Standard Combat Series:

Crusader

A Complete Copy of Crusader Includes:
1x Box
1x SCS Series Rulebook (v1.6)
1x Game Specific Rulebook
2x Dice (one red, one white)
1x 22x 34" Map
1x 280-counter countersheet
1x Registration Card
1x Current Price List
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

Map Errata: Hex 48.08 should be a Trench Hex.

1.0 General Special Rules

1.0a Scenario Note. In all cases, all special rules apply fully to every scenario.

Important: If a scenario calls for the Axis Player to do his player turn first: skip the Allied turn for the game turn, play the Axis turn, and then begin the next game turn using the regular Sequence of play. Never play that the Axis Player Turn is first in the sequence.

1.0b Set Up Notation. The Axis player will need to become familiar with hi side's units in order to determine Italian units from German ones.

When the notation 5 Inf Division (12 Rgt) is given, set up the 12th Regiment of the 5th Infantry Division (and no other 5th Infantry Division unit).

1.0c Map Colors. The open terrain on the game map has several different tones to it. These exist to give the player a feeling of the elevations involved and the shape of the land. They have no effect on play.

The Gamers

1.0d Turn Sequence.

Pre-Turn
• Air Point Determination Phase

Allied Player Turn
• Movement Phase
• Barrage Phase
• Combat Phase
• Supply Phase
• Exploitation Phase
• DG Marker Removal

Axis Player Turn
• Movement Phase
• Barrage Phase
• Combat Phase
• Supply Phase
• Exploitation Phase
• DG Marker Removal

Turn End Phase
• Turn Marker Advance

1.1 Scale

Each turn represents 2 days, each hex 2.5 miles. Units range in size from Battalion through Brigade.

1.2 Stacking

Up to 3 units (**not** steps) can stack in a hex. Nationality differences within a side do not matter.

1.4 Units

1.4a Exploit Capable Units. Only those units marked with the Yellow Exploitation Box notation are Exploit Capable.

1.4b Step Losses. All units are either one or two steps in size (as noted by the number on each counter). Show step losses of two-step units by flipping the counters to their one step side. One step units which take a step loss are destroyed. Note that
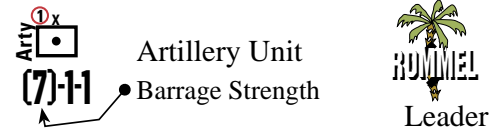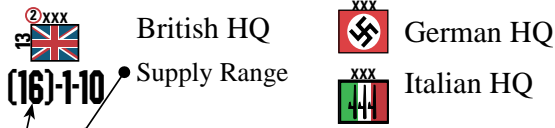

Special Unit Explanations

② xxx
British HQ

(16)·1·10
Supply Range

German HQ

Italian HQ

Arty ① x
Artillery Unit

(7)·1·1
Barrage Strength

ROMMEL
Leader

- [ooo] Armored Car
- [O] Armor
- [⊠] Regular Infantry
- [IG] Infantry Gun
- [Pio] Pioneer
- [⊘] Cavalry
- [MG] Machine Gun
- [⊠] Mechanized or PG Infantry
- [•] Regular Artillery
- [WPN] Weapons
- [⊘] Motorcycle
- [↑] Assault Engineer
- [▽] Anti-Tank or PJ
- [⊘] Armored Recon
- [⊓] Engineer
- [⊠] Parachute Infantry

Commonwealth Air Point

Axis Air Point

DG Disorganized

Out of Supply

artillery units have a special side notation system which does not have anything to do with step size (all artillery units have one-step, even though most of their counters have printing on both sides).

1.4c HQs. HQ units serve two functions—they can supply friendly units and can shift the combat odds of attacks or defenses they participate in. Only **one** HQ per side can participate in a combat—this HQ must be in the defense's hex (for the defender), or stacked with at least one attacking unit (for the attacker). Shift the odds one column in the favor of a side having a participating HQ in a combat—if both players use HQs the shifts cancel each other out. Only HQs participating in a combat in this manner can advance after combat.

1.4d Reconstitution. Every time a unit is destroyed (combat (overrun or regular), loss during retreat, or barrage), roll one die. Place the unit as a reinforcement the number of turns in the future equal to its roll. However, if the roll is a 1, the unit dies permanently...it does not reconstitute. Units whose rolls place them after the end of the game never return. Units return via any friendly Entry Area.

A) Units whose full strength is only one step and units with Zero Movement allowances never reconstitute. They die permanently when killed.

B) Units always return reduced. **IMPORTANT EXCEPTION: German** units (exclusively) always return at full strength (point A above still applies to them).

C) Allied units lost inside Tobruk (on or within the trench ring, that is), must reconstitute in Tobruk itself. Otherwise, these units reconstitute normally.

D) In scenarios, some units are given as "Dead for Reconstitution". These are those which are available on the Reconstitution Track. Set these units up on the track by rolling one die for each and placing the unit in the box that many away from the last "pre-game" turn (so that the first turn of the scenario would be the result of a die roll of one). For this purpose, a roll of one means one, not dead. Any units not listed in the set up or this dead list are permanently dead.

Design Note: Reconstitution is something that wargamers might raise an eyebrow about. It is based on the concept that a unit "killed" in battle at this level is more likely rendered combat effective for a while and will be able to return to action at some lower level of effectiveness in a short period. Certainly some units are literally destroyed and wiped off the rolls (as also happens here), as is the case that some units will get their act back together, but will only do so after the period of the game (so they are effectively dead). At any rate, unless the unit up and ides outright, it is assumed that the bigger units will be able to recover enough to again participate in the battle. The little ones don't really have the manpower to absorb lumps and still show up semi-effective later.

I chose to make the reconstitution of units free from modification due to situation for four reasons. First, obviously do to so would add complication to a process I wanted to keep as streamlined as possible. Second, the situation regarding a unit that is "obviously surrounded" is no where near as clear cut in real life as it appears on the game map. Third, to modify the recovery of units based on situation would encourage surrounding units with ZOCs (beyond the degree such things are already encouraged) and such tactics were not used in that way in real life (too complex coordination was involved). Fourth, playtesting of various odds based systems and what-

not failed miserably, not matter what variation was tried. If you choose to embellish this system, as I know some will want to, feel free...but I wanted you to be aware of the different things we tried.

Lastly, the German exception in part B above was added late in the playtesting process. While it most certainly can be justified by the German army's resiliency and prowess at battlefield recovery, it was actually added as playtesters found the Commonwealth winning too easily. It is a balance mechanic, even if it does have a solid historical basis. If you find that your Germans don't need the help, drop this provision. Play with it for now as the game's playtesters certainly recommend it (you might find that your style of play doesn't need it, whereas ours did (or something like that). This modification in addition to the extra air points in 1.12b can be used to fine tune the game's balance to yourself and the players you play against. For first run throughs, I feel the game is most balanced with that rule and without the extra air points. Feel free to use these "controls" to adjust after you get a feel for the game and how it plays (which might be different for different players).

1.4e Zero Movement Units. Some units have a movement allowance of zero, these are destroyed if forced to retreat.

1.4f Special Unit Type Effects. There are no special unit-type effects in this game (e.g.. AT units vs. tanks). Such things are rolled into the combat strengths of the units involved.

1.8 Supply

All units can only be supplied by a friendly HQ or a friendly Supply Source as per the below.

1.8a HQs are "supplied" if you can trace as per SCS rule 12.1 from any friendly Supply Source (with the "HQ" notation) hex to the HQ. This path can be of any length but **must** follow roads to the source. Only supplied HQs can supply units (EXCEPTION: Supply Sources list if they are capable of supply units directly—if this is the case, then a range for the source is given).

Should the enemy (in traditional wargamer fashion) try to cut the HQ off from being able to trace along roads by blocking the trace with units and EZOCs, the HQ's trace can include up to 10 non-road hexes which can be inserted anywhere along the path (as needed) to go around such pests.

1.8b Each HQ unit has a "Supply Range" which is given as the far left number at the bottom of the counter and will be in parenthesis (to keep players from using it as an attack strength). Units are in supply if they are at or within a friendly HQ's range (counting from the HQ to the unit) using the HQ's range in Movement Points and the Terrain Effects on Movement Chart. An HQ successfully traces to a unit if the MP count can make it into a hex adjacent to the unit—the trace need not make it all the way into the unit's hex. A trace made into a hex **adjacent** to friendly units is successful regardless of terrain—but is blocked if the hex contains a non-negated EZOC. HQs can supply any friendly unit.

1.8e Direct Supply Source Trace. Some Supply Sources listings allow them to be a trace point for HQs which then supply other units (this effect has no maximum range). Other Supply Sources give a range in MPs that can be used to supply units directly (and that acts just like the HQ Supply range in 1.8b).

1.8f Supply Source Isolation and Capture. Supply sources themselves do not have to trace. Each supply source lists which side it can supply. It provides no supply to the enemy if captured. If recaptured by the originally owning side, the source again provides supply to it.

