# Battalion Combat Series:
# *Brazen Chariots*

## Introduction

**Brazen Chariots** covers the fluid battles around Tobruk and out to the Egyptian border starting in the spring of 1941 and into the winter. Here, the Axis in their initial campaign to the wire (an obstacle separating Libya from Egypt) by-passed the CW troops defending the fortress/port of Tobruk. Rommel made a number of attempts to take that fortress in 1941 and toward the end of the year, Commonwealth forces launched ever increasingly powerful counteroffensives to relieve the beleaguered defenders and break the Axis siege. Brazen Chariots puts you into the driver's seat of these pivotal battles.

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# 1.0 General Rules

## 1.1 Scale
The hex scale is 1 mile.

## 1.2 Weather & Air Points
There are no Weather effects. Visibility is always 2 hexes. Each player rolls in Scenarios 5.7 through 5.12 for Air Points each turn on the Air Points Available Table. There are no Air Points in Scenarios 5.1 through 5.6.

## 1.3 Fortifications, Mines, and Wire

*See the Terrain Effects Chart.*

Neither player can *build* Fortifications, Mines or Wire obstacles in the game, if they exist, they will be shown by markers specified in the set up or by symbols printed on the map.

**1.3a** **Breaching.** The CW must breach Mines and both sides must breach Wire to be able to traverse the feature both for movement and combat purposes. No CW unit can exit a minefield or attack from a minefield until it is breached.

Axis units treat all Minefield hexes as already breached and never need to execute the below for them (or mark them in any way). Axis units must breach Wire in the same way as the CW.

Only units with a Assault Arrow and a Leg MA currently showing can breach. Breach Mines and Wire by the following procedure:

a) One unit which must be moving by Leg MA enters the Minefield hex and is Finished. Only the Breaching unit can do so. For Wire, the unit need only declare itself Finished in a hex adjacent to the Wire hexside it wishes to breach.

b) When the Activation ends, flip the Mine or Wire (back of the Fort marker) marker to its breached side. A unit can only breach one Mine marker or Wire hexside per Activation.

c) Once Breached, the hex (hexside) remains that way for the remainder of play.

Mine breaches have no orientation (the breach symbol on the marker is merely for color)—They 'work' in all directions. Wire hexside breaches only exist for the hexside marked.

A road running through Mines or Wire does not presume any Breach unless so marked by a Breach marker or as printed on the map.

Tac MA units can 'force' a non-Breached Wire (not Mine) hex. Move the unit through the Wire hexside paying normal MP costs and execute a STOP on the first hex entered after the Wire. 'Forcing' does not create an actual Breach to the Wire hexside.

**1.3b Inside Forts: Combat and Barrage Effects.** Any Fort which is a Fort marker or has the Fort symbol inside all of its hexsides is an All-Around Fort. All-Around Forts always affect Combat.

In the cases of Tobruk and Bardia, there are one or more Perimeter Lines which are NOT All-Around Forts.

All-Around Fort hexes *inside* such a Perimeter Line (e.g. A10.13) do not apply the determination below.

The Perimeter Line Fort hexsides ONLY affect **Combat** if **neither** the Attack unit nor the Assist is *inside* the Perimeter (e.g. A13.12 being Attacked from A13.11 but with an Assist in A12.11).

Both All-Around Forts and Perimeter Line Forts are hexside Terrain and NOT hex terrain. Therefore, they do NOT affect the Barrage Table.

See also 1.4d concerning All-Around Forts and Isolation step losses.

# 1.4 Supply

**1.4a Axis Supply Sources.** Hexes marked with the Axis Supply Source designator.

**1.4b The DAK Dump.** In some scenarios, the DAK Dump marker sets up in B13.11.

The DAK Dump marker cannot move.

It is also a self-contained Axis Supply Source which does not need to trace anywhere else to function as it is a huge (by DAK standards) supply depot.

It is eliminated from play if any CW unit with an Assault Arrow or AV rating enters its hex. Once removed it can never come back into play.

The DAK Dump provides "Key Terrain" for any unit(s) stacked with it. The Dump itself does not count for stacking and cannot retreat.

**1.4c Commonwealth Supply Sources.** Hexes marked with the CW Supply Source designator.

**1.4d All-Around Forts and Isolation Effects.** Any unit within an All-Around Fort which its side controlled at the beginning of the scenario are EXEMPT from all losses due to Isolation Effects (*BCS* 10.5) regardless of the reason.

**1.4e Game Specific SNAFU DRMs.** The CW Game Specific DRM is always +0. The Axis uses the Axis SNAFU Chart.

**1.4f The Crossing the Streams SNAFU DRM.** This DRM does not apply in this game, ever.

> *Design Note: This DRM is omitted because of the wide open nature of the terrain. Literally, the marked tracks and Secondary Roads are almost identical to the open desert around them. Keeping supply columns from stepping on each other is much more straight forward than the usual road-bound area. Ignoring this DRM is a half-step in the game effect of Buddies (of which there are almost none here (1.5), as effectively all friendly Formations are Buddies for the Crossing the Streams DRM. This was done rather than making them fully Buddies as that status allows Formations to freely mix with each other, which was too much.*

**1.4g Off Roading MSRs.** The MSR between an HQ and its Combat Trains is NOT constrained to road or Track hexes in this game. However, Combat Trains, themselves, must still be placed on Secondary or Primary Roads and can only use Secondary and Primary Roads to trace the MSR to a Supply Source. This has the following additional requirements and restrictions:

• HQs are not constrained to road hexes (BCS 9.1a) nor is the MSR path from the HQ to the Combat Trains (BCS 10.3a part c) required to be in such hexes.

• However, even with the freedom above, the HQ and the MSR to the Combat Trains *cannot* use any hex that a Truck

MA could not enter (to include EZOCs and Engagement Zones, etc.) or any that would cost a Truck MA unit *more than 1 MP to enter.*

• Additionally, at no time in this game are Combat Trains Legal if the distance between the HQ and the Combat Trains is greater than 15 hexes. *This includes if it is 'all road' as well—over 15 hexes here means the Combat Trains are Illegal.*

• The "MSR Uses Tracks" DRM for SNAFU applies if the HQ to Combat Trains MSR uses Off Roading or the normal Track case.

• Optimal Distance is applied if the literal hex distance needed (because of Terrain) between the HQ and Combat Trains is at least 5.

> *Design Note: This is a continuation of 1.4f given the flat and generally traversable desert terrain which allowed forces to more freely act as 'ships at sea'.*

# 1.5 Buddies

The Formations below apply *BCS* 4.1c to the Support Group and each Formation listed with it. Note that it is written this way so no one assumes that the other Formations listed are Buddies with each other at all.

**Commonwealth:**
• The British Spt Grp and the British 4 Arm Bde

• The British Spt Grp and the British 7 Arm Bde

• The British Spt Grp and the British 22 Arm Bde

**Axis:**
None.

> *Design Note: Allowing the Support Brigade to be Buddies with the Arm Bdes of the 7 Arm Division allows it the freedom to work with each of them with impunity. Otherwise, all the Formations in the game are not listed as Buddies to require them to observe their own spatial positioning to avoid mixing effects.*

## 1.6 Recon Unit Types

Only those allowed by *BCS* rule 4.3d can do Recon in this game.

## 1.7 Recon Screens

*Actual screening missions are not currently a feature of BCS where Formations Attack, Move, or Defend. While there is a form of mobile defense embedded in the v1.1 & v1.2 Retreat rules ( for units defending without Prepared Defense or Key Terrain), there was no status that allows trading space for time and limited losses. This rule provides a mechanic to do so.*

**1.7a Who can Screen?** Any unit designated as Recon in **BCS** 4.3d as modified by the game specific rule regarding Recon Unit Types. The ability to Screen (or enter Screen) is unaffected by SNAFU results.

**1.7b How to Mark Screening.** Units can only be marked as Screening in the Formation's Initial Activation, **never** in a Second Activation, but a Screen marker can be removed in either Activation if desired.

At the start of an Initial Activation of the unit's Formation, place (or remove) a Screen marker onto the desired Recon unit. The unit must be on its Move Side to acquire the marker.

Units can enter or exit Screening on a SNAFU Fail.

**1.7c Effects on the Screening Unit.** The unit marked as Screen…

…**can** Move, establish OBJ markers, and spot Barrages normally,

…**cannot** Attack, Assist, or *Initiate* Engagements,

…**also cannot** jump HQs or Combat Trains. They have no effect on any part of an MSR (this includes the Screening unit itself, its ZOC, and its Screen Zone).

Additionally, a unit cannot end any movement or Retreat STACKED with any other unit (including one also marked as Screen), should this happen, remove the Screen marker from all involved units.

Note that since they are unable to Initiate an Engagement, they must **STOP** if in a situation requiring a Stopping Engagement.

**1.7d Effects on the Enemy: Combat.**

While Screening units *cannot* initiate Engagements, they can be fired upon using the Engagement Table. Convert any **Both Loss** result into **Target must Retreat, no Losses** instead.

Units marked as Screening **cannot** be Attacked on the *Combat Table* or by Barrage. Instead, Screening units automatically retreat 3 hexes if any enemy unit moving using *Deployed Leg MA* enters their hex. Ignore the Screen unit's ZOC effects if a Leg MA unit is moving into its hex (that is they do not get stuck in the hex adjacent to the unit and are unable to enter the hex).

**1.7e Effects on the Enemy: Movement.** Screening units retain their normal ZOCs, but also have a Screen Zone that includes the normal ZOC hexes as well as all others up to 3 hexes away from the unit (inclusive). Ignore enemy units and terrain for purposes of the Screen Zone.

**Effects of the Screen Zone:** Enemy units moving on their Move Side pay +1 MP per Screen Zone hex entered. There is no effect at all on enemy units moving using their Deployed side or on any friendly unit. Note: Tac or Truck MA Infantry units cannot enter the hex occupied by a Recon Screen unit.

**1.7f Restrictions on Screening Units.** Screening units **cannot** jump HQs or Combat Trains. They have no effect on any part of an MSR (this includes the Screening unit itself, its ZOC, and its Screen Zone).

*Design Note: This rule is a Series Optional available for all BCS games (if you use it in LB, use the Screen markers from here, BbF, or any desired substitute). It is presented here only as a game specific rule. In LB, NO US unit (not even the 14 Cav Grp) sets up on 16 Dec with a Screen marker. In all non-16 Dec start scenarios in that game, Recon units are allowed to set up with a Screen marker if the player chooses.*

## 1.8 Replacement Points

In some scenarios, both sides obtain Replacement Points from the *Replacement Points Tables*. The scenario instructions specify if any Replacement Points are available and any special instructions regarding them. Apply these according to the series rules (9.4) and the notes with the Table involved.

Do not roll for Replacement Points on the first turn of any scenario. They have already been installed in the set up.

## 1.9 Counter Colors

**1.9a Axis.** The Axis player controls all German (Tan), Luftwaffe (Sky Blue), and Italian (Blue-Green) units.

**1.9b Commonwealth.** The CW player controls all British (Brown), British Guards (Red), Australian (Golden), Indian (Darker Brown), New Zealand (Kiwi), Polish (Dark Red), South African (Orange), and Royal Navy (White to Blue Gradient) units.

Within each side there are no nationality restrictions.

## 1.10 Achsenstrasse (Bypass Road)

This road was finished on 9 Aug 41. It only exists in scenarios starting after that date as a Primary Road. Before that time, it is a Track.

# 1.11 HQs without Units

In a modification to *BCS* rule 9.1i and 9.1j, when an HQ loses its last non-Support unit is removed from play, it can return to play, with its current Fatigue Level with any OOA reinforcement or if any of its units is rebuilt by the player.

When a Formation returns to play by the above method, it can be placed with the HQ and unit(s) in any hex on or adjacent to a friendly Combat Trains which is in a Legal Hex. Place the returning Formation's Combat Trains in any Legal Hex (as Ghost).

# 1.12 Tobruk Lock

Some scenario's list Formations listed at Start are considered 'Locked' (as explained below). A Formation is *Locked* if its HQ sets up with a Locked marker and that marker is still on the HQ.

### 1.12a **Effects of Being Locked**.

Formations that are Locked cannot Activate at all. They are simply ignored. If a Locked Formation obtains a Coordination marker from the actions of an Unlocked Formation, remove that marker at the end of the turn in which it is awarded.

### 1.12b **How is Locking Ended?**

There are two ways Formations can become UnLocked and Activate normally.

**a) CW Declaration:** Locking ends for **all** Locked Formations (of both sides) in any Assignment Phase the CW player announces that Locking is over.

If done, Unlocking MUST be the *very first action* in the Assignment Phase, other decisions in that phase are done with the knowledge that 'unlocking' has occurred.

Remove all Locked markers and flip all their HQs to their Unused sides. They can be given Orders (1.13) and function normally in that turn.

Unlocking (of any type) can occur on the first turn of any scenario, even though there is technically no Assignment Phase then, except for Reinforcements.

**b) We've been Attacked!** If any unit of a Locked Formation is attacked by the enemy (in any way, including Barrage, Engagements, Attack by Fire, Regular Attack, and/or Shock Attack), then that Formation is Unlocked. Remove the Locked marker from that Formation and flip its HQ to Unused (it can Activate in the current game turn).

# 1.13 Orders

*This is a series Optional Rule, but should be used in playing* **Brazen Chariots***.*

Orders consist of **nothing more** than the location the formation is to move to and maybe a waypoint or two to make the route clearer:

*For Example: Bardia via Sidi Aziz.*

This is enough to describe how a division moves from wherever it is to Bardia with a routing that includes Sidi Aziz. No need to include 'attack', or any other details, those exist merely because the Formation meets the enemy (or not). WHAT a Formation is to be doing or HOW to do it **need not be mentioned**. Note that the player can, indeed, slow step his movement, or even not move, to his heart's content… *he just cannot decide to 'march the other way' on the fly.*

Also, a Formation that is defending doesn't need an order unless the HQ is to be moved.

Orders can be changed only in the Assignment Phase each turn. Jot them down in secret on scratch paper. Note that in an exception to the normal rule (*BCS* 2.1) that there is no Assignment Phase on Turn 1 of any scenario, if this Option is being used, there is an Assignment Phase on Turn 1, but it can ONLY be used for the creation of orders.

Orders can be freely assigned on Turn 1 of any scenario, *except* that if a Formation listed as PD cannot leave PD until Turn 2.

**Exception:** If a Formation (not currently in PD) Activates in any turn in which its MSR has been cut (where it was not cut when the turn began), the player may substitute any orders desired for the ones written before the MSR was cut).

If any Reinforcement Formations are to arrive in a turn (no matter when they might do so based on other requirements), be sure to give them any orders they might need in the Assignment Phase.

As part of the Orders system, the abilities to enter Prepared Defense (PD) and conduct Fatigue Recovery are more strictly controlled (no rushing forward and then popping into PD in the 2nd Activation, for example).

All PD and Fatigue Recovery changes should be marked AFTER both sides have completed their Order writing in the Assignment Phase.

PD is marked, retained, and sometimes removed in the Assignment Phase (enemy forced removals, such as when an HQ is jumped, occur normally). Formations with a PD **cannot** get a 2nd Activation. Orders cannot be assigned to a Formation in PD. If the enemy forces a PD to be removed before that Formation Activates, then it will get a normal 2nd Activation, but will have no orders to move.

Fatigue Recovery ONLY occurs in the Assignment Phase. Flip those that conduct Fatigue Recovery to their DONE sides. Remove all the language regarding Failure Flip or various other Activation use/restriction rules.

Just so it is very clear, both here and in the Standard BCS rules, no Formation can Recover Fatigue **and** be in Prepared Defense at the same time. Fatigue Recovery cannot be done while a Formation has a Prepared Defense marker. If it has one, it can be removed so that Recovery can occur.

**Design Notes:** *These are very, very simple orders. They essentially do one thing: display the relative inertia of Formations. By committing to a specific action (or not) at the start of the turn, even where that action is as rudimentary as where the HQ might be move to, a whole new world of Formation interactions opens up. Traditionally, players wait until the Formation's activation before deciding what they will do (using all that perfect intel we know and love). It is amazing to watch hitherto good players vibrate in indecisive puzzlement when they have to choose in advance and live with it. We have found this to be very easy to play and add a lot to the game. It isn't for competitive players or those who will squeak out the very edge of matters to try to minimize the effect on their forces, but if you play with a good heart and want to see some lovely effects… sticking to the intent of the rules above and your own understanding of what you intended to do when you set down your orders, you'll enjoy the swim.*

*If you are playing with someone who cannot grasp the concept of following his own instructions as he imagined them at the time they were written, it is OK, if not as satisfying, to play without this rule in this game.*

**Why is it Used Here?:** *The degree of confusion as to enemy location and intentions was such in these battles that the ability to instantly react to the developing situation in the way most appropriate to it at that specific moment derailed the way this title worked. Additionally, the wide open terrain and limited Formations available made the model very susceptible to being overloaded by hyper-accurate and hyper-available intel. This showed in testing and immediately changed for the better when we applied the optional Orders rules.*

# 1.14 Soft and Hard Jumps

> *This is a series Optional Rule, but should be used in playing* **Brazen Chariots**.

Any time a hex containing a HQ and/or Combat Trains…

1) is entered by an enemy Combat Unit (given the restrictions in BCS 1.2d and 9.1f ),

2) is inflicted with a Retreat result, of any kind,

3) has its last Combat Unit step eliminated as a result of a Combat against it,

…roll one die* and execute the following:

**1-4** Soft Jump
**5-6** Hard Jump.

**Hard Jump:** Execute 9.1f and 10.3d as written, displace/retreat just like the normal v1.2 rules, all effects intact.

**Soft Jump:** Wait until the currently moving enemy stack stops moving (it might still have an Attack, etc. to do). Then…

The owning player shifts **both** jumped HQ and their Combat Trains (*regardless of which was actually jumped*) as needed (retaining PD, no Coordination, no Ghost effects…it just wasn't found). *There is no concern about a path from the original hex to the new one, the idea is that it was in the new one the whole time, it was just thought to be in the old one.*

The hex selected (which could be the original ones) **must**…

…have Appropriate Terrain (a *location where the HQ/Combat Trains could go to given other rules*)
…**not** contain an enemy unit, Engagement Zone, or EZOC
…**not** block an Enemy MSR

The chosen hex need not be Legal at the moment, this will sort itself out the next time the Formation Activates.

* If more than one Formation has an HQ and/or Combat Trains in a hex where a die roll for Jump Type is required above, roll for each Formation separately. Also a given Formation could end up rolling any number of times in the same Activation depending on the enemy's actions.

**Design Notes:** *Here I'm addressing the limits of the intel the player has regarding the actual locations of HQs and Combat Trains. In real life, the commander might have some intel about them and can certainly look at a map and guestimate where he'd have these facilities if he was running the enemy. He can risk a mission to go look and maybe interrupt the enemy a little. What he can't know is that he is dead on right with absolute certainty and that some minimal force raid will massively disrupt the enemy. The above makes the results of the effort less certain.*

**Why is it Used Here?:** *This rule was found to be needed due to the wide open terrain and limited numbers of units which put a huge premium on HQ/Train hunting as a tactic. Making the results of such hunting 'fuzzier' made the concept less appealing as a use of resources. One might ask why I felt this rule was needed here but not in* **Baptism by Fire***, that game has limited numbers of units to be sure, but the open terrain was subdivided by numerous impassible Djebels which precluded easily taking advantage of 'hunting'. Feel free to use this rule there (it's a good addition, regardless), but the need is not as great.*

# 2.0 Axis Special Rules

## 2.1 Rommel

If Rommel is currently available (including the turn he arrives as a Reinforcement), he automatically gives the following DRMs to both the 15 Pz Div and the 21 Pz Div:

+1 to each SNAFU Roll
+1 to each Second Activation Roll

Place the Rommel counter into the Rommel Available & Affects Box on the map to show when the DRMs are in effect.

## 2.2 Support

Only German units (including the LW "88" Gun units) and some Italian units (those that can only be in Support and the one "102" Gun unit) can be placed into Support for the Axis.

## 2.3 KG Briel

There are two units which may set up near the DAK Supply Dump as its guards. They are not part of any Formation but are unable to be assigned to any Formation like a real independent. They have a higher Formation listed as "(Briel)". They do not count for Mixing 10.1e or Coordination for any reason.

They never Activate, never move (they have an 0-MA only so that they are not destroyed when they Retreat), never suffer any Isolation Effects. They merely exist as the defense of the DAK Dump.

They remain in play if the DAK Dump is removed.

# 3.0 Commonwealth Special Rules

## 3.1 Support

Only Mat and Val Armor units and Support Only units may go into Support and be marked as such.

## 3.2 Naval Gunfire

On the 19 Nov turn and after (until, and if, removed), the CW player can use the provided Royal Navy units to barrage any hex within 2 hexes of any all-sea hex. The barrage does not require a spotter or OBJ marker, but is otherwise handled normally. The Naval units can fire once per day, but with any desired Activation. Flip them to their Fired Sides to show that they have been used in the current game turn.

# 4.0 Victory Conditions

Each scenario lists the Victory Conditions applicable to it. See the scenario for the needed information.

4.0a **Victory Hex Markers**. There are four of these provided to mark the locations important in the smaller scenarios.

# 5.0 Scenarios

## 5.1 Easter Battle

*Rommel's first attempt to take Tobruk by direct assault up the El Adem Road. Forces were limited and Rommel thought he could get through the defenses before the Australians established themselves. He proved wrong, for the first time in the campaign.*

**Playing Area:** Map A north of A31.xx inclusive
**First Turn:** 11 Apr 41
**Last Turn:** 15 Apr 41
**Game Length:** 5 Turns
**First Player:** Axis

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Not used

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a) in the play area
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area as well as A13.35

**Axis Set Up:**
*Units are German unless otherwise noted*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-2, Locked)
**A4.04:** I/19 Italian Inf Bn (Brescia)
**A6.04:** III/19 Italian Inf Bn (Brescia)
**A9.04:** I/20 Italian Inf Bn (Brescia)
**A11.04:** II/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**5 Le Pz Div:**
**A24.20:** 5 Le Pz Div HQ (Fat-0), 39 PJ Bn (5 Le, Support), 1/18 LW "88" Co (Assigned to 5 Le, Support), 2/18 LW "88" Co (Assigned to 5 Le, Support)
**A24.17:** II/5 Pz Bn [2] (5 Le), 8 MG Bn (5 Le)
**A21.30:** 2 MG Bn (5 Le)
**A26.15:** 5 Le Div Combat Trains

**Formation Activation Markers in Play:**
5 Le Div, Brescia Div

Axis Reinforcements:
11 Apr 41
A: **5 Le Pz Div** (I/5 Pz Bn [1]), 200 Pz Pio Bn (5 Le)

13 Apr 41
A: **Trento Italian Mot Inf Div** (Trento Italian Mot Inf Div HQ, Fat-1, I/61, II/61 Italian Inf Bn, Trento Div Italian Combat Trains)

14 Apr 41
A: **Trento Italian Mot Inf Div** (I/62 Italian Inf Bn)

B: **Ariete Italian Arm Div** (Ariete Italian Arm Div HQ, Fat-1, II/32 Italian Tkt Bn [1], VII Italian Arm Bn [1], XII/8 Brs Italian Inf Bn, Ariete Div Italian Combat Trains)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

### Independent (Unassigned):
**A5.17:** 1 KDG Arm Car Bn (-), 1 RTR Bn (-)
**A5.18:** 3 Hus Tkt Bn (-), 18 Aus Bde Combat Trains, 20 Aus Bde Combat Trains, 24 Aus Bde Combat Trains, 26 Aus Bde Combat Trains

### 18 Aus Inf Bde:
**A5.16:** 18 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 3 RHA AT Bn (-) (18 Aus, Support), 2/10 Australian Inf Bn (18 Aus)
**A5.15:** 2/9 Australian Inf Bn (18 Aus)
**A6.15:** 2/12 Australian Inf Bn (18 Aus)
18 Aus Bde Combat Trains (see Independent set up)

### 26 Aus Inf Bde:
**A7.11:** 26 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 10/2/3 Australian AT Co (+) (26 Aus, Support)
**A4.08:** 18 Cav Indian Cav Bn (26 Aus)
**A10.11:** 2/23 Australian Inf Bn (26 Aus)
**A7.09:** 2/24 Australian Inf Bn (26 Aus)
**A12.08:** 2/48 Australian Inf Bn (26 Aus)
26 Aus Bde Combat Trains (see Independent set up)

### 20 Aus Inf Bde:
**A12.14:** 20 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 9/2/3 Australian AT Co (+) (20 Aus, Support), 2/1 Australian Pio Bn (20 Aus)
**A16.17:** 2/13 Australian Inf Bn (20 Aus)
**A11.19:** 2/15 Australian Inf Bn (20 Aus)
**A14.13:** 2/17 Australian Inf Bn (20 Aus)
20 Aus Bde Combat Trains (see Independent set up)

### 24 Aus Inf Bde:
**A12.21:** 24 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 11/2/3 Australian AT Co (+) (24 Aus, Support)
**A16.20:** 2/28 Australian Inf Bn (24 Aus)
**A12.25:** 2/43 Australian Inf Bn (24 Aus)
**A15.23:** AASC Australian Inf Bn (24 Aus)
24 Aus Bde Combat Trains (see Independent set up)

### Formation Activation Markers in Play:
18 Aus, 20 Aus, 24 Aus, 26 Aus

### Commonwealth Reinforcements:
13 Apr 41 to 15 Apr 41
**A13.35:** Support Grp (Support Grp HQ, Fat-0, 5/2/2 Australian AT Co (+) (Spt), A/1 KRRC, C/1 KRRC, D/1 KRRC, B/2 Rifle, C/2 Rifle, S/2 Rifle Inf Col, Spt Grp Combat Trains) *Arrives on the turn if the primary road from A13.35 to Tobruk is not blocked by an enemy unit (ZOCs don't count). Check each turn during the reinforcement phase. If the road is never free, the reinforcement does not arrive.*

## Victory Conditions:
**The Axis wins a minor victory** if they control King's Cross (A11.19) and Fort Pilastrano (A10.13) by the end of the game. They win a major victory if they control the above two as well as Fort Solaro (A8.15) and Fort Marcucci (A8.18) by the end of the game.

