

## “Bathtub” Sidi Rezegh (Operation Crusader) – November, 1941

### A **Flames of War** Grand Battle 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 – Map Terrain:

- Open Desert – the open desert areas in this region were flat and hard. Treat open desert areas with no other terrain as road for movement purposes.
- Escarpment – the various escarpment ridges in this area were critical features in the otherwise relatively flat and open terrain. Escarpment areas are very difficult going, and provide bulletproof cover for stands in / touching them. The vertical edge of the escarpment is impassable to any team that does not have the Mountaineers special rule. Any stand or vehicle within 3" of the edge of an escarpment has line of sight to the entire next level down. Gaps in the escarpment are treated as difficult going.
- Buildings – the few buildings in the area were stoutly constructed, mostly tombs. Any stand in contact with a building is considered to be in bulletproof cover.
- Desert Track – vehicles may add 1" to their movement if it is entirely along a desert track. It is otherwise treated as normal cross-country movement.
- Landing Ground – are treated as normal open terrain. Unlike formal airstrips which prohibit teams digging in, the landing grounds in the desert were graded dirt (so teams may dig in on them).
- High Ground – the area of Ed Duda and Belhamed had great visibility due to their height. Stands on these rises do not have their line of sight blocked by any other terrain feature. Although their height was great, they were passable to vehicles, so they are treated as difficult going for movement.

Special Terrain rules / Scattered Terrain – the desert in this area was far from a flat billiard table many imagine, with numerous patches of difficult terrain spread about. Before the game starts, the referee will scatter a number of areas of soft sand, light scrub and rocky ground in areas otherwise devoid of terrain. These have the following effects:

- Soft Sand – areas of soft sand are treated as very difficult going. Infantry and man packed weapons moving in soft sand may move a maximum of 4" and may not move at the double. Soft sand is treated as open terrain for the purposes of concealment, and teams may not dig in while in an area of soft sand.

- Light Scrub – areas of light scrub are treated as difficult going, and provide concealment to infantry, man-packed gun teams, and small vehicles such as jeeps / kubelwagens / sahariana cars.
- Rocky Ground – areas of rocky ground are treated as very difficult going. Rocky ground is treated as open terrain for the purposes of concealment.

**Deployment:**

The German and Italian forces listed as on the table are deployed first. The Allied players take the first turn.

**Reinforcements:**

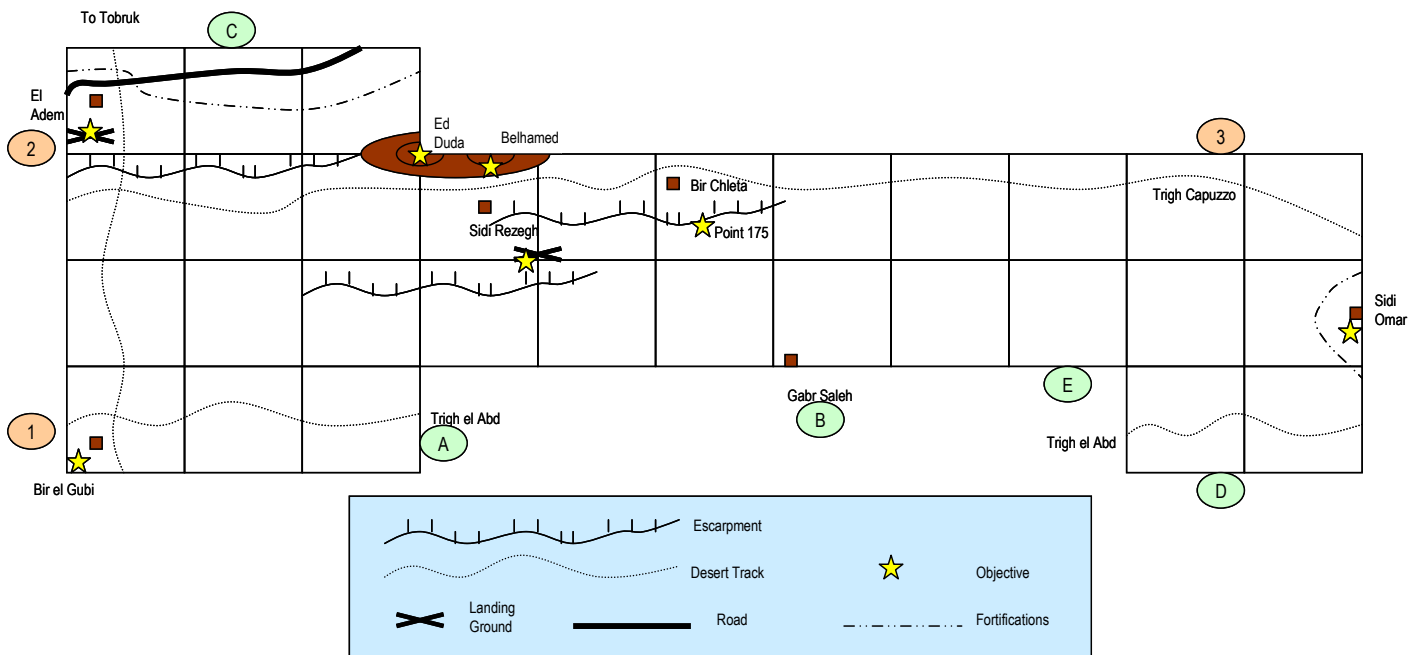
Units listed as reinforcements will show the first turn they may arrive. The owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 3+, if not the player rolls again the following turn. Reinforcements automatically enter the next night turn if they haven't rolled to arrive prior to that.