1.8g Out of Supply Effects. Attack, Defense, and Movement are x1/2. Out of Supply artillery cannot make Barrage Attacks.

1.9 Disorganized Units

Units become DG only as a result of the Barrage Table. When the Barrage Table gives a DG result, mark all units in the target hex with a DG Marker. Non-DG units can move through or stack with DG units with no effect.

1.9a Effects of DG. Units which are DG suffer the following: their Attack strength (or Barrage Strength), Defense strength, and Movement Allowance are each x1/2. DG units cannot conduct overruns. DG units no longer have any ZOC. A DG unit loses any Exploitation Capability it might have had. DG has no effect on supply ranges & other supply matters, or HQ combat effects (other than their actual combat strength). There is no additional effect for multiple DG results.

Panzer II's on the move...

Rommel in Tripoli. Note equestrian statue of Mussolini...

1.9b Recovery of DGs. At the end of his Player Turn, the phasing player removes all DG markers from his units. Being Out of Supply does not affect the ability to recover from DG status.

1.10 Artillery & Barrage Combat

1.10a Artillery Modes. Most artillery units have two modes (as shown by the side of the counter facing up). One mode is better for firing, the other better for moving. Depending on the counter's values, units in either mode can do both functions—the mode just determines which activity they are better at in a given turn.

• Artillery modes can **only** be changed during the unit's regular Movement Phase before it expends any Movement Points.

Artillery units with only one side are incapable of entering a movement mode or of moving at all.

1.10b Artillery units have a Barrage Strength listed on their counter in parenthesis (be careful not to confuse this number with the Supply range of HQs—artillery always has **Barrage** strength, HQs always have **supply** range). This strength can only be used in Barrage Attacks—it can never be "added in" on ground attacks. Artillery units have a 4-hex Barrage Range. (There is no LOS concern here, although having a unit adjacent—to "spot"—helps.) Any number of friendly artillery units in range can participate in a single Barrage Attack. Resolve barrage attacks in the player's Barrage Phase or Segment. Artillery defends like any other unit using its printed defense strength.

1.10c An artillery unit cannot conduct more than one barrage attack per phase and cannot split its fires. A hex can have only one Barrage Attack made against it in a single phase. Any number of artillery units and Air Units can engage in a single Barrage Attack.

1.10d Make barrage attacks against enemy hexes using the Barrage Table. The possible results of a barrage attack from the Barrage Table are: No Result, Disorganized (DG), and step loss. Step loss results also automatically DG the target stack. Apply only those shifts or modifications listed under the table. Only the target hex's terrain can affect Barrage Attacks. Terrain has no effect on the ability of a unit to qualify as "adjacent" for modification purposes. Barrage attacks shifted off either end of the Barrage Table's available columns are resolved on the last available column.

1.10e Units cannot advance into hexes that no longer contain enemy units due to a Barrage result—even if the player intended to attack the hex in the Combat Phase.

1.10f When the Barrage Table calls for a step loss, the owning player can select any unit in the stack to take the required step losses. The selected unit need not be the strongest (as in combat) and the player is not required to distribute the losses (if more than one). After exacting any losses if units remain in the hex, the target stack is marked with a DG marker.

1.11 Airpower

Each player receives one or more Air Units to use each turn. Determine the number available to each player by making two separate die rolls during the Air Point Determination Phase. Each player rolls one die and modifies it according to the current turn's die roll modifier. The result is the number of Air Units available to that player. These Air Units are available that turn only and you cannot save them from turn to turn. You can use them in any of a number of different phases in each turn, but each Air Unit can only be used once.

1.11a Each Air Unit expended shifts a ground combat (Regular or Overrun) one column in the owning player's favor. Identify Air Points used at the moment of use. Use any number of the available Air Units to affect a single combat. Air Units can affect either attacks or defenses. Subtract the Air Units used by the defender from those used by the attacker and shift the final odds column that number—left if negative, right if positive. Shifts beyond the table's available columns have no additional effect; use the last available table column in these cases.

❏ The defender identifies any use of Air Units FIRST (before the attacker does so and before determining the odds).

❏ Air Points can be used in any phase containing regular or overrun combats.

1.11b Air Units can attack alone or with artillery during any of the player's Barrage Phases. More than one Air Unit can affect a single barrage
• Each Air Unit gives 5 barrage points.

1.12 Emergency Reinforcements

1.12a <u>Emergency Reinforcement Groups</u> Each side has one or more units as "Emergency Reinforcement" Groups. At the beginning of any friendly player turn, the player can announce that he is declaring an emergency and the number of his available groups he is releasing. The Emergency Reinforcement Group(s) arrive the **following** game turn. The release of each Emergency Reinforcement Group costs the player 1 Victory Point.
• The Axis has one Reinforcement Group.
• The Commonwealth has three such groups.
The player can release all, some, or none of his remaining groups on any game turn.

1.12b <u>"Extra" Air Points.</u> Both sides have two air points above what would ever be called for by the modified Air Point die rolls made by either player. These can be used in any combination to tilt the balance of the game to help new players or to assist players who feel their side is at a disadvantage. Our playtesting showed the game to be reasonably balanced between players of similar skill, your mileage may vary...use these extra air units to bump it as you feel you need given your opponents and play style.

1.13 The Entrenchments: Bardia and Tobruk

Because the perimeters set up around Bardia and Tobruk only work in one direction, the following are true:
• The Trench Hex shifts for the Barrage Table only affect the side which begins the game in the possession of the trenches (in other words, the Tobruk trenches only protect Commonwealth units from barrages, the Bardia ones only Axis units).
• Defenders (of the sides listed above) are always doubled in the defense regardless of the direction of the attack.
• Defenders who are not in their "own" trenches (Axis units in Tobruk Trenches, etc.) are not doubled in defense.
• Anti-Tank Ditch hexsides affect both sides equally when attacks are made across them.
• None of these rules apply to the smaller single hex fortifications on the map.

2.0 Victory

This Victory Point system is used in every scenario. If the scenario is slanted toward one side or another (because of earlier events outside the player's control), a handicap VP award will be made to even it out. Award the handicap as free VPs to the side listed.

2.0a <u>Victory Point Hexes.</u> There are nine VP hexes on the map. These are:
• Sidi Rezegh (27.23)
• Bir El Gubi (20.14)
• El Adem (17.25)
• Gambut (36.24)
• Gabr Saleh (36.09)
• Halfaya Pass (57.12)
• Sidi Azeiz (51.17)
• Hafid Ridge (51.14)
• Hafid Ridge (50.13)

The last player to move a unit with a printed attack strength greater than zero (i.e. no HQs or artillery units count, nor do some of the really small units) controls the VP hex at the end of the game.

2.0b <u>Victory Points for Emergency Reinforcements.</u> When a player calls for his Emergency Reinforcements, he expends one VP per group obtained.

2.0c <u>Victory Points for Tobruk Trace.</u> If the Commonwealth can supply all the units in the Tobruk perimeter using a trace source other than Tobruk itself, the Commonwealth player gets 2 VPs. This award is made only if the Commonwealth player still holds Tobruk itself (the other hexes inside the fortress do not matter). This award is made at the point the game ends if the conditions are true. Note that the HQ providing the trace supply must still be connected by roads to the trace source.

2.0d <u>Victory Points for the Capture of Tobruk.</u> If the Axis player captures and holds Tobruk at the end of play, he gets 2 VPs. This also negates the ability of the Commonwealth player to obtain the VPs in 2.0c. This award is made at the point the game ends if the conditions are true.

2.0e <u>Determining the Winner.</u> Total the VPs held by each player, subtract the Axis total from the Commonwealth total and compare to the following:

VP Differential	Victory
+4 or more	Commonwealth Major Victory
+2 to +3	Commonwealth Minor Victory
+1 to -1	Draw
-2 to -3	Axis Minor Victory
-4 or less	Axis Major Victory

3.0 Rommel

The Rommel Leader counter does not count for stacking, has no combat value, cannot be taken as a step loss (he never dies), he is never DG, and never Out of Supply. Rommel affects all Axis units in the same manner—Italian or German. The following applies to him:

3.0a <u>Movement.</u> Rommel can move in one of two ways in both the Movement Phase and Exploitation Phase. First, he can move along for the phase being carried by any unit he begins the phase stacked with. Or, he can move up to 40 hexes under his own (well, the Storch's anyway...) power. If he moves using the latter, ignore all terrain effects and enemy units—he buzzes from his initial hex to the chosen ending hex. If this type of movement is chosen, he cannot move "with" any units nor can he use the combat shift in 3.0b to affect Overrun Combats (he affects regular combats normally). Regardless of the method chosen, Rommel can only move once per phase. Units starting a phase stacked with Rommel are free to overrun, even if they begin the phase adjacent to enemy units.

