PANZER
NORTH AFRICA

SCENARIO BOOK I

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GMT GAMES

Scenario Book I - Table of Contents

Scenario 47	The Frontier Wire: Raid on Sidi Omar. Libyan-Egyptian Border, 12 June 1940

Situation

After declaring war on Britain on 10 June 1940, their patrols began to ride along and harass the Italian garrisons occupying the Libyan-Egyptian border. On 12 June, a force of British armoured cars, backed by some light tanks, crossed the frontier wire and raided the Italian fortified camp at Sidi Omar.

The British, attacking at dawn with the sun on their backs, destroyed many Italian vehicles and supplies. These raids marked the beginning of the Western Desert Campaign.

Map	Utilize maps 29, 31, and 34

Overlays	LG2 34O4(6); B1 34AA4(1); C1 34V4(4); O1 31Z10(1); S3 31H5(1); R3 31M4(1); S6 31X3(4); S4 31BB6(6); S1 29G5(2); and R1 29BB8(1)

SETUP

Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect. Sunrise Sun Blinding. Apply a -2 AP Hit Modifier if the extended line-of-sight touches the British edge of the mapboard.
Italian ...	Place the 8 Hasty Entrenchment counters and the 8 Wire counters anywhere within the Italian setup area. Any leg or towed unit may setup in a Hasty Entrenchment.
	Infantry Company sets up first anywhere on maps 29, 31 and/or 34, at least 8 hexes from the British edge.
	Leg and towed units may setup inside any building hex.
	Light Tank Company sets up second anywhere on maps 31 and/or 34.
	Secretly deploy the two minefields anywhere within the Italian setup area, at least 4 hexes from any objective building hex.
	All objective building 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. Units are eligible for the Path movement bonus.

SPECIAL CONDITIONS

When determining the Initiative, the British and Italian forces apply +20 and -40 DRMs, respectively.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the alternative point information. The Italian Force adds the additional forces. Use the listed VPs.

Only the Italian force may employ the Hidden Unit Rules (7.2). A maximum of 3 Hidden Unit Markers may deploy.

Entrance to Camp C1, hexside 34V4-34V5, is treated as a Clear hexside.

If the Command Span Rules (7.52) are in effect, the British CHQs have a Command Span of 10 hexes. The Italian Infantry CHQ has a Command Span of 4 hexes; the Italian Light Tank CHQ has a Command Span of 6 hexes.

If the Without Radio Sets Rules (7.4) are in effect, the Italian Light Tank CHQ has a Command Span of 1 hex.

The British Force may employ Quickdraw (7.54).

Requires Panzer North Africa

VICTORY CONDITIONS

Length	22 turns
285 VPs	To the force that controls camp C1. To control camp C1, a force must occupy or be the last to occupy at least 6 of the 9 building hexes (or remaining rubble hexes) from inside the camp 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.
100 VPs	To the force that controls building hex 34AA4. To control building hex 34AA4, a force must occupy or be the last to occupy the building hex for a full turn. If the 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 elimination, knock out or brew up.
75 VPs	Required victory margin.

Italian Force	SIDI OMAR GARRISON, GREEN (442/435)

HASTY
3 — 1
2
x8

WIRE
GPD: 1
x8
5

MINES
Deliberate Vehicle
x3
20

MINES
Deliberate Personnel
x3
20

INFANTRY COMPANY (MIXED): GREEN, ADEQUATE, 16 [169]

29 Infantry CHQ x1 12/9	29 Infantry x2 11/8	29 LMG x2 13/10	29 Infantry x2 11/8	29 LMG x2 13/10	65 x1 11/8	65 ATR x1 11/8	55 45mm x1 9/7

65/17 IG I-9B 101 1L 0 x2 6/4	20/65 AAG I-10A 101 1L 0 x2 9/7

LIGHT TANK COMPANY: SEASONED, ADEQUATE, 9 [113]
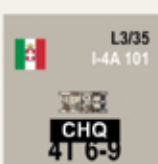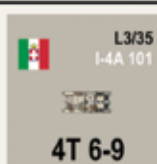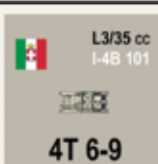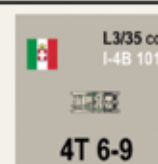
L3/35 I-4A 101 CHQ 4T 6-9 x1 15/12	L3/35 I-4A 101 4T 6-9 x3 10/8	L3/35 cc I-4B 101 4T 6-9 x1 19/15	L3/35 I-4A 101 4T 6-9 x3 10/8	L3/35 cc I-4B 101 4T 6-9 x1 19/15

[ADDITIONAL] INFANTRY COMPANY (MIXED): GREEN, ADEQUATE, 20, CP-10 [/162]

29 Infantry x2 /8	29 LMG x2 /10

[ADDITIONAL] LIGHT TANK COMPANY: SEASONED, ADEQUATE, 11, CP-6 [/113]

L3/35 I-4A 101	L3/35 cc I-4B 101
4T 6-9	4T 6-9
x1 /8	x1 /15

British Force — **ELEMENTS OF THE 11TH HUSSARS, VETERAN [725/725]**

INFANTRY COMPANY: SEASONED, EXCELLENT, 10, CP-6 [339/339]

Infantry CHQ 29	OML 2-in 55	TRUCK B-16B1 187 Light 4W 8-12 -15	Rifle 29	TRUCK B-16B1 187 Medium 4W 8-12 -15
x1 24/24	x1 21/21	x2 6/6	x3 26/26	x3 9/9

Rifle 29	TRUCK B-16B1 187 Medium 4W 8-12 -15	OML 3-in 55	65	TRUCK B-16B1 187 Light 4W 8-12 -15
x3 26/26	x3 9/9	x1 36/36	x1 24/24	x2 6/6

ARMOURED CAR SQUADRON (MIXED): VETERAN, EXCELLENT, 14(7), CP-8 [386/386]

MORRIS CS9 B-12A 101 Recon CHQ 7W 12-16	MORRIS CS9 B-12A 101 Recon 7W 12-16	ROLLS-ROYCE B-12B 101 Recon 6W 12-16 -5
x1 45/45	x1 30/30	x2 36/36

ARMOURED CAR SQUADRON (MIXED), CONTINUED

Morris CS9
B-12A 101
Recon
7W 12-16
x1
30/30

Rolls-Royce
B-12B 101
Recon
6W 12-16 -5
x2
36/36

85
ATR
Seasoned
x2
16/16

Universal Carrier
B-16A 167
Seasoned
MMG
5 7-11
x2
12/12

Mk VIB
B-1A 101
Seasoned
6T 8-12
x3
27/27

| Scenario 48 | The Frontier Wire: Battle of Nezuet Ghirba, West of Sidi Omar, Libya, 16 June 1940 |

Situation

On 14 June 1940, the Italians lost two strategic outposts centered on the roads and trails of the frontier wire: Fort Capuzzo and Fort Maddalena. The Italian Army reacted by creating Group D'Avanzo, a mechanized force led by Colonel D'Avanzo. The Group comprised a Libyan Motorized Battalion, elements of the IX Light Tank Battalion and one Motorized Artillery Battery with four guns.

The Group was quickly sent to the Sidi Omar-Fort Capuzzo area to clear it of British riding elements, but unfortunately, the Italians were caught by surprise on 16 June by the 11th Hussars in a large open plain. In the ensuing battle, the British surrounded the Italian defensive position and quickly destroyed 12 tankettes, the four guns and captured 100 prisoners.

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

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

| Overlays | H4.09 30T5(1). |

SPECIAL CONDITIONS

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

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

Italian 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.

Italian Infantry Company units successfully activated are placed in a Hasty Entrenchment if the activation result is even. Each Hasty Entrenchment can hold up to two leg or towed units (or a combination of both). Units activated in a hex with an already occupied Hasty Entrenchment are placed outside the Hasty Entrenchment. No more than one Hasty Entrenchment counter may be placed in a hex.

Italian Hidden Units roll on the Command Table if at 10 hexes or less from the nearest British unit.

Italian Infantry and LMG Squads are considered a single unit for activation

SETUP

Conditions	Normal visibility. No adverse terrain.
Italian ...	Infantry Company places 15 red hidden unit counters in the following hexes: 30Q5, 30Q6, 30R7, 30S2, 30S5, 30T3, 30T5, 30T6, 30T9, 30U5, 30W2, 30W8, 30X3, 30X9, 30AA4.
	Light Tank Company places 15 gray hidden unit counters in the following hexes: 29K9, 29P8, 29U8, 29Y8, 30K5, 30O5, 30O9, 30Q2, 30AA2, 30BB7, 30CC8, 31Q2, 31U3, 31W4, 31AA2.
	All objective hexes in Hill Δ4.09 are under Italian control at the start of the scenario.
British ...	Armoured Car Squadron enters the mapboard first on turn 1 anywhere along one of the British edges. Units are eligible for the Path movement bonus.
	Cruiser Squadron enters the mapboard second on turn 1 along one of the British edges, except the one where the Armoured Car Squadron entered from. Units are eligible for the Path movement bonus.

VICTORY CONDITIONS

Length	17 to 21 turns. Beginning with turn 17 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 17(2); 18(4); 19(6); 20(8); 21(10).
150 VPs	To the force that controls Hill Δ4.09 on map 30. To control Hill Δ4.09, a force must occupy or be the last to occupy, for a full turn, hexes 30S5, 30T5, 30T6, and 30U5. If neither side meets this requirement, these VPs are not awarded.
100 VPs	To the Italian force if it destroys (KO or BU) more British combat vehicles than Italian combat vehicles are destroyed. If this requirement is not met, these VPs are not awarded.
80 VPs	To the Italian force if at least four successfully activated L3s (any type) AND one successfully activated 65/17 gun survive. If this requirement is not met, these VPs are not awarded.

SPECIAL CONDITIONS, CONTINUED
Italian Light Tank Company units consider British units as VP hexes for movement purposes.
If the max number of each type of unit of the Italian Light Tank Company is reached, no unit is placed.
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

VICTORY CONDITIONS, CONTINUED	
100 VPs	To the British force if it destroys (KO or BU) more Italian combat vehicles than British combat vehicles are destroyed (KO or BU). If this requirement is not met, these VPs are not awarded.
80 VPs	To the British force if it destroys four successfully activated Italian 65/17 guns. If this requirement is not met, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
70 VPs	Required victory margin.

Italian Force — Elements of D'Avanzo Group, Regulars
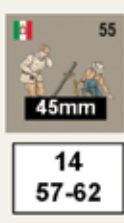
INFANTRY COMPANY (MIXED): REGULARS, EXCELLENT, CP-10, ACTIVATION MODIFIER -15, DEFENSIVE

29 Infantry	29 LMG	65	65 ATR	55 45mm	65/17 IG I-9B 101 Main Enemy Unit
17 20		18	17	14	10
01-44		45-50	51-56	57-62	63-00
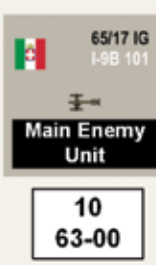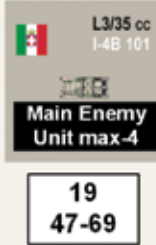
LIGHT TANK COMPANY: SEASONED, EXCELLENT, CP-9, ACTIVATION MODIFIER -10, CAUTIOUS

L3/35 I-4A 101 max-8	L3/35 cc I-4B 101 Main Enemy Unit max-4	L3/35 Lf I-5A 101 max-4
10	19	18
01-46	47-69	70-00

Photo credit: Bundesarchiv

British Force — Reinforced Elements of the 11th Hussars, Veteran [805]

CRUISER SQUADRON (-): SEASONED, EXCELLENT, 13, CP-8 [253]

A9 Mk I B-2A 101	A9 Mk I CS B-2A 101	A9 Mk I B-2A 101	A10 Mk II B-2B 101	OQF 2-PDR B-17A 195	TRUCK B-16B1 187
CHQ 4T 6-9 -5	4T 6-9 -5	4T 6-9 -5	2T 4-6 -10	1L 0	Light 4W 8-12 -15
x1 36	x2 21	x2 24	x2 29	x3 17	x3 6

ARMOURED CAR SQUADRON (MIXED): VETERAN, EXCELLENT, 19(12), CP-11 [552]

Morris CS9 B-12A 101	Morris CS9 B-12A 101	Rolls-Royce B-12B 101	Universal Carrier B-16A 167
Recon	Recon	Recon	Seasoned
CHQ 7W 12-16	7W 12-16	6W 12-16 -5	ATR 5 17-11
x1 45	x1 30	x2 36	x3 12

Morris CS9 B-12A 101	Rolls-Royce B-12B 101	29 Rifle	Truck B-16B1 187
Recon	Recon	Seasoned	Medium 4W 8-12 -15
7W 12-16	6W 12-16 -5	x3 26	x3 9
x1 30	x2 36		

Mk VIB B-1A 101	Mk VIB B-1A 101
Seasoned	Seasoned
6T 8-12	6T 8-12
x3 27	x3 27

Scenario 49	**Operation Compass: Maletti's Sacrifice. Camp Nibeiwa, Egypt, 9 December 1940**

Situation

After the Italian 10th Army moved into defensive positions before Sidi Barrani, the British formulated a limited counter-offensive titled Operation Compass. Its aim to harass the Italian forces and disrupt any future offensive actions, with the possibility of exploiting any opportunities.

One of the first objectives was to capture Camp Nibeiwa, defended by *Raggruppamento Maletti*, an Italian ad hoc mechanized unit commanded by General Pietro Maletti.

The attack was kicked off at dawn and initially caught the Italian garrison by surprise; most of their tanks were unmanned. The Italians fought heroically, but after losing their supporting guns, the defense collapsed. By 10:40 the battle was essentially over, with the British capturing 2,000 prisoners and 35 tanks. General Maletti was killed in action while directing anti-tank fire along the northern sector.

Map	Utilize maps 30, 32, 34, and 39.

Overlays	**C1** 34BB3(4); **H8.14** 30U5(1); **H4.15** 32L10(4); **H3.09** 34R2(4); **S3** 32U6(4); and **S7** 39P2(1)
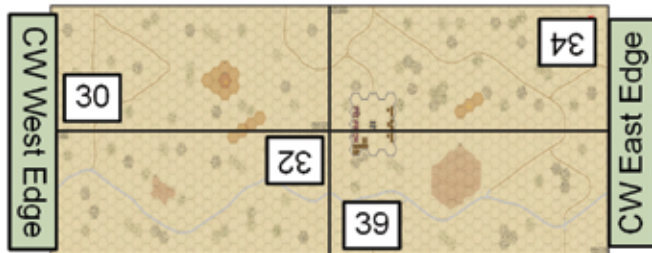
SPECIAL CONDITIONS

When determining the Initiative, the British Force applies a +20 DRM. The Italian Force applies a +20 DRM 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, 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.

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

Entrance to Camp C1, hexside 34V4-34V5, is treated as a Clear hexside.

All Sand hexes are treated as Sand terrain.

All Brick Building hexes in Camp C1 are treated as Desert Buildings.

