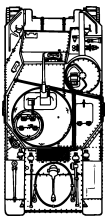
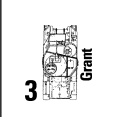


THE CLASH OF ARMOR

DTT ver. #1

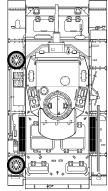
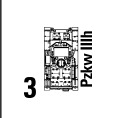
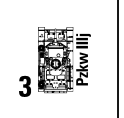
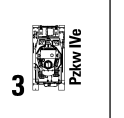
BRITISH Sets Up First GERMAN Moves First	1+	2	3	4	5	6	7	8	9	10
	11	12	13	14	15					

Elements of 'B' Squadron, 3rd Royal Tank Regiment, 4th Armoured Brigade set up anywhere within board section A (including A-1-2-3):

9

Elements of the 8th Panzer Regiment, 15th Panzer Division enter anywhere along the east edge on turn one:

17 2 2

MAPLAYOUT:

1		3	1	3
B		2	E	2
1		3	1	3
A		2	D	2



SCENARIO SPECIAL RULES:

- Vehicle (only; 9.11 is not in effect) Dust is in effect. Place overlays as follows on board panel A3: **HLK 8** in hexes G18-H17 and **HLK16** in hexes A3 K9-L8. The British player may place one Broken Terrain (9.8) '2' and one '3' anywhere in his setup area and may roll for H-D for ≤ 4 Grants in eligible hexes during setup as per 9.8.3.
- Victory Points may be received for *both* M- and F-kills on the same AFV. However, any AFV K-killed only awards VP listed for a K-kill. Grant tanks may be assessed F-kill point once for each AFV.
- Command and Control (5.8.58) is suggested for this scenario. The Germans may designate two Command Tanks; the British, one.

VICTORY CONDITIONS: The side that earns the most VP at game end wins. VP are awarded for each AFV K-/M-/F-killed as follows: Pzkw IIIj K-Killed—3 VP; Pzkw IIIh or Pzkw IVe K-killed—2 points; any German AFV M- or F-killed—1; each British AFV: K-killed—3; M-killed—2; F-killed—1.

South of BIR HACHEIM, LIBYA, 27 May 1942: As the morning of 27th May dawned the 8th Panzer Regiment under Lieutenant Teege led Rommel's wide sweep around the British southern flank at Bir Hacheim. With one hundred and eighty tanks, the regiment was arrayed in spearhead formation with the first section moving forward on a wide front of one and one half miles by about a mile deep. At about 0715 hours, the call rang out in the headsets, "Enemy armor, twelve o'clock!" A British lieutenant of the 8th Hussars also dryly noted enemy armor to his regimental HQ by radio. "It looks as if Jerry's come with a Panzer brigade," only to correct himself moments later. "There's more than a brigade, its the whole bloody Afrika Korps. Alert! Alert!" Much of the British armor was concealed behind a small hillock. It soon opened fire on the approaching Panzers, creating casualties, and havoc. As the Germans approached, the black dots on the horizon materialized into a surprise: the entry of the American Grant tank to the war. Grants of the British 4th Armoured Brigade held off the lead elements of the 8th Panzer Regiment, unsupported by artillery and with its Mk III Panzers out-gunned and forced to charge under fire. Teege's Panzers took heavy losses as he tried desperately to approach the Grants with their 75mm sponson-mounted gun and its longer range of fire. An attack from the flank by the 2nd Section was finally successful. The 8th Hussars were wiped out, and the 3rd Royal Tank Regiment lost sixteen of its twenty-four new Grants in the battle.



THE GROUP CRÜWELL FEINT

DTT ver. #2

BRITISH Sets Up First AXIS Moves First	1+	2	3	4	5	6	7	8	9	10
	11	12	13	14	15					

Elements of the 2nd South African Brigade set up ≤ 7 hexes from the east edge of board section B:

2 HQ 1	9 CO HQ 1	2 HQ 1 1	7 HQ 1 1 HQ	10 HQ 1 1/1	10 HQ 1 1/2	10 HQ 1 1/3	Vickers MG	Boys ATR	2 in MTR	4 Carrier A 5
Weapon Pit 2	Hedgehog 14	MINES 20	FO 2 1							

