Standard Combat Series:

GAZALA

Game Design & Graphics: Dean Essig
Production Management: Sara Essig
Playtesting: Dean Essig, G. Carl Evans, Lee Forester, Tim Gritten, Jeff Hill, Steve Hill, Casey Krakowski, Dave Powell, Ken Thurston

Introduction

Gazala presents the pivotal battle west of Tobruk in the Spring of 1942. Rommel's Axis army forced the Commonwealth 8th Army to abandon its prepared positions and captured Tobruk. The 8th Army began a retreat which ended with a new army commander (Montgomery) and a final stand near a railway station called El Alamein. This was a major Axis victory.

Owners of the earlier SCS game **Crusader** will note many similarities between the two games. This was done intentionally to speed player transition between the two games. However, **Crusader** veterans will need to read these rules carefully because they differ from **Crusader** in a number of important points.

Map Errata: After quite a bit of searching (i.e. comparing conflicting sources), I decided (too late) that hex A28.05 should, indeed, be a Allied minefield hex.

1.0 General Special Rules

1.0a Scenario Note. All special rules apply fully to every scenario.

1.0b Set Up Notation. 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 Friendly Entry Hexes.

Commonwealth: Hexes D and E and either Tobruk hex.

Axis: Hexes A, B, and C

1.0d Escarpments and Combat. No combat is allowed across Escarpment Hexsides except for hexsides containing both an Escarpment and a Road or Track, which are Ax 1/3. This modifier applies equally in both directions.

The Gamers

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

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

1.0e Turn Sequence.

Pre-Turn
• Air Point Determination Phase (Both Players)

Axis Player Turn
• Remove Axis Attack Supply Markers (if any)
• Reinforcement Supply Roll
• Movement and Reinforcement Phase
• Barrage Phase
• **Allied** Defensive Barrage Phase
• Combat Phase
• Supply Phase
• **Allied** Reaction Movement Phase
• Exploitation Phase
• DG Marker Removal

Allied Player Turn
• Remove Allied Attack Supply Markers (if any)
• Reinforcement Supply Roll
• Movement and Reinforcement Phase
• Barrage Phase
• **Axis** Reaction Barrage Phase
• **Axis** Reaction Movement Phase
• Combat Phase
• Supply Phase
• Exploitation Phase
• DG Marker Removal

Turn End Phase
• Turn Marker Advance

Design Note: The asymmetrical player turns are designed to bring out the different quality and behavior of the two opposing armies.

1.1 Scale

Each turn represents 1 day; each hex 1.25 miles. Units range in size from Battalion to Regiment.

1.2 Stacking

Up to 3 units (**not** steps) can stack in one hex. HQs count as units. Nationality differences within a side, Supply Units and all game markers do not matter for stacking.

1.4 Units

1.4a Exploit Capable Units. Only those units marked with the Yellow Exploitation Box are Exploit Capable. Exploit Capable units may move during their Exploitation Phase, but may only move in their Reaction Phase if they are also in Reserve.

1.4b Step Losses. All units have one or two steps, as noted on the counter. Two step units flip to their reduced side if they suffer a step loss. Units with one step are removed when they suffer a step loss (see also Reconstitution, 1.4d). Artillery units have one-step; their reverse side is used to show their Mode, not to indicate a step loss (cf. 1.10a).

1.4c HQs. HQ units serve two functions—they supply friendly units and can shift combat odds. Only **one** HQ per side can participate in a combat—this HQ must either be in the defense's hex, or stacked with at least one attacking unit. Shift the odds one column in the owning side's favor—if both players use HQs the shifts cancel out. Only HQs participating in a combat in this manner can advance after combat. See Special HQ Reconstitution rule, 1.4d.

1.4d Reconstitution. When you destroy a unit, roll one die for it. Place the unit as a reinforcement the number of turns in the future on the Turn Record Track equal to its roll. If the roll is a 1, the unit dies permanently—it does not reconstitute. Units whose rolls place them after the game's end never return. Units return via any friendly Entry Area.

A) Units whose full strength is only one step and units with zero MAs

never reconstitute. They always die permanently when killed.

B) Units always return reduced.

C) Do not roll when an **HQ** is destroyed, it reenters play the **next** game turn (at reduced strength). HQs, therefore, do not follow the normal reconstitution procedure and are never permanently killed.

D) In some scenarios, units might be given as "Dead for Reconstitution". Set these units up on the Turn Record Track by rolling one die for each and placing the unit on the turn that many away from the last "pre-game" turn (so that the scenario's first turn 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.

1.4e Zero Movement Units. Destroy units that have a zero movement allowance if forced to retreat.

1.8 Supply

1.8a HQs are supplied if they can trace as per SCS rule 12.1 from any friendly Supply Source. This path can be any length, but **must** be along roads (or tracks) for Commonwealth HQs; Axis HQs do not suffer this limitation.

Friendly supply sources are:

Commonwealth: Entry Hexes D, E and both Tobruk hexes

Axis: Entry Hexes A, B and C

1.8b Each HQ unit has a Supply Range indicated on its counter in parentheses. A unit is in supply if a friendly supplied HQ can trace to a hex **adjacent** to the unit (of ant terrain), using the HQ's range in movement points modified normally for terrain. Trace is blocked if any hex (including the final adjacent hex) contains a non-negated EZOC.

1.8e HQ Assignment Limitations.
The following applies to both Trace and Attack supply :

• Axis units can trace to any Axis HQ.

• All units of a CW Brigade must trace to a single CW HQ. Units not assigned to a brigade can trace to any CW HQ.

1.8f Supply Source Isolation and Capture. Supply sources provide no supply to the enemy if captured. If recaptured by the originally owning side, the source again provides supply to it. If the enemy occupies or moves adjacent to a friendly supply source hex, pick any map edge road/track hex along the same map edge to replace it.

1.8g Out of Trace Supply Effects. Out of Supply units cannot Attack or make Barrage Attacks. Their Defense and Movement are x1/2. Out of Supply units cannot execute Exploitation Movement.

• **ATTRITION:** Roll one die for each hex found to be still OOS (i.e. it **is** already OOS and found to be so again). On a 1, destroy one step in the stack. On a 2-6, there is no effect. Make one roll per hex, each turn the hex is found to be out of supply. If a step loss is called for, the owning player can choose any step desired in hex and it reconsitutes normally. Unit type, nationalitiy, or situation do not matter for this die roll.

1.8h Supply Units. Both sides are given Supply units which are used for Attack Supply and (in hard times) for trace supply. They move like any other unit, and can be put into Reserve. Supply units can move and then used in the same phase. Supply units cannot take step losses and cannot retreat.

If their hex is occupied by enemy units, roll one die: 1-4 the Supply unit is destroyed, 5-6 it is captured. Captured Supply units cannot move the turn they are captured.

1.8i Supply Units and Trace Supply. If an HQ cannot trace to a supply source, but can trace (10 MPs or less) to a Supply unit, the supply unit can be used as a Supply Source. Only one HQ can make use of a given Supply Unit. Once this is done, remove the Supply unit from play. Supply units themselves **cannot** be used as a replacement for unit supply: an HQ is always required.

1.8j Attack Supply. Only units in Attack Supply can make attacks, overruns and barrages (exception: Commonwealth artillery can fire **Defensive Fire** without having Attack Supply). Expend one Supply Unit at or within 10 MPs of an HQ to provide

Attack Supply. This can be done during any friendly phase and there is no requirement to trace to the Supply Unit by road/track.

Pay for Axis Attack Supply by Division for divisonal units or an HQ for independent units (if a division is split among several HQs, it will take as many Supply Units as there are splits to pay for the entire division). Pay Allied Attack supply by Brigade or for an HQ (to pay for units without a brigade affiliation). The Commonwelth has Brigade markers to mark the Attack Supply status of each brigade.

In either case, an HQ is required to make Attack Supply payment. It cannot be done directly to the units.

Once paid, Attack Supply lasts until the next friendly Attack Supply Marker Removal Phase and the supplied units can do any number of combats and/or barrages during that time.

Exception: The KStA Pz KG and LRDG are **always** in Attack Supply, no need to pay Supply Units to get them that way.

1.8k Units without Attack Supply. These units cannot barrage (with the CW exception), attack, or overrun. They defend and move normally.

1.8l New Supply Units. Roll one die on the appropriate Supply Table for each side at the beginning of its Movement and Reinforcement Phase. The resulting Supply Units enter as reinforcements that turn.

1.8m Axis Armored Supply Units. When the Axis brings on new Supply Units (from a roll on his Supply Table), he can choose to bring up to two of them on as Armored Supply Units. At no time can there be more than two such units in play—so he must **use** the ones already in play before he can bring any others on. Armored Supply Units function like regular Supply Units with the following exceptions:
• They move faster.
• They are Exploit Capable without any Reserve requirements.

1.9 Disorganized Units

Units become DG only as a Barrage Table result. When the Barrage Table gives a DG or numeric 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. DG Units 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 a ZOC. A DG unit loses its Exploitation Capability. Remove any Reserve Marker in a stack that become DG. DG has no effect on supply ranges or HQ combat effects (other than their actual combat strength). There is no additional effect for multiple DG results.

1.9b Recovery of DGs. During his Clean Up Phase, the phasing player removes all DG markers from his units (Out of Supply units recover normally).

1.10 Artillery & Barrage Combat

1.10a Artillery Modes. Most artillery units have two modes (as shown by the counter's side facing up). One mode is better for firing, while the other is better for moving. Depending on the counter's values, units in either mode can do both functions—it will just be better at one function than the other.

• Change artillery modes **only** during the unit's regular Movement Phase **before** it expends any Movement Points.