**The Commonwealth wins** if they avoid either the Axis victory condition.

# 5.2 Battle for the Salient
*Rommel's second attempt to take Tobruk, this time with a larger force aimed at Ras el Medauuar. The Axis would hold the Ras el Medauuar salient until the conclusion of Operation Crusader.*

**Playing Area:** Map A north of A31.XX inclusive
**First Turn:** 30 Apr 41
**Last Turn:** 4 May 41
**Game Length:** 5 Turns
**First Player:** Axis

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Not used

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a) in the play area
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area

## Axis Set Up:
*Units are German unless otherwise noted.*

### Brescia Italian Inf Div:
**A7.03:** Brescia Italian Inf Div HQ (Fat-0, Locked), II/19 Italian Inf Bn (Brescia)
**A4.06:** I/19 Italian Inf Bn (Brescia)
**A6.05:** III/19 Italian Inf Bn (Brescia)
**A8.05:** I/20 Italian Inf Bn (Brescia), II/20 Italian Inf Bn (Brescia)
**A9.05:** III/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains, 15 Pz Div Combat Trains

### 15 Pz Div:
**A12.02:** 15 Pz Div HQ (Fat-0), 33 PJ Bn (15 Pz, Support), 1/18 LW "88" Co (Assigned to 15 Pz, Support), 2/18 LW "88" Co (Assigned to 15 Pz, Support)
**A11.04:** I/8 Pz Bn (-) [1] (15 Pz)
**A11.05:** I/115 Inf Bn [4] (15 Pz)
**A12.05:** II/115 Inf Bn [3] (15 Pz)
**A12.04:** 33 Pz Pio Bn [3] (15 Pz)
**A14.04:** I/104 Inf Bn (-) (15 Pz)
**A15.05:** 15 Krd Motorcycle Inf Bn [4] (15 Pz)
15 Pz Div Combat Trains (see Brescia Italian Inf Div set up)

**5 Le Pz Div:**

**A18.10:** 5 Le Pz Div HQ (Fat-0, 1 Arty Asset Point), 39 PJ Bn (5 Le, Support), 1/33 LW "88" Co (Assigned to 5 Le, Support), 2/33 LW "88" Co (Assigned to 5 Le, Support), 3/33 LW "88" Co (Assigned to 5 Le, Support)

**A15.09:** II/5 Pz Bn (5 Le), 2 MG Bn (5 Le)

**A16.09:** 200 Pz Pio Bn (5 Le)

**A22.20:** 8 MG Bn [1] (5 Le)

**A22.19:** 605 Arm PzI Bn (Assigned to 5 Le)

**A12.01:** 5 Le Div Combat Trains, Ariete Div Italian Combat Trains

**Ariete Italian Arm Div:**

**A20.12:** Ariete Italian Arm Div HQ (Fat-0, Locked)

**A15.11:** VII Italian Arm Bn [1] (Ariete)

**A18.13:** II/32 Italian Tkt Bn [1] (Ariete)

**A20.16:** XII/8 Brs Italian Inf Bn (Ariete)

Ariete Div Italian Combat Trains (see 5 Le Pz Div set up)

**Trento Italian Mot Inf Div:**

**A21.30:** Trento Italian Mot Inf Div HQ (Fat-0, Locked)

**A18.24:** I/61 Italian Inf Bn (Trento)

**A20.22:** II/61 Italian Inf Bn (Trento)

**A17.27:** I/62 Italian Inf Bn (Trento)

**A13.28:** X/7 Brs Italian Inf Bn (Trento)

**A15.27:** XI/7 Brs Italian Inf Bn (Trento)

**A24.17:** Trento Div Italian Combat Trains

**Formation Activation Markers in Play:**

5 Le Div, 15 Pz Div, Ariete Div, Brescia Div, Trento Div

**Axis Reinforcements:**

None

## Commonwealth Set Up:

*Units are British unless otherwise noted.*

**26 Aus Inf Bde:**

**A7.10:** 26 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 10/2/3 Australian AT Co (+) (26 Aus, Support)

**A4.08:** 18 Cav Indian Cav Bn (26 Aus)

**A7.09:** 2/23 Australian Inf Bn (26 Aus)

**A12.08:** 2/24 Australian Inf Bn (26 Aus)

**A11.10:** 2/48 Australian Inf Bn (26 Aus)

26 Aus Bde Combat Trains (see Independent set up)

**18 Aus Inf Bde:**

**A10.13:** 18 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 3 RHA AT Bn (-) (18 Aus, Support), 2/10 Australian Inf Bn (18 Aus)

**A10.11:** 2/9 Australian Inf Bn (18 Aus)

**A7.11:** 2/12 Australian Inf Bn (18 Aus)

18 Aus Bde Combat Trains (see Independent set up)

**20 Aus Inf Bde:**

**A12.14:** 20 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 9/2/3 Australian AT Co (+) (20 Aus, Support)

**A13.17:** 2/13 Australian Inf Bn (20 Aus)

**A15.14:** 2/15 Australian Inf Bn (20 Aus)

**A16.17:** 2/17 Australian Inf Bn (20 Aus)

**A13.12:** 2/1 Australian Pio Bn (20 Aus)

20 Aus Bde Combat Trains (see Independent set up)

**24 Aus Inf Bde:**

**A12.21:** 24 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 11/2/3 Australian AT Co (+) (24 Aus, Support)

**A16.20:** 2/28 Australian Inf Bn (24 Aus)

**A11.19:** 2/32 Australian Inf Bn (24 Aus)

**A14.24:** 2/43 Australian Inf Bn (24 Aus)

**A12.25:** AASC Australian Inf Bn (24 Aus)

24 Aus Bde Combat Trains (see Independent set up)

**Independent (Unassigned):**

**A6.15:** 1 RTR Arm Bn (-) [1]

**A7.17:** D/7 RTR Mat Arm Co

**A5.18:** 3 Hus Tkt Bn (-), 1 KDG Arm Car Bn (-), 18 Aus Bde Combat Trains, 20 Aus Bde Combat Trains, 24 Aus Bde Combat Trains, 26 Aus Bde Combat Trains

**Formation Activation Markers in Play:**

18 Aus, 20 Aus, 24 Aus, 26 Aus

**Commonwealth Reinforcements:**

None

## Victory Conditions:

**The Axis wins a minor victory** if they control Ft Pilastrano (A10.13) and Fort Solaro (A8.15) by the end of the game. They win a major victory if they control the above two as well as Fort Airente (A6.15) and Fort Marcucci (A8.18) by the end of the game.

**The Commonwealth wins** if they avoid either the Axis victory condition.

## 5.3 Operation Brevity

*Operation Brevity was a limited offensive to strike against the frontier defenses to grab territory to allow additional offensives towards Tobruk.*

**Playing Area:** Map C
**First Turn:** 15 May 41
**Last Turn:** 16 May 41
**Game Length:** 2 Turns
**First Player:** Commonwealth

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Not used

**Supply Sources:**
**Axis:** C14.00 and C26.00 only
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area except F (G through J only)

## Axis Set Up:
*Units are German unless otherwise noted.*

**Herff Arm KG:**

**C20.20:** Herff Arm KG HQ (Fresh), Hohmann Pz Bn (Herff)

**C19.21:** I/61 Italian Inf Bn (Herff)

**C17.15:** KG Herff Combat Trains, KG Wechmar Combat Trains

**Wechmar Pz Recon KG:**

**C23.16:** Wechmar Pz Recon KG HQ (Fresh)

**C27.12:** 3 Pz Recon Bn (Wechmar, Screen mkr)

**C18.21:** 33 Pz Recon Bn (Wechmar)

KG Wechmar Combat Trains (see Herff Arm KG set up)

**Frontier Italian Static Cmd:**

**C34.25:** Frontier Italian Static Cmd HQ (Fresh, Prepared Defense), 2/V Brs Italian Inf Co (Frontier)

**C33.28:** 1/V Brs Italian Inf Co (Frontier)

**C33.22:** 7/II/62 Italian Inf Co (Frontier)

**C37.28:** 6/XII Brs Italian Inf Co (Frontier)

**C36.30:** 7/XII Brs Italian Inf Co (Frontier)

**C36.16:** Knabe Motorcycle Inf Inf Bn (-) (Frontier)

**C38.30:** 2/15 Krd Inf Co (Frontier)

**C43.25:** 4/15 Krd MG Co (Frontier)

**C22.20:** Frontier Cmd Italian Combat Trains

**Independent Italian:**
**C33.29:** Sollum Italian Static Co

**Formation Activation Markers in Play:**
Herff KG, Wechmar KG, Frontier Cmd

**Axis Reinforcements:**
16 May 41
**C26.00:** Herff Arm KG (I/8 Pz Bn)
**Assigned to any formation:** 1/18 LW "88" Co

The following reinforcements arrive on the following condition: *Roll one die, arrives on a 5 or 6. Otherwise does not.*
**C26.00:** 5 Le Pz Div (5 Le Pz Div HQ, Fresh, 39 PJ Bn [1], I/5 Pz Bn [2], 2 MG Bn, 5 Le Div Combat Trains)

**Commonwealth Set Up:**
*Units are British unless otherwise noted.*

**22 Gds Mot Inf Bde:**
**C44.32:** 22 Gds Mot Inf Bde HQ (Fresh), 4 RTR Mat Arm Bn (-) (22 Gds, Support), 6/2/2 RAA Australian AT Co (+) (22 Gds, Support)
**C42.30:** 1 DLI Inf Bn (22 Gds)
**C41.31:** 2 Scots Gds Inf Bn (22 Gds)
**C45.35:** 3 Cold Gd Inf Bn (22 Gds), 22 Gds Bde Combat Trains

**7 Arm Bde:**
**C55.29:** 7 Arm Bde HQ (Fresh), 259/65 AT Co (+) (7 Arm, Support), 6 Cav Australian Arm Cav Bn (7 Arm), Beam Inf Col (7 Arm)
**C56.25:** 11 Hus Arm Car Bn (Assigned to 7 Arm, Screen mkr)
**C55.30:** 2 RTR Arm Bn [2] (7 Arm), Nire Inf Col (7 Arm)
**C55.31:** Roze Inf Col (7 Arm)
**C56.35:** 7 Arm Bde Combat Trains

**Formation Activation Markers in Play:**
7 Arm Bde (7 Arm Div), 22 Gds Bde

**Commonwealth Reinforcements:**
15 May 41
**J:** Support Grp (Support Grp HQ, Fresh, 5/2/2 Australian AT Co (+), B/2 Rifle, C/2 Rifle, S/2 Rifle Inf Col, Spt Grp Combat Trains)

**Victory Conditions:**
**The Commonwealth wins** if they control Halfaya Pass (C38.30) as well as one of the following hexes: Sollum (C33.29), Barracks (C33.28), or Fort Capuzzo (C33.22) at the end of the game.
The game ends in a draw if the Commonwealth controls only Halfaya Pass at the end of the game.

**The Axis wins** if they prevent Commonwealth control of all victory hexes at the end of the game.

# 5.4 Operation Skorpion

*Operation Scorpion was to take back Halfaya Pass after Operation Brevity. Good intro scenario.*

**Playing Area:** Map C south of C32 .XX inclusive
**First Turn:** 26 May 41
**Last Turn:** 27 May 41
**Game Length:** 2 Turns
**First Player:** Axis

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Not used

**Supply Sources:**
**Axis:** C32.21 only
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area except F (G through J only)

## Axis Set Up:
*Units are German unless otherwise noted.*

**15 Pz Div:**
**C34.25:** 15 Pz Div HQ (Fat-0), 33 PJ Bn (15 Pz, Support)
**C35.27:** I/104 Inf Bn (-) (15 Pz)
**C33.22:** 15 Krd Motorcycle Inf Bn (15 Pz)
**C32.21:** KG Herff Combat Trains, 15 Pz Div Combat Trains

**Herff Arm KG:**
**C39.20:** Herff Arm KG HQ (Fat-0), Hohmann Pz Bn [1] (Herff), I/8 Pz Bn [2] (Herff)
KG Herff Combat Trains (see 15 Pz Div set up)

**Wechmar Pz Recon KG:**
**C55.11:** Wechmar Pz Recon KG HQ (Fat-0)
**C61.13:** 3 Pz Recon Bn (Wechmar, Screen mkr)
**C50.12:** 33 Pz Recon Bn (Wechmar, Screen mkr)
**C49.11:** KG Wechmar Combat Trains

**Independent Italian:**
**C33.29:** Sollum Italian Static Co

**Formation Activation Markers in Play:**
15 Pz Div, Herff KG, Wechmar KG

**Axis Reinforcements:**
*None.*

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

**22 Gds Mot Inf Bde:**
**C38.30:** 22 Gds Mot Inf Bde HQ (Fat-0), 6/2/2 Australian AT Co (+) (22 Gds, Support), 3 Cold Gd Inf Bn (22 Gds),
**C40.30:** 4 RTR Mat Arm Bn [1] (22 Gds)
**C45.35:** 22 Gds Bde Combat Trains

**7 Arm Bde:**
**C55.29:** 7 Arm Bde HQ (HQ is Used, Fat-0), 259/65 AT Co (+) (7 Arm), 2 RTR Arm Bn [2] (7 Arm)
**C50.27:** 11 Hus Arm Car Bn (Assigned to 7 Arm, Screen mkr)
**C58.30:** Beam Inf Col (7 Arm)
**C58.31:** Roze Inf Col (7 Arm)
**C59.32:** Nire Inf Col (7 Arm)
**C62.39:** 7 Arm Bde Combat Trains

**Formation Activation Markers in Play:**
7 Arm Bde (7 Arm Div), 22 Gds Bde

**Commonwealth Reinforcements:**
26 May 41
**J:** 22 Gds Bde (2 Scots Gd Inf Bn)

27 May 41
**J:** Support Grp (Support Grp HQ, Fat-1, 5/2/2 Australian AT Co (+) (Spt, Support), B/2 Rifle, C/2 Rifle, S/2 Rifle, Inf Col (Spt), Spt Grp Combat Trains)

**Victory Conditions:**
**The Axis wins** if they control Halfaya Pass (C38.30) by the end of the game.

**The Commonwealth wins** if they avoid the Axis victory condition.

# 5.5 Operation Battleaxe

*Operation Battleaxe was General Wavell's second attempt to breach the frontier to relieve pressure from Tobruk.*

**Playing Area:** Map C
**First Turn:** 15 June 41
**Last Turn:** 17 June 41
**Game Length:** 3 Turns
**First Player:** Commonwealth

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Not used

**Supply Sources:**
Axis: C14.00 and C26.00 only
Commonwealth: Any Commonwealth Supply Source (see 1.4c) in the play area except F (G through J only)

## Axis Set Up:
*Units are German unless otherwise noted.*

**Independent Italians:**

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), Bardia Cmd Italian Combat Trains
**C17.18:** 1/28 GAF Static Co (Bardia)
**C22.20:** 2/28 GAF Static Co (Bardia)
**C22.21:** 3/28 GAF Static Co (Bardia)

**15 Pz Div:**
**C28.21:** 15 Pz Div HQ (Fresh, HQ is Used), 33 PJ Bn [1] (15 Pz, Support), I/8 Pz Bn [3] (15 Pz), I/104 Inf Bn (-) (15 Pz), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**C27.21:** II/8 Pz Bn (15 Pz), 15 Krd Motorcycle Inf Bn [2] (15 Pz)
**C23.20:** 15 Pz Div Combat Trains, Frontier Cmd Italian Combat Trains

**Wechmar Pz Recon KG:**
**C29.10:** Wechmar Pz Recon KG HQ (Fresh)
**C36.11:** 33 Pz Recon Bn (Wechmar, Screen mkr)
**C26.01:** KG Wechmar Combat Trains

**Frontier Italian Static Cmd:**
**C34.25:** Frontier Italian Static Cmd HQ (Fresh, Prepared Defense), 6/II/62 Italian Inf Co (Frontier), 1/33 LW "88" Co (Assigned to Frontier, Support)
**C33.28:** 7/II/62 Italian Inf Co (Frontier), Fort mkr
**C38.22:** 2/15 Krd Inf Co (Frontier), Fort mkr
**C36.16:** 4/15 Krd MG Co (Frontier), Fort mkr
**C31.21:** Knabe Motorcycle Inf Bn (-) (Frontier)
**C33.22:** 3/I/61 Inf Co (Frontier)
Frontier Cmd Italian Combat Trains (see 15 Pz Div set up)

**Bach Inf KG:**
**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense), 2/33 LW "88" Co (Assigned to Bach, Support), 3/104 Inf Co (Bach)
**C36.30:** 1/104 Inf Co (Bach)
**C37.28:** 6/300 Oasis Co (Bach), Fort mkr
**C37.31:** 5/II/62 Italian Inf Co (Bach)
**C33.29:** Sollum Italian Static Co, KG Bach Combat Trains

**Minefield mkr:**
C36.31

**Formation Activation Markers in Play:**
15 Pz Div, Bach KG, Wechmar KG, Bardia Cmd, Frontier Cmd

**Axis Reinforcements:**
15 Jun 41
**C26.00: Wechmar Pz Recon KG** (3 Pz Recon Bn)
**Assigned to any formation:** 1/18 LW "88" Co

16 Jun 41
**C26.00: 5 Le Pz Div** (5 Le Pz Div HQ, Fresh, 39 PJ Bn, I/5 Pz Bn, II/5 Pz Bn, 2 MG Bn, 200 Pz Pio Bn, 5 Le Div Combat Trains), 3/18 LW "88" Co (Assigned to 5 Le Pz Div, Support)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

**7 Arm Bde:**
**C44.22:** 7 Arm Bde HQ (Fresh), 2 RTR Arm Bn [3] (7 Arm), Jaxo Inf Col (7 Arm)
**C46.22:** 6 RTR Arm Bn (7 Arm)
**C49.27:** 7 Arm Bde Combat Trains, 4 Arm Bde Combat Trains

**4 Arm Bde:**
**C42.25:** 4 Arm Bde HQ (Fresh), 4 RTR Mat Arm Bn (-) (4 Arm)
**C43.25:** 7 RTR Mat Arm Bn (4 Arm), Harry Inf Col (4 Arm)
4 Arm Combat Trains (see 7 Arm Bde set up)

**22 Gds Mot Inf Bde:**
**C46.25:** 22 Gds Mot Inf Bde HQ (Fresh), 3 Cold Gd Inf Bn (22 Gds), 65 RA AT Bn (Assigned to 22 Gds)
**C47.26:** 2 Scots Gds Inf Bn (22 Gds), 1 Buffs Inf Bn (22 Gds)
**C51.28:** 22 Gds Bde Combat Trains

**Support Grp:**
**C52.20:** Support Grp HQ (HQ is Used, Fresh), 5/2/2 Australian AT Co (+) (Spt, Support), A/1 KRRC Inf Col (Spt)
**C53.19:** C/1 KRRC Inf Col (Spt)
**C54.17:** D/1 KRRC Inf Col (Spt)
**C51.22:** B/2 Rifle Inf Col (Spt)
**C50.23:** C/2 Rifle Inf Col (Spt)
**C49.25:** S/2 Rifle Inf Col (Spt)
**C55.17:** 11 Hus Arm Car Bn (Assigned to Spt, Screen mkr)
**C55.29:** Spt Grp Combat Trains

**Formation Activation Markers in Play:**
4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 22 Gds Bde

**Commonwealth Reinforcements:**
15 Jun 41
**H: 11/4 Ind Inf Bde** (2 QOCH Inf Bn)
**J: 11/4 Ind Inf Bde** (11/4 Ind Inf Bde HQ, Fresh, C/4 RTR Mat Arm Co (+), 1/6 Rj, 2/5 MLI Indian Inf Bn, 11/4 Ind Bde Combat Trains)

## Victory Conditions:
**The Commonwealth wins** if they control Halfaya Pass (C38.30) and at least one of the following hexes: Bir Hafid (C36.16), Sollum (C33.29), or Fort Capuzzo (C33.22) by the end of the game.

The game ends in a draw if the Commonwealth controls only one of the above hexes.

**The Axis wins** if they avoid the Commonwealth victory condition.

## 5.6 Operation Battleaxe: Mini-Crusader

*Wavell's ambitious goals for Battleaxe were three sequential goals: 1) defeat the German armor along the frontier, 2) relieve Tobruk, and 3) drive the Axis from Cyrenaica. This scenario explores Battleaxe as it was originally proposed, to include a breakout from Tobruk to coincide with the action along the frontier. Even though the operation failed, it was the basis of and expanded during Operation Crusader planning. This is purely a hypothetical scenario to explore what a full out effort may have looked like. It should be very difficult to win as the Commonwealth. As this scenario is essentially Operation Crusader on a smaller scale, it uses the "Only for Crusader Scenarios" tables and rules but with some adjustments.*

**Playing Area:** All maps
**First Turn:** 15 June 41
**Last Turn:** 24 June 41
**Game Length:** 10 Turns
**First Player:** Commonwealth
**Special Rules:** Treat the five German units in the Ras el Medauuar salient (I/115, II/115, II/104 Inf Bn, 2/300, 10/300 Oasis Co) as independent. They start the scenario unassigned and must remain unassigned. They cannot activate, they cannot unlock, essentially, they just sit in place.

**Rommel** (2.1) is not used in this scenario.

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables and apply the following:
For both Commonwealth and Axis Replacements, after rolling for results, divide the results by two (rounded down). Round down for each separate replacement (1+1 each rounds down to 0+0, 2+1 rounds down to 1+0).

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a)
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area except D, E, and F (G through J only)

**Tobruk Lock:**
Rule 1.13 is used for this scenario with the following formations that could be locked as identified in the HQ set up.

**CW:** 18 Aus Inf Bde, 20 Aus Inf Bde, 24 Aus Inf Bde, 26 Aus Inf Bde

**Axis:** Brescia, Pavia, Trento Inf Div. German "Independents" are not applicable

## Axis Set Up:
*Units are German unless otherwise noted.*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-1, Locked), I/20 Italian Inf Bn (Brescia)
**A9.06:** II/20 Italian Inf Bn (Brescia)
**A11.04:** III/20 Italian Inf Bn (Brescia)
**A3.05:** I/19 Italian Inf Bn (Brescia)
**A6.04:** II/19 Italian Inf Bn (Brescia)
**A7.07:** III/19 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**Independent German (see special rule):**
**A11.08:** II/104 Inf Bn (21 Pz), Fort mkr
**A11.09:** I/115 Inf Bn (15 Pz), Fort mkr
**A12.09:** II/115 Inf Bn (15 Pz), Fort mkr
**A12.08:** 2/300 Oasis Co (Savona)—NO Fort mkr
**A10.07:** 10/300 Oasis Co (Bach), Fort mkr

**5 Le Pz Div:**
**A25.18:** 5 Le Pz Div HQ (Fresh), 39 PJ Bn (5 Le), I/5 Pz Bn (5 Le), II/5 Pz Bn (5 Le), 2/18 LW "88" Co (Assigned to 5 Le Pz Div, Support), 3/18 LW "88" Co (Assigned to 5 Le Pz Div, Support)
**A24.17:** 2 MG Bn (5 Le), 200 Pz Pio Bn
**A26.13:** 5 Le Div Combat Trains

**Pavia Italian Inf Div:**
**A18.14:** Pavia Inf Div HQ (Fat-0, Locked), I/28 Italian Inf Bn (Pavia)
**A18.17:** II/28 Italian Inf Bn (Pavia)
**A15.10:** I/27 Italian Inf Bn (Pavia)
**A17.12:** II/27 Italian Inf Bn (Pavia)
**A18.20:** Aosta Italian MG Bn (Pavia)
**A21.17:** Pavia Div Italian Combat Trains

**Trento Italian Mot Inf Div:**
**A17.27:** Trento Italian Mot Inf Div HQ (Fat-1, Locked)
**A17.23:** I/61 Italian Inf Bn (Trento)
**A16.25:** II/61 Italian Inf Bn (Trento)
**A15.27:** X/7 Brs Italian Inf Bn (Trento)
**A13.28:** XI/7 Brs Italian Inf Bn (Trento)
**A24.26:** Trento Div Italian Combat Trains

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), Bardia Cmd Italian Combat Trains
**C17.18:** 1/28 GAF Static Co (Bardia)
**C22.20:** 2/28 GAF Static Co (Bardia)
**C22.21:** 3/28 GAF Static Co (Bardia)

**15 Pz Div:**
**C28.21:** 15 Pz Div HQ (Fresh, HQ is Used), 33 PJ Bn [1] (15 Pz, Support), I/8 Pz Bn [3] (15 Pz), I/104 Inf Bn (-) (15 Pz), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**C27.21:** II/8 Pz Bn (15 Pz), 15 Krd Motorcycle Inf Bn [2] (15 Pz)
**C23.20:** 15 Pz Div Combat Trains, Frontier Cmd Italian Combat Trains

**Wechmar Pz Recon KG:**
**C29.10:** Wechmar Pz Recon KG HQ (Fresh)
**C36.11:** 33 Pz Recon Bn (Wechmar, Screen mkr)
**C26.01:** KG Wechmar Combat Trains

**Frontier Italian Static Cmd:**
**C34.25:** Frontier Italian Static Cmd HQ (Fresh, Prepared Defense), 6/II/62 Italian Inf Co (Frontier), 1/33 LW "88" Co (Assigned to Frontier, Support), Fort mkr
**C33.28:** 7/II/62 Italian Inf Co (Frontier), Fort mkr
**C38.22:** 2/15 Krd Inf Co (Frontier), Fort mkr
**C36.16:** 4/15 Krd MG Co (Frontier), Fort mkr
**C31.21:** Knabe Motorcycle Inf Bn (-) (Frontier)
**C33.22:** 3/I/61 Inf Co (Frontier) Frontier Cmd Italian Combat Tains (see 15 Pz Div set up)

**Bach Inf KG:**

**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense), 2/33 LW "88" Co (Assigned to Bach, Support), 3/104 Inf Co (Bach)

