

Sid Rezegh, 1941

A Bolt Action Mega-Game Scenario

Operation Crusader, the British and Commonwealth offensive to relieve the besieged garrison of Tobruk late in 1941, was a pivotal action in the North African campaign. Over a period of weeks, large armored and infantry formations fought each other to a standstill across a large area of open desert and escarpment.

This scenario allows a large table to accommodate a scaled down version of the fateful clashes of the key actions around Sidi Rezegh, and provides a unique opportunity to recreate the clashes during Operation Crusader.

Special Terrain rules:

- Airfield – the landing ground area is treated as road, but is littered with wreckage which provides cover to infantry and gun teams.
- Tomb – the tomb which provided the area with its name is treated as a normal building as per the Bolt Action rules.
- Escarpment – areas of escarpment are rough terrain to infantry and impassable to vehicles and gun teams.
- Open Desert and Tracks – the areas of open desert are treated as road for movement purposes, and any rocky areas are rough terrain and provide cover to infantry units.

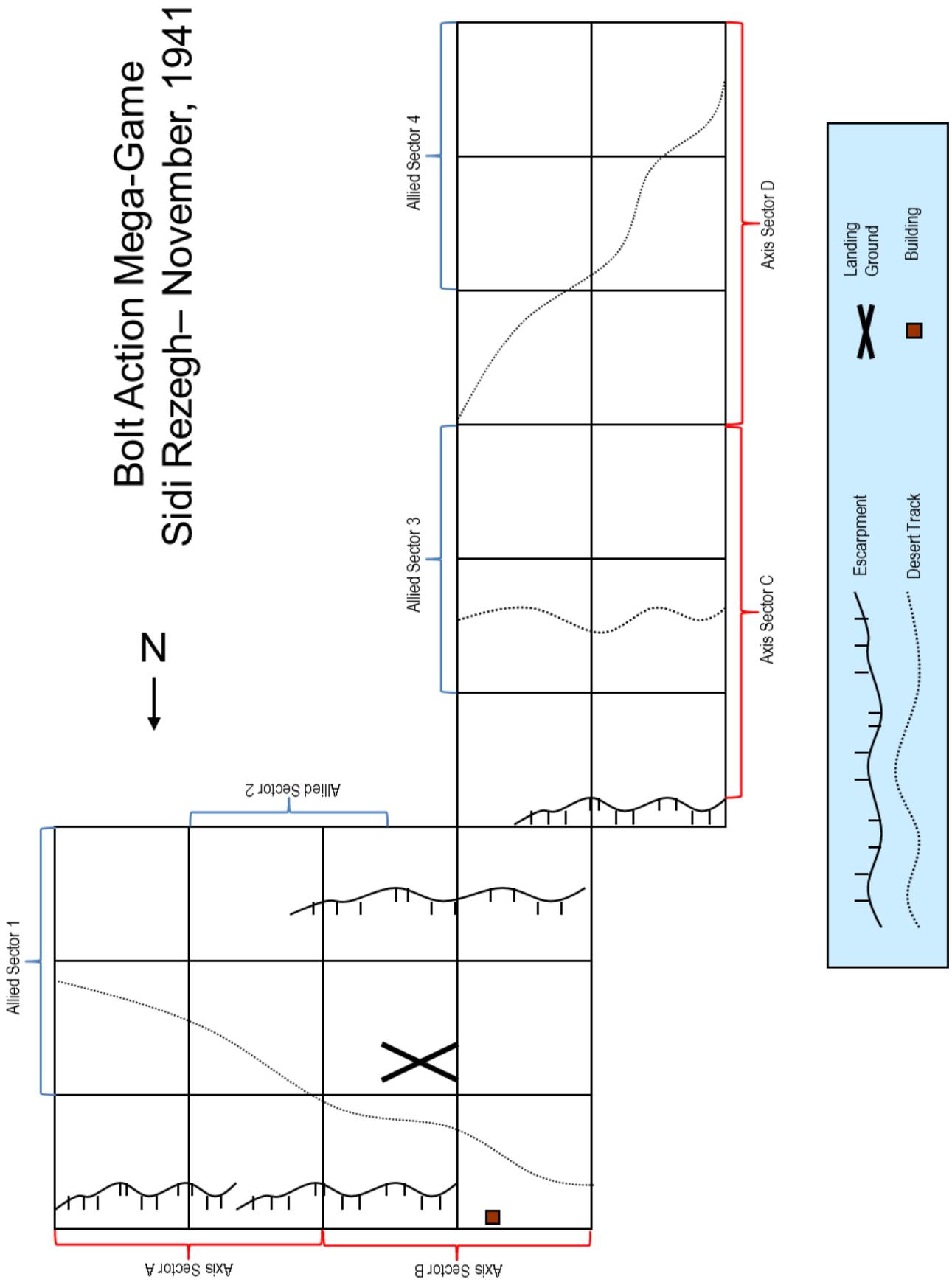
Deployment:

The game starts with a very fluid situation as both Axis and Allied forces are arriving in the area, critical to the relief of Tobruk.

Each side's commander allocates the available player forces to the entry areas shown on the map. Each entry area must be allocated a force before any area may be allocated an additional force.

Once all forces have been assigned, the Allied forces take the first turn. Their forces enter automatically measuring from the table edge anywhere within their assigned deployment area.

Map:



Axis Forces:

Each Axis force should be drawn from the Duel in the Sun book for late 1941, or equivalent period appropriate list. Each force should field no more than 1000 points. Either armored or normal platoons may be fielded.

Allied Forces:

Each Allied force should be drawn from the Duel in the Sun book for late 1941, or equivalent period appropriate list. Each force should field no more than 1000 points. Either armored or normal platoons may be fielded.

Ending the Game:

The game lasts a minimum of 6 turns. At the end of the sixth turn, roll 1d6 and a seventh turn is played on a 4+. The game ends no later than the end of turn seven.

Winning the Game:

This area was the key to creating a corridor linking Tobruk to Allied lines, thereby relieving the siege.

To reflect this, victory is determined by control of the critical areas on the table. These are:

- Anywhere within 12" of the landing ground
- Anywhere within 12" of the upper edge of an escarpment or the actual tomb

Total the number of units which are above $\frac{1}{2}$ strength in any of the above areas. Units of armored vehicles count 3 points each, other units each count 1 point.

The side with the higher number of points wins the game. If the winning side has a 25% or more edge in points they have won a strategic victory, if not it is a marginal victory. If the points count is equal, the game ends in a draw.