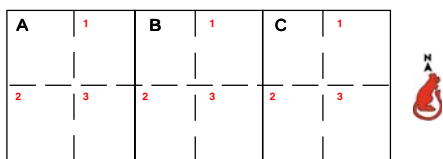
Elements of the 15th Rifle Brigade enter along the east edge on turn one:

2 HQ 1 1	8 HQ 1 1 HQ	10 HQ 1 1/1	10 HQ 1 1/2	10 HQ 1 1/3	MG 34 MG	7.92 ATR	50mm MTR	5 G97 Med Tr	5 Opel Lt Tr	6 Kfz 1 Staff Car	2 FO 1
						2	2				

Elements of the 'Sabratha' Infantry Division enter along the east edge on turn one:

2 HQ 1	10 HQ/1	10 HQ/2	10 HQ/3	2 HQ 1 1	9 LMG 1 11	9 LMG 1 12	11 HQ 1 11/R	11 HQ 1 12/R	5 3RO Hwy Tr	5 Fiat 38R Lt Tr	8 Fiat 50B Staff Car
									2	5	

MAPLAYOUT:

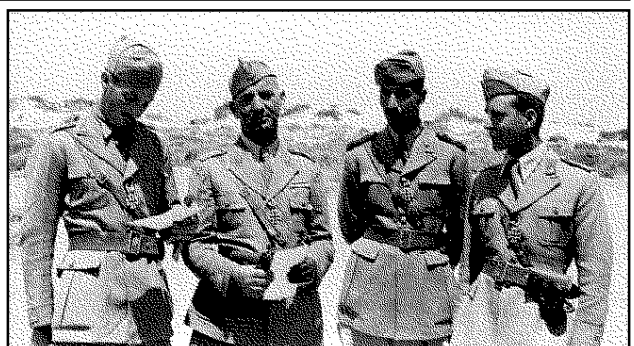


SCENARIO SPECIAL RULES:

1. Heat Haze is in effect. No minefield counters may be setup ≤ 6 hexes from an edge half-hex of any board section.
2. The British receive two 25-pdr batteries (with 2 barrages, 4 registrations and 2 concentrations).
3. The Axis receives one German 105mm gun battery and one Italian 149mm howitzer battery.

VICTORY CONDITIONS: The Axis wins at the end of any turn they control ≥ 7 hedgehogs simultaneously.

East of BIR TEMRAD, LIBYA, 26 May 1942: By late May, Rommel had assembled a potent strike force and needed merely to decide where to attack. He finally decided on a grand sweep around the south end of the British line at Bir Hacheim, held by Free French forces. The sweep would be accompanied by a feint in the north, aimed to distract the British command. Rommel instructed General Crüwell to take one German mechanized infantry brigade and two Italian infantry divisions, along with all of the Axis heavy artillery for an attack in the north. To further confuse the British, trucks mounted with aircraft engines were to raise huge clouds of dust behind this attack to suggest large mobile forces were assembling there. The frontal feint by Group Crüwell began on schedule at about 1400 hours on the 26th. However, as Robert J. Icks reveals in his book *Famous Tank Battles*, the "...Italians pressed the attack so half-heartedly that the British decided it was only a feint..." Units from the Second South African Brigade held off Italian infantry units from 'Sabratha' Infantry Division, 'corset-laced' with German troops from the 15th Rifle Brigade. Seven hours later the grand sweep south of Bir Hacheim by the rest of the Afrika Korps was launched. The Battle of Gazala had begun.


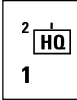
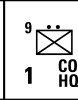
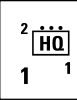
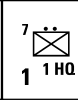
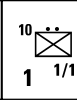
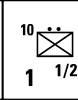
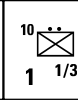
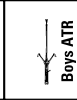


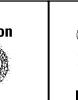


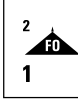
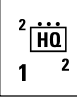
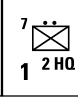
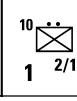
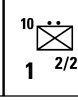
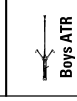
ACTION AT POINT 171

DTT ver. #3

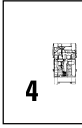

BRITISH Sets Up First AXIS Moves First	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20

Mixed elements of the King's Own Cavalry Regiment set up in whole hexes of board sections B2/B3/E/E1:


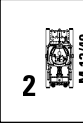
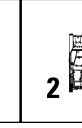