Artillery units with only one side have only one mode.

1.10b Artillery units have their Barrage Strength on their counter in parentheses (be careful not to confuse this number with the HQ's Supply range—artillery always has **Barrage** strength, HQs always have **Supply** range). Use this strength only in Barrage Attacks—it can never be "added in" on

ground attacks. Artillery units have a **6-hex Range**. There is no LOS concern, although having a friendly unit adjacent to the target helps. Resolve Barrage Attacks in the player's respective Barrage Phases. Artillery units defend using their 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 suffer one Barrage in a single phase. Any number of artillery units and Air Units can engage in a single Barrage. Artillery cannot make a Barrage Attack unless properly supplied, but properly supplied artillery can barrage in **every** available phase.

1.10d Make barrage attacks against enemy hexes on the Barrage Table. The possible results of a barrage 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 Barrage Table and those part of the Terrain Effects Chart. Only the target's terrain affects the Barrage. Terrain has no effect on the ability of a unit to qualify as "adjacent" for modification purposes. Resolve Barrages shifted off either end of the Barrage Table on the last available column.

1.10e Units cannot advance into hexes that no longer contain enemy units due to a Barrage result.

1.10f When the Barrage Table calls for a step loss, the owning player can select any unit in the stack to take the losses. The selected unit need not be the strongest and the player is not required to distribute the losses. After exacting losses, mark the remaining units DG.

1.10g Only those Axis artillery units in Attack Supply can conduct Barrage Attacks. Any Supplied (i.e. not marked OOS) CW Artillery unit can fire in its Defensive Barrage Phase (with no Attack Supply requirement). In other phases, CW artillery must have Attack Supply just like the Axis in order to barrage.

1.11 Airpower

Each side receives one or more Air Units each turn. Each player rolls a die during the Air Point Determination Phase and modifies it according to the current turn's die roll modifier (printed in the current turn's box on the Turn record Track). (Optional: For a much more variable game, roll two dice instead of one for each side.) The result is the number of Air Units available to that side. Air Units are available for that turn only and cannot be saved from turn to turn. They can be used in any of a number of different phases in each turn, but each Air Unit can only be used once.

Use of Air Units does not involve or require Supply Unit expenditure.

1.11a Each Air Unit expended shifts a 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 by the remainder—left if negative, right if positive. Shifts beyond the table's available columns have no additional effect; use the last available table column.

❏ 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

Each side has Emergency Reinforcement units. At the beginning of any friendly player turn, the player can announce that he is declaring an emergency, and specify which units he is releasing. The Emergency Reinforcements arrive the **following** game turn. Total the attack strength, barrage strength, or supply throw range (as appropriate) for the units released. Divide the total by 10 and round normally. The result is the number of victory points the units cost. The minimum cost is always 1 VP (i.e. never round down to zero).

• The Axis has a single Reinforcement Group.

• The Commonwealth has two such groups. The first Emergency Group must be entirely deployed before releasing any unit(s) of the second group.

The player can release all, some, or none of his remaining units on any game turn.

1.13 The Entrenchments around Tobruk

The old Tobruk entrenchments still exist, but are in disrepair. They consist only of those hexes making up the ring around Tobruk.

Most Entrenchment hexes also contain an AT Ditch (while the AT Ditch graphic wanders a bit, it is treaded as being located in its associated Entrenchment hex). Any unit in an AT Ditch hex attacks at Ax1/2. This limits foreys out of such hexes for both the Commonwealth as well as Axis units.

1.14 Minefields

Minefields affect their entire hex according to the following:

• Units can only move into a minefield in the regular Movement Phase at a cost of its full MA (also true on turn 1 when the Axis has bonus movement amounts). To move into a Minefield, a unit must begin that phase adjacent to it.

• When a unit begins a friendly regular Movement Phase in a minefield, it can exit the minefield and move normally.

• Supply trace cannot be made through an unbreached minefield.

• The combat effects of a minefield apply to **both** sides (Mines have no friends).

• Overruns cannot be conducted **into** minefield hexes. This restriction is not negated by roads.

• The other combat effects (attacker multipler and Barrage Table shift) only affect units **within** minefields. Units in a minefield hex attack at Ax1/2 but defend normally against ground attack.

• Roads and Tracks **that are not in an EZOC** negate minefield movement effects for the owning player (as determined by the minefield's color). In all other ways, minefields affect both players equally.

• Any stack that retreats **into** a minefield hex must take one step loss (per stack, not per unit). This could be in addition to losses generated by retreating into an EZOC, and is not negated by breatches or roads.

1.14b <u>Minefield Breaches.</u> Only HQs can breach minefield hexes. Move the HQ into the minefield hex normally. The minefield is breached as long as the HQ is in the minefield hex. Supply trace is allowed through a breached minefield hex and units can cross such a hex with **all** minefield movement effects totally negated. Combat effects in a breach hex remain normal.

1.15 Reserves

Reserves can be used to allow flexibility to both armies. Units, stacks of units, or entire formations can be placed into Reserve by placing a Reserve marker on the unit (or stack, or HQ) at the beginning of the player's Movement and Reinforcement Phase.

While in Reserve, units cannot move or overrun during the Movement and Reinforcement Phase, nor can they attack in the regular Combat Phase. They can however use their full MA, with overruns, during a friendly Exploitation or Reaction phase. Once units in Reserve have been committed

in this way, remove their reserve marker. EZOCs do not restrict the access of these units to these additional phases, as would be the case with a non-Reserve Exploit Capable unit in an EZOC.

Exploit Capable units get their normal access to the Exploitation Phase, but do not get a free pass to the Reaction Phases unless in Reserve.

Reserve units defend defend at 1/2 strength and suffer a +2 column shift on the Barrage Table. They do not lose their Reserve Status automatically if attacked or barraged (regardless of the result). However, at the instant of combat or barrage, units can voluntarily give up their Reserve status and defend normally (or avoid the shifts).

There is no limit on the number of troops that can be placed into Reserve.

1.16 Turn 1 Special Rules

On turn 1, the normal time scale has been changed to show the Axis attack's beginning and the Allied surprise.

• Axis units move double their normal MA during the regular Axis Movement Phase (no changes to any other Axis movement phases). Even with the double move, Axis Artillery can still only change mode once.

• Handle air units normally (NOT double!).

• Handle the Allied Player turn normally.

2.0 Victory

This Victory Point system is used in the two campaign scenarios.

2.0a Victory Point Hexes. There are 15 VP hexes on the map. The last player to move a unit through a VP hex controls it.

2.0b Victory Points for Emergency Reinforcements. Expend VPs to bring on Emergency Reinforcements. Subtract points you expended in this manner from your total.

2.0c Determining the Winner. 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	CW Major
+2 to +3	CW Minor
+1 to -1	Draw
-2 to -3	Axis Minor
-4 or less	Axis Major

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), is never DG, and never Out of Supply. Rommel affects all Axis units in the same manner.

3.0a Movement. Rommel can move in one of two ways in **any** Axis Movement Phase. First, he can move along for the phase being carried by any unit he begins the phase stacked with. Or, he can move freely to any hex on the map containing an Axis unit. If he moves this way ignore all terrain effects and enemy units—he buzzes from his initial hex to the chosen ending hex. If this movement type 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.

3.0b Combat Effect. If Rommel is in a hex involved in combat, he shifts 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 overrun combat (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. In regular attacks, Rommel need only be stacked with units participating in the combat. Rommel may advance after combat (or retreats) with any unit he is stacked with. Rommel has no effect on Barrages.

3.0c If his stack gets Blown Up. Rommel must always end a phase stacked with some other Axis unit. If his stack is destroyed during combat, displace Rommel to any other Axis stack

3.0d Exploitation and Reaction Effects. Units beginning a Exploitation or Reaction Phase stacked with Rommel have the automatic ability to make use of that phase—they need not be Exploit Capable or in Reserve. 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/ Reaction regardless of his circumstances. Units stacked with Rommel can only move during the Exploitation Phase if they are not in an EZOC at the beginning of the phase.

3.1 KG Hecker

KG Hecker is awaiting off-map for a potential amphibious landing east of Tobruk. On any game turn, the Axis can announce the amphib landing. Place Hecker in any coastal hex east of B50.10 (inclusive) as the first thing in the Axis Movement Phase. The unit cannot move in the turn it lands. It can exist without supply for two game turns before it must follow the normal rules—this applies to combat as well as trace supply concerns (during that time it is in Attack Supply). After the turn of the landing and the following game turn, Hecker is subject to normal trace requirements as well as normal Attack Supply requirements.

If the player chooses to set KG Hecker up on the map (as opposed to the Special Reserve Box), none of the above applies and the unit is just another Axis unit. The player cannot later decide to reverse this decision.

4.0 Desert Navigation (Optional)

In the featureless desert, navigation must be done using Deduced Reckoning—by compass and distance. The complex maneuvers wargamers take for granted are impossible to execute in the open desert with large formations without having the result of total chaos.

4.0a Straight Line Movement. When a unit begins movement (until it stops, or changes direction according

to the below), it must move in a straight line through one of the starting hex's hexsides. The direction the unit was travelling the last phase it moved has no effect on the direction the player can choose to move it in a later phase, but it must move in a straight line until it either stops for the phase or invokes the following:

4.0b Changing Direction. A unit can only change its initial heading one way during its movement—using the Landmark rule below.