SETUP

Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect. Sunrise Sun Blinding. Apply a -1 AP/-5 GP Hit Modifier if the extended line-of-sight touches the CW East edge of the mapboard for just turns 1-11.
Italian ...	Place the 8 Hasty Entrenchment counters anywhere within the Italian setup area outside of Camp C1. Any leg or towed unit may setup in a Hasty Entrenchment. Place the 8 wire counters at least 2 hexes and no more than 10 hexes from Camp C1.
	Infantry company and BHQ sets up first on maps 34 and/or 39 no more than 2 hexes from Camp C1.
	Support company sets up second on maps 30, 32, 34 and/or 39 at least 15 hexes from either British edge.
	Leg and towed units may setup inside any building hex.
	Tank company sets up third following the listed hex locations. Units may face in any direction.
	Tank crews set up in any building hexes inside Camp C1. No more than 4 tank crews may stack in the same hex. Use any available Italian Half-squad or Section counters to represent the "Tank Crews".
	Place the mine counters at least 2 hexes and no more than 10 hexes from Camp C1. Each minefield must contain at least 2 adjacent mine counters. All mine counters are placed visible on the map.
	All objective building hexes in Camp C1 are under Italian control at the start of the scenario whether occupied or unoccupied.
Common-wealth ...	East Force sets up fourth anywhere on maps 34 and/or 39 within 5 hexes of the CW East Edge. Any unit may set up off-map along the CW East Edge. Off-map units may enter on any turn.
	West Force sets up fifth anywhere on maps 30 and/or 32 within 5 hexes of the CW West Edge. Any unit may set up off-map along the CW West Edge. Off-map units may enter on any turn.

SPECIAL CONDITIONS, CONTINUED

Italian "Tank Crews" are subject to Delayed Reaction. Tank crews may not place commands (activate) until the turn following when a British unit is spotted by any tank crew. Once activated, tank crews may move 2 hexes per turn, regardless of terrain cost. To ready a tank, a tank crew must move into a hex occupied by a tank. At that point, the tank crew is placed on top of the tank counter to show that the tank is readying for action. The tank must then spend its entire next turn readying for action. During the Adjustment Phase of that turn, the tank crew is removed from play and set aside; it serves no further purpose. The tank is now ready for action starting the next turn and may conduct all orders normally. A tank may be targeted before it is ready for action. All Bail Out results are ignored before a tank is ready. Tank crews have no offensive capability; may not be individually targeted; and are not subject to Moral Checks.

The British Force must choose between the Organic Medium Battery *or* the Bristol Blenheim Mk. IV (not both). If the Blenheim is chosen, it must enter the mapboard on Turn 1 and it may loiter for 5 turns.

The Italian 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 General Maletti.

The British East Force BHQ and FO units each automatically receive a unique command. They are not part of any formation. They are not counted as losses for Morale purposes.

If the Command Span Rules (7.52) are in effect, only the Commonwealth East Force CHQs are subordinated to the Commonwealth BHQ. The RTR Infantry Tank Squadron's CHQ is not subordinated to the Commonwealth BHQ. The Commonwealth BHQ has a Command Span of 20 hexes. Commonwealth CHQs have a Command Span of 10 hexes. The Italian BHQ has a Command Span of 15 hexes. The Italian CHQs have a Command Span of 5 hexes. If the Without Radio Sets Rules (7.4) are in effect, the Italian Tank Company's CHQ has a Command Span of 1 hex.

Both Forces may add Leaders as desired. A Tenente Colonnello is recommended as the Italian BHQ.

The British Force may employ Quickdraw (7.54).

Requires Panzer North Africa

VICTORY CONDITIONS

Length	25 turns
570 VPs	To the force that controls Camp C1. To control Camp C1, a force must occupy or be the last to occupy at least 6 of the 9 building hexes (or remaining rubble hexes) inside Camp C1 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 elimination, knock out or brew up. ½ VPs (rounded down) for Italian tanks knocked out or brewed up before they are ready for action.
115 VPs	Required victory margin.

Italian Force	Raggruppamento Maletti, Regulars (904/902)

HASTY 3 🪖 1 / 2 x8

WIRE GPD: 1 x8 5

MINES ☠️ @limit x4 5

Hasty Vehicle Visible

MINES ☠️ @limit x4 5

Hasty Personnel Visible

🇮🇹 29 LMG BHQ — Seasoned x1 33/33

INFANTRY COMPANY (MIXED): REGULARS, ADEQUATE, 11 [201]

🇮🇹 29 Infantry CHQ	🇮🇹 29 Infantry	🇮🇹 29 LMG	🇮🇹 65 ATR	🇮🇹 29 Infantry	🇮🇹 29 LMG	🇮🇹 65 ATR
x1 19/15	x2 17/14	x2 20/16	x1 17/14	x2 17/14	x2 20/16	x1 17/14

SUPPORT COMPANY (MIXED): REGULARS, ADEQUATE, 12 [223]

🇮🇹 29 Infantry CHQ	🇮🇹 65	🇮🇹 55 45mm	🇮🇹 47/32 ATG I-9A 101 1L 0	🇮🇹 65/17 IG I-9B 101 1L 0	🇮🇹 55 81mm	🇮🇹 20/65 AAG I-10A 101 1L 0
x1 19/15	x2 18/14	x2 14/11	x2 16/12	x1 10/8	x2 35/28	x2 14/11

TANK COMPANY (+): SEASONED, EXCELLENT, 16, CP-10 [367/367]

🇮🇹 M13/40 I-1A 101 CHQ 2T 5-7 -15	🇮🇹 M13/40 I-1A 101 2T 5-7 -15	🇮🇹 M13/40 I-1A 101 2T 5-7 -15	🇮🇹 M11/39 I-3A 120 2T 5-7 -15	🇮🇹 M11/39 I-3A 120 2T 5-7 -15
x1 45/45 34FF3	x2 30/30 34FF3	x3 30/30 34FF2	x2 21/21 34FF1	x3 21/21 39B1

TANK COMPANY (+), CONTINUED

L3/35 I-4A 101	L3/35 cc I-4B 101	L3/35 Lf I-5A 101
4T 6-9	4T 6-9	4T 6-9
x3 10/10 39B2	x1 19/19 39B3	x1 18/18 39B3

[ADDITIONAL] INFANTRY COMPANY (MIXED): REGULARS, ADEQUATE, 14, CP-7 [/207]

29 Infantry	29 LMG
x2 /14	x1 /16

[ADDITIONAL] SUPPORT COMPANY (MIXED): REGULARS, ADEQUATE, 16, CP-8 [/215]

47/32 ATG I-9A 101	65/17 IG I-9B 101
1L 0	1L 0
x2 /12	x2 /8

Photo credit: Bundesarchiv

Commonwealth Force

ELEMENTS OF THE 11TH INDIAN BRIGADE AND THE 7TH RTR, VETERAN [1,370 *OR* 1,381]

ARTILLERY B-7A
Light
Organic
x1
40

or

BLENHEIM MK IV B-7B1 200
Seasoned
x1
51

EAST FORCE (11TH INDIAN BRIGADE) [798]

Infantry 29
BHQ
x1
33

FO 65
x1
24

TRUCK B-16B1 187
Light
4W 8-12 -15
x2
6

HEADQUARTERS COMPANY(-): VETERAN, EXCELLENT, 13, CP-8 [295]

Infantry 29
CHQ
x1
28

TRUCK B-16B1 187
Light
4W 8-12 -15
x1
6

OQF 2-PDR B-17A 195
1L 0
x3
20

LOYD CARRIER B-16B2 191
5T 7-11
x3
7

UNIVERSAL CARRIER B-16A 167
MMG
5T 7-11
x4
14

UNIVERSAL CARRIER B-16A 167
ATR
5T 7-11
x2
14

MK VIB B-1A 101
6T 8-12
x3
32

INFANTRY COMPANY (MIXED): VETERAN, EXCELLENT, 13, CP-8 [434]

Infantry 29
CHQ
x1
28

TRUCK B-16B1 187
Light
4W 8-12 -15
x1
6

Rifle 29
x2
31

Rifle 29
ATR
x1
38

TRUCK B-16B1 187
Medium
4W 8-12 -15
x3
9

INFANTRY COMPANY (MIXED), CONTINUED

🇬🇧 29 Rifle	🇬🇧 29 Rifle	ATR	🇬🇧 TRUCK B-16B1 187 Medium 4W 8-12 -15	🇬🇧 65	🇬🇧 TRUCK B-16B1 187 Light 4W 8-12 -15	🇬🇧 55 OML 2-in	🇬🇧 UNIVERSAL CARRIER B-18A 167 MMG 51 7-11
x2 31	x1 38		x3 9	x2 28	x2 6	x2 25	x2 14

WEST FORCE (7TH RTR) [532]

INFANTRY TANK SQUADRON(-): VETERAN, EXCELLENT, 9, CP-5 [532]

🇬🇧 MATILDA II B-18A 101 CHQ 2T 3-5 -15	🇬🇧 MATILDA II B-18A 101 2T 3-5 -15	🇬🇧 MATILDA II B-18A 101 2T 3-5 -15	🇬🇧 MATILDA II B-18A 101 2T 3-5 -15
x1 84	x3 56	x3 56	x2 56

Scenario 50	Operation Compass: Breaching the Fortress. Bardia, Libya, 3 January 1941

Situation

Following the success of Operation Compass, British forces were reinforced with the 6th Australian Division (motorized), which joined the British 7th Armoured Division it having arrived in Libyan territory on 1 January 1941.

On the morning of 3 January 1941, the Australian 16th Infantry Brigade, with support from A and B Squadrons, 7th RTR, attacked and broke through the western face of the Italian defensive perimeter. This accomplished after engaging elements of the I/115 Battalion, 62nd *Marmarica* Division, and tanks of the Italian mobile reserve, composed mostly of L3 tankettes from the XX Tank Battalion and M13/40s of 7/III Tank Company.

Between 3 and 5 January, the Australian infantry, supported by 23 Matildas, captured Bardia, taking 25,000 prisoners, along with almost 300 artillery pieces and more than 700 vehicles. Tobruk fell on January 21, capturing 20,000 additional prisoners.

Map	Utilize maps 31, 36, 38, and 39.

Overlays	LG1 39W9(1); LG2 36BB2(1); G2 31H4(1); G4 31DD2(3); D1 39DD9(3); D2 39K8(4); D3 31R10(1); D4 39S8(4); B1 39E7(1); B2 39O5(4); B3 39O7(1); B4 39J5(5)

SETUP

Conditions	Normal visibility. No adverse terrain. Heat Haze is in effect.
Italian ...	Place 2 Improved Positions, 2 Ditch counters, and 6 Hasty Entrenchments anywhere on maps 31, 36 and/or 39 at least 4 hexes from map 38.
	Infantry Company sets up first anywhere on maps 31, 36, and/or 39 at least 4 hexes from map 38.
	Medium Tank Company sets up second anywhere on map 39. Vehicles may setup in found Hull Down positions.
	Leg and towed units may setup inside any building hex.
	All objective building hexes are under Italian control at the start of the scenario whether occupied or unoccupied.
Common-wealth ...	Force sets up third anywhere on map 38 out of LOS and/or Spotting Range of any Italian unit.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, the Commonwealth CHQs have a Command Span of 10 hexes. The Italian CHQs have a Command Span of 5 hexes. If the Without Radio Sets Rules (7.4) are in effect, the Italian Tank Company's CHQ has a Command Span of 1 hex.
The British Force may employ Quickdraw (7.54).
Requires Panzer North Africa

SPECIAL CONDITIONS

When determining the Initiative, the British and Italian Forces apply +20 and -20 DRMs, respectively.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, both Forces utilize the alternative point information. Utilize the alternative VPs. The Italian Force adds the additional forces.
Only the Italian Force may employ the Hidden Units Rules (7.2). A maximum of 4 Hidden Units markers may deploy.
The Italian Force may plot 2 Pre-Registered Points for its Organic Medium Battery.
All Sand hexes are treated as Sand terrain.
All Building hexes are treated as Desert Buildings.
The Commonwealth Force may call Artillery Indirect Fire missions on turn 6 or any subsequent turn.

VICTORY CONDITIONS			
Length	27 turns	140/155 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. See above.
215/240 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	To the Commonwealth Force for up to the first 5 combat units from the British Infantry Tank Squadron that exit from the Italian Edge.
160/180 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. See above.	75/85 VPs	To the Italian Force if fewer than 3 combat units from the British Infantry Tank Squadron exit from the Italian Edge.
		Unit VPs	For elimination, knock out or brew up.
		110/115 VPs	Required victory margin.

Italian Force

Elements of I/115 Battalion and XX Tank Battalion, Regulars (832/926)

ARTILLERY
I-7A
Medium
Organic
x1
54/54

HASTY
3 — 1
2
x6

DITCH
x2

IMP
POS
x2
25

DIVISIONE ·62· MARMARICA

Photo credit: Noclador

INFANTRY COMPANY (+): REGULARS, ADEQUATE, 23 [403]

29
Infantry
CHQ
x1
19/15

65
FO
x1
16/12

TRUCK
I-10B 101
Light
4W 8-12 -15
x2
6/6

29
Infantry
x2
17/14

29
LMG
x2
20/16

29
Infantry
x2
17/14

29
LMG
x2
20/16

29
Infantry
x2
17/14

29
LMG
x2
20/16

65
45mm
x2
18/14

55
45mm
x2
14/11

47/32 ATG
I-9A 101
1L 0
x2
16/12

65/17 IG
I-9B 101
1L 0
x1
10/8

20/65 AAG
I-10A 101
1L 0
x2
14/11

MEDIUM TANK COMPANY (MIXED): SEASONED, EXCELLENT, 14 [325]

M13/40 I-1A 101	M13/40 I-1A 101	M11/39 I-3A 120	M13/40 I-1A 101
CHQ			
2T 5-7 -15	2T 5-7 -15	2T 5-7 -15	2T 5-7 -15
x1	x2	x3	x3
45/45	30/30	21/21	30/30

L3/35 I-4A 101	L3/35 cc I-4B 101	L3/35 Lf I-5A 101
4T 6-9	4T 6-9	4T 6-9
x3	x1	x1
10/10	19/19	18/18

[ADDITIONAL] INFANTRY COMPANY (+): REGULARS, ADEQUATE, 25, CP-13 [/347]

47/32 ATG I-9A 101
1L 0
x2
/12

[ADDITIONAL] MEDIUM TANK COMPANY (MIXED): SEASONED, EXCELLENT, 19, CP-11 [/475]

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

Commonwealth Force — Elements of 16th Australian Infantry Brigade and 7th RTR, Veteran [1,218/1,352]

ARTILLERY B-7A — Heavy Organic
x1 73/73

BLENHEIM MK IV B-7B1 200 — Seasoned
x1 51/51

AUSTRALIAN INFANTRY COMPANY(+): SEASONED, OUTSTANDING, 19, CP-13 [589/677]

Infantry CHQ 29
x1 24/28

FO 65 — Veteran
x1 24/28

OML 2-in 55
x1 21/25

TRUCK B-16B1 187 — Light 4W 8-12 -15
x3 6/6

Rifle 29 — Engineer Flamethrower
x2 56/67

TRUCK B-16B1 187 — Medium 4W 8-12 -15
x2 9/9

Rifle 29
x2 26/31

Rifle 29 — ATR
x1 32/38

TRUCK B-16B1 187 — Medium 4W 8-12 -15
x3 9/9

Rifle 29
x2 26/31

Rifle 29 — ATR
x1 32/38

TRUCK B-16B1 187 — Medium 4W 8-12 -15
x3 9/9

UNIVERSAL CARRIER B-16A 167 — MMG 5T 7-11
x4 12/14

UNIVERSAL CARRIER B-16A 167 — ATR 5T 7-11
x1 12/14

OQF 2-PDR B-17A 195 — 1L 0
x2 17/20

LOYD CARRIER B-16B2 191 — 5T 7-11
x2 7/7

OQF 40MM MK. III B-18B 339 — 1L 0
x1 33/39

TRUCK B-16B1 187 — Medium 4W 8-12 -15
x1 9/9

INFANTRY TANK SQUADRON(-): VETERAN, SUPERIOR, 10, CP-6 [505/551]

MATILDA II B-10A 101 — CHQ 2T 3-5 -15
x1 84/92

MATILDA II B-10A 101 — 2T 3-5 -15
x3 56/61

MATILDA II B-10A 101 — 2T 3-5 -15
x3 56/61

Mk VIB B-1A 101 — 6T 8-12
x2 32/35

Mk VIB AA B-1B 101 — 6T 8-12
x1 21/23

Scenario 51	Operation Compass: British Hard Times. Mechili, Libya, 24 January 1941

Situation

On 23 January 1941, General Giuseppe Tellera, GOC of the Italian 10th Army, ordered a counterattack against the advancing British forces in an effort to avoid an envelopment of XX Corps.