**C36.30:** 1/104 Inf Co (Bach)

**C37.28:** 6/300 Oasis Co (Bach), Fort mkr

**C37.31:** 5/II/62 Italian Inf Co (Bach)

**C33.29:** Sollum Italian Static Co, KG Bach Combat Trains

**Minefield mkr:**

C36.31

**Wire breach markers:**

A11.07/A11.08

A12.09/A13.09

**Formation Activation Markers in Play:**

5 Le Div, 15 Pz Div, Bach KG, Wechmar KG, Bardia Cmd, Brescia Div, Frontier Cmd, Pavia Div, Trento Div

**Axis Reinforcements:**

15 Jun 41

**At Wechmar Pz Recon KG HQ:**
**Wechmar Pz Recon KG** (3 Pz Recon Bn)
**Assigned to any formation:** 1/18 LW "88" Co

16 Jun 41

**A: Ariete Italian Arm Div** (Ariete Arm Div HQ, Fat-0, I/32 [1], II/32 [1] Italian Tkt Bn, VII Italian Arm Bn [2], V/8 Brs, XII/8 Brs Italian Inf Bn, Ariete Div Italian Combat Trains)

## Commonwealth Set Up:

*Units are British unless otherwise noted.*

**20 Aus Inf Bde:**

**A10.11:** 20 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 9/2/3 Australian AT Co (+) (20 Aus, Support), 2/17 Australian Inf Bn (20 Aus)

**A10.08:** 2/13 Australian Inf Bn (20 Aus)

**A12.10:** 2/15 Australian Inf Bn (20 Aus)

**A7.09:** 2/1 Australian Pio Bn (20 Aus)

**A5.18:** 18 Aus Bde Combat Trains, 20 Aus Bde Combat Trains, 24 Aus Bde Combat Trains, 26 Aus Bde Combat Trains

**24 Aus Inf Bde:**

**A13.18:** 24 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 11/2/3 Australian AT Co (+) (24 Aus, Support), AASC Australian Inf Bn (24 Aus)

**A16.17:** 2/28 Australian Inf Bn (24 Aus)

**A16.20:** 2/32 Australian Inf Bn (24 Aus)

**A13.13:** 2/43 Australian Inf Bn (24 Aus)

24 Aus Bde Combat Trains (see 20 Aus Inf Bde set up)

**18 Aus Inf Bde:**

**A13.23** 18 Aus Inf Bde HQ (Fresh, Prepared Defense, Locked), 3 RHA AT Bn (-) (18 Aus, Support)

**A14.22:** 3 Hus Tkt Bn (-) (Assigned to 18/7), 1 KDG Arm Car Bn (-) (Assigned to 18/7)

**A15.22:** D/7 RTR Mat Arm Co (Assigned to 18/7), 2/9 Australian Inf Bn (18 Aus)

**A15.23:** 1 RTR Arm Bn (-) (Assigned to 18/7), 2/10 Australian Inf Bn (18 Aus)

**A14.23:** 2/12 Australian Inf Bn (18 Aus)

18 Aus Bde Combat Trains (see 20 Aus Inf Bde set up)

**26 Aus Inf Bde:**

**A12.22:** 26 Aus Inf Bde HQ (Fat-0, Prepared Defense, Locked), 10/2/3 Australian AT Co (+) (26 Aus, Support)

**A10.24:** 18 Cav Indian Cav Bn (26 Aus)

**A14.24:** 2/23 Australian Inf Bn (26 Aus)

**A16.20:** 2/24 Australian Inf Bn (26 Aus)

**A12.25:** 2/48 Australian Inf Bn (26 Aus)

26 Aus Bde Combat Trains (see 20 Aus Inf Bde set up)

**7 Arm Bde:**

**C44.22:** 7 Arm Bde HQ (Fresh), 2 RTR Arm Bn [3] (7 Arm), Jaxo Inf Col (7 Arm)

**C46.22:** 6 RTR Arm Bn (7 Arm)

**C49.27:** 7 Arm Bde Combat Trains, 4 Arm Bde Combat Trains

**4 Arm Bde:**

**C42.25:** 4 Arm Bde HQ (Fresh), 4 RTR Mat Arm Bn (-) (4 Arm)

**C43.25:** 7 RTR Mat Arm Bn (4 Arm), Harry Inf Col (4 Arm)

4 Arm Combat Trains (see 7 Arm Bde set up)

**22 Gds Mot Inf Bde:**

**C46.25:** 22 Gds Mot Inf Bde HQ (Fresh), 3 Cold Gd Inf Bn (22 Gds), 65 RA AT Bn (Assigned to 22 Gds)

**C47.26:** 2 Scots Gds Inf Bn (22 Gds), 1 Buffs Inf Bn (22 Gds)

**C51.28:** 22 Gds Bde Combat Trains

**Support Grp:**

**C52.20:** Support Grp HQ (HQ is Used, Fresh), 5/2/2 Australian AT Co (+) (Spt, Support), A/1 KRRC Inf Col (Spt)

**C53.19:** C/1 KRRC Inf Col (Spt)

**C54.17:** D/1 KRRC Inf Col (Spt)

**C51.22:** B/2 Rifle Inf Col (Spt)

**C50.23:** C/2 Rifle Inf Col (Spt)

**C49.25:** S/2 Rifle Inf Col (Spt)

**C55.17:** 11 Hus Arm Car Bn (Assigned to Spt, Screen mkr)

**C55.29:** Spt Grp Combat Trains

**Formation Activation Markers in Play:**

4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 22 Gds Bde, 18 Aus, 20 Aus, 24 Aus, 26 Aus

**Commonwealth Reinforcements:**

15 Jun 41

**H: 11/4 Ind Inf Bde** (2 QOCH Inf Bn)

**J: 11/4 Ind Inf Bde** (11/4 Ind Inf Bde HQ, Fresh, C/4 RTR Mat Arm Co (+), 1/6 Rj, 2/5 MLI Indian Inf Bn, 11/4 Ind Bde Combat Trains)

## Victory Conditions:

**The Commonwealth wins** if at any time there is a Legal MSR that extends from the city of Tobruk to any *playable* (see Supply Source) Commonwealth Supply Source on the Southern or Eastern map edges as well as if they control Halfaya Pass (C38.30) and at least one of the following hexes: Bir Hafid (C36.16), Sollum (C33.29), or Fort Capuzzo (C33.22) by the end of the game. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the Commonwealth victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than Commonwealth units within the Bardia Fortress perimeter.

Any other result is a Draw.

## 5.7 Operation Crusader: Full Campaign

*Operation Crusader was Auchinleck's bold plan to lure then destroy German armor allowing the besieged Tobruk garrison to break out while the frontier defenses around Sollum and Bardia were isolated. The plan fell apart almost immediately and became a swirling back-and-forth battle lasting several weeks until Rommel eventually ran out of steam and retreated west.*

**Playing Area:** All maps
**First Turn:** 19 Nov 41
**Last Turn:** 9 Dec 41
**Game Length:** 21 Turns
**First Player:** Commonwealth

**Tobruk Lock:** Lock is in effect

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a)
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c)

### Axis Set Up:
*Units are German unless otherwise noted.*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A2.04:** I/19 Italian Inf Bn (Brescia)
**A4.05:** II/19 Italian Inf Bn (Brescia)
**A6.05:** III/19 Italian Inf Bn (Brescia)
**A7.04:** I/20 Italian Inf Bn (Brescia)
**A8.05:** II/20 Italian Inf Bn (Brescia)
**A10.06:** III/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**Trento Italian Mot Inf Div:**
**A18.11:** Trento Italian Mot Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A11.08:** X/7 Brs Italian Inf Bn (Trento), Fort mkr
**A12.09:** XI/7 Brs Italian Inf Bn (Trento), Fort mkr
**A15.11:** I/61 Italian Inf Bn (Trento)
**A17.13:** II/61 Italian Inf Bn (Trento)
**A18.15:** I/62 Italian Inf Bn (Trento)
**A18.17:** II/62 Italian Inf Bn (Trento)
**A12.02:** Trento Div Italian Combat Trains

**Pavia Italian Inf Div:**
**A24.20:** Pavia Italian Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A18.20:** Aosta Italian MG Bn (Pavia)
**A20.21:** 1,8/31 Italian Assault Eng Bn (-) (Pavia), I/28 Italian Inf Bn (Pavia)
**A21.21:** V Italian Tkt Bn (Pavia), II/28 Italian Inf Bn (Pavia)
**A27.19:** I/27 Italian Inf Bn (Pavia)
**A28.19:** II/27 Italian Inf Bn (Pavia)
**A23.15:** Pavia Div Italian Combat Trains

**Bolgna Italian Inf Div:**
**A17.27:** Bolgna Italian Inf Div HQ (Fat-0, Prepared Defense, Locked), IV Italian Tkt Bn (Bolgna), I/39 Italian Inf Bn (Bolgna)
**A18.24:** 2,7/31 Italian Assault Eng Bn (-) (Bolgna), II/39 Italian Inf Bn (Bolgna)
**A17.23:** I/40 Italian Inf Bn (Bolgna)
**A16.25:** II/40 Italian Inf Bn (Bolgna)
**A13.27:** I/86 Italian Inf Bn (Bolgna)
**A23.22:** Bolgna Div Italian Combat Trains

**Afrika Mot Inf Div:**
**A15.33:** Afrika Mot Inf Div HQ (1 Arty Asset Point, Fresh, Prepared Defense, Locked), 605 Arm PzI Bn (Assigned to Afrika, Support)
**A14.25:** III/255 Inf Bn (Afrika)
**A15.29:** III/347 Inf Bn (Afrika)
**A21.31:** 900 Pio Bn (Afrika)
**A22.27:** I/155 Inf Bn (Afrika)
**A22.28:** II/155 Inf Bn (Afrika)
**A15.27:** III/155 Inf Bn (Afrika)
**B23.03:** I/361 Inf Bn (Afrika)
**B23.04:** II/361 Inf Bn (Afrika)
**A23.23:** Afrika Div Combat Trains

**Ariete Italian Arm Div:**
**A47.26:** Ariete Italian Arm Div HQ (Fresh, Prepared Defense), II Italian AT Bn (Ariete, Support), VIII Italian Arm Bn (Ariete), I Milmart Italian "102" Bn (Assigned to Ariete, Support)
**A49.28:** VII Italian Arm Bn (Ariete)
**A46.25:** IX Italian Arm Bn (Ariete)
**A49.30:** III/8 Brs Italian Spt Bn (Ariete)
**A51.29:** V/8 Brs Italian Inf Bn (Ariete)
**A51.28:** XII/8 Brs Italian Inf Bn (Ariete)
**A35.22:** Ariete Div Italian Combat Trains

**15 Pz Div:**
**B8.14:** 15 Pz Div HQ (HQ is Used, Fresh), 33 PJ Bn (15 Pz, Support), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**B8.16:** I/8 Pz Bn (15 Pz)
**B8.17:** II/8 Pz Bn (15 Pz)
**B9.08:** I/115 Inf Bn (15 Pz)
**B9.09:** II/115 Inf Bn (15 Pz)
**B7.20:** 15 Krd Motorcycle Inf Bn (15 Pz)
**B8.19:** 2 MG Bn (15 Pz)
**B9.12:** 33 Pz Pio Bn (15 Pz)
**B13.07:** 15 Pz Div Combat Trains

**KG Briel:**
w/i 2 **B13.11:** 1 Flak Co (Briel), 2 Flak Co (Briel)
**B13.11:** DAK Dump

**21 Pz Div:**
**B22.22:** 21 Pz Div HQ (1 Arty Asset Point, Fresh), 39 PJ Bn (21 Pz, Support), 200 Pz Pio Bn (21 Pz), 3/18 LW "88" Co (Assigned to 21 Pz, Support)
**B21.22:** II/104 Inf Bn (21 Pz)
**B21.23:** 8 MG Bn (21 Pz)
**B23.22:** I/5 Pz Bn (21 Pz)
**B23.23:** II/5 Pz Bn (21 Pz)
**B16.17:** 21 Pz Div Combat Trains

**Wechmar Pz Recon KG:**
**B41.28:** Wechmar Pz Recon KG HQ (Fresh)
**B43.26:** 3 Pz Recon Bn (Wechmar, Screen mkr)
**B40.20:** 33 Pz Recon Bn (Wechmar, Screen mkr)
**B36.34:** KG Wechmar Combat Trains

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), AT Italian AT Co (Bardia, Support), Bardia Cmd Italian Combat Trains
**C15.19:** 1/28 GAF Italian Co (Bardia)
**C19.18:** 2/28 GAF Italian Co (Bardia)
**C22.23:** 3/28 GAF Italian Co (Bardia)
**C17.18:** II/15 Italian Inf Bn (Bardia)
**C22.20:** II/16 Italian Inf Bn (Bardia)
**C22.21:** III/40 Italian Inf Bn (Bardia)
**C21.19:** Genova Italian MG Bn (Bardia)

**Bach Inf KG:**
**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense), 3/104 Inf Co (Bach), 1/33 LW "88" Co (Assigned to Bach, Support), 2/33 LW "88" Co (Assigned to Bach, Support)
**C36.30:** 1/104 Inf Co (Bach)
**C37.31:** 2/104 Inf Co (Bach)
**C40.28:** 6/300 Oasis Co (Bach), Fort mkr
**C33.29:** 10/300 Oasis Co (Bach)
**C33.22:** KG Bach Combat Trains

**Savona Italian Inf Div:**
**C47.16:** Savona Italian Inf Div HQ (Fresh, Prepared Defense), 1/18 LW "88" Co (Assigned to Savona, Support), 2/18 LW "88" Co (Assigned to Savona, Support)
**C42.25:** 2/300 Oasis Co (Savona), Fort mkr
**C48.10:** 12/300 Oasis Co (Savona), Fort mkr
**C44.18:** 13/300 Oasis Co (Savona), Fort mkr
**C48.13:** CLV It MG Bn (Savona), Fort mkr
**C49.11:** I/16 Italian Inf Bn (Savona), Fort mkr
**C48.14:** III/16 It Inf Bn (Savona), Fort mkr
**C42.24:** I/15 Italian Inf Bn (Savona), Fort mkr
**C45.17:** III/15 It Inf Bn (-) (Savona), Fort mkr
**C42.21:** 11/III/15 It Inf Co (Savona), Fort mkr
**C39.22:** Savona Div Italian Combat Trains

**Minefield markers:**
C36.31, C37.32, C38.31, C39.30, C39.31, C40.29, C41.27, C41.28, C41.29, C42.26, C43.20, C43.21, C43.22, C43.23, C43.24, C43.25, C43.26, C44.19, C45.18, C45.19, C46.17, C47.10, C47.11, C47.13, C47.14, C47.15, C47.17, C48.09, C48.11, C48.12, C48.15, C48.16, C49.10, C49.12, C49.13, C49.14, C49.15, C50.10, C50.11

**Wire breach markers:**
A11.07/A11.08
A12.09/A13.09

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Bach KG, Wechmar KG, Ariete Div, Bardia Cmd, Bolgna Div, Brescia Div, Pavia Div, Savona Div, Trento Div

**Axis Reinforcements:**
21 Nov 41
**Available:** Rommel

23 Nov 41
**C: RECAM Italian Arm Cav Grp** (RECAM Italian Arm Cav Grp HQ, Fresh, R. Gessi Italian Pol Recon Bn, III/32 Italian Tkt Bn, I/GGFF, II/GGFF Italian Inf Bn, RECAM Grp Italian Combat Trains)

24 Nov 41
**At Ariete HQ: Ariete Italian Arm Div** (I/32, II/32 Italian Tkt Bn)

**B: Trieste Italian Mot Inf Div** (Trieste Italian Mot Inf Div HQ, Fresh, 28/9 Brs, 30/9 Brs, I/65, II/65, I/66, II/66 Italian Inf Bn, 32/9 Brs Italian Motorcycle Inf, Trieste Div Italian Combat Trains)

29 Nov 41
**At Afrika Inf HQ: Afrika Mot Inf Div** (Kolbeck Inf Bn)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

**SBSK Polish Inf Bde:**
**A7.13:** SBSK Polish Inf Bde HQ (HQ is Done, Fat-0, Prepared Defense, Locked), AT Polish AT Bn (SBSK, Support)
**A7.09:** 11 East Czech Inf Bn (SBSK)
**A5.09:** 1 Polish Inf Bn (SBSK)
**A12.11:** 2 Polish Inf Bn (SBSK)
**A10.08:** 3 Polish Inf Bn (SBSK)
**A11.10:** Uhlan Polish Inf Bn (SBSK)
**A5.18:** SBSK Bde Polish Combat Trains, 70 Inf Div Combat Trains

**70 Inf Div:**
**A11.19:** 70 Inf Div HQ (Fresh, Prepared Defense), 149 RA AT Bn (+) (70 Inf, Support)
**A10.14:** 2/13 Australian Inf Bn (70 Inf)
**A14.13:** 4 Bdr Inf Bn (70 Inf)
**A16.15:** 1 DLI Inf Bn (70 Inf)
**A16.17:** 1 Esx Inf Bn (70 Inf)
**A16.20:** 2 Y&L Inf Bn (70 Inf)
**A15.23:** 1 RTR Arm Bn (70 Inf), 2 Qns Inf Bn (70 Inf)
**A14.23:** 4 RTR Mat Arm Bn (70 Inf), 2 BW Inf Bn (70 Inf)
**A13.23:** 1 B&H Inf Bn (70 Inf)
**A14.24:** D/7 RTR Mat Arm Co (70 Inf), 2 KOR Inf Bn (70 Inf)
**A12.25:** 2 Leic Inf Bn (70 Inf)
70 Inf Div Combat Trains (see SBSK Polish Inf Bde set up)

**22 Arm Bde:**
**A62.33:** 22 Arm Bde HQ (Fresh), A/102 AT Co (22 Arm, Support), 22 Arm Bde Combat Trains
**A62.35:** 11 Hus Arm Car Bn (Assigned to 22 Arm, Screen mkr)

**7 Arm Bde:**
**B43.14:** 7 Arm Bde HQ (Fresh), 4 RHA AT Bn (-) (7 Arm, Support), 6 RTR Arm Bn (7 Arm)
**B43.13:** 2 RTR Arm Bn (7 Arm)
**B44.14:** 7 Hus Arm Bn (7 Arm)
**B44.15:** Withers Inf Col (7 Arm)
**B42.11:** 4 South African Arm Car Bn (Assigned to 7 Arm, Screen mkr)
**B52.18:** 7 Arm Bde Combat Trains, 4 Arm Bde Combat Trains

**4 Arm Bde:**
**B48.21:** 4 Arm Bde HQ (Fresh), 102 RA AT Bn (-) (4 Arm, Support), 8 Hus LT Arm Bn (4 Arm)
**B47.21:** 3 RTR LT Arm Bn (4 Arm)
**B48.22:** 5 RTR LT Arm Bn (4 Arm)
**B49.23:** 2 Scots Gds Inf Bn (4 Arm)
**B50.25:** 1 KDG Arm Car Bn (-) (Assigned to 4 Arm, Screen mkr)
4 Arm Bde Combat Trains (see 7 Arm Bde set up)

**Support Grp:**
**B54.17:** Support Grp HQ (Fresh), 3 RHA AT Bn (Spt, Support), B/2 Rifle Inf Col (Spt), C/2 Rifle Inf Col (Spt)
**B55.17:** S/2 Rifle Inf Col (Spt)
**B54.16:** A/1 KRRC Inf Col (Spt), C/1 KRRC Inf Col (Spt)
**B54.15:** D/1 KRRC Inf Col (Spt)
**B59.15:** Spt Grp Combat Trains

**4 Ind Inf Div (-):**
**C56.15:** 4 Ind Inf Div (-) HQ (1 Arty Asset Point, HQ is Done, Fresh), 4/11 Sk Indian Inf Bn (4 Ind), 42 RTR Mat Arm Bn (Assigned to 4 Ind, Support), 65 RA AT Bn (Assigned to 4 Ind, Support)
**C57.16:** 4/16 Pj Indian Inf Bn (4 Ind)
**C57.15:** 1 RSx Inf Bn (4 Ind)
**C58.12:** Cav New Zealand Arm Cav Bn (Assigned to 4 Ind, Screen mkr)
**C53.19:** 4 Ind Div (-) Combat Trains

**Independent (Unassigned):**
**C48.26:** CIH Indian Arm Car Bn (Screen mkr)

**Formation Activation Markers in Play:**
4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 70 Inf Div, SBSK Bde, 4 Ind Div (-)

**Commonwealth Reinforcements:**
19 Nov 41
**E: 22 Arm Bde** (2 RGH, 3 CLY, 4 CLY, B/1 KRRC Inf Col)

**J:** 2x Naval Arty Asset Points, **11/4 Ind Inf Bde** (11/4 Ind Inf Bde HQ, Fresh, 2 QOCH Inf Bn, 1/6 Rj, 2/5 MLI Indian Inf Bn, 11/4 Ind Bde Combat Trains)

20 Nov 41
**E:** 1 Arty Asset Point, **1 SA South African Inf Div** (1 SA Inf Div HQ, Fat-0, 1 SAA South African AT Bn, 3 South African Arm Car Bn, 1 DEOR, 1 RNC, 1 SAI, 2 Bth, 1 TS, 3 TS South African Inf Bn, 1 SA Div Combat Trains)

**F:** 8 RTR Val Arm Bn, 44 RTR Mat Arm Bn (Assigned to NZ Div), **New Zealand NZ Div** (NZ Div New Zealand Inf Div (-) HQ, Fresh, 7 New Zealand AT Bn (-), 18, 19, 20, 24, 25, 26 New Zealand Inf Bn, NZ Div Combat Trains), **5 NZ New Zealand Inf Bde** (5 NZ Inf Bde HQ, Fresh, 32/7 New Zealand AT Co, 28 Maori, 21, 22, 23 New Zealand Inf Bn, 5 NZ Bde Combat Trains)

*Roll one die: remove on a 3 or more. Otherwise leave as is.*
2x Naval Arty Asset Points

23 Nov 41
**E: 22 Gds Bde** (22 Gds Bde HQ, Fresh, 3 Cold Gd, 9 Rifle Inf Bn, 22 Gds Bde Combat Trains), 73 RA AT Bn (Assigned to 22 Gds)

27 Nov 41
**G: 4 Ind Inf Div (-)** (2 SAA South African AT Bn, 1 Buffs Inf Bn, 3/1 Pj, 4/6 Rj Indian Inf Bn)

2 Dec 41
**Remove: 11/4 Ind Inf Bde** (all)
*Retain fatigue level and step losses. Units in dead pile are not removed.*

**G, H, and/or J:** 1 Arty Asset Point, **2 SA Inf Div** (2 SA Inf Div HQ, Fresh, 7 South African Arm Car Bn, 1 ILH, 1 RDL, 1 RLI, UMR, 2 RDL, Kaff, 2 TS, 1 SAP, 2 SAP South African Inf Bn, 2 SA Div Combat Trains)

3 Dec 41
**D: 11/4 Ind Inf Bde** (all)
*Arrives with fatigue level and step losses as during removal*

## Victory Conditions:

**The CW wins** if at any time there is a Legal MSR (Primary and Secondary Road hexes only) that extends from the city of Tobruk to any CW Supply Source on the Southern or Eastern map edges. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the CW victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than CW units within the Bardia Fortress perimeter.

Any other result is a Draw.

## 5.8 Two Map Crusader
*Cut down version of Operation Crusader with just the western two maps.*

**Playing Area:** Maps A and B
**First Turn:** 19 Nov 41
**Last Turn:** 9 Dec 41
**Game Length:** 21 Turns
**First Player:** Commonwealth

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables and roll for AV replacements as normal. For Axis Non-AV, use and roll as normal. For Commonwealth Non-AV, after rolling for results, divide the results by two (rounded up).

**Supply Sources:**
Axis: Any Axis Supply Source (see 1.4a) in the play area as well as B14.35 and B36.35.
Commonwealth: Any Commonwealth Supply Source (see 1.4c) in the play area as well as B56.35. Beginning 23 Nov 41, B26.35 becomes a Commonwealth Supply Source.

**Tobruk Lock:** Lock is in effect

## Axis Set Up:
Use the set up as Scenario 5.7 for the formations listed below that are in play.

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Wechmar KG, Ariete Div, Bolgna Div, Brescia Div, Pavia Div, Trento Div

**Axis Reinforcements:**
21 Nov 41
**Available:** Rommel

23 Nov 41
**C: RECAM Italian Arm Cav Grp** (RECAM Italian Arm Cav Grp HQ, Fresh, R. Gessi Italian Pol Recon Bn, III/32 Italian Tkt Bn, I/GGFF, II/GGFF Italian Inf Bn, RECAM Grp Italian Combat Trains)

24 Nov 41
**At Ariete HQ: Ariete Italian Arm Div** (I/32, II/32 Italian Tkt Bn)

**B: Trieste Italian Mot Inf Div** (Trieste Italian Mot Inf Div HQ, Fresh, 28/9 Brs, 30/9 Brs, I/65, II/65, I/66, II/66 Italian Inf Bn, 32/9 Brs Italian Motorcycle Inf, Trieste Div Italian Combat Trains)

*Roll one die: remove on a 3 or more. Otherwise leave as is.*
**Remove:** Rommel, **Wechmar Pz Recon KG** (all), **15 Pz Div** (all), **21 Pz Div** (all)
*Retain fatigue level and step losses. Units in dead pile are not removed.*

28 Nov 41
*Arrives only if removed previously:*
**Available:** Rommel
**Any road along the east edge from B12.35 to B36.35: Wechmar Pz Recon KG** (all), **15 Pz Div** (all), **21 Pz Div** (all). B36.35 becomes an Axis Supply Source and stop being a Commonwealth Supply Source.
*Arrives with same fatigue level and step losses as during removal*

29 Nov 41
**At Afrika Inf HQ: Afrika Mot Inf Div** (Kolbeck Inf Bn)

## Commonwealth Set Up:

Use the set up as Scenario 5.7 for the formations listed below that are in play.