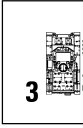

Enter on turn 10 along the west edge of board sections B/B1:

Elements of the Ariete Armored Division enter on turn one along the east edge of board sections E2/E3:

Elements of the 15th Panzer Division enter on turn 10 along the east edge of board sections E2/E3:

MAPLAYOUT:

B	2	E	2
1	3	1	3
A	2	D	2



VICTORY CONDITIONS: The side that earns the most VP at game end wins. VP are awarded as follows: British receive 10 VP for each Axis AFV K-killed; 5 VP for each Axis AFV M-F-killed; 4 VP for each undamaged Italian AFV on the map after turn 25; the Axis receive 2 VP for each British vehicle K-killed; 5 VP for each ATG destroyed; 3 VP for each British crew eliminated; and 2 VP for each infantry unit eliminated.

SCENARIO SPECIAL RULES:

1. Vehicle (only; 9.11 is not in effect) Dust is in effect.
2. The British receive two 25-pdr batteries.
3. Command and Control (5.8.58) is suggested for this scenario. The Germans may designate two Command Tanks.

Near BIR HACHEIM, LIBYA, 27 May 1942: Between May 25-26 the 3rd Indian Motor Brigade had been slowly, and in pieces, moved to its position, a barely recognizable terrain feature known as "Point 171". When dawn broke on the 27th the Brigade was seriously short of equipment, not well dug in and had almost no mines laid. Dawn light broke and revealed what the Brigade commander Brigadier Filose called, "a whole bloody German armored division" but in reality was the 10,000 or so vehicles of the entire Afrika Korps just rounding Bir Hacheim and turning to push north. The Brigade's artillery engaged the enemy at 0630 hours and did some damage over the next hour, but at 0730 a wave of about 60 Italian tanks simply drove right through it followed shortly by nearly two hundred German tanks on the same path. The Brigade was totally destroyed as a fighting force even though many of its personnel escaped. The *Official History of the Indian Armed Forces in the Second World War* later wrote, it "...made a big dent in the Axis armor."



THE PANZER THRUST IS SLOWED

DTT ver. #4

GERMAN Moves First	1+	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20

Elements of 2nd Royal Tank Regiment enter along the north edge on turn 3:

4 14	3 6	4 2	2 1 2 (see SSR #4)
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Elements of 44th Royal Tank Regiment enter on turn 4 along the south edges of board sections A/A1 and/or west edges of board sections A/A2:

2 4

Elements of Panzer Regiment 8, 21st Panzer Division enter on turn one along the east edge ≤ 5 hexes from the center of the map (defined by the half-hexes that abut board sections D1/D3 and E/E2):

3 17	3 3	3 2	3 5
---------	--------	--------	--------

MAPLAYOUT:

B	2	E	2
1	3	1	3
A	2	D	2



VICTORY CONDITIONS: The Germans win at game end if they earn more VP than the British. VP are awarded as follows: British receive 5 VP for each Axis AFV K-killed; 2 VP for each Axis AFV M-F-killed; 1 VP for each German crew casualty; Germans receive 5 VP for each Grant/Matilda K-killed; 3 VP for each Crusader K-killed; 1 VP for each M- or F-kill; 1 VP for each British crew casualty.

SCENARIO SPECIAL RULES:

1. Light Dust (9.11; including Vehicle Dust) is in effect.
2. Victory Points may be received for *both* M- and F-kills on the same AFV. However, any AFV K-killed only awards VP listed for a K-kill. Grant tanks may be assessed F-kill point once for each AFV.

3. Command and Control (5.8.58) is suggested for this scenario. The Germans may designate two Command Tanks; the British, one.
4. The British receive two 25-pdr batteries. Both FOs in the British OOB are assigned to observe fire from inside AFVs.
5. All German AFVs must move in a 'straight path' and at 'full speed' (using all available MP; stalling is not allowed; and no German AFV may stop), from east to west (i.e., no AFV may pivot and all must enter hexes in their FRONT covered arc) until the first British units enter play. Note: All units must enter play on the turn listed.