On the 24th, *Raggruppamento Babini*, with ten to fifteen of the new M13/40s, met the British 7th Hussars as they headed west to cut the Derna–Mechili track. The Italians maneuvered well and fought ferociously, destroying a number of British tanks, until the 2nd RTR arrived in support.

This action delayed the British for days and allowed the Italians to retreat in good order along the Via Balbia, only to find themselves again trapped days later at the Battle of Beda Fomm.

Map	Utilize maps 29, 30, 31, and 33.

Overlays	B2 on 33AA3(3), S3 29Y6(4); S7 30Q4(4); S6 31L6(5); S4 33H9(4); S5 33O9(4); G1 30Y1(4); G2 31V5(6); G3 33E1(2); G4 33V7(1); R3 31Z7(6); R4 33K1(5); and H4.15 31CC1(5)

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, 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 Soft Sand terrain.

All Building hexes are treated as Desert Buildings.

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 objectives at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
145 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.
110 VPs	To the force that controls Hill H4.15. To control the Hill, a force must occupy of be the last to occupy, for a full turn, 2 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.
Unit VPs	For knock out or brew up.
65 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, the Italian 1st Medium Tank Company's CHQ has a Command Span of 6 hexes; the Italian 2nd Medium Tank Company's CHQ has a Command Span of 4 hexes; the British CHQs have a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the Italian Tank Companies' CHQs have a Command Span of 2 hexes.

Requires Panzer North Africa

Italian Force | Elements of Raggruppamento Babini, Seasoned [633/644]

1ST MEDIUM TANK COMPANY (-): SEASONED, 11 [345]

M13/40 I-1A 101 **CHQ** 2T 5-7 -15	M13/40 I-1A 101 2T 5-7 -15	M13/40 I-1A 101 2T 5-7 -15	M13/40 I-1A 101 2T 5-7 -15
x1 45/40	x4 30/27	x3 30/27	x3 30/27

2ND MEDIUM TANK COMPANY (MIXED): SEASONED, GOOD, 15, CP-8 [288/253]

M11/39 I-3A 120 **CHQ** 2T 5-7 -15	M11/39 I-3A 120 2T 5-7 -15	M11/39 I-3A 120 2T 5-7 -15	L3/35 I-4A 101 4T 6-9	L3/35 cc I-4B 101 4T 6-9	L3/35 LF I-5A 101 4T 6-9
x1 31/28	x3 21/18	x3 21/18	x2 10/9	x1 19/17	x1 18/16

47/32 PORTÉE I-6B 120 4W 8-12 -15	20/65 TRUCK I-6B 120 5W 8-12 -15
x2 18/16	x2 19/17

[ADDITIONAL] 1ST MEDIUM TANK COMPANY (-): SEASONED, GOOD, 14, CP-7 [/391]

M13/40 I-1A 101 2T 5-7 -15
x3 /27

British Force	Elements of 7th Hussars and 2nd RTR, Seasoned [634]

LIGHT CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, 10, CP-6 [326]

A13 Mk II B-4A 101 CHQ 5T 7-11	A13 Mk II B-4A 101 5T 7-11	A13 Mk II B-4A 101 5T 7-11	A13 Mk II B-4A 101 5T 7-11	Mk VIB B-1A 101 6T 8-12
x1 48	x3 32	x2 32	x2 32	x2 27

CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, 11, CP-7 [308]

A10 Mk II B-2B 101 CHQ 2T 4-6 -10	A10 Mk II CS B-2B 101 2T 4-6 -10	A10 Mk II B-2B 101 2T 4-6 -10	A9 Mk I B-2A 101 4T 6-9 -5	Mk VIB B-1A 101 6T 8-12
x1 43	x2 26	x3 29	x3 24	x2 27

Scenario 52	Rommel's First Offensive: Reconnaissance in Force. Near El Agheila, Libya, 31 March 1941

Situation

After the Italian disaster at Beda Fomm, on 11 January 1941, German Operation Sonnenblume (*Führerbefehle 22*), created the Afrika Korps. The DAK was ordered to defend Tripoli and Tripolitania. Shortly after arriving in Tripoli, *Generalleutnant* Rommel, its newly designated commander, overflew the battlefield in his Fieseler Storch and realized that the front was thinly held by British troops (most units of the Compass offensive had been sent to Greece), so he interpreted the defensive orders his way.

On 31 March, he ordered a "reconnaissance in force" along the Via Balbia and sent a force of tanks, armored cars, and an 88mm gun of the 5th Panzer Regiment, and supporting infantry of the 8th Machinegun Battalion. Contact was made early in the morning. A mixed squadron of British tanks was encountered at Kilometer 3 on the Via Balbia and soon the inevitable battle took place.

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

Map	Utilize maps 29, 32, 34, and 39.

Overlays	**H2.12** 29W5(6); **H2.04** 32E7(1); **H3.09** 29J6(1); **H3.13** 32Q6(6); **R4** 34K5(1); **D1** 39AA9(5); **D2** 39DD5(5); **D3** 34AA4(6); **D4** 34DD7(6); **S5** 39Q3(1).
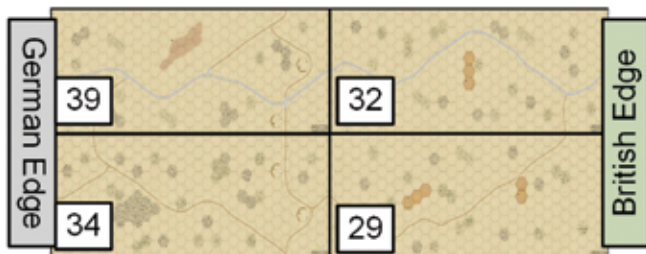
SPECIAL CONDITIONS

When determining the Initiative, no Force Grade modifiers apply.

At the beginning of the scenario, the German player must choose which Force to commit (Anton or Berta). The Motorcycle Recon Company is common to both forces and is committed with either option.

All Sand hexes are treated as Sand terrain.

If special ammo types are available, utilize Ammo Limits.

British units consider German units as VP hexes for movement purposes.

If the Command Span Rules (7.52) are in effect, the German Light Panzer Company CHQ has a Command Span of 10 hexes.

All Paths on mapboards 29 and 32 are considered Tracks.

SETUP

Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect. 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 British edge.
British ...	Force places 30 hidden unit counters in the following hexes: 29E4, 29J6, 29K9, 29M2, 29U8, 29V2, 29W4, 29Y4, 32D2, 32E7, 32N8, 32Q4, 32Q6, 32R9, 32T2, 32U2, 32X8, 32Z9, 32BB4, 32CC5, 32EE8, 34S7, 34U2, 34W5, 34AA4, 34DD7, 39U9, 39AA3, 39AA9, 39DD5.
German ...	Motorcycle Recon Company enters the mapboard first on Turn 1 along the German edge. Units are eligible for the Road/Path movement bonus.
	Light Panzer Company enters the mapboard second on Turn 1 along the German edge. Units are eligible for the Road/Path movement bonus.
	Ju 87B-1 or Bf 110C-4/B may enter the mapboard on Turn 5 or any turn thereafter. Once an aircraft initially appears, it may loiter for only a total of four consecutive turns.

VICTORY CONDITIONS

Length	Length: 20 to 24 turns. Beginning with turn 20 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 20(1); 21(2); 22(4); 23(7); 24(10).
Unit VPs	To the German Force for up to the first 10 combat units that exit from hex 32GG5.
Unit VPs	To the British Force for each operational German combat unit that fails to exit from the British Edge.
Unit VPs	For elimination, knock out or brew up.
80 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

When an aircraft enters the mapboard, one Mk VIB AA unit may activate. If any hidden unit with an unblocked line-of-sight and able to track the aircraft (check requirements) is within gunnery range to the aircraft (6 hexes or less), it automatically activates. If several hidden units meet the requirements, only the hidden unit closest to the aircraft activates. Only one Mk VIB AA may activate per turn. A maximum of 2 Mk VIB AA may activate during the course of the scenario. No activation occurs if two Mk VIB AA have already activated.

When a Mk VIB AA activates, it is considered to have an OW command and automatically fires at the aircraft.

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

Requires Panzer North Africa

German Force — Elements of the 5th Light Division, Seasoned [1046 *or* 1049]

FORCE ANTON

Ju 87 B-1
G-7B1 500
x1
53

LIGHT PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 16(12), CP-10 [561]
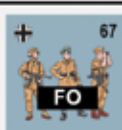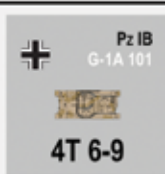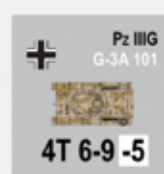
Pz IIIG	FO	SPW 251/1	Pz IIC	Pz IB	Pz IIIG
G-3A 101	67	G-13A 987	G-1B 101	G-1A 101	G-3A 101
CHQ					
4T 6-9 -5	FO	4H 9-12 -10	4T 6-9	4T 6-9	4T 6-9 -5
x2	x1	x1	x2	x2	x3
57	20	15	25	13	38

PSW 231	Recon Veteran	PSW 222	Recon Veteran	SPW 251/1	Recon Veteran	8.8cm FLAK 36	SdKfz 7
G-16A 101		G-15B 859		G-13A 987		G-20A 101	G-16B1 1003
9WR 13-19		7W 13-19 -10		4H 9-12 -10		0L 0	4H 8-11 -10
x1		x2		x1		x1	x1
55		37		27		53	13

FORCE BERTA

Bf 110 C-4/B
G-7B2 500

x1
86

LIGHT PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 17(14), CP-10 [531]

Pz IIIG
G-3A 101
CHQ
4T 6-9 -5

x2
57

67
FO

x1
20

SPW 251/1
G-13A 987
4H 9-12 -10

x1
15

Pz IIC
G-1B 101
4T 6-9

x2
25

Pz IB
G-1A 101
4T 6-9

x3
13

Pz IIIF
G-2B 101
4T 6-9 -5

x3
33

PSW 231
G-16A 101
Recon
Veteran
9WR 13-19

x2
55

PSW 221
G-15A 853
Recon
Veteran
7W 13-19 -10

x1
18

8.8cm FlaK 36
G-20A 101
0L 0

x1
53

SoKfz 7
G-16B1 1003
4H 8-11 -10

x1
13

MOTORCYCLE RECON COMPANY (-): VETERAN, EXCELLENT, 9(0), CP-5 [432]

46
Infantry
CHQ
Recon
M/C

x1
48

46
Rifle
Recon
M/C

x2
52

46
Rifle
Recon
M/C

x2
52

67
Recon

x2
45

59
5cm
Recon

x1
34

67
ATR
Recon

x1
28

TRUCK
G-16B2 999
Light
4W 8-12 -15

x4
6

British Force   **Elements of the 2nd Armoured Division, Seasoned**

CRUISER SQUADRON (MIXED): SEASONED, EXCELLENT, CP-13, ACTIVATION MODIFIER 0, FLEXIBLE

A13 Mk II B-4A 101	ROLLS-ROYCE B-12B 101	Veteran	29 Rifle	65	OQF 2-PDR B-17A 195	OQF 25-PDR B-18A 195
Main Enemy Unit	6W 12-16 -5		26 53-68	24 69-78	1L 0	1L 0
32 01-37	24 38-52				17 79-89	33 90-00

Mk VIB AA B-1B 101
6T 8-12
18 special

Photo credit: Bundesarchiv

| Scenario 53 | Rommel's First Offensive: Clash with the British 2nd Armoured Division. 25 miles east of El Agheila, Libya, 2 April 1941 |

Situation

The 5th Light Division was the first unit of the newly created *Deutsches Afrika Korps* (DAK) to arrive in Libya. British intelligence, through their "Ultra" codebreakers, were quickly informed of the arrival of the German force, though the same reports showed that the Germans had orders to hold their positions until reinforced by the 15th Panzer Division.

Newly promoted to *Generalleutnant*, DAK's GOC Erwin Rommel had other plans in mind and quickly organized what he called a "reconnaissance in force", which caught the remnants of the British 2nd Armoured Division by surprise. Equipped with worn-out tanks and captured Italian models equally on their last legs, the British were outmatched by the quickly advancing Germans.

Scenarios 53 and 54 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 54.

| Map | Utilize maps 31 and 36 |

| Overlays | **S6** 31H7(5); **H4.15** 31S4(6); **G4** 31DD7(4); **MG4** 36U5(6); and **R3** 36DD10(4) |

SETUP

Conditions	Normal visibility. No adverse terrain.
British ...	Secretly deploy the two minefields anywhere within the British setup area.
	Force sets up first anywhere on map 31 and/or map 36 at least 6 hexes from the German edge.
	Leg and towed units may setup inside any building hex.
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.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To the German Force for all combat units that exit from the British edge.
220 VPs	To the British Force if fewer than 9 German combat units exit from the British edge.
Unit VPs	For elimination, knock out or brew up.
110 VPs	Required victory margin.

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 British Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit markers may deploy.

The captured M13/40s were hastily repaired and put into action. Each turn a captured M13/40 attempts to resolve a Move or Short-halt (move part) command, not per hex moved, roll (100). On a result of 01-10, it does not move and is marked with a Track Hit.

The captured M13/40s' rate-of-fire is reduced to N.

All Sand hexes are treated as Soft Sand terrain.

All Building hexes are treated as Desert Buildings.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes. As a recon formation, the German Armored Car Company is exempt.

The German Force may employ Quickdraw (7.54).