**Formation Activation Markers in Play:**
4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 70 Inf Div, SBSK Bde

**Commonwealth Reinforcements:**
19 Nov 41
**E: 22 Arm Bde** (2 RGH, 3 CLY, 4 CLY, B/1 KRRC Inf Col)

20 Nov 41
**E: 1 Arty Asset Point, 1 SA South African Inf Div** (1 SA Inf Div HQ, Fat-0, 1 SAA South African AT Bn, 3 South African Arm Car Bn, 1 DEOR, 1 RNC, 1 SAI, 2 Bth, 1 TS, 3 TS South African Inf Bn, 1 SA Div Combat Trains)

23 Nov 41
**B26.35:** 8 RTR Val Arm Bn (Assigned to NZ Div), Cav NZ Arm Cav Bn (Assigned to NZ Div), **New Zealand NZ Div** (NZ Div New Zealand Inf Div (-) HQ, Fresh, 7 New Zealand AT Bn (-), 24, 25, 26 New Zealand Inf Bn, NZ Div Combat Trains). Hex becomes a Commonwealth Supply Source.

**B17.35:** 44 RTR Mat Arm Bn (Assigned to NZ Div), **New Zealand NZ Div** (18, 19, 20 New Zealand Inf Bn)

**E: 22 Gds Bde** (22 Gds Bde HQ, Fresh, 3 Cold Gd, 9 Rifle Inf Bn, 22 Gds Bde Combat Trains), 73 RA AT Bn (Assigned to 22 Gds)

24 Nov 41
**At NZ Div New Zealand Inf Div (-) HQ:**
**5 NZ New Zealand Inf Bde** (21 New Zealand Inf Bn)
*Treat this unit as an independent unit for the whole scenario*

3 Dec 41
**D: 11/4 Ind Inf Bde** (11/4 Ind Inf Bde HQ, Fresh, 2 QOCH Inf Bn, 1/6 Rj, 2/5 MLI Indian Inf Bn, 11/4 Ind Bde Combat Trains)

## Victory Conditions:

**The CW wins** if at any time there is a Legal MSR (Primary and Secondary Road hexes only) that extends from the city of Tobruk to any CW Supply Source on the Southern or Eastern map edges. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the CW victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than CW units within the Bardia Fortress perimeter.

Any other result is a Draw.

## 5.9 Operation Crusader: Clash of Armor

*The armor battle that Cunningham was seeking to defeat the enemy armor wound up backfiring with Rommel dictating much of the action. After defeating the British forces around Sidi Rezegh, however, the battle would continue back-and-forth for over two more weeks.*

**Playing Area:** All maps
**First Turn:** 21 Nov 41
**Last Turn:** 9 Dec 41
**Game Length:** 19 Turns
**First Player:** Axis

**Tobruk Lock:** Lock is in effect

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables

**Tobruk Lock:** The CW has just announced that the Tobruk Lock is over. (Sorry, chap, its about time you get out of Tobruk!)

**Supply Sources:**
Axis: Any Axis Supply Source (see 1.4a)
Commonwealth: Any Commonwealth Supply Source (see 1.4c)

## Axis Set Up:

*Units are German unless otherwise noted.*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A2.04:** I/19 Italian Inf Bn (Brescia)
**A4.05:** II/19 Italian Inf Bn (Brescia)
**A6.05:** III/19 Italian Inf Bn (Brescia)
**A7.04:** I/20 Italian Inf Bn (Brescia)
**A8.05:** II/20 Italian Inf Bn (Brescia)
**A10.06:** III/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**Trento Italian Mot Inf Div:**
**A18.11:** Trento Italian Mot Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A11.08:** X/7 Brs Italian Inf Bn (Trento), Fort mkr
**A12.09:** XI/7 Brs Italian Inf Bn (Trento), Fort mkr
**A15.11:** I/61 Italian Inf Bn (Trento)
**A17.13:** II/61 Italian Inf Bn (Trento)
**A18.15:** I/62 Italian Inf Bn (Trento)
**A18.17:** II/62 Italian Inf Bn (Trento)
**A12.02:** Trento Div Italian Combat Trains

**Pavia Italian Inf Div:**
**A25.22:** Pavia Italian Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A18.20:** Aosta Italian MG Bn (Pavia)
**A20.21:** 1,8/31 Italian Assault Eng Bn (-) (Pavia), I/28 Italian Inf Bn (Pavia)
**A21.21:** V Italian Tkt Bn (Pavia), II/28 Italian Inf Bn (Pavia)
**A28.26:** I/27 Italian Inf Bn (Pavia)
**A29.23:** II/27 Italian Inf Bn (Pavia)
**A23.15:** Pavia Div Italian Combat Trains

**Bolgna Italian Inf Div:**
**A17.27:** Bolgna Italian Inf Div HQ (Fat-0, Prepared Defense, Locked), I/39 Italian Inf Bn (Bolgna)
**A18.28:** IV Italian Tkt Bn (Bolgna), II/39 Italian Inf Bn (Bolgna)
**A17.23:** I/40 Italian Inf Bn (Bolgna)
**A16.25:** II/40 Italian Inf Bn (Bolgna)
**A18.24:** 2,7/31 Italian Assault Eng Bn (-) (Bolgna)
**A13.27:** I/86 Italian Inf Bn (Bolgna)
**A23.25:** Bolgna Div Italian Combat Trains

**Afrika Mot Inf Div:**
**A18.32:** Afrika Mot Inf Div HQ (1 Arty Asset Point, Fresh, Prepared Defense), 605 Arm PzI Bn (Assigned to Afrika, Support)
**A14.25:** III/255 Inf Bn (Afrika)
**A15.29:** III/347 Inf Bn (Afrika)
**A24.31:** 900 Pio Bn (Afrika)
**A25.31:** I/155 Inf Bn (Afrika)
**A27.30:** II/155 Inf Bn (Afrika)
**A15.27:** III/155 Inf Bn (Afrika)
**B24.02:** I/361 Inf Bn (Afrika)
**B24.03:** II/361 Inf Bn (Afrika)
**A22.27:** Afrika Div Combat Trains

**Ariete Italian Arm Div:**
**A47.26:** Ariete Italian Arm Div HQ (Fat-0, Prepared Defense), II Italian AT Bn (Ariete, Support), I Milmart Italian "102" Bn (Assigned to Ariete, Support)
**A48.29:** VII Italian Arm Bn [3] (Ariete)
**A50.29:** VIII Italian Arm Bn [3] (Ariete)
**A50.28:** IX Italian Arm Bn [3] (Ariete)
**A49.30:** III/8 Brs Italian Spt Bn (Ariete)
**A51.29:** V/8 Brs Italian Inf Bn (Ariete)
**A51.28:** XII/8 Brs Italian Inf Bn (Ariete)
**A35.22:** Ariete Div Italian Combat Trains

**KG Briel:**
**w/i 2 B13.11:** 1 Flak Co (Briel), 2 Flak Co (Briel)
**B13.11:** DAK Dump

**Wechmar Pz Recon KG:**
**B24.25:** Wechmar Pz Recon KG HQ (Fresh), 33 Pz Recon Bn (Wechmar)
**B23.23:** 3 Pz Recon Bn (Wechmar)
**B24.27:** KG Wechmar Combat Trains (Ghost)

**15 Pz Div:**
**B40.09:** 15 Pz Div HQ (Fresh), 33 PJ Bn (15 Pz, Support), II/8 Pz Bn (15 Pz), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**B40.08:** I/8 Pz Bn (15 Pz)
**B41.10:** 15 Krd Motorcycle Inf Bn (15 Pz)
**B41.11:** 2 MG Bn (15 Pz)
**B42.11:** I/115 Inf Bn (15 Pz)
**B42.12:** II/115 Inf Bn (15 Pz)
**B43.13:** 33 Pz Pio Bn (15 Pz),
**B45.16:** 15 Pz Div Combat Trains (Ghost), 21 Pz Div Combat Trains (Ghost)

**21 Pz Div:**
**B41.15:** 21 Pz Div HQ (1 Arty Asset Point, Fresh), 39 PJ Bn (21 Pz, Support), I/5 Pz Bn [4] (21 Pz), 3/18 LW "88" Co (Assigned to 21 Pz, Support)
**B41.16:** II/5 Pz Bn [4] (21 Pz)
**B41.17:** II/104 Inf Bn (21 Pz)
**B41.18:** 8 MG Bn (21 Pz)
**B41.19:** 200 Pz Pio Bn (21 Pz)
21 Pz Div Combat Trains (see 15 Pz Div set up)

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), AT Italian AT Co (Bardia, Support), Bardia Cmd Italian Combat Trains
**C15.19:** 1/28 GAF Italian Co (Bardia)
**C19.18:** 2/28 GAF Italian Co (Bardia)
**C22.23:** 3/28 GAF Italian Co (Bardia)
**C17.18:** II/15 Italian Inf Bn (Bardia)
**C22.20:** II/16 Italian Inf Bn (Bardia)
**C22.21:** III/40 Italian Inf Bn (Bardia)
**C21.19:** Genova Italian MG Bn (Bardia)

**Bach Inf KG:**
**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense, 3/104 Inf Co (Bach), 1/33 LW "88" Co (Assigned to Bach, Support), 2/33 LW "88" Co (Assigned to Bach, Support)
**C36.30:** 1/104 Inf Co (Bach)
**C37.31:** 2/104 Inf Co (Bach)
**C40.28:** 6/300 Oasis Co (Bach), Fort mkr
**C33.29:** 10/300 Oasis Co (Bach)
**C33.22:** KG Bach Combat Trains

**Savona Italian Inf Div:**
**C47.16:** Savona Italian Inf Div HQ (Fresh, Prepared Defense), 1/18 LW "88" Co (Assigned to Savona, Support), 2/18 LW "88" Co (Assigned to Savona, Support)
**C42.25:** 2/300 Oasis Co (Savona), Fort mkr
**C48.10:** 12/300 Oasis Co (Savona), Fort mkr
**C44.18:** 13/300 Oasis Co (Savona), Fort mkr
**C48.13:** CLV It MG Bn (Savona), Fort mkr
**C49.11:** I/16 It Inf Bn (Savona), Fort mkr
**C48.14:** III/16 It Inf Bn (Savona), Fort mkr
**C42.24:** I/15 It Inf Bn (Savona), Fort mkr
**C45.17:** III/15 It Inf Bn (Savona), Fort mkr
**C42.21:** 11/III/15 It Inf Co (Savona), Fort mkr
**C39.22:** Savona Div Italian Combat Trains

**Minefield markers:**
C36.31, C37.32, C38.31, C39.30, C39.31, C40.29, C41.27, C41.28, C41.29, C42.26, C43.20, C43.21, C43.22, C43.23, C43.24, C43.25, C43.26, C44.19, C45.18, C45.19, C46.17, C47.10, C47.11, C47.13, C47.14, C47.15, C47.17, C48.09, C48.11, C48.12, C48.15, C48.16, C49.10, C49.12, C49.13, C49.14, C49.15, C50.10, C50.11

**Wire breach markers:**
A11.07/A11.08
A12.09/A13.09
C58.12/C59.12

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Bach KG, Wechmar KG, Ariete Div, Bardia Cmd, Bolgna Div, Brescia Div, Pavia Div, Savona Div, Trento Div

**Axis Reinforcements:**
21 Nov 41
**Available:** Rommel

23 Nov 41
**C: RECAM Italian Arm Cav Grp** (RECAM Italian Arm Cav Grp HQ, Fresh, R. Gessi Italian Pol Recon Bn, III/32 Italian Tkt Bn, I/GGFF, II/GGFF Italian Inf Bn, RECAM Grp Italian Combat Trains)

24 Nov 41
**At Ariete HQ: Ariete Italian Arm Div** (I/32, II/32 Italian Tkt Bn)

**B: Trieste Italian Mot Inf Div** (Trieste Italian Mot Inf Div HQ, Fresh, 28/9 Brs, 30/9 Brs, I/65, II/65, I/66, II/66 Italian Inf Bn, 32/9 Brs Italian Motorcycle Inf, Trieste Div Italian Combat Trains

29 Nov 41
**At Afrika Inf HQ: Afrika Mot Inf Div** (Kolbeck Inf Bn)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

### SBSK Polish Inf Bde:
**A7.13:** SBSK Polish Inf Bde HQ (HQ is Done, Fat-0, Prepared Defense, Locked), AT Polish AT Bn (SBSK, Support)
**A7.09:** 11 East Czech Inf Bn (SBSK)
**A5.09:** 1 Polish Inf Bn (SBSK)
**A12.11:** 2 Polish Inf Bn (SBSK)
**A10.08:** 3 Polish Inf Bn (SBSK)
**A11.10:** Uhlan Polish Inf Bn (SBSK)
**A5.18:** SBSK Bde Polish Combat Trains, 70 Inf Div Combat Trains

### 70 Inf Div:
**A11.19:** 70 Inf Div HQ (Fresh, Prepared Defense, Locked), 149 RA AT Bn (+) (70 Inf, Support)
**A10.14:** 2/13 Australian Inf Bn (70 Inf)
**A14.13:** 4 Bdr Inf Bn (70 Inf)
**A16.15:** 1 DLI Inf Bn (70 Inf)
**A16.17:** 1 Esx Inf Bn (70 Inf)
**A16.20:** 2 Y&L Inf Bn (70 Inf)
**A15.23:** 1 RTR Arm Bn (70 Inf), 2 Qns Inf Bn (70 Inf)
**A14.23:** 4 RTR Mat Arm Bn (70 Inf), 2 BW Inf Bn (70 Inf)
**A13.23:** 1 B&H Inf Bn (70 Inf)
**A14.24:** D/7 RTR Mat Arm Co (70 Inf), 2 KOR Inf Bn (70 Inf)
**A12.25:** 2 Leic Inf Bn (70 Inf)
70 Inf Div Combat Trains (see SBSK Polish Inf Bde set up)

### Support Grp:
**B26.02:** Support Grp HQ (Fat-0), 3 RHA AT Bn (Spt, Support)
**A25.34:** B/2 Rifle Inf Col (Spt), C/2 Rifle Inf Col (Spt)
**A25.35:** S/2 Rifle Inf Col (Spt)
**A25.32:** A/1 KRRC Inf Col (Spt), C/1 KRRC Inf Col (Spt)
**A26.32:** D/1 KRRC Inf Col (Spt)
**B37.03:** Spt Grp Combat Trains (Ghost), 7 Arm Bde Combat Trains (Ghost)

### 7 Arm Bde:
**B27.03:** 7 Arm Bde HQ (Fat-0), 4 RHA AT Bn (-) (7 Arm, Support), 7 Hus Arm Bn (7 Arm)
**A28.34:** 2 RTR Arm Bn (7 Arm)
**A25.33:** 6 RTR Arm Bn [3] (7 Arm)
**B26.01:** Withers Inf Col (7 Arm)
**B26.04:** 4 South African Arm Car Bn (Assigned to 7 Arm, Screen mkr)
7 Arm Bde Combat Trains (see Support Grp set up)

### 1 SA Inf Div:
**A45.32:** 1 SA Inf Div HQ (1 Arty Asset Point, Fat-0), 1 SAA South African AT Bn (1 SA, Support), 3 South African Arm Car Bn (1 SA, Screen mkr)
**A34.29:** 2 Bth South African Inf Bn (1 SA)
**A35.30:** 3 TS South African Inf Bn (1 SA)
**A36.30:** 1 SAI South African Inf Bn (1 SA)
**A48.32:** 1 TS South African Inf Bn (1 SA)
**A51.32:** 1 DEOR South African Inf Bn (1 SA)
**A53.30:** 1 RNC S. African Inf Bn (1 SA)
**A48.34:** 1 SA Div Combatr Trains (Ghost)

### 22 Arm Bde:
**B52.18:** 22 Arm Bde HQ (Fat-0), A/102 AT Co (22 Arm, Support), 3 CLY Arm Bn [3] (22 Arm)
**B51.19:** 2 RGH Arm Bn [2] (22 Arm)
**B53.18:** 4 CLY Arm Bn [3] (22 Arm)
**B50.19:** 11 Hus Arm Car Bn (Assigned to 22 Arm, Screen mkr)
**B53.17:** B/1 KRRC Inf Col (22 Arm)
**B54.14:** 22 Arm Bde Combat Trains (Ghost)

### 4 Arm Bde:
**B51.27:** 4 Arm Bde HQ (Fresh), 102 RA AT Bn (-) (4 Arm, Support), 8 Hus LT Arm Bn [2] (4 Arm)
**B51.26:** 3 RTR LT Arm Bn [3] (4 Arm)
**B52.27:** 5 RTR LT Arm Bn [3] (4 Arm)
**B52.28:** 2 Scots Gds Inf Bn (4 Arm)
**B50.25:** 1 KDG Arm Car Bn (-) (Assigned to 4 Arm, Screen mkr)
**B53.31:** 4 Arm Bde Combat Trains (Ghost)

### New Zealand NZ Div New Zealand Inf Div (-):
**C51.07:** NZ Div New Zealand Inf Div (-) HQ (Fresh), 7 New Zealand AT Bn (-) (NZ Div, Support), 20 New Zealand Inf Bn (NZ Div)
**C50.05:** 18 New Zealand Inf Bn (NZ Div)
**C51.06:** 19 New Zealand Inf Bn (NZ Div)
**C50.03:** 24 New Zealand Inf Bn (NZ Div)
**C51.04:** 25 New Zealand Inf Bn (NZ Div)
**C51.05:** 26 New Zealand Inf Bn (NZ Div)
**C50.04:** 8 RTR Val Arm Bn (Assigned to NZ Div)
**C50.06:** 44 RTR Mat Arm Bn (Assigned to NZ Div)
**C48.04:** Cav New Zealand Arm Cav Bn (Assigned to NZ Div, Screen mkr)
**C57.06:** NZ Div Combat Trains, 5 NZ Bde Combat Trains

### 5 NZ Inf Bde:
**C52.06:** 5 NZ New Zealand Inf Bde HQ (Fresh), 32/7 NZ AT Co (5 NZ, Support), 22 New Zealand Inf Bn (5 NZ)
**C52.05:** 21 NZ Inf Bn (5 NZ)
**C53.06:** 23 New Zealand Inf Bn (5 NZ)
**C53.07:** Maori New Zealand Inf Bn (5 NZ)
5 NZ Bde Combat Trains (see New Zealand NZ Div set up)

### 4 Ind Inf Div (-):
**C52.10:** 4 Ind Inf Div (-) HQ (1 Arty Asset Point, Fresh), 4/11 Sk Indian Inf Bn (4 Ind), 42 RTR Mat Arm Bn (Assigned to 4 Ind, Support), 65 RA AT Bn (Assigned to 4 Ind, Support)
**C47.07:** 1 RSx Inf Bn (4 Ind)
**C48.07:** 4/16 Pj Indian Inf Bn (4 Ind)
**C57.12:** 4 Ind Div (-) Combat Trains

### Independent (Unassigned):
**C48.26:** CIH Indian Arm Car Bn (Screen mkr)

### 11/4 Ind Inf Bde:
**C37.34:** 11/4 Ind Inf Bde HQ (Fresh), 2 QOCH Inf Bn (11/4 Ind)
**C38.33:** 2/5 MLI Indian Inf Bn (11/4 Ind)
**C39.34:** 1/6 Rj Indian Inf Bn (11/4 Ind)
**C37.35:** 11/4 Ind Bde Combat Trains

### Formation Activation Markers in Play:
4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 22 Gds Bde, 70 Inf Div, SBSK Bde, 4 Ind Div (-), 11 Ind Bde (4 Ind Div), NZ Div (-), 5 NZ Bde (NZ Div), 1 SA Div

### Commonwealth Reinforcements:
23 Nov 41
**E: 22 Gds Bde** (22 Gds Bde HQ, Fresh, 3 Cold Gd, 9 Rifle Inf Bn, 22 Gds Bde Combat Trains), 73 RA AT Bn (Assigned to 22 Gds)

27 Nov 41
**G: 4 Ind Inf Div (-)** (2 SAA South African AT Bn, 1 Buffs Inf Bn, 3/1 Pj, 4/6 Rj Indian Inf Bn)

2 Dec 41
**Remove: 11/4 Ind Inf Bde** (all)
*Retain fatigue level and step losses. Units in dead pile are not removed.*

**G, H, and/or J:** 1 Arty Asset Point, **2 SA Inf Div** (2 SA Inf Div HQ, Fresh, 7 South African Arm Car Bn, 1 ILH, 1 RDL, 1 RLI, UMR, 2 RDL, Kaff, 2 TS, 1 SAP, 2 SAP South African Inf Bn, 2 SA Div Combat Trains)

3 Dec 41
**D: 11/4 Ind Inf Bde** (all)
*Arrives with fatigue level and step losses as during removal*

## Victory Conditions:

**The CW wins** if at any time there is a Legal MSR (Primary and Secondary Road hexes only) that extends from the city of Tobruk to any CW Supply Source on the Southern or Eastern map edges. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the CW victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than CW units within the Bardia Fortress perimeter.

Any other result is a Draw.

## 5.10 Totensonntag

*With the capture of the airfield near Sidi Rezegh, Commonwealth forces gather to meet the Tobruk breakout force. Rommel converges on Sidi Rezegh where the fighting culminates on Totensonntag ("Sunday of the Dead") leading to the destruction of the 5th South African Infantry Brigade along with much of the 7th Armoured Division.*

**Playing Area:** Maps A and B
**First Turn:** 21 Nov 41
**Last Turn:** 23 Nov 41
**Game Length:** 3 Turns
**First Player:** Axis

**Replacement Points:**
Not used

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a) in the play area as well as B14.35
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c) in the play area as well as B56.35

**Tobruk Lock:** Lock is in effect

## Axis Set Up:

Use the set up as Scenario 5.9 for the formations listed below that are in play.

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Wechmar KG, Ariete Div, Bolgna Div, Brescia Div, Pavia Div, Trento Div

**Axis Reinforcements:**
None

## Commonwealth Set Up:

Use the set up as Scenario 5.9 for the formations listed below that are in play.

**Formation Activation Markers in Play:**
4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Bde), Spt Grp (7 Arm Div), 22 Gds Bde, 70 Inf Div, SBSK Bde, 1 SA Div

**Commonwealth Reinforcements:**
None

## Victory Conditions:

**The Commonwealth wins** if it has units occupying Sidi Rezegh (A23.31), Sidi Rezegh Airfield (A25.33), Belhamed (either hex), and Ed Duda (either hex) at the end of the game.

**The Axis wins** if they avoid the Commonwealth victory condition.

## 5.11 Operation Crusader: Dash to the Wire

*Rommel, perceiving he had defeated the British armored threat after Totensonntag, took the mobile forces east to relieve the frontier defenses.*

**Playing Area:** All maps
**First Turn:** 25 Nov 41
**Last Turn:** 9 Dec 41
**Game Length:** 15 Turns
**First Player:** Axis
**Special Rules:** 21 NZ Inf Bn (5 NZ) is assigned to 6 NZ. This unit functions as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players control to do so in the rules. The units in the deal pool are the only ones available to be rebuilt. While additional units have been eliminated prior to the start of the scenario, these cannot be rebuilt to reflect the historical nature of their demise.

