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Operation Crusader

November – December, 1941

Campaign for the Khamsin WW2 Campaign Rules

Version 1.70 - February, 2014



Introduction

Khamsin is intended to provide a simple campaign system to generate interesting Flames of War battles. This module is intended to be used with the basic rules to recreate a campaign set during Operation Crusader, November/December of 1941.

1.0 Order of Battle

Each historical force is made up of a group of representative FOW companies. Actions generated through campaign maneuvers will be fought out on the tabletop using these types of companