty Entrenchment counters anywhere within the British setup area. Any leg or towed unit may setup in a Hasty Entrenchment.
	Holding Force sets up first anywhere on maps 30, 33, 34 and/or 37, at least 5 hexes from the two German edges. The objective, Airfield Anvil-37, is under British control at the start of the scenario whether occupied or unoccupied.
German ...	Assault Force enters the mapboard on turn 1 anywhere along both German edges. Units are eligible for the Path movement bonus.
British ...	Relief Force has the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of turn 8, and each turn thereafter as necessary, the British Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex or adjacent to that hex. Units are eligible for the Path movement bonus.
German ...	Reinforcement Force has the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of turn 8, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, any unit from the Reinforcement Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Reinforcement Force enters. It must enter on the indicated Entry hex or adjacent to that hex. Units are eligible for the Path movement bonus.

SPECIAL CONDITIONS
When determining the Initiative, the British Force applies a +20 DRM just in those cases where it won the Initiative the previous turn, otherwise, no Force Grade modifiers apply.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
If the Hidden Unit Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit counters.
All Sand hexes are treated as Soft Sand terrain.
All airfield hexes, e.g., 37O4, 37Q4, are Path hexes.
Once the British Relief or the German Reinforcement Force arrives, on subsequent turns, the other Force applies a -10 DRM when determining arrival.
The British BHQ unit automatically receives a unique command. It is not part of any formation. It is not counted as losses for Morale purposes. The BHQ unit represents Brigadier John "Jock" Campbell.
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes. The British BHQ has a Command Span of 20 hexes.
The Staggered Initiative Rules may be employed on a company-level basis.
Both Forces may add Leaders as desired. Utilize a Lieutenant Colonel as the British BHQ.
Requires Panzer North Africa

VICTORY CONDITIONS	
Length	25 turns
1,180 VPs	To the force that controls Airfield Anvil-37. To control the airfield, a force must occupy or be the last to occupy hex 37N6 (or remaining rubble hex; if it is on fire, a force must occupy an adjacent hex) for a full turn at the same time all hexes within hex columns 37L through and including 37S are free of opposing combat units. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential British and/or German VP Adjustment based on the Relief and Reinforcement Forces' initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
195 VPs	Required victory margin.

MINI-CAMPAIGN VICTORY CONDITIONS	
1 VP	To the force that wins Scenario 66 within the required victory margin. If the required victory margin is not achieved, this VP is not awarded.
5 VPs	To the force that controls Airfield Anvil-37 at the end of Scenario 66. If this requirement is not met, these VPs are not awarded.
5 VPs	To the force that wins Scenario 67 within the required victory margin. If the required victory margin is not achieved, these VPs is not awarded.
10 VPs	To the force that controls Airfield Anvil-37 at the end of Scenario 67. If this requirement is not met, these VPs are not awarded.
Tally VPs	At the end of Scenario 67. The force with more VPs is the mini-campaign winner. In case of a draw, the British Force wins.



German Force

Elements of 21st Panzer Division, Seasoned [2,236]

ASSAULT FORCE

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 19(17), CP-11 [688]

When playing this scenario as a mini-campaign game, eliminated matching units from the German Panzer Company in Scenario 66 are removed from play in this scenario. Units not part of the company in Scenario 66 are not affected.



 CHQ 4T 6-9 -5 x2 57	 4T 6-9 -5 x4 38	 4T 6-9 -5 x4 38	 4T 6-9 x4 28	 Rifle x2 27	 4H 9-12 -10 x2 15
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 Recon Veteran 7W 13-19 -10 x2 37
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MEDIUM PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 13(9), CP-8 [580]

 CHQ 4T 6-9 -5 x1 64	 4T 6-9 x4 40	 4T 6-9 -5 x4 43	 7W 13-19 -10 x2 37	 Recon Veteran 9WR 13-19 x2 55
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REINFORCEMENT FORCE

INFANTRY COMPANY (+): SEASONED, EXCELLENT, 13, CP-8 [528]

 Infantry CHQ x1 24	 Light 4W 8-12 -15 x1 6	 Rifle x3 27	 Medium 4W 8-12 -15 x3 9	 Rifle x3 27	 Medium 4W 8-12 -15 x3 9
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INFANTRY COMPANY (+), CONTINUED

 x2 25	 x2 38	 Light 4W 8-12-15 x4 6	 0L 0 x2 53	 4H 8-11-10 x2 13
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PANZER COMPANY (-): SEASONED, EXCELLENT, 10, CP-6 [440]

 4T 6-9-5 x2 60	 4T 6-9-5 x4 40	 4T 6-9-5 x4 40
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Reinforcement Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-325	34BB10	01-25
10-11	01-40	-220	34A5	26-50
12-13	01-60	No adjustment	37A5	51-75
14-15	01-80	+220	30GG5	76-00
16	01-00	+325		

British Force

Elements of 7th Armoured Division, Seasoned [1,754]

When playing Scenarios 66 and 67 as a mini-campaign game, the Infantry Half-squad BHQ unit or its transport may not be targeted in either scenario.



 x1 33	 4W 8-12-15 x1 6	 3 1 2 x10
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HOLDING FORCE



INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 23(20), CP-14, [731]

When playing this scenario as a mini-campaign game, eliminated units from the Infantry Company in Scenario 66 are removed from play in this scenario. Units not participating in Scenario 66 are not affected.

 x1 24	 4W 8-12-15 x1 6	 x3 26	 4W 8-12-15 x3 9	 x3 26	 4W 8-12-15 x3 9	 4W 8-12-15 x2 13
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INFANTRY COMPANY (MIXED), CONTINUED

 <p>55 OML 3-in</p> <p>x2 36</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>MMG 517-11</p> <p>x2 12</p>	 <p>65</p>	 <p>TRUCK B-16B1 187</p> <p>Light 4W 6-12-15</p> <p>x2 6</p>	 <p>OQF 25-PDR B-18A 195</p> <p>1L 0</p> <p>x2 33</p>	 <p>TRUCK B-16B1 187</p> <p>Medium 4W 6-12-15</p> <p>x2 9</p>
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 <p>A10 Mk II B-2B 101</p> <p>2T 4-6 -10</p> <p>x3 29</p>	 <p>Humber Mk II/III B-13A 101</p> <p>6WR 13-18 -10</p> <p>x3 46</p>	<p>Recon Veteran</p>
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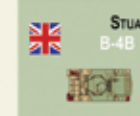



RELIEF FORCE

FIRST CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, 14(12), CP-8 [490]






 <p>A10 Mk II B-2B 101</p> <p>CHQ 2T 4-6 -10</p> <p>x1 43</p>	 <p>A10 Mk II B-2B 101</p> <p>2T 4-6 -10</p> <p>x1 29</p>	 <p>A10 Mk II CS B-2B 101</p> <p>2T 4-6 -10</p> <p>x1 26</p>	 <p>A10 Mk II B-2B 101</p> <p>2T 4-6 -10</p> <p>x3 29</p>	 <p>CRUSADER II B-5A 101</p> <p>4T 6-10 -5</p> <p>x3 36</p>	 <p>29</p> <p>Rifle</p> <p>x3 26</p>	 <p>TRUCK B-16B1 187</p> <p>Medium 4W 6-12-15</p> <p>x3 9</p>
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 <p>Humber Mk II/III B-13A 101</p> <p>6WR 13-18 -10</p> <p>x2 46</p>	<p>Recon Veteran</p>
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SECOND CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, 18(15), CP-11 [494]

 <p>STUART I B-4B 101</p> <p>CHQ 6T 8-12</p> <p>x1 60</p>	 <p>STUART I B-4B 101</p> <p>6T 8-12</p> <p>x3 40</p>	 <p>STUART I B-4B 101</p> <p>6T 8-12</p> <p>x2 40</p>	 <p>MARMION-HRGTN B-10B 101</p> <p>6W 13-18 -10</p> <p>x2 34</p>	<p>Recon Veteran</p>	 <p>MORRIS CS9 B-12A 101</p> <p>7W 12-16</p> <p>x1 30</p>	<p>Recon Veteran</p>
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SECOND CRUISER SQUADRON (MIXED), CONTINUED

 <p>29 ATR Rifle</p> <p>x2 25</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>MMG 5 7-11</p> <p>x2 12</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>ATR 5 7-11</p> <p>x1 12</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>MMG 5 7-11</p> <p>x2 12</p>	 <p>2 FOR PORTÉE B-14B1 101</p> <p>4W 8-12 -15</p> <p>x2 13</p>
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Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-265	34GG5	01-20
10-11	01-40	-175	37GG5	21-40
12-13	01-60	No adjustment	30A5	41-60
14-15	01-80	+175	33GG5	61-80
16	01-00	-265	33BB1	81-00



Scenario 68

Battle of Gazala: Grants Graveyard. South East of Bir Hacheim, Libya, 27 May 1942

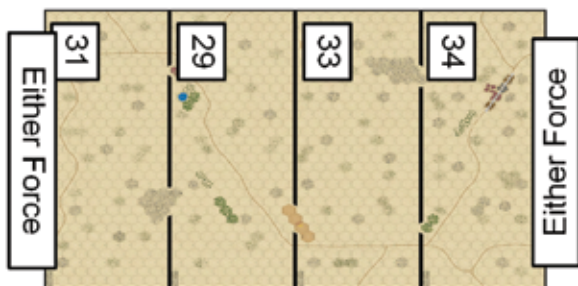
Situation

The Battle of Gazala, codenamed *Operation Venice* by the Germans, began on 26 May 1942, with the Italian X and XXI Corps attacking the British defensive positions frontally at Gazala. However, the real attack began in the early hours of 27 May, with Rommel leading Panzerarmee Afrika in a bold flanking move around the southern end of the Allied defensive line.

On that morning, elements of the 15th Panzer Division clashed with the British IV Armoured Brigade, it equipped with the new Grant tanks. The German panzers suffered substantial losses and it was not until the arrival of the 21st Panzer Division that the battle turned in favor of the Germans. At the end of the day, the British 7th Armoured Division was forcefully defeated.

Map Utilize maps 29, 31, 33, and 34.

Overlays B1 29H10(1); B3 34I3(2); H3.05 33D9(5); H4.15 33AA9(4); R3 29V10(1); R4 33G1(6); LG2 29U7(2); LG3 34O7(3); MG2 34Z10(3); MG3 29Y5(2); O1 29J9(6)



SPECIAL CONDITIONS	
When determining the Initiative, the German Force applies a +20 DRM.	
If special ammo types are available, utilize Ammo Limits.	
If Morale Rules (7.1) are in effect, utilize the listed point information.	
If the Hidden Units Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit markers.	
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.	
Requires Panzer North Africa	

SETUP	
Conditions	Normal visibility. No adverse terrain. Heat Haze is in effect.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along either mapboard edge no more than 3 hexes from the edge.
	The other force sets up second in the area not selected above no more than 3 hexes from the edge.
	Neither force controls the objective hills at the start of the scenario.

VICTORY CONDITIONS	
Length	18 turns
175 VPs	To the force that controls Hill Δ4.15. To control the Hill, a force must occupy of be the last to occupy, for a full turn, 3 of the 4 hill hexes at the same time the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
120 VPs	To the force that controls Hill Δ3.05. To control the Hill, a force must occupy of be the last to occupy, for a full turn, 2 of the 3 hill hexes at the same time the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
60 VPs	Required victory margin.