3.0b <u>Combat Effect.</u> If Rommel is in a hex involved in a combat, he can shift the combat odds one column in the Axis side's favor (right in attacks, left in defenses). This can be done in regular as well as Overrun combats. In the overrun combat case (as the attacker) Rommel must begin the phase stacked with all the units attacking in the overrun and must move along with them during their movement (he can't use the Storch that phase). In regular attacks, Rommel need only be stacked with units participating in the combat. Rommel advances after combat (or retreats) with any unit he is stacked with.

3.0c <u>If his stack gets Blown Up.</u> Rommel must always end a phase stacked with some other Axis unit. If his stack is destroyed during combat (or destroys itself **making** a combat—Doh!), displace Rommel to any other Axis stack

3.0d <u>Exploitation Effects.</u> Units beginning the Exploitation Phase stacked with Rommel have the automatic ability to make use of that phase—they need not be Yellow-strip coded, nor does adjacent enemy units matter. Rommel need not tag along with units he activates in this way and can use either of his movement forms to move himself during that same phase (affecting overruns as restricted above during the regular Movement Phase). Rommel himself can always move in Exploitation regardless of his circumstances.

Scenario 1: 19 Nov 41 Start

This scenario is the entire Battle of Crusader. The British Offensive began the day before and the Axis command is just now waking up to the British advance. The 30th Corps lead units have crossed the frontier and are now in the midst of the Axis positions. Time for the ball to begin...

First Turn: 1
Last Turn: 11
First Player Turn: Allied
First Player to Set Up: Axis
VP Handicap: None

Axis Set Up:
54.10: Savona Inf Div (16 Inf Rgt, 12 Arty Rgt)
48.08: Savona Inf Div (15 Inf Rgt)
56.11: Savona Inf Div (155 MG Bn)
57.12: 21 Pz Div (1-104 Inf Bn), Halfaya Arty Bttry
57.14: Sollum Inf Det
w/i 1 55.20: Savona Inf Div (Genova MG Bn, Bardia Inf Det), Bologna Inf Div (Bardia Inf Det), Afrika Inf Div (3-255, 3-347 Inf Bn, 2 Cel Arty Rgt), Bardia Arty Rgt, 28 GAF Inf Det, R.Mar Arty Bn
44.18: DAK Arty Bde, 21 Pz Div (15 Krad Motorcycle Bn, 2-5 Pz Bn)
w/i 1 40.19: 1-18 Luftwaffe Flak Bn, 21 Pz Div (1-5 Pz Bn, 2-104 Inf Bn, 708 IG Co, 39 PJ Bn, 200 Pio Bn, 155 Arty Rgt)
45.14: 21 Pz Div (3 Recon Bn, 605 PJ Bn)
36.24: Rommel, DAK Corps HQ, KStA Pz Co
w/i 1 20.14: Ariete Arm Div (1 Lt, 2 Lt, 7 Med, 8 Med, 9 Med Arm Bn, 8 Brs Inf Rgt, AT Bn, 132 Arty Rgt), 1 Milmart AT Bn
14.24: CAM It Corps HQ
w/i 1 17.25: 21 It Corps HQ, Pavia Inf Div (5 Lt Arm Bn, 27 Inf Rgt, Aosta MG Bn, 17 WPN Bn, 26 Arty Rgt)
26.25: Afrika Inf Div (580 Exploration Co, 2-115 Inf Bn)
37.15: 15 Pz Div (33 Recon Bn, 33 PJ Bn)
w/i 1 36.27: 1-33 Luftwaffe Flak Bn, 15 Pz Div (1-8, 2-8 Pz Bn, 707 IG Co, 1-115 Inf Bn, 2 MG Bn, 33 Pioneer Bn, 33 Arty Rgt)
w/i 3 10.31: Brescia Inf Div (19, 20 Inf Rgt, 27 MG Bn, 1 Celere Arty Rgt)
w/i 3 14.26: Trento Inf Div (7 Brs, 61, 62 Inf Rgt, 551 WPN Bn, 46 Arty Rgt)
20.25: Pavia Inf Div (28 Inf Rgt)
w/i 1 24.27: Bologna Inf Div (39, 40 Inf Rgt, 25 WPN Bn, 205 Arty Rgt)
w/i 1 23.26: Afrika Inf Div (1-155, 2-155, 3-155, 1-361, 2-361 Inf Bn, 900 Pioneer Bn)
Anywhere w/i 5 any Tobruk Trench Hex (exclusive):
    RECAM Group
        Volanti Arty Rgt
    Independent Italians
        31 Assault Engineer Bn
        340 Engineer Bn
        3 Celere Arty Rgt
        8 Ragg Arty Bde
        5 Army Arty Bde
        10 Corps Arty Rgt
        16 Corps Arty Rgt
        24 Corps Arty Rgt
        340 GAF Arty Rgt
    Independent Germans
        288zvb Inf Bn
        606 AT Bn
        617 AT Bn
        104 Arty Bde

A Panzergrenadier and his dog.

Allied Set Up

(All units British unless note otherwise):
Anywhere on or inside the Tobruk Trench Perimeter:
Tobruk Fortress HQ
Tobruk Fortress Command
  2/13 Aus Inf Bn
  2/15 Aus Inf Bn
  RNF MG Bn
  11 Czech Inf Bn
  202 Coastal Arty Battery
  206 Coastal Arty Battery
  1 RHA Arty Bn
  104 RHA Arty Bn
  107 RHA Arty Bn
  144 Fld Arty Bn
  149 AT Bn
23 Inf Bde
  1 DLI Inf Bn
  1 Esx Inf Bn
  4 Brdr Inf Bn
14 Inf Bde
  1 BedH Inf Bn
  2 Y&L Inf Bn
  2 BW Inf Bn
16 Inf Bde
  2 Kng Inf Bn
  2 Leic Inf Bn
  2 Qns Inf Bn
32 Army Tank Bde
  D/7 RTR Arm Squadron
  1 RTR Arm Bn
  4 RTR Arm Bn
  C/KDG Arm Car Squadron
Carp Polish Inf Bde
  1 Rfl Inf Bn
  2 Rfl Inf Bn
  3 Rfl Inf Bn
  HMG MG Bn
  Lancr Cav Bn
  Polish Arty Bn
29.15: 7 Arm Div (11 Hus Arm Car Bn)
27.12: 7 Arm Div (4 SA Arm Car Bn)
37.13: 7 Arm Div (KDG Arm Car Bn (elements))
32.13: 7 Arm Bde (6 RTR, 7 Hus Arm Bn)
33.13: 7 Arm Bde (2 RTR Arm Bn), 7 Sup Bde (4 RHA Arty Bn)
39.09: 4 Arm Bde (5 RTR Arm Bn)
39.08: 4 Arm Bde (8 Hus Arm Bn, 2 SG Inf Bn)
38.08: 4 Arm Bde (3 RTR Arm Bn, 2 RHA Arty Bn)
w/i 1 32.05: 7 Sup Bde (1 KRRC, 2 RB Inf Bn, 60 Fld Arty Bn, 3 RHA AT Bn), 7 Arm Div (102 AT Bn)
w/i 1 48.04: 7 Ind Inf Bde (1 RS, 4/11 Sk, 4/16 Pjb Inf Bn, 25 Fld Arty Bn), 65 AT Bn
55.08: 4 Ind Inf Div (CIH Arm Car Bn)
w/i 1 60.11: 11 Ind Inf Bde (2 CH, 1/6 Rj, 2/5 Mh Inf Bn, 31 Fld Arty Bn), 7 Med Arty Bn

Scenario 2: 23 Nov 41 Start

The battle has been in full swing for several days. Here, on the German holiday of "Commemoration Sunday" or Totensonntag, Rommel has directed Crüwell to assault the Commonwealth units around Sidi Rezegh from the south. In what must be one of the oddest attacks in WW2, the two German Panzer Divisions charged across the desert straight into the unwary 5 SA Bde.