Reinforcements have an arrival zone specified. These are marked on the map; the unit may enter anywhere along the board edge within 18" of that point as long as it starts no less than 6" from any enemy stand.

*Optional – in large multi-player games it is recommended that reinforcements arrive in the scheduled turn without a die roll. This prevents players from hanging around waiting to play.*

**Map:**

### FOW Mega-Game Operation Crusader – November, 1941



## Forces: British and Commonwealth –

- 22<sup>nd</sup> Armoured Brigade > represented by one British Armoured Squadron of 1,200 points from Afrika (see specifics below). It enters at zone A on turn 1.

22 <sup>nd</sup> Armoured Brigade –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Light Armored Squadron (A15 Crusader I)	1 Company HQ (Crusader I*)#	2-4 Light Armored platoons (Crusader I*)#	none	Motor platoons, scout patrols, Armored Car platoons@	0-1 Field platoon, Royal Engineers, 0-1 battery RHA, AT platoons RA (2-pdr), 0-1 Light AA platoon

\* – Light Armored Squadron (Crusader I): A15 Crusader I cruiser platoons are organized exactly like Crusader II platoons. Crusader I cruisers use the same statistics as the Crusader II, except the armor is 3/2/1, they have both a hull and a co-ax MG, and their cost is reduced by 5 points per tank. Instead of Crusader II CS tanks the unit uses Crusader I CS tanks. Crusader I CS tanks use the same statistics as the Crusader II CS, except their armor is 3/2/1, they have a hull MG and their cost is reduced by 5 points per tank.  
 # = the Company HQ and Armored Platoons of the 22<sup>nd</sup> Armoured Brigade are rated as Fearless Trained. They were Yeomanry Regiments recently converted from horse cavalry, and fought with great gallantry during the action.  
 @ = must be equipped with either Humber or Marmon-Herrington armored cars

Player = \_\_\_\_\_

- 7<sup>th</sup> Armoured Brigade > represented by one British Armoured Squadron of 1,200 points from Afrika (see specifics below). It deploys anywhere within 6" of the Sidi Rezegh landing ground.

7 <sup>th</sup> Armoured Brigade –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Light Armored Squadron (A13)	1 Company HQ (A13*)	2-4 Light Armored platoons (A13*#)	none	Motor platoons, scout patrols, Armored Car platoons@	0-1 Field platoon, Royal Engineers, 0-1 battery RHA, AT platoons RA (2-pdr), 0-1 Light AA platoon

\* – Light Armored Squadron (A13): A13 cruiser platoons are organized exactly like Crusader II platoons. A13 cruisers use the same statistics as the Crusader II, except that their armor is 3/2/1 and their cost is reduced by 5 points per tank. Instead of Crusader CS tanks the unit uses A10 CS tanks. A10 CS tanks use the same statistics as the Crusader II CS, except their armor is 3/2/1, they are not fast tanks and their cost is reduced by 5 points per tank. The units may be represented by a combination of A13, A9 and A10 cruisers, all counting as A13s.  
 # = may field 0-1 light armored platoon equipped with Crusader I tanks, replacing one of the allowed A13 platoons  
 @ = must be equipped with either Humber or Marmon-Herrington armored cars

Player = \_\_\_\_\_

- 4<sup>th</sup> Armoured Brigade > represented by one British Armoured Squadron of 1,200 points from Afrika (see specifics below). It enters at zone B on turn 2.