4.0c Landmarks. Moving units can free themselves from the straight line requirements if it follows a terrain feature, or enemy units. A "terrian feature" here is **anything** printed on the map besides type, game information (hexes, etc.) or game tables. To use the enemy or a hexside feature, the moving unit must be adjacent to it; to use any other feature, the moving unit must be in the hex with the feature. Freindly units cannot be used for this purpose. If the moving unit or stack is in the appropriate hex, it can reorient as desired and do so in every such hex it enters. Once the unit or stack leaves such features behind, it must continue in straight line movement given the direction it left the last feature hex it was in.

4.0d Advance after Combat and Retreat Effects. The Desert Navigation rules have no effect on advance after combat or retreats.

4.0e 12 Directions for Straight Line Movement. Obviously, all 6 basic directions are available for straight line movement, but so too are those additional 6 "cross-grain" directions. Units moving cross-grain can select either to start zig-zagging right or left first, provided the alternation between left and right is correct.

1) The Fall of Bir Hacheim

This is a tiny scenario and a good solitaire workout. It is a rush to beat the clock for the Axis to take out the remainder of the Free French. Good Luck, it is a tough fight!

The situation has been simplified somewhat to make for a quick scenario. For example the reinforcement of the attack by the 15th Pz and the effort of the 7th Motorized Bde to disrupt it have been omitted.

Special Rules:

• No Reconstitution or Reinforcements (including Emergency Reinforcements)

• The Free French are never in Attack Supply (and are out of trace supply as well) and get no Air Units.

• The Free French cannot move outside of the minefields surrounding Bir Hacheim.

• Axis units are always in Attack Supply and get 2 Air Units per turn.

• Scenario continues until the last Free French unit is destroyed (the length of time it takes determines the winner).

General Information:

First Turn: 10
Last Turn: Until last Allied unit is destroyed.
Maps in Play: Map A only
First Player: Axis
First To Set Up: Allied

Commonwealth Information:
Set Up:

Inside the minefield surrounding A17.04: 1 FF Inf Bde (1 FF Bde HQ, 22 NA Arm Car Co, 2 Leg, 3 Leg, 1 Mar, 2 Oub, 1 Pac Inf Bn, 2/1 Fld Arty Bn) (All Out of Supply)

2) The Battles of the Cauldron and Knightsbridge

This scenario is the major armored action of the entire Battle of Gazala. It opens with the British Counter attack and is a simple swirling slugfest. Enjoy!

One simplification has been made here, the 15th Pz Division has been removed from play. Historically, just after launching a counterattack to the southeastern edge of the play area, it was diverted south to assist the reduction of Bir Hacheim. Then it followed with Trieste and the 90 Le Division striking northeast from Bir Hacheim toward El Adem. To keep this scenario under control, this series of actions have been omitted.

Special Rules:

• No Reconsitution or Reinforcements (even Emergency Reinforcements)

• Determine Air Point availablility normally.

• The Allies get 2x Supply Units and the Axis 1x Supply Unit on the play area edge each turn.

General Information:

First Turn: 10
Last Turn: 18
Maps in Play: Both, Play area between Axx.15 to Bxx.20 to 43.xx to 27.xx (inclusive)
First Player: Allied (no Axis Player Turn on turn 10)
First To Set Up: Axis

Axis Information:
Set Up:

w/i 2 A36.08: Brescia Inf Div (Brescia HQ, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, W/19, W/20 Wpn Bn, I/1 Cel, II/1 Cel, III/1 Cel, IV/1 Cel Arty Bn, V/1 Cel AT Bn, 27 Eng Bn)

w/i 1 A32.14: 10 It Corps (10 It Corps HQ, 10 Eng Bn, 28/9 Brs, 30/9 Brs Inf Bn, 31 Assault Eng Bn, I/16, II/16, III/16, IV/16 Arty Bn), 4x Supply Units

w/i 2 A31.07: 20 It Corps (20 It Corps HQ), Pavia Inf Div (Pavia HQ, I/27, II/27, III/27, I/28, II/28, III/28 Inf Bn, W/27, W/28 Wpn Bn, I/26, II/26 Arty Bn, 17 Eng Bn)

w/i 5 A34.04:
Rommel, PzGp Army HQ, KStA Recon KG
Ariete Arm Div (Ariete HQ, 3 Nizz Arm Car Bn, 8 Med, 9 Med, 10 Med Arm Bn, 3/8 Brs, 5/8 Brs, 12/8 Brs Inf Bn, 552 AG Bn, 32 Assault Eng Bn, 5, 501 AT Bn, II/24, I/132, II/132, III/132 Arty Bn)
DAK Corps HQ, 1/1/18, 2/1/18, 3/1/18, 1/1/33, 2/1/33, 3/1/33 AA Batteries,
21 Pz Div (21 Pz HQ, 3 Auf Recon Bn, I/5, II/5 Pz Bn, II/104, III/104 PG Bn, W/104 Wpn Bn, 200 Pio Assault Eng Bn, 39 PJ AT Bn, I/155, II/155, III/155 Arty Bn)
2x Supply Units, 2x Arm Supply Units

Commonwealth Information:
Set Up:
A40.06: 69 Inf Bde (6 GH Inf Bn)
A41.05: 69 Inf Bde (7 GH Inf Bn)
with either of the above British Battalions: 50 Inf Div (50 Div HQ, 7 Med Arty Bn), 3x Supply Units
w/i 2 B35.30: 5 Ind Div (5 Ind Div HQ), 201 Gd Bde (3 Cldstrm, 2 SG, 9 Rifle Inf Bn, 2 RHA Arty Bn), 7x Supply Units
w/i 1 B32.29: 22 Arm Bde (2 Hus, 3 Yeo, Arm Bn, 50 Rec Inf Bn, 107 RHA Arty Bn), 9 Ind Inf Bde (3/9 Jat, 2 Yorks, 3/12 Frt Inf Bn, 4 Fld Arty Bn)
w/i 1 B39.28: 2 Arm Bde (9 Lncr, 10 Hus, Queens Arm Bn, 1 Rifle Inf Bn, AA Bn, 11 RHA Arty Bn)
w/i 1 B39.33: 21 Ind Inf Bde (1 DCLI, 2/8 Gurk, 4/13 Frt Inf Bn, 157 Fld Arty Bn)

w/i 1 B33.32: 10 Ind Inf Bde (2 HLI, 2/4 Gurk, 4/10 BL 2 Cam-a, 2 Cam-b, Inf Bn, 260 AT Bn, 28 Fld Arty Bn)
w/i 1 B31.32: 7 Arm Div (7 Arm Div HQ, 15, 102 AT Bn, KDG, 4 SA Arm Car Bn), 1 Arm Div (1 Arm Div HQ, Royals Arm Car Bn, C/12 Lcr Arm Car Co), 6 SA Arm Car Bn, 7x Supply Units
B35.21: 4 Arm Bde (5 RTR Arm Bn, 1 KRRC Inf Bn)

Victory:
Total the **Attack** strength (ignore Barrage Strengths and HQ Throw Ranges) of all enemy units your side has killed (ignore step losses of units still on the map). If your total is greater than the enemy's, you win.

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3) The Full Campaign
This scenario is the whole Battle of Gazala. It begins with the special 26/27 May turn and ends after the collapse of the CW line (just before the fall of Tobruk). Line 'em up, and let 'em roll!

General Information:
First Turn: 1
Last Turn: 24
Maps in Play: All
First Player: Axis
First To Set Up: Commonwealth

Commonwealth Information:
Set Up:
w/i 3 A55.15: 3 SA Inf Bde (1 LtH, 1 Rand, 1 RDLI Inf Bn), 1 Supply Unit
w/i 3 A53.14: 2 SA Inf Bde (1 CH, 1 NR, 1/2 Fld Inf Bn), 1 Supply Unit
w/i 3 A49.16: 1 SA Inf Bde (1 Duke, 1 RNC, 1 TS Inf Bn), 1 Supply Unit

A53.12 and/or with any of the above three SA Inf Bdes: 1 SA Inf Div (1 SA Div HQ, 3 SA Arm Car Bn, 2 Botha Inf Bn, Pres Steyn MG Bn, 1 SA AA Bn, 1 SA AT Bn, 4 Fld, 5 Fld, 7 Fld Arty Bn)
w/i 1 A48.08: 1 SA Inf Div (7 RTR, 42 RTR Arm Bn (Brits)), 50 Inf Div (4 RTR Arm Bn)
w/i 1 A45.13: 151 Inf Bde (6 DLI, 8 DLI, 9 DLI Inf Bn, 74 Fld Arty Bn), 1 Supply Unit
w/i 1 A44.10: 69 Inf Bde (7 GH, 5 Yorks Inf Bn, 124 Fld Arty Bn), 1 Supply Unit
A42.07: 69 Inf Bde (6 GH Inf Bn)
w/i 3 A33.06: 150 Inf Bde (4 GH, 5 GH, 4 Yorks Inf Bn, 72 Fld Arty Bn), 1 Supply Unit
w/i 5 of any British Minefield hex between A29.06 to A46.14 (inclusive): 50 Inf Div (50 Div HQ, 2 Ches MG Bn, 65 AT Bn, 7 Med Arty Bn)
w/i 1 A41.03: 50 Inf Div (44 RTR Arm Bn, B/42 RTR Arm Co)
w/i 5 of any British Minefield Hex: 6 SA Arm Car Bn, 7 Arm Div (4 SA, KDG Arm Car Bn)
A54.02: Seacol-a, Seacol-b Recon Bn
B49.33: CW Keep Inf Co
w/i 4 A17.04: 1 FF Inf Bde (1 FF Bde HQ, 22 NA Arm Car Co, 2 Leg, 3 Leg, 1 Mar, 2 Oub, 1 Pac Inf Bn, BFM AA Bn, CAC AT Bn, 1/1 Fld, 2/1 Fld Arty Bn), 1x Supply Unit
w/i 1 B15.34: 3 Ind Inf Bde (2 Lncr, 11 Alb, 18 Kings Inf Bn, 2 Fld Arty Bn)
B46.28: Stopcol Recon Bn
w/i 2 B35.30: 1 Arm Div (C/12 Lncr Arm Car Co), 201 Gd Bde (3 Cldstrm, 2 SG, 9 Rifle Inf Bn, 2 RHA Arty Bn)
w/i 1 B29.30: 22 Arm Bde (2 Hus, 3 Yeo, 4 Yeo Arm Bn, 50 Rec Inf Bn, 107 RHA Arty Bn)
w/i 1 B35.21: 2 Arm Bde (9 Lncr, 10 Hus, Queens Arm Bn, 1 Rifle Inf Bn, AA Bn, 11 RHA Arty Bn), 1 Arm Div (1 Arm Div HQ, Royals Arm Car Bn)
w/i 3 B11.22: 7 Mtr Inf Bde (2 KRRC, 9 KRRC, 2 Rifle Inf Bn, 4 RHA Arty Bn)

w/i 1 B19.20: 4 Arm Bde (8 Hus, 3 RTR, 5 RTR Arm Bn, 1 KRRC Inf Bn, 1 RHA Arty Bn)