BIR EL HARMAT, LIBYA, 27 May 1942: After slamming into the 4th Armoured Brigade and overrunning the Third Indian Motor Brigade, the two panzer divisions of the Afrika Korps continued to run due north literally looking for a fight with the remaining British armor. They found it near a place called Bir el Harmat at about 1400 hours on the afternoon of the 27th of May, 1942, when they ran into the 22nd Armoured Brigade. A terrific tank battle ensued and the 22nd was quickly forced to retreat. As the Afrika Korps panzers followed-up, they were struck on both flanks by British tanks from two additional Armoured Brigades, the 1st Army Tank from the west and the 2nd from the east. The vicious, mixed battle continued for the rest of the afternoon. Subunits of the 21st Panzer Division were struck by Matilda tanks of the 44th Royal Tank Regiment from the west and Crusader and Grant tanks of the Second Royal Tank Regiment from the east. The heavy British armored attack stopped Rommel's offensive dead in its tracks. The worst had happened, and Rommel admitted it. His forces were broken up badly. He had lost so many tanks that, for example, only 43 remained in the entire 15th Panzer Division. His supply line was nearly 100 miles long and constantly bombed by the RAF. And finally, the British armor had been nowhere near destroyed. There would be a reckoning.

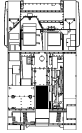


THE DESTRUCTION OF THE 150TH BRIGADE

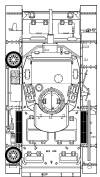
DTT ver. #5

BRITISH Sets Up First GERMAN Moves First	1 +	2	3	4	5 +	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20

Elements of the 5th Green Howards, 150th Brigade set up on board sections A (all)-D (all)-E/E1:



2 HQ 1	9 1 CO HQ	2 HQ 1 1	7 1 1 HQ	10 1 1/1	10 1 1/2	10 1 1/3	2 in MTR	Boys ATR	Vickers MG	Weapon Pit	Hedgehog
2 HQ 1 2	7 1 2 HQ	10 1 2/1	10 1 2/2	10 1 2/3	2 in MTR	Boys ATR	2 FO 1	2	12	14	
6 pdr	2 pdr	25 pdr	3 in MTR	2 Matilda II	2 Valentine II	4 Carrier A	5 15 covt Lt Tr	4 Quad FAT	40		
2	2	2	2	3	3	3	9	2			



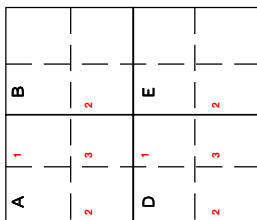
Elements of the 21st Panzer Division enter on turn one along the north edge of sections E1/E3 and/or east edges of sections D2/D3:

3 PzKw IIIh	3 PzKw IVe	3 Marder IIIh/h
15	3	4

Elements of the 104th Panzer Grenadier Regiment enter on turn 5 along the east edges of sections D2/D3:

2 HQ 1 1	8 1 1 HQ	10 1 1/1	10 1 1/2	10 1 1/3	2 HQ 1 3	8 1 3 HQ	10 1 3/1	10 1 3/2	10 1 3/3	2 HQ 1	9 1 HQ ATR
2 HQ 1 2	8 1 2 HQ	10 1 2/1	10 1 2/2	10 1 2/3	2 HQ 1 4	8 1 4 HQ	10 1 4/1	10 1 4/2	10 1 4/3	9 1 HQ ATR	9 1 HQ M
5 G97 Med Tr	5 Opel Lt Tr	6 Kfz 1 Staff Car	28/20 PaK	7.92 ATR	50mm MTR	2 FO 1					
10	4	2	4	3	3	4					

MAPLAYOUT:



SCENARIO SPECIAL RULES:

- Vehicle (only; 9.11 is not in effect) Dust is in effect. All minefield counters must be setup ≤ 5 hexes from the east edge-of and within the British setup area. Command and Control (5.8.58) is suggested for this scenario. The Germans may designate two Command Tanks; the British, one.
- The Germans receive two 105mm howitzer batteries and two 150mm howitzer batteries.
- The British receive two 25-pdr batteries.

VICTORY CONDITIONS: The Germans win if they control ≥ 20 hedgehog/weapons pit hexes at game end.