4 <sup>th</sup> Armoured Brigade –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Light Armored Squadron (Stuart)	1 Company HQ (Stuart)	2-4 Light Armored platoons (Stuart)	none	Motor platoons, scout patrols, Armored Car platoons@	0-1 Field platoon, Royal Engineers, 0-1 battery RHA, AT platoons RA (2-pdr), 0-1 Light AA platoon

@ = must be equipped with either Humber or Marmon-Herrington armored cars

Player = \_\_\_\_\_

- 7<sup>th</sup> Support Group > represented by one British Motor Company of 1,500 points from Afrika (see specifics below). It deploys anywhere within 12" of Gabr Saleh.

7 <sup>th</sup> Support Group –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Motor Company	1 Company HQ, "Jock" Campbell	2-3 Trucked Motor Platoons	0-3 Scout Patrols, 0-1 Motor MG Platoon, 0-2 AT Platoons [2-pounder]	0-1 Light Armored Platoon (Stuart, A13 or Crusader I), 0-2 Armored Car Squadrons@	0-1 Field platoon, Royal Engineers, 0-2 battery RHA, AT platoons RA (2-pdr), 0-1 Light AA platoon

@ = must be equipped with either Humber or Marmon-Herrington armored cars

Hero – Brigadier General "Jock" Campbell: As commander of the 7<sup>th</sup> Support Group during Crusader, Jock Campbell became a legend and won a Victoria Cross for his exceptional leadership in and around Sidi Rezegeh. Often careening around the thick of the action in an open car, he constantly rallied and inspired the troops around him. Jock is a warrior team and higher level command team, and is always mounted in his staff car. Any unit within 6" of Jock may re-roll any failed motivation test they are required to take.

Player = \_\_\_\_\_

- 1<sup>st</sup> South African Division > represented by one South African Rifle Company of 1,500 points from Afrika (see specifics below). It enters at zone A on turn 2.

1 <sup>st</sup> South African Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
South African Rifle Company	1 Company HQ	2-3 SA Rifle platoons	0-4 Carrier patrols, 0-1 mortar platoon, 0-1 AT platoon (2-pdr), 0-1 AA platoon, 0-1 pioneer platoon, 0-1 additional rifle platoon	0-1 additional rifle platoon#, 0-3 MG platoons, 0-1 Heavy mortar platoon, transport sections, 0-2 Armored car squadrons (Marmon-Herrington)*	0-1 Field platoon, Royal Engineers, 0-1 Field battery RA, AT platoons RA (2-pdr), 0-1 Light AA platoon

\* = also receives 2 Marmon-Herrington equipped armored car squadrons for no points cost

# = may be of any Commonwealth nationality.

Player = \_\_\_\_\_

- 2<sup>nd</sup> New Zealand Division > represented by one New Zealand Rifle Company of 1,500 points from Afrika (see specifics below). It enters at zone D on turn 1.

2 <sup>nd</sup> New Zealand Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
New Zealand Rifle Company	1 NZ Company HQ	2-3 NZ Rifle Platoons	0-4 Carrier patrols, 0-1 mortar platoon, 0-1 AT platoon (2-pdr), 0-1 AA platoon, 0-1 pioneer platoon, 0-1 additional rifle platoon	0-1 additional rifle platoon#, 0-3 MG platoons, 0-1 Heavy mortar platoon, transport sections, 0-2 tank platoons (Matilda or Valentine*), 0-2 light tank platoons (Mk VI), 0-4 carrier platoons	0-1 Field platoon, Royal Engineers, 0-1 Field battery RA, AT platoons RA (2-pdr), 0-1 Light AA platoon

\* = the first tank platoon fielded must have Valentine tanks, a second platoon may have either Valentines or Matildas

# = may be of any Commonwealth nationality.

Player = \_\_\_\_\_

- 4<sup>th</sup> Indian Division > represented by one Indian Rifle Company of 1,500 points from Afrika (see specifics below). It enters at zone D on turn 3.