German Force

Elements of Panzer Regiment 5, Veteran [610]

LIGHT PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 13, CP-8 [610]



 Pz IIIJ LANG G-4B 101 CHO 4T 6-9 -5 x2 67	 Pz IIIJ G-4A 160 4T 6-9 -5 x2 42	 Pz IIIJ LANG G-4B 101 4T 6-9 -5 x3 45	 Pz IIIJ G-4A 160 4T 6-9 -5 x1 42	 Pz IIIJ LANG G-4B 101 4T 6-9 -5 x3 45
 Pz IVE G-5B 101 4T 6-9 x2 40				

British Force

Elements of 4th Armoured Brigade, Seasoned [587]

HEAVY CRUISER SQUADRON: SEASONED, EXCELLENT, 12, CP-7 [587]



 GRANT I B-11A 101 CHO 3T 6-9 -10 x1 70	 GRANT I B-11A 101 3T 6-9 -10 x2 47	 GRANT I B-11A 101 3T 6-9 -10 x3 47	 GRANT I B-11A 101 3T 6-9 -10 x3 47	 GRANT I B-11A 101 3T 6-9 -10 x3 47
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Scenario 69 **Battle of Gazala: Point 171. South of Bir Hacheim, Libya, 27 May 1942**

Situation

In November 1941, Operation Crusader enabled the Commonwealth forces to advance more than 800km to the west, pushing the Axis forces towards El Agheila and relieving Tobruk in the process. As a consequence, the British line of supply became overextended, while the Axis' contracted. This situation allowed an Axis counterattack in January 1942, which forced the British 8th Army to fall back to a defensive line from Gazala to Bir Hacheim.

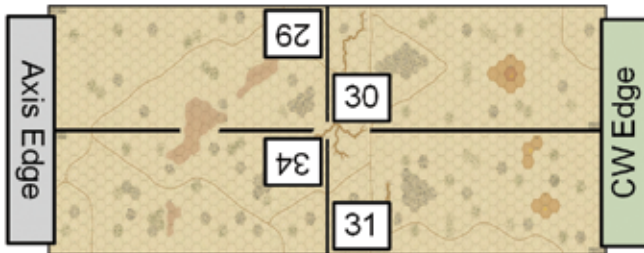
After a three-month rest, Rommel launched Operation Venice, also known as the Battle of Gazala, his most impressive victory in North Africa. While the Italian X and XXI Corps frontally attacked the central Gazala positions, the bulk of the Afrika Korps and the Italian XX Motorized Corps made a bold flanking move around the southern end of the Gazala line. In the early hours of 27 May 1942, the Italian Ariete Division clashed with the 3rd Indian Motor Brigade, 7th Armoured Division, southeast of Bir Hacheim, which managed to hold up the Italian advance for several hours. Although the Indian position was finally overrun, the Italians lost 23 tanks in the process.

Note: This scenario assumes that the 21st Panzer Division, which was advancing south of the Ariete Division, managed to aid the Italians, while the 3rd Indian Motor Brigade received the promised aid of the Valentines of the British 1st Army Tank Brigade, which actually never reached the Indian position.

This scenario is designed for play using the Panzer Solitaire Rules.

Map Utilize maps 29, 30, 31, and 34.

Overlays **S2 34S4(4); S5 29J5(4); S6 29M1(6); R1 34I5(1); R2 29C3(4); R3 31J4(1); R4 30J4(1); G1 31H5(2); G3 30E1(3); G4 30B9(2); H3.05 31Y1(1); H4.09 31Z6(1); H8.14 30V5(1).**



SPECIAL CONDITIONS	
When determining the Initiative, the Axis Force applies a +20 DRM.	
Beginning on turn 2, the CW Force receives a Planned Indirect Fire mission of 5 turns for its Organic Light Battery. Roll (100) on the CW Planned Indirect Fire Table to determine the plot for each turn.	
All Sand hexes are treated as Soft Sand terrain.	
If special ammo types are available, utilize Ammo Limits.	

SETUP	
Conditions	Normal visibility. No adverse terrain. Sunrise Sun Blinding. On turns 1-10 apply a -1 AP Hit Modifier to Direct Fire shots if the extended line-of-sight past the target hex touches the CW edge. No modifiers apply on turns 11+.
Commonwealth ...	Force places 1 FO Section in hex 29E2.
	First Infantry Company places 12 Red hidden unit counters in the following hexes: 29D2, 29D3, 29E4, 29U8, 29V2, 34C3, 34F8, 34H6, 34I6, 34U2, 34W5, 34X6.
	Second Infantry Company places 18 Green hidden unit counters in the following hexes: 30C2, 30G5, 30I4, 30J6, 30T6, 30U6, 30V5, 30V6, 31D6, 31J4, 31J6, 31L3, 31Q5, 31U3, 31X2, 31X3, 31Y6, 31Z7.
Italian ...	Infantry Tank Squadron enters the mapboard on the Movement Phase of the following turn that 5 or more Axis combat unit reach or pass hex row 30R and/or 31R. It enters the mapboard in 5 groups of 2 gray hidden unit counters each. All units of each group automatically receive a Move command and move stacked on their turn of entry. Roll (100) on the CW Force Entry Hex table to determine where each group enters. Each group enters on the indicated entry hex. Units may enter at the Path movement rate if using the Fastest Route.
Italian ...	Tank Company enters the mapboard on Turn 1 along the Axis edge. Units are eligible for the Path movement bonus.
	Bersaglieri Company enters the mapboard on Turn 2 along the Axis edge. Units are eligible for the Path movement bonus.
German ...	Panzer Company enters the mapboard on Turn 3 along the Axis edge. Units are eligible for the Path movement bonus.
	Infantry Company enters the mapboard on Turn 4 along the Axis edge. Units are eligible for the Path movement bonus.


SPECIAL CONDITIONS, CONTINUED
The CW Force has 1 FO Section for its Organic Light Battery. The FO Section automatically receives an OW command during the Command Phase. The FO Section is considered Hidden and cannot be targeted by any Axis unit. Axis units cannot enter the hex where the FO Section is placed.
Beginning on turn 8, the CW FO Section calls Indirect Fire from the CW Organic Light Battery. The FO Section calls IF following the priorities of the CW Indirect Fire Priority table. If the IF mission can be continued at the current Target Point, the IF mission is automatically continued. If the IF mission cannot be continued at the current Target Point hex, but can be adjusted, then the IF mission is adjusted. Once an IF mission is Called, it continues at the current Target Point hex, either continued or adjusted, until checked, no matter if other objectives with a higher priority appear. CW Called Indirect Fire missions are all GP, Closed SHEAF.
The CW Force has 4 Pre-Registered Points for its Organic Light Battery: 29J8, 29L3, 34J4, and 34P7.
Once 10 or more Axis combat units enter maps 30 and/or 31, the FO Section is removed from play and no more IF missions are called.
If Morale Rules (7.1) are in effect, the CW Force utilizes the listed point information; the Axis force utilizes the alternate point information. Utilize the listed VPs.
If the Command Span Rules (7.52) are in effect, the German CHQs have a Command Span of 10 hexes. The Italian CHQs have a Command Span of 7 hexes.
When rolling on the Number of Activated Units table for successfully activated hidden units of the CW Second Infantry Company, the number of activated units is 2 if the result is 1 or 2, and the number of activated units is 3 if the result is 3, 4 or 5.
Requires Panzer North Africa

VICTORY CONDITIONS	
Length	Length: 21 to 27 turns. Beginning with turn 21 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.
	Turn 21(1); 22(1); 23(2); 24(4); 25(6); 26(8); 27(10).
450 VPs	To the force that controls Hill Δ8.14. To control the hill, a force must occupy or be the last to occupy hex 30V6 for a full turn at the same time the level-1 portion of the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
250 VPs	To the force that controls Hill Δ4.09. To control the hill, a force must occupy or be the last to occupy hex 31Z7 for a full turn at the same time the rest of the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
200 VPs	To the force that controls Hill Δ3.05. To control the hill, a force must occupy or be the last to occupy hex 31X2 for a full turn at the same time the rest of the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
180 VPs	Required victory margin.


Italian Force

Elements of the 132nd Ariete Armored Division, Veteran [962/875]


MEDIUM TANK COMPANY(+): REGULARS, GOOD, 16(12), CP-8 [461/419]




x1
38/34




x1
25/23



x5
25/23



x5
25/23



x4
37/33

Recon

Seasoned




Photo credit: Noclador

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BERSAGLIERI COMPANY (MIXED): REGULARS, GOOD, 15, CP-8 [501/456]


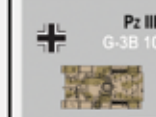
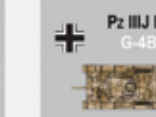

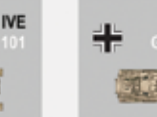
 <p>Infantry CHQ</p> <p>x1 19/17</p>	 <p>TRUCK I-10B 101</p> <p>Light</p> <p>4W 8-12 -15</p> <p>x1 6/6</p>	 <p>Bersag'li</p> <p>x2 24/21</p>	 <p>Seasoned LMG</p> <p>x2 21/18</p>	 <p>TRUCK I-10B 101</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x4 9/9</p>	 <p>SEMO 75/18 I-3B 150</p> <p>3T 5-8 -15</p> <p>x4 30/27</p>
 <p>Bersag'li</p> <p>x3 30/27</p>	 <p>TRUCK I-10B 101</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x3 9/9</p>	 <p>81mm</p> <p>x1 35/31</p>	 <p>Light</p> <p>4W 8-12 -15</p> <p>x3 6/6</p>		

German Force







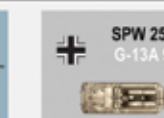


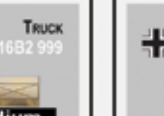

Elements of the 21st Panzer Division, Veteran [1,205/1,314]

PANZER COMPANY (MIXED): VETERAN, SUPERIOR, 12(10), CP-7 [650/709]



 <p>Pz III G G-3A 101</p> <p>CHQ</p> <p>4T 6-9 -5</p> <p>x1 68/75</p>	 <p>Pz III H G-3B 101</p> <p>4T 6-9 -5</p> <p>x3 48/52</p>	 <p>Pz III J LANG G-4B 101</p> <p>4T 6-9 -5</p> <p>x2 54/59</p>	 <p>Pz IVE G-5B 101</p> <p>4T 6-9</p> <p>x4 48/52</p>	 <p>PSW 231 G-15A 101</p> <p>9WR 13-19</p> <p>x2 69/76</p>	<p>Recon Elite</p>
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INFANTRY COMPANY (MIXED): VETERAN, SUPERIOR, 17, CP-11 [555/605]

 <p>Infantry CHQ</p> <p>x1 28/31</p>	 <p>SPW 250/1 G-11A 762</p> <p>6H 10-13</p> <p>x1 15/17</p>	 <p>Rifle</p> <p>x3 32/35</p>	 <p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18/19</p>	 <p>SPW 251/10 G-13B 847</p> <p>4H 9-12 -10</p> <p>x1 27/30</p>	 <p>Rifle</p> <p>x2 32/35</p>	 <p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18/19</p>
 <p>Rifle</p> <p>x3 50/55</p>	 <p>TRUCK G-16B2 999</p> <p>Medium</p> <p>4W 8-12 -15</p> <p>x3 9/9</p>	 <p>SPW 251/2 G-14A 841</p> <p>4H 9-12 -10</p> <p>x1 46/51</p>	 <p>SPW 251/9 G-14B 756</p> <p>4H 9-12 -10</p> <p>x1 30/33</p>			

Commonwealth Force

Elements of the 3rd Indian Motor Brigade and the British 44th RTR, Seasoned

ARTILLERY
B-7A

Light Organic

See special



FIRST INFANTRY COMPANY (-): SEASONED, EXCELLENT, CP-6, ACTIVATION MODIFIER 0, DEFENSIVE

OOQF 2-PDR
B-17A 195

Main Enemy Unit

17
01-22

29

Rifle

32
23-44

ATR

29

Rifle

37
45-66

OML 2-in

55

OML 3-in

36
67-78

65


24
79-00

SECOND INFANTRY COMPANY (+): SEASONED, EXCELLENT, CP-14, ACTIVATION MODIFIER -20, DEFENSIVE

OOQF 2-PDR
B-17A 195

1L 0

17
01-08

29

Rifle

Main Enemy Unit
32
09-25

ATR

29

Rifle

37
26-42

OML 2-in

55

OML 3-in

36
43-50

65


24
51-54

UNIVERSAL CARRIER
B-16A 167

ATR

12
55-71

UNIVERSAL CARRIER
B-16A 167

MMG

12
72-87

OOQF 25-PDR
B-18A 195

1L 0

33
88-00

INFANTRY TANK SQUADRON: SEASONED, EXCELLENT, CP-4, ACTIVATION MODIFIER -10, CAUTIOUS

VALENTINE II
B-9A 101

Main Enemy Unit max-8

43
01-00

Commonwealth Planned Indirect Fire		
Turn	Plot	Roll
2-3	GP, Open, 29Z8, 1 Turn	01-20
	GP, Open, 29Z3, 1 Turn	21-40
	GP, Open, 34BB10, 1 Turn	41-60
	GP, Open, 34BB5, 1 Turn	61-80
	GP, Open, 34Z2, 1 Turn	81-00
4-6	GP, Open, 29R9, 1 Turn	01-20
	GP, Open, 29R5, 1 Turn	21-40
	GP, Open, 34R10, 1 Turn	41-60
	GP, Open, 34S5, 1 Turn	61-80
	GP, Open, 34R2, 1 Turn	81-00