First Turn: 3
Last Turn: 11
First Player Turn: Axis
First Player to Set Up: Allied
VP Handicap: 1 point in favor of the Axis

Axis Set Up:

Dead for Reconstitution:
DAK HQ
Ariete Arm Div (1 Lt Arm Bn, 7 Med Arm Bn, 8 Brs Inf Rgt)

54.10: Savona Inf Div (16 Inf Rgt, 12 Arty Rgt)
48.08: Savona Inf Div (15 Inf Rgt) (Out of Supply)
56.11: Savona Inf Div (155 MG Bn)
57.12: 21 Pz Div (1-104 Inf Bn), Halfaya Arty Bttry
57.14: Sollum Inf Det
w/i 1 55.20: Savona Inf Div (Genova MG Bn, Bardia Inf Det), Bologna Inf Div (Bardia Inf Det), Afrika Inf Div (3-255, 3-347 Inf Bn, 2 Cel Arty Rgt), Bardia Arty Rgt, 28 GAF Inf Det, R.Mar Arty Bn
36.24: 606 PJ Bn, Afrika Inf Div (580 Exp Co, 3-155 Inf Bn)
34.22: Afrika Inf Div (2-115 Inf Bn), 617 PJ Bn
30.21: Afrika Inf Div (1-361, 2-361 Inf Bn)
30.23: 21 Pz Div (708 IG Co, 605 PJ Bn, 200 Pioneer Bn)
29.24: 21 Pz Div (15 Krad Motorcycle Bn, 2-104 Inf Bn, 39 PJ Bn, 155 Arty Rgt)
29.26: DAK Arty Bde, 1-18 Flak Bn, 1-33 Flak Bn
27.21: Afrika Inf Div (2-155 Inf Bn)
27.23: Afrika Inf Div (1-155 Inf Bn)
27.27: Rommel, 104 Arty Bde, 288 zvb Inf Bn, CAM Corps HQ
25.27: Afrika Inf Div (900 Pioneer Bn)
27.18: 15 Pz Div (1-8 Pz Bn (reduced), 2-8 Pz Bn, 1-115 Inf Bn)
28.17: 15 Pz Div (33 PJ Bn, 33 Arty Rgt)

28.18: 15 Pz Div (33 Recon Bn (reduced), 33 Pioneer Bn, 2 MG Bn)
29.18: 21 Pz Div (1-5 Pz Bn (reduced), 2-5 Pz Bn (reduced), 3 Recon Bn (reduced))
23.18: Ariete Arm Div (8 Med Arm Bn (reduced), 2 Lt Arm Bn, 132 Arty Rgt)
24.17: 1 Mil AT Bn, Ariete Arm Div (9 Med Arm Bn (reduced), AT Bn)
w/i 1 17.25: 21 It Corps HQ, Pavia Inf Div (5 Lt Arm Bn, 27 Inf Rgt, Aosta MG Bn, 17 WPN Bn, 26 Arty Rgt)
w/i 3 10.31: Brescia Inf Div (19, 20 Inf Rgt, 27 MG Bn, 1 Celere Arty Rgt)
w/i 3 14.26: Trento Inf Div (7 Brs, 61, 62 Inf Rgt, 551 WPN Bn, 46 Arty Rgt)
20.25: Pavia Inf Div (28 Inf Rgt)
w/i 1 24.27 (west of 23.xx, exclusive): Bologna Inf Div (39, 40 Inf Rgt, 25 WPN Bn, 205 Arty Rgt)
Anywhere w/i 5 any Tobruk Trench Hex, but not in 23.27, 23.28, 22.26, 22.27, 21.27) (exclusive):
RECAM Group
  Volanti Arty Rgt
Independent Italians
  31 Assault Engineer Bn
  340 Engineer Bn
  3 Celere Arty Rgt
  8 Ragg Arty Bde
  5 Army Arty Bde
  10 Corps Arty Rgt
  16 Corps Arty Rgt
  24 Corps Arty Rgt
  340 GAF Arty Rgt

Allied Set Up

(All units British unless note otherwise):
Dead for Reconstitution:
4 Arm Bde (3 RTR, 5 RTR Arm Bn)
7 Arm Bde (7 Hus Arm Bn)
7 Sup Bde (2 RB Inf Bn)

Anywhere on or inside the Tobruk Trench Perimeter:
  Tobruk Fortress HQ
  Tobruk Fortress Command
    2/13 Aus Inf Bn
    RNF MG Bn
    202 Coastal Arty Battery
    206 Coastal Arty Battery
    1 RHA Arty Bn
    104 RHA Arty Bn
    107 RHA Arty Bn
    144 Fld Arty Bn
    149 AT Bn
  14 Inf Bde
    1 BedH Inf Bn
    2 Y&L Inf Bn
    2 BW Inf Bn
  16 Inf Bde
    2 Kng Inf Bn
    2 Leic Inf Bn
    2 Qns Inf Bn
  Carp Polish Inf Bde
    1 Rfl Inf Bn
    2 Rfl Inf Bn
    3 Rfl Inf Bn
    HMG MG Bn
    Lancr Cav Bn
    Polish Arty Bn
w/i 1 60.11: 11 Ind Inf Bde (1/6 Rj, 2 CH, 2/5 Mh Inf Bn, 31 Fld Arty Bn), 7 Med Arty Bn
57.10: 4 Ind Div (CIH Arm Car Bn)

w/i 1 47.08 (but not in 48.08): 1 Army Tank Bde (42 RTR Arm Bn, 44 RTR Arm Bn (reduced)), 65 AT Bn, 7 Ind Inf Bde (1 RS, 4/16 Pjb, 4/11 Sk Inf Bn, 25 Fld Arty Bn)
47.05: 5 NZ Inf Bde (22, 23 Inf Bn, 5 Fld Arty Bn)
53.21: 2 NZ Inf Div (28 M Inf Bn, Div Cav Bn)
w/i 1 42.24: 13 Corps HQ, 4 NZ Inf Bde (18, 19, 20 Inf Bn, 4 Fld Arty Bn)
w/i 1 38.20: 1 Army Tank Bde (8 RTR Arm Bn (reduced)), 6 NZ Inf Bde (24, 25, 26 Inf Bn, 6 Fld Arty Bn)
32.19: 5 NZ Inf Bde (21 Inf Bn (reduced))
31.16: 1 SA Inf Div (3 SA Arm Car Bn (reduced))
w/1 30.16: 1 SA Inf Bde (1TS (reduced), 1 RNC, Duke Inf Bn, 3 Fld Arty Bn)
29.20: 4 Arm Bde (8 Hus Arm Bn (reduced), 2 SG Inf Bn (reduced), 2 RHA Arty Bn)
28.20: 7 Arm Div (4 SA Arm Car Bn), 7 Arm Bde (2 RTR Arm Bn (reduced), 6 RTR Arm Bn (reduced))
27.20: 5 SA Inf Bde (Botha, Irish, 3 TS Inf Bn)
26.20: 30 Corps HQ, 22 Arm Bde (3 Shrp Arm Bn, 2 RGH Arm Bn)
25.21: 22 Arm Bde (4 Cly Arm Bn (reduced))
24.18: 7 Arm Div (11 Hus Arm Car Bn (reduced), KDG Arm Car Bn (-) (reduced))
w/i 1 22.27: 32 Army Tank Bde (4 RTR Arm Bn (reduced), 1 RTR Arm Bn, D/7 RTR Ar Co, C/ KDG Arm Car Co), 23 Inf Bde (1 DLI, 4 Brdr, 1 Esx Inf Bn), Tobruk Command (2/15 Aus Inf Bn, 11 Czech Inf Bn)

Scenario 3: 25 Nov 41 Start

Fully believing the cavalry-style charge on Totensonntag had won the battle for him, Rommel redirects his mobile forces to slice through the British rear and race toward the Egyptian Border. This effort is in full-swing when this scenario begins. Launching this maneuver while ignoring the New Zealanders and the breakout from Tobruk cost Rommel the battle.

First Turn: 4
Last Turn: 11
First Player Turn: Allied
First Player to Set Up: Axis
VP Handicap: 1 Point for the Allies

Axis Set Up:

Dead for Reconstitution:
Ariete Arm Div (1 Lt Arm Bn, 7 Med Arm Bn)
Savona Inf Div (15 Inf Rgt)

55.08: 21 Pz Div (708 IG Co, 2-104 Inf Bn, 39 PJ Bn)
54.10: Savona Inf Div (16 Inf Rgt, 12 Arty Rgt)
56.11: Savona Inf Div (155 MG Bn)
57.12: 21 Pz Div (1-104 Inf Bn), Halfaya Arty Bttry
57.14: Sollum Inf Det
w/i 1 55.20: Savona Inf Div (Genova MG Bn, Bardia Inf Det), Bologna Inf Div (Bardia Inf Det), Afrika Inf Div (3-255, 3-347 Inf Bn, 2 Cel Arty Rgt), Bardia Arty Rgt, 28 GAF Inf Det, R.Mar Arty Bn

Rommel's Storch

Fort Capuzzo.