4 <sup>th</sup> Indian Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Indian Rifle Company	1 Indian Company HQ	2-3 Indian Rifle Platoons	0-4 Carrier patrols, 0-1 mortar platoon, 0-1 AT platoon (2-pdr*), 0-1 AA platoon, 0-1 pioneer platoon, 0-1 additional rifle platoon	0-1 additional rifle platoon#, 0-3 MG platoons, 0-1 Heavy mortar platoon, 0-2 tank platoons (Matilda or Valentine)	0-1 Field platoon, Royal Engineers, 0-1 Field battery RA, AT platoons RA (2-pdr), 0-1 Light AA platoon

# = may be of any Commonwealth nationality.  
 \* = actually 37mm Bofors ATGS, use the 2-pounder stats

Player = \_\_\_\_\_

- Army Recon > represented by one British Armored Car Squadron of 1,200 points from Afrika (see specifics below). It enters at zone E on turn 1.

Army Recon –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Armored Car Squadron	1 Company HQ@	2-5 Armored Car Platoons@	0-3 South African Armored Car Platoons (Marmon-Herrington)	0-1 Light Armored Squadron (Stuart, A13 or Crusader I), Motor Platoons	0-1 Field platoon, Royal Engineers, 0-1 Field battery RA, AT platoons RA (2-pdr), 0-1 Light AA platoon

@ = must be equipped with either Humber or Marmon-Herrington armored cars

Player = \_\_\_\_\_

- 70<sup>th</sup> British Division (Tobruk Garrison) > represented by two British Rifle Companies each of 1,500 points from Afrika (see specifics below). It enters at zone C on turn 2 (first company) and turn 3 (second company).
- To reflect artillery support from the Tobruk fortress, any artillery batteries purchased may deploy off-board to the north and use the Across the Volga rule from the FOW rulebook.

70 <sup>th</sup> British Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
British Rifle Company	1 Company HQ	2-3 Rifle Platoons	0-4 Carrier patrols, 0-1 mortar platoon, 0-1 AT platoon (2-pdr), 0-1 AA platoon, 0-1 pioneer platoon, 0-1 additional rifle platoon	0-1 additional rifle platoon#, 0-3 MG platoons, 0-1 Heavy mortar platoon, transport sections, 0-2 tank platoons (Matilda), 0-1 light armored platoon (A13)	0-1 Field platoon, Royal Engineers, 0-1 battery RHA*, AT platoons RA (2-pdr), 0-1 Light AA platoon

# = may be of any Commonwealth nationality.  
 \* = the 70<sup>th</sup> Division was supported by RHA Batteries from the former 1<sup>st</sup> Cavalry Division while in Tobruk.

Player (1<sup>st</sup> Company) = \_\_\_\_\_

Player (2<sup>nd</sup> Company) = \_\_\_\_\_

Allied Army Restrictions:

- Prohibited Units (May not be fielded) - "Pip" Roberts, Peter Young, heavy armored platoons, lorried motor platoons, 75mm gun platoons, commando units, mine flail platoons, death or glory units
- Prohibited Weapons (May not be fielded) - Crusader II, Crusader III, Valentine VIII, PIATs, 6-pounder ATGs or 6-pdr portees, Daimler I or AEC I armored cars, Churchill I or III, Sherman III, Hurricane IID, Priest, Deacon, 17/25 pounder ATGs, White Scout Cars
- Restricted Units (use only where specified) – no Honey Stuart tanks in Royal Artillery or Royal Horse Artillery batteries.

Forces: Axis –

- 90<sup>th</sup> Light Division > represented by one panzergrenadier company of 1,500 points from Afrika (see specifics below). It is deployed within 12" of Ed Duda and Belhamed, but no closer than 12" from the Sidi Rezegh landing ground.