Commonwealth Force Entry	
Roll	Entry Hex
01-25	30BB1
26-50	30GG5
51-75	31GG5
76-00	31BB10

Commonwealth Indirect Fire Priority		
Priority	Indirect Fire Mission	Break Ties
1	Pre-Registered Point with 2 or more spotted Axis units in the SHEAF Pattern and no risk of Danger Close.	Highest Axis Unit-VPs in SHEAF/ At least 1 Axis combat vehicle
2	Observed hex with 2 or more spotted Axis units in the SHEAF Pattern and no risk of Danger Close.	Highest Axis Unit-VPs in SHEAF/ At least 1 Axis combat vehicle.
3	Pre-Registered Point with one spotted Axis unit and no risk of Danger Close.	Highest Axis Unit-VPs in hex/ Combat vehicle.
4	Observed hex with one spotted Axis unit and no risk of Danger Close.	Highest Axis Unit-VPs in hex/ Combat vehicle.
5	Pre-Registered Point with 2 or more spotted Axis units in the SHEAF Pattern, risk of Danger Close, but the number of Axis units inside the SHEAF Pattern is greater than the number of CW units if Danger Close occurs.	Highest Axis Unit-VPs in hex/At least 1 Axis combat vehicle/ Lowest CW Unit-VPs in SHEAF.
6	Observed hex with 2 or more spotted Axis units in the SHEAF Pattern, risk of Danger Close, but the number of Axis units inside the SHEAF Pattern is greater than the number of CW units if Danger Close occurs.	Highest Axis Unit-VPs in hex/At least 1 Axis combat vehicle/ Lowest CW Unit-VPs in SHEAF.
7	If none of the previous conditions apply, check fire.	



Scenario 70	Battle of Gazala: The Door closes on Ariete. Near Bir el Harmat, Libya, 28 May 1942
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Situation

After the Italian 132nd Armored Division *Ariete* overran the 3rd Indian Motor Brigade on 27 May, not without losing several tanks in the process, it turned northward on the next day.

While moving to link up with the two German Panzer Divisions, *Ariete* was attacked by the British 2nd Armoured and 1st Army Tank Brigades in a two-pronged assault. This engagement lasted several hours until night fell, with neither side claiming a significant victory at the end of the day.

Map	Utilize maps 29, 31, 33, 36, and 40.
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Overlays	B1 33CC2(1); H2.12 31H4(6); H7.12 31Y1(1); and H3.05 33I2(2).
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SPECIAL CONDITIONS
When determining the Initiative, the Italian Force applies a -20 DRM.
If special ammo types are available, utilize Ammo Limits.
The Italian BA.65 must enter the mapboard on turns 1-10.
The Italian Force may plot 2 Pre-Registered Points for its Organic Battery.
The Italian Force may plot Planned Artillery Fire to arrive on turn 2 or any subsequent turn for its Organic Battery.
If Morale Rules (7.1) are in effect, the Italian Force utilizes the alternative point information and adds the additional forces; the British Force utilizes the listed point information. Utilize the listed VPs.
If the Hidden Units Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit markers.
All Sand hexes are treated as Sand terrain.
All Building hexes are treated as Desert Buildings.
If the Command Span Rules (7.52) are in effect, the Italian CHQs have a Command Span of 6 hexes. The British CHQs have a Command Span of 10 hexes.
Requires Panzer North Africa

SETUP	
Conditions	Limited visibility conditions in effect; apply turn based Spotting modifiers (see Limited Spotting table). No adverse terrain. Heat Haze is in effect on turns 1-7.
	Sunset Sun Blinding. Apply turn based Hit/Fire Modifiers to all AP/GP Direct Fire shots if the extended line of sight past the target touches the west edge (see Limited Spotting table).
Both ...	Forces roll (10). The force rolling the lower result enters first (with a tie, the Italian Force enters first) on turn 1 from its edge of the mapboard. If the Italian Force enters first, it enters with a single company. If the British Force enters first, it enters with 2 company/squadrons.
	The other force then enters on turn 1 with its entire force from its edge of the mapboard.
	The first force then enters on turn 1 with the remaining company/squadrons from its edge of the mapboard.
	If entering on a Path hex, units may do so at the bonus movement rate.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS	
Length	20 turns
280 VPs	To the force that controls Oscar-36. To control Oscar-36, a force must occupy or be the last to occupy, for a full turn, building hexes (or remaining rubble hexes) 36Q4 and 36R4. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
150 VPs	To the Italian Force for control of building hex B1 on hex 33C2, provided that the British Force does not control Hill Δ2.12. To control building hex B1, a force must occupy or be the last to occupy it (or remaining rubble hex) for a full turn. If the building hex is on fire, a force must occupy an adjacent hex. If the Italian Force does not meet this requirement, these VPs are not awarded.

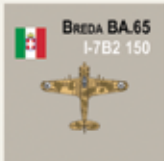
VICTORY CONDITIONS, CONTINUED			
150 VPs	To the Italian Force for control of Hill Δ3.05, provided that the British Force does not control Hill Δ7.12. To control Hill Δ3.05, a force must occupy or be the last to occupy, for a full turn, 2 of the 3 hill hexes at the same time the hill is free of all opposing units. If the Italian Force does not meet this requirement, these VPs are not awarded.	150 VPs	To the British Force for control of Hill Δ7.12, provided that the Italian Force does not control Hill Δ3.05. To control Hill Δ7.12, a force must occupy or be the last to occupy, for a full turn, hex 31Y2 at the same time the level-1 portion of the hill is free of all opposing units. If the British Force does not meet this requirement, these VPs are not awarded.
		Unit VPs	For elimination, knock out or brew up.
150 VPs	To the British Force for control of Hill Δ2.12, provided that the Italian Force does not control building hex B1. To control Hill Δ2.12, a force must occupy or be the last to occupy, for a full turn, the 2 level-1 hill hexes. If the British Force does not meet this requirement, these VPs are not awarded.	145 VPs	Required victory margin.

Italian Force

Elements of the 132nd Armored Division Ariete, Regulars [1,482/1,462]



x1
54/54



x1
53/53

Seasoned



Photo credit: Noclador

MEDIUM TANK COMPANY (+): SEASONED, 24(20) [812/]



x1
48/43



x5
32/28



x5
32/28



x5
24/21



x4
36/32



x4
45/40



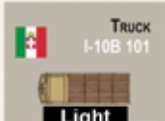
**Recon
Veteran**

[ADDITIONAL] MEDIUM TANK COMPANY (+): SEASONED, 28(24), SEASONED, GOOD, CP-15 [/824]



x4
/27




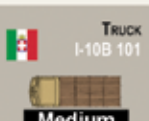
BERSAGLIERI COMPANY (+): REGULARS, 18 [563/]

 29 Infantry CHQ	 65 FO	 TRUCK I-10B 101 Light
x1 19/17	x1 16/14	x2 4W 8-12 -15 6/6

 65	 55 81mm	 TRUCK I-10B 101 Light
x2 18/16	x2 35/31	x4 4W 8-12 -15 6/6

 29 LMG	 29 Bersag'li	Seasoned ATR	 29 Bersag'li	Seasoned	 TRUCK I-10B 101 Medium
x2 20/18	x1 36/32		x1 24/21		x4 4W 8-12 -15 9/9

 47/32 PORTÉE I-6B 120	 AUCN DA 90/53 I-6A 101
x2 14/12	x2 43/32

 29 LMG	 29 Bersag'li	Seasoned ATR	 29 Bersag'li	Seasoned	 TRUCK I-10B 101 Medium
x2 20/18	x1 36/32		x1 24/21		x4 4W 8-12 -15 9/9

[ADDITIONAL] BERSAGLIERI COMPANY (+): REGULARS, 19, CP-10 [531]

 AUCN DA 90/53 I-6A 101
x1 4W 8-12 -15 /32

British Force

**Elements of 2nd Armoured Brigade and 1st Army Tank Brigade,
Seasoned [1,462]**

HEAVY CRUISER SQUADRON (-): SEASONED, EXCELLENT, 7, CP-4 [352]



GRANT I
B-11A 101

CHQ
3T 6-9 -10

x1
70

GRANT I
B-11A 101

CHQ
3T 6-9 -10

x3
47

GRANT I
B-11A 101

CHQ
3T 6-9 -10

x3
47

CRUISER SQUADRON (-): SEASONED, EXCELLENT, 8, CP-5 [301]

CRUSADER II
B-6A 101

CHQ
4T 6-10 -5

x1
54

CRUSADER II CS
B-6B 101

CHQ
4T 6-10 -5

x1
31

CRUSADER II
B-6A 101

CHQ
4T 6-10 -5

x3
36

CRUSADER II
B-6A 101

CHQ
4T 6-10 -5

x3
36

INFANTRY TANK SQUADRON (-): SEASONED, EXCELLENT, 9, CP-5 [406]

VALENTINE II
B-9A 101

CHQ
2T 3-5 -10

x1
64

MATILDA II CS
B-10A 101

CHQ
2T 3-5 -15

x2
42

VALENTINE II
B-9A 101

CHQ
2T 3-5 -10

x3
43

VALENTINE II
B-9A 101

CHQ
2T 3-5 -10

x3
43

INFANTRY COMPANY: SEASONED, EXCELLENT, 15, CP-9 [403]

29

Infantry
CHQ

x1
24

55

Oml 2-in

x1
21

TRUCK
B-16B1 187

Light
4W 8-12 -15

x2
6

29

Rifle

x3
26

TRUCK
B-16B1 187

Medium
4W 8-12 -15

x3
9

29

Rifle

x3
26

TRUCK
B-16B1 187

Medium
4W 8-12 -15

x3
9

INFANTRY COMPANY: CONTINUED

 <p>65</p> <p>x1 24</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>MMG 51 7-11</p> <p>x1 12</p>	 <p>OQF 2-POR B-17A 195</p> <p>1L 0</p> <p>x2 17</p>	 <p>UNIVERSAL CARRIER B-16A 167</p> <p>MMG 51 7-11</p> <p>x2 12</p>	 <p>OQF 40mm Mk. III B-18B 339</p> <p>1L 0</p> <p>x1 33</p>	 <p>TRUCK B-18B 167</p> <p>Medium 4W 8-12-15</p> <p>x1 9</p>
--	--	---	--	---	---

LIMITED SPOTTING			
Turn	Spotting Modifier	Hit/Fire Modifier	Heat Haze
1-4	0	-1 AP/-5 GP	Yes
5-7	0	-2 AP/-5 GP	Yes
8-10	0	-1 AP/-5 GP	No
11-14	0	0	No
15-17	-1	0	No
18-20	-2	0	No

Hit/Fire modifiers apply if the extended LOS past the target touches the west edge.



Scenario 71

Battle of Gazala: A Slowed Advance. Near Bir El Harmat, Libya, 29 May 1942

Situation

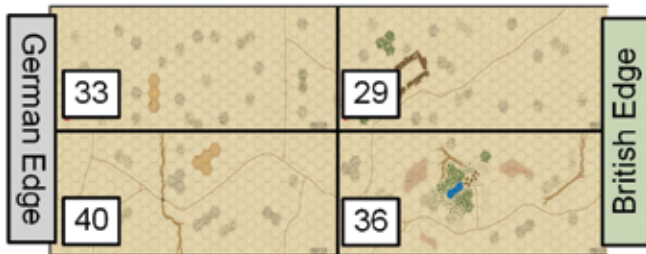
Rommel concentrated his forces for a decisive blow against the British after the heavy losses on the first two days of the offensive. The advancing German 15th Panzer Division encountered a strong British armoured force defending the Bir El Harmat area.

Fighting against the 4th and 22nd Armoured Brigades proved difficult, as the new Grant tanks performed very well. Yet, a combination of the new Panzer IIIJ models, with their long 50mm guns, and the always dreaded 88s saved the situation for the Germans.

The British 2nd Armoured Brigade was then committed, and an intense tank battle raged. The 15th Panzer was forced on the defensive, where it held off the attack of the 2nd Armoured thanks to its anti-tank guns and the sudden appearance of a sandstorm.

Map Utilize maps 29, 33, 36, and 40.

Overlays H3.09 33M8(6); H4.07 40R3(1); MG1 29E9(1); MG4 29H3(1); B4 29I7(5).



SPECIAL CONDITIONS	
When determining the Initiative, the German Force applies a +20 DRM, and the British Force applies a -20 DRM until the Relief Force arrives. From that point on, the German Force applies a +20 DRM, and the British Force applies no Force Grade modifier.	
If special ammo types are available, utilize Ammo Limits.	
If Morale Rules (7.1) are in effect, utilize the listed point information.	
If the Hidden Units Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit markers.	
B4 Overlay represents a supply depot of ammunition, rations, and other military stores. All building hexes of Supply Depot B4 are treated as normal Wood Buildings for all purposes.	
Only the Path that runs continuously across Path hexes 40A5, 40F3, 40L5, 40BB3, 40DD4, 36E5, 29H9, and 29BB1 is treated as a Path. All other Path hexes are treated as Track hexes.	
All Sand hexes are treated as Sand terrain.	
The German Force may employ Quickdraw (7.54).	

SETUP	
Conditions	Khamsin (7.36.4) limited conditions in effect. Before the Spotting Phase of turn 8, and each turn thereafter as necessary, the British Force rolls (100). See Khamsin Table. Once Khamsin conditions start, they apply for the remainder of the scenario. No adverse terrain.
British ...	Place the 9 Hasty Entrenchment counters anywhere within the British setup area. Any leg or towed unit may setup in a Hasty Entrenchment.
	Holding Force sets up first anywhere on maps 29, 33, 36 and/or 40, at least 10 hexes from the German edge. All objective hexes are under British control at the start of the scenario, whether occupied or unoccupied.
German ...	Force enters the mapboard on turn 1 along the German edge. If entering on a Path hex (see Special Conditions), units may do so at the bonus movement rate.
British ...	Relief Force has the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of turn 8, and each turn thereafter as necessary, the British Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Second Cruiser Squadron of the Relief Force enters. The Second Cruiser Squadron must enter on the indicated Entry hex or adjacent to that hex. The Heavy Cruiser Squadron must enter on the other Entry hex or adjacent to that hex. Units are eligible for the Path movement bonus (see Special Conditions).

SPECIAL CONDITIONS, CONTINUED
Only the Wood Buildings of Oscar-36 (hexes 36Q4 and 36R4) are treated as Desert Buildings.
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes until Khamsin visibility conditions apply. Once Khamsin visibility conditions apply, the German CHQ has a Command Span of 10 hexes, and all British CHQs have a Command Span of 5 hexes.
Both Forces may add Leaders as desired.
Requires Panzer North Africa



VICTORY CONDITIONS	
Length	25 turns
285 VPs	To the force that controls Oscar-36. To control Oscar-36, a force must occupy or be the last to occupy, for a full turn, building hexes (or remaining rubble hexes) 36Q4 and 36R4. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
400 VPs	To the force that controls Supply Depot B4. To control B4, a force must occupy or be the last to occupy at least 5 of the 8 building hexes for a full turn. Remaining rubble hexes or building hexes on fire do not count towards VP purposes. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential British VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
135 VPs	Required victory margin.

German Force
Elements of 15th Panzer Division, Veteran [1,253]

MIXED COMPANY: VETERAN, EXCELLENT, 17, CP-10 [543]

 Infantry CHQ x1 28	 SPW 250/1 G-11A 762 6H 10-13 x1 15	 Rifle x3 32	 SPW 251/1 G-13A 987 4H 9-12 -10 x2 18	 SPW 251/10 G-13B 847 4H 9-12 -10 x1 27
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 67 x2 30	 5cm x1 22	 ATR x1 19	 TRUCK G-16B2 999 Light 4W 8-12 -15 x4 6	 2.8cm sPzB 41 G-18A 510 1L 0 x2 22	 TRUCK G-16B2 999 Light 4W 8-12 -15 x2 6
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MIXED COMPANY, CONTINUED

<p>5cm PaK 38 G-19A 797</p> <p>1L 0</p> <p>x2 33</p>	<p>SoKrz 10 G-16B1 1007</p> <p>6H 11-14</p> <p>x2 9</p>	<p>8.8cm FlaK 36 G-20A 101</p> <p>0L 0</p> <p>x1 63</p>	<p>SoKrz 7 G-16B1 1003</p> <p>4H 8-11 -10</p> <p>x1 13</p>
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PANZER COMPANY: VETERAN, EXCELLENT, 12(10), CP-7 [710]

<p>Pz IIIH G-3B 101</p> <p>CHQ</p> <p>4T 6-9 -5</p> <p>x1 72</p>	<p>Pz IIIJ LANG G-4B 101</p> <p>4T 6-9 -5</p> <p>x5 54</p>	<p>Pz IVF1 G-6A 101</p> <p>4T 6-9 -5</p> <p>x2 51</p>	<p>Pz IVF2 G-6B 101</p> <p>4T 6-9 -5</p> <p>x2 70</p>	<p>Pz IIF G-2A 101</p> <p>4T 6-9</p> <p>x2 63</p>	<p>Recon</p> <p>Elite</p>
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British Force

Elements of 2nd, 4th, and 22nd Armoured Brigades, Regulars/Seasoned [1,502]

HASTY

3 1

2

x9



HOLDING FORCE

INFANTRY COMPANY: SEASONED, EXCELLENT, 11, CP-7 [333]

<p>29</p> <p>Infantry CHQ</p> <p>x1 24</p>	<p>TRUCK B-16B1 187</p> <p>Light</p> <p>4W 6-12 -15</p> <p>x1 6</p>	<p>29</p> <p>Rifle</p> <p>x3 26</p>	<p>TRUCK B-16B1 187</p> <p>Medium</p> <p>4W 6-12 -15</p> <p>x3 9</p>	<p>65</p> <p>x1 24</p>	<p>55</p> <p>OML 3-in</p> <p>x1 36</p>	<p>UNIVERSAL CARRIER B-16A 167</p> <p>ATR</p> <p>5T 7-11</p> <p>x2 12</p>
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INFANTRY COMPANY, CONTINUED

<p>OOQF 6-PDR B-17B 195</p> <p>1L 0</p> <p>x3 31</p>	<p>LOYD CARRIER B-16B2 191</p> <p>5T 7-11</p> <p>x3 7</p>
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Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
8-9	01-10	-225	29BB1	01-50
10-11	01-20	-150	36GG5	51-00
12-13	01-40	No adjustment		
14-15	01-60	+150		
16-17	01-80	+225		
18	01-00	+300		

FIRST CRUISER SQUADRON (MIXED): REGULARS, EXCELLENT, 8, CP-5 [269]

<p>CRUSADER II B-6A 101</p> <p>CHQ</p> <p>4T 6-10 -5</p> <p>x1 43</p>	<p>CRUSADER II CS B-6B 101</p> <p>4T 6-10 -5</p> <p>x2 24</p>	<p>CRUSADER II B-6A 101</p> <p>4T 6-10 -5</p> <p>x3 28</p>	<p>GRANT I B-11A 101</p> <p>3T 6-9 -10</p> <p>x2 47</p>	Seasoned
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RELIEF FORCE

SECOND CRUISER SQUADRON (-): SEASONED, EXCELLENT, 9(7), CP-5 [392]



<p>STUART I B-4B 101</p> <p>CHQ</p> <p>6T 8-12</p> <p>x1 60</p>	<p>STUART I B-4B 101</p> <p>6T 8-12</p> <p>x3 40</p>	<p>STUART I B-4B 101</p> <p>6T 8-12</p> <p>x3 40</p>	<p>HUMBER Mk IVIII B-13A 101</p> <p>6WR 13-18 -10</p> <p>x2 46</p>	Recon Veteran
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HEAVY CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, 14(12), CP-8 [508]

<p>GRANT I B-11A 101</p> <p>CHQ</p> <p>3T 6-9 -10</p> <p>x1 70</p>	<p>GRANT I B-11A 101</p> <p>3T 6-9 -10</p> <p>x3 47</p>	<p>GRANT I B-11A 101</p> <p>3T 6-9 -10</p> <p>x2 47</p>	<p>29 Rifle</p> <p>x3 26</p>	<p>WHITE SCOUT CAR B-15B 101</p> <p>7W 12-18 -5</p> <p>x3 11</p>	<p>HUMBER Mk IVIII B-13A 101</p> <p>6WR 13-18 -10</p> <p>x2 46</p>	Recon Veteran
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KHAMSIN				
Turn	Range	Spotting Modifier	Hit/Fire Modifier	Cautious Movement
8	01-10	-2	-1 AP/-5 GP	No
9	01-20	-2	-1 AP/-5 GP	No
10	01-30	-2	-1 AP/-5 GP	No
11	01-40	-2	-1 AP/-5 GP	No
12	01-50	-2	-1 AP/-5 GP	No
13	01-65	-2	-1 AP/-5 GP	No
14	01-75	-2	-1 AP/-5 GP	No
15	01-90	-2	-1 AP/-5 GP	No
16	01-00	-2	-1 AP/-5 GP	No



Scenario 72 Battle of Gazala: The Cauldron. Gazala Line, Libya, 31 May 1942

Situation

The British 50th (Northumbrian) Infantry Division was deployed in three brigade boxes along the western part of the Gazala defensive line. The brigade box at Sidi Muftah was defended by the 150th Infantry Brigade. It was repeatedly attacked by the German 15th and 21st Panzer Divisions and the Italian Trieste Division, along with Stuka air support.

Isolated in its brigade box, the British commanders decided to assault the Germans facing them, but the attack bogged down due to unexpected minefields and anti-tank guns, and finally they had to retreat, leaving 50 of their 70 tanks on the battlefield.

Note: Although the 150th Brigade was on the defensive, the beauty of tactical games is that in the general context of any given situation, they allow for small scale offensive actions during an otherwise defensive stand. This scenario reflects that this is the desperate attempt of the surrounded British forces to counter the Axis advance. In this particular case, offering a local offensive action by the British in what was, in actuality, a defensive situation.

Map Utilize maps 29, 30, and 31

Overlays S7 29Y4(6); S5 30E2(3); S6 31FF4(3); R3 30W2(1); R4 30N3(4); R2 31S6(2).



SPECIAL CONDITIONS	
When determining the Initiative, the British Force applies a -20 DRM.	
If special ammo types are available, utilize Ammo Limits.	
If Morale Rules (7.1) are in effect, the British Force utilizes the alternative point information; the German Force utilizes the listed point information and adds the additional forces. Utilize the alternative VPs.	
Only the German Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit markers may deploy.	
When a British unit enters or attacks a minefield hex, the German player must announce if the minefield hex is dummy or real. If dummy, the mine counter is removed from play.	