B17.19: 7 Arm Div (7 Arm Div HQ, 15, 102 AT Bn)

w/i 1 B32.14: 13 Corps HQ, 1 RAF Arm Car Co

B35.14: 9 Ind Bde (3/12 Frt Inf Bn)

B35.06: 10 Ind Inf Bde (2 Cam-a Inf Bn)

B35.02: 10 Ind Inf Bde (2 Cam-b Inf Bn)

w/i 3 B12.09: 30 Corps HQ, 29 Ind Inf Bde (1/5 Mah, 3/2 Pun, 1 Wor Inf Bn, 3 Fld Arty Bn)

Anywhere on or inside the Tobruk Trenchline:
Tobruk Fort HQ
X, 202, 206 Coastal Arty Co
5 Ind Div HQ
2 SA Div (2 SA Div HQ, 38 RTR Arm Bn, 7 SA Arm Car Bn, DMid MG Bn, 2 SA, 3 SA Arty Battery, 67 Med, 68 Med Arty Bn (Brit), 2 SA AA Bn, 2 SA AT Bn)
4 SA Inf Bde (Kaff R, 2 RDLI, Umvoti Inf Bn)
6 SA Inf Bde (1 Pol, 2 Pol, 2 TS Inf Bn)
9 Ind Inf Bde (3/9 Jat, 2 Yorks Inf Bn, 4 Fld Arty Bn)

With any of the Above:
7x Supply Units

Emergency Reinforcement Group 1:

8 Army HQ
4 Ind Div HQ
10 Ind Div HQ
1 Arm Div (B/12 Lncr Arm Car Co)
1 RNF MG Bn
LRDG Commando Bn
Dencol Commando Bn
2 RAF Arm Car Co
13 DCO Arm Car Bn
5 Ind Inf Bde (3/10 Bal, 1/4 Esx, 4/6 Raj Inf Bn)
10 Ind Inf Bde (2 HLI, 2/4 Gurk, 4/10 BL Inf Bn, 260 AT Bn, 28 Fld Arty Bn)

Emergency Reiforcement Group 2:

4 Ind Div (Yugo Inf Bn, 57 AT Bn)
11 Ind Inf Bde (2/5 Mah, 2/7 Gurk Inf Bn, 25 Fld Arty Bn)
2 FF Inf Bde (21 NA, 23 NA Arm Car Co, 1 Leg, 3 Mar, 4 Mar Inf Bn)

Reinforcements:

Turn	Area
5	D

21 Ind Inf Bde (1 DCLI, 2/8 Gurk, 4/13 Frt Inf Bn, 157 Fld Arty Bn)

12	D

20 Ind Inf Bde (1/6 Raj, 3/18 Gurk, 1 SW Inf Bn, 97 Fld Arty Bn)

13	D

25 Ind Inf Bde (1 Kings, 3/5 Mah, 2/11 Sikh, X Ind AT Bn)

Axis Information:
Set Up:

w/i 3 A61.24: 15 Shu Bde (15 Shu HQ, I/200, II/200, I/361, II/361 Inf Bn, W/361 Wpn Bn, 361 Arty Bn)

w/i 3 A53.23: Sbrtha Inf Div (Sbrtha HQ, I/85, II/85, I/86, II/86 Inf Bn, W/85, W/86 Wpn Bn, I/3 Cel, II/3 Cel, III/3 Cel Arty Bn)

w/i 3 A49.23: Trento Inf Div (Trento HQ, I/61, II/61, III/61, I/62, II/62, III/62 Inf Bn, W/61, W/62 Wpn Bn, I/46, II/46, III/46, IV/46 Arty Bn, 51 Eng Bn)

A53.24 and/or with the above two Italian Inf Divs: 21 It Corps (21 It Corps HQ, 56 Eng Bn, 10/7 Brs, 11/7 Brs Inf Bn)

w/i 3 A42.23: Brescia Inf Div (Brescia HQ, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, W/19, W/20 Wpn Bn, I/1 Cel, II/1 Cel, III/1 Cel, IV/1 Cel Arty Bn, V/1 Cel AT Bn, 27 Eng Bn)

w/i 3 A36.17: Pavia Inf Div (Pavia HQ, I/27, II/27, III/27, I/28, II/28, III/28 Inf Bn, W/27, W/28 Wpn Bn, I/26, II/26 Arty Bn, 17 Eng Bn)

A43.24 and/or with the above two Italian Inf Divs: 10 It Corps (10 It Corps HQ, 10 Eng Bn, 28/9 Brs, 30/9 Brs Inf Bn, 31 Assault Eng Bn, I/16, II/16, III/16, IV/16 Arty Bn)

w/i 5 A31.15: Trieste Motorized Div (Trieste HQ, 8 Brs Arm Car Bn, 11 Med Arm Bn, I/65, II/65, I/66, II/66 Inf Bn, W/65, W/66 Wpn Bn, 52 Eng Bn, I/21, II/21, III/21, IV/21, V/21, 131, 147 Arty Bn)

w/i 5 A29.18: Ariete Arm Div (Ariete HQ, 3 Nizz Arm Car Bn, 4 Lanc, 8 Med, 9 Med, 10 Med Arm Bn, 3/8 Brs, 5/8 Brs, 12/8 Brs Inf Bn, 551, 552 AG Bn, 32 Assault Eng Bn, 5, 501 AT Bn, II/24, I/132, II/132, III/132 Arty Bn)

A29.15 and/or with the above two Italian Divs: 20 It Corps (20 It Corps HQ, 34 Eng Bn, 141 Arty Bn)

w/i 5 A26.21: DAK Corps HQ, 1/1/18, 2/1/18, 3/1/18, 1/1/33, 2/1/33, 3/1/33 AA Batteries

15 Pz Div (15 Pz HQ, 33 Auf Recon Bn, I/8, II/8 Pz Bn, I/115, II/115, III/115 PG Bn, W/115 Wpn Bn, 33 Pio Assault Eng Bn, 33 PJ AT Bn, I/33, II/33, III/33 Arty Bn)

21 Pz Div (21 Pz HQ, 3 Auf Recon Bn, I/5, II/5 Pz Bn, I/104, II/104, III/104 PG Bn, W/104 Wpn Bn, 200 Pio Assault Eng Bn, 39 PJ AT Bn, I/155, II/155, III/155 Arty Bn)

w/i 3 A23.25: 90 Le Motorized Div (90 Le HQ, 580 Auf Recon Bn, I/155, II/155 Inf Bn, I/288, II/288 PG Bn, 900 Pio Assault Eng Bn)

With any of the Above Axis units : Rommel, PzGp Army HQ, KStA Recon KG

With any of the above:
13x Supply Units (includes 2x Armored Supply Units)

Emergency Reserve Reinforcments:

556 Kor Bn, Lehr Para Bn, 362, 363, 364 Mtn Arty Battery, 4/772, 4/149 Coastal Arty Battery, 523, 528, 529, 532 Coastal Arty Bn, 902 Hvy Arty Battery, II/

115, 408 Hvy Arty Bn, 33 It Arty Bn, 52 It Arty Battery

In Special Reserve OR with any of the above:
KG Hecker Commando Bn

Reinforcements:
Turn	Area
13	**B or C**
	6 AT Bn, I/40 Inf Bn
24	**A, B, or C**
	51 Med Arm Bn, 21/12 Brs, 23/12 Brs, 36/12 Brs Inf Bn, Ind Arty Battery

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4) The Main Event: 5 June Campaign Start

This scenario allows players to begin with the historically developed situation. Both the battles of Bir Hacheim and "The Cauldron" are set up to begin, but the opening end run has run its course. Players may find this a convenient place to begin the campaign—nothing critical has been decided, but many opening moves have already been done for them.