Requires Panzer North Africa

German Force	Elements of 5th Light Division, Seasoned [1,483]

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 16, CP-10 [615]

Pz IIIF G-2B 101	Pz IIIG G-3A 101		Pz IVD G-5A 101	Pz IIF G-2A 101
CHQ		Veteran		
4T 6-9 -5	4T 6-9 -5		4T 6-9	4T 6-9
x2 49	x5 45		x4 38	x5 28

INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 14, CP-8 [370]

46 Infantry CHQ	SPW 251/10 G-13B 847	46 Rifle	SPW 251/1 G-13A 987	67	59 8cm	TRUCK G-16B2 999 Light
x1 24	4H 9-12 -10	x3 27	4H 9-12 -10	x2 25	x1 38	4W 8-12 -15
	x1 24		x3 15			x3 6

3.7cm PaK 36 G-18B 1018	5cm PaK 38 G-19A 797	TRUCK G-16B2 999 Light
1L 0	1L 0	4W 8-12 -15
x2 22	x1 28	x3 6

ARMORED CAR COMPANY (MIXED): VETERAN, RECON, EXCELLENT, 12(0), CP-7 [498]

PSW 221 G-15A 853 CHQ	46 Rifle M/C	PSW 221 G-15A 853	PSW 222 G-15B 280	PSW 231 G-16A 101
7W 13-19 -10		7W 13-19 -10	7W 13-19 -10	9WR 13-19
x1 27	x2 52	x2 18	x3 37	x4 55

British Force — Elements of the 2nd Armoured Division, Regulars [697]

MINES | Hasty Vehicle | **MINES** | Hasty Personnel

x4 10 | | x4 10

LIGHT CRUISER SQUADRON (MIXED): REGULARS, EXCELLENT, 12(10), CP-7 [302]

A13 Mk II B-4A 101	A13 Mk II B-4A 101	M13/40 I-1A 101	Mk VIB B-1A 101	DMLR DWG Mk IA B-3B 101 Recon Seasoned
CHQ 5T 7-11	5T 7-11	2T 5-7 -15	6T 8-12	MMG 8W 15-20 -5
x1 38	x3 25	x3 24	x3 21	x2 27

INFANTRY COMPANY(+): REGULARS, EXCELLENT, 15, CP-9 [315]

29 Infantry CHQ	Universal Carrier B-16A 167 MMG 5T 7-11	29 Rifle	Truck B-16B1 187 Medium 4W 8-12 -15	29 Rifle	Truck B-16B1 187 Medium 4W 8-12 -15
x1 19	x1 9	x3 20	x3 9	x3 20	x3 9

65	Universal Carrier B-16A 167 ATR 5T 7-11	OQF 2-PDR B-17A 195 1L 0	Truck B-16B1 187 Light 4W 8-12 -15
x2 19	x2 9	x3 13	x3 6

Scenario 54	Rommel's First Offensive: The End of the 2nd Armoured. Near Mechili, Libya, 5 April 1941

Situation

Scenario 54 continues the action between the leading elements of the German 5th Light Division and the British 2nd Armoured Division.
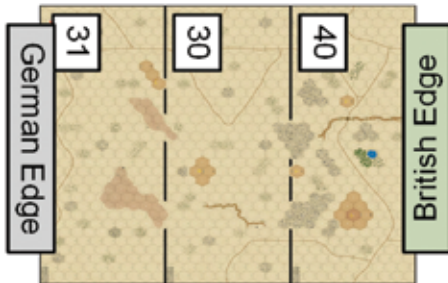
After breaking the thin defense line held by the 2nd Armoured, Rommel struck with lightning speed and the British were forced to retreat in what was known as the "Tobruk Derby". General Gambier-Parry, GOC of the 2nd Armoured Division, surrendered the Division on 8 April.

Only a few rearguard units managed to withdraw. On 10 May 1941, the 2nd Armoured Division was disbanded.

Scenarios 53 and 54 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 54.

Map	Utilize maps 30, 31, and 40

Overlays	**S5** 31O1(4); **S6** 31T4(6); **H3.13** 31H2(1); **H4.09** 30T7(1); **G3** 30Z3(3); **R2** 40L8(1); **R3** 40R10(3); **R4** 40Z9(2); **H1.04** 40L6(1); **H1.06** 40T10(1); **H8.14** 40Y4(1); **LG2** 40I5(3); and **O1** 40S3(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, utilize the listed point information.
Only the British Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit markers may deploy.
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 General Gambier-Parry.
Both Forces may add Leaders as desired. A Lt. Colonel is recommended as the British BHQ.
All Sand hexes are treated as Soft Sand terrain.
The German Force may employ Quickdraw (7.54).

SETUP

Conditions	Normal visibility. No adverse terrain. Vehicle Dust is in effect.
British ...	Force sets up first anywhere on map 30, 31 and/or 40 at least 6 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 anywhere along the German edge.
	If entering on a Path hex, units may do so at the Path movement rate.

VICTORY CONDITIONS

Length	20 turns
115 VPs	To the force that controls Hill Δ1.04. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hex 40L6. If neither side meets this requirement, these VPs are not awarded.
115 VPs	To the force that controls Hill Δ1.06. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hex 40T10. If neither side meets this requirement, these VPs are not awarded.
240 VPs	To the force that controls Hill Δ8.14. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hex 40Y5 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.
Unit VPs	For elimination, knock out or brew up.
105 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, the British BHQ has a Command Span of 20 hexes. All CHQs have a Command Span of 10 hexes. As recon formations, the German Armored Car Company and the British Armored Car Squadron are exempt.
Requires Panzer North Africa

German Force	Elements of 5th Light Division, Seasoned [1,147]

Utilize only those units that successfully exited the map from Scenario 53. The German Force retains the force structure as described in Scenario 53.

If this scenario is played as a stand-alone action, utilize the units listed below as the German Force. This force is based on the assumption that the German Force was victorious in Scenario 53.

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 13, CP-8 [514]

Pz IIIF G-2B 101 CHQ 4T 6-9 -5	Pz IIIG G-3A 101 Veteran 4T 6-9 -5	Pz IVD G-5A 101 4T 6-9	Pz IIF G-2A 101 4T 6-9
x2 49	x4 45	x4 38	x3 28

INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 10, CP-6 [282]

Infantry 46 CHQ	Truck G-16B2 999 Light 4W 8-12 -15	Rifle 46	SPW 251/1 G-13A 987 4H 9-12 -10	67	8cm 59	Truck G-16B2 999 Light 4W 8-12 -15
x1 24	x1 6	x2 27	x2 15	x2 25	x1 38	x3 6

3.7cm PaK 36 G-18B 1018 1L 0	5cm PaK 38 G-19A 797 1L 0	Truck G-16B2 999 Light 4W 8-12 -15
x1 22	x1 28	x2 6

ARMORED CAR COMPANY (MIXED): VETERAN, RECON, EXCELLENT, 8(0), CP-5 [351]

PSW 221 G-15A 853 CHQ 7W 13-19 -10	Rifle 46 M/C	PSW 221 G-15A 853 7W 13-19 -10	PSW 222 G-15B 280 7W 13-19 -10	PSW 231 G-16A 101 9WR 13-19
x1 27	x2 52	x1 18	x1 37	x3 55

British Force — **Remnants of the 2nd Armoured Division, Regulars [761]**

Infantry BHQ — 29 — Seasoned — x1 / 28

TRUCK B-16B1 187 — Light — 4W 8-12 -15 — x1 / 6

LIGHT CRUISER SQUADRON (-): REGULARS, EXCELLENT, 7, CP-4 [187]

A13 Mk II B-4A 101 — CHQ — 5T 7-11 — x1 / 37

A13 Mk II B-4A 101 — 5T 7-11 — x3 / 25

A13 Mk II B-4A 101 — 5T 7-11 — x3 / 25

ARMOURED CAR SQUADRON (-): SEASONED, RECON, EXCELLENT, 8(0), CP-5 [249]

ROLLS-ROYCE B-12B 101 — CHQ — 6W 12-16 -5 — x1 / 45

MARMON-HRGTN B-10B 262 — 6W 13-18 -10 — x1 / 28

ROLLS-ROYCE B-12B 101 — 6W 12-16 -5 — x2 / 30

MARMON-HRGTN B-10B 262 — 6W 13-18 -10 — x1 / 28

ROLLS-ROYCE B-12B 101 — 6W 12-16 -5 — x2 / 30

MARMON-HRGTN B-10B 262 — 6W 13-18 -10 — x1 / 28

INFANTRY COMPANY (MIXED): REGULARS, EXCELLENT, 11, CP-7 [291]

Infantry CHQ — 29 — x1 / 19

OML 2-in — 55 — x1 / 16

TRUCK B-16B1 187 — Light — 4W 8-12 -15 — x2 / 6

Rifle — 29 — x3 / 20

TRUCK B-16B1 187 — Medium — 4W 8-12 -15 — x3 / 9

OQF 2-PDR B-17A 195 — 1L 0 — x2 / 13

TRUCK B-16B1 187 — Light — 4W 8-12 -15 — x2 / 6

— 65 — x2 / 19

OML 3-in — 55 — x1 / 28

TRUCK B-16B1 187 — Light — 4W 8-12 -15 — x3 / 6

OQF 25-PDR B-18A 195 — 1L 0 — x1 / 26

TRUCK B-16B1 187 — Medium — 4W 8-12 -15 — x1 / 9
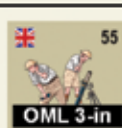
Scenario 55	Rommel's First Offensive: Tobruk Sieged. Southern defensive perimeter, Tobruk, Libya, 14 April 1941

Situation

As the Commonwealth forces retreated, the decision was made to garrison Tobruk with a strong force instead of abandoning it. This force was initially anchored by the 9th Australian Division with a handful of other units.

The first probe against their defenses occurred on April 11 as the Germans threw some of their forward elements at the port in hopes of taking it before the British could get organized -- it failed.

On April 14, a strong force composed by elements of the 5th Panzer Regiment, 8th Machinegun Battalion, and 18th FlaK Regiment attacked the defensive perimeter at Post R33, guarded by the Australians of the 20th Infantry Brigade and the British 1st Royal Horse Artillery Regiment.

The Germans managed to breach the defensive line, but mines, artillery, a lack of infantry, plus a counterattack by the 1st RTR, and, above all, the stubborn Australians, halted the attack. The Germans were forced to retreat. The siege of Tobruk was set.

Map	Utilize maps 29, 31, 39, and 40.

Overlays	**H4.08** 29G4(2); **H4.15** 29X6(2); **R4** 40L8(1); **R3** 40S1(1); **D1, D2, D3,** and **D4** as per 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, the German Force utilizes the listed point information and adds the additional forces; the Commonwealth Force utilizes the alternative point information. Utilize the alternative VPs.

Only the Commonwealth Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit markers may deploy.

The Commonwealth Force may plot 3 Pre-Registered Points for its Attached Light Battery.

All Path hexes on boards 31 and 40 are considered Track hexes.

SETUP		
Conditions	Conditions: Limited visibility conditions in effect; apply turn based Spotting modifiers (see table). No adverse terrain. Vehicle Dust is in effect.	
Commonwealth ...	Holding Force sets up first anywhere on maps 29, 31, 39 and/or 40 at least 6 hexes from the German edge.	
	Place D1, D2, D3, And D4 anywhere within the Commonwealth setup area.	
	Place the 2 Improved Position, the 4 Wire, the 4 Ditch, and the 10 Hasty Entrenchment counters anywhere within the Commonwealth setup area.	
	Secretly deploy the two minefields anywhere within the Commonwealth setup area.	
	All objective hexes are under Commonwealth control at the start of the scenario, whether occupied or unoccupied.	
German ...	Assault 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.	
	Reinforcement 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 reinforcement force may enter the mapboard during the Movement Phase of that turn or the Movement Phase of any turn thereafter anywhere along the German edge. If entering on a Path hex, units may do so at the Path movement rate.	
Commonwealth ...	Relief Force has the potential of arriving starting on turn 9 based on the arrival table. Before the Initiative Phase of turn 9, and each turn thereafter as necessary, the Commonwealth Force rolls (100). If the result falls within the listed range for that turn, any unit from the relief force may enter the mapboard during the Movement Phase of that turn or the Movement Phase of any turn thereafter anywhere along the Commonwealth edge. If entering on a Path hex, units may do so at the Path movement rate.	

SPECIAL CONDITIONS, CONTINUED

The Staggered Initiative Rules may be employed on a company-level basis.

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

Both Forces may add Leaders as desired.

Requires Panzer North Africa

VICTORY CONDITIONS

Length	25 turns
170/180 VPs	To the force that controls each of the 2 Improved Positions. To control an Improved Position, 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.
500/540 VPs	To the force that controls the Road on mapboard 39. To control the Road, a force must occupy or be the last to occupy hexes 39J6, 39S5 and 39BB8, for a full turn. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential German/Commonwealth VP Adjustment based on the Reinforcement and Relief Force's initial turn of arrival.
Unit VPs	Unit VPs for elimination, knock out or brew up.
170/180 VPs	Required victory margin.

German Force — Elements of 5th Light Division, Veteran [1,915/2,056]

ASSAULT FORCE

ARTILLERY G-7A — Medium Organic — x1 54	Bf 110 C-4/B G-7B2 500 — ADDITIONAL — x1 86

LIGHT PANZER COMPANY (+): SEASONED, EXCELLENT, 23(20) [757]

| Pz IIIG G-3A 101 CHQ 4T 6-9 -5 x2 57 | Pz IIIF G-2B 101 4T 6-9 -5 x5 33 | Pz IIIG G-3A 101 4T 6-9 -5 x5 38 | Pz IIC G-1B 101 4T 6-9 x4 25 | PANZERJÄGER I G-9B 300 |4T| 6-9 x4 24 | PSW 221 G-15A 853 Recon Veteran 7W 13-19 -10 x1 18 |

| PSW 222 G-15B 859 Recon Veteran 7W 13-19 -10 x2 37 |

LIMITED SPOTTING	
Turn	Mod
1-4	-2
5-8	-1
9+	0

(MOT) INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 10, CP-6 [384]

46 Infantry CHQ
x1
24

67 FO
x1
20

TRUCK G-16B2 999
Light
4W 8-12 -15
x2
6

46 Engineer Veteran · Rifle
x3
40

TRUCK G-16B2 999
Medium
4W 8-12 -15
x3
9

59 8cm
x2
38

TRUCK G-16B2 999
Light
4W 8-12 -15
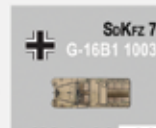x2
6

67
x3
25

TRUCK G-16B2 999
Light
4W 8-12 -15
x3
6
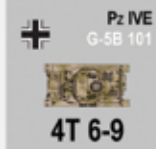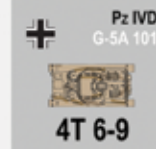
Reinforcement Force Arrival		
Turn	Range	VP Adjustment
6-7	01-20	-285/-310
8-9	01-40	-190/-205
10-11	01-60	No adjustment
12-13	01-80	+190/+205
14	01-00	+285/+310

FLAK BATTERY (MIXED): SEASONED, EXCELLENT, 5, CP-3 [208]

46 Infantry CHQ
x1
24

TRUCK G-16B2 999
Light
4W 8-12 -15
x1
6

8.8CM FLAK 36 G-20A 101
0L 0
x2
53

ScKFz 7 G-16B1 1003
4H 8-11 -10
x2
13

2CM FLAK ZGKW 1T G-17A 871
6H 11-14 -5
x2
23

REINFORCEMENT FORCE

MEDIUM PANZER COMPANY: SEASONED, EXCELLENT, 14, CP-8 [512]

Pz IVE G-5B 101
CHQ
4T 6-9
x1
60

Pz IVE G-5B 101
4T 6-9
x4
40

Pz IVD G-5A 101
4T 6-9
x4
38

Pz IIF G-2A 101
4T 6-9
x5
28

[ADDITIONAL] LIGHT PANZER COMPANY (+): SEASONED, EXCELLENT, 24(20), CP-14 [812]

PSW 231 G-16A 101
Recon Veteran
9WR 13-19
x1
55

Commonwealth Force | Elements of Australian 20th Infantry Brigade, British 1st RHA Regiment, and 1st RTR, Seasoned [1,474/1,571]