SETUP	
Conditions	Normal visibility. No adverse terrain.
German ...	Place the mine counters anywhere within the German setup area in minefields. Each minefield must contain at least 4 adjacent mine counters. All mine counters are placed visible on the map. Minefields may contain both real and dummy mine counters. Real mines are considered hasty mixed (personnel and vehicle).
	Force sets up first anywhere on maps 29, 30 and/or map 31 at least 6 hexes from the British edge.
	Vehicles may setup in found Hull Down positions.
British ...	Force enters the mapboard on turn 1 anywhere along the British edge.
	If entering on a Path hex, units may do so at the Path movement rate.

VICTORY CONDITIONS	
Length	Length: 22 to 26 turns. Beginning with turn 22 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.
	Turn 22(2); 23(4); 24(6); 25(8); 26(10).
Unit VPs	To the British Force for all combat units that exit from the German edge.
Unit VPs	To the German Force for each operational British combat unit (not eliminated, knocked out or brewed up) that fails to exit from the German edge.
Unit VPs	For elimination, knock out or brew up.
105/110 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED	
All Sand hexes are treated as Sand terrain.	
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.	
The German Force may employ Quickdraw (7.54).	
Requires Panzer North Africa	





German Force

Elements of 21st Panzer Division, Seasoned [752/786]


 MINES	 Hasty Vehicle Personnel Visible	 MINES	 Dummy Visible	 Ju 87 B-1 G-7B1 500
x8 10		x8		x1 53


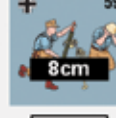



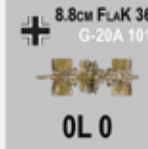



PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 8, CP-5 [316]



 Pz IIIH G-3B 101 CHQ 4T 6-9 -5	 Pz IIIH G-3B 101 4T 6-9 -5	 Pz IVE G-5B 101 4T 6-9	 Pz IIF G-2A 101 4T 6-9
x1 60	x3 40	x2 40	x2 28

INFANTRY COMPANY (MIXED): SEASONED, 8 [303]

 46 Infantry CHQ	 67 FO	 TRUCK G-16B2 999 Light 4W 8-12 -15	 46 Rifle	 TRUCK G-16B2 999 Medium 4W 8-12 -15
x1 24	x1 20	x2 6	x2 27	x2 9

 67 Infantry	 59 8cm	 TRUCK G-16B2 999 Light 4W 8-12 -15	 5cm PaK 38 G-19A 797 1L 0	 TRUCK G-16B2 999 Light 4W 8-12 -15	 8.8cm FlaK 36 G-20A 101 0L 0	 SoKrz 7 G-16B1 1003 4H 8-11 -10
x1 25	x1 38	x2 6	x1 28	x1 6	x1 53	x1 13

[ADDITIONAL] INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 9, CP-5 [337]

 5cm PaK 38 G-19A 797 1L 0	 TRUCK G-16B2 999 Light 4W 8-12 -15
x1 28	x1 6

British Force

Elements of 150th Infantry Brigade and 1st Army Tank Brigade, Regulars [1,352/1,388]

INFANTRY COMPANY: REGULARS, SUPERIOR, 17, CP-11 [457/493]



<p>29 Infantry CHQ</p> <p>x1 19/21</p>	<p>TRUCK B-16B1 187 Light 4W 8-12-15</p> <p>x1 6/6</p>	<p>29 Rifle</p> <p>x2 20/22</p>	<p>29 Rifle</p> <p>x1 29/32</p>	<p>OML 2-in</p>	<p>TRUCK B-16B1 187 Medium 4W 8-12-15</p> <p>x3 9/9</p>
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<p>29 Rifle</p> <p>x2 20/22</p>	<p>29 Rifle</p> <p>x1 29/32</p>	<p>OML 2-in</p>	<p>TRUCK B-16B1 187 Medium 4W 8-12-15</p> <p>x3 9/9</p>	<p>29 Rifle</p> <p>x2 32/35</p>	<p>Engineer Seasoned</p>	<p>TRUCK B-16B1 187 Medium 4W 8-12-15</p> <p>x2 9/9</p>
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<p>65 x2 19/21</p>	<p>55 OML 3-in x2 28/31</p>	<p>TRUCK B-16B1 187 Light 4W 8-12-15</p> <p>x4 6/6</p>	<p>2 POR PORTÉE B-14B1 101 x4 10/11</p>
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FIRST INFANTRY TANK SQUADRON: SEASONED, EXCELLENT, 11, CP-7 [530/530]

<p>MATILDA II B-10A 101 CHQ 2T 3-5-15</p> <p>x1 70/70</p>	<p>MATILDA II CS B-10A 101 2T 3-5-15</p> <p>x2 42/42</p>	<p>MATILDA II B-10A 101 2T 3-5-15</p> <p>x3 47/47</p>	<p>MATILDA II B-10A 101 2T 3-5-15</p> <p>x3 47/47</p>	<p>MATILDA II B-10A 101 2T 3-5-15</p> <p>x2 47/47</p>
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SECOND INFANTRY TANK SQUADRON (-): SEASONED, EXCELLENT, 8, CP-5 [365/365]

<p>VALENTINE II B-9A 101 CHQ 2T 3-5-10</p> <p>x1 64/64</p>	<p>VALENTINE II B-9A 101 2T 3-5-10</p> <p>x1 43/43</p>	<p>VALENTINE II B-9A 101 2T 3-5-10</p> <p>x3 43/43</p>	<p>VALENTINE II B-9A 101 2T 3-5-10</p> <p>x3 43/43</p>
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Scenario 73

Battle of Gazala: Knightsbridge Box. South of Acroma, Libya, 13 June 1942

Situation

During the Battle of Gazala, the British 1st Armoured Division fielded the 2nd and 22nd Armoured Brigades, equipped with the new American-made M3 Grant tanks and Crusader IIs, and the 201st Guards Infantry Brigade, which was deployed in the fortified box at Knightsbridge.

When the box was assaulted by the 21st Panzer Division, brought up to strength for this battle and equipped with the first Panzer III "Specials", the remainder of the 1st Armoured advanced in support. During the last stages of a Khamsin, the 21st Panzer and the 1st Armoured met in a clash of armor.

Map Utilize maps 30, 33, and 34.

Overlays **LG2 33H4(2); LG3 33R7(3); LG1 33V6(1); R3 33M1(1); H1.06 30N3(1); H1.04 30X4(1).** Place **D1, D2, D3, and D4** as instructed in the Setup Conditions.



SPECIAL CONDITIONS	
When determining the Initiative, the German Force applies a +20 DRM.	
If special ammo types are available, utilize Ammo Limits.	
If Morale Rules (7.1) are in effect, utilize the listed point information.	
Only the British Force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit markers may deploy.	
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 7 hexes.	
The German Force may employ Quickdraw (7.54).	
Requires Panzer North Africa	

SETUP	
Conditions	Khamsin (7.36.4). Limited visibility conditions in effect; see Khamsim table. No adverse terrain.
British ...	Place the 10 Hasty Entrenchments anywhere within the British setup area. Any leg or towed unit may setup in a Hasty Entrenchment.
	Place the 4 Defilade Overlays D1, D2, D4, and D4 on Clear terrain hexes anywhere within the British setup area at least 3 hexes from one another.
	Defending Force sets up first anywhere on maps 30, 33 and/or 34 at least 6 hexes from the German edge.
	Reinforcement Force has the potential of arriving starting on Turn 10 based on the arrival table. Before the Initiative Phase of turn 10, and each turn thereafter as necessary, the British Force rolls (100). Apply modifiers as instructed on the arrival table. If the result falls within the listed range for that turn, any unit from the Reinforcement Force may move on during the Movement Phase of that turn or any turn thereafter.
	Objective hexes are under British control at the start of the scenario only if occupied. If an objective hex is unoccupied, it is not controlled by either force.
German ...	Infantry Company enters the mapboard on turn 1 anywhere along the German edge using Cautious Movement (7.36.2).
	Panzer Company has the potential of arriving starting on Turn 3 based on the arrival table. Before the Initiative Phase of turn 3, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, any unit from the Panzer Company may move on during the Movement Phase of that turn or any turn thereafter.



VICTORY CONDITIONS	
Length	25 turns
Unit VPs	To the German Force for up to the first 9 combat units of the Infantry Company that exit from the British edge.
120 VPs	To the British Force if fewer than 4 combat units of the German Infantry Company exit from the British edge.
150 VPs	To the force that controls Hill Δ1.04. To control the Hill, a force must occupy hex 30X4. If neither side meets this requirement, these VPs are not awarded.
150 VPs	To the force that controls Hill Δ1.06. To control the Hill, a force must occupy hex 30N3. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential VP Adjustment for each force based on the initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
135 VPs	Required victory margin.

German Force

Elements of 21st Panzer Division, Veteran [1,600]

INFANTRY COMPANY (MIXED): VETERAN, EXCELLENT, 22(19), CP-13 [830]



<p>46 + Infantry CHQ</p> <p>x1 28</p>	<p>SPW 250/1 G-11A 762</p> <p>6H 10-13</p> <p>x1 15</p>	<p>46 + Rifle</p> <p>x3 32</p>	<p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18</p>	<p>SPW 251/10 G-13B 847</p> <p>4H 9-12 -10</p> <p>x1 27</p>	<p>46 + Rifle</p> <p>x3 65</p>	<p>Recon Elite M/C</p>
<p>46 + Rifle</p> <p>x3 32</p>	<p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18</p>	<p>SPW 251/10 G-13B 847</p> <p>4H 9-12 -10</p> <p>x1 27</p>	<p>SPW 251/2 G-14A 841</p> <p>4H 9-12 -10</p> <p>x2 46</p>	<p>SPW 251/9 G-14B 756</p> <p>4H 9-12 -10</p> <p>x1 46</p>	<p>8.8cm FlaK 36 G-20A 101</p> <p>0L 0</p> <p>x2 63</p>	<p>SoKfz 7 G-16B1 1003</p> <p>4H 8-11 -10</p> <p>x2 13</p>

PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 16, CP-10 [770]

 CHQ 4T 6-9 -5 x1 72	 4T 6-9 -5 x3 50	 4T 6-9 -5 x2 54	 4T 6-9 -5 x4 51	 4T 6-9 x4 33	 4T 6-9 -5 x2 52
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British Force

Elements of 1st Armoured Division, Seasoned [1,147]

HASTY
 3 1
 2

x10



DEFENDING FORCE

INFANTRY COMPANY: SEASONED, EXCELLENT, 14, CP-8 [369]

 x1 24	 Light 4W 8-12 -15 x1 6	 x2 26	 x1 32	 x2 26	 x1 32
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 x2 24	 x2 36
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2 FOR PORTÉE
 B-14B1 101

 4W 8-12 -15

x3
 17

KHAM SIN				
Turn	Range	Spotting Modifier	Hit/Fire Modifier	Cautious Movement
1-5	1-10	-3	-2 AP/-10 GP	Yes
6-10	1	-2	-1 AP/-5 GP	No
	2-10	-3	-2 AP/-10 GP	Yes
11-15	1	-1	-	No
	2	-2	-1 AP/-5 GP	No
	3-10	-3	-2 AP/-10 GP	Yes
16-25	1-2	-1	-	No
	3-4	-2	-1 AP/-5 GP	No
	5-10	-3	-2 AP/-10 GP	Yes





Roll (10) before the Spotting Phase of each turn. Apply the corresponding Spotting, AP/GP and Movement modifiers.