General Information:
First Turn: 10
Last Turn: 24
Maps in Play: All
First Player: Allied (no Axis Player Turn on turn 10)
First To Set Up: Axis

Axis Information:
Set Up:
w/i 3 A62.17: 15 Shu Bde (15 Shu HQ, I/200, II/200, I/361, II/361 Inf Bn, W/361 Wpn Bn, 361 Arty Bn), 1x Supply Unit
w/i 2 A53.18: Sbrtha Inf Div (Sbrtha HQ, I/85, II/85, I/86, II/86 Inf Bn, W/85, W/86 Wpn Bn, I/3 Cel, II/3 Cel, III/3 Cel Arty Bn)
w/i 3 A50.20: Trento Inf Div (Trento HQ, I/61, II/61, III/61, I/62, II/62, III/62 Inf Bn, W/61, W/62 Wpn Bn, I/46, II/46, III/46, IV/

46 Arty Bn, 51 Eng Bn)
w/i 2 A53.24: 21 It Corps (21 It Corps HQ, 56 Eng Bn, 10/7 Brs, 11/7 Brs Inf Bn), 2x Supply Units
w/i 2 A36.08: Brescia Inf Div (Brescia HQ, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, W/19, W/20 Wpn Bn, I/1 Cel, II/1 Cel, III/1 Cel, IV/1 Cel Arty Bn, V/1 Cel AT Bn, 27 Eng Bn)
w/i 1 A32.14: 10 It Corps (10 It Corps HQ, 10 Eng Bn, 28/9 Brs, 30/9 Brs Inf Bn, 31 Assault Eng Bn, I/16, II/16, III/16, IV/16 Arty Bn), 4x Supply Units
w/i 2 A31.07: 20 It Corps (20 It Corps HQ), Pavia Inf Div (Pavia HQ, I/27, II/27, III/27, I/28, II/28, III/28 Inf Bn, W/27, W/28 Wpn Bn, I/26, II/26 Arty Bn, 17 Eng Bn)
w/i 2 outside Bir Hacheim Minefield from A20.02 westwards to A16.04: Trieste Motorized Div (Trieste HQ, 8 Brs Arm Car Bn, 11 Med Arm Bn, I/65, II/65, I/66, II/66 Inf Bn, W/65, W/66 Wpn Bn, 52 Eng Bn, I/21, II/21, III/21, IV/21, V/21, 131, 147 Arty Bn), 20 It Corps (34 Eng Bn, 141 Arty Bn), 2x Supply Units
w/i 2 outside Bir Hacheim Minefield from A20.02 eastwards to A16.04: 90 Le Motorized Div (90 Le HQ, 580 Auf Recon Bn, I/288, II/288 PG Bn, I/155, II/155 Inf Bn, 900 Pio Bn), KG Hecker Commando Bn

w/i 5 A34.04:
Rommel, PzGp Army HQ, KStA Recon KG
Ariete Arm Div (Ariete HQ, 3 Nizz Arm Car Bn, 8 Med, 9 Med, 10 Med Arm Bn, 3/8 Brs, 5/8 Brs, 12/8 Brs Inf Bn, 552 AG Bn, 32 Assault Eng Bn, 5, 501 AT Bn, II/24, I/132, II/132, III/132 Arty Bn)
DAK Corps HQ, 1/1/18, 2/1/18, 3/1/18, 1/1/33, 2/1/33, 3/1/33 AA Batteries,
15 Pz Div (15 Pz HQ, 33 Auf Recon Bn (reduced), I/8 Pz Bn (reduced), I/115, III/115 PG Bn, W/115 Wpn Bn, 33 Pio Assault Eng Bn, 33 PJ AT Bn, I/33, II/33, III/33 Arty Bn)

21 Pz Div (21 Pz HQ, 3 Auf Recon Bn, I/5, II/5 Pz Bn, II/104, III/104 PG Bn, W/104 Wpn Bn, 200 Pio Assault Eng Bn, 39 PJ AT Bn, I/155, II/155, III/155 Arty Bn)
2x Supply Units, 2x Arm Supply Units

Emergency Reserve Reinforcments:
556 Kor Bn, Lehr Para Bn, 362, 363, 364 Mtn Arty Battery, 4/772, 4/149 Coastal Arty Battery, 523, 528, 529, 532 Coastal Arty Bn, 902 Hvy Arty Battery, II/115, 408 Hvy Arty Bn, 33 It Arty Bn, 52 It Arty Battery

Dead Units Available for Reconsitution:
Ariete Arm Div (551 AG Bn)
15 Pz Div (II/8 Pz Bn, II/115 PG Bn)

Reinforcements:
Turn	Area
13	**B or C**
	6 AT Bn, I/40 Inf Bn
24	**A, B, or C**
	51 Med Arm Bn, 21/12 Brs, 23/12 Brs, 36/12 Brs Inf Bn, Ind Arty Battery

Commonwealth Information:
Set Up:
w/i 3 A55.15: 3 SA Inf Bde (1 LtH, 1 Rand, 1 RDLI Inf Bn), 1 Supply Unit
w/i 3 A53.14: 2 SA Inf Bde (1 CH, 1 NR, 1/2 Fld Inf Bn), 1 Supply Unit
w/i 3 A49.16: 1 SA Inf Bde (1 Duke, 1 RNC, 1 TS Inf Bn), 1 Supply Unit
A53.12 and/or with any of the above three SA Inf Bdes: 1 SA Inf Div (1 SA Div HQ, 3 SA Arm Car Bn, 2 Botha Inf Bn, Pres Steyn MG Bn, 1 SA AA Bn, 1 SA AT Bn, 4 Fld, 5 Fld, 7 Fld Arty Bn)
w/i 1 A42.05: 1 SA Inf Div (7 RTR, 42 RTR Arm Bn (Brits)), 50 Inf Div (4 RTR Arm Bn)

w/i 1 A45.13: 151 Inf Bde (6 DLI, 8 DLI, 9 DLI Inf Bn, 74 Fld Arty Bn), 1 Supply Unit

w/i 1 A44.10: 69 Inf Bde (5 Yorks Inf Bn, 124 Fld Arty Bn)

A40.06: 69 Inf Bde (6 GH Inf Bn)

A41.05: 69 Inf Bde (7 GH Inf Bn)

with either of the above British Brigades: 50 Inf Div (50 Div HQ, 7 Med Arty Bn), 3x Supply Units

A54.02: Seacol-a, Seacol-b Recon Bn

Inside the minefield surrounding A17.04: 1 FF Inf Bde (1 FF Bde HQ, 22 NA Arm Car Co, 2 Leg, 3 Leg, 1 Mar, 2 Oub, 1 Pac Inf Bn, 2/1 Fld Arty Bn) (All Out of Supply)

B48.26: Stopcol Recon Bn

w/i 2 B35.30: 5 Ind Div (5 Ind Div HQ), 201 Gd Bde (3 Cldstrm, 2 SG, 9 Rifle Inf Bn, 2 RHA Arty Bn), 7x Supply Units

w/i 1 B32.29: 22 Arm Bde (2 Hus, 3 Yeo, Arm Bn, 50 Rec Inf Bn, 107 RHA Arty Bn), 9 Ind Inf Bde (3/9 Jat, 2 Yorks, 3/12 Frt Inf Bn, 4 Fld Arty Bn)

w/i 1 B39.28: 2 Arm Bde (9 Lncr, 10 Hus, Queens Arm Bn, 1 Rifle Inf Bn, AA Bn, 11 RHA Arty Bn)

w/i 1 B39.33: 21 Ind Inf Bde (1 DCLI, 2/8 Gurk, 4/13 Frt Inf Bn, 157 Fld Arty Bn)

w/i 1 B33.32: 10 Ind Inf Bde (2 HLI, 2/4 Gurk, 4/10 BL 2 Cam-a, 2 Cam-b, Inf Bn, 260 AT Bn, 28 Fld Arty Bn)

w/i 1 B31.32: 7 Arm Div (7 Arm Div HQ, 15, 102 AT Bn, KDG, 4 SA Arm Car Bn), 1 Arm Div (1 Arm Div HQ, Royals Arm Car Bn, C/12 Lcr Arm Car Co), 6 SA Arm Car Bn, 7x Supply Units

B35.21: 4 Arm Bde (5 RTR Arm Bn, 1 KRRC Inf Bn)

w/i 1 B32.14: 13 Corps HQ, 1 RAF Arm Car Co, 3x Supply Units

w/i 5 B12.09: 30 Corps HQ, 29 Ind Inf Bde (1/5 Mah, 3/2 Pun, 1 Wor Inf Bn, 3 Fld Arty Bn), 7 Mtr Inf Bde (2 KRRC, 9 KRRC, 2 Rifle Inf Bn, 4 RHA Arty Bn), 2x Supply Units

Anywhere on or inside the Tobruk Trenchline: Tobruk Fort HQ

X, 202, 206 Coastal Arty Co

2 SA Div (2 SA Div HQ, 38 RTR Arm Bn, 7 SA Arm Car Bn, DMid MG Bn, 2 SA, 3 SA Arty Battery, 67 Med, 68 Med Arty Bn (Brit), 2 SA AA Bn, 2 SA AT Bn)

4 SA Inf Bde (Kaff R, 2 RDLI, Umvoti Inf Bn)

6 SA Inf Bde (1 Pol, 2 Pol, 2 TS Inf Bn)

6x Supply Units

Emergency Reinforcement Group 1:

8 Army HQ
4 Ind Div HQ
10 Ind Div HQ
1 Arm Div (B/12 Lncr Arm Car Co)
1 RNF MG Bn
LRDG Commando Bn
Dencol Commando Bn
2 RAF Arm Car Co
13 DCO Arm Car Bn
5 Ind Inf Bde (3/10 Bal, 1/4 Esx, 4/6 Raj Inf Bn)

Note: The 10 Ind Bde units have been released for a cost of 1 VP.