w/i 1 29.27: 606 PJ Bn, DAK Arty Bde, Afrika Inf Div (3-155 Inf Bn), 1-18 Flak Bn, 1-33 Flak Bn
w/i 1 27.27: Afrika Inf Div (2-115 Inf Bn, 1-155 Inf Bn, 2-155 Inf Bn, 1-361 Inf Bn, 2-361 Inf Bn, 900 Pioneer Bn)
w/i 1 23.24: Trieste Inf Div (9 Brs Inf Rgt, 65 Inf Bn, 66 Inf Bn, 507 WPN Bn, 21 Arty Rgt)
w/i 1 17.25: 21 It Corps HQ, CAM Corps HQ, Pavia Inf Div (5 Lt Arm Bn, 27 Inf Rgt, Aosta MG Bn, 17 WPN Bn, 26 Arty Rgt), 104 Arty Bde, 288 zvb Inf Bn
w/i 3 10.31: Brescia Inf Div (19, 20 Inf Rgt, 27 MG Bn, 1 Celere Arty Rgt)
w/i 3 14.26: Trento Inf Div (7 Brs, 61, 62 Inf Rgt, 551 WPN Bn, 46 Arty Rgt)
20.25: Pavia Inf Div (28 Inf Rgt)
w/i 1 24.27 (west of 23.xx, exclusive): Bologna Inf Div (39, 40 Inf Rgt, 25 WPN Bn, 205 Arty Rgt)
Anywhere w/i 5 any Tobruk Trench Hex, but not at or w/i 1 of 22.26:
   RECAM Group
      Volanti Arty Rgt
   Independent Italians
      31 Assault Engineer Bn
      340 Engineer Bn
      3 Celere Arty Rgt
      8 Ragg Arty Bde
      5 Army Arty Bde
      10 Corps Arty Rgt
      16 Corps Arty Rgt
      24 Corps Arty Rgt
      340 GAF Arty Rgt

20.14: 1 Mil AT Bn, Ariete Arm Div (8 Brs Inf Rgt (reduced))
24.13: Ariete Arm Div (9 Med Arm Bn (reduced), AT Bn)
26.12: Ariete Arm Div (8 Med Arm Bn (reduced), 2 Lt Arm Bn, 132 Arty Rgt)
29.11: 15 Pz Div (33 Recon Bn (reduced), 2 MG Bn, 33 PJ Bn)
42.09: 21 Pz Div (3 Recon (reduced))
w/i 1 42.06: DAK Corps HQ, 15 Pz Div (1-8 Pz Bn (reduced), 2-8 Pz Bn (reduced), 1-115 Inf Bn, 33 Pioneer Bn, 33 Arty Rgt)
w/i 1 47.05: Rommel, 21 Pz Div (15 Krad Motorcycle Bn, 1-5 Pz Bn (reduced), 2-5 Pz Bn (reduced), 605 PJ Bn, 200 Pioneer Bn, 155 Arty Rgt)

Allied Set Up
(All units British unless note otherwise):
Dead for Reconstitution:
4 Arm Bde (3 RTR, 5 RTR Arm Bn)
7 Arm Bde (7 Hus Arm Bn, 2 RTR Arm Bn, 6 RTR Arm Bn)
7 Sup Bde (2 RB Inf Bn)
22 Arm Bde (4 Cly Arm Bn)
7 Arm Div (4 SA Arm Car Bn)
5 SA Inf Bde (3 TS Inf Bn)
1 SA Inf Bde (Duke Inf Bn)

Anywhere on or inside the Tobruk Trench Perimeter:
   Tobruk Fortress HQ
   Tobruk Fortress Command
      2/13 Aus Inf Bn
      RNF MG Bn
      202 Coastal Arty Battery
      206 Coastal Arty Battery
      1 RHA Arty Bn
      104 RHA Arty Bn
      107 RHA Arty Bn
      144 Fld Arty Bn
      149 AT Bn
   14 Inf Bde
      1 BedH Inf Bn
      2 Y&L Inf Bn
      2 BW Inf Bn
   16 Inf Bde
      2 Kng Inf Bn
      2 Leic Inf Bn
      2 Qns Inf Bn
   Carp Polish Inf Bde
      1 Rfl Inf Bn
      2 Rfl Inf Bn
      3 Rfl Inf Bn
      HMG MG Bn
      Lancr Cav Bn
      Polish Arty Bn
w/i 1 60.11: 11 Ind Inf Bde (1/6 Rj, 2 CH, 2/5 Mh Inf Bn, 31 Fld Arty Bn), 7 Med Arty Bn
60.07: 4 Ind Div (CIH Arm Car Bn)
w/i 1 51.17: 5 NZ Inf Bde (21, 22, 23 Inf Bn, 5 Fld Arty Bn)
53.21: 2 NZ Inf Div (28 M Inf Bn, Div Cav Bn)
w/i 1 48.08: 7 Ind Inf Bde (1 RS, 4/16 Pjb, 4/11 Sk Inf Bn, 25 Fld Arty Bn), 1 Army Tank Bde (42 RTR Arm Bn (reduced), 44 RTR Arm Bn (reduced)), 65 AT Bn
w/i 1 22.26: 32 Army Tank Bde (4 RTR Arm Bn (reduced), 1 RTR Arm Bn, D/7 RTR Ar Co, C/ KDG Arm Car Co), 23 Inf Bde (1 DLI, 4 Brdr, 1 Esx Inf Bn), Tobruk Command (2/15 Aus Inf Bn, 11 Czech Inf Bn)
w/i 1 26.09: 30 Corps HQ, 1 SA Inf Bde (1 RNC Inf Bn (reduced), 1 TS (reduced), 22 Arm Bde (3 Shrp Arm Bn (reduced)), 4 Arm Bde (8 Hus Arm Bn (reduced), 2 SG Inf Bn (reduced)), 7 Arm Div (KDG Arm Car Bn (reduced), 11 Hus Arm Car Bn (reduced))
27.21: 6 NZ Inf Bde (24, 25, 26 Inf Bn)
27.23: 13 Corps HQ, 6 NZ Inf Div (6 Fld Arty Bn), 1 Army Tank Bn (8 RTR Arm Bn (reduced))
w/i 1 27.25: 4 NZ Inf Bde (18, 19, 20 Inf Bn, 4 Fld Arty Bn)

Scenario 4: 29 Nov 41 Start

Realizing his mistake, Rommel orders the mobile divisions back into the center portion of the battle, back from their joy ride. He tries to recover the battle, but he has already lost...

First Turn: 6
Last Turn: 11
First Player Turn: Allied
First Player to Set Up: Axis
VP Handicap: 2 Points for the Axis

Axis Set Up:

Dead for Reconstitution:
Ariete Arm Div (1 Lt Arm Bn, 7 Med Arm Bn)
Savona Inf Div (15 Inf Rgt)
15 Pz Div (2-8 Pz Bn, 33 Recon Bn)
21 Pz Bn (1-5 Pz Bn)

54.10: Savona Inf Div (16 Inf Rgt, 12 Arty Rgt)
56.11: Savona Inf Div (155 MG Bn)
57.12: 21 Pz Div (1-104 Inf Bn), Halfaya Arty Bttry
57.14: Sollum Inf Det
w/i 1 55.20: Savona Inf Div (Genova MG Bn, Bardia Inf Det), Bologna Inf Div (Bardia Inf Det), Afrika Inf Div (3-255, 3-347 Inf Bn, 2 Cel Arty Bn), Bardia Arty Rgt, 28 GAF Inf Det, R.Mar Arty Bn

The German infantryman.

w/i 1 29.27: 606 PJ Bn, DAK Arty Bde, Afrika Inf Div (3-155 Inf Bn), 1-18 Flak Bn, 1-33 Flak Bn
w/i 1 27.27: Afrika Inf Div (2-115 Inf Bn, 1-155 Inf Bn, 2-155 Inf Bn, 1-361 Inf Bn, 2-361 Inf Bn, 900 Pioneer Bn)
w/i 1 21.24: Trieste Inf Div (9 Brs Inf Rgt, 65 Inf Bn, 66 Inf Bn, 507 WPN Bn, 21 Arty Rgt), RECAM Arm Group (3 Lt Arm Bn)
w/i 1 17.25: 21 It Corps HQ, CAM Corps HQ, Pavia Inf Div (5 Lt Arm Bn, 27 Inf Rgt, Aosta MG Bn, 17 WPN Bn, 26 Arty Rgt), 104 Arty Bde, 288 zvb Inf Bn, 1 Mil AT Bn
w/i 3 10.31: Brescia Inf Div (19, 20 Inf Rgt, 27 MG Bn, 1 Celere Arty Rgt)
w/i 3 14.26: Trento Inf Div (7 Brs, 61, 62 Inf Rgt, 551 WPN Bn, 46 Arty Rgt)
20.25: Pavia Inf Div (28 Inf Rgt)
w/i 1 24.27 (west of 23.xx, exclusive): Bologna Inf Div (39, 40 Inf Rgt, 25 WPN Bn, 205 Arty Rgt)
Anywhere w/i 5 any Tobruk Trench Hex, but NOT at or w/i 1 of 22.26 or in 23.25, 23.24, 24.23:
   RECAM Group
      Volanti Arty Rgt
   Independent Italians
      31 Assault Engineer Bn
      340 Engineer Bn
      3 Celere Arty Rgt
      8 Ragg Arty Bde
      5 Army Arty Bde
      10 Corps Arty Rgt
      16 Corps Arty Rgt
      24 Corps Arty Rgt
      340 GAF Arty Rgt
35.16: Ariete Arm Div (8 Med Arm Bn (reduced), 2 Lt Arm Bn, 132 Arty Rgt)
35.18: Ariete Arm Div (9 Med Arm Bn (reduced), 8 Brs Inf Rgt (reduced), AT Bn)
36.25: 21 Pz Div (200 Pioneer Bn (reduced), 39 PJ Bn)
w/i 1 34.22: Rommel, 21 Pz Div (3 Recon Bn (reduced), 15 Krd Motorcycle Bn (reduced), 2-5 Pz Bn (reduced), 2-104 Inf Bn (reduced), 155 Arty Rgt)
w/i 1 32.22: DAK Corps HQ, 15 Pz Div (1-8 Pz Bn (reduced), 2 MG Bn (reduced), 33 Pioneer Bn, 1-115 Inf Bn, 33 Arty Rgt)