90 <sup>th</sup> Light Afrika Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Panzer Grenadier Company	1 Company HQ	2-3 Panzergrenadier platoons@	0-1 Heavy platoon, 0-1 Motorized MG platoon, 0-1 Motorized mortar platoon, 0-1 panzerpioneer platoon	0-1 Panzer platoon (PzKw III), 0-1 Light Panzer platoon, 0-1 Scout platoon, 0-1 Light infantry gun platoon, panzer pioneer platoons, 0-2 armored car patrols	0-2 Artillery batteries*, 0-1 tank hunter platoon, light AA gun platoons
@ = no platoon may field any transport teams * = 90 <sup>th</sup> Light had very limited artillery assets and was supported by Italian batteries during Crusader. Any artillery batteries fielded may be Italian, up to one may be German.					

Player = \_\_\_\_\_

- 21<sup>st</sup> Panzer Division > represented by one panzer company of 1,500 points from Afrika (see specifics below). It enters at zone 3 on turn 3.

21 <sup>st</sup> Panzer Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Panzer Company	1 Company HQ	1-3 Panzer platoons@	1-3 Light panzer platoons, 0-1 scout platoon, 0-1 pioneer platoon	0-1 Panzergrenadier platoon##, aufklarungs platoons#, 0-2 armored car patrols, 0-1 panzerpioneer platoon	0-1 Artillery battery*, 0-2 AT gun platoons, 0-1 tank hunter platoon, light AA gun platoons
@ = may field a maximum of 1 PzKw IV for every 2 PzKw III fielded (round down) # = a maximum of 1 panzergrenadier or aufklarungs platoon may be mounted in halftracks * = 21 <sup>st</sup> panzer was short on both infantry and artillery during the Crusader operation.					

Player = \_\_\_\_\_

- 15<sup>th</sup> Panzer Division > represented by one panzer company of 1,500 points from Afrika (see specifics below). It enters at zone 3 on turn 2.

15 <sup>th</sup> Panzer Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Panzer Company	1 Company HQ	1-3 Panzer platoons@	1-3 Light panzer platoons, 0-1 scout platoon, 0-1 pioneer platoon	Panzergrenadier platoons#, aufklarungs platoons, 0-2 armored car patrols, panzerpioneer platoons	0-2 Artillery batteries, 0-2 AT gun platoons, 0-1 tank hunter platoon, light AA gun platoons

@ = may field a maximum of 1 PzKw IV for every 2 PzKw III fielded (round down)  
# = no panzergrenadier or aufklarungs platoon may be mounted in halftracks

Player = \_\_\_\_\_

- Gruppe Wechman > represented by one aufklarungs squadron of 1,200 points from Afrika (see specifics below). It is deployed anywhere within 18" of the north board edge and no more than 96" from the eastern board edge.

Gruppe Wechman / DAK Recon –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Aufklarungs Squadron	1 Company HQ	2-3 m/c Aufklarungs platoons, 0-1 Armored Aufklarungs platoon	0-1 Heavy platoon, 1-6 Armored car patrols, 0-1 Light infantry gun platoon, 0-2 light AT gun platoons, 0-1 Artillery battery (25-pdr)	0-3 Light Panzer platoon, 0-1 Armored panzer pioneer platoon	0-2 Artillery batteries, 0-2 AT gun platoons, 0-1 tank hunter platoon, light AA gun platoons

Player = \_\_\_\_\_

- Savona Division > represented by one fucilieri company of 1,500 points from Afrika (see specifics below). It is deployed anywhere within 12" of Sidi Omar.

Savona Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Fucilieri Company	1 Company HQ	1-3 Fucilieri platoons	0-1 MG platoon, 0-1 light mortar platoon	0-2 Mortar platoons, 0-1 Regimental gun platoon, 0-1 AT gun platoon, Bersaglieri platoons, Motociclisti platoons, 0-1 armored car platoon, 0-1 German grenadier platoon*, 0-1 German 88 platoon*	Artillery batteries, transport sections, 0-1 light anti-aircraft platoon, 0-1 Demolisher platoon

\* = Savona is the only Italian unit that may utilize German allied troops.

Player = \_\_\_\_\_

- Pavia Division > represented by one Fucilieri company of 1,500 points from Afrika (see specifics below). It is deployed anywhere within 24" of the Tobruk Bypass and more than 12" from the northern table edge.