Emergency Reiforcement Group 2:

4 Ind Div (Yugo Inf Bn, 57 AT Bn)
11 Ind Inf Bde (2/5 Mah, 2/7 Gurk Inf Bn, 25 Fld Arty Bn)
2 FF Inf Bde (21 NA, 23 NA Arm Car Co, 1 Leg, 3 Mar, 4 Mar Inf Bn)

Dead Units Available for Reconsitution:

50 Inf Div (65 AT Bn, 44 RTR Arm Bn)
4 Arm Bde (3 RTR, 8 Hus Arm Bn)
22 Arm Bde (4 Yeo Arm Bn)
150 Inf Bde (5 GH, 4 GH, 4 Yorks Inf Bn)
3 Ind Bde (11 Alb, 18 Kings Inf Bn)
1 FF Bde (CAC AT Bn)

Reinforcements:

Turn	Area
12	D
	20 Ind Inf Bde (1/6 Raj, 3/18 Gurk, 1 SW Inf Bn, 97 Fld Arty Bn)
13	D
	25 Ind Inf Bde (1 Kings, 3/5 Mah, 2/11 Sikh, X Ind AT Bn)

5) The British Collapse: 15 June 42

This scenario begins just after the 8th Army ordered the abandonment of the Gazala line. The 1 SA Division has left its works and is retreating along the coastal road toward Bardia (no, it is not to stop to protect Tobruk). The 50th Inf Division has broken out overland and must circle the Bir Hacheim position to the south on its way to Bardia.

Here the players are set at cross purposes: The Axis wins by taking out Tobruk, the Allies win by withdrawing as much as possible. Historically, the withdrawal was accomplished and the fall of Tobruk occurred just after the end of the scenario with a net result of of an Allied Win.

Special Rules:

• No Reconstitution allowed in this scneario

• The normal Victory procedure is superceded below.

General Information:

First Turn: 20
Last Turn: 24
Maps in Play: All
First Player: Axis
First To Set Up: Allied

Commonwealth Information:
Set Up:

w/i 2 A27.12: 50 Inf Div (50 Inf Div HQ, 7 Med Arty Co), 151 Inf Bde (6 DLI, 8 DLI, 9 DLI Inf Bn (all reduced), 74 Fld Arty Bn), 69 Inf Bde (5 Yorks, 6 GH, 7 GH Inf Bn (all reduced), 124 Fld Arty Bn), 1x Supply Unit

w/i 1 A56.05: 1 SA Div (Pres Steyn MG Bn, 2 Botha Inf Bn), 3 SA Bde (1 LtH, 1 Rand, 1 RDLI Inf Bn)

w/i 2 A52.04: 1 SA Bde (1 TS, 1 Duke, 1 RNC Inf Bn), 2 SA Bde (1 CH, 1 NR, 1/2 Fld Inf Bn)

w/i 2 B55.34: 1 SA Div (4 Fld, 5 Fld, 7 Fld Arty Bn)

B52.35: 1 SA Div (1 SA Div HQ, 1 SA AA Bn)

B49.35: 1 SA Div (3 SA Arm Car Bn)

B49.33: 1 SA Div (1 SA AT Bn)

B52.27: Seacol-b Arm Recon Bn

B51.25: Seacol-a Arm Recon Bn

w/i 1 B50.26: 22 Arm Bde (3 Yeo, 2 Hus Arm Bn, 50 Rec Inf Bn) (all reduced)

w/i 1 B49.25: 1 Arm Div (1 Arm Div HQ), 13 Corps HQ, Stopcol Arm Recon Bn, 2x Truck Units

w/i 1 B35.21: 2 Arm Bde (Queens, 10 Hus Arm Bn, 1 Rifle Inf Bn) (all reduced)

B31.19: 7 Arm Div (KDG Arm Car Bn)

w/i 1 B29.19: 7 Motorized Bde (2 Rifle, 2 KRRC, 9 KRRC Inf Bn, 4 RHA Arty Bn)

w/i 2 B32.14: 7 Arm Div (7 Arm Div HQ), 29 Ind Bde (1 Wor, 1/5 Mah, 3/2 Pun Inf Bn, 3 Fld Arty Bn), 1x Supply Unit

w/i 1 B35.06: 20 Ind Bde (1 SW, 3/18 Gar, 1/6 Raj Inf Bn, 97 Fld Arty Bn)

B42.01: 4 Arm Bde (5 RTR Arm Bn, 1 KRRC Inf Bn) (all reduced)

Anywhere on or inside the Tobruk Trenchline:

Tobruk Fort HQ
X, 202, 206 Coastal Arty Co
2 SA Div (2 SA Div HQ, 38 RTR Arm Bn, 7 SA Arm Car Bn, DMid MG Bn, 2 SA, 3 SA Arty Battery, 67 Med, 68 Med Arty Bn (Brit), 2 SA AA Bn, 2 SA AT Bn)
4 SA Inf Bde (Kaff R, 2 RDLI, Umvoti Inf Bn)
6 SA Inf Bde (1 Pol, 2 Pol, 2 TS Inf Bn)
1 Arm Div (B/12 Lcr Arm Car Co)
201 Gds Bde (2 SG, 3 Cldstrm, 9 Rifle Inf Bn, 2 RHA Arty Bn)
11 Ind Inf Bde (2/5 Mah, 2/7 Gurk Inf Bn, 25 Fld Arty Bn)
1 RNF MG Bn
50 Inf Div (4 RTR Arm Bn)
1 SA Div (7 RTR, 42 RTR Arm Bn)
5x Supply Units

Emergency Reinforcements:
None

Dead Units Available for Reconsitution:
None

Reinforcements:
None

Axis Information:
Set Up:

w/i 2 A59.14: 15 Shu Bde (15 Shu Bde HQ, I/200, II/200 Inf Bn, I/361, II/361 PG Bn, III/361 Wpn Bn, 361 Arty Bn), 1x Supply Unit

w/i 3 A53.16: Sbrtha Inf Div (Sbrtha Inf Div HQ, I/85, II/85, I/86, II/86 Inf Bn, W/85, W/86 Wpn Bn, I/3 Cel, II/3 Cel, III/3 Cel Arty Bn)

w/i 5 A52.18: 21 It Corps (21 It Corps HQ, 10/7 Brs, 11/7 Brs Inf Bn, 56 Engineer Bn), 3x Supply Units

w/i 3 A50.17: Trento Inf Div (Trento Div HQ, I/61, II/61, III/61, I/62, II/62, III/62 Inf Bn, W/61, W/62 Wpn Bn, 51 Engineer Bn, I/46, II/46, III/46, IV/46 Arty Bn)

w/i 4 A44.18: Brescia Inf Div (Brescia Div HQ, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, W/19, W/20 Wpn Bn, V/1 Cel AT Bn, I/1 Cel, II/1 Cel, III/1 Cel, IV/1 Cel Arty Bn)

w/i 2 A34.15: 10 It Corps (10 It Corps HQ, 28/9 Brs, 30/9 Brs Inf Bn, 10 Engineer Bn, 31 Assault Engineer Bn, I/16, II/16, III/16, IV/16 Arty Bn), 4x Supply Units

w/i 5 A34.07: Pavia Inf Div (Pavia Div HQ, I/27, II/27, III/27, I/28, II/28, III/28 Inf Bn, W/27, W/28 Wpn Bn, 17 Engineer Bn, I/26, II/26 Arty Bn), 2x Supply Units

A36.03: 20 It Corps (20 It Corps HQ, 34 Engineer Bn, 141 Arty Bn)

w/i 3 A17.04: Trieste Motorized Div (Trieste Div HQ, II/65, II/66 Inf Bn, 8 Brs Arm Car Bn, I/21, II/21, V/21 Arty Bn), 1x Supply Unit

w/i 3 B31.32: Ariete Arm Div (Ariete Div HQ, 3 Nizz Arm Car Bn, 8 Med, 10 Med Arm Bn, 5/8 Brs, 12/8 Brs Inf Bn, 552 AG Bn, 32 Assault Engineer Bn, 5, 501 AT Bn, II/24, I/132, II/132, III/132 Arty Bn), 1x Supply Unit

w/i 2 B35.28: 90 Le Motorized Div (90 Le Div HQ, 580 Auf Arm Recon Bn, I/288, II/288 PG Bn, I/155, II/155 Inf Bn, 900 Pio Assault Engineer Bn), 1x Supply Unit

w/i 3 B38.30: Trieste Motorized Div (11 Med Arm Bn (reduced), I/65, I/66 Inf Bn, W/65, W/66 Wpn Bn, 52 Engineer Bn, 131, 147, III/21, IV/21 Arty Bn)

w/i 2 A44.01: 21 Pz Div (21 Pz Div HQ, 3 Auf Arm Recon Bn, II/5 Pz Bn (reduced), II/104, III/104 PG Bn, W/104 Wpn Bn, 200 Pio Assault Engineer Bn, 39 PJ AT Bn, I/155, II/155, III/155 Arty Bn)

w/i 2 B43.33: 15 Pz Div (15 Pz Div HQ, 33 Auf Arm Recon Bn, I/8 Pz Bn (reduced), I/115, III/115 PG Bn (both reduced), W/115 Wpn Bn, 33 Pio Assault Engineer Bn, 33 PJ AT Bn, I/33, II/33, III/33 Arty Bn)

w/i 2 B42.34: Rommel, KStA Arm Recon KG, PzGrp HQ, DAK HQ, 1/1/18, 2/1/18, 3/1/18, 1/1/33, 2/1/33, 3/1/33 AT Batteries, 2x Supply Units, 2x Arm Supply Units

Emergency Reserve Reinforcments:

None

Dead Units Available for Reconsitution:

None

Reinforcements:

None

Victory:

Axis: The Axis player wins if he controls both hexes of Tobruk.

Allied: The CW player wins if he exits 35 or more unit counters (any type or strength)

Draw: If both players fulfill their conditions or if neither does.

