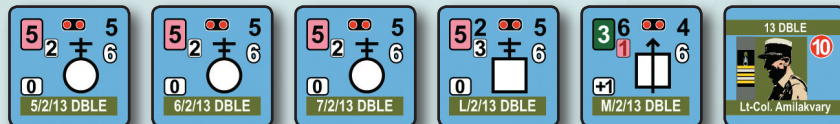


The Italians Really Attack

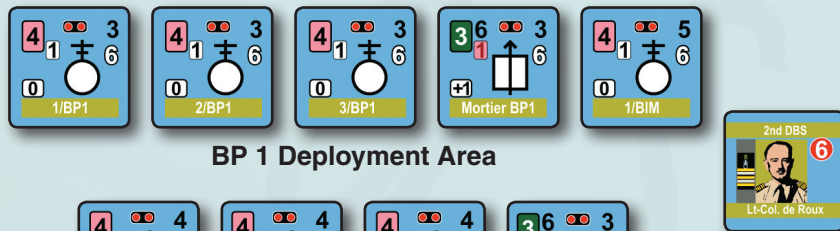
Scenario #2

1re Brigade Française Libre

French Set Up



2 BLE Deployment Area



BP 1 Deployment Area



BM 2 Deployment Area



Any non-minefield Bir Hacheim hex



Any non-minefield Bir Hacheim hex

Command Values

French Command Rating: 5
 French Command Points: 4
 French Dispatch Rating: 2
 French Dispatch Points: 0

Special Rules

- The French are in Full Supply.
- S2.0 Counterbattery Fire
- S4.1 French Units within Bir Hacheim
- S4.3 Hidden French AT Guns
- S4.4 French Artillery Spotting
- S4.5 Jock Column
- S5.1 Reinforcement Entry Hexes
- S5.2 Artillery Parks

The Italians Really Attack

Scenario #2

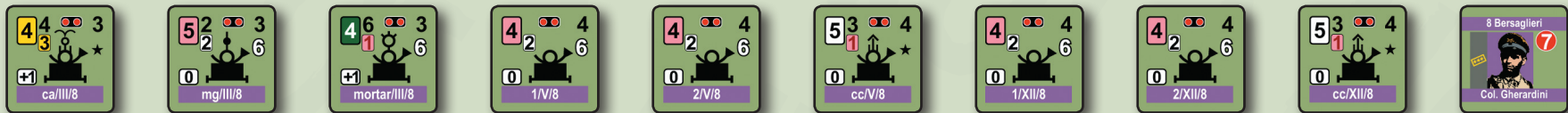
Ariete Division

Italian Reinforcements

May 27, 0900



Reinforcement Entry Hex A, B, C, or D



Reinforcement Entry Hex A, B, C, or D



Reinforcement Entry Hex A, B, C, or D



Artillery Park A

The Italian player may withhold any of these Units (either individual Units or entire Formations) he wishes, and bring them in at any Reinforcement entry hex (except G) on the 1300 turn. The reinforcement hex does not need to be determined before the start of the 1300 turn.

Command Values

Italian Command Rating: 3
 Italian Command Points: 8
 Italian Dispatch Rating: 2
 Italian Dispatch Points: 3