REINFORCEMENT FORCE

HEAVY CRUISER SQUADRON: SEASONED, EXCELLENT, 9, CP-5 [446]

 GRANT I B-11A 101 HQ 3T 6-9 -10	 GRANT I B-11A 101 3T 6-9 -10	 GRANT I B-11A 101 3T 6-9 -10	 GRANT I B-11A 101 3T 6-9 -10
x1 70	x3 47	x3 47	x2 47

CRUISER SQUADRON: SEASONED, EXCELLENT, 9, CP-5 [332]

 CRUSADER II B-6A 101 HQ 4T 6-10 -5	 CRUSADER II CS B-6B 101 4T 6-10 -5	 CRUSADER II B-6A 101 4T 6-10 -5	 CRUSADER II B-6A 101 4T 6-10 -5
x1 54	x2 31	x3 36	x3 36

German Arrival		
Turn	Range	VP Adjustment
3	01-20	-115
4	01-30	-75
5	01-50	No adjustment
6	01-60 if Spotting Modifier -3	+75
	01-80 if Spotting Modifier -2	
7	01-80 if Spotting Modifier -3	+115
	01-00 if Spotting Modifier -2	
8	01-00	+155

British Arrival		
Turn	Range	VP Adjustment
10	01-10 if Spotting Modifier -3	-115
	01-20 if Spotting Modifier -2	
11	01-30 if Spotting Modifier -3	-75
	01-40 if Spotting Modifier -2	
	01-50 if Spotting Modifier -1	
12	01-50 if Spotting Modifier -3	No adjustment
	01-60 if Spotting Modifier -2	
13	01-70 if Spotting Modifier -1	+75
	01-60 if Spotting Modifier -3	
	01-80 if Spotting Modifier -2	
14	01-00 if Spotting Modifier -1	+115
	01-80 if Spotting Modifier -3	
15	01-00 if Spotting Modifier -2/-3	+155
	01-00	

Apply -20 DRM or -10 DRM if the German Panzer Company entered the on turns 3 or 4, respectively.

Scenario 74	First Alamein: Ruweisat Ridge. Egypt, 14 July 1942
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Situation

After Rommel's success at Gazala, the British Eighth Army retreated into north-western Egypt to Mersa Matruh inside the Egyptian border, General Claude Auchinleck, who assumed direct command of the Eighth Army after relieving General Neil Ritchie, decided to employ delaying actions while withdrawing a further 160km to the east to a superior defensive position near El Alamein. The Germans were seemingly unstoppable, and panic spread through the British headquarters in Cairo.

On 30 June, Rommel was in front of El Alamein prepared to attack. At early dawn on 1 July 1942, it began. The Afrika Korps, comprised of 15th and 21st Panzer Divisions and the 90th Light Afrika Division, was delayed by a sandstorm and heavy air attacks. When the Germans reached the western edge of Ruweisat Ridge, they found it occupied by the 18th Indian Infantry Brigade, deployed in a defensive box surrounded by mines, ditches, strongpoints, and foxholes, in addition to several Batteries of 25-pounder gun-howitzers and the new 6-pounder anti-tank guns.

The 18th Indian Brigade fought with grim determination, knowing they were all that stood before Rommel, in gaining enough time to enable a counterattack by 1st Armoured Division. Spearheaded by a force of armored cars, the British tanks managed to force the German Panzers to retreat. At the end of the day the Germans had lost 37 out of their initial 55 tanks.

Map	Utilize maps 30, 31, 32, 33, 34, and 35
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Overlays	S1 32BB7(5); S2 32S1(2); S3 32G6(4); S5 32EE7(4); S6 32P3(3); S7 32V7(4); R1 34FF6(4); R2 35S9(1); R3 33N2(4); R4 33C1(4).
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SETUP	
Conditions	Normal visibility. No adverse terrain. Heat Haze is in effect.
British ...	Secretly deploys the two minefields in any legal hexes within the British setup area at Height 0 terrain.
	Places the Improved Position and Ditch counters in any legal hexes within the British setup area at Height 0 terrain.
	Places the Hasty Entrenchment and the Wire counters in any legal hexes within the British setup area.
	Holding Force sets up first anywhere on maps 30, 31, 32, 33, 34 and/or 35 at least 5 hexes from the German edge.
	Infantry Tank Troop enters the mapboard on turn 5 or any turn thereafter anywhere along the British edge.
	The objective, Hill Δ35.19, is under British control at the start of the scenario whether occupied or unoccupied.
German ...	Force enters the mapboard on turn 1 anywhere along the German edge.
	If entering on a Path hex, units may do so at the Path movement rate.
British ...	Relief Force has the potential of arriving starting on Turn 6 based on the arrival table. Before the Initiative Phase of turn 6, and each turn thereafter as necessary, the British Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or any turn thereafter.
	A second roll (100) is required to determine where each of the three Squadrons individually enters. Each Squadron must enter on the indicated Entry hex or adjacent to that hex.


SPECIAL CONDITIONS
When determining the Initiative, the German Force applies a +20 DRM.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the alternative point information. The German Force adds the additional forces. Utilize the alternative VPs.
If the Hidden Units Rules (7.2) are in effect, the British Force may deploy a maximum of 4 Hidden Unit counters; the German Force may deploy a maximum of 6.
At the beginning of the scenario, the British Force rolls (10). On a result of 1-5, the Infantry Tank Troop is composed of Matildas. On a result of 6-10, it is composed of Valentines.
The British Force may plot 3 Pre-Registered Points for its Attached Medium Battery.
All Road and Path hexes on mapboards 32 and 34 are considered Track hexes.
All Sand hexes are treated as Sand terrain. Sand hexes negate Tracks.
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes. As a recon formation, the British Armored Car Squadron is exempt.
The Staggered Initiative Rules may be employed on a company-level basis.

VICTORY CONDITIONS	
Length	30 turns
1,045/1,095 VPs	To the force that controls Hill Δ35.19. To control the Hill, a force must occupy or be the last to occupy, for a full turn, 8 of the 13 Height-2 hill hexes of Hill Δ35.19 at the same time the hill is free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
395/415 VPs	To the British Force if fewer than 14 German combat units exit from the British Edge.
Unit VPs	To the German Force for up to the first 25 combat units that exit from the British Edge.
VP Adjustment	Potential British VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
255/265 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED
Both Forces may add Leaders as desired.
The German Force may employ Quickdraw (7.54).
Requires Panzer North Africa

German Force


Elements of the *Afrika Korps*, Veteran [2,739/2,870]




ARTILLERY
G-7A

Medium
Organic

x1
54/54




INFANTRY COMPANY: VETERAN, EXCELLENT, 24, CP-14 [660/660]



Infantry
CHQ


x1
28/28



SPW 250/1
G-11A 762


6H 10-13

x1
15/15



FO

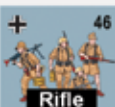
x1
24/24



SPW 251/10
G-13B 847


4H 9-12 -10

x1
27/27



Rifle


x3
32/32



SPW 251/1
G-13A 987

4H 9-12 -10

x2
18/18



SPW 251/10
G-13B 847

4H 9-12 -10

x1
27/27

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INFANTRY COMPANY, CONTINUED

<p>46 Rifle</p> <p>x3 32/32</p>	<p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18/18</p>	<p>SPW 251/10 G-13B 847</p> <p>4H 9-12 -10</p> <p>x1 27/27</p>	<p>SPW 251/2 G-14A 841</p> <p>4H 9-12 -10</p> <p>x2 46/46</p>	<p>SPW 251/9 G-14B 756</p> <p>4H 9-12 -10</p> <p>x2 30/30</p>	<p>67</p> <p>x2 30/30</p>	<p>SPW 251/1 G-13A 987</p> <p>4H 9-12 -10</p> <p>x2 18/18</p>
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PIONIER COMPANY (-): VETERAN, EXCELLENT, 10, CP-6 [423/423]

<p>46 Infantry CHQ</p> <p>x1 36/36</p>	<p>Engineer</p> <p>Truck G-16B2 999</p> <p>Light 4W 8-12 -15</p> <p>x1 6/6</p>	<p>46 Rifle</p> <p>x3 40/40</p>	<p>Engineer</p> <p>Truck G-16B2 999</p> <p>Medium 4W 8-12 -15</p> <p>x3 9/9</p>	
<p>46 Rifle</p> <p>x3 40/40</p>	<p>Engineer</p> <p>Truck G-16B2 999</p> <p>Medium 4W 8-12 -15</p> <p>x3 9/9</p>	<p>67</p> <p>x1 30/30</p>	<p>59 8cm</p> <p>x1 45/45</p>	<p>Truck G-16B2 999</p> <p>Light 4W 8-12 -15</p> <p>x2 6/6</p>

LIGHT PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 16(14), CP-10 [823/823]

<p>Pz IIIH G-3B 101</p> <p>CHQ 4T 6-9 -5</p> <p>x2 72/72</p>	<p>Pz IIIH G-3B 101</p> <p>4T 6-9 -5</p> <p>x2 48/48</p>	<p>Pz IIIJ LANG G-4B 101</p> <p>4T 6-9 -5</p> <p>x2 54/54</p>	<p>Pz IIIH G-3B 101</p> <p>4T 6-9 -5</p> <p>x2 48/48</p>	<p>Pz IIIJ LANG G-4B 101</p> <p>4T 6-9 -5</p> <p>x2 54/54</p>	<p>2cm FlaK Zook 17 G-17A 871</p> <p>6H 11-14 -5</p> <p>x1 27/27</p>
<p>MARDER II G-10A 648</p> <p>Seasoned</p> <p>4T 6-9 -5</p> <p>x2 44/44</p>	<p>MARDER III PaK36 G-10B 101</p> <p>Seasoned</p> <p>4T 6-9 -5</p> <p>x1 40/40</p>	<p>PSW 222 G-15B 859</p> <p>Recon Elite</p> <p>7W 13-19 -10</p> <p>x1 47/47</p>	<p>PSW 231 G-16A 101</p> <p>Recon Elite</p> <p>9WR 13-19</p> <p>x1 69/69</p>		

MEDIUM PANZER COMPANY (MIXED): VETERAN, 14, [779]

 Pz IVF1 G-8A 101 CHQ 4T 6-9 -5 x1 77/77	 Pz IVE G-5B 101 4T 6-9 x2 48/48	 Pz IVF1 G-8A 101 4T 6-9 -5 x2 51/51	 Pz IVF1 G-8A 101 4T 6-9 -5 x2 51/51	 Pz IVF2 G-6B 101 4T 6-9 -5 x2 70/70	 3.7cm FlaK Zoww 5r G-17B 873 4H 9-12 -10 x1 20/20
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 Pz IVF1 G-8A 101 4T 6-9 -5 x2 51/51	 Pz IVF2 G-6B 101 4T 6-9 -5 x2 70/70
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[ADDITIONAL] MEDIUM PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 17(14), CP-10 [910]

 PSW 221 sPzB G-15A 40E 7W 13-19 -10 x2 /31	Recon Elite	 PSW 231 G-16A 101 9WR 13-19 x1 /69	Recon Elite
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British Force

Elements of the 18th Indian Brigade and 22nd Armoured Brigade, Seasoned [2,447/2,561] or [2,440/2,552]



x1
80/80



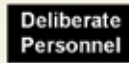
x2
25



x4
20



x4
20



x6



x2



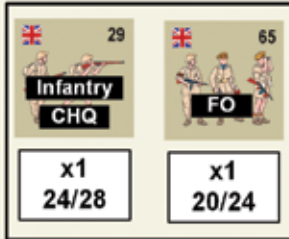
x4
15

HOLDING FORCE

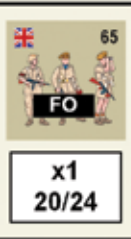
INFANTRY COMPANY (+): SEASONED, OUTSTANDING, 20, CP-14 [697/811] OR [690/802]



x1
81/81



x1
24/28



x1
20/24



x2
26/31



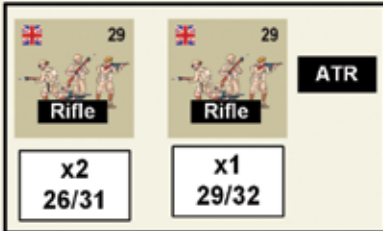
x1
37/44



x2
26/31



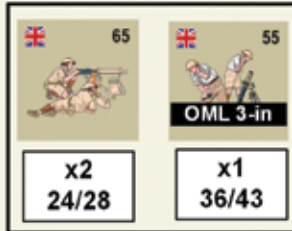
x1
37/44



x2
26/31



x1
29/32



x2
24/28



x1
36/43



x3
31/37

INFANTRY TANK TROOP, ARRIVES TURN 5

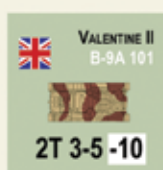


x2
47/56



x1
42/50

or



x3
43/51

Relief Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-365/-380	32A5	01-50
8-9	01-20	-240/-255	34A5	51-00
10-11	01-40	No adjustment		
12-13	01-60	+240/+255		
14-15	01-80	+365/+380		
16	01-00	+485/+510		