Counter Manifest and Order of Battle Commonwealth Forces

Independent British Units
• 8 Arm HQ
• 30 Corps HQ
• 13 Corps HQ
• Tobruk Fortress HQ
• 1 RAF Arm Car Co
• 2 RAF Arm Car Co
• 13 DCO Arm Car Bn
• 1 RNF MG Bn
• Dencol Commando Bn
• LRDG Commando Bn
• X Coastal Arty Battery
• 202 Coastal Arty Battery
• 206 Coastal Arty Battery

Independent South Africans
• CW Keep Inf Co
• Seacol-a Arm Recon Bn
• Seacol-b Arm Recon Bn
• Stopcol Arm Recon Bn
• 6 SA Arm Car Bn

1 South African Division
• 1 SA Inf Div HQ
• 3 SA Arm Car Bn
• Pres Steyn MG Bn
• 2 Botha Inf Bn
• 4 Fld Arty Bn
• 5 Fld Arty Bn
• 7 Fld Arty Bn
• 1 SA AT Bn
• 7 RTR Arm Bn (Brit)
• 42 RTR Arm Bn (Brit)
• 1 SA AA Bn

1 SA Inf Bde
　　• 1 TS Inf Bn
　　• 1 Duke Inf Bn
　　• 1 RNC Inf Bn

2 SA Inf Bde
　　• 1 NR Inf Bn
　　• 1/2 Fld Inf Bn
　　• 1 CH Inf Bn

3 SA Inf Bde
　　• 1 Rand Inf Bn
　　• 1 RDLI Inf Bn
　　• 1 LtH Inf Bn

2 South African Division
• 2 SA Inf Div HQ
• 7 SA Arm Car Bn
• DMid MG Bn
• 2 SA Arty Battery
• 3 SA Arty Battery
• 38 RTR Arm Bn (Dummy)
• 2 SA AT Bn
• 67 Med Arty Bn (Brit)
• 68 Med Arty Bn (Brit)
• 2 SA AA Bn

4 SA Inf Bde
　　• Kaff R Inf Bn
　　• 2 RDLI Inf Bn
　　• Umvoti Inf Bn

6 SA Inf Bde
　　• 1 Pol Inf Bn
　　• 2 Pol Inf Bn
　　• 2 TS Inf Bn

9 Ind Bde
　　• 2 Yorks Inf Bn
　　• 3/9 Jat Inf Bn
　　• 3/12 Frt Inf Bn
　　• 4 Fld Arty Bn

50 British Inf Division
• 50 Inf Div HQ
• 2 Ches MG Bn
• 44 RTR Arm Bn
• B/42 RTR Arm Co
• 7 Med Arty Battery
• 4 RTR Arm Bn
• 65 AT Bn

69 Inf Bde
　　• 5 Yorks Inf Bn
　　• 6 GH Inf Bn
　　• 7 GH Inf Bn
　　• 124 Fld Arty Bn

150 Inf Bde
　　• 4 Yorks Inf Bn
　　• 4 GH Inf Bn
　　• 5 GH Inf Bn
　　• 72 Arty Bn

151 Inf Bde
　　• 6 DLI Inf Bn
　　• 8 DLI Inf Bn
　　• 9 DLI Inf Bn
　　• 74 Fld Arty Bn

The Gamers

1 British Arm Division
• 1 Arm Div HQ
• C/12 Lcr Arm Car Co
• B/12 Lcr Arm Car Co
• Royals Arm Car Bn

2 Arm Bde
• Queens Arm Bn
• 10 Hus Arm Bn
• 9 Lncr Arm Bn
• 1 Rifle Inf Bn
• 11 RHA Arty Bn
• AA Bn

22 Arm Bde
• 2 Hus Arm Bn
• 3 Yeo Arm Bde
• 4 Yeo Arm Bde
• 50 Rec Inf Bn
• 107 RHA Arty Bn

201 Gd Bde
• 2 SG Inf Bn
• 3 Cldstrm Inf Bn
• 9 Rifle Inf Bn
• 2 RHA Arty Bn

7 British Arm Division
• 7 Arm Div HQ
• KDG Arm Car Bn
• 4 SA Arm Car Bn
• 102 AT Bn
• 15 AA Bn

3 Ind Inf Bde
• 2 Lncr Inf Bn
• 11 Alb Inf Bn
• 18 Kings Inf Bn
• 2 Fld Arty Bn

4 Arm Bde
• 3 RTR Arm Bn
• 5 RTR Arm Bn
• 8 Hus Arm Bn
• 1 KRRC Inf Bn
• 1 RHA Arty Bn

7 Motorized Inf Bde
• 2 KRRC Inf Bn
• 2 Rifle Inf Bn
• 9 KRRC Inf Bn
• 4 RHA Arty Bn

1 Free French Bde
• 1 FF Bde HQ
• 2 Leg Inf Bn
• 3 Leg Inf Bn
• 2 Oub Inf Bn
• 1 Pac Inf Bn
• 1 Mar Inf Bn
• 22 NA Arm Car Co
• 1/1 Fld Arty Bn
• 2/1 Fld Arty Bn
• CAC AT Bn
• BFM AA Bn

5 Indian Inf Division
• 5 Ind Div HQ

10 Ind Bde
• 2 HLI Inf Bn
• 4/10 BI Inf Bn
• 2/4 Gurk Inf Bn
• 260 AT Bn
• 28 Fld Arty Bn
• 2 Cam-a Inf Bn (-)
• 2 Cam-b Inf Bn (-)

29 Ind Bde
• 1 Wor Inf Bn
• 3/2 Pun Inf Bn
• 1/5 Mah Inf Bn
• 3 Fld Arty Bn

4 Indian Inf Division
• 5 Ind Div HQ
• Yugo Inf Bn
• 57 AA Bn

5 Ind Bde
• 1/4 Esx Inf Bn
• 4/6 Raj Inf Bn
• 3/10 Bal Inf Bn

11 Ind Bde
• 2/5 Mah Inf Bn
• 2/7 Gurk Inf Bn
• 25 Fld Arty Bn

20 Ind Bde
• 1 SW Inf Bn
• 3/18 Gar Inf Bn
• 1/6 Raj Inf Bn
• 97 Fld Arty Bn

10 Indian Inf Division
• 10 Ind Div HQ

2 Free French Bde
• 1 Leg Inf Bn
• 3 Mar Inf Bn
• 4 Mar Inf Bn
• 21 NA Arm Car Co
• 23 NA Arm Car Co

21 Ind Bde
• 1 DCLI Inf Bn
• 4/13 Frnt Inf Bn
• 2/8 Gurk Inf Bn
• 157 Fld Arty Bn

25 Ind Bde
• 1 Kings Inf Bn
• 2/11 Sikh Inf Bn
• 3/5 Mah Inf Bn
• X Ind AT Bn

Axis Forces
Independent German Units
• Rommel
• PzGrp Army HQ
• KStA Arm Recon KG
• 408 Hvy Arty Bn
• KG Hecker Commando Bn
• II/115 Arty Bn
• 902 Hvy Arty Battery
• Lehr Para Inf Bn
• 556 Kor Bn
• 523 Coastal Arty Bn
• 528 Coastal Arty Bn
• 529 Coastal Arty Bn
• 532 Coastal Arty Bn
• 4/149 Coastal Arty Battery
• 4/772 Coastal Arty Battery
• 362 Mountain Arty Battery
• 363 Mountain Arty Battery
• 364 Mountain Arty Battery
• 1/1/18 AA Battery
• 2/1/18 AA Battery
• 3/1/18 AA Battery
• 1/1/33 AA Battery
• 2/1/33 AA Battery
• 3/1/33 AA Battery

Independent Italian Units
- 33 Arty Bn
- 52 Arty Battery
- 6 AT Bn
- I/40 Inf Bn
- 21/12 Brs Inf Bn
- 23/12 Brs Inf Bn
- 36/12 Brs Inf Bn
- 51 Med Arm Bn
- Ind Arty Battery

10 Italian Corps
- 10 It Corps HQ
- 28/9 Brs Inf Bn
- 30/9 Brs Inf Bn
- I/16 Arty Bn
- II/16 Arty Bn
- III/16 Arty Bn
- IV/16 Arty Bn
- 31 Assault Engineer Bn
- 10 Engineer Bn

Brescia Inf Division
- Brescia Inf Div HQ
- I/19 Inf Bn
- II/19 Inf Bn
- III/19 Inf Bn
- W/19 Wpns Bn
- I/20 Inf Bn
- II/20 Inf Bn
- III/20 Inf Bn
- W/20 Wpns Bn
- I/1 Cel Arty Bn
- II/1 Cel Arty Bn
- III/1 Cel Arty Bn
- IV/1 Cel Arty Bn
- V/1 Cel AT Bn
- 27 Engineer Bn

Pavia Inf Division
- Pavia Inf Div HQ
- I/27 Inf Bn
- II/27 Inf Bn
- III/27 Inf Bn
- W/27 Wpns Bn
- I/28 Inf Bn
- II/28 Inf Bn
- III/28 Inf Bn
- W/28 Wpns Bn
- I/26 Arty Bn
- II/26 Arty Bn

21 Italian Corps
- 21 It Corps HQ
- 10/7 Brs Inf Bn
- 11/7 Brs Inf Bn
- 56 Engineer Bn

Trento Inf Division
- Trento Inf Div HQ
- I/61 Inf Bn
- II/61 Inf Bn
- III/61 Inf Bn
- W/61 Wpns Bn
- I/62 Inf Bn
- II/62 Inf Bn
- III/62 Inf Bn
- W/62 Wpns Bn
- I/46 Arty Bn
- II/46 Arty Bn
- III/46 Arty Bn
- IV/46 Arty Bn
- 51 Engineer Bn