**Axis Dead Pool available for rebuild:**
None
**Commonwealth Dead Pool available for rebuild: 7 Arm Bde** (7 Hus, 6 RTR Arm Bn), **22 Arm Bde** (2 RGH, 3 CLY Arm Bn)

**Combat Trains off map:** 4 Arm, 7 Arm, 22 Arm, Spt Grp

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables

**Tobruk Lock:** Formations are unlocked

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a)
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c)

**Axis Set Up:**
*Units are German unless otherwise noted.*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A2.04:** I/19 Italian Inf Bn (Brescia)
**A4.05:** II/19 Italian Inf Bn (Brescia)
**A6.05:** III/19 Italian Inf Bn (Brescia)
**A7.04:** I/20 Italian Inf Bn (Brescia)
**A8.05:** II/20 Italian Inf Bn (Brescia)
**A10.06:** III/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**Trento Italian Inf Div:**
**A18.11:** Trento Italian Mot Inf Div HQ (Fat-1, Prepared Defense, Locked)
**A11.08:** X/7 Brs Italian Inf Bn (Trento), Fort mkr
**A12.09:** XI/7 Brs Italian Inf Bn (Trento), Fort mkr
**A15.11:** I/61 Italian Inf Bn (Trento)
**A17.13:** II/61 Italian Inf Bn (Trento)
**A18.15:** I/62 Italian Inf Bn (Trento)
**A18.17:** II/62 Italian Inf Bn (Trento)
**A12.02:** Trento Div Italian Combat Trains

**Pavia Italan Inf Div:**
**A23.24:** Pavia Italian Inf Div HQ (Fat-1, Prepared Defense)
**A18.20:** Aosta Italian MG Bn (Pavia)
**A20.22:** 1,8/31 Italian Assault Eng Bn (-) (Pavia), I/28 Italian Inf Bn (Pavia)
**A21.23:** V Italian Tkt Bn (Pavia), II/28 Italian Inf Bn (Pavia)
**A28.26:** I/27 Italian Inf Bn (Pavia)
**A29.23:** II/27 Italian Inf Bn (Pavia)
**A23.15:** Pavia Div Italian Combat Trains

**Bolgna Italian Inf Div:**
**A19.26:** Bolgna Italian Inf Div HQ (Fat-2, Prepared Defense), I/39 Italian Inf Bn [4] (Bolgna)
**A18.28:** II/39 Italian Inf Bn [4] (Bolgna)
**A18.22:** I/40 Italian Inf Bn [3] (Bolgna)
**A20.24:** II/40 Italian Inf Bn [3] (Bolgna)
**A19.30:** IV Italian Tkt Bn [2] (Bolgna), 2,7/31 Italian Assault Eng Bn (-) [2] (Bolgna)
**A13.27:** I/86 Italian Inf Bn [5] (Bolgna)
**A23.22:** Bolgna Div Italian Combat Trains

**Afrika Mot Inf Div:**
**A18.32:** Afrika Mot Inf Div HQ (1 Arty Asset Point, Fat-1, Prepared Defense), 605 Arm PzI Bn [1] (Assigned to Afrika, Support)
**A15.29:** III/347 Inf Bn (Afrika)
**A21.31:** 900 Pio Bn (Afrika)
**A25.33:** I/155 Inf Bn [5] (Afrika)
**A27.31:** II/155 Inf Bn [5] (Afrika)
**A17.30:** III/155 Inf Bn [4] (Afrika)
**A24.35:** I/361 Inf Bn (Afrika)
**B22.03:** II/361 Inf Bn [3] (Afrika)
**A23.23:** Afrika Div Combat Trains

**Trieste Italian Mot Inf Div:**
**A24.23:** Trieste Italian Mot Inf Div HQ (Fresh), 28/9 Brs Italian Inf Bn (Trieste)
**A24.22:** 30/9 Brs Italian Inf Bn (Trieste)
**A24.24:** 32/9 BRS Italian Motorcyle Bn (Trieste)
**A25.20:** I/66 Italian Inf Bn (Trieste)
**A25.19:** II/66 Italian Inf Bn (Trieste)
**A25.22:** I/65 Italian Inf Bn (Trieste)
**A25.21:** II/65 Italian Inf Bn (Trieste)
**A25.18:** Trieste Div Italian Combat Trains (Ghost)

**RECAM Italian Arm Cav Grp:**
**A47.26:** RECAM Italian Arm Cav Grp HQ (Fresh), III/32 Italian Tkt Bn (RECAM), I Milmart Italian "102" Bn (Assigned to RECAM, Support)
**A48.24:** I/GGFF Italian Inf Bn (RECAM)
**A43.25:** II/GGFF Italian Inf Bn (RECAM)
**A49.28:** R. Gessi Italian Pol Recon Bn (RECAM)
**A44.20:** RECAM Grp Italian Combat Trains (Ghost)

**KG Briel:**
**w/i 2 B13.11:** 1 Flak Co (Briel), 2 Flak Co (Briel)
**B13.11:** DAK Dump

**Wechmar Pz Recon KG:**
**B24.34:** Wechmar Pz Recon KG HQ (Fresh), 3 Pz Recon Bn (Wechmar, Screen mkr)
**B23.35:** 33 Pz Recon Bn [2] (Wechmar, Screen mkr)
**B18.32:** KG Wechmar Combat Trains (Ghost)

**Ariete Italian Arm Div:**
**B52.07:** Ariete Italian Arm Div HQ (Fat-0), II Italian AT Bn (Ariete, Support), VII Italian Arm Bn [3] (Ariete), VIII Italian Arm Bn [3] (Ariete)

**B51.07:** IX Italian Arm Bn [3] (Ariete)
**B50.04:** III/8 Brs Italian Spt Bn [3] (Ariete)
**B51.06:** V/8 Brs Italian Inf Bn (Ariete)
**B51.05:** XII/8 Brs Italian Inf Bn (Ariete)
**B50.03:** I/32 Italian Tkt Bn (Ariete), II/32 Italian Tkt Bn (Ariete), Ariete Div Italian Combat Trains

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), AT Italian AT Co (Bardia, Support), Bardia Cmd Italian Combat Trains
**C15.19:** 1/28 GAF Italian Co (Bardia)
**C19.18:** 2/28 GAF Italian Co (Bardia)
**C22.23:** 3/28 GAF Italian Co (Bardia)
**C17.18:** II/15 Italian Inf Bn (Bardia)
**C22.20:** II/16 Italian Inf Bn (Bardia)
**C22.21:** III/40 Italian Inf Bn (Bardia)
**C21.19:** Genova Italian MG Bn (Bardia)

**Bach Inf KG:**
**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense), 3/104 Inf Co (Bach), 1/33 LW "88" Co (Assigned to Bach, Support), 2/33 LW "88" Co (Assigned to Bach, Support)
**C36.30:** 1/104 Inf Co (Bach)
**C37.31:** 2/104 Inf Co (Bach)
**C40.28:** 6/300 Oasis Co (Bach), Fort mkr
**C33.29:** 10/300 Oasis Co (Bach)
**C37.22:** KG Bach Combat Trains (Ghost)

**Savona Italian Inf Div:**
**C47.16:** Savona Italian Inf Div HQ (Fresh, Prepared Defense)
**C42.25:** 2/300 Oasis Co (Savona), Fort mkr
**C48.10:** 12/300 Oasis Co (Savona), Fort mkr
**C44.18:** 13/300 Oasis Co (Savona), Fort mkr
**C42.24:** I/15 Italian Inf Bn (Savona), Fort mkr
**C45.17:** III/15 Italian Inf Bn (-) (Savona), Fort mkr
**C42.21:** 11/III/15 Italian Inf Co (Savona), Fort mkr
Savona Div Italian Combat Trains (off map)

**15 Pz Div:**
**C51.07:** 15 Pz Div HQ (Fat-0), 33 PJ Bn (15 Pz, Support), I/8 Pz Bn [3] (15 Pz), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**C51.06:** II/8 Pz Bn [2] (15 Pz)

**C52.05:** 2 MG Bn [5] (15 Pz)
**C52.06:** 15 Krd Motorcycle Inf Bn (15 Pz)
**C53.06:** I/115 Inf Bn [4] (15 Pz)
**C53.07:** II/115 Inf Bn [4] (15 Pz)
**C57.06:** 33 Pz Pio Bn (15 Pz), 15 Pz Div Combat Trains (Ghost)

**21 Pz Div:**
**C53.19:** 21 Pz Div HQ (1 Arty Asset Point, Fat-0), 39 PJ Bn (21 Pz, Support), II/104 Inf Bn [5] (21 Pz), 3/18 LW "88" Co (Assigned to 21 Pz, Support)
**C53.16:** I/5 Pz Bn [1] (21 Pz), II/5 Pz Bn [1] (21 Pz)
**C54.17:** 200 Pz Pio Bn (21 Pz)
**C54.18:** 8 MG Bn (21 Pz)
**C57.15:** 21 Pz Div Combat Trains (Ghost)

**Minefield markers:**
C36.31, C37.32, C38.31, C39.30, C39.31, C40.29, C41.27, C41.28, C41.29, C42.26, C43.20, C43.21, C43.22, C43.23, C43.24, C43.25, C43.26, C44.19, C45.18, C45.19, C46.17, C47.10, C47.11, C47.15, C47.17, C48.09, C48.11, C48.15, C48.16, C49.10, C49.13, C49.14, C49.15, C50.11

**Minefield breach markers:**
C47.13, C47.14, C48.12, C49.12, C50.10

**Wire breach markers:**
A11.07/A11.08
A12.09/A13.09
A14.23/A15.24
A14.24/A15.25
A15.23/A16.23
C58.12/C59.12

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Bach KG, Wechmar KG, Ariete Div, Bardia Cmd, Bolgna Div, Brescia Div, Pavia Div, RECAM Grp, Savona Div, Trento Div, Trieste Div

**Axis Reinforcements:**
29 Nov 41
**At Afrika Inf HQ: Afrika Mot Inf Div** (Kolbeck Inf Bn)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

**SBSK Polish Inf Bde:**
**A10.13:** SBSK Polish Inf Bde HQ (Fat-0, Prepared Defense), AT Polish AT Bn (SBSK, Support)
**A7.09:** 11 East Czech Inf Bn (SBSK)
**A10.08:** 3 Polish Inf Bn (SBSK)
**A12.10:** Uhlan Polish Inf Bn (SBSK)
**A15.14:** 2 Polish Inf Bn (SBSK)
**A16.17:** 1 Polish Inf Bn (SBSK)
**A5.18:** SBSK Bde Polish Combat Trains, 70 Inf Div Combat Trains

**70 Inf Div:**
**A13.19:** 70 Inf Div HQ (Fat-1), 149 RA AT Bn (+) (70 Inf, Support)
**A10.13:** 2/13 Australian Inf Bn (70 Inf)
**A16.20:** 4 Bdr Inf Bn (70 Inf)
**A15.23:** 1 Esx Inf Bn (70 Inf)
**A12.25:** 1 DLI Inf Bn (70 Inf)
**A17.23:** 1 B&H Inf Bn [4] (70 Inf)
**A19.24:** 2 Y&L Inf Bn [4] (70 Inf)
**A18.25:** 2 Qns Inf Bn [5] (70 Inf)
**A16.25:** 4 RTR Mat Arm Bn [2] (70 Inf)
**A15.24:** 1 RTR Arm Bn [2] (70 Inf), 2 BW Inf Bn [3] (70 Inf)
**A14.25:** 2 KOR Inf Bn [5] (70 Inf)
**A15.27:** D/7 RTR Mat Arm Co [1] (70 Inf), 2 Leic Inf Bn (70 Inf)
70 Inf Div Combat Trains (see SBSK Polish Inf Bde set up)

**New Zealand NZ Div:**
**B23.08:** NZ Div New Zealand Inf Div (-) HQ (Fat-0), 7 NZ AT Bn (-) (NZ Div, Support), 8 RTR Val Arm Bn [3] (Assigned to NZ Div, Support)
**B19.07:** Cav New Zealand Arm Cav Bn (Assigned to NZ Div, Screen mkr)
**B21.06:** 44 RTR Mat Arm Bn [3] (Assigned to NZ Div), 18 New Zealand Inf Bn (NZ Div)
**B20.06:** 19 New Zealand Inf Bn (NZ Div)
**B22.06:** 20 New Zealand Inf Bn (NZ Div)
**B24.02:** 24 New Zealand Inf Bn [4] (NZ Div)
**B24.03:** 25 New Zealand Inf Bn [3] (NZ Div)
**B25.03:** 26 New Zealand Inf Bn [5] (NZ Div)
**B26.04:** 21 New Zealand Inf Bn [5] (5 NZ, *Assigned to NZ Div– see special rule*)
**B22.13:** NZ Div Combat Trains

**22 Arm Bde:**
**B29.10:** 22 Arm Bde HQ (Fat-2), A/102 AT Co (22 Arm, Support), 4 CLY Arm Bn [2] (22 Arm), B/1 KRRC Inf Col [1] (22 Arm)
**B29.11:** 11 Hus Arm Car Bn (Assigned to 22 Arm, Screen mkr)
22 Arm Bde Combat Trains (off map)

**4 Arm Bde:**
**B32.06:** 4 Arm Bde HQ (Fat-2), 102 RA AT Bn (-) (4 Arm, Support), 3 RTR LT Arm Bn [1] (4 Arm), 5 RTR LT Arm Bn [1] (4 Arm)
**B32.04:** 1 KDG Arm Car Bn (-) (Assigned to 4 Arm, Screen mkr)
**B32.05:** 8 Hus LT Arm Bn [1] (4 Arm), 2 Scots Gds Inf Bn (4 Arm)
4 Arm Bde Combat Trains (off map)

**22 Gds Mot Inf Bde:**
**A57.32:** 22 Gds Mot Inf Bde HQ (Fresh), 3 Cold Gd Inf Bn (22 Gds), 73 RA AT Bn (Assigned to 22 Gds)
**A58.34:** 9 Rifle Inf Bn (22 Gds)
**A62.33:** 22 Gds Bde Combat Trains (Ghost)

**1 SA Inf Div:**
**B59.15:** 1 South African Inf Bde HQ (1 Arty Asset Point, Fat-1), 1 SAA South African AT Bn (1 SA, Support)
**B56.13:** 1 RNC South African Inf Bn (1 SA)
**B56.16:** 1 TS South African Inf Bn (1 SA)
**B58.11:** 1 DEOR South African Inf Bn (1 SA)
**B60.10:** 3 South African Arm Car Bn (1 SA)
**B62.13:** 1 SA Div Combat Trains (Ghost)

**Support Grp:**
**B61.14:** Support Grp HQ (Fat-1), 3 RHA AT Bn [1] (Spt, Support)
**B61.19:** A/1 KRRC Inf Col [1] (Spt)
**B59.18:** B/2 Rifle Inf Col [1] (Spt), C/2 Rifle Inf Col [1] (Spt)
Spt Grp Combat Trains (off map)

**7 Arm Bde:**
**B60.28:** 7 Arm Bde HQ (Fat-2), 2 RTR Arm Bn [1] (7 Arm)
**B58.28:** 4 South African Arm Car Bn (Assigned to 7 Arm, Screen mkr)
7 Arm Bde Combat Trains (off map)

**5 NZ Inf Bde:**

**C29.18:** 5 NZ New Zealand Inf Bde HQ (Fresh), 32/7 New Zealand AT Co (5 NZ, Support)

**C17.14:** 22 New Zealand Inf Bn (5 NZ)

**C33.22:** 23 New Zealand Inf Bn (5 NZ)

**C33.28:** 28 Maori New Zealand Inf Bn (5 NZ)

**C27.12:** 5 NZ Bde Combat Trains

21 New Zealand Inf Bn: see New Zealand NZ Div set up

**4 Ind Inf Div (-):**

**C47.04:** 4 Ind Inf Div (-) HQ (1 Arty Asset Point, Fat-1), 1 RSx Inf Bn [3] (4 Ind), 42 RTR Mat Arm Bn [1] (Assigned to 4 Ind, Support), 65 RA AT Bn (Assigned to 4 Ind, Support)

**C49.11:** 4/16 Pj Indian Inf Bn [4] (4 Ind)

**C49.16:** 4/11 Sk Indian Inf Bn (4 Ind)

**C50.12:** CIH Indian Arm Car Bn (Assigned to 4 Ind, Screen mkr)

**C51.11:** 4 Ind Div (-) Combat Trains

**11/4 Ind Inf Bde:**

**C37.34:** 11/4 Ind Inf Bde HQ (Fresh), 2 QOCH Inf Bn (11/4 Ind)

**C38.33:** 2/5 MLI Indian Inf Bn (11/4 Ind)

**C39.34:** 1/6 Rj Indian Inf Bn (11/4 Ind)

**C37.35:** 11/4 Ind Bde Combat Trains

**Formation Activation Markers in Play:**

4 Arm Bde (7 Arm Div), 7 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 22 Gds Bde, 70 Inf Div, SBSK Bde, 4 Ind Div (-), 11 Ind Bde (4 Ind Div), NZ Div (-), 5 NZ Bde (NZ Division), 1 SA Div

**Commonwealth Reinforcements:**

27 Nov 41

**G:** 4 Ind Inf Div (-) (2 SAA South African AT Bn, 1 Buffs Inf Bn, 3/1 Pj, 4/6 Rj Indian Inf Bn)

2 Dec 41

**Remove: 11/4 Ind Inf Bde** (all)
*Retain fatigue level and step losses*

**G, H, and/or J:** 1 Arty Asset Point, **2 SA Inf Div** (2 SA Inf Div HQ, Fresh, 7 South African Arm Car Bn, 1 ILH, 1 RDL, 1 RLI, UMR, 2 RDL, Kaff, 2 TS, 1 SAP, 2 SAP South African Inf Bn, 2 SA Div Combat Trains)

3 Dec 41

**D:** 11/4 Ind Inf Bde (all)
*Arrives with fatigue level and step losses as during removal*

## Victory Conditions:

**The CW wins** if at any time there is a Legal MSR (Primary and Secondary Road hexes only) that extends from the city of Tobruk to any CW Supply Source on the Southern or Eastern map edges. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the CW victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than CW units within the Bardia Fortress perimeter.

Any other result is a Draw.

# 5.12 Operation Crusader: Victory by Logistics

*Having returned from his Frontier foray, Rommel returns back to the Tobruk front to find the breakout force and the New Zealanders having a tenuous joining of forces. The Axis' logistics are quickly diminishing while the Commonwealth gets a second wind.*

**Playing Area:** All maps
**First Turn:** 29 Nov 41
**Last Turn:** 9 Dec 41
**Game Length:** 11 Turns
**First Player:** Axis

**Special Rules:** 21 NZ Inf Bn (5 NZ) is assigned to 6 NZ. This unit functions as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players control to do so in the rules. There are no units in the deal pool available to be rebuilt. While additional units have been eliminated prior to the start of the scenario, these cannot be rebuilt to reflect the historical nature of their demise.

**Axis Dead Pool available for rebuild:** None

**Commonwealth Dead Pool available for rebuild:** None (7 Arm Bde has been destroyed)

**Replacement Points:**
Use the Commonwealth and Axis Replacement Point tables

**Tobruk Lock:** Formations are unlocked

**Supply Sources:**
**Axis:** Any Axis Supply Source (see 1.4a)
**Commonwealth:** Any Commonwealth Supply Source (see 1.4c)

## Axis Set Up:
*Units are German unless otherwise noted.*

**Brescia Italian Inf Div:**
**A7.02:** Brescia Italian Inf Div HQ (Fat-1, Prepared Defense)
**A2.04:** I/19 Italian Inf Bn (Brescia)
**A4.05:** II/19 Italian Inf Bn (Brescia)
**A6.05:** III/19 Italian Inf Bn (Brescia)
**A7.04:** I/20 Italian Inf Bn (Brescia)
**A8.05:** II/20 Italian Inf Bn (Brescia)
**A10.06:** III/20 Italian Inf Bn (Brescia)
**A7.01:** Brescia Div Italian Combat Trains

**Trento Italian Mot Inf Div:**
**A18.11:** Trento Italian Mot Inf Div HQ (Fat-1, Prepared Defense)
**A11.08:** X/7 Brs Italian Inf Bn (Trento), Fort mkr
**A12.09:** XI/7 Brs Italian Inf Bn (Trento), Fort mkr
**A15.11:** I/61 Italian Inf Bn (Trento)
**A17.13:** II/61 Italian Inf Bn (Trento)
**A18.15:** I/62 Italian Inf Bn (Trento)
**A18.17:** II/62 Italian Inf Bn (Trento)
**A12.02:** Trento Div Italian Combat Trains

**Pavia Italian Inf Div:**
**A23.24:** Pavia Italian Inf Div HQ (Fat-1, Prepared Defense)
**A18.20:** Aosta Italian MG Bn (Pavia)
**A23.25:** 1,8/31 Italian Assault Eng Bn (-) (Pavia), I/28 Italian Inf Bn (Pavia)
**A24.25:** V Italian Tkt Bn (Pavia), II/28

Italian Inf Bn (Pavia)
**A25.25:** I/27 Italian Inf Bn (Pavia)
**A26.24:** II/27 Italian Inf Bn (Pavia)
**A23.15:** Pavia Div Italian Combat Trains

**Bolgna Italian Inf Div:**
**A20.24:** Bolgna Italian Inf Div HQ (Fat-2, Prepared Defense), I/39 Italian Inf Bn [3] (Bolgna)
**A21.26:** II/39 Italian Inf Bn [3] (Bolgna)
**A18.22:** I/40 Italian Inf Bn [3] (Bolgna)
**A19.23:** II/40 Italian Inf Bn [3] (Bolgna)
**A21.25:** IV Italian Tkt Bn [1] (Bolgna), 2,7/31 Italian Assault Eng Bn (-) [1] (Bolgna)
**A14.27:** I/86 Italian Inf Bn [5] (Bolgna)
**A23.22:** Bolgna Div Italian Combat Trains

**Afrika Mot Inf Div:**
**A18.32:** Afrika Mot Inf Div HQ (1 Arty Asset Point, Fat-2, Prepared Defense), 605 Arm PzI Bn [1] (Assigned to Afrika, Support)
**A15.29:** III/347 Inf Bn [3] (Afrika)
**A19.30:** 900 Pio Bn [2] (Afrika)
**A19.31:** I/155 Inf Bn [3] (Afrika)
**A19.32:** II/155 Inf Bn [3] (Afrika)
**A17.30:** III/155 Inf Bn [4] (Afrika)
**A20.34:** I/361 Inf Bn [5] (Afrika)
**A19.35:** II/361 Inf Bn [3] (Afrika)
**A23.23:** Afrika Div Combat Trains

**Trieste Italian Mot Inf Div:**
**A30.23:** Trieste Italian Mot Inf Div HQ (Fat-2), I/65 Italian Inf Bn (Trieste)
**A31.23:** II/65 Italian Inf Bn (Trieste)
**A28.24:** 32/9 BRS Italian Motorcycle Bn [3] (Trieste)
**A29.24:** 30/9 Brs Italian Inf Bn [2] (Trieste)
**A32.22:** I/66 Italian Inf Bn (Trieste)
**A32.21:** II/66 Italian Inf Bn (Trieste)
**A27.19:** Trieste Div Italian Combat Trains (Ghost)

**RECAM Italian Arm Cav Grp:**
**A47.26:** RECAM Italian Arm Cav Grp HQ (Fresh), III/32 Italian Tkt Bn (RECAM), I Milmart Italian "102" Bn (Assigned to RECAM, Support)
**A43.25:** II/GGFF Italian Inf Bn (RECAM)
**A48.24:** I/GGFF Italian Inf Bn (RECAM)
**A49.28:** R. Gessi Italian Pol Recon Bn (RECAM, Screen mkr)
**A44.20:** RECAM Grp Italian Combat Trains (Ghost)

**KG Briel:**
**w/i 2 B13.11:** 1 Flak Co (Briel), 2 Flak Co (Briel)
**B13.11:** DAK Dump

**21 Pz Div:**
**B23.23:** 21 Pz Div HQ (1 Arty Asset Point, Fat-1), 39 PJ Bn (21 Pz, Support), I/5 Pz Bn [1] (21 Pz), II/5 Pz Bn [1] (21 Pz), 3/18 LW "88" Co (Assigned to 21 Pz, Support)
**B23.24:** II/104 Inf Bn [4] (21 Pz)
**B24.24:** 8 MG Bn [5] (21 Pz)
**B24.25:** 200 Pz Pio Bn (21 Pz)
**B24.27:** 21 Pz Div Combat Trains (Ghost)

**15 Pz Div:**
**B25.08:** 15 Pz Div HQ (Fat-0), 33 PJ Bn (15 Pz, Support), 33 Pz Pio Bn (15 Pz), 3/33 LW "88" Co (Assigned to 15 Pz, Support)
**B28.02:** I/8 Pz Bn [2] (15 Pz), II/8 Pz Bn (-) [2] (15 Pz)
**B26.05:** 2 MG Bn [5] (15 Pz)
**B28.03:** 15 Krd Motorcycle Inf Bn (15 Pz)
**B28.04:** I/115 Inf Bn [3] (15 Pz)
**B28.05:** II/115 Inf Bn [3] (15 Pz)
**B23.12:** 15 Pz Div Combat Trains (Ghost), KG Wechmar Combat Trains (Ghost)

**Wechmar Pz Recon KG:**
**B26.09:** Wechmar Pz Recon KG HQ (Fresh)
**B32.04:** 3 Pz Recon Bn (Wechmar, Screen mkr)
**B32.10:** 33 Pz Recon Bn [2] (Wechmar, Screen mkr)
KG Wechmar Combat Trains (see 15 Pz Div set up)

**Ariete Italian Arm Div:**
**B22.12:** Ariete Italian Arm Div HQ (Fat-1), II Italian AT Bn (Ariete, Support), VII Italian Arm Bn [3] (Ariete), VIII Italian Arm Bn [3] (Ariete)
**B22.13:** IX Italian Arm Bn [3] (Ariete)
**B22.14:** I/32 Italian Tkt Bn (Ariete), II/32 Italian Tkt Bn (Ariete)
**B22.15:** V/8 Brs Italian Inf Bn (Ariete), XII/8 Brs Italian Inf Bn (Ariete)
**B22.16:** III/8 Brs Italian Spt Bn [3] (Ariete)
**B22.17:** Ariete Italian Combat Trains (Ghost)

**Bardia Italian Static Cmd:**
**C18.21:** Bardia Italian Static Cmd HQ (Fresh, Prepared Defense), AT Italian AT Co (Bardia, Support), Bardia Cmd Italian Combat Trains
**C15.19:** 1/28 GAF Italian Co (Bardia)
**C19.18:** 2/28 GAF Italian Co (Bardia)
**C22.23:** 3/28 GAF Italian Co (Bardia)
**C17.18:** II/15 Italian Inf Bn (Bardia)
**C22.20:** II/16 Italian Inf Bn (Bardia)
**C22.21:** III/40 Italian Inf Bn (Bardia)
**C21.19:** Genova Italian MG Bn (Bardia)

**Bach Inf KG:**
**C38.30:** Bach Inf KG HQ (Fresh, Prepared Defense), 3/104 Inf Co (Bach), 1/33 LW "88" Co (Assigned to Bach, Support), 2/33 LW "88" Co (Assigned to Bach, Support)
**C36.30:** 1/104 Inf Co (Bach)
**C37.31:** 2/104 Inf Co (Bach)
**C40.28:** 6/300 Oasis Co (Bach), Fort mkr
**C33.29:** 10/300 Oasis Co (Bach)
**C37.22:** KG Bach Combat Trains (Ghost)

**Savona Italian Inf Div:**
**C47.16:** Savona Italian Inf Div HQ (Fresh, Prepared Defense), 2/18 LW "88" Co (Assigned to Savona, Support)
**C42.25:** 2/300 Oasis Co (Savona), Fort mkr
**C48.10:** 12/300 Oasis Co [1] (Savona), Fort mkr
**C44.18:** 13/300 Oasis Co (Savona), Fort mkr
**C42.24:** I/15 Italian Inf Bn (Savona), Fort mkr
**C45.17:** III/15 Italian Inf Bn (-) (Savona), Fort mkr
**C42.21:** 11/III/15 Italian Inf Co (Savona), Fort mkr
**C39.22:** Savona Div Italian Combat Trains

**Minefield markers:**
C36.31, C37.32, C38.31, C39.30, C39.31, C40.29, C41.27, C41.28, C41.29, C42.26, C43.20, C43.21, C43.22, C43.23, C43.24, C43.25, C43.26, C44.19, C45.18, C45.19, C46.17, C47.10, C47.11, C47.15, C47.17, C48.09, C48.11, C48.15, C48.16, C49.10, C49.13, C49.14, C49.15, C50.11

**Minefield breach markers:**
C47.13, C47.14, C48.12, C49.12, C50.10

**Wire breach markers:**
A11.07/A11.08
A12.09/A13.09
A14.23/A15.24
A14.24/A15.25
A15.23/A16.23
C58.12/C59.12

**Formation Activation Markers in Play:**
15 Pz Div, 21 Pz Div, Afrika Div, Bach KG, Wechmar KG, Ariete Div, Bardia Cmd, Bolgna Div, Brescia Div, Pavia Div, RECAM Grp, Savona Div, Trento Div, Trieste Div