Allied Set Up

(All units British unless note otherwise):
Dead for Reconstitution:
7 Arm Bde (7 Hus Arm Bn)
7 Arm Div (4 SA Arm Car Bn)
5 SA Inf Bde (3 TS Inf Bn)
1 SA Inf Bde (Duke Inf Bn)

Anywhere on or inside the Tobruk Trench Perimeter:
   Tobruk Fortress HQ
   Tobruk Fortress Command
      2/13 Aus Inf Bn
      RNF MG Bn
      202 Coastal Arty Battery
      206 Coastal Arty Battery
      1 RHA Arty Bn
      104 RHA Arty Bn
      107 RHA Arty Bn
      144 Fld Arty Bn
      149 AT Bn
   14 Inf Bde
      1 BedH Inf Bn
      2 Y&L Inf Bn
      2 BW Inf Bn
   16 Inf Bde
      2 Kng Inf Bn
      2 Leic Inf Bn
      2 Qns Inf Bn
   Carp Polish Inf Bde
      1 Rfl Inf Bn
      2 Rfl Inf Bn
      3 Rfl Inf Bn
      HMG MG Bn
      Lancr Cav Bn
      Polish Arty Bn
w/i 1 60.11: 11 Ind Inf Bde (1/6 Rj, 2 CH, 2/5 Mh Inf Bn, 31 Fld Arty Bn), 7 Med Arty Bn
60.07: 4 Ind Div (CIH Arm Car Bn)
w/i 1 48.06: 5 Ind Inf Bde (1 Buffs, 3/1 Pjb, 4/6 Rj Inf Bn, 1 Fld Arty Bn)
50.13 or 51.14: 5 NZ Inf Bde (21, 22 Inf Bn, 5 Fld Arty Bn)
51.17: 5 NZ Inf Bde (23 Inf Bn)
53.21: 2 NZ Inf Div (28 M Inf Bn, Div Cav Bn)
w/i 1 48.08: 7 Ind Inf Bde (1 RS, 4/16 Pjb, 4/11 Sk Inf Bn, 25 Fld Arty Bn)
w/i 1 22.26: 32 Army Tank Bde (4 RTR Arm Bn (reduced), D/7 RTR Ar Co, C/KDG Arm Car Co), Tobruk Command (2/15 Aus Inf Bn, 11 Czech Inf Bn)
23.25: 23 Inf Bde (4 Brdr Inf Bn, 1 DLI Inf Bn)
23.24: 23 Inf Bde (1 Esx Inf Bn), 32 Army Tank Bde (1 RTR Arm Bn)
24.23: 6 NZ Inf Bde (25 Inf Bn (reduced)), 1 Army Tank Bde (8 RTR Arm Bn (reduced))
27.21: 6 NZ Inf Bde (26 Inf Bn)

27.23: 13 Corps HQ, 6 NZ Inf Div (24 Inf Bn, 6 Fld Arty Bn)
w/i 1 27.25: 4 NZ Inf Bde (18, 19, 20 Inf Bn, 4 Fld Arty Bn)
20.14: 30 Corps HQ, 7 Arm Bde (6 RTR Arm Bn (reduced)), 1 SA Inf Bde (1 TS Inf Bn (reduced))
25.16: 7 Arm Bde (2 RTR Arm Bn (reduced)), 1 SA Inf Bde (1 RNC Inf Bn (reduced))
28.19: 4 Arm Bde (3 RTR Arm Bn (reduced), 5 RTR Arm Bn (reduced), 8 Hus Arm Bn (reduced))
29.19: 4 Arm Bde (2 SG Inf Bn (reduced), 22 Arm Bde (4 Cly Arm Bn (reduced), 3 Shrp Arm Bn (reduced))
32.15: 7 Sup Bde (2 RB Inf Bn (reduced)), 7 Arm Div (KDG Arm Car Bn (-) (reduced))
33.14: 7 Arm Div (11 Hus Arm Car Bn (reduced))
36.09: 65 AT Bn, 1 Army Tank Bde (42 RTR Arm Bn (reduced), 44 RTR Arm Bn (reduced))

Abandoned Panzer IV.

Counter Manifest and Order of Battle

Axis Units:
German Units:
• Rommel
• DAK Corps HQ
• KStA Pz Co
• 1-18 Flak Bn
• 1-33 Flak Bn
• 606 PJ Bn
• 617 PJ Bn
• 104 Arty Bde
• DAK Arty Bde
• 288zvb Inf Bn

15 Panzer Division:
• 33 Recon Bn
• 1-8 Pz Bn
• 2-8 Pz Bn
• 1-115 Inf Bn
• 2 MG Bn
• 33 Pioneer Bn
• 707 Inf Gun Co
• 33 PJ Bn
• 33 Arty Rgt

21 Panzer Division:
• 15 Krad Motorcycle Bn
• 3 Recon Bn
• 1-5 Pz Bn
• 2-5 Pz Bn
• 1-104 Inf Bn
• 2-104 Inf Bn
• 708 Inf Gun Co
• 200 Pioneer Bn
• 605 PJ Bn
• 39 PJ Bn
• 155 Arty Rgt

Afrika Infantry Division:
• 580 Exploration Co
• 2-115 Inf Bn
• 1-361 Inf Bn
• 2-361 Inf Bn
• 1-155 Inf Bn
• 2-155 Inf Bn
• 3-155 Inf Bn
• 3-255 Inf Bn
• 3-347 Inf Bn
• 900 Pioneer Bn
• 2 Cel Arty Rgt (Italian)

Italian Units:
- CAM Corps HQ
- 21 It Corps HQ
- 3 Cel Arty Rgt
- 5 Arm Arty Bde
- 10 Corps Arty Rgt
- 16 Corps Arty Rgt
- 24 Corps Arty Rgt
- 8 Ragg Arty Bde
- Halfaya Arty Battery
- 340 GAF Arty Rgt
- Bardia Arty Rgt
- R.Mar Arty Bn
- 28 GAF Inf Det
- Sollum Inf Det
- 1 Cara Para Bn
- 340 Engineer Bn
- 31 Assault Engineer Bn
- 1 Mil AT Bn

Ariete Arm Division:
- 1 Lt Arm Bn
- 2 Lt Arm Bn
- 7 Med Arm Bn
- 8 Med Arm Bn
- 9 Med Arm Bn
- 8 Brs Inf Rgt
- AT Bn
- 132 Arty Rgt

Brecia Inf Division:
- 19 Inf Rgt
- 20 Inf Rgt
- 27 MG Bn
- 1 Cel Arty Rgt

Bologna Inf Division:
- 39 Inf Rgt
- 40 Inf Rgt
- Bardia Inf Det
- 25 WPN Bn
- 205 Arty Rgt

Pavia Inf Division:
- 5 Lt Arm Bn
- 27 Inf Rgt
- 28 Inf Rgt
- Aosta MG Bn
- 17 WPN Bn
- 26 Arty Rgt

RECAM Arm Bde:
- 3 Lt Arm Bn
- 52 Med Arm Bn
- R.Gessi MG Bn
- PAI MotorcycleBn
- Volanti Arty Rgt

Savona Inf Division:
- 15 Inf Rgt
- 16 Inf Rgt
- Genova MG Bn
- 155 MG Bn
- Bardia Inf Det
- 12 Arty Rgt

Trento Inf Division:
- 7 Brs Inf Rgt
- 61 Inf Rgt
- 62 Inf Rgt
- 551 WPN Bn
- 46 Arty Rgt

Trieste Inf Division:
- 9 Brs Inf Rgt
- 65 Inf Rgt
- 66 Inf Rgt
- 507 WPN Bn
- 21 Arty Rgt

Commonwealth Units:
- Tobruk Fortress HQ
- 13 Corps HQ
- 30 Corps HQ
- 7 Med Arty Bn
- 68 Med Arty Bn
- 65 AT Bn
- 6 SA Arm Car Bn

7 Arm Divisional Troops:
- KDG Arm Car Bn (partial)
- 11 Hus Arm Car Bn
- 4 SA Arm Car Bn
- 102 AT Bn

1 SA Divisional Troops:
- 3 SA Arm Car Bn

4 Ind Divisional Troops:
- CIH Arm Car Bn

2 NZ Divisional Troops:
- Div Cavalry Bn
- 28 M Inf Bn

7 Support Bde:
- 1 KRRC Inf Bn
- 2 RB Inf Bn
- 3 RHA AT Bn
- 4 RHA Arty Bn
- 60 Fld Arty Bn

14 Inf Bde:
- 1 BedH Inf Bn
- 2 Y&L Inf Bn
- 2 BW Inf Bn

16 Inf Bde:
- 2 Kng Inf Bn
- 2 Leic Inf Bn
- 2 Qns Inf Bn

The Marble Arch—gateway to Cyrenacia.