HASTY
3 / 1
2
x10

WIRE
GPD: 3
x4
15

IMP POS
x2
25

DITCH
x4

MINES
Deliberate Vehicle
x3
20

MINES
Deliberate Personnel
x3
20

HOLDING FORCE

LIMITED SPOTTING	
Turn	Mod
1-4	-2
5-8	-1
9+	0

ARTILLERY B-7A
Light
Attached
x1
60

AUSTRALIAN INFANTRY COMPANY (+): SEASONED, OUTSTANDING, 19, CP-13 [508/605]

Infantry CHQ — 29
x1
24/28

FO — 65
x1
20/24

TRUCK B-16B1 187
Light
4W 8-12 -15
x2
6/6

Rifle — 29
x1
26/31

Rifle — 29
ATR
x1
32/38

Rifle — 29
OML 2-in
x1
37/44

Rifle — 29
x1
26/31

Rifle — 29
ATR
x1
32/38

Rifle — 29
OML 2-in
x1
37/44

Rifle — 29
x3
26/31

— 65
x2
22/28

OML 3-in — 55
x2
36/43

OQF 2-PDR B-17A 195
1L 0
x4
17/20

BRITISH ARTILLERY BATTERY (MIXED): SEASONED, EXCELLENT, 6, CP-4 [163/163]

29 Infantry CHQ	TRUCK B-16B1 187 Light 4W 8-12 -15	OQF 25-PDR B-18A 195 1L 0	OQF 2-PDR B-17A 195 1L 0	OQF 40мм Mk. III B-18B 339 1L 0
x1 24/28	x1 6/6	x2 33/33	x2 17/17	x1 33/33

RELIEF FORCE

LIGHT CRUISER SQUADRON (-): SEASONED, EXCELLENT, 5, CP-3 [208/208]

A13 Mk II B-4A 101 CHQ 5T 7-11	A13 Mk II B-4A 101 5T 7-11	A13 Mk II B-4A 101 5T 7-11
x1 48/48	x3 32/32	x2 32/32

INFANTRY TANK SQUADRON(-): SEASONED, EXCELLENT, 5, CP-3 [305/305]

MATILDA II B-10A 101 CHQ 2T 3-5 -15	MATILDA II B-10A 101 2T 3-5 -15	MATILDA II B-10A 101 2T 3-5 -15
x1 70/70	x3 47/47	x2 47/47

Relief Force Arrival		
Turn	Range	VP Adjustment
9	01-20	-220/-235
10-11	01-40	-150/-160
12-13	01-60	No adjustment
14-15	01-80	+150/+160
16	01-00	-220/-235

Scenario 56	Operation Brevity: Italian Guile and Grit. Halfaya Pass, Egyptian/Libyan Border, mid-May 1941

Situation

Operation Brevity was a limited offensive intended as a rapid blow against weakend Axis front-line forces in the Sollum–Capuzzo–Bardia area of the border between Egypt and Libya. The primary objectives were to recapture the Halfaya Pass, drive the enemy from the Sollum and Capuzzo areas, and deplete Rommel's forces.

The British 22nd Guards Brigade was ordered to clear the top of Halfaya Pass and to take Fort Capuzzo. After, they were to exploit northwards. The 2nd Scots Guards Infantry Battalion, with the assistance from Matilda tanks of the 4th RTR, successfully cleared the top of Halfaya Pass, but lost 7 Matilda tanks to the determined Italian gunners before the British infantry overran their position.

Map	Utilize maps 30, 31, 38, and 39.

Overlays	LG1 38DD10(1); LG2 39P5(2); B3 39O7(1); R1 30DD4(3); R2 30W4(1); R3 30R2(1); R4 30X3(4).

SPECIAL CONDITIONS

When determining the Initiative, no Force Grade modifiers apply until British Baker Force enters the map. On that turn and all subsequent turns 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 Italian Force utilizes the alternative point information; the British Force utilizes the listed point information and adds the additional forces. Utilize the alternative VPs.

Only the Italian Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit Markers may deploy.

Half hexes along the outside edges of map 38 are not playable.

All building hexes are treated as Desert Buildings.

The Italian Force selects which aircraft to employ before the start of the scenario. The Fiat CR.42AS is equipped with 4-12.7mm MGs w/o Bomb Load.

SETUP

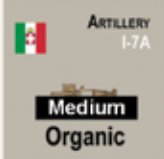| Conditions	Normal visibility. No adverse terrain.
Italian ...	Place the 2 Improved Positions anywhere on map 38.
	Place the 6 Hasty Entrenchment counters and the 4 Wire counters anywhere within the Italian setup area.
	Secretly deploy the mine counters anywhere within the Italian setup area.
	Chiara Force sets up first anywhere on maps 30 and/or 38.
	Giulia Force sets up second on map 39 at least 6 hexes from either outside edge.
	Any leg or towed unit may setup in a Hasty Entrenchment or Improved Position.
	Leg and/or Towed units may setup inside any building hex.
	All objective hexes are under Italian control at the start of the scenario, whether occupied or unoccupied.
British ...	Able Force sets up third anywhere on map 31 no more than 3 hexes from the British edge.
	Baker Force has the potential of arriving starting on turn 15 based on the arrival table. Before the Initiative Phase of turn 15, 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 Baker 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 Baker Force enters. It must enter on the indicated entry hex or adjacent to that hex. If entering on the entry hex, units may do so at the road or path movement rate. If the entry hex is occupied by Italian units, Baker Force may enter the mapboard on the first hex free from Italian units from the entry hex.

SPECIAL CONDITIONS, CONTINUED
During the Operation, the 22nd Guards Brigade borrowed most of its trucks from the 4th Indian Division. The British Force may employ German trucks, as necessary, to complete its force.
The Staggered Initiative Rules may be employed on a company-level basis.
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

VICTORY CONDITIONS		
Length	27 turns	
200/225 VPs	To the force that controls Hill Δ38.22. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hex 38AA6 at the same time all Level-3 hexes of the Hill are free of opposing combat units. If neither side meets this requirement, these VPs are not awarded.	
200/225 VPs	To the force that controls Hill Δ38.20. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hex 38T6 at the same time all Level-3 hexes of the Hill are free of opposing combat units. If neither side meets this requirement, these VPs are not awarded.	
295/335 VPs	To the force that controls B3. Co 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.	
VP Adjustment	Potential British VP Adjustment based on the Baker Force's initial turn of arrival.	
Unit VPs	Unit VPs for elimination, knock out or brew up.	
150/175 VPs	Required victory margin.	

Italian Force — Elements of 12th Bersaglieri Battalion, Seasoned [1,177/1,333 or 1,178/1,334]

ARTILLERY I-7A
Medium Organic
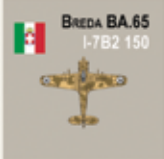x1
54/54

HASTY
3 — 1
2
x6

IMP POS
x2
25

CR.42AS I-7B1 150
x1
52/52

or

Breda BA.65 I-7B2 150
x1
53/53

DIVISIONE CORAZZATA ARIETE *132*

Photo credit: Noclador

WIRE
GPD: 2
x4
10

MINES
Deliberate Vehicle
x2
20
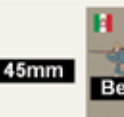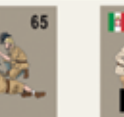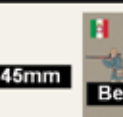
MINES
Deliberate Personnel
x2
20
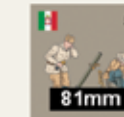
CHIARA FORCE

FIRST BERSAGLIERI COMPANY (+): SEASONED, OUTSTANDING, 18, CP-13 [495/585]

Infantry CHQ	FO	LMG	Bersag'li	45mm	Bersag'li		81mm
x1 24/28	x1 20/24	x2 26/31	x1 32/38		x1 24/28	x2 23/27	x1 44/52

LMG	Bersag'li	45mm	Bersag'li	47/32 ATG I-9A 101 1L 0	8.8cm FlaK 36 G-20A 101 0L 0	Truck I-10B 101 Heavy 4W 8-12 -15
x2 26/31	x1 32/38		x1 24/28	x4 20/24	x1 53/63	x1 12/12

GIULIA FORCE

SECOND BERSAGLIERI COMPANY (MIXED): SEASONED, OUTSTANDING, 16, CP-11 [406/472]

Infantry CHQ	FO	LMG	Bersag'li	ATR		81mm
x1 24/28	x1 20/24	x2 26/31	x2 24/28	x1 22/26	x2 23/27	x1 44/52

65/17 IG I-9B 101 1L 0	Truck I-10B 101 Light 4W 8-12 -15	3.7cm PaK 36 G-18B 1018 1L 0	Truck I-10B 101 Light 4W 8-12 -15
x2 13/15	x2 6/6	x4 22/26	x4 6/6

British Force

Elements of 22nd Guards Brigade and 7th Armoured Division, Veteran [1,920/2,153]

ABLE FORCE

Artillery B-7A
Light
Organic
x1
40

FIRST INFANTRY COMPANY: VETERAN, 13, [470]

Infantry CHQ (29)
x1
28

FO (65)
x1
24

Truck B-16B1 187
Light
4W 8-12 -15
x2
6

Rifle (29)
x3
31

Truck B-16B1 187
Medium
4W 8-12 -15
x3
9

Rifle (29)
x3
38

Engineer

Truck B-16B1 187
Medium
4W 8-12 -15
x3
9

(65)
x2
28

OML 3-in (55)
x1
43

Truck B-16B1 187
Light
4W 8-12 -15
x3
6

Universal Carrier B-16A 167
MMG
5│ 7-11
x2
14

INFANTRY TANK SQUADRON: SEASONED, 11, [495]

Matilda II B-10A 101
CHQ
2T 3-5 -15
x1
70

Matilda II CS B-10A 101
2T 3-5 -15
x1
42

Matilda II B-10A 101
2T 3-5 -15
x3
47

Matilda II B-10A 101
2T 3-5 -15
x2
47

Matilda II B-10A 101
2T 3-5 -15
x2
47

Mk VIB B-1A 101
6T 8-12
x2
27

BRITISH ARTILLERY BATTERY (MIXED): SEASONED, EXCELLENT, 6, CP-4 [202/202]

Infantry CHQ 29	Truck B-16B1 187 Light 4W 8-12 -15	OQF 25-PDR B-18A 195 1L 0	OQF 40mm Mk. III B-18B 339 1L 0	Truck B-16B1 187 Medium 4W 8-12 -15	OQF 2-PDR B-17A 195 1L 0	Truck B-16B1 187 Light 4W 8-12 -15
x1 24/28	x1 6/6	x2 33/33	x1 33/33	x3 9/9	x2 17/17	x2 6/6

[ADDITIONAL] FIRST INFANTRY COMPANY: VETERAN, EXCELLENT, 16, CP-10 [/512]

Universal Carrier B-16A 167 — MMG — 5|7-11

x3
14

[ADDITIONAL] INFANTRY TANK SQUADRON: SEASONED, 14, EXCELLENT, CP-8 [/596]

Matilda II B-10A 101 2T 3-5 -15	Mk VIB B-1A 101 6T 8-12
x1 47	x2 27
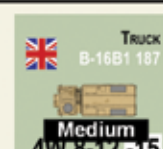
BAKER FORCE

Artillery B-7A — Light — Organic

x1
40

Baker Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
15	01-10	-190/-210	39A5	01-25
16	01-20	-95/-105	39F1	26-50
17	01-40	No adjustment	39BB1	51-75
18	01-60	+95/+105	39GG5	76-00
19	01-80	+190/+210		
18	01-00	+285/+385		

SECOND INFANTRY COMPANY (MIXED): VETERAN, 12, [386]

Infantry CHQ 29	FO 65	Truck B-16B1 187 Light 4W 8-12 -15	Rifle 29	Truck B-16B1 187 Medium 4W 8-12 -15	Rifle 29	Truck B-16B1 187 Medium 4W 8-12 -15
x1 28	x1 24	x2 6	x3 31	x3 9	x3 31	x3 9

SECOND INFANTRY COMPANY (MIXED), CONTINUED

OQF 2-PDR B-17A 195	LOYD CARRIER B-16B2 191	UNIVERSAL CARRIER B-16A 167
1L 0	|5T|7-11	MMG |5T|7-11
x2 20	x2 7	x2 14
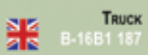
MIXED COMPANY: SEASONED, 10 [287]

MK VIB B-1A 101	MK VIB B-1A 101	MK VIB B-1A 101	29 Rifle	TRUCK B-16B1 187 Medium 4W 8-12 -15	OQF 2-PDR B-17A 195	TRUCK B-16B1 187 Light 4W 8-12 -15
CHQ 6T 8-12	6T 8-12	6T 8-12			1L 0	
x1 40	x1 27	x3 27	x2 26	x2 9	x3 17	x3 6

[ADDITIONAL] SECOND INFANTRY COMPANY (MIXED): VETERAN, EXCELLENT, 15, CP-9 [/441]

OQF 2-PDR B-17A 195	LOYD CARRIER B-16B2 191	UNIVERSAL CARRIER B-16A 167
1L 0	|5T|7-11	MMG |5T|7-11
x1 20	x1 7	x2 14

[ADDITIONAL] MIXED COMPANY: SEASONED, EXCELLENT, 11, CP-7 [/322]

29 Rifle	TRUCK B-16B1 187 Medium 4W 8-12 -15
x1 26	x1 9

Scenario 57 — Operation Brevity: Duel at Sidi Azeiz. Sidi Azeiz, Libya, mid-May 1941

Situation

Operation Brevity was a limited offensive intended as a rapid blow against weak Axis front-line forces in the Sollum–Capuzzo–Bardia area of the border between Egypt and Libya. The primary objectives were to recapture the Halfaya Pass, drive the enemy from the Sollum and Capuzzo areas, and deplete Rommel's forces.

The British 7th Armoured Brigade Group was to advance 30 miles around the southern flank, destroying any enemy encountered and hopefully throw the German reserves off balance. The group skirmished with Kampfgruppe von Herff, which was acting as mobile reserve to back up the Italians, who were defending the border.

When the battle started, elements of both groups clashed, and several long-range tank duels occurred in the morning. The Axis forces finally retreated in the afternoon, but the British did not achieve their intended goals.

Map	Utilize maps 29 and 33.

Overlays	None
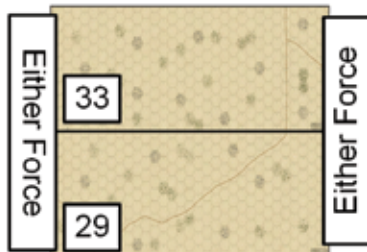
SPECIAL CONDITIONS

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 4 Hidden Unit markers.

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes. As recon formations, the British Armored Car Squadron and the German Armored Car Company are exempt.

Both Forces may add Leaders as desired.

Requires Panzer North Africa

SETUP

Conditions	Limited visibility conditions in effect; apply turn based Spotting modifiers (see table). No adverse terrain.
Both ...	Forces roll (10). The force rolling the higher result selects Path hex 29A5 or 33GG5.
	The other force utilizes the Path hex not selected above.
	Move on the mapboard on turn 1 with one company/squadron on the selected Path hex at the Path movement rate.
	Forces' remaining companies/squadrons have the potential of arriving as Reinforcements starting on Turn 2 based on the arrival table. Before the Initiative Phase of turn 2, and each turn thereafter as necessary, each force rolls (100). If the result falls within the listed range for that turn, that force can move their remaining companies/squadrons on the selected Path hex. They may utilize the Path movement rate.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To the Force that enters the map on Path hex 29A5 for all of its combat units that exit from hex 33BB1.
Unit VPs	To the Force that enters the map on Path hex 33GG5 for all of its combat units that exit from hex 29F10.
140 VPs	To the German Force if fewer than 6 British combat units exit the map.
140 VPs	To the British Force if fewer that 5 German combat units exit the map.
VP Adjustment	Potential German/British VP Adjustment based on the Reinforcement Force's initial turn of arrival.
Unit VPs	For knock out or brew up.
95 VPs	Required victory margin.