**Axis Reinforcements:**
29 Nov 41
**At Afrika HQ:** Afrika Mot Inf Div (Kolbeck Inf Bn)

## Commonwealth Set Up:
*Units are British unless otherwise noted.*

**SBSK Polish Inf Bde:**
**A10.13:** SBSK Polish Inf Bde HQ (Fat-0, Prepared Defense), AT Polish AT Bn (SBSK, Support)
**A7.09:** 11 East Czech Inf Bn (SBSK)
**A16.17:** 1 Polish Inf Bn (SBSK)
**A15.14:** 2 Polish Inf Bn (SBSK)
**A10.08:** 3 Polish Inf Bn (SBSK)
**A12.10:** Uhlan Polish Inf Bn (SBSK)
**A5.18:** SBSK Bde Polish Combat Trains, 70 Inf Div Combat Trains

**70 Inf Div:**
**A14.22:** 70 Inf Div HQ (Fat-1), 149 RA AT Bn (+) [3] (70 Inf, Support)
**A16.20:** 4 Bdr Inf Bn (70 Inf)
**A17.23:** 1 B&H Inf Bn [4] (70 Inf)
**A19.24:** 2 Qns Inf Bn [5] (70 Inf)
**A20.26:** 2 Y&L Inf Bn [3] (70 Inf)
**A20.28:** 2/13 Australian Inf Bn (70 Inf)
**A22.28:** 4 RTR Mat Arm Bn [1], (70 Inf)1 Esx Inf Bn (70 Inf)
**A18.28:** 2 BW Inf Bn [3] (70 Inf)
**A17.27:** 1 RTR Arm Bn [1] (70 Inf)
**A16.28:** D/7 RTR Mat Arm Co [1] (70 Inf), 2 KOR Inf Bn [4] (70 Inf)
**A15.27:** 2 Leic Inf Bn [4] (70 Inf)
**A12.25:** 1 DLI Inf Bn (70 Inf)
70 Inf Div Combat Trains (see SBSK Polish Inf Bde set up)

**22 Gds Mot Inf Bde:**
**A57.32:** 22 Gds Mot Inf Bde HQ (Fresh), 3 Cold Gd Inf Bn (22 Gds), 73 RA AT Bn (Assigned to 22 Gds)
**A58.34:** 9 Rifle Inf Bn (22 Gds)
**A62.33:** 22 Gds Bde Combat Trains (Ghost)

**New Zealand NZ Div:**
**B21.07:** NZ Div New Zealand Inf Div

(-) HQ (Fat-1), 7 NZ AT Bn (-) (NZ Div, Support), 44 RTR Mat Arm Bn [2] (Assigned to NZ Div), 8 RTR Val Arm Bn [1] (Assigned to NZ Div, Support)
**B22.03:** Cav New Zealand Arm Cav Bn (Assigned to NZ Div, Screen mkr)
**A21.31:** 18 New Zealand Inf Bn [5] (NZ Div)
**B20.02:** 19 New Zealand Inf Bn (NZ Div)
**A21.32:** 20 New Zealand Inf Bn [3] (NZ Div)
**A25.31:** 24 New Zealand Inf Bn [2] (NZ Div)
**B25.01:** 25 New Zealand Inf Bn [3] (NZ Div)
**A25.32:** 26 New Zealand Inf Bn [4] (NZ Div)
**B24.03:** 21 New Zealand Inf Bn [5] (5 NZ, *Assigned to 6 NZ—see special rule*)
**B23.06:** NZ Div Combat Trains (Ghost)

**22 Arm Bde:**
**B36.03:** 22 Arm Bde HQ (Fat-1), A/102 AT Co (22 Arm, Support), 4 CLY Arm Bn [1] (22 Arm), B/1 KRRC Inf Col [1] (22 Arm)
**B36.04:** 3 CLY Arm Bn [1] (22 Arm)
**B35.04:** 11 Hus Arm Car Bn (Assigned to 22 Arm, Screen mkr)
**A35.33:** 4 South African Arm Car Bn (Assigned to 22 Arm, Screen mkr)
**B39.07:** 22 Arm Bde Combat Trains

**4 Arm Bde:**
**B37.08:** 4 Arm Bde HQ (Fat-1), 102 RA AT Bn (-) (4 Arm, Support), 3 RTR LT Arm Bn [2] (4 Arm), 5 RTR LT Arm Bn [2] (4 Arm)
**B37.07:** 8 Hus LT Arm Bn [1] (4 Arm), 2 Scots Gds Inf Bn (4 Arm)
**B34.08:** 1 KDG Arm Car Bn (-) (Assigned to 4 Arm, Screen mkr)
**B41.11:** 4 Arm Bde Combat Trains

**1 SA Inf Div:**
**B41.02:** 1 South African Inf Div HQ (1 Arty Asset Point, Fat-0), 1 SAA South African AT Bn (1 SA, Support), 1 RNC South African Inf Bn (1 SA)
**B41.01:** 1 DEOR South African Inf Bn (1 SA)
**B41.03:** 1 TS South African Inf Bn (1 SA)
**B40.01:** 3 South African Arm Car Bn (1 SA, Screen mkr)
**B52.07:** 1 SA Div Combat Trains (Ghost)

**Support Grp:**
**B44.14:** Support Grp HQ (Fat-1), 3 RHA AT Bn [1] (Spt, Support), B/2 Rifle Inf Col [1] (Spt), C/2 Rifle Inf Col [1]
**B46.18:** Spt Grp Combat Trains

**5 NZ Inf Bde:**
**C34.25:** 5 NZ New Zealand Inf Bde HQ (Fresh), 32/7 New Zealand AT Co (5 NZ, Support), 22 New Zealand Inf Bn [5] (5 NZ)
**C33.22:** 23 New Zealand Inf Bn [5] (5 NZ)
**C33.28:** 28 Maori New Zealand Inf Bn (5 NZ)
**C36.17:** 5 NZ Bde Combat Trains
21 New Zealand Inf Bn: see New Zealand NZ Div set up

**4 Ind Inf Div (-):**
**C49.11:** 4 Ind Inf Div (-) HQ (1 Arty Asset Point, Fat-1), 2 SAA South African AT Bn (4 Ind, Support), 42 RTR Mat Arm Bn [1] (Assigned to 4 Ind, Support), 65 RA AT Bn (Assigned to 4 Ind, Support)
**C48.13:** 1 RSx Inf Bn [3] (4 Ind),
**C43.12:** CIH Indian Arm Car Bn (Assigned to 4 Ind, Screen mkr)
**C50.12:** 4/16 Pj Indian Inf Bn [4] (4 Ind)
**C49.16:** 4/11 Sk Indian Inf Bn (4 Ind)
**C48.18:** 4/6 Rj Indian Inf Bn (4 Ind)
**C54.10:** 3/1 Pj Indian Inf Bn (4 Ind), 4 Ind Div (-) Combat Trains
**C57.15:** 1 Buffs Inf Bn (4 Ind)

**11/4 Ind Inf Bde:**
**C37.34:** 11/4 Ind Inf Bde HQ (Fresh), 2 QOCH Inf Bn (11/4 Ind)
**C38.33:** 2/5 MLI Indian Inf Bn (11/4 Ind)
**C39.34:** 1/6 Rj Indian Inf Bn (11/4 Ind)
**C37.35:** 11/4 Ind Bde Combat Trains

**Formation Activation Markers in Play:**
4 Arm Bde (7 Arm Div), 22 Arm Bde (7 Arm Div), Spt Grp (7 Arm Div), 22 Gds Bde, 70 Inf Div, SBSK Bde, 4 Ind Div (-), 11 Ind Bde (4 Ind Div), NZ Div (-), 5 NZ Bde (NZ Div), 1 SA Div

**Commonwealth Reinforcements:**
2 Dec 41
**Remove: 11/4 Ind Inf Bde** (all)
*Retain fatigue level and step losses*

**G, H, and/or J:** 1 Arty Asset Point, **2 SA Inf Div** (2 SA Inf Div HQ, Fresh, 7 South African Arm Car Bn, 1 ILH, 1 RDL, 1 RLI, UMR, 2 RDL, Kaff, 2 TS, 1 SAP, 2 SAP South African Inf Bn, 2 SA Div Combat Trains)

3 Dec 41
**D: 11/4 Ind Inf Bde** (all)
*Arrives with fatigue level and step losses as during removal*

## Victory Conditions:

**The CW wins** if at any time there is a Legal MSR (Primary and Secondary Road hexes only) that extends from the city of Tobruk to any CW Supply Source on the Southern or Eastern map edges. If this occurs, the game ends instantly in a Sudden Death.

**The Axis wins** if they avoid the CW victory condition **and** control the Bardia fortress at the end of the game. Controlling the Fortress means an Axis unit must occupy the Bardia hex itself and there are physically more Axis units than CW units within the Bardia Fortress perimeter.

Any other result is a Draw.

## Note of Thanks
*By Jim Daniels*

I first tasted The Gamers Kool Aid in 1989 or so. I lived in Huntsville, Alabama at the time, where we had a vibrant and active wargaming community. Two friends, Rick Robinson, and Jim Epperson were wargamers. Rick and I had been roommates, and always had a game set up...we got into OCS with the first edition of **Guderian's Blitzkrieg**. Epperson was a Civil War gamer and we started in on *CWB*. We were active consumers and players of all the titles in those series.

In 1991, I started graduate school at the University of North Dakota. I discovered that Homer, Illinois was just a few miles off the route of my annual trek to the northlands, so I dropped in to see the famous Gamers hut. Thus began my descent into darkness.

I continued as a fan for several years but it all took a turn for the worse when, after graduate school, I convinced Dean that Rick and I should be part of the **DAK** play test team. In 1996, coincident with the release of **DAK**, I helped work the Gamers' booth at Origins. Rick and I continued as part of the playtesting team, working on *OCS* releases over the next several years.

In 2007, or so, Dean started working on BCS...and I got on board. My wife and I also started a family...from 2007 until the release of **Last Blitzkrieg** in 2016 I was a hit and miss participant in testing and development of BCS. Behind the scenes, I worked with Hans Kishel to develop two games for the series. The first**, Brazen Chariots**, you have before you. It

stems from my long-time interest in the North African theatre The second title, on the Velikiye Luki battles, will see the light of day in time.

So that's where I came from with *BCS*, I owe a tremendous debt of gratitude to the entire Gamers playtest team. They were able to flesh out the framework of a game that I submitted to Dean. I must specifically mention; Hans Kishel, Carl Fung, Rod Miller, John Kisner, and, of course Dean. This dedicated group of individuals honed my rough submission into a solid design. Dean was able to develop a solid model to account for the 88's whose influence on the battlefield was much greater than their abundance would suggest. It has been a pleasure to work with these guys. I hope you enjoy this game.

## Developer's Notes
*By Dean Essig*

Jim's design landed on my desk in the late spring of 2015. The Desert Battles have always been an attraction of mine (witness my game **DAK**), so I greatly looked forward to finishing out this *BCS* entry into that area and period. I dove right in expecting *BCS* to shine well here… and was not disappointed.

The submission consisted of a rough map, the beginnings of Carl's fantastic OOB, and a handful of rule ideas. So, the first steps were to create a new map from the ground up using the excellent map sources Carl was able to locate, while he finished out the order of battle. As the rules for *BCS* were developed and stable at the time, we all knew how units were presented and they developed very rapidly to their final forms, though the OOB presented us with some unit types that were not originally part of *BCS* (such as the Light Armor Tankettes).

At the same time during testing, we discovered the need first for Recon Screens, then the Locking mechanics regarding both the forces inside and facing Tobruk, and finally the Orders systems (two of these were added to the official *BCS* Optionals at the same time). Each demonstrates how rules needs can be discovered in play using the "make a rule if you find you need one; don't just add rules thinking they will be" philosophy I began following with the designs of *LoB* and *BCS*, plus a number of specific games at that same time. Each was added specifically because play made it obvious it was needed. They each illustrate the same common theme.

## Recon Screens

The earliest tests were of the main Crusader scenario, which has (at the start) the brigades of the 7 Arm Div moving across the desert to try to start a major armored fight near the fortress of Tobruk and allow the relief operation from inside it to have the freedom to burst out of the fortress and link up with them. The assumption being that they would put the German Panzer units into an attritional situation they could not afford to withstand.

However, at the very on-set, the Aufk/Krad units of the two Pz Divisions making up KG Wechmar were hovering right on the flank of this expedition. They could not be ignored. Players invariably turned at least one (of not both…) of the 7th Arm Div's Armour Brigades to "deal" with them. It terms of the mission assigned to Wechmar, they were to have shadowed the British advance, screened any movement laterally from the British line of march, and attempted to keep Rommel aware of their location and progress.

Sadly, none of those missions were truly supported by *BCS* at the time. Instead, they were merely reasonably heavy combat elements considered to be looking for a fight. The Brits obliged. The resulting bloodbath could (and did) go either way (from the destruction of the Recon units to catastrophic losses in the British Arm. Brigades), but what invariably happened was a time delay in the British advance.

They got their major armor fight… but it was out in the middle of nowhere, not near the fortress where the Australians could consider a breakout to link up with them. This, of course, both took time and losses the British could ill-afford before meeting the Panzers for real. On the German side, the Pz Recon units paid dearly, sometimes destroyed outright, because they had no real way to "screen" the enemy (a viable mission-type for a mechanized cavalry formation, of course).

Adding Recon Screens cured that completely. The British can send a brigade off on a wild goose chase if they wish to push the Pz Recon units back, but the results are not a significant bloodbath on either side's part.

## Locked Formations

Obviously, the formations inside Tobruk as well as those watching them are subject to a number of optimizations that could ruin play if allowed to occur.

The forces watching Tobruk can be stripped to the bare minimums the player knows

are enough to slow the Tobruk garrison down long enough to make their escape not much of a threat, allowing the "extra" (and typically most mobile) units to be free to join the mobile war SW of Tobruk. Meanwhile, the forces left behind watch for the fortress defenders to make the smallest mistake so they can try to crash the party and take Tobruk… all using both knowledge and timing they simply do not have.

Those in the fortress are not free of blame, either. They can begin some sort of low level needling "offensive" designed to merely clip a step here or a step there. All the while, fully prepared to call it off and run back into the fortress if things go wrong.

All of these little optimizations cost the players time to ensure "they are doing all they can do" and such. Nobody wants to discover they left a chance at a kill, or a good unit they could have used, on the table, as it were.

Simply "locking" these formations down so they couldn't do anything made this process not burn time and the two sides who are to stare each other down until released, actually do that and nothing else.

## Orders

This one developed over a long period of time. Unlike Recon Screens (which became obvious starting on the first turn ever played) or Locked Formations (which was unpleasant feature until it was finally necessary to tell the testers: NO, you don't need to have access to them every turn!), the need for an Orders backdrop did not really become apparent until the rule was tried the first time.

As one would expect, every formation's Activation is expressly designed to go right after the best chance of doing something good for your side. Based, as it was, on the perfect understanding of the situation at that moment. This led to, not surprisingly, forces converging with drill team precision at points in the middle of the desert where they just happened to know the enemy had moved to. Nobody was puzzled at the plans of the enemy. Heck, even if the player had it wrong, he was one Activation away from fixing it. This effect, common in most all games, was exaggerated by the limitless flat terrain ("like ships at sea").

Orders changed all that. Basing the instructions for the day on what is known at daybreak (as it were), the player has to guess… is he going right or left? Some, so highly conditioned by being able to choose **only** after the enemy moves, tried to hedge their bets…shifting first right, then left… ending up kind of quivering in the middle unable to decide on a course of action.

This all led to some dramatic play events that we read about in histories all the time, but never seem to happen in wargames. Testing those was a lot of fun.

## In the end…

Combining those incredible map sources with the amazingly detailed Carl Fung OOB and the finished BCS rules was a joy to create and one of the smoothest game projects I've even been involved with. I hope you enjoy it as much as we did working on it!

# Historical Notes
*By Carl Fung*

The Cyrenaica (the eastern coastal area in Libya to which Tobruk belonged) battles in 1941 made for an excellent topic for *BCS*. I was very eager to help out on this when Jim Daniels revealed he was working on this design. Beyond the buzzwords that surround the actions here (Rommel, DAK, Desert tank battles), these actions depicted in the game showcases the style and type of open desert fighting. As with all the *BCS* topics thus far, this was an exciting and revealing research project.

## The Fiddly Bits

I enjoyed writing these little historical tidbits in **Last Blitzkrieg** in Q&A format so I'll continue the tradition. I figure it helps some players understand the history and decision-making process that went into the game. And just for the record, I knowingly use the British spelling of "Armour" much like using Panzer for German tanks just to sound formal. If you do not like it, just think of how many red squiggly lines I'm seeing from spell check as I'm writing this.

**Why is there a Tobruk Lock for formations?**
The siege of Tobruk introduced an interesting conundrum of how to keep the besiegers and the besieged from just wandering off the defense line. The Tobruk Lock was a way to keep both sides in place while allowing forces outside the siege to conduct normal activations. The triggers were done to allow formations to face new threats based on the situation outside the siege (the British attempt to break in) and within the siege (the British attempt to break out).

**Why are there units of a formation that don't set up in a scenario?**
As the game depicts multiple separate battles between April and December 1941, some units within formations would change through the period. Hence a formation will have units that fought with it through the range and only those units assigned to it for a given battle/scenario are used.

A great example of this is the British 7th Armoured Brigade. This Brigade fought in many of the battles in the game starting with Operation Brevity were it only had one tank regiment (2nd RTR) given the chaotic nature of the fighting when Rommel's forces stormed back into Cyrenaica. It was supplemented by the 6th Australian Reconnaissance unit and three Jock Columns from the Support Brigade. By Operation Brevity the 6th RTR joined the Brigade but now only supported by a single Jock Column. With the lull in fighting preceding Operation Crusader, the 7th Armoured Brigade was rebuilt as a proper three tank regiment (adding the 7th Hussars) with a Jock Column from the King's Royal Rifle Corps joining them. Hence the 7th Armoured Brigade counter manifest will show all of these units that fought across the scenarios but only include those specific units that fought in each of them. This was cleaner and saved on counters than having three or more different formations for 7 Arm Bde for each battle.

The same applied to the Axis forces, particularly for the two German Panzer Divisions. The difference here is depicting the 5th Light Division separate from the 21st Panzer Division as there were enough differences in unit assignments and HQ Artillery Points to warrant separate formations. So the 5 Le and 21 Pz formations will never appear in the same scenario together.

Hence the approach was to do a greatest common denominator with a handful of units that appear twice in the counter manifest given different assignments depending on the scenario depicted.

**Why are units missing from the dead pile and can't be rebuilt in the scenarios?**
This is asked on occasion in the prior *BCS* games by keen players who see one unit set up in a chronologically earlier scenario and notice that it's missing in a latter scenario and not listed in the dead pile. These are not mistakes but rather purposeful omissions to preserve the historical outcome outside of player control. In **Brazen Chariots**, this is seen in the late campaign Crusader scenarios Dash to the Wire and Victory by Logistics where the three battalions of the 1 SA Div and

the 7 Arm Bde (in the latter scenario only) are not set up on the map or in the dead pile. In both cases, when the units were historically eliminated, they did not regroup or receive reinforcements to return to the field. The 1 SA Div units were eliminated during the devastating Totensonntag attack and the 7 Arm Bde losing so many of its tank that its surviving personnel were sent back to the Nile Delta region for a long rest and refit while the battle was still raging.

**Why can only certain British Tanks go into Support?**

Given the separation of British tank designs between cruiser (Crusaders, Comets, etc.) and infantry tank designs (Matildas, Valentines, and later Churchills), there was no good doctrine on proper combined arms in the early part of the war in which Brazen Chariots is depicted. Both types of tank were formed into brigades with the cruiser tanks found solely in the armoured divisions and the infantry tanks in independent tank brigades. Infantry tanks would be the only ones assigned to infantry units for their primary duty, but often doing so poorly due to the 2 pdr gun lacking good high explosive shells. Just a quick note here, the Commonwealth called their infantry tank brigades as "Tank" and cruiser brigades as "Armour", hence 1st Army Tank Brigade (Army level asset) and the 7th Armoured Brigade (part of the 7th Armoured Division).

British Armoured Divisions were cruiser tank heavy and had token infantry and artillery in the Support Group. Even with the infantry presence, there were no combined arms to speak of; the Armour and Support Brigades typically operating separate from each other. The experience in North Africa would change the doctrine slightly, because by practicality from real experience and by necessity from inconsistent supply, with uses of Jock Columns and some Matildas found in Armoured Division Brigades, but true combined arms groups and cruiser tank support for infantry would occur later in the war. Hence British cruiser tanks (A9, A10, A13, A15's as well as American Stuarts) cannot go into support.

**Why are some formations NOT buddies?**

Given the difficulty with navigation and coordination in the desert, formations that technically were subordinate to another, like 5 NZ to NZ Div or 11/4 Ind to 4 Ind. Likewise, to show the command peculiarities of how the 7th Armoured Division fought in 1941, the armour brigades are treated as independent formations. In these battles, the armoured brigades operated as whole commands with little coordination among each other. They were never able to consolidate and work

together to stop the Axis armor divisions. This is apart from the Support Brigade which was meant to support (as the name implies) the armor units.

**Why are some of the British tank regiments not in brigades?**

British tank units that operated outside of their brigade command structure were made independent to fit their role game-wise. The 1st RTR, 3rd Hussar (including remnants of the 5th RTR) were remnants of the 3rd Armoured Brigade retreating with the Australians into Tobruk. They were assigned as reaction forces to threatened sectors. The 8th, 42nd, and 44th RTR were part of the 1st Army Tank Brigade and supported the New Zealand and 4th Indian Division along the frontier. The tank regiments were assigned as needed to the infantry units.

**Why do some of the British motorized units have the same Action Rating on both sides of their counter?**

Observant *BCS* players will note that motorized infantry will be one less for their Action Rating on their motorized side compared to their dismounted side. This reflects the limited ability for infantry to fight while mounted and the vulnerability offered by trucks. Compare this to mechanized infantry (in halftracks) that have their AR the same on both sides. That said, the British 7th Armored formed and trained as pseudo-combined arm truck borne columns ("Jock Columns" named after John Charles "Jock" Campbell) hence offering better capability while mounted. Pseudo-combined arm is used here as the columns (typically company sized task forces) would receive artillery, anti-tank, anti-aircraft, and perhaps some armored cars. It included basically everything except armor where the British had yet to properly integrate armor and infantry in company and battalion sized task forces. This is limited to the Support Group units (and ones that were assigned to Armoured Brigades) and other Commonwealth infantry formations that were motorized do not get this move side AR bonus.

**Why do some Commonwealth AT units have a higher Limited AV?**

In 1941, all of the Commonwealth Anti-Tank guns found in divisional and independent Anti-Tank Regiments had 2 pdr guns. In AV terms, these are 1 Limited AV. From early battles, it was recognized that the 2 pdr was not capable in defeating all German armor. The 18pdr and 25 pdr Guns (more so the latter) found in artillery regiments were used for supplementary anti-tank work as an expedient supplemental anti-tank platform. The 25 pdr had a solid armor piercing shot that was better at penetrating than the 2 pdr, causing Axis to be cautious when confronting them.

The prime example of it use was in the 5th South Africa Brigade's defense at Sidi Rezegh. While helping increase their anti-tank defenses, their usage ultimately did not prevent the destruction of the brigade. Only after Operation Crusader was it realized how the 2 pdr was deficient and more tactics and training was provided to incorporate the 25 pdr in anti-tank defense until the more powerful 6pdr was distributed in greater numbers in the desert.

In the game, those formations that had sufficient numbers of 25 pdrs and shown to have either used or could have used these in the anti-tank role have formation's anti-tank support unit upgraded to a 2 Limited AV to reflect the 25 pdr usage. In the 7th Armoured Brigade's case, the 4th Royal Horse Artillery was the brigade's artillery unit which pulled double duty of providing artillery support and anti-tank defense for the infantry attached during Operation Crusader.

The design had gone through several iterations of how to reflect the 25 pdr in its dual indirect and direct role. Initially it was speculated that the 25 pdrs would have only been used as a last ditch anti-tank defense and hence a special mkr would be used to show the artillery being used as anti-tank instead of artillery. Then it was thought to only have this mkr available when a formation went into prepared defense. The unintended effect was the multiple support modifiers along with the higher limited AV which would make the Commonwealth player side more on the defense than offensively to relieve Tobruk. The final decision was to update certain formations' inherent anti-tank units to reflect the 25 pdr guns along with the 2 pdr in defense. This solution was clean and it reflects the added protection well.

**Where are the Commonwealth brigade designations?**

To prevent crowding on the counter, some brigade numbers were not included on the counter due to the length of the abbreviations of the Commonwealth regiments. Also, there were noted instances in Operation Crusader where battalions would be temporarily assigned across brigade commands. This was particularly the case for the 70th Infantry Division in its breakout from Tobruk and the 2nd South African Division in its assault on Bardia.

For those interested, here were the brigades that the commonwealth battalions belonged to:

**70th Infantry Division:**
14 Infantry Brigade: 2 BW, 2 Y&L, 1 B&H
16 Infantry Brigade: 2 KOR, 2 Leic, 2 Qns
23 Infantry Brigade: 1 DLI, 1 Esx, 4 Bdr

**4th Indian Infantry Division (-):**
5 Infantry Brigade: 1 Buffs, 3/1 Pj, 4/6 Rj
7 Infantry Brigade: 1 RSx, 4/11 Sk, 4/16 Pj

**New Zealand Division (-):**
4 Infantry Brigade: 18, 19, 20
6 Infantry Brigade: 24, 25, 26

**1st South African Infantry Division:**
1 Infantry Brigade: 1 DEOR, 1 RNC, 1 TS
5 Infantry Brigade: 1 SAI, 2 Bth, 3 TS

**2nd South African Infantry Division:**
3 Infantry Brigade: 1 ILH, 1 RDL, 1 RLI
4 Infantry Brigade: UMR, 2 RDL, Kaff
6 Infantry Brigade: 2 TS, 1 SAP, 2 SAP

**What happened to all those long Commonwealth regimental names?**
Commonwealth regiments often have long and fanciful names given the rich regimental tradition. Fitting all that on a counter is impossible. Where it was needed, official regimental abbreviations or common short names were used.