22 Gd Inf Bde:
• 3 Cldst Inf Bn
• 9 RB Inf Bn

23 Inf Bde:
• 4 Brdr Inf Bn
• 1 DLI Inf Bn
• 1 Esx Inf Bn

1 Army Tank Bde:
• 8 RTR Arm Bn
• 42 RTR Arm Bn
• 44 RTR Arm Bn

4 Arm Bde:
• 8 Hus Arm Bn
• 3 RTR Arm Bn
• 5 RTR Arm Bn
• 2 SG Inf Bn
• 2 RHA Arty Bn

7 Arm Bde:
• 7 Hus Arm Bn
• 2 RTR Arm Bn
• 6 RTR Arm Bn

22 Arm Bde:
• 4 Cly Arm Bn
• 2 RGH Arm Bn
• 3 Shrp Arm Bn

32 Army Tank Bde:
• C/KDG Arm Car Squadron
• 1 RTR Arm Bn
• 4 RTR Arm Bn
• D/7 RTR Arm Co

4 NZ Inf Bde:
• 18 Inf Bn
• 19 Inf Bn
• 20 Inf Bn
• 4 Fld Arty Bn

5 NZ Inf Bde:
• 21 Inf Bn
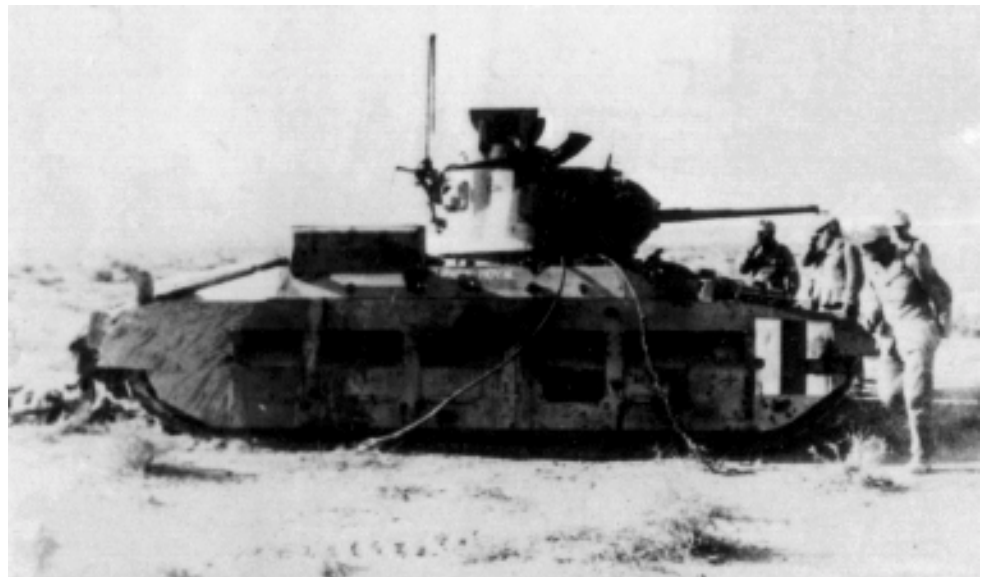• 22 Inf Bn
• 23 Inf Bn
• 5 Fld Arty Bn

6 NZ Inf Bde:
• 24 Inf Bn
• 25 Inf Bn
• 26 Inf Bn
• 6 Fld Arty Bn

Carpathian Polish Bde:
• Lncr Cavalry Bn
• 1 Rfl Inf Bn
• 2 Rfl Inf Bn
• 3 Rfl Inf Bn
• HMG MG Bn
• Polish Arty Bn

A Matilda near Sollum, Nov 25, 1941.

Tobruk Fortress Troops:
• 2/13 Aus Inf Bn
• 2/15 Aus Inf Bn
• 11 Czech Inf Bn
• RNF MG Bn
• 149 AT Bn
• 1 RHA Arty Bn
• 104 RHA Arty Bn
• 107 RHA Arty Bn
• 144 Fld Arty Bn
• 202 Coastal Arty Battery
• 206 Coastal Arty Battery

1 SA Inf Bde:
• Duke Inf Bn
• 1 RNC Inf Bn
• 1 TS Inf Bn
• 3 Fld Arty Bn

3 SA Inf Bde:
• ILH Inf Bn
• Rand Inf Bn
• 1 RDI Inf Bn
• 1 Fld Arty Bn

4 SA Inf Bde:
• Kaff Inf Bn
• 2 RDI Inf Bn
• UMR Inf Bn
• 2 Fld Arty Bn

5 SA Inf Bde:
• Botha Inf Bn
• Irish Inf Bn
• 3 TS Inf Bn
• 4 Fld Arty Bn

6 SA Inf Bde:
• 1 Pol Inf Bn
• 2 Pol Inf Bn
• 2 TS Inf Bn
• 5 Fld Arty Bn

5 Ind Inf Bde:
• 1 Buffs Inf Bn
• 3/1 Pjb Inf Bn
• 4/6 Rj Inf Bn
• 1 Fld Arty Bn

7 Ind Inf Bde:
• 1 RS Inf Bn
• 4/11 Sk Inf Bn
• 4/16 Pjb Inf Bn
• 25 Fld Arty Bn

11 Ind Inf Bde:
• 2 CH Inf Bn
• 2/5 Mh Inf Bn
• 1/6 Rj Inf Bn
• 31 Fld Arty Bn

29 Ind Inf Bde:
• 1/5 Mh Inf Bn
• 3/2 Pjb Inf Bn
• 1 Wor Inf Bn

General Norrie, Commander 30 Corps.

Designer's Notes

This project directly resulted from the work I did on the OCS game **DAK**. Working on **DAK** generated reams (literally) of information on this theater—OOBs, units stats, organization notes, and so on. Looking at the pile of material available, some of which was at too fine a level to really be needed in the larger game, I decided I could easily use that information to generate a no-frills SCS game on one of the two most important and interesting battles of the campaign (the other being Gazala).

From the start of this project, I chose to deliberately make a game which would off-set directly the larger game. In other words, recognizing that not all players can or want to get into something with the size and scope of **DAK**, I wanted to provide a game at the other end of the spectrum for them to play. (It can also be used by grizzled **DAK** veterans to relax and blow off steam once and a while.) To that end, I chose to completely avoid some of the deeper trends seen in recent SCS games (games which some have called "OCS-lite"). There would be no Reserves, no DAMs, no complicated Sequences of Play, and almost no special rules. What the game became, as you can see here, is straight SCS—a game of a swirling knife-fight of armor in the desert. We had a blast with this one; I hope you do, too.

The only concession to special rules I made was the reconstitution rule which I tried to explain in detail in the related design note. This rule makes every game a bit different as even if a unit times early on, it will probably reappear later in the game. This gives the condition of each army an ebb and flow which doesn't appear in most games (since units are gone for good when destroyed).

Cutting off the Combat Results Table at such a low odds may raise some eyebrows to players use to going for 10:1 attacks an such. This was done to show that, generally, beyond a certain point, adding more attackers to a single combat doesn't change anything. Only so many combat troops can fit into the attack sectors (given the needs for dispersion)—adding more will just increase the numbers of troops unable to deploy into the fight. In the real battle, numerous combats occurred at what players would look upon at too low odds—while in the game players strove for far fewer, but much higher odds, attacks. Trimming the table forced players to behave in a much more historical manner.

Player's Notes

Most British players like to concentrate their initial efforts on what we started calling "The Ariete Gambit"—sending all of 30 Corps and some 13 Corps units to smash Ariete at Bir el Gubi. How the Axis player reacts to this is very important. In many games, the Axis player will rush to this zone with both Panzer Divisions and generate the typical 'Indian-Rub' contest between the bulk of both armies which both sides suffer grievous losses.