SIDI MUFTAH, LIBYA, 1 June 1942: On May 29th Rommel finally perceived that a British counter-attack could devastate his strung out units and promptly gathered the 21st Panzer, 15th Panzer, 90th Light and Ariete Divisions together in the area that was to known as the *Cauldron* because of the boiling Axis activity inside it. The Trieste division in the south had breached the "mine marsh" north of Bir Hacheim to allow a trickle of supplies to reach Rommel. For full supply of his strike force a more direct and wider channel was needed and this obviously would best go through the minefield at Sidi Muftah. But, in moving in this direction it was discovered that an entire brigade, the 150th, lay astride the desired path in one of the strongest boxes in the line. Without a direct route the Axis group would have been slowly destroyed for lack of supplies. No option lay open to Rommel except that of attacking the 150th frontally. The attack was duly laid in, and for reasons still unknown, no assistance was rendered to the 150th by the rest of Eighth army until after its last platoon had been destroyed. Help finally came in the form of a frontal attack on the Cauldron on June 5th, three days after the collapse of the 150th Brigade and long after the Axis forces in the Cauldron had been almost fully resupplied and reequipped.



ABERDEEN

DTT ver. #6

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
BRITISH Moves First	11	12	13	14	15	16	17	18	19	20

Elements of the 22nd Armoured Brigade enter along the north edge on turn one:

Stuart I 5 16	Cruiser II 4 16	Cruiser II c.s. 4 2	Grant 3 9	FO 2 1 3
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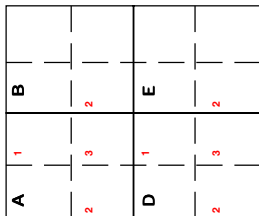
Pakfront of DAK Army HQ set up on board panels A1/A3 and D1/D3:

HQ 2 1	HQ 8 1	HQ 10 1	HQ 10 1	HQ 10 1	HQ 2 1	HQ 8 1	HQ 10 1	HQ 10 1	HQ 10 1	HQ 2 1	HQ 9 1
HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1	HQ 1 1
Opel Lt Tr 5 12	88mm AA 2 2	50mm PaK 2 2	75mm LUG 1 2	28/20 PaK 4 4	81mm MTR 4 4	7.92 ATR 3 3	FO 2 1 4	Weapon Pit 14 14	Hedgehog 16 16	Mines 20 20	

Elements of 21st Panzer Division enter along the south or east edge of board section D on turn 8:

Pzkv III 3 10

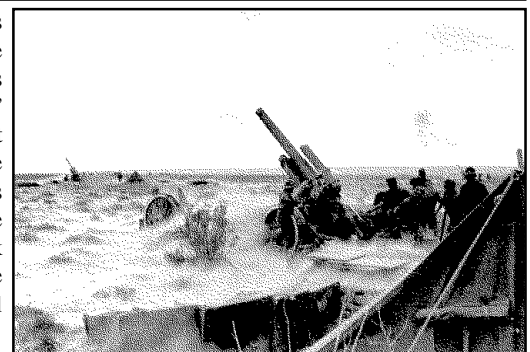
MAPLAYOUT:



SCENARIO SPECIAL RULES:


- Vehicle (only; 9.11 is not in effect) Dust is in effect.
- Victory Points may be received for both M- and F-kills on the same AFV. However, any AFV K-killed only awards VP listed for a K-kill. Grant tanks may be assessed F-kill point once for each AFV.
- Command and Control (5.8.58) is suggested for this scenario. The Germans may designate one Command Tank; the British, three.
- The British receive two 25-pdr batteries and one 4.5-inch battery. All FOs in the British OOB are assigned to observe fire from inside AFVs.
- The Germans receive one 105mm howitzer battery, one 150mm howitzer battery, and two 105mm gun batteries (with 4 barrages, 4 registrations and 16 concentrations).














The ‘Cauldron’, near BIR EL HARMAT, LIBYA, 5 June, 1942: While the 150th Brigade was being destroyed by essentially the entire Afrika Korps, little action of any kind was taken by the strong British armored units pinning the Germans and Italians into the *Cauldron*. An ambitious offensive, however, was being planned by the British high command, who deemed it “Aberdeen.” This operation consisted of a massive frontal assault directly into the Cauldron area, using a night infantry attack followed closely by armor, both with heavy artillery support. For 150th Brigade, the attack meant nothing—they were annihilated before it was underway. The 22nd Armoured Brigade’s part of the battle was to be simple. They were intended to drive through the center of the Axis line held by Ariete, then swing north to take the Afrika Korps from the rear. In reality, the infantry attack failed to make significant progress, and the 22nd wasted itself against the enemy *Pakfront*. The offensive ended, an expensive failure in terms of armored assets used to no advantage. As Colonel Rogers wrote in his book, *Tanks in Battle*, the “British armored attack had ended in disaster.”