RELIEF FORCE

HEAVY CRUISER SQUADRON: SEASONED, EXCELLENT, 14, CP-8 [681/681]

 GRANT I B-11A 101 HQ 3T 6-9 -10 x1 70/70	 GRANT I B-11A 101 3T 6-9 -10 x1 47/47	 GRANT I B-11A 101 3T 6-9 -10 x3 47/47	 GRANT I B-11A 101 3T 6-9 -10 x3 47/47	 GRANT I B-11A 101 3T 6-9 -10 x3 47/47	 GRANT I B-11A 101 3T 6-9 -10 x3 47/47
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CRUISER SQUADRON: SEASONED, EXCELLENT, 13, CP-8 [471/471]

 CRUSADER II B-6A 101 HQ 4T 6-10 -5 x1 54/54	 CRUSADER II B-6A 101 4T 6-10 -5 x3 36/36	 CRUSADER II CS B-6B 101 4T 6-10 -5 x1 31/31	 CRUSADER II B-6A 101 4T 6-10 -5 x3 36/36	 CRUSADER II CS B-6B 101 4T 6-10 -5 x1 31/31
 CRUSADER II B-6A 101 4T 6-10 -5 x3 36/36	 CRUSADER II CS B-6B 101 4T 6-10 -5 x1 31/31			

ARMoured CAR SQUADRON (-): RECON, VETERAN, EXCELLENT, 5(0), CP-3 [248/248]

 HUMBER Mk III B-13A 101 HQ 6WR 13-18 -10 x1 70/70	 HUMBER Mk III B-13A 101 6WR 13-18 -10 x1 46/46	 DAIMLER Mk I B-3A 101 6WR 13-18 -10 x2 50/50	 DMLR Dmg Mk IA B-3B 101 MMG 8W 15-20 -5 x1 32/32
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Scenario 75 **Second Alamein: Operation Supercharge. West of El Alamein, Egypt, 2 November 1942**

Situation

The new commander of the British 8th Army, Lieutenant-General Bernard Montgomery, intended to win the war in North Africa once and for all. He planned to build up the Army's strength up to an unstoppable advantage over the Axis so as to strike them decisively once and for all.

Montgomery spent six weeks building up his forces until he had over 1,100 tanks in place against only 250 German and 300 obsolete Italian tanks. The first phase of the battle, Operation Lightfoot, began on October 23rd. On October 26th, Rommel's expected counterattack was launched by the 15th Panzer and 164th Light Afrika Divisions with the other mobile divisions also moving forward to assist in containing the Allies. The Allies held off this attack, but casualties on both sides piled up.

While this fighting was taking place, Monty was readying a mobile reserve, consisting of the 2nd New Zealand Infantry and the 1st and 7th Armoured Divisions. On November 2nd, Operation Supercharge was launched with the New Zealanders and attached 9th Armoured Brigade opening a hole for the tanks of the 1st and 7th Armoured.

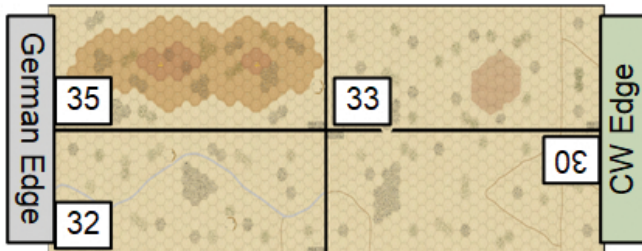
The weakened Axis forces were unable to stop the advance and the front started to crumble. On November 4th, Rommel ordered a partial withdrawal, which quickly deteriorated into a general retreat. By November 11th, Egypt was cleared with the Axis forces suffering 37,000 casualties and losing virtually all their tanks. The Italian Trento, Bologna, and Ariete Divisions were completely destroyed and the remainder of the Axis forces was in tatters. This defeat, along with the U.S. and British landings in Morocco and Algeria, which began on November 8th, signaled the end of the Axis bid in North Africa, although the final Allied victory would still take six additional months of hard fighting.

This scenario is designed for play using the Panzer Solitaire Rules.

SETUP	
Conditions	Normal visibility. No adverse terrain. Sunrise Sun Blinding. Apply a -1 AP Hit Modifier to Direct Fire shots if the extended line-of-sight past the target hex touches the CW edge on turns 1-10.
German ...	Panzerjäger Company places 10 red hidden unit counters in the following hexes: 33E5, 33I8, 33I9, 33K3, 33K7, 30Y5, 30Y7, 30AA3, 30BB7, 35FF7.
	Panzer Company places 20 gray hidden unit counters in the following hexes: 35G9, 35H5, 35J9, 35Q5, 35S6, 35V4, 35AA6, 35BB9, 35CC3, 32D2, 32F8, 32N8, 32O2, 32Q3, 32R9, 32T5, 32U2, 32V8, 32BB4, 32CC5.
	Place mine counters in the following hexes: 33Q2, 33P3, 33P6, 33Q6, 33P7, 33Q9, 33P10, 33Q10, 30Q2, 30R3, 30R6, 30Q6, 30R7.
Commonwealth ...	Minefield Task Group enters the mapboard on turn 1 anywhere along the British edge.
	Cruiser Squadron and Anti-Tank Company enter the mapboard on turn 2 anywhere along the British edge.
	Battalion HQ and Medium Cruiser Squadron enter the mapboard on turn 3 anywhere along the British edge.
	Units are eligible for the Path movement bonus.

Map Utilize maps 30, 32, 33, and 35.

Overlays **D1** 32O2(2); **D2** 35FF7(3); **D3** 35G9(3); **D4** 32V8(2); **S7** 33U4(1); **R1** 33I8(1); **R3** 32Q3(1); **R4** 30Y4(6).



VICTORY CONDITIONS	
Length	Length: 26 to 30 turns. Beginning with turn 26 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.
	Turn 26(2); 27(4); 28(6); 29(8); 30(10).
Unit VPs	To the British Force for all combat units that exit from the German edge.
415/455 VPs	To the German Force if fewer than 13 British combat units exit from the German edge.
Unit VPs	For elimination, knock out or brew up.
210/225 VPs	Required victory margin.


SPECIAL CONDITIONS
When determining the Initiative, no Force Grade modifiers apply.
Hexes numbered 1 or less on map 35 may not be used.
All Sand hexes are treated as Soft Sand terrain.
If special ammo types are available, utilize Ammo Limits.
German units of the Panzer Company (except the 8.8cm Flak 36 ATG/AAG) consider British units as VP hexes for movement purposes.
German units of the Panzerjäger Company roll on the Command Table if at 16 hexes or less from the nearest British unit.
German units of the Panzer Company roll on the Command Table if at 12 hexes or less from the nearest British unit.
All British Matilda II tanks are considered Matilda Scorpion Mk 1. See notes on British Force.
If Morale Rules (7.1) are in effect, utilize the alternative point information. German Formations' Activation Modifier is -5. Use the alternative VPs.

SPECIAL CONDITIONS, CONTINUED
If the Command Span Rules (7.52) are in effect, all British CHQs have a Command Span of 10 hexes. The British BHQ has a Command Span of 20 hexes. All British CHQs are considered to be within the Command Span of the BHQ when the BHQ is off map.
All hexes in hexrows P-Q on map 33 and hexrows Q-R on map 30 are considered Deliberate Minefield hexes (both anti-personnel and anti-vehicular). Only mine counters (see Setup Conditions) may be attacked by Engineer units or Matilda Scorpions. Mine counters are considered visible.
When a Matilda Scorpion Mk 1 attacks a minefield hex, place a Dust marker in the hex.
Each combat unit of the British Battalion HQ automatically receives a unique command. Losses are not counted for Morale purposes.
Requires Panzer North Africa

German Force


Remnants of the 164th Light Afrika and 15th Panzer Divisions, Veteran

Panzerjäger Company: Veteran, Excellent, CP-5, Activation Modifier 0/-5, Static




Main Enemy Unit

55
01-50



0L 0



63
51-75




4T 6-9 -5

63
76-00

Veteran





Panzer Company: Veteran, Excellent, CP-12, Activation Modifier 0/-5, Flexible




4T 6-9 -5

50
01-13




Main Enemy Unit

54
14-38




4T 6-9 -5

51
39-45



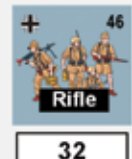
4T 6-9 -5

70
46-70




Static Attitude

63
71-82



Rifle

32
83-94



4H 9-12 -10

46
95-00

Commonwealth Force

Elements of the 2nd New Zealand Infantry Division and attached 9th Armoured Brigade, Seasoned [2,795/3,036]

Minefield Task Group: Veteran, Superior, 24, CP-15 [874/949]



<p>29 Infantry CHQ</p> <p>x1 28/31</p>	<p>65 FO</p> <p>x1 24/26</p>	<p>TRUCK B-16B1 187 Light 4W 6-12-15</p> <p>x2 6/6</p>	<p>29 Rifle</p> <p>x2 31/34</p>	<p>29 Rifle</p> <p>x1 44/48</p>	<p>OML 2-in</p>	<p>WHITE SCOUT CAR B-15B 101 7W 12-18-5</p> <p>x3 13/14</p>
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<p>29 Rifle</p> <p>x2 31/34</p>	<p>29 Rifle</p> <p>x1 44/48</p>	<p>OML 2-in</p>	<p>WHITE SCOUT CAR B-15B 101 7W 12-18-5</p> <p>x3 13/14</p>	<p>65 Rifle</p> <p>x2 28/31</p>	<p>55 Rifle</p> <p>x2 43/47</p>	<p>TRUCK B-16B1 187 Light 4W 6-12-15</p> <p>x4 6/6</p>
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<p>29 Rifle</p> <p>x3 39/42</p>	<p>Engineer</p>	<p>TRUCK B-16B1 187 Medium 4W 6-12-15</p> <p>x3 9/9</p>
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<p>MATILDA II B-10A 101 Scorpion</p> <p>x3 70/77</p>
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Matilda Scorpion Mk 1: the Matilda Scorpion Mk.1 was a variant of the Matilda II equipped with a mine flail, used during the Second Battle of El Alamein. A Matilda Scorpion only attacks visible minefield hexes, once per turn, upon entering or moving within the hex. To attack a minefield hex, a Matilda Scorpion must spend all its movement speed allowance to enter or move within the hex. A Matilda Scorpion attacks the minefield with 12 GP Factors; there are no modifiers. A single Effective Result is required to eliminate a minefield. Even if the attack fails, a Matilda Scorpion is not attacked by anti-vehicular minefields. Each time a minefield is eliminated, there is also a chance the flail mechanism is also eliminated. Roll (100), on a result of 01-10, the flail mechanism is eliminated. The vehicle is unaffected and may otherwise perform normally. Place a control marker to denote the minefield is eliminated.