German Force | **Elements of Kampfgruppe von Herff, Seasoned (940)**

LIGHT PANZER COMPANY (-): SEASONED, EXCELLENT, 8, CP-5 [306]

Pz IIIF G-2B 101 **CHQ** 4T 6-9 -5	Pz IIIG G-3A 101 4T 6-9 -5	Pz IIF G-2A 101 4T 6-9
x2 49	x4 38	x2 28

MEDIUM PANZER COMPANY (-): SEASONED, EXCELLENT, 8, CP-5 [320]

Pz IVF1 G-6A 101 **CHQ** 4T 6-9 -5	Pz IVF1 G-6A 101 4T 6-9 -5	Pz IIF G-2A 101 4T 6-9
x1 64	x4 43	x3 28

LIMITED SPOTTING	
Turn	Mod
1-3	-2
4-6	-1
7+	0

ARMORED CAR COMPANY (-): VETERAN, RECON, EXCELLENT, 7, CP-4 [314]

PSW 222 G-15B 859 **CHQ** 7W 13-19 -10	PSW 222 G-15B 859 7W 13-19 -10	PSW 222 G-15B 859 7W 13-19 -10	PSW 231 G-16A 101 9WR 13-19
x1 56	x2 37	x2 37	x2 55

British Force	Elements of 7th Armoured Brigade, Seasoned [950]

CRUISER SQUADRON (-): SEASONED, EXCELLENT, 9(7), CP-5 [302]

A13 Mk II B-4A 101 CHQ 5T 7-11	A13 Mk II B-4A 101 5T 7-11	A13 Mk II B-4A 101 5T 7-11	Dmlr Dng Mk IA B-3B 101 Recon Veteran ATR 8W 15-20 -5
x1 48	x3 32	x3 32	x2 31

LIGHT CRUISER SQUADRON (-): SEASONED, EXCELLENT, 11, CP-7 [312]

A10 Mk II B-2B 101 CHQ 2T 4-6 -10	A10 Mk II CS B-2B 101 2T 4-6 -10	A10 Mk II B-2B 101 2T 4-6 -10	A10 Mk II B-2B 101 2T 4-6 -10	A9 Mk I B-2A 101 4T 6-9 -5
x1 43	x2 26	x3 29	x2 29	x3 24

ARMOURED CAR SQUADRON (-): VETERAN, RECON, EXCELLENT, 9(0), CP-5 [336]

ROLLS-ROYCE B-12B 101 CHQ 6W 12-16 -5	ROLLS-ROYCE B-12B 101 6W 12-16 -5	MARMON-HRGTN B-10B 262 6W 13-18 -10	ROLLS-ROYCE B-12B 101 6W 12-16 -5	MARMON-HRGTN B-10B 262 6W 13-18 -10
x1 54	x2 36	x1 34	x2 36	x1 34

ROLLS-ROYCE B-12B 101 6W 12-16 -5	MARMON-HRGTN B-10B 262 6W 13-18 -10
x1 36	x1 34

Reinforcement Force Arrival

Turn	Range	VP Adjustment
2	01-20	-70
3	01-40	-45
4	01-60	No adjustment
5	01-80	+45
6	01-00	+70

Panzer North Africa Campaign Game – Operation Battleaxe: Scenarios 58 - 61

After the reverses as a result of Rommel's first offensive in the desert, Churchill decided that a decisive action was needed to reverse the course of events in North Africa. Convoy Tiger was sent across the dangerous Mediterranean route from Gibraltar to Alexandria, saving nearly 40 days of sailing time. Tiger convoy arrived at Alexandria almost intact on 12 May 1941 and delivered 238 tanks and 43 Hurricanes. These reinforcements didn't arrive in time for Operation Brevity, but they could be used to bring the depleted 7th Armoured Division up to some sort of fighting strength and an assault was planned for June using the 7th Armoured Division, the 4th Indian Infantry Division and the 22nd Brigade.

The assault would have three major phases. Phase one was to take Halfaya Pass and the Sollum area and stabilize the frontier, destroying most of the Axis tanks in the process. Phase two was for the 7th Armoured to drive to Tobruk and break the siege while the remainder of the forces finished mopping up the Sollum area. Phase three was for the 7th Armoured and the Aussies from Tobruk to drive west and then to see how events developed from that point.

For Phase One, the forces were divided into three groups with objectives very similar to Operation Brevity. The Coast Force would take Halfaya Pass. The Escarpment Force, with most of the Matildas, would take the strongpoints immediately to its rear, including Fort Capuzzo and Sollum. The 7th Armoured, with all the cruiser tanks, would seek out the German armor and attempt to destroy it in open battle while cutting off the retreat of the Axis forces on the frontier, hopefully bagging the whole lot.

The battle did not go as planned as only the Escarpment Group was successful. The Allies lost over 100 tanks in three days of battle (more than half their total) while the Germans ended up with a net loss of just 12 (after salvage and repair from the battlefield). The result was a change of commanders in the Middle East, with Auchinleck replacing Wavell, and a stalemate for the next five months.

Battleaxe Campaign Game Rules (CG) Rules

1. Introduction

The Panzer Battleaxe Campaign Game (CG) enables players to fight a series of linked scenarios, with a Refit Phase completed after each scenario. Unlike standard stand-alone scenarios, each player attempts to not only fight and win each scenario, but also to preserve and refit forces in preparation for the next scenario.

The Panzer Battleaxe CG is played using the standard Panzer North Africa rules and these CG rules. The CG rules always take precedence over standard rules when playing the Battleaxe CG. It is recommended that the Battleaxe CG is played using all the Basic and Advanced rules, as well as any Optional rules agreed upon. All rules agreed upon are used in all scenarios of the CG.

As British XIII Corps GOC Lieutenant-General Noel Beresford-Peirse or DAK GOC *Generalleutnant* Erwin Rommel can you form and field a victorious force over a series of linked battles? This is the challenge.

2. The Force Selection Chart

The Force Selection Chart determines the available Platoons/Units in the CG. Each Platoon/Unit is defined as of one type: Command (C), Armor (A), Infantry (I), Recon (R), Gun/Artillery (G), Support (S), and Terrain (T). Each Platoon/Unit has a unique alpha-numerical identifier, e.g., the British Crusader Troop is identified as A5.

Each Platoon may have either a fixed number of units assigned or, in some cases, a variable number of units. If several units may be assigned to a Platoon, roll (10) in the Units Assigned section of the corresponding Platoon.

Each Platoon costs a number of Force Points (FP). The cost in FPs is independent of the number of units actually assigned to the Platoon.

> A German Recon M/C Platoon (R1) may have two (2) or three (3) Rifle M/C Recon Squads assigned. Roll (10). On a roll of 1-8, three (3) Rifle M/C Squads are assigned to the Platoon. On a roll of 9-10, only two (2) Rifle M/C Squads are assigned. The Recon M/C Platoon costs 20 Force Points, no matter the number of Rifle M/C Squads assigned.

In some cases, transport vehicles are assigned to a Platoon. In that case, several Force Points are listed separated by a slash. The first number is the cost of the Platoon in Force Points with no transports. The second number is the cost of the Platoon if the first type of transport is assigned. It is marked with an asterisk (*). The third number, if applicable, is the cost of the Platoon if the second type of transport is assigned. It is marked with two asterisks (**).

> A German Rifle Platoon (I1) costs 10 FPs if no transports are assigned, 12 FPs if 3x Medium Trucks are assigned, and 16 FPs if 2x SPW 251/1 and 1x SPW 251/10 are assigned.

The Force Selection Chart also determines the maximum number of Platoons/Units of each type that may be purchased for a Battleaxe CG.

The Notes section of the Force Selection Chart lists the unique aspects of each Platoon/Unit, if any, e.g.: Grade, weapons, restrictions, attachment and/or special instructions.

In some cases, a Platoon's units may have different Grades. In that case, roll (10) to determine the Grade of all of the Platoon's units. As in the case where several number of units may be assigned to a Platoon, Grade does not change the cost in Force Points of a Platoon

3. Building a Formation

In the Battleaxe CG there are three types of Formations: Armor, Infantry, and Battalion HQ.

3.1 Armor Formation

An Armor Formation is composed of the following units:
- One C2 Command CHQ Unit.
- One optional C4 Command FO Section.
- At least one Armor (A type) Platoon.
- A variable number of Recon (R), Infantry (I), Gun/Artillery (G) and/or Support (S) Platoons/Units.

The maximum limit of an Armor Formation is 60 FPs. A Force may have no more than 2 Armor Formations.

The number of A, R, G and S Platoons/Units, individually, may never exceed the number of armor Platoons in an armor Formation, although the combination of them may. Exception: attached units from the Battalion HQ.

Technically speaking, attached Battalion HQ units are not part of the Formation. They are added to a Formation for one specific scenario and then returned to the Battalion HQ. In this case, only, the number of Platoons/Units of other types, individually, may exceed the number of Armor Platoons.

Only the British Universal Carrier Support Section (S) may be added to an Armor Formation.

The British player purchases the following units for one of his Armor Formations: 1 Tank CHQ (C2) for 5 FP, 1 FO Section (C4) for 3 FPs, 1 A9 Troop (A1) for 7 FPs, 1 A10 CS (A3) for 5 FPs, 1 A/C Troop 1 (R1) for 7 FPs, 1 Rifle Pl 2 Mot (I2) with Medium Trucks for 12 FPs, and 1 AAA Troop (G2) for 4 FPs, for a total of 43 Force Points. Note that as there are 2 Armor Platoons in the Formation, the number of individual R, I, G or S Platoons may never be more than 2, although the sum of them may, as in this case, 3 total.

3.2 Infantry Formation

An Infantry Formation is composed of the following units:
- One C3 Command CHQ Unit.
- One optional C4 Command FO Section.
- At least one Infantry (I type) Platoon.
- A variable number of Armor (A), Recon (R), Gun/Artillery (G) and/or Support (S) Platoons/Units.

The maximum limit of an Infantry Formation is 50 FPs. A Force may have no more than 2 Infantry Formations.

The number of A, R, G and S Platoons/Units, individually, may never exceed the number of Infantry Platoons in an Infantry Formation, although the combination of them may. Exception: attached units from the Battalion HQ.

Only the British Universal Carrier Support Section (S) may be added to an Infantry Formation.

3.3 Battalion HQ

A Battalion HQ is composed of the following units:
- One C1 Command BHQ Unit.
- A variable number of Organic Artillery Batteries and/or Attack Aircraft (British only).
- A variable number of Platoons/Units of any type. These are called the Battalion Reserve.

The maximum limit of a Battalion HQ Formation is 30 FPs. A Force may have no more than 1 Battalion HQ.

The Battalion HQ does not play as a Formation in a scenario. If fielded, its C1 Command BHQ Unit is not part of any Formation and automatically receives a unique command. It is not counted as losses for Morale purposes.

When committed, the Organic Artillery Batteries and/or Attack Aircraft are part of the corresponding Force, not of a specific Formation. They may be used normally as in any standard Panzer North Africa scenario and directed by any valid observer (BHQ, CHQ, FO, or Recon unit).

Any number of Platoons/Units of the Battalion Reserve of the Battalion HQ may be attached to any Formation in a Battleaxe CG scenario. They are attached to one Formation and for that scenario, only, and are part of that Formation for all purposes during the scenario (as a total Force Points value, Command, Morale, etc.) Add the Points of the Battalion Reserve's Platoons/Units attached to the total points of the Formation.

The British player purchases the following units for his Battalion HQ Formation: 1 Battalion HQ (C1) for 4 FP, 1 Organic Light Artillery Battery (G3) for 4 FPs, 1x Hurricane (S2) for 8 FPs, 1 A/C Troop 1 (R1) for 7 FPs, and 1 ATG Troop (G1) for 5 FPs, for a total of 28 Force Points. The A/C Troop 1 (R1) and the ATG Troop (G1) form the Battalion Reserve. Each Platoon/Unit (or both) may be attached to any Formation in any given scenario as desired.

3.4 Maximum number of Platoons/Units

The maximum number of Platoons/Units per formation is determined by the Force Selection Chart. Nevertheless, the counter mix is the ultimate limit of the available units for the CG.

In any case, Italian Trucks may be used by either side without penalty up to the maximum supplied in the counter mix.

4. Building the Force

The British and German players each create a Force that is utilized for the entirety of the CG. Force management is critical, as difficult decisions on committing units to each scenario must be balanced against future scenario requirements as no additional units may be added once a Force is created.

Each Force is composed of a variable number of Formations and, optionally, one Battalion HQ. A Force must have at least 1 Armor Formation (2 maximum) and 1 Infantry Formation (2 maximum). A Force may never exceed a total of 190 Force Points. Each scenario lists the maximum number of Force Points for each side that may be committed from their Forces.

Record the information for each Formation on the CG British or German Formation Summaries.

5. Grade and Morale

5.1 British Force and Formation Grade

For all Battleaxe CG scenarios, the British Force is Seasoned Grade. When determining the Initiative, no Force Grade modifiers apply. All British Formations are Seasoned Grade for Command purposes (available commands, command range) and Excellent Morale for Morale purposes (cohesion point). Individual Units' Grade is determined by the Force Selection Chart (see the Notes section).

The British BHQ has a command span of 20 hexes (unlimited if off-map) and all British CHQs have a command span of 10 hexes.

5.2 German Force and Formation Grade

For all Battleaxe CG scenarios, the German Force is Veteran Grade. When determining the Initiative, the German Force applies a +20 DRM. All German Formations are Veteran Grade for Command purposes (available commands, command range) and Excellent Morale for Morale purposes (cohesion point). Individual Units' Grade is determined by the Force Selection Chart (see the Notes section).

The German BHQ has a command span of 20 hexes (unlimited if off-map) and all German CHQs have a command span of 10 hexes.

6. Leaders

Leaders may be added to the Battleaxe CG; in fact, their addition is encouraged. If Leaders are added, each Force must add the same number of Leaders. Leaders are assigned to specific Formations and may not transfer. No more than 2 Leaders may be assigned to each Formation.

Leaders are added from lower to higher rank or any agreed upon selection. The recommended selection:

- BHQ: 1x Major, 1x Lieutenant Coronel
- CHQs: 1x 2nd Lieutenant, 2x Lieutenant, 1x Captain
- Platoon Leaders: 1x Corporal (British) or 1x Jr. Sergeant (German), 2x Sergeant, 1x Staff Sergeant

7. CG Sequence of Play

The Battleaxe CG is played using the following sequence of play:

SEQUENCE OF PLAY

1: Scenario Determination Phase
1.1 Initial Scenario: Play the initial scenario of the CG.
1.2 Subsequent Scenarios: The result of the scenario determines the next scenario to be played, if applicable.

2: Formation Commitment Phase
2.1 Players commit Formations to battle (Defender first). Formations not committed to battle and detached units are held in Reserve.
2.2 Battalion Reserve may be added to any Formation. Terrain may be added per scenario instructions.

3: Weather and Ground Conditions Phase
3.1 Determine maps used and layout as directed by the scenario instructions.
3.2 Roll for Weather and Ground Conditions on the Weather Conditions Table.
3.3 Apply conditions to the Scenario.