THE FALL OF POINT 186


DTT ver. #8













 Elements of *Battalion de Marche*, 22nd North African Company, 2nd Anti-Tank Company, Jewish Volunteers and the *Fusiliers-Marins* set up in whole hexes of board section D1 [EXC: Mines may setup ≤ 4 hexes outside of this setup area]:

2 HQ 1	9 CO HQ 1 HQ	2 HQ 1	7 HQ 1 HQ	10 1 1/1	10 1 1/2	10 1 1/3	2 HQ 1 2	7 HQ 1 2 HQ	10 1 2/1	10 1 2/2	10 1 2/3	
 75mm ATG 4	 Bofors AA 2	 3 in. MTR 2	 Carrier A 5	 15 covt Lt Tr 12	 Weapon Pit 14	 Hedgehog 20	 Bunker 6	 Mines 56	 2 in MTR 3	 Boys ATR 4	 Vickers MG 2	 FO 1
												2 3


TOBRUK FALLS

DTT ver. #9

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

2 HQ 1	8 HQ 1 HQ	10 1 1/1	10 1 1/2	10 1 1/3	2 HQ 1 3	8 HQ 1 3 HQ	10 1 3/1	10 1 3/2	10 1 3/3	2 HQ 1	9 HQ ATR 1 HQ ATR
2 HQ 1 2	8 HQ 1 2 HQ	10 1 2/1	10 1 2/2	10 1 2/3	2 HQ 1 4	8 HQ 1 4 HQ	10 1 4/1	10 1 4/2	10 1 4/3	9 HQ ATR 1 HQ ATR	9 HQ M 1 HQ M
 SPW 250/1 5 4	 SPW 251/1 4 8	 G97 Med Tr 5 2	 Open Lt Tr 5 8	 Kfz 1 Staff Car 6 2	 75mm LIG 1 2	 81mm MTR 2	 7.92 ATR 3	 50mm MTR 3	 MG 34 MG 3	 FO 2 1 4	 Suika 26 9

Elements of the 15th Panzer Division enter on turn 8 along the east edge:

 Pzkw III 3 10



CRISIS AT KNIGHTSBRIDGE

DTT ver. #7

BRITISH Sets Up First	1	2	3	4	5+	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
AXIS Moves First										

Elements of the 2nd Armoured Brigade set up on board sections B2/E/A3/D1:

Stuart I 5 15	Crusader II 4 6	Grant 3 9
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Elements of 21st and 15th Panzer Divisions enter on turn one along the west and/or south edges of board sections A/A1/A2:

PzKw IIIh 3 10	PzKw IIIj 3 5	Marder III(h) 3 5	M 13/40 2 5	SdKfz 7 4 2	Opel Lt Tr 5 4	88mm AA 2	50mm PaK 4
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Elements of 21st Panzer Division enter along the east edge of board sections E2/E3 on turn 5:

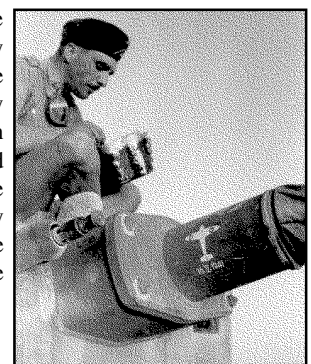
Kfz 1 Staff Car 6 2	BMW PzS 10	FO 2 1 3	PzKw IIIh 3 14	PzKw IIIj 3 3	Marder III(h) 3 5
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MAPLAYOUT:

B		2	E	
1		3	1	
A		2	D	

VICTORY CONDITIONS: The Axis win at game end if they earn a 2-1 ratio in VP, more than the British. VP are awarded as follows: Axis receive 3 VP for each Grant AFV K-killed; 2 VP for each Stuart/Crusader AFV K-killed; 1 VP for each M- or F-kill; 1 VP for each British crew casualty; British receive 10 VP for each 88mm FlaK F-killed; 2 VP for each 50mm PaK F-killed; 3 VP for each German/Italian AFV K-killed; 1 VP for each M- or F-kill; 1 VP for each German weapons crew casualty.