Sabratha Inf Division
- Sbrtha Inf Div HQ
- I/85 Inf Bn
- II/85 Inf Bn
- W/85 Wpns Bn
- I/86 Inf Bn
- II/86 Inf Bn
- W/86 Wpns Bn
- I/3 Cel Arty Bn
- II/3 Cel Arty Bn
- III/3 Cel Arty Bn

15 Shützen Bde
- 15 Shu Bde HQ
- I/200 Inf Bn
- II/200 Inf Bn
- I/361 Inf Bn
- II/361 Inf Bn
- W/361 Wpns Bn
- 361 Arty Bn

20 Italian Corps
- 20 It Corps HQ
- 141 Arty Bn
- 34 Engineer Bn

Ariete Arm Division
- Ariete Arm Div HQ
- 3 Nizz Arm Car Bn
- 8 Med Arm Bn
- 9 Med Arm Bn
- 10 Med Arm Bn
- 3/8 Brs Inf Bn
- 5/8 Brs Inf Bn
- 12/8 Brs Inf Bn
- 4 Lanc Arm Bn
- 551 AG Bn
- 552 AG Bn
- I/132 Arty Bn
- II/132 Arty Bn
- III/132 Arty Bn
- 5 AT Bn
- 501 AT Bn
- II/24 Arty Bn
- 32 Assault Engineer Bn

Trieste Motorized Inf Division
- Trieste Inf Div HQ
- 11 Med Arm Bn
- 8 Brs Arm Car Bn
- I/65 Inf Bn
- II/65 Inf Bn
- W/65 Wpns Bn
- I/66 Inf Bn
- II/66 Inf Bn
- W/66 Wpns Bn
- I/21 Arty Bn
- II/21 Arty Bn
- III/21 Arty Bn
- IV/21 Arty Bn
- V/21 Arty Battery
- 131 Arty Bn
- 147 Arty Bn
- 52 Engineer Bn

Deutsches Afrika Korps
- DAK Corps HQ

15 Pz Division
- 15 Pz Div HQ
- 33 Auf Arm Recon Bn
- I/8 Pz Bn
- II/8 Pz Bn
- I/115 PG Bn
- II/115 PG Bn
- III/115 PG Bn
- W/115 Wpns Bn
- 33 PJ AT Bn
- 33 Pio Assualt Engineer Bn
- I/33 Arty Bn
- II/33 Arty Bn
- III/33 Arty Bn

21 Pz Division
• 21 Pz Div HQ
• 3 Auf Arm Recon Bn
• I/5 Pz Bn
• II/5 Pz Bn
• I/104 PG Bn
• II/104 PG Bn
• III/104 PG Bn
• W/104 Wpns Bn
• 39 PJ AT Bn
• I/155 Arty Bn
• II/155 Arty Bn
• III/155 Arty Bn

90 Le Motorized Inf Division
• 90 Le Div HQ
• 580 Auf Arm Recon Bn
• I/288 PG Bn
• II/288 PG Bn
• I/155 Inf Bn
• II/155 Inf Bn
• 900 Pio Assault Engineer Bn

Designer's Notes

Gazala is the second (and last) game in which I have endeavored to make use of the vast amount of information generated during the design of **DAK** to make straightforward **SCS** titles. (The first being **Crusader**.) The effort here was to make a second use of the research materials obtained at no small expense. My second objective was to make some of that data available to those who might not have the interest in diving in head first into a game as large as **DAK**. I hope you enjoy the results.

The campaign in North Africa only generated a few major battles (as opposed to extended campaigns). The primary ones being Crusader, Gazala, and the three Alamein battles. Of these, only Crusader was a full-bore open field battle. Gazala was affected to a large extent by vast mine gardens, and certainly this only became a larger feature in the later Alamein battles. Mines add their own "feel"

to a large battle (something you will see here) and the narrow terrain layout of the Alamein battlefields (especially when combined with mines!) led to an even more claustrophobic feel. For that reason, I chose Crusader and Gazala as the only battles worthy of this treatment.

Research assistance came from the team I've worked with since **DAK** on North African battles. Steve Rothwell laid out the CW OOB and Mauro De Vita the Italian OOB in excellent detail. If there is a weak-link in the research, it would be the German OOB, which I did myself.

Map research presented few problems, although I found numerous conflicting sources when it came to the layout of the minefields. Originally, I had a line of CW mines linking the Acroma Box with the coast. Not only did this only show up on a few source maps, but it had an amazing effect on play. The CW player used this second breakwater as part of a turtle strategy that was as effective as it was annoying. It soon became apparent that the importance of this line of mines was such that it didn't make any sense that it neither showed up on all the source maps, nor had a major effect on CW operations historically. Likewise, as a last minute change, the hole at A28.05 (which shows up very prominently on some maps) was deleted as errata. In this case, the CW used this hex to launch some unbelievably annoying raids into the Axis rear areas (an equal number of CW disasters resulted, so the tactic was a hit or miss), which caused both players to spend much more time and effort on this area than was historically reasonable. Lastly, some maps showed a east-west line of mines connecting

strong-points just north of the Sidra Ridge. This one was especially perplexing as it showed up on some reliable sources, but at the same time was crossed not once, but twice, by the entire DAK mobile group without so much as slowing down. I chose to omit this one.

Speaking of the minefields, a number of rules were tried to show their effects. Some of these ideas effectively turned them into three-hex deep features that marred the entire game. The situation you see here effectively models their effects of channeling attackers and forcing them to bunch up somewhat (Ax1/2 and Barrage Table Shift). Mines do there job by reducing the effectiveness of the attacker, not by increasing the strength of the defender (and to do both is just too much).

For the longest time, my playtesters and I struggled to make the Desert Navigation rules a standard part of the game. Numerous methods were tried and the results were mixed. Some seemed to work but were a pain to play, others just didn't seem to work at all. The "painful" ones were refined over and over in testing to make them more playable. In then end we had workable rules (the ones seen here as optionals), but soon found that while they weren't all that difficult to play, they just didn't seem to add anything to the game to speak of. The situations where they actually affected the outcome of a movement were few and far between. At that point I made the whole section optional and redirected my testers into more useful work. I believe some of the more onerous rules may have actually been better (from a realistic standpoint), but nobody would want to play them more than once. In the end, I elected to punt.

The earliest versions of this game included such choices as Defense Posture and High Tempo Supply. (As a whole, the early versions of the game were much more complex and much testing went into reducing the dead weight of the game rules.) These choices, while reflecting real life matters, rapidly overwhelmed the players (I got a few headaches myself trying to keep it straight). Play time bogged down incredibly and players found their time being spent fighting the system rather than the enemy—not a good turn of events for any game. The distillation process continued without mercy until we got to the results you see here.

Crusader was used as a base for this game for obvious reasons, but I wanted to address the comments of some players of that game that it was too simple. The result was the overdone game I have just described. I think testing served its function of trimming fat from the game so that **Gazala**, while more complex than **Crusader**, hits that fine balance I was working toward. I hope you agree.

A number of players asked if **Gazala** would link to **Crusader** and when told they wouldn't expressed their disappointment with this. I'm not sure what these players are after. Both games are meant to be smaller and faster than the **DAK** alternative. Given the six months between the two battles and the interim campaign to the Marble Arch and back, I'm not sure if any physical linkage (so you can play both battles as part of a campaign) is really possible given the limitations of the **SCS**. And, if one wants a six map, 180-turn game covering that period, I would rather have players investing time in (and getting the rewards of depth from) **DAK** itself. Simply linking the map

sets so that each battle would have "a bit" more maneuver room didn't seem worth it (the important area (and then some) of both battles were on the maps for each battle in turn). Finally, I had some scale differences I wanted to apply to **Gazala** (in order to bring out more detail) which made this impossible in the end anyway.

Gazala was one of the biggest design challenges I have ever faced and I have never devoted as much time to any other design of similar size. Many of the ideas I had coming into the project were destroyed along the way and fell under the treads as we advanced. The game was effectively redesigned a number of times and some testers (who only saw early versions) might not recognize the final game, but all will certainly see the evolutionary roots of the ideas in the final cut. Like no other project I've worked with before, this design exhibited "skittishness". What I mean by this is that each time I took it back into the shop for some (seemingly) minor correction, the resulting game played radically different. This tendency made it very difficult to determine any progression toward the desired goal. One of the things that made the game play like that (i.e. unpredictable) was the fact that until late in testing both sides got to roll two dice for Air Units each turn (still available as an option). Normally, this did not matter much, but every so often one side would get 10 Air Units (or more) while the other got only 2 or so. These turns could dramatically alter the course of the battle (a bunch of low odds attacks shifted to max columns has a tendency of doing that). While this had the effect of "no two games are the same", it also made the Air Unit dice roll critical to the game's

outcome...much more so than I intended. The single die roll now standard makes this more subtle. While there will be the occasional turn with a 6 facing a 1, the odds of that are far less than the older 8 to 3 or worse possibilities. Such turns can still happen (though to a lesser degree), but they have become much more of a fluke, and multiple turns in a row of such events (as happened before) are very unlikely.

I am indebted to several gamers who spent a large amount of time on this project. My new in-house testers Carl Evans, Jim Ferguson, and Tim Gritten spent many an hour sweating over these maps and I'm sure they'd kill me if I forced them to run through those opening turns a few more times. Lee Forester showed up like a proverbial white knight in the late stages of the project and lent most valuable critical comments, rewrite suggestions, ideas of chrome to eliminate, and proceeded to humble yours truly in back-to-back playings (switching sides each time) where he turned my army into a grease-spot with seeming ease. Thanks guys...you are the best.

Now, if I could figure out how to give Forester a run for his money...

The Gamers