The problem with the "Bir el Gubi Indian-Rub" contest is that while the bulk of the Axis forces are busy there, the rest of 13 Corps (the New Zealanders, Indians, and any Emergency Reinforcements) are free to capture all of the VP hexes in the lower right corner of the map and drag the war up to Sidi Rezegh after creating a safe rear area back to the map edge. Even should the Axis win the Bir el Gubi affair, they will have spent a great deal of their force in the effort

Abbreviations

Ar— Army Tank
Arm— Armor
Arty— Artillery
AT— Anti-Tank
Aus— Australian
Co— Company
Bde— Brigade
BedH— Bedfordshire and Hertfordshire
Bn— Battalion
Brdr— Border
Brs— Bersaglieri
BW— Black Watch
CAM— Corpo d'armate di manovra
Cara— Carabinieri
Carp— Carpathian
Cel— Celere
CH— Cameron Highlanders
CIH— Central India Horse
Cldst— Coldstream Guards
Cly— County of London Yeomanry
Czech— Czechoslovakian
D— Division (when space ran out)
DAK— Deutches Afrika Korps
Det— Detachment
Div— Division
DLI— Durham Light Infantry
Esx— Essex
Exp— Exploration
Fld— Field
GAF— Guardia Alla Frontiera
HMG— Heavy Machine Gun
Hus— Hussars
IG— Infantry Gun
ILH— Imperial Light Horse
Ind— Indian
Inf— Infantry
It— Italian
Kaff— Kaffrarian Rifles
KDG— King's Dragoon Guards
Kng— Kings
Krad— Kradschützen

KRRC— King's Royal Rifle Corps
KStA— Kampfstaffel Afrika
Lancr— Lancer
Leic— Leicesters
Lt— Light
M— Maori
Med— Medium
MG— Machine Gun
Mh— Mahratha Light Infantry
Mil— Milmart
NZ— New Zealand
Para— Parachute
Pio— Pioneer
PJ— Panzerjäger (same as AT)
Pjb— Punjab
Pz— Panzer (same as Arm)
Pol— Police
Qns— Queens
Ragg— Raggruppamento
RB— Rifle Brigade
RDI— Royal Durban Light Infantry
RECAM— Raggruppamento Explorante
Rfl— Rifle
RGH— Royal Gloucesterchire Hussars
RHA— Royal Horse Artillery
Rj— Rajputana Rifles
R.Mar— Regia Marina
RNC— Royal Natal Caranineers
RNF— Royal Northumberland Fusiliers
RS— Royal Sussex
RTR— Royal Tank Regiment
SA— South African
SG— Scots Guards
Shrp— Sharpshooters
Sk— Sikh
Sup— Support
TS— Transvaal Scots
UMR— Umvoti Mounted Rifles
Wor— Worcesters
WPN— Weapon
Y&L— York and Lancaster

and will have a very difficult time regaining the lost VP areas.

If your British opponent goes for Ariete as per the above, direct only part of your forces to deal with that contest—send one, Panzer Division, not both. Use the other to run a war in the lower left corner of the map. Sending enough, but not too much, force to Bir el Gubi is the trick—if you don't send enough, Ariete will be destroyed (along with the units sent to help out) and you'll find your remaining force strung out between the Allied spearheads. Send too much and you will be back into the Indian-Rub contest.

While I've seen the British go for Bir el Gubi in an attempt to take out Ariete on the cheap, not that many players have tried what I think might work better—send the South Africans to beat on Ariete (maybe with the 22 Arm Bde in support) and take the 30 Corps tanks up into the Axis center to force the Indian-Rub contest on the Axis at a point of your choosing (other than Bir el Gubi). This is the historical battle, and a plan I think will work well. With luck, you'll engage both Panzer Divisions up in the ridges around or south of Gambut while the 13 Corps can move up the coast to link up with you.

These are just a few of the options available for player's plans and even fewer of the possible enemy countermoves. There are all sorts of ways to play this game and if you find yourself doing the same thing repeatedly, try something new and see if it works better—there is no one perfect plan.

For further reading...

The following are worth looking into for more background.

The Battle for North Africa. W.G.F Jackson, Mason/Charter, 1975.

Jackson's work is the best single volume on the campaign. An excellent read, good detail and some fairly nice maps, make for the best short work I have found on these operations. Highly recommended.

The Crucible of War. Barrie Pitt, Macmillian, 1986, 3 Volumes.

Pitt's work is one of the two best general sources I ran into during this effort. I found these easy to read and follow. The first volume, covering the early parts of the campaign, was the best as Pitt began painting with a broader brush as the campaign grew in scope (such that some of the earlier excellent feel was lost in descriptions of entire divisional movements, etc.) I greatly enjoyed the early sections dealing with the Italian invasion, Compass, and Rommel's entry into the theater. The sections on the campaigns in East Africa are very good as well.

Jock Campbell (7 Arm Div, Commanding) is awarded his Victoria Cross for his actions in Crusader. Campbell was killed in a car accident, February, 1942 (a few months later).

Crusader. Richard Humble, Leo Cooper Ltd, 1987.

A decent, if not outstanding, work on the Battle of Crusader. The maps are drawn directly from the British Official history (i.e. no new material) and the text is ok on detail, but not a great read. The narrative is workman-like, not inspired, and is reasonably difficult to follow. However, if you want a single volume on this one major battle, this is all that is available.

Tobruk: The Great Siege Reassessed. Frank Harrison, Arms and Armor Press, 1996.

A new work covering the siege of Tobruk, this detailed book is a good read of the defense of the fortress. Harrison also has an axe to grind—he is miffed that the British 70th Division's defense of Tobruk

is not regarded in the same esteem as the earlier Australian effort. This portion of the campaign is covered in great detail in this volume and his analysis of Rommel (man and myth) is very good. This is a must read after the general works on the campaign have been studied.

Uniforms, Organization, and History of the Afrika Korps. Roger Bender and Richard Law, Bender Publishing, 1973.

An amazing little book. This source gives some great detail in the things it covers, if it was more inclusive it could be the definitive source on the campaign—as it is, the information is pretty hit or miss. Lots of detail on commanders, unit histories (by division, anyway), some neat OOB information, and (of course) lots of data on uniforms, and what not.

Turn Sequence

Pre-Turn
• Air Point Determination Phase

Allied Player Turn
• Movement Phase
• Barrage Phase
• Combat Phase
• Supply Phase
• Exploitation Phase
• DG Marker Removal

Axis Player Turn
• Movement Phase
• Barrage Phase
• Combat Phase
• Supply Phase
• Exploitation Phase
• DG Marker Removal

Turn End Phase
• Turn Marker Advance

The Gamers

Allied Reinforcements:

Turn 1, Entry Area B:
30 Corps HQ
22 Arm Bde
   4 Cly Arm Bn
   3 Shrp Arm Bn
   2 RGH Arm Bn
1 SA Inf Div
   3 SA Arm Car Bn
1 SA Inf Bde
   1 RNC Inf Bn
   Duke Inf Bn
   1 TS Inf Bn
   3 Fld Arty Bn
5 SA Inf Bde
   Botha Inf Bn
   Irish Inf Bn
   3 TS Inf Bn
   4 Fld Arty Bn

Turn 1, Entry Area C:
13 Corps HQ
1 Army Tank Bde
   8 RTR Arm Bn
   42 RTR Arm Bn
   44 RTR Arm Bn
2 NZ Inf Div
   28 M Inf Bn
   Div Cav Bn
4 NZ Inf Bde
   18 Inf Bn
   19 Inf Bn
   20 Inf Bn
   4 Fld Arty Bn
5 NZ Inf Bde
   21 Inf Bn
   22 Inf Bn
   23 Inf Bn
   5 Fld Arty Bn
6 NZ Inf Bde
   24 Inf Bn
   25 Inf Bn
   26 Inf Bn
   6 Fld Arty Bn

Turn 4, Entry Area D:
5 Ind Inf Bde
   1 Buffs Inf Bn
   3/1 Pjb Inf Bn
   4/6 Rj Inf Bn
   1 Fld Arty Bn

Turn 9, Entry Area E:
(Can also be brought in earlier as emergency reinforcments)
3 SA Inf Bde
   Rand Inf Bn
   1 RDL Inf Bn
   ILH Inf Bn
   1 Fld Arty Bn
68 Med Arty Bn

Turn 9, Entry Area D:
22 Gds Inf Bde
   3 Cldst Inf Bn
   9 RB Inf Bn

Emergency Reinforcements:
For Entry Area E:
   (include Turn 9, Entry Area E reinforcements if not already in play)
Group 1:
4 SA Inf Bde
   Kaff Inf Bn
   2 RDL Inf Bn
   UMR Inf Bn
   2 Fld Arty Bn

Group 2:
6 SA Inf Bde
   1 Police Inf Bn
   2 Police Inf Bn
   2 TS Inf Bn
   5 Fld Arty Bn

For Entry Area B:
Group 3:
6 SA Arm Car Bn
29 Ind Inf Bde
   1 Wor Inf Bn
   1/5 Mh Inf Bn
   3/2 Pjb Inf Bn

Axis Reinforcements:
Turn 3, Entry Area A: Trieste Motorized Div (9 Brs, 65, 66 Inf Rgt, 507 WPN Bn, 21 Arty Rgt)
Turn 5, Entry Area A: RECAM Arm Group (3 Lt Arm Bn)

Emergency Reinforcements:
For Entry Area A:
RECAM Arm Group
   52 Med Arm Bn
   R.Gessi MG Bn
   PAI Motorcycle Bn
   1 Carabinier Para Bn