South of BIR LEFA, LIBYA, 12 June 1942: Even though an almost unbroken series of mistakes and defeats had befallen the British since the Gazala battles had begun on the 27th of May, on the morning of the 11th of June neither side could honestly be said to have possessed a decisive superiority. Both the Axis and the British forces had suffered severe casualties, the Germans most importantly in infantry and the British in armor, but both sides were relatively the same strength, especially where the most powerful armored forces lay facing each other—at Knightsbridge. The British decided to attack the 15th Panzer Division on the next day, the 12th of June, and to allow for this the 2nd Armoured Brigade joined the 4th Armoured Brigade. But a confusion in orders and the sudden disappearance from the field of a key British commander compelled the two armored brigades to halt and wait for orders in a position south of Bir Lefa. Rommel immediately seized the opportunity and struck the stopped British tanks with the 15th Panzer Division from the south and the 21st Panzer Division from the northwest. The result was reported succinctly in the *British Official History*, as having, “disastrous consequences for the British.”



SCENARIO SPECIAL RULES:

1. Vehicle (only; 9.11 is not in effect) Dust is in effect.
2. Victory Points may be received for *both* M- and F-kills on the same AFV. However, any AFV K-killed only awards VP listed for a K-kill. Grant tanks may be assessed F-kill point once for each AFV.
3. Command and Control (5.8.58) is suggested for this scenario. The Germans may designate three Command Tanks; the British, two.
4. The Germans receive two 105mm howitzer batteries, and one 150mm howitzer battery.
5. All FOs in the German OOB are assigned to observe fire from inside AFVs/vehicles.

THE FALL OF POINT 186

DTT ver. #8

FREE FRENCH Sets Up First AXIS Moves First	1 ⁺	2 ^{III}	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25					

Elements of Kampfgruppe Baade, 15th Panzer Division enter on turn one along the north and/or east edges of board sections E2/E3:

2 1 HQ	8 1 HQ	10 1 1/1	10 1 1/2	10 1 1/3	2 1 3	8 1 3 HQ	10 1 3/1	10 1 3/2	10 1 3/3	2 1 HQ	9 1 HQ ATR
2 1 HQ	8 1 2 HQ	10 1 2/1	10 1 2/2	10 1 2/3	2 1 HQ	8 1 4 HQ	10 1 4/1	10 1 4/2	10 1 4/3	9 1 HQ ATR	9 1 HQ M

3	5	4	5	5	4	6			26
3	8	4	6	2		2		2	6

Elements of the Trieste Division enter on turn 2 along the north edge of board section B1:

2 1 HQ	9 1 LMG	9 1 LMG	11 1 11/R	11 1 12/R	2 1 HQ	9 1 LMG	9 1 LMG	11 1 21/R	11 1 22/R
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3	2 1 FO	2	2	5	5	
3	3	2	2	4	4	

MAPLAYOUT:

B			E	
A			D	



SCENARIO SPECIAL RULES:

1. Light Dust (9.11; including Vehicle Dust) is in effect.
2. Minefield counters must be setup ≤ 2 hexes from edge half-hexes of board section E.
3. Commonwealth units do not check morale (and thus may not break) during this scenario.
4. The Commonwealth receive three 75mm(f) batteries (plus 3 barrages, 3 concentrations, and 9 registrations).
5. The Germans receive two 105mm gun batteries, and one 150mm gun battery. The Italians receive two 105mm gun batteries and one 149mm howitzer battery.

VICTORY CONDITIONS: The Axis must control hex H11 on board panel D1 (which represents Point 186; mark it with a Hillcock Summit counter) and occupy it with ≥ 1 FO at game end.