CRUISER SQUADRON (MIXED): VETERAN, SUPERIOR, 12(8), CP-7 [792/869]

<p>CRUSADER III B-9B 101 CHQ 4T 6-10-5</p> <p>x1 82/91</p>	<p>CRUSADER III B-9B 101 OP 4T 6-10-5</p> <p>x1 52/58</p>	<p>CRUSADER III B-9B 101 4T 6-10-5</p> <p>x3 55/60</p>	<p>CRUSADER III B-9B 101 4T 6-10-5</p> <p>x3 55/60</p>	<p>AEC Mk I B-14A 101 4W 9-12-15</p> <p>x4 82/90</p>	<p>Recon Elite</p>
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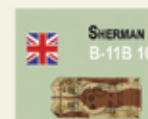
ANTI-TANK COMPANY (MIXED): VETERAN, SUPERIOR, 16, CP-10 [406/444]

 <p>29 Infantry CHQ</p>	 <p>UNIVERSAL CARRIER B-16A 167 MMG 5 7-11</p>	 <p>DEACON B-15A 101</p>	 <p>6 POR PORTÉE B-14B2 101</p>	 <p>UNIVERSAL CARRIER B-16A 167 ATR 5 7-11</p>	 <p>UNIVERSAL CARRIER B-16A 167 MMG 5 7-11</p>
<p>x1 28/31</p>	<p>x1 14/15</p>	<p>x4 39/43</p>	<p>x4 31/34</p>	<p>x3 14/15</p>	<p>x3 14/15</p>

BATTALION HQ: SEASONED [205/205]

 <p>SHERMAN III B-11B 101 BHQ 3T 5-9 -10</p>	 <p>SHERMAN III B-11B 101</p>	 <p>HUMBER Mk II AA B-13B 101</p>
<p>x1 106/106</p>	<p>x1 61/61</p>	<p>x2 19/19</p>

MEDIUM CRUISER SQUADRON (-): SEASONED, SUPERIOR, 8, CP-5 [518/569]

 <p>SHERMAN III B-11B 101 CHQ 3T 5-9 -10</p>	 <p>SHERMAN III B-11B 101</p>	 <p>SHERMAN III B-11B 101</p>	 <p>SHERMAN III B-11B 101</p>
<p>x1 91/100</p>	<p>x1 61/61</p>	<p>x3 61/67</p>	<p>x3 61/67</p>



Scenario 76

Tigers roam Africa: Djedeida, Tunisia, 28 November 1942

Situation

On 23 November 1942, the 501st Heavy Panzer Battalion, The Stalking Tigers, arrived in Tunisia. Initially consisting of only 3 Tigers and 4 supporting PzKpfw IIN tanks, the force was organized, along with other units, into Kampfgruppe Lueder, and began operating almost immediately in the area of Djedeida-Tebourba in Tunisia.

On November 28, Kampfgruppe Lueder repulsed a heavy attack by Blade Force, a Battlegroup comprised of elements from British 6th Armoured and 78th Infantry Divisions, supported by several American units. Kampfgruppe Lueder was disbanded on December 4, after capturing Tebourba, losing all their Tigers in the process.

Map

Utilize maps 29, 31, 33, and 38.

Overlays

B1 31W8(4); **H3.09** 29U5(1);
H4.07 29U3(5); **H4.09** 31K6(4);
H8.14 31BB7(5); **LG2** 29J5(6);
LG3 31O3(2); **MG2** 31S8(1); **S4** 33F7(1).



SPECIAL CONDITIONS

When determining the Initiative, the German Force applies a +20 DRM.

If special ammo types are available, utilize Ammo Limits.

For Turns 1-3, German combat vehicles apply a -20 modifier when searching for a hull down position.

The British Rifle Squads in the Heavy Cruiser Squadron are transported by the M3 Grants.

Half-hexes 38A1 to 38A9 and 38GG1 to 38GG9 are impassable.

All Sand hexes are treated as Sand terrain.

All Building hexes are treated as Desert Buildings.

If Morale Rules (7.1) are in effect, utilize the listed point information.

Only the German Force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy.

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.

The German Force may employ Quickdraw (7.54).

Requires Panzer North Africa

SETUP

Conditions	Normal visibility. No adverse terrain.
German ...	Force sets up first anywhere on maps 29, 31 and/or 38.
	Up to 2 combat vehicles may setup in a found Hull Down Position.
	All objective hexes are under German control at the start of the scenario, whether occupied or unoccupied.
British ...	Force enters the mapboard on turn 1 along the British edge. Units are eligible for the Path movement bonus.


VICTORY CONDITIONS












Length	25 turns
120 VPs	To the force that controls Hill Δ8.14 on map 31. To control Hill Δ8.14, a force must occupy or be the last to occupy hex 31CC6 for a full turn at the same time all level-1 hexes of the hill are free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
55 VPs	To the force that controls Hill Δ4.07 on map 29. To control Hill Δ4.07, a force must occupy or be the last to occupy hex 29T3 for a full turn at the same time all level-1 hexes of the hill are free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
50 VPs	To the force that controls Hill Δ3.09 on map 29. To control Hill Δ3.09, a force must occupy or be the last to occupy hex 29V5 for a full turn at the same time all level-1 hexes of the hill are free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	To the British Force for up to the first 6 British combat units that exit from the German Edge.
50 VPs	To the German Force if fewer than 2 British combat units exit from the German Edge.
Unit VPs	For elimination, knock out or brew up.
105 VPs	Required victory margin.

German Force

Elements of Kampfgruppe Lueder, Veteran [717]

HEAVY PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 17, CP-10 [717]











 Veteran CHQ 3T 5-8 -5 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 139</div>	 Veteran 4T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 47</div>	 Veteran 3T 5-8 -5 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x2 93</div>	 Veteran 4T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x2 47</div>			
 Rifle <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 27</div>	 4H 9-12 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 15</div>	 Rifle <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 25</div>	 6H 10-13 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 13</div>	 6H 10-13 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x2 15</div>	 1L 0 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 46</div>	 5H 9-12 -5 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 11</div>

British Force


Elements of Blade Force, Seasoned [1,336]





HEAVY CRUISER SQUADRON: SEASONED, EXCELLENT, 17, CP-10 [696]



 CHQ 3T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 70</div>	 3T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 47</div>	 3T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 47</div>	 3T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 47</div>	 3T 6-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 47</div>	
 Rifle <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 26</div>	 Rifle <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 26</div>				

CRUISER SQUADRON: SEASONED, EXCELLENT, 10, CP-6 [640]



 CHQ 3T 5-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x1 91</div>	 3T 5-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 61</div>	 3T 5-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 61</div>	 3T 5-9 -10 <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">x3 61</div>
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Scenario 77

Crusaders in a Strange Land. West of Sidi Azeiz, Libya, 19 November 1941

Situation

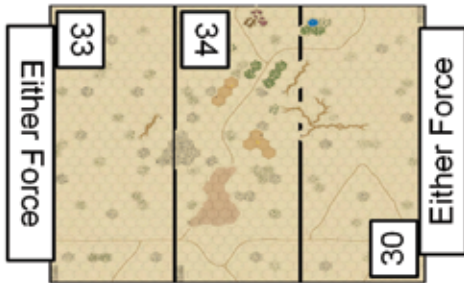
During Operation Crusader, numerous armor clashes occurred between the 7th Armoured Division and the 21st Panzer Division. When Operation Crusader launched, elements of the 21st Panzer maneuvered south-west towards the Gabr Saleh area, where the 7th Armoured was positioned. The forces met with inconclusive results.

This scenario is designed for play after reviewing just the Basic Rules. It is a vehicle only situation, just right for players to practice the Basic Rules.

Advanced and Optional Game Rules are also included to maintain a consistent scenario format and to enable players to also utilize those rules with just vehicles.

Map Utilize maps 30, 33, and 34.

Overlays B2 34B4(1); G1 33N2(1); G2 34K1(4); G4 30R1(1); R3 33S1(4); H3.13 34L7(5); H4.07 34P4(1); LG1 34M2(1); LG2 34F6(1); MG2 34 I4(3); MG3 34J3(3); O1 30EE1(4); S6 34Z9(4).



SETUP	
Conditions	Conditions: Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) enters the mapboard first on turn 1 from hex 33BB10 or 30F10.
	The other force enters second on turn 1 from the hex not selected above.
	Neither force controls B2 at the start of the scenario.

VICTORY CONDITIONS	
Length	20 turns
170 VPs	To the force that controls B2. To control B2, a force must occupy or be the last to occupy at least 2 of the 3 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
45 VPs	Required victory margin.

SPECIAL CONDITIONS
When determining the Initiative, no Force Grade modifiers apply.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
If the Hidden Units Rules (7.2) are in effect, each Force may deploy a maximum of 3 Hidden Unit markers.
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.
All Sand hexes are treated as Sand terrain. Sand hexes negate Paths.
All Building hexes are treated as Desert Buildings.
Requires Panzer North Africa



German Force

Elements of the 21st Panzer Division, Seasoned (437)

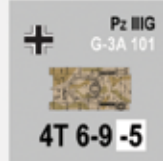
PANZER COMPANY: SEASONED, EXCELLENT, 11, CP-7 (437)



x1
57



x5
38



x5
38

British Force

Elements of 7th Armoured Division, Seasoned [412]

CRUISER SQUADRON: SEASONED, EXCELLENT, 12, CP-7 [412]



x1
49



x3
33



x3
33



x3
33



x2
33



Scenario 78 **The End of Blade Force. Chouigui, Tunisia, 1 December 1942**

Situation

In the run for Tunis, the British Blade Force struck out cross-country in the gap between the 36th and 11th Infantry Brigades, towards Sidi Nsir. It reached the Chouigui Pass north of Terbourba capturing the airfield at Djedeida in the afternoon. Lacking infantry support, the raiders withdrew to Chouigui, there clashing with Kampfgruppe Hudel. In the resulting combat, Blade Force suffered heavy losses and was nearly destroyed.

This scenario is designed for play after reviewing just the Basic Rules. It is a vehicle only situation, just right for players to practice the Basic Rules.

Advanced and Optional Game Rules are also included to maintain a consistent scenario format and to enable players to also utilize those rules with just vehicles.

Map Utilize maps 36, 37, and 39.

Overlays **B3** 39T5(1); **B4** 39K7(1); **G3** 39T2(4); **H3.05** 39Y10(4); **H4.15** 36I2(1); **R4** 36W1(4); **LG3** 39Q5(2); **MG3** 39W5(6); **MG4** 39S7(1).














SETUP	
Conditions	Conditions: Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along either mapboard edge no more than 3 hexes from the edge.
	The other force sets up second in the area not selected above no more than 3 hexes from the edge.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS	
Length	20 turns
120 VPs	To the force that controls B3. To control B3, a force must occupy or be the last to occupy at least 3 of the 5 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
155 VPs	To the force that controls B4. To control B4, a force must occupy or be the last to occupy at least 5 of the 8 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
70 VPs	Required victory margin.

SPECIAL CONDITIONS
When determining the Initiative, no Force Grade modifiers apply.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
If the Hidden Units Rules (7.2) are in effect, each Force may deploy a maximum of 3 Hidden Unit markers.
If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.
All Sand hexes are treated as Sand terrain. Sand hexes negate Paths.
All airfield hexes, e.g., 37O4, 37Q4, are Path hexes.
Only Building hexes of B3 and Oscar-36 are treated as Desert Buildings.
Requires Panzer North Africa



German Force	Elements of Kampfgruppe Hudel, Seasoned (681)		
PANZER COMPANY: SEASONED, EXCELLENT, 12, CP-7 (681)			
			
 <p>Pz IVF2 G-88 210</p> <p>CHO</p> <p>4T 6-9 -5</p>	 <p>Pz IVF2 G-88 210</p> <p>4T 6-9 -5</p>	 <p>Pz IVF2 G-88 210</p> <p>4T 6-9 -5</p>	 <p>Pz IIIJ LANG G-48 172</p> <p>4T 6-9 -5</p>
x1 88	x4 59	x3 59	x4 45

British Force	Elements of Blade Force, Seasoned [687]			
MEDIUM TANK SQUADRON: SEASONED, EXCELLENT, 12, CP-7 [687]				
				
 <p>SHERMAN III B-11B 244</p> <p>CHO</p> <p>3T 5-9 -10</p>	 <p>SHERMAN III B-11B 244</p> <p>3T 5-9 -10</p>	 <p>SHERMAN III B-11B 244</p> <p>3T 5-9 -10</p>	 <p>CRUSADER III B-9B 204</p> <p>4T 6-10 -5</p>	 <p>CRUSADER III B-9B 204</p> <p>4T 6-10 -5</p>
x1 91	x3 61	x3 61	x3 46	x2 46



Panzer North Africa Formation Summary

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Formation: _____
 Grade: _____ Command: _____
 Units: _____

COMMAND CONTROL & COHESION POINT													
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28