Pavia Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Fucilieri Company	1 Company HQ	1-3 Fucilieri platoons	0-1 MG platoon, 0-1 light mortar platoon	0-2 Mortar platoons, 0-1 Regimental gun platoon, 0-1 AT gun platoon, Bersaglieri platoons, Motociclisti platoons, 0-1 armored car platoon, 0-1 L3 platoon#	Artillery batteries, transport sections, 0-1 light anti-aircraft platoon, 0-1 Demolisher platoon

# = L3 platoons are organized like L6 platoons, but reduce the cost of the platoon by 10 points per tank. L3/35 tankettes are half-tracked, armor 1/1/1, armed with a twin hull MG. Any of the L3 tanks fielded may be upgraded to Lanciafiamme models for no cost, with a flamethrower [2 shots] replacing the twin hull MG, and the attached trailer making the vehicle a slow tank. Up to one tank per platoon may replace its twin MG with a hull mounted Solothurn AT rifle at no cost.

Player = \_\_\_\_\_

- Ariete Division > represented by one Carri company of 1,500 points from Afrika (see specifics below). It is deployed anywhere within 18" of Bir el Gubi.

Ariete Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Carri Company	1 Company HQ	2-3 Carri platoons	None	0-4 Armored car platoons, Bersaglieri platoons, 0-1 L3 platoon#, motociclisti platoons	Artillery batteries, transport sections, 0-1 light anti-aircraft platoon, 0-1 Demolisher platoon, 0-1 Heavy AA Platoon*

# = L3 platoons are organized like L6 platoons, but reduce the cost of the platoon by 10 points per tank. L3/35 tankettes are half-tracked, armor 1/1/1, armed with a twin hull MG. Any of the L3 tanks fielded may be upgraded to Lanciafiamme models for no cost, with a flamethrower [2 shots] replacing the twin hull MG, and the attached trailer making the vehicle a slow tank. Up to one tank per platoon may replace its twin MG with a hull mounted Solothurn AT rifle at no cost.  
\* = only one heavy AA platoon – it actually is truck mounted 102mm naval guns, they use the same stats (except the guns are not heavy anti-aircraft)

Player = \_\_\_\_\_

- Trieste Division > represented by one Bersaglieri company of 1,500 points from Afrika (see specifics below). It enters at zone 2 on turn 3.

Trieste Division –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Bersaglieri Company	1 Company HQ	1 Bersaglieri platoon, 1-3 Bersaglieri, Bers MG or AT platoons	0-1 Bersaglieri AA platoon	0-1 Bersaglieri mortar platoon, motociclisti platoons, 0-2 motorized AT platoons, carri platoons, 0-4 armored car platoons, 0-1 L3 platoon#	Artillery batteries, transport sections, 0-1 light anti-aircraft platoon, 0-1 Demolisher platoon

# = L3 platoons are organized like L6 platoons, but reduce the cost of the platoon by 10 points per tank. L3/35 tankettes are half-tracked, armor 1/1/1, armed with a twin hull MG. Any of the L3 tanks fielded may be upgraded to Lanciafiamme models for no cost, with a flamethrower [2 shots] replacing the twin hull MG, and the attached trailer making the vehicle a slow tank. Up to one tank per platoon may replace its twin MG with a hull mounted Solothurn AT rifle at no cost.

Player = \_\_\_\_\_



- RECAM > represented by one Motociclisti company of 1,200 points from Afrika (see specifics below). It enters at zone 1 on turn 5.

RECAM –					
Formation	HQ	Troop Choices	Weapons Choices	Support Choices	Divisional Support
Motociclisti Company	1 Company HQ	1 Motociclisti platoon, 1-3 Motociclisti, m/c MG or motociclisti AT platoons	0-1 Motociclisti AA platoon, 0-4 armored car platoons, 0-1 L3 or L6 platoon#	Bersaglieri platoons, 0-1 Bersaglieri mortar platoon, 0-2 motorized AT platoons, carri platoons	Artillery batteries, transport sections, 0-1 light anti-aircraft platoon, 0-1 Demolisher platoon

# = L3 platoons are organized like L6 platoons, but reduce the cost of the platoon by 10 points per tank. L3/35 tankettes are half-tracked, armor 1/1/1, armed with a twin hull MG. Any of the L3 tanks fielded may be upgraded to Lanciamele models for no cost, with a flamethrower [2 shots] replacing the twin hull MG, and the attached trailer making the vehicle a slow tank. Up to one tank per platoon may replace its twin MG with a hull mounted Solothurn AT rifle at no cost.