A few examples include the Hussar regiment designations. "Hus" was used for all the Hussar regiments as this was the official abbreviation for all variations of the Hussar regiments:
3 Hus = 3rd King's Own Hussars
7 Hus = 7th Queen's Own Hussars
8 Hus = 8th King's Royal Irish Hussars
11 Hus = 11th Hussars (Prince Albert's Own)

Other examples include:
18 Cav = 18th King Edward's Own Cavalry
1 Buffs = 1st Royal East Kent Regiment ("The Buffs")
2 BW = 2nd Black Watch (Royal Highland Regiment)
2 Qns = 2nd Queen's Own Royal West Kent Regiment—No official abbreviation but a number of sources refer to this battalions as "2 Queens", not to be confused with other "Queen" regiments like Queens Royal Regiment.

**Where are the Commonwealth Machine Gun Battalion units?**
As the division-level Machine Gun Battalion nearly never fought as a whole unit, there is no counter to represent it but its constituent units used to help calculate the division infantry ratings. In general, support units at the battalion level are not represented as counters as this would misrepresent their usage.

**Why do the Italian Divisions look so small?**
Simply put, they were designed that way. Italian Infantry divisions only had two infantry regiments and depending on where the division was in rebuilding from the disaster following Operation Compass, would have either two or three infantry battalions per regiment. Those with two infantry battalions in a regiment were to have converted its third

battalion to a support battalion but this did not always occur leaving the divisions very short-handed in infantrymen. The support battalion would have mortar, MG, Anti-Aircraft, and Anti-tank companies and allocated across the regiment so as not to be represented as a counter.

The divisional level asset likewise consisted of a support battalion which also is not shown as a separate counter (even less so than the Commonwealth MG Battalion). The divisional engineer battalion consisted of a company or two but was used as construction troops, not dual purpose assault troop and construction like the German pioneers. Therefore an Italian Infantry Division in theater would just have its line infantry battalions. Coupled with defending a large swath of desert from Tobruk to Bardia to the Frontier border with Egypt, units would be detached further reducing the division's manpower.

The motorized divisions were supplemented by Bersaglieri Regiments and the Ariete Armored Division had a one of these regiments as their sole infantry arm. These were considered elite troops in the Italian army but their structure was very slim. The regiment would have two motorized infantry battalions with a third as a support battalion, having converted them from a motorcycle battalion except for the Trieste Division. In the two regimental Bersaglieri infantry battalions, they only contained two infantry companies, instead of the normal three, making for a very lean battalion and regiment (hence a 4 step infantry unit instead of 6).

**Why are some Italian designations in Roman numerals and others in Arabic numerals?**
The reason is a matter of comfortable space on the counter. Italian battalion designations were in roman numerals, but trying to fit "XXVIII/9 Brs" would've either made the font really small or have it wrap around the counter in a very distracting and unaesthetic standpoint. Note that keeping the regiment in the Unit ID here, as compared to the Commonwealth, is better in showing the different regimental hierarchies for the infantry.

**Where are all the Artillery Asset Points?**
One could be spoiled by the plethora of Artillery Asset Points available in Last Blitzkrieg, given how few there are in Brazen Chariots. To be sure, the Italians did have a fair number of Corps-level Artillery (12 battalions to be exact) at the beginning of Crusader to besiege Tobruk, but a great many of the guns were obsolete, immobile, and limited in ammunition supply. With these guns pointing

inward at Tobruk, they would not and could not be reassigned easily. Couple this with their ineffectiveness against the Tobruk defenses and this fully negates having Artillery Asset Points for Italian Corps-level artillery assets that would be inappropriately reassigned by players in a game.

The Germans brought in their own Corps-level artillery under the command of Arko 104 (*Artillerie-Kommandeure—Artillery Command*). The guns consisted of large caliber guns and howitzers along with coastal gun units (utilizing captured French guns). Many of these artillery units were still in the process of being transported to Africa when Operation Crusader began. As the coastal artillery units would not be used as supporting ground formations, there were really only two artillery asset points available during Crusader: II/115 schwere Artillerie Abteilung with 210mm Howitzers and schwere Artillerie Abteilung 408 with 105mm Guns (just labeled as 10cm guns by the Germans).

For the Commonwealth there were likewise not many higher-level artillery assets, being limited to the three Medium Artillery Regiments (7, 67, and 68 Medium Regiments). These artillery units contained 4.5" Guns and obsolete 6" Howitzers. All of the ubiquitous 25 pdr guns were located in the division artillery regiments. The Tobruk garrison had a number of 4.5" Gun and 4.5" Howitzers which are included in the arty points for the 70 Infantry Division formation.

**Why is there an Axis supply source in the middle of the desert?**
In early Fall 1941, Rommel was preparing plan to assault and finally take Tobruk from the east. As he had to keep an eye on the frontier as well as Tobruk, the DAK was stationed along the coastline east of Tobruk. A large amount of supply was accumulated just off Via Balbia. Even with the supply limitations due to Allied harassment over the Mediterranean, the DAK supply dump was impressive and sufficient enough for an assault on Tobruk and defense against any Commonwealth attack across the frontier. The dump here served the DAK well through the battle. The DAK dump was vigorously defended by KG Briel. Therefore while many history books describe supply limitations for the Axis forces in North Africa, the actual situation on the tactical level was different and did not prevent the panzer divisions from racing back and forth across the battlefield. The Italians, on the other hand, appear to have been more limited in their supply (hence the higher SNAFU DRM).

### Why is KG Briel a formation without a formation?

KG Briel was an ad hoc command based on the 606th Self-Propelled Anti-Aircraft Battalion equipped with halftrack mounted 20mm guns tasked to defend the large supply dump on Via Balbia. Briel's command would include elements of his own unit plus drips and drabs of men, tanks, and artillery from the Panzer Divisions that were passing through or tanks that were repaired by the nearby divisional workshops. His after action report even mentions using riflemen from a butcher company, so his command was truly hodge-podge. KG Briel defended well, blocking Commonwealth attacks along Via Balbia with the DAK Dump never seriously being threatened. Originally in the game, KG Briel existed as two static units, but despite any number of steps or high AR, would get pushed aside. Then KG Briel existed as a real formation with its Combat Train baked into the DAK Dump. This caused some weird issues with the positioning and location of the HQ and units to the Combat Train/static DAK Dump. The final solution was to make Briel independently independent (i.e. unable to be reassigned) and to not have them sit and die in place as static only units.

### Why does the Bypass road change from track to primary road?

When Tobruk was stoutly defended by the Australians, it cut off the only primary paved road through Cyrenaica. During the spring battles for Tobruk the lack of a proper road around the periphery of Tobruk limited supply and the ability to maneuver troops around. During the low activity period in the siege, the road was upgraded mainly by Italian engineering troops earning Rommel's high praise. *OCS* players of **DAK** will also recognize this road and its ability to be upgraded during the campaign.

### What are all those odd Disney character names near Tobruk?

The Tobruk garrison occupants used outpost codenames for the surrounding Axis defensive positions and terrain features. These codenames are in parentheses for points of interest southeast of the Tobruk defenses. The left hand names were ones given by the Australians when they garrisoned the city as seen by Australian colloquialisms like Plonk (I believe a reference to cheap wine) or Bondi and Tugun (beaches in Australia) with the rest being animal or proper names. The right hand names were given when the 70th Infantry Division took over and the obvious influence of Snow White and the Seven Dwarfs factored heavily. The seven dwarf names are seen along the direct breakout area and Snow White and

the evil Queen are to the west replacing Plonk and Bondi. Bir el Ghersa (A18.24) also had the codename "Jim" but looks to have been renamed to Lion. The codenames were unique and historically interesting enough to include on the map.

### Where are the names of the Axis Frontier strong points?

Before Operation Battleaxe, the Axis had built defensive strongpoints located around strategic locations on the map (Fort Capuzzo, Point 206, Qalala, etc.). The defenses were reconfigured and beefed up before Operation Crusader with a series of strongpoints covered by extensive minefields. The strongpoints were named after Italian and German heroes who had fallen in early battles. The westernmost strongpoint system from Libyan Omar to Sidi Omar was called "Frongia". Working eastward, the next strongpoint, occupied by the III/15 Bn, was called "Cova", the next "D'Avanzo", and then "Cirener". East of that in the KG Bach's sector was strongpoint "Faltenbacher" with the Halfaya Pass defenses just being named after the pass itself. As these strongpoints were not fixed points of interest on the map compared to the Commonwealth outpost codenames by Tobruk, these were not printed on the map but mentioned here for historical interest.

# Order of Battle Notes

## Everyone's favorite enemy: The Germans

The *Deutches Afrika Korps* in **Brazen Chariots** was in its initial format relying primarily on two well-trained panzer divisions and expanded to include an ad hoc infantry division by Operation Crusader. Following the battle, after licking its wounds, it would increase with additional forces for Gazala and El Alamein until its ultimate defeat in Tunisia. The DAK, and Rommel of course, was the stuff of legends and legitimately so.

*5th leichte Division*—The 5th Light Division was formed from a cadre of the 3rd Panzer Division following the Italian North African defeat in January 1940. The division grew out of a consolidation of units sent to North Africa as blocking units to prevent further British advance into Libya. It consisted of a panzer regiment and two Machine Gun battalions under a nominal regimental command (Regiment Stab z.b.V. 200—"Regiment HQ for Special Purpose 200"), a towed anti-tank gun battalion, a self-propelled anti-tank gun battalion (the 605th that later became

an independent corps asset), armored reconnaissance battalion (often operating under KG Wechmar), one Luftwaffe flak battalion (I/33 later to be independent), but only one artillery battalion. The Pioneer Battalion was formed from the pioneer companies that were part of the two MG battalions (5 and 6 Companies in 2 MG and 6 Company in 8 MG). It would take part in the initial battles for Tobruk and the Frontier battles until August 1941 when it was converted into the 21st Panzer Division.

*21st Panzer Division*—The 21st Panzer Division was formed by reallocating units between the 15th Panzer and the then 5th Light Divisions so they almost had equal parts. One MG Battalion went to the 15th Panzer Division but it inherited 104th *Schutzen* (Motorized) Regiment. The first battalion of the 104th Regiment would be assigned to Halfaya Pass in an independent command from June 1941 so the division would really fight with only two infantry battalions. It would receive an artillery regiment by renaming the sole artillery battalion of the 5th Light (I/75 to II/155) and two independent artillery battalions, but one battalion had failed to arrive by Crusader (I/155). The 21st Panzer would be synonymous with the DAK, fighting with it until its bitter end in Tunisia in 1943. The division that fought in France and Germany in 1944 onwards was actually a brand new Panzer Division but received a cadre of original 21st Panzer men who weren't captured in North Africa.

*15th Panzer Division*—This panzer division started off as the 33rd Infantry Division that took part in the conquest of France (it had defended the Saar region during the Poland Campaign). It was converted in September 1940 and sent to North Africa in February 1941. Initially stronger than the 5th leichte Division, it consisted of a panzer regiment, two motorized infantry regiments, a motorcycle infantry battalion, armored reconnaissance battalion, and a full artillery regiment. Having given up its 104th Regiment to the newly named 21st Panzer Division, it received the Regiment Stab z.b.V. 200 along with the 2nd MG Battalion and placed the 15th Motorcycle (*Kradschutzen*) Battalion under it. Working in tandem with the 21st Panzer Division, both were the workhorses under Rommel, sending them to and fro from Tobruk to the Frontier to attack or fend off any enemy attack.

*KG Bach*—This formation was based on the 1st battalion of the 104th Regiment under the command of Major Wilhelm Georg Bach. He was quite a character as he was a Lutheran priest but already a wounded veteran of the

French Campaign. His men revered him. Rommel initially did not take a liking to Bach, but after being assigned to independent action to defend Halfaya Pass, he came to respect Bach greatly. Bach defended the pass during Battleaxe, using the 88mm to great effect helping solidify the weapon's reputation as a tank killer. During Crusader, Bach's command held out at the pass until after the main Italian and German forces retreated west. His entire command surrendered and sadly he died of cancer in a POW camp in Canada. A good brief biography is written here:

http://deutsches-afrikakorps.blogspot.com/2010/12/major-wilhelm-gerorg-bach.html

*Kampfgruppe Herff*—This group was formed in May 1941 as a mobile reaction force along the frontier. It consisted of the remaining tanks of II/5 Panzer Battalion (renamed in this KG after its commander, Hohmann) and a motorized infantry battalion from the Italian Trento Division. During Operation Brevity, it was joined by the I/8 Panzer Battalion. It would then take part in Operation Skorpion to retake Halfaya pass but its constituents returned to their parent units before Operation Battleaxe.

*Kampfgruppe Wechmar*—To help screen vast western desert, both Armored Reconnaissance Battalions were often placed under a single commander to be sent on independent screening or recon missions. At this stage of the war, the panzer *aufklarung abteilung* consisted of an armored car, motorcycle, and heavy weapons company. Later, all armored reconnaissance battalions would consolidate with the division motorcycle battalions into a larger single battalion, often retaining the motorcycle battalion designation.

*Afrika Division*—Officially the *Divisionskommando z.b.V. Afrika*, the "Afrika Division" was formed in June 1940 from scattered infantry elements and meant to be motorized, but due to chronic lack of trucks and the need to use trucks to transport supply, it was a leg mobile division when it fought its first major action during Operation Crusader. Its task was to lead a large assault into Tobruk but the British offensive immediately nullified these plans. During the battle on 27 Nov, it was renamed to 90 leichte Afrika-Division with no change to its organization. It would evolve into a proper infantry division of three regiments (now truckborne *Panzergrenadier*) of two battalions each having inherited the 200th Regiment from the 15th Panzer Division before Gazala.

Its components reflect its ad hoc nature: The 155th *Schutzen* Regiment comprised of the 3rd Battalions of the Infantry Regiments 241, 258, and 268 into the I, II, and III Battalions, respectively. The divisions they originally belonged to were part of the 12th Wave of strategic reinforcements formed around December 1940, but the regiments themselves were based on existing 1st Wave Regiments, therefore having elements of veterans and old army blood in them. The exception was the III/155, who was renamed from the III/268 that originated as the Fortress Infantry Regiment B. Likewise, there were two non-regimental battalions, the III/255 and III/347 with the former having the same 12th Wave from 1st Wave background and the latter being part of a 7th Wave division with its progenitor being a *Landwehr* Infantry Regiment (i.e. Reservist).

The *Afrika Regiment 361* was formed in Germany the day Operation Battleaxe began (15 June 1941) with only two battalions. It was composed of former Foreign Legionnaires who had not yet been drafted into other units. As romantic as it sounds having Foreign Legion soldiers formed into a regiment fighting in the desert, their reliability was somewhat in doubt. Yet they fought well on the left flank of the division around Sidi Rezegh.

The other infantry unit was the unique *Oasen Bataillon z.b.V. 300* (Special Purpose Oasis Battalion 300). It organized with men who had been to Africa before. Intended to defend ever important oases in the desert, they were instead used primarily to man strongpoints along the frontier. While nominally assigned to the Afrika Division, the individual companies found themselves variously attached to KG Bach, Savona Division, or the Panzer Divisions (the latter near the Ras el Medauuar salient for a time).

Rounding out the division was the 900th Pioneer Battalion (two companies) and an artillery battalion armed with two batteries of 75mm Mountain Guns. During Operation Crusader, an ad hoc battalion was created based on recently freed prisoners from the 361st Afrika Regiment and rear area troops such as supply troops and cooks under a Captain Kolbeck. It was tasked to retake the focal point of Ed Duda but given its unreliable make up, it suffered greatly.

# Reputation Redemption: The Italians

Having been humiliated in their weak invasion of Egypt in 1940, the reorganized and reinforced Italian Army that fought alongside Rommel was a different force. While still having troubles with armament, training, and supply, they were praised by both British and the Germans. The Italian fighting capability would be solid for the rest of the North African campaign, but was a spent force with domestic issues by 1943.

*Ariete Division*—The sole Italian Armored Division in North Africa until the Centauro Division in late 1942, elements of the 132nd Ariete Division fought in the initial attacks on Egypt in 1940. The whole of Ariete arrived in February 1941 and would fight alongside the German forces until El Alamein when it was destroyed. It was under the Mobile Corps command and hence not directly under Rommel but he would often request that Ariete support his German Panzer Divisions. Its defense at Bir el Gubi was both well done but also poorly executed by the British 22nd Arm Bde but the division did retain a good reputation.

*RECAM*—The *Ragruppamento esplorante del Corpo d'Armata di Manovra* (Armored Maneuver Group or literally "Exploration Group of the Armored Maneuver Corps") was an ad hoc command containing some interesting units. At its core was the *Giovani Fascisti* (GGFF) that consisted of fanatical volunteers from the Fascist youth organization. It also contained a tankette battalion drawn from the Ariete Division. There was an unusual unit of the P.A.I. (*Polizia dell'Africa Italiana*) that contained a company of armored cars, two motorcycle companies, and some light tanks. This police unit was made up of Italians and Africans as a colonial constabulary force pressed into a military force, different from the Carabinieri that were Italian military police. RECAM's debut fight was at Bir el Gubi after relieving the Ariete Division. Its defense, much like that of Ariete at the same location, was successful and helped disprove Italian ineffectiveness.

*Trento Division*—The 102nd Trento Motorized Division arrived in North Africa in February 1941 and took part in the pursuit of Commonwealth into Tobruk. Portions of the division took part in the early battles for Tobruk and also along the Frontier. Given its new static role, its transportation was stripped to help the difficult supply situation. During Operation Crusader, its Bersaglieri troops held the tenuous Ras el Medauuar salient.

*Trieste Division*—The 101st Trieste Motorized Division was the last division to arrive before Operation Crusader began arriving in August 1941. It was positioned around Bir el Hacheim assigned to the *Corpo d'Armata di Manovra* (later the XX Corps). It moved up and attacked towards Sidi Rezegh only to incur heavy losses after which it only hesitantly attacked.

*Bologna Division*—The 25th Division was intended, like all Infantry Divisions in North Africa, to be semi-motorized (*Autotrasportabile*—AS). This never occurred given the logistical strains across the Mediterranean Sea. The division had been in been in garrison duty since early 1941 and moved forward with the rest of the XXI Corps to Tobruk. It occupied the eastern sector of the siege and was directly in front of the British breakout force. For siege operations, it had been assigned the I/86 Infantry Battalion from the 60th Sabratha Infantry Division (which was garrisoning positions further west in Libya).

*Brescia Division*—The 27th Brescia Infantry Division was sent to defend Libyan coastal installations, like many of its sister divisions, following the surrender of France. The division was one of the first Italian divisions to reach Tobruk in spring 1941 where it lay siege to the Australian then British and Polish (among others) along the western side of the city. It took part in the early Tobruk battles and had a relative quiet role in Crusader until the Axis forces neared collapse and Rommel ordered the retreat west.

*Pavia Division*—Deployed to Libya on 10 June, 1940, the 17th Pavia Division remained on coastal defense until it moved forward during the Axis counterattack in early 1941. The division held a reserve position by el Adem at the start of Operation Crusader, itself prepared to assault Tobruk before the Commonwealth launched their attack. It, along with the Bologna Division, had attached a tankette battalion and two companies each of the XXXI *Guastatori* (Assault Engineer) Battalion.

*Savona Division*—The 55th Savona Division was sent to Libya in September 1939 but was on a quiet sector until it was moved forward following Rommel's offensive across the desert. It was assigned to man the Frontier line around September 1941, heavily reinforced with fortifications and extensive minefields. The division manned the western part of the frontier with the stout KG Bach east at Halfaya Pass. It was reinforced with three companies of the 300th Oasis Battalion and the CLV (155th) Machine Gun Battalion. It was cut off when the New Zealand Division streamed north and parts of the 4th Indian Division attacked the westernmost fortifications. It continued to remain in position, out of supply and out of communication with the main Axis forces, until January 1942 when it surrendered. The division was not rebuilt.

*Frontier Command*—Before the Savona Division took over the Frontier line defenses, there was an ad hoc command guarding the border between Egypt and Libya. From Brevity to Battleaxe, it consisted of the Italian 8th Bersaglieri Regiment and elements of the Italian 61st and 62nd Regiments as well as the 15th Motorcycle Infantry Battalion (called Knabe after its commander) in company sized defenses and strongpoints. It was never strong enough to withstand British attacks for the two British minor offensives, but delayed them enough before German panzer forces counterattacked.

*Bardia Command*—This formation was under German Major General Artur Schmitt and it had German auxiliary troops, but the majority of the garrison and all of its combat troops and administration was Italian. During Operation Crusader, the combat forces consisted of a battalion each from Savona and a battalion from Bologna. It also had the IV Genova "Cavalry" Machine Gun battalion along with a mixed array of Anti-tank guns, coastal and regular artillery, and a handful tankettes. There was also the XXVIII GAF (Frontier Guard). Some sources include the Afrika III/255 and III/347 Infantry Bn in the garrison but these two units left Bardia to join their parent division for the proposed attack on Tobruk until Operation Crusader canceled that. When the Bardia garrison eventually surrendered on 2 January, 1942 (way after the Crusader scenarios end), noted in the units captured there included the 10/300 Oasis Company (Bach), 200 Pioneer Battalion (21st Pz), and a battery of 88mm's (probably from Bach). It appears that those units filtered into the garrison while the rest of the Axis forces retreated away from Bardia and the Frontier.

## Uncommonly Wealthy: The Commonwealth and its Allies

Most of the forces in the Western Desert during the timeframe of this game were veterans of the desert or recently pulled in from surrounding areas after recent operations (Greece, Crete, East Africa, etc.). It was mostly a seasoned organization with the recent addition of the South African units being of questionable reliability and preparedness. The newly formed 8th Army was much more hampered by its command hierarchy and Rommel not abiding by the plan against him.

*4th Armoured Brigade*—The "Black Rats" Brigade had been in the theater since 1938 originally known as the Heavy Armoured Group then eventually renamed 4th Armoured Brigade. It fought in Operation Compass and Beda Fomm but missed Rommel's attack back across Cyrenaica. The Brigade as a whole missed Operation Brevity as it was recuperating near Cairo but was assigned two Matilda Tank Regiments and a Jock Column from 2nd Rifle Brigade for Operation Battleaxe. After Battleaxe, the brigade was again rebuilt with tank regiments from various other units, but all were equipped with the new American Stuart tanks, and assigned a whole motorized infantry battalion. Thus all of the units that fought between Battleaxe and Crusader were different. Its performance was shaky but their commander, Brigadier Gatehouse, was considered an excellent armor leader.

*7th Armoured Brigade*—This famed British armor brigade started as the Light Armoured Group in 1938 and like the 4th Armored Brigade fought in the opening battles in North Africa. It missed Rommel's initial attacks towards Tobruk but was the main armor force in Brevity and Battleaxe. It was considered the most veteran armor unit in the desert by Crusader and given the crucial role of seizing Sidi Rezegh. It fought hard against the German Panzers but was nearly destroyed by 23 Nov 41. Its handful of surviving crews was withdrawn by 27 Nov 41 to be rebuilt back in Egypt. It was then sent across the world to Burma in 1942 but returned west to the Middle East in 1943 serving in Iraq and Syria. The brigade was then sent to Italy where it served until the end of the war.

*22nd Armoured Brigade*—The brigade departed England for Egypt in summer 1941 and was assigned to the 7th Armoured Division for Operation Crusader. This was its debut fight and its initial action at Bir el Gubi was shrouded in controversy as its objectives were to bypass the Italian position. The negative reputation of the Italians from earlier battles proved wrong in November 1941 and the brigade suffered a great number of losses. It continued to lose tanks and men in great numbers through the rest of the battle. After the battle, it served with the 1st Armoured Division at Gazala but returned to the 7th a few months later. It fought with the 7th Armoured Division in Normandy (with different tank regiments except the 4th CLY) where it had the unfortunate distinction of being the victim of Michael Wittman's action at Villers Bocage. This action set a bad reputation for the brigade and the whole division where it was expected that the Desert Rats that defeated Rommel would do well. It bounced back from this and proved itself through the rest of the Northwest European campaign.

*Support Group*—As the name implies, this brigade-sized unit was used to provide infantry support to the armoured brigades of the armoured division. Sometimes referred to as "Pivot Group", it only consisted of two motorized infantry battalions that were often detached from the brigade command and elements assigned directly to the armoured brigades. The Group commanders were well known for their exploits in the desert—first led by "Strafer" Gott who was promoted to command the 7th Armoured Division, then followed by "Jock" Campbell. Campbell was known for developing "Jock Columns"—company-sized motorized units centered on a lorried infantry company supported by different arms such as artillery, anti-tank, and sometimes armoured cars but not tanks. While considered innovative in open desert warfare, it was also criticized for creating too many small penny-packet units that could not pool their firepower together. Later, the group was renamed 7th Support Group then 7th Motor Brigade.

*22nd Guards Brigade*—The 22nd Guards Brigade was an independent motorized brigade and saw action starting with Operation Brevity and into 1942 when it was renumbered the 200th then 201st when it was assigned to the 1st Armoured Division. In the Gazala battle, it was captured in Tobruk when the Axis retook the port. Like many North African veteran units, it would later participate in Sicily then the Italian mainland, assigned to the 56th Infantry Division. During Operation Crusader, it spent much of its time defending the off map vital Field Maintenance Centres that housed the supply and logistics needed to sustain the Allied thrusts in the open desert.

*70th Infantry Division*—This infantry division had been sent to Tobruk to relieve the Australian garrison in fall 1941. It had been renamed from the 6th Infantry Division to deceive Axis intelligence as the division (then known as the 7th Infantry Division) had been operating in the Middle East since 1939 and to appear that a brand new division was being sent to the theater. Despite being in the theater for some time, Tobruk was its first action as a whole division. The individual brigades, however, had fought in their own campaigns prior (the 14th at Crete and 23rd in Operation Exporter). Along with the attached 32nd Army Tank Brigade, the division was tasked to breakout of the siege and link up with the XXX Corps. In its initial breakout, the 2nd Black Watch suffered a many casualties but the hole had been punched. Subsequent expansion of the breach was fought against the Afrika and Bologna Divisions where both sides' units suffered greatly. Finally on 27 Nov, elements met up with the New Zealand Division at Ed Duda. Following Pearl Harbor and the simultaneous attacks by the

Japanese across the Eastern Hemisphere, the division was sent to the India/Burma border but was ultimately disbanded in late 1943. The lone Australian battalion with the division was the remaining unit of the 9th Australian Division that was required to keep its duties before it could be transferred out. It fought alongside the 70th Division, but its morale was soured somewhat having all the rest of its compatriots already having left Tobruk.