4: Combat Phase
4.1 Setup and play the selected scenario.
4.2 Determine the victor.

5: Refit Phase
5.1 Recover units based on the corresponding Recovery Table.

6: CG Victor Determination Phase
6.1 After the final scenario, add the total CG VPs and determine the overall CG victor.

7.1 Scenario Determination Phase

The Battleaxe CG consists of 4 scenarios – 58, 59a/b, 60, and 61a/b. In the case of Scenarios 59 and 61, the result of the previous scenario determines which version of the scenario to play.

The first Battleaxe CG scenario is Scenario 58. Check the following to determine the subsequent scenarios.

58	German Victory	**59a**
	British Victory	**59b**
59a/b	Either	**60**
60	German Victory	**61a**
	British Victory	**61b**

7.2 Formation Commitment Phase

Once the scenario is determined, players commit forces up to the Force Point limit listed in the scenario. The scenario's Defender commit forces first. Follow the scenario's rules to determine the number and/or type of Formations that may commit.

All Formations, Platoons and/or Units selected to play the scenario are considered committed. Formations, Platoons and/or Units not selected are considered in reserve.

7.2.1 Attaching and Detaching Platoons/Units

When a Formation is committed, the controlling player may decide to detach any Platoon(s)/unit(s) from it. It may be expedient to detach Platoons/Units to place them in reserve, so as to have them available for the next scenario, or to adjust to the Force Point limit of the upcoming scenario.

The maximum number of Platoons/Units that may be detached is half the total number of Platoons (excluding the CHQ) of the Formation (round down).

If the Battalion HQ is committed, Platoons of the Battalion Reserve may be attached to a Formation, so as to reinforce a Formation or, as in the case of detaching units, to adjust to the point limit of the scenario.

> A German Armor Formation consists of 1 Panzer CHQ (C2), 1 Pz II Pl (A1), and 2 Pz III Pl (A2), for a total of 56 Force Points. The total number of Platoons of this Formation is 3 for detaching purposes (the Panzer CHQ is excluded). The maximum number of Platoons that may be detached is 1 (3 halved rounded down).
>
> Due to losses in previous scenarios, the German player decides to detach one Pz III Pl (A2), leaving it in reserve, thus assuring its availability for the next scenario. For this scenario, the German player attaches 1 Heavy Flak Pl (G3) from the Battalion Reserve to the Armor Formation. The total number of Force Points of the Formation for the scenario is now 53 Force Points.

7.2.2 Battalion HQ Commitment

The Battalion HQ may always commit, nevertheless, it is optional. When committing the Battalion HQ, the only unit that is mandatory is the BHQ unit. The player may then commit as many or as few (or even none) of the rest of Platoons/Units of the Battalion HQ, i.e., Organic Artillery Batteries, Aircraft, and Battalion Reserve.

Platoons/Units of the Battalion Reserve are always attached to individual Formations.

7.2.3 Terrain

When directed by the scenario rules, a Force may add Terrain. Purchase Terrain (T) type up to the limit in FPs given in the scenario and the limit of the Force Selection Chart and place following the setup conditions.

Terrain is not part of any formation and is not carried over from one scenario to another.

7.3 Weather and Ground Conditions Phase

Setup the maps following the orientation of the Map section of the scenario. In some scenarios, the maps, overalys, and their position are determined in the Map section of the scenario. In other scenarios, maps are determined by rolling on the corresponding table.

Once maps and overlays are setup, roll on the Weather Conditions Table to determine Weather, Visibility, Spotting and/or Hit/Fire Modifiers and apply results for the scenario. Apply any DRM based on the previous scenario's weather conditions.

Roll on the Ground Conditions Table to determine the type of Sand terrain, type of Paths, and the existence or not of Vehicle Dust. All of the scenarios feature No Adverse Terrain.

7.4 Combat Phase

During the Combat Phase, players setup their Forces as directed by the scenario's rules and play out the scenario. Determine the scenario's victor based on the Scenario Victory Conditions. No draws are possible. In the rare case where both players obtain the same number of VPs, the side which eliminated, KO'd or BU the most total combat units is declared the victor. In the extremely rare case where that number is also the same, the scenario's attacker is considered the victor.

Winning a scenario earns the that Force a variable number of CG Victory Points. Each scenario determines the number of CG VPs depending on the result (less than or at least the Required Victory Margin).

WEATHER CONDITIONS				
Roll(10)[1]	Weather	Visibility	Spotting	Hit/Fire
0-1	Clear	Heat Haze	S/V/L size	-3 AP/-10 GP Heat Haze
2-9	Clear	Normal	0	0
10	Lt. Khamsin	Limited	-2	-1 AP/-5 GP
11	Khamsin	Limited	-3	-2 AP/-10 GP

[1]Apply a +1 DRM when determining current Scenario's weather if the previous scenario's weather was either type of Khamsin.

GROUND CONDITIONS			
Roll(10)	Sand	Paths	Dust
1	Sand	Track[1]	Dust
2	Soft Sand	Path[2]	None
3-10	Sand	Path[2]	None

[1]Consider all Path hexes as Track terrain.
[2]Consider all Path hexes as Path terrain.

7.5 Refit Phase

After playing a CG scenario, players perform a Refit Phase. The Refit Phase represents the interlude between engagements where Combat Support & Service units attempt to recover and repair abandoned or damaged vehicles left behind on the battlefield; infantry and towed units rebuild their formations by recombining reduced Squads or with fresh replacements; and HQs reorganize forces, etc. During the Refit Phase, players may recover eliminated units, either from the scenario just completed or from previous scenarios that were not recovered. Units recovered during the Refit Phase may participate in any subsequent scenario.

As is the nature of warfare, the scenario victor has a greater chance of recovering vehicles and other units – to the victor goes the spoils.

If a CHQ unit is not recovered or BU, another unit of similar type from its formation is promoted to replace it, if at all possible. In this case only, a squad-sized unit may split into two half-squads to fulfill this requirement. The replaced CHQ unit is now considered a standard non-CHQ unit.

Optionally, the if BHQ unit is not recovered or BU, it may be replaced in a similar manner.

Roll for each unit on the corresponding Recovery Table based on the just completed scenario's outcome and apply results. A unit that does not recover remains in its current status and may attempt to recover in the next Refit Phase.

Note: BU Vehicles never recover. They are permanently lost.

7.6 CG Victor Determination Phase

After the completion of Scenario 61(a/b) subtract the total British CG VPs from the total German CG VPs and check the Campaign Game result on the Battleaxe CG Victory Table.

Battleaxe Campaign Game Victory	
German CG VPs minus British CG VPs	
Differential	**Result**
+5 or more	German Decisive Victory
+4 to +2	German Tactical Victory
+1	German Marginal Victory
0	Inconclusive
-1	British Marginal Victory
-2 to -4	British Tactical Victory
- 5 or less	British Decisive Victory

Recovery - Victor	
From Committed Formation	
Unit Status	**Roll(10)**
Bailed Out Vehicle	Auto
Track Hit Vehicle	1-8
Damaged Vehicle	1-6
KO Vehicle	1-5
Reduced Squad to Half-Squad	1-8
Eliminated Squad, Half-Squad, Section	1-5
Towed Unit	1-5
From Previous Scenario	
Unit Status	Roll(10)
Track Hit Vehicle	Auto
Damaged Vehicle	1-8
KO Vehicle	1-6
Reduced Squad to Half-Squad	1-9
Eliminated Squad, Half-Squad, Section	1-6
Towed Unit	1-6

Recovery - Loser	
From Committed Formation	
Unit Status	**Roll(10)**
Bailed Out Vehicle	1-6
Track Hit Vehicle	1-5
Damaged Vehicle	1-4
KO Vehicle	1-3
Reduced Squad to Half-Squad	1-6
Eliminated Squad, Half-Squad, Section	1-3
Towed Unit	1-3
From Previous Scenario	
Unit Status	Roll(10)
Bailed Out Vehicle	1-7
Track Hit Vehicle	1-6
Damaged Vehicle	1-5
KO Vehicle	1-4
Reduced Squad to Half-Squad	1-7
Eliminated Squad, Half-Squad, Section	1-4
Towed Unit	1-4

		German Force Selection				
Type	ID	Platoon/Unit Description	Units Assigned[1]	FP[2]	Max[3]	Notes
Command	C1	BHQ	1x BHQ Infantry Half-Squad 1x SPW 250/1	5	1	Veteran Only 1 in Force
Command	C2	Panzer CHQ	1x CHQ PzKpfw IIIG	7	1	Veteran
Command	C3	Infantry CHQ	1x CHQ Infantry Half-Squad 1x Light Truck	3	1	Veteran
Command	C4	FO Section	1x FO Section 1 x SPW 250/1	4	1	1-2: Seasoned 3-10: Veteran
Recon	R1	Recon M/C Pl	1-8: 3x Recon M/C Rifle Squad 9-10: 2x Recon M/C Rifle Squad	20	1	1-2: Veteran 3-10: Elite
Armor	A1	Pz II Platoon	1: 4x PzKpfw IIC 2: 3x PzKpfw IIC 3-7: 4x PzKpfw IIF 8-10: 3x PzKpfw IIF	13	2	1: Seasoned 2-9: Veteran 10: Elite
Armor	A2	Pz III Platoon	1-6: 4x PzKpfw IIIG 7-8: 3x PzKpfw IIIG 9: 4x PzKpfw IIIH 10: 3x PzKpfw IIIH	18	3	1: Seasoned 2-9: Veteran 10: Elite
Armor	A3	Pz IV Platoon	1: 4x PzKpfw IVD 2: 3x PzKpfw IVD 3-8: 4x PzKpfw IVE 9-10: 3x PzKpfw IVE	19	2	1: Seasoned 2-9: Veteran 10: Elite
Infantry	I1	Rifle Platoon Foot/Mot/Arm	3x Rifle Squad 3x Medium Truck (*) 2x Spw 251/1, 1x SPW 251/10 (**)	10/ 12*/ 16**	3	1-2: Seasoned 3-10: Veteran
Infantry	I2	Pionier Platoon	3x Engineer Rifle Squad 3 x Medium Truck	15	1	1-2: Seasoned 3-10: Veteran
Infantry	I3	Weapons Platoon 1	1x 5cm GrW36 Mortar Section 1x HMG Section 1x PzB39 ATR Section 3x Light Truck (*)	7/9*	2	1-2: Seasoned 3-10: Veteran N/A with I4 in same Formation
Infantry	I4	Weapons Platoon 2	1x 8cm GrW34 Mortar Section 2x HMG Section 3x Light Truck (*)	10/ 12*	1	1-2: Seasoned 3-10: Veteran N/A with I3 in same Formation
Gun/Artillery	G1	Light Infantry Gun Platoon	2x 7.5cm leIG 2x SdKfz 10	5	1	1-4: Seasoned 5-10: Veteran
Gun/Artillery	G2	Light FlaK Platoon	1-8: 2x 2cm FlaK Zgkw 1t 9-10: 1x 2cm FlaK Zgkw 1t	5	2	1-4: Seasoned 5-10: Veteran
Gun/Artillery	G3	Heavy FlaK Platoon	1-8: 2x 8.8cm Flak36 ATG/AAG, 2x Sdkfz 7 9-10: 1x 8.8cm Flak36 ATG/AAG, 1x Sdkfz 7	15	1	1-4: Seasoned 5-10: Veteran

Type	ID	Platoon/Unit Description	Units Assigned[1]	FP[2]	Max[3]	Notes
German Force Selection, continued						
Gun/Artillery	G4	PzJg Platoon 1	2x 3.7cm PaK36 ATG 2x Sdkfz 10 *or* 2x Light Truck	6	2	1-4: Seasoned 5-10: Veteran
Gun/Artillery	G5	PzJg Platoon 2	2x 5cm PaK38 ATG 2x Sdkfz 10 *or* 2x Light Truck	8	1	1-4: Seasoned 5-10: Veteran
Gun/Artillery	G6	Medium Artillery Battery	1x Organic Medium Artillery Battery	6	1	Battalion Resource
Terrain	T1	Wire	2x Wire 2GP	2	---	
Terrain	T2	Mines Anti-Vehicle	2x Mines AT Hasty/Deliberate	2/4	---	
Terrain	T3	Mines Anti-Personnel	2x Mines AP Hasty/Deliberate	2/4	---	
Terrain	T4	Hasty Entrenchment	2x Hasty Entrenchment	1	---	
Terrain	T5	Ditch	1x Ditch	2	---	
Terrain	T6	Defilade	1x Defilade	2	---	Clear Terrain

[1]Roll(10) if necessary
[2]Force Points independent of the number of units assigned.
[3]The maximum of a unit type in a formation.

Type	ID	Platoon/Unit Description	Units Assigned[1]	FP[2]	Max[3]	Notes
British Force Selection						
Command	C1	BHQ	1x BHQ Infantry Half-Squad 1x Universal Carrier MMG	4	1	Seasoned Only 1 in Force
Command	C2	Armour CHQ	1x CHQ Crusader I	5	1	Seasoned
Command	C3	Infantry CHQ	1x CHQ Infantry Half-Squad 1x Light Truck	3	1	Seasoned
Command	C4	FO Section	1x FO Section 1 x Light Truck	4	1	1-2: Regulars 3-10: Seasoned
Recon	R1	A/C Troop 1	2x Recon Rolls-Royce	7	2	1-2: Seasoned 3-10: Veteran
Recon	R2	A/C Troop 2	2x Recon Marmon-Herrington MkII	7	1	1-2: Seasoned 3-10: Veteran
Armour	A1	A9 Troop	1-8: 3x A9 Cruiser Mk I 9-10: 2x A9 Cruiser Mk I	7	1	1: Regulars 2-9: Seasoned 10: Veteran
Armour	A2	A10 Troop	1-8: 3x A10 Cruiser Mk II 9-10: 2x A10 Cruiser MK II	9	2	1: Regulars 2-9: Seasoned 10: Veteran
Armour	A3	A10 CS Troop	2x A10 Cruiser Mk II CS	5	1	1: Regulars 2-9: Seasoned 10: Veteran
Armour	A4	A13 Troop	1-8: 3x A13 Cruiser Mk II 9-10: 2x A13 Cruiser Mk II	10	2	1: Regulars 2-9: Seasoned 10: Veteran
Armour	A5	Crusader Troop	1-8: 3x Crusader I 9-10: 2x Crusader I	11	3	1: Regulars 2-9: Seasoned 10: Veteran
Infantry	I1	Rifle Platoon 1 Foot/Mot	3x Rifle Squad 3x Medium Truck (*)	10/11*	4	1-2: Regulars 3-10: Seasoned I1, I2, and I3 may combine in the same formation
Infantry	I2	Rifle Platoon 2 Foot/Mot	2x Rifle Squad 1x Rifle Squad Boys ATR 3x Medium Truck (*)	11/12*		
Infantry	I3	Rifle Platoon 3 Foot/Mot	2x Rifle Squad 1x Rifle Squad OML 2in. Mortar 3x Medium Truck (*)	12/13*		
Infantry	I4	Engineer Platoon	3x Engineer Rifle Squad 3x Medium Truck	15	2	1-2: Seasoned 3-10: Veteran
Infantry	I5	Weapons Platoon	1x OML 3in. Mortar Section 2x HMG Section 3x Light Truck	10	2	1-2: Regulars 3-10: Seasoned

Type	ID	Platoon/Unit Description	Units Assigned[1]	FP[2]	Max[3]	Notes
Gun/Artillery	G1	ATG Troop	2x OQF 2 pounder ATG 2x Loyd Carrier	5	2	1-2: Regulars 3-10: Seasoned
	G2	AAA Troop	2x Autocannone 20/65 AAG (Captured Italian) 2x Loyd Carrier	4	1	1-2: Green 3-10: Regulars
	G3	Light Artillery Battery	1x Organic Light Artillery Battery	4	2	Battalion Resource
Support	S1	Carrier Section	3x Universal Carrier MMG *or* ATR	4	2	1-2: Regulars 3-10: Seasoned
	S2	Hurricane Attack Aircraft	1x Hurricane Mk. IIC Bombs *or* Rockets	8	1	Battalion Resource N/A with S3
	S3	Blenheim Attack Aircraft	1x Blenheim Mk. IV	5	1	Battalion Resource N/A with S2

British Force Selection, continued

[1]Roll(10) if necessary
[2]Force Points independent of the number of units assigned.
[3]The maximum of a unit type in a formation.