Player = \_\_\_\_\_

- The Axis CiC receives 3 full strength Heavy AA Batteries (see Afrika) that he can allocate amongst any of the Axis forces. In addition, he may field the Rommel higher command warrior.

Player = \_\_\_\_\_

#### Axis Army Restrictions:

##### Germany –

- Prohibited Units (May not be fielded) - Koch, Rettemeier, von der Heydte, Flame-tank platoons, heavy infantry gun platoons, armored heavy platoons, armored flame-thrower platoons, fallschirmjager (any units), rocker launcher batteries, assault gun platoons, heavy tank platoons
- Prohibited Weapons (May not be fielded) - Pz IIIJ (late) and up, Pz IV F2 and up, schurzen side skirts, 7.62cm PaK36(r) ATGs, 7.5cm PaK40 ATGs, captured 6-pdr ATGs, Diana, Marder III, HS129 flying tanks

##### Italy –

- Prohibited Units (May not be fielded) - Tenente Pascucci, SP 75/18 platoons, SP 90/53 platoons, Renault tank platoons, paracadutisti platoons of any type, SP 47/32 platoons, heavy AT platoons
- Prohibited Weapons (May not be fielded) - German 75/36 ATG
- Restricted Units (use only where specified) – L6 platoons, heavy AA platoons; German allied units

#### Frontier and Tobruk Perimeter Defenses:

Each Axis force with frontier and perimeter defense responsibility receives fortification points as follows:

- Savona Division – 60 points
- Pavia Division – 100 points

Fortifications may be chosen from the core rules (pg. 217). No tank turret or AT gun bunkers may be chosen.

### Turn Sequence:

The Commonwealth players have the first turn. The action lasts for 15 turns, with turns 4 and 8 being night turns.

### Night turns:

Every 4<sup>th</sup> turn is a night turn, during which no movement, fire or combat is allowed, except as follows:

- Each unit may consolidate (move any stands up to 4") as long as they move no closer to any enemy stand within 24".
- Any infantry or man-packed gun teams may become dug in if they are not already so.
- Any friendly wrecked vehicle within a side's control (they have a stand within 12" and closer than any enemy stand) may be salvaged. Roll 1d6 for each vehicle; it is salvaged on a roll of 6. German units add +1 to their salvage rolls, any side with a recovery vehicle within 12" adds an additional +2 to each salvage roll. Any vehicle salvaged is immediately returned to its original owning formation.

### Heavy Siege Artillery:

Rommel had gathered a group of very heavy artillery to support his planned assault on Tobruk, which were deployed behind Belhamed. During the battle they provided supporting fire to units in that area.

The Axis CiC receives one off map artillery barrage using the Over the Volga rules from the rulebook. If ranged in, use a double wide template with AT 5 and FP 2+. The guns have the range to hit any target within 48" of Belhamed. The support is lost if the Allies are in control of Belhamed.

### British Reserve Armor:

The British had built up a substantial armored reserve to support the offensive. To reflect this, each night turn the British CiC may allocate up to one replacement armor platoons to any unit who has lost a full platoon of armored vehicles. The replacements cannot be saved and are lost if not used.

### Airpower:

The Commonwealth had rudimentary air superiority over the battlefield during Operation Crusader. However, at the point in the war tactical support techniques were still developing, so airpower played a limited role in the ground fighting.

At the start of each daylight turn, the overall Allied Commander rolls 1d6. On a roll of 6 airpower may be present, roll again and on a 1-2 it is ineffective and ignored, on a 3 the Axis receives a single plane Stuka flight, and on a 4-6 the Allies receive a single Hurricane (no rockets) flight.

### Weather:

Although there were significant storms prior to the start of the operation, the weather during this part of Operation Crusader was clear. There are no weather effects during the game.

#### Winning the Game:

There are seven objectives shown on the map. If the Allied side controls five or more of the objectives at the start of their turn the game immediately ends in a significant Allied victory, as they have made a successful relief of Tobruk.

If an immediate significant victory is not achieved by the end of turn 10, the game ends. If either side controls a majority of the objectives at the end of the game they score a victory, if no side has a majority then the game ends in a draw.