*SBSK Polish Infantry Brigade*—The *Samodzielna Brygada Strzelców Karpackich* (Independent Carpathian Rifle Brigade) originated in late 1939 in French controlled Syria from Polish refugees. Following the French surrender in June 1940, defected to the British and fell under their command structure where it replaced its French organization and equipment for British ones. It moved into the Tobruk garrison alongside the 70th Infantry Division and had to hold the line while British units were peeled off and fed into the breakout bridgehead. Near the end of the major fighting, it seized the Ras el Medauuar hills. In early 1942 it was combined with additional Free Poles into the 3rd Carpathian Infantry Division. The Brigade was admired for its discipline and morale. Fighting alongside the Poles was the 11th East Czech Infantry Battalion (*Československý pěší prapor 11*—Východní)—composed of Czechs who fled after the German occupation of their homeland. This battalion would later join the 1st Independent Czech Brigade that would help besiege Dunkirk in 1944-1945.

*9th Australian Division (20th, 24th, 26th Brigades and 18th Brigade from 7th Division)*—What would eventually constitute the 9th Division started its training in Australia with the 18th, 25th, and 26th Brigades but when it was sent to the Middle East, brigades were shuffled and reassigned leaving it with the 20th (from 7th Div), 24th (from 8th Div), and the 16th Brigade. The 18th Brigade which was originally from the division was assigned to the 7th Division but with Rommel's attack in the Spring of 1941, forced the brigade to be sent to Tobruk to be assigned temporarily back to its old parent formation. The Australians were renowned for their fighting ability and certainly Rommel's initial defeats against Tobruk were due in to the Australians' morale and toughness along with the battlements and weapons defending the city. Also within the garrison were the remaining units of the 3rd Armoured Brigade (along with remnants of the 5th RTR) along with the 1st King's Dragoon Guards and 18th King's Edward's Own Cavalry (simply called the 18th Cavalry). To help cover the overstretched lines, the Pioneer Battalion was used as infantry and troops from the Australian Army Service Corps (i.e. supply

troops) were organized into a combat battalion. The Australian War Cabinet requested that the division be withdrawn and was replaced in place by the 70th Division. The 2/13 Battalion had remained behind and two companies of the 2/15 Battalion had just gotten out before Operation Crusader started.

*4th Indian Infantry Division (including the 11th Infantry Brigade)*—The Red Eagle Division was to have a long history in the Mediterranean Theater starting in 1939 when it was formed in Egypt. It would take part in Operation Compass in 1940 then be sent to East Africa to help expel the Italians. The 5th Brigade would be sent to Syria while the 4th Brigade of the division took part in the Frontier battle of Operation Battleaxe. The division rejoined again, during Operation Crusader the 4th Brigade was tasked to watch Halfaya Pass while the rest of the division swung around west of the wire to take the tip of Savona's defenses at the Omars (Sidi Omar and Libyan Omar). With those defenses taken, the two brigades defended against Rommel's dash to the wire. The 4th Brigade was sent all the way around to Bir el Gubi where its veteran troops and accompanying tanks could not dislodge the RECAM's Blackshirt troops.

*New Zealand Division (including the 5th New Zealand Brigade)*—Often referenced as the 2nd New Zealand Division, the division was officially just "New Zealand Division" at the time of Operation Crusader and would only change its designation to 2nd New Zealand until June 1942. To confuse things, the division was part of the 2nd New Zealand Expeditionary Force as this was the second force sent overseas (the first being in WWI). Here, the proper use of the name "NZ Div" is used. Prior to arriving in North Africa, the division took part in the unfortunate campaigns in Greece and Crete. Even after these defeats, the division was praised for its mettle. The task of the Division during Crusader was to remain by the frontier but the large destruction of the British armored forces by Sidi Rezegh prompted the 4th and 6th Brigades to be sent west. Many of its units were decimated during the campaign but it continued through the war to Italy and always considered to be tough troops.

*1st South African Infantry Division*—Despite being a seasoned formation having fought against the Italians in East Africa, its integration with the Western Desert forces was troubled from the start. The issues lay in fears of misusing or breaking up piecemeal the division and needing more time to train for Operation Crusader. Assigned to support the mobile XXX Corps, the division followed the 7th Armoured Division, with the 1st Brigade relieving the 22nd Armoured Brigade at Bir el Gubi, sparing its fate at Sidi Rezegh on 23 November. The 5th Brigade moved up to south of the Sidi Rezegh Airfield where it was attacked by the 15th Panzer Division. The brigade was effectively wiped out on

the unfortunately apt "Sunday of the Dead".

*2nd South African Infantry Division*—This division's debut action was during Operation Crusader. Having arrived as a late reinforcement, it took over for the Frontier line from the Indians and was tasked to take Bardia. It would only succeed in taking Bardia after long preparation in January 1942. Most of the division was captured in Tobruk in June 1942 when the Gazala line collapsed.

## Armor

Why do folks love wargaming WWII North Africa? It's the armor, of course (and Rommel).

In terms of armor firepower, the penetration of the principal guns used by each of the opponents was similar in game terms. These were the British 2 pdr (40mm L/50 equivalent), the American 37mm L/53, Italian 47mm L/32, the German 50mm L/42, the German 75mm L/24 (in Pz IV's), and the German 47mm L/43 (in the Panzerjager I).

For armor protection, the British Infantry tanks (Matildas and Valentines) have the edge in armor protection. For the rest of the tanks, they were similarly armored with around 30mm of frontal armor.

What this means is that in terms of AV, the main tank types in Brazen Chariots were 2 Red AV on its deployed side.

This includes the oft derided Italian tanks, here the M13/40, which on paper has equivalent armor and protection as the British, American, and German tanks of this period, its only detriment being its speed and mechanical reliability. Under the capable hands of the Ariete tankers, it held its own against the new British A15 Crusader tank at Bir el Gubi, trading losses at about a 1:1 ratio (along with losses from anti-tank guns). What happened, however, is that the Allies and Germans quickly surpassed the Italians in their tank designs in the upcoming Gazala and El Alamein battles with improved Panzer III/IV, Grants, Shermans, uparmed Crusaders, and the like, while the Italians only sought to make small improvements to their M13/40 tank (in the form of M14/41 which has the same AV numbers as the M13/40).

The Italians did also a handful of the L6/40 light tank in the R. Gessi unit. They also had a fair number of L3/35 tankettes that appear to be survivors from the North African misadventures of 1940. The British likewise had obsolete tankettes in the Mk VIB. Although classified as a light tank (in the same category as the much better M3 Stuart), it was effectively a tankette being armed with MG's with thin armor.

The Germans' main tank was the medium Panzer III armed with the 50mm kurz (short, as compared to the 50mm L/60 mounted later). The Pz III variants would've mostly been the Ausf. G with a handful of Ausf. H that had additional armor added to its front doubling its frontal thickness as well as a few older Ausf. F but mounting a 50mm instead of the 37mm used in France. For all intents and purposes for BCS, these models have the same AV. The second most useful tank was the Panzer IV with the short 75mm howitzer. Meant for support, it was also helpful in tank on tank engagements.

The Germans were still using Panzer I and Panzer II's (also in Barbarossa outmatched by T-34's) but had relegated them to supporting and scouting roles. The Panzer I was a rarity by now but at the start of Operation Crusader there were 42 operational Panzer II's in 15th Panzer and 35 with 21st Panzer.

The DAK panzer battalions had 2 light and 1 medium company per battalion when they arrived in North Africa. Their tank numbers always fell short of full strength. The regimental companies were numbered 1, 2, 5, and 6 for the light types and 4 and 8 for the medium. Companies 3 and 7 for both Panzer Regiments were being formed across the Mediterranean and didn't arrive until after the battle.

In the Commonwealth, for ease of use, the A# designations for the British tanks is used place of the longer, more official designations of "Tank, Cruiser, Mk #". The A9 is the Cruiser Mk I, the A10 as the Mk II, and A13 as the Mk IV. The Mk VI (A15) was called the Crusader, but to prevent any confusion between the battle and the tank, I'll stick to using A15. These official British designations are what Churchill (the Prime Minister, not the tank) abhorred and hence tanks were assigned easily recognizable names like Crusader, Matilda, Valentine, and even the American Lend-Lease tanks of Stuart, Grant, Lee, and Sherman. Note that the American names were never adapted by the American military until after the war despite popularly being called by these names today.

The British had the poor A9, A10, A13, the better A15, Matilda and Valentine Infantry tanks, and the curious new Stuarts. The A9, A10, and A13 early cruiser tanks were all found mixed in the 1st and 2nd RTR and 7th Hussar Tank Regiments. All were armed with the excellent 2 pdr gun (for that time) and their armor varied but averaged to a deployed 2 Red AV rating. In terms of speed, it was like Goldilocks and the Three Bears: The A10 was too slow (10 MA move side) and the A13 was too fast (16 MA), but the A9 was just right in the middle (14 MA). Instead of rating the tanks on the slowest speed ("you're only as fast as your slowest guy"), the next slowest MA (12) was used to separate it from the equally slow Infantry Tanks.

The A15 Crusader Cruiser tank is often touted as being a fast tank, and certainly when compared against the slow Infantry tanks. Yet its top speed wasn't that much faster than a Panzer III and its mechanical unreliability hampered its performance. Also, when compared against the truly fast M3 Stuart, the A15 could not catch up and hence has a 14 MA on its move side.

The American M3 (either Stuart after Churchill's dislike of stodgy army designation or Honey from the Brit tankers liking its smoothness) was designed a Light Tank by American standards but fit into the Cruiser category for the Brits. The tank was liked by the British tankers but was limited by their high fuel consumption.

Valentines tanks did not have an A# because the designations were based on government orders that this tank did not go through. Its official boring classification was "Tank, Infantry, Mark III" The chassis was based on the A9 and A10 Cruiser tank but with thicker armor. While overall still slow, it had a little more power than the Matilda and hence a slightly higher deployed MA.

The Mark VIB "Light" Tanks were really tankettes by true definition as they were small lightly armed tanks armed solely with machine guns. The Australian and New Zealand Divisions used them in their cavalry reconnaissance units while the British 3rd Hussar Tank Regiment inherited all the Mk VIB's when inside the Tobruk garrison.

Armored Cars: AB41 (small number in R. Gessi), German 8 wheeled armored cars had fascinated British tankers seeing them up close after the initial encounter with KG Wechmar in the first day skirmishes of Crusader. British Marmon-Herrington—produced by South Africa and adapted by the British Army

## So, which unit had what tank?

The German panzer battalions had a combination of Pz II, Pz III, and Pz IV's, but the reflects the Pz III and Pz IV as these were the primary tanks. In the Ariete Division, Red AV units were exclusively M13/40's. The Italian Light AV units had L3/35's tankettes.

For the British Armor units, it's more varied:
• Mark VIB Light Tanks—0 Light AV, 16 MA, in armored cavalry and tankette units
• A9, A10, and A13 Cruiser Tanks—Deployed side 2 Red AV, 3 MA/12 MA, with the tanks mixed together
• A15 Crusader Tank—Deployed 2 Red AV, 4 MA/14 MA, most prominent tank in Operation Crusader
• M3 Stuart—LT Arm unit symbol, Deployed 2 Red AV, 6 MA/16 MA, exclusively with 4 Arm Bde during Crusader

• A12 Matilda II—Mat Arm symbol, Deployed 3 Red AV, 2 MA/10 MA, Most common infantry tank.
• Valentine II—Val Arm unit symbol, Deployed 3 Red AV, 3 MA/10 MA exclusively with the 8 RTR

## Map Research

The maps were based on US Army Map Service (AMS) 1:100,000 scale maps of the area done in the early 1940's based on Italian maps surveyed in the late 1930's. While there is a wealth of detail in these maps including wadis, escarpments, oases, and small hill locations. Yet for all that detail, one major terrain feature proved a somewhat elusive: roads. The major thoroughfares were drawn on the map: Via Balbia, Trigh Capuzzo, and Trigh el Abd, but the issue was with the plethora of tracks scattered throughout the desert. Even Trigh Capuzzo and Trigh el Abd appear as tracks, or rather another set of combination of solid, dashed, or dotted lines. Via Balbia and some of the roads in and out of Tobruk including the recently constructed Bypass road were the only hard surfaced roads.

The rest of the roads were not hard surface but the two Trigh roads were certainly major routes. In addition to this, there was another major route used by the armies running northwest to southeast that was not featured: Dahar er Reghem. The distinction between these sand roads as being heavily trafficked (and hence made secondary roads) or low usage (just tracks) was important for purposes of unit movement, HQ and Combat Train placement, and MSR. A look for contemporary photos doesn't help clarify it as there are various photos of tanks kicking up a ton of sand saying it's on a desert track vs. ones with tanks on rocky surfaces. What was done to resolve this was to look at contemporary tactical maps and see which roads were identified as these would've been the major routes the armies would've taken during their operations planning. Some of the lesser tracks were filled in as many on the AMS maps had a track stub floating in the middle of the desert not connecting to any other intersection or oasis. These were drawn out by identifying the tracks on the contemporary tactical maps. Note that the Dahar el Reghem ends as a secondary road at Hagfet el Hareiba mainly to prevent the player from shooting through to El Adem and concentrate rather on the Sidi Rezegh area.

Filling in these roads and tracks this way helped greatly focusing the game on the historical hot spots.

## Scenarios and Victory Conditions

**Brazen Chariots** covers a wide variety of actions in Libyan Cyrenaica in 1941. Hence each battle would have its own unique victory conditions as opposed to victory conditions working off a main campaign victory like **Last Blitzkrieg** or **Baptism by Fire**. The two early Tobruk battles reflect taking objectives within the Tobruk defense as controlling the entire port area is near impossible given the limited forces the Axis had and the stubborn defense

by the Australians. The frontier operations (Brevity, Skorpion, Battleaxe) were limited scoped battles given the limited resources on both sides. The British did have a lofty goal of wanting to liberate Tobruk if their frontier operations succeeded but this was very far-fetched. Operation Battleaxe: Mini-Crusader scenario lets players try his hand at this lofty goal, but be warned, this is purely a hypothetical scenario and does not pretend to be balanced or fully vetted as being possible that the Commonwealth achieve Crusader-like victory conditions.

Operation Crusader: Full Campaign is the main scenario of the game. The main objective for the Commonwealth was to relieve Tobruk from its siege. A secondary objective, really a means to achieve the main goal, was to defeat the Axis armor. The 9 December 1941 campaign end date reflects the historic Sudden Death victory when Rommel was finally pushed aside, attrition greatly reducing his forces that he had to withdraw and finally opening an MSR to Tobruk. Keen students of Operation Crusader will note that the 70th Infantry Division and New Zealanders linked up late on 27 November at Ed Duda. While this was key to the battle, it did not establish an MSR and fighting continued with Rommel trying to break the link up until he expended everything by early December, allowing the Commonwealth to win.

For the Axis, not only do they have to have to prevent the Commonwealth from relieving Tobruk, but they must also look to hold onto Bardia, which became a focus of Rommel when he conducted his dash to the wire. The Commonwealth had originally assigned the New Zealand Division of the XIII Corps to watch and take Bardia, but when the XXX Corps armor forces were destroyed early, the Kiwis took over as the primary relief Tobruk force, leaving only the 5th NZ Brigade to watch Bardia.

## Recommended Reading:
Pitt, Barrie. *The Crucible of War: Wavell's Command—Volume 1*
Pitt, Barrie. *The Crucible of War: Auchinleck's Command—Volume 2*

Pitt's books are essential reading for the whole campaign in North Africa. The first volume includes the actions leading up to Crusader and the second volume includes a detailed account of the battle itself.

Crisp, Robert. Major. *Brazen Chariots*.

Crisp was a Lieutenant in the 3rd Royal Tank Regiment, 4th Armoured Brigade that fought in Crusader. The account is fascinating and harrowing with much insight into armored fighting in the desert. The game's title is befitting to use this visceral account that should be in everyone's library.

## Selected Bibliography:
The Crusader Project.
https://rommelsriposte.com
This blog is an amazing source for Operation Crusader. It contains articles on all aspects of the battle from naval, ground, and air actions to War diaries.

Jentz, Thomas. *Tank Combat in North Africa: The Opening Rounds Operations Sonnenblume, Brevity, Skorpion and Battleaxe*, February 1941—June 1941.
Relying heavily on after action reports, this book details the actions from when the Germans arrive to the last major action before Crusader.

Humble, Richard. *Crusader: Eighth Army's Forgotten Victory, November 1941-January 1942*.
Oddly, this is the only operational account besides the ubiquitous Osprey title to cover just Operation Crusader in its entirety. Many other books include Crusader as a chapter in the whole of the North African campaign or single out particular actions (Totensonntag, Tobruk, etc.) as their focus. I'd recommend Pitt's books just for its more comprehensive coverage of the theater.

Agar-Hamilton, J.A.I and Turner, L.C.F. *The Sidi Rezegh Battles 1941*.
A very nice write up of the disaster on Totensonntag.

http://sairish.webs.com/Sidi%20Rezegh%20-%20The%20Sunday%20of%20the%20Dead.pdf

Murphy, W.E. *The Relief of Tobruk*.
This book is part of the New Zealand Official History of the war. An excellent account that is available on the country's Official History website (see below).

The Official History of New Zealand in the Second World War. http://nzetc.victoria.ac.nz/tm/scholarly/tei-corpus-WH2.html
New Zealand has done a tremendous job of digitizing its official history material. Included are individual unit histories throughout the war which can be read online or downloaded for tablets.

Maughan, Barton. *Australia in the War of 1939-1945. Series One—Army. Volume III—Tobruk and El Alamein*.
https://www.awm.gov.au/collection/RCDIG1070202/
Much like New Zealand, Australia has a large collection of official material available for online viewing including this excellent account of the Australians' defense of Tobruk in the Spring of 1941.

Kriebel, Rainer. *Inside the Afrika Korps: The Crusader Battles, 1941-42*.
This is a very good account of the Crusader battle from the German perspective. What holes may be left by Commonwealth-driven accounts is filled by Rainer's text. By itself, the book may not be a good general history as its point of view is limited, but it does supplement other sources.

Vogel. Uwe. *Verband Deutsches Afrika Korps e.V.*
http://www.afrika-korps.de/
This German website contains excellent information on the DAK including diagrams on unit structure and nice listings of the various Kampfgruppen that were formed in North Africa. It also includes nice personal accounts and links to many other topics. Use your in-browser translation to help read this website in your native language.

Commando Supremo: Italy at War.
http://www.comandosupremo.com
A well maintained website on all things Italians in World War II. Between the articles and the forum topics, this covers the Italian angle that is otherwise obscured by the plethora of German and Commonwealth accounts.

The History of the British 7th Armoured Division: "The Desert Rats".
http://www.desertrats.org.uk/main.htm

For everything on the famous 7th Armoured Division, go here. With links to the history of the division and its constituents to links to war diaries, this website was extremely useful.

U.S. War Department. *The Battle of the Omars*. Military Intelligence Service, Information Bulletin No. 11, April 15, 1942.
This booklet is a very detailed report on the attack by the 4th Indian Division on the Sidi and Libyan Omar strongpoints during Crusader.
http://lonesentry.com/battleoftheomars/index.html

U.S. War Department. *The Development of German Defensive Tactics in Cyrenaica—1941*. Military Intelligence Service, Special Series No. 5, October 16, 1942.
Similar to the above, this booklet details German defenses from Battleaxe to Crusader.
http://lonesentry.com/manuals/cyrenaica/index.html

U.S. War Department. *Lessons from the New Zealand Division Operations in Cyrenaica*. Military Intelligence Service, Tactical and Technical Trends, No. 34, September 23, 1943.
http://www.lonesentry.com/articles/ttt34/new-zealand-army-in-ww2.html

Battistelli, Pier Paolo. *Rommel's Afrika Korps: Tobruk to El Alamein*.
I usually deride Osprey volumes, but this book is quite good detailing all aspects of the DAK from organization, weapons, command and control, and descriptions of specific actions. This is comprehensive for a 96 page book.

Davidson, Ian. The Second Battalion The Black Watch at Tobruk. The Black Watch Archive.
http://www.blackwatch.50megs.com/tobruk.html
This webpage looks to be the war diary entry for the 2nd Black Watch in its breakout attempt from Tobruk. The Battalion suffered tremendous casualties but lived up to the tough reputation of the regiment.

Harrison, Frank. *Tobruk: The Great Siege Reassessed*.
A nice book on the actions that took place on the ultimate prize that consumed both armies in 1941. This book was mostly supplemental to others but this is a good book nonetheless.

Pallud, Jean-Paul. *The Desert War: Then and Now*. I have a soft spot for the Then and Now volumes. While mostly a photograph comparison book showing historic photos alongside contemporary ones. This book is interesting in that the author seems to have been stymied by the many internal security guards and restricted areas that were curious as to why any Westerner would want to take a photo of a supposedly innocuous desert landscape.

Kurowski, Frank. *Das Afrika Korps: Erwin Rommel and the Germans in Afrika, 1941-43*.
This is a decent book of the German participation in North Africa in a partly narrative format.

Walker, Ian. *Iron Hearts, Iron Hulls: Mussolini's Elite Armoured Divisions in North Africa*.
Included more to be comprehensive, I had issues reading this book. I feel the author cherry-picked his examples and in doing so, the narrative felt forced to overtly justify the Italians contributions alongside the Germans. The material provided in the Commando Supremo website is more balanced.

## Air Points Available

### Scenario:
**5.1 through 5.6:** None

**5.7 through 5.12:** *Roll one die for each side.*

| Die | Air Points |
|-----|------------|
| 1 | 0 |
| 2 | 1 |
| 3 | 1 |
| 4 | 2 |
| 5 | 2 |
| 6 | 3 |

## Axis Replacement Points
*Do NOT Roll for Repl Points on the first turn of any scenario.*

| Die | Results |
|-----|---------|
| 1-2 | 0/0 |
| 3 | 1/1 |
| 4-5 | 1+1/1 |
| 6 | 2+1/2+1 |

AV / Non-AV

The +1 listings can **only** be used for an Italian unit, so 2+1 means there are two Repl Points that can be used by any Axis unit and one that can **only** be used by an Italian unit. If no Italian unit exists that can accept an Italian only Repl Point, then it is wasted. Non +1 Repl Points can be used by any Axis unit.

## Allied Replacement Points
*Do NOT Roll for Repl Points on the first turn of any scenario.*

| Die | Result |
|-----|--------|
| 1-2 | 2/2 |
| 3-4 | 3/2 |
| 5 | 4/3 |
| 6 | 5/4 |

AV / Non-AV

These can be used for any Allied unit.

## Brazen Chariots Terrain Effects

| Terrain | Movement Type | | | Terrain for Combat/Barrage? | Blocking Terrain? | Key Terrain? |
|---|---|---|---|---|---|---|
| | Leg | Tac | Truck | | | |
| **Desert** [1] | 1 | 1 | 1 | - | - | - |
| **Hill** | 1 | 2 | 3 | - | Yes | Yes |
| **Rough** | 2 | 5 | P | Yes | Yes | - |
| **Primary Road** | 1/2 | 1/2 | 1/4 | - | - | - |
| **Secondary Road** | 1/2 | 1/2 | 1/2 | - | - | - |
| **Track** | 1/2 | 1 | 1 | - | - | - |
| **Salt Marsh** | All | P | P | - | - | - |
| **Village** | ot | ot | ot | Yes | Yes | - |
| **City** | ot | ot | ot | Yes | Yes | Yes |
| **Minefields** [3] | | | | | | |
| UnBreached | **See 1.3a** | P | P | See [4] | - | - |
| Breached | +1 | +2 | +2 | See [4] | - | Yes [6] |
| **Lake** | ot | ot | ot | - | - | - |
| **Ocean** | P | P | P | - | - | - |
| **Wadi** | ot | +1 | +2 | - | - | - |
| **Deep Wadi** | +2 | +4 | P | Yes [2] | - | Yes |
| **Rise** | - | +1 | +2 | Yes [2] | Yes [5] | Yes [6] |
| **Escarpment** | P | P | P | Yes [2] | Yes [5] | - |
| **Wire** | | | | | | |
| UnBreached | P | Stop | P | - | - | Yes [6] |
| Breached | +1 | +2 | +2 | - | - | Yes [6] |
| **Fort** | - | - | - | Yes [2,7,8] | - | Yes [6] |
| **All-Around Fort** | - | - | - | Yes [2,8] | - | Yes [6] |
| **Airfield** | ot | ot | ot | - | - | - |
| **Point of Interest** | ot | ot | ot | - | - | - |
| **Entry Area** | ot | ot | ot | - | - | - |

ot = use other terrain in the hex for this purpose.
P = Prohibited

Notes:
[1] Desert counts as "Open" for any purpose needing to define terrain as Open.
[2] Apply the Hexside Terrain DRM on the Combat Table for these Terrain Features if the Attack unit is attacking across it. These never apply to Engagements, Attack by Fire, or Barrages. Movement cost, if any, is accrued if the feature is crossed. In the case of Rise or Escarpment, Terrain for Combat ONLY applies if the Attack is coming FROM a hex containing the symbol on the hexside crossed.
[3] Roads of any sort do not negate Minefield hexes, but once Breached, a road can be used to traverse that hex normally.
[4] If a unit is in a Minefield hex (Breached or not), apply a 1 DRM against it on the Combat, Engagement, and Barrage Tables. If a unit ends a Retreat in a Minefield hex (Breached or not), apply one additional Step Loss.
[5] Does not Block if the Firing or Spotting unit is on top of the Escarpment/Rise and adjacent to an Escarpment/Rise hexside. (Remember, you can always 'see' adjacent, regardless of direction here.)
[6] Key Terrain if defender is adjacent to the hexside and the attacking unit is in the hex **with** the Rise/Wire Symbol or "outside" the Fort (1.3b). Also, if the defender is adjacent to the Minefield Hex and the Attacker is inside it.
[7] See 1.3b to determine if the Defender gets credit for the Fort hex if the enemy is inside the Fort.
[8] These are *Hexside* Terrain only.