Scenario 58	Operation Battleaxe: The 7th Armoured Attacks. 15 June 1941, Morning.

Situation

Battleaxe was virtually a copy of the failed operation Brevity. The attack would be three-prong, with the 7th Armoured Division advancing on the left (desert) flank and engaging the expected German armor counterattack. After capturing the planned objectives, the analysis would at that point determine if the offensive was to proceed in the direction of Sidi Azeiz-Gambut-Tobruk. If decided to continue the operation, the 9th Australian Division would be ordered to initiate a breakthrough and link with the relieving forces.

When the offensive kicked off, the 7th Armoured Brigade advanced north, while the 7th Support Group guarded its left flank. At around 9:00, the 7th Armoured Brigade reached Pt. 208 at Hafid Ridge, and attacked it with little or no artillery support.

Map	Utilize maps 31, 32, 33, and 35.

Overlays	Before setup, the German Force places overlays **H4.08**, **H4.15**, and **R4** anywhere on maps 31, 32, and/or 33.

SPECIAL CONDITIONS

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

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, the German Force may deploy a maximum of 4 Hidden Unit markers.

If the Command Span Rules (7.52) are in effect, all BHQs have a Command Span of 20 hexes. All CHQs have a Command Span of 10 hexes.

The German Force may employ Quickdraw (7.54).

Requires Panzer North Africa Battleaxe Campaign Game

SETUP

Conditions	No adverse terrain. Roll on the Weather and Ground Conditions Tables. Apply a -1 DRM when rolling on the Weather Conditions Table. 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 British edge.
German ...	Force sets up first anywhere on map 31, 32, 33 and/or map 35 at least 6 hexes from the British edge.
	Deploy Terrain (T) within the German setup area. If mines are deployed, secretly deploy mine counters anywhere within the German setup area.
British ...	Force enters the mapboard on turn 1 anywhere along the British edge.

VICTORY CONDITIONS

Length	Length: 17-21 turns. Beginning with turn 17 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 17(2); 18(4); 19(6); 20(8); 21(10).
Unit VPs	To the British Force for all of its combat units that exit from the German edge.
Unit VPs	To the German Force for each operational British combat unit that fails to exit from the German edge.
Unit VPs	For elimination, knock out or brew up.
70 VPs	Required victory margin.

CG VICTORY CONDITIONS

2 CG VPs	To the force that wins with the required victory margin or more.
1 CG VP	To the force that wins with less than the required victory margin.

German Force | Stuetzpunkt 208. 49 FPs

1x optional Battalion HQ

1x Infantry Formation

Terrain (optional) up to 6 Force Points

British Force | Elements of 7th Armoured Brigade and 7th Support Group. 90 FPs

1x optional Battalion HQ

1x Armour Formation

Any additional Armor and/or Infantry Formations

No G3 Off-Board Artillery Batteries may commit.

Scenarios 59A/B	Operation Battleaxe: The German Trap. Hafid Ridge, Libya, 15 June 1941, Afternoon

Situation

The cruiser tanks of the 7th Armoured Division initially succeed in pushing the German defenders of Stuetzpunkt 208 off the first ridge. The Germans feinted a retreat, luring the 7th Armoured into an anti-tank trap and the British attack finally was repulsed with heavy casualties.

Map	Utilize maps 29, 30, 31, 33 and/or 34. Roll (100) on the Map Selection Table for each map and setup three maps as shown below. Reroll as needed.

Overlays	Before setup, the German Force places overlays **H1.04**, **H1.06** and **H7.12** anywhere on the West and/or Central maps at least 3 hexes from each other, 6 hexes from the German edge, and 3 hexes from the long edges. The German Force then places overlays **R2** and **R3** anywhere on the mapboard at least 3 hexes from any other overlay.

```
  German Edge │  West     ▲N  Cntr      East   │ British Edge
              │  Map          Map        Map    │
```
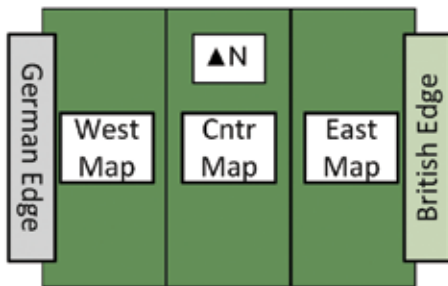
MAP SELECTION

Roll(100)	Map	Direction 1's Facing
01-10	29	West
11-20		East
21-30	30	West
31-40		East
41-50	31	West
51-60		East
61-70	33	West
71-80		East
81-90	34	West
91-00		East

SETUP SCENARIO 59A

Conditions	No adverse terrain. Roll on the Weather and Ground Conditions Tables.
German ...	Holding Force sets up first anywhere on the mapboard at least 6 hexes from the British edge.
	Deploy terrain within the German setup area. If mines are deployed, secretly deploy mine counters anywhere within the German setup area.
	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 anywhere along the British edge.
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 enter the mapboard during the Movement Phase of that turn or the Movement Phase of any turn thereafter anywhere along the German edge. If entering on a Path hex, units may do so at the Path movement rate.

SETUP SCENARIO 59B

Conditions	No adverse terrain. Roll on the Weather and Ground Conditions Tables.
German ...	Force sets up first anywhere on the mapboard at least 6 hexes from the British edge.
	Deploy terrain within the German setup area. If mines are deployed, secretly deploy mine counters anywhere within the German setup area.
	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 anywhere along the British edge.

SPECIAL CONDITIONS

When determining the Initiative, the German Force applies a +20 DRM. British are the Attacker.
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, the German Force may deploy a maximum of 4 Hidden Unit markers.
If the Command Span Rules (7.52) are in effect, all BHQs have a Command Span of 20 hexes. All CHQs have a Command Span of 10 hexes.
The German Force may employ Quickdraw (7.54).
Requires Panzer North Africa Battleaxe Campaign Game

CG VICTORY CONDITIONS

2 CG VPs	To the force that wins with the required victory margin or more.
1 CG VP	To the force that wins with less than the required victory margin.

VICTORY CONDITIONS (59A/59B)

Length	Length: 25 turns.
100/80 VPs	To the force that controls Hill ΔH1.04. To control Hill ΔH1.04, a force must occupy or be the last to occupy, for a full turn, Overlay H1.04. If neither side meets this requirement, these VPs are not awarded.
100/80 VPs	To the force that controls Hill ΔH1.06. To control Hill ΔH1.06, a force must occupy or be the last to occupy, for a full turn, Overlay H1.06. If neither side meets this requirement, these VPs are not awarded.
260/200 VPs	To the force that controls Hill ΔH7.12. To control Hill ΔH7.12, a force must occupy or be the last to occupy, for a full turn, the level-2 hex of Overlay H7.12 at the same time the level-1 portion of the hill is free of opposing combat units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
90/70 VPs	Required victory margin.

German Force 59A   **Elements of Stuetzpunkt 208 and 5th Panzer Regiment. 100 FPs**

Battalion HQ and Battalion Reserve units may add to the Holding Force, Relief Force, or both.

Holding Force. 40 FPs

1x Infantry Formation

Terrain (optional) up to 6 Force Points

Relief Force. 60 FPs

1x Armour Formation

Any additional Armor and/or Infantry Formations

Relief Force Arrival		
Turn	Range	VP Adjustment
6-7	01-10	-150
8-9	01-20	-100
10-11	01-40	No adjustment
12-13	01-60	+100
14-15	01-80	+150
16	01-00	+200

German Force 59B | Elements of Stuetzpunkt 208 and 5th Panzer Regiment. 59 FPs

1x optional Battalion HQ

1x Infantry Formation

Any additional Armor and/or Infantry Formations

Terrain (optional) up to 6 Force Points

British Force A/B | Elements of 7th Armoured Brigade and 7th Support Group. 85 FPs

1x optional Battalion HQ

1x Armour Formation

Any additional Armor and/or Infantry Formations

Scenario 60	Operation Battleaxe: Clash in the Desert. South of Hafid Ridge, Libya, 16 June 1941

Situation

The British managed to capture the center area of operations, but they were repulsed on the right flank, at Halfaya, and on the left flank, at Pt. 208 and Hafid Ridge. Although almost half of the British tank force had been destroyed on the first day of Battleaxe, the British pressed on with the attack on Halfaya and Hafid Ridge, while defending the center. In order to aid the 7th Armoured Division, the 4th Armoured Brigade was shifted to the left flank so the expected German counterattack could be repulsed.

The 5th Panzer Regiment moved towards Sidi Omar and clashed with the 7th Armoured. As a result, an exchange of fire at long distance occurred, resulting with heavy losses to the British. By the end of the second day, the Axis forces had pushed the British over the frontier fence back into Egypt.

Map	Utilize maps 31, 33, 36, and 40.

Overlays	**B2** 36M4(3); **B4** 31H5(6); **G3** 31L2(2); **G4** 31V3(1); **O1** 31G2(6); **LG2** 36J10(2); **MG1** 31E2(1); **S4** 33M6(6); **S5** 31R4(2); **S6** 33AA7(4); **S7** 31S9(1).

SPECIAL CONDITIONS

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

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 BHQs have a Command Span of 20 hexes. All CHQs have a Command Span of 10 hexes.

All Building hexes are treated as Desert Buildings.

The German Force may employ Quickdraw (7.54).

Requires Panzer North Africa Battleaxe Campaign Game

SETUP

Conditions	No adverse terrain. Roll on the Weather and Ground Conditions Tables.
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	22 turns
230 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, 36R4, 36M4, 36M5 and 36L5. 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.
230 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. See above.
Unit VPs	For elimination, knock out or brew up.
115 VPs	Required victory margin.

CG VICTORY CONDITIONS

2 CG VPs	To the force that wins with the required victory margin or more.
1 CG VP	To the force that wins with less than the required victory margin.

Force Table	
Roll(10)	**FPs**
2 or less	120
3-8	115
9+	110
+1 DRM for each victory -1 DRM for each loss	

German Force — Elements of 5th Panzer Regiment and Mobile Infantry Reserve. Force Table for FPs.

1x optional Battalion HQ

1x Armor Formation

Any additional Armor and/or Infantry Formations

British Force — Elements of 7th Armoured Brigade and 7th Support Group. Force Table for FPs

1x optional Battalion HQ

1x Armour Formation

Any additional Armor and/or Infantry Formations

| Scenarios 61A/B	Operation Battleaxe: Retreat back to Egypt. North of Sidi Suleiman, Libya, 17 June 1941

Situation

The German mobile forces on the desert flank started their advance as the sun rose. By 0800, they reached Sidi Suleiman and were halfway to their objective – Halfaya Pass. The British realized the severity of the situation and ordered a general retreat back to Egypt. By 1600, the German panzers arrived at Halfaya Pass.

The operation was an outright Axis victory, although Rommel was not satisfied with the outcome, as he failed to cut off and destroy the British force. German losses were less than 20 tanks permanently lost, while the British lost around 100 tanks, including many of the new Crusaders.

After this defeat, Churchill replaced General Wavell with General Auchinleck as 8th Army GOC.

Map	Utilize maps 29, 32, 34, and 39.

Overlays	**LG1** 39O5(1); **MG1** 39P5(1); **B3** 39O7(1); **H4.08** 34O5(1); **R1** 39M8(1); **R2** 34M1(1); **R3** 34G5(1).
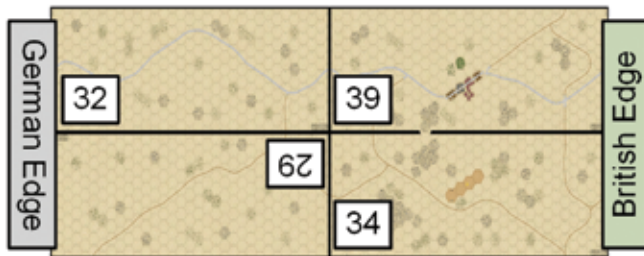
SPECIAL CONDITIONS

When determining the Initiative, the German Force applies a +20 DRM. Germans are the Attacker.
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, the British Force may deploy a maximum of 4 Hidden Unit markers.
If the Command Span Rules (7.52) are in effect, all BHQs have a Command Span of 20 hexes. All CHQs have a Command Span of 10 hexes.
All Building hexes are treated as Desert Buildings.
The German Force may employ Quickdraw (7.54).
Requires Panzer North Africa Battleaxe Campaign Game

SETUP SCENARIOS 61A/B

Conditions	No adverse terrain. Roll on the Weather and Ground Conditions Tables. Sunrise Sun Blinding. Apply a -1 AP/-5 GP Hit/Fire Modifiers to all AP/GP Direct Fire shots if the extended line-of-sight past the target hex touches the British edge for turns 1-10. Apply no modifiers for turns 11-25.
British ...	Force sets up first anywhere on maps 29, 32, 34, and/or 39 at least 6 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 anywhere along the German edge.

VICTORY CONDITIONS 61A

Length	Length: 25 turns.
340 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.
185 VPs	To the force that controls Hill ΔH4.08. To control Hill ΔH4.08, a force must occupy or be the last to occupy, for a full turn, hex 34Q4 at the same time the rest of the hill is free of opposing combat units. 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.

61A/B CG VICTORY CONDITIONS

3 CG VPs	To the force that wins with the required victory margin or more.
1 CG VP	To the force that wins with less than the required victory margin.

VICTORY CONDITIONS 61B	
Length	21-25 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(2); 22(4); 23(6); 24(8); 25(10).
Unit VPs	To the German Force for all of its combat units that exit from the British edge.
Unit VPs	To the British Force for each operational German combat unit that fails to exit from the British edge.
Unit VPs	For elimination, knock out or brew up.
80 VPs	Required victory margin.

German Force 61A   Elements of 5th Panzer Regiment and Mobile Infantry Reserve. 125 FPs

1x optional Battalion HQ

Any additional Armor and/or Infantry Formations

British Force 61A   Elements of 7th Armoured Division. 85 FPs

1x optional Battalion HQ

1x Armour Formation

Any additional Armor and/or Infantry Formations

Photo credit: Bundesarchiv

German Force 61B | Elements of 5th Panzer Regiment and Mobile Infantry Reserve. 110 FPs

1x optional Battalion HQ

Any additional Armor and/or Infantry Formations

British Force 61B | Elements of 7th Armoured Division. 52 FPs

1x optional Battalion HQ

Any additional Armor and/or Infantry Formations

Unit ID	FPs	Units Assigned	# of Combat Units	Notes
Total FPs:		Total Combat Units:		Cohesion Point:

Unit ID	FPs	Units Assigned	# of Combat Units	Notes
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