BIR HACHEIM, LIBYA, 9 June 1942: Since the beginning of the Gazala campaign on the 27th of May, the Bir Hacheim ‘box’ defensive position occupied by the 1st Free French Brigade, one battalion of Jewish volunteers and a British AAA unit had been literally a thorn in Rommel’s side. Sending out well-armed columns to attack anything within reach (including British forces by accident a few times), the position had destroyed or captured many Axis vehicles and personnel. To try to reduce it, the Germans and Italians had repeatedly attacked and each time had been repulsed with heavy losses in what Carell in *The Foxes of the Desert* states had “...developed the toughest battle to date in Africa.” Von Mellenthin in *Panzer Battles* put it more strongly by saying “...in the whole course of the desert war we never encountered a more heroic and well-sustained defense.” Throughout the 8th and 9th of June special and very well-equipped German and Italian mechanized and motorized infantry units with attached 88s, heavy artillery and a few tanks inched into the morass of defensive positions surrounded by mines. On the evening of the 9th, they managed to capture the only “high” ground at Bir Hacheim, Point 186, which allowed them clear artillery observation of the entire Free French position. This was enough to finally force the Free French commander, General Koenig, to request permission to withdraw. This was done the following evening.



TOBRUK FALLS

DTT ver. #9

BRITISH Sets Up First	1+	2	3	4	5	6	7	8+	9	10
	11	12	13	14	15	16	17	18	19	20
AXIS Moves First										

Elements of the 2/5 Maharatta Light Infantry set up on board sections D/D1/E/E1:

2 HQ 1	9 CO HQ 1	2 HQ 1 1	7 HQ 1 1 HQ	10 HQ 1 1/1	10 HQ 1 1/2	10 HQ 1 1/3	2 HQ 1 2	7 HQ 1 2 HQ	10 HQ 1 2/1	10 HQ 1 2/2	10 HQ 1 2/3
2 FO 1	2 HQ 1 3	7 HQ 1 3 HQ	10 HQ 1 3/1	10 HQ 1 3/2	10 HQ 1 3/3	Vickers MG 2	MINES 56				
3						2	56				

2 pdr 3	25 pdr 2	3 in. MTR 2	DUMMY 3	4 Carrier A 5	5 150mm Lt Tr 4	4 Quad FAT 2	2 ACV 2	Bunker 6	Weapon Pit 9
Hedgehog 20		A-T Trench 28							

MAPLAYOUT:

B			E	
	2			2
A		2	D	
	2			2

VICTORY CONDITIONS: The Germans win immediately if they exit ≥ 5 Pz IIIh tanks and ≥ 12 additional tanks/vehicles from the west edge.

SCENARIO SPECIAL RULES:

1. Vehicle (only; 9.11 is not in effect) Dust is in effect. All minefield counters must be setup in groups of 8 counters with each minefield adjacent to ≥ 1 other counter from its group. Minefield counters from one group may not be

≤ 2 hexes from minefield counters of another group. Note: This, in effect, creates 7 groups of four, and gaps or ‘lanes’ between them accordingly.

2. Command and Control (5.8.58) is suggested for this scenario. The Germans may designate two Command Tanks.

3. The Germans receive two 105mm howitzer, one 150mm howitzer, one 105mm gun, and one 150mm gun batteries.

4. The British receive two 25-pdr and one 155mm howiter batteries (plus 2 barrages and 2 registrations).

TOBRUK, LIBYA, 20 June 1942: After the fall of Bir Hacheim and the decisive defeat of the British armor on the 12th of June, Rommel’s attention was drawn to the capture of Tobruk, which almost exactly one year before had frustrated his every attempt. During this time in preparation for the attack, little significant action of any kind had transpired between the two exhausted sides. The Tobruk perimeter was surrounded and, remembering the long and unsuccessful siege the year before, Rommel carefully assembled strong strike forces for his attack over a two-day period. He need not have been so cautious, for the fortress was not in this case held by tough confident Australian troops, but by inexperienced South African and Indian troops who had just witnessed the collapse of their army and were naturally very shaken. The attack was launched at dawn on the 20th of June in the best Blitzkrieg tradition. The British had decided to evacuate the South African and British divisions still holding the actual line, and this was accomplished between the 14th and the 16th of June. Rommel’s exhausted units did their best to prevent the escape of these troops, but in general the British withdrawal was successful. The elusive prize was Rommel’s. But the German and Italian divisions had once again been worn down severely by the Bir Hacheim and Knightsbridge fighting and were therefore unable to stop Eighth Army from successfully evacuating the line. The fortress was surrendered unceremoniously before dawn on the 21st and yielded the biggest bag of booty that had ever been won in the desert by either side. Characteristically, Rommel’s thoughts were not on Tobruk at all but rather down the coast at Alexandria and the Suez Canal—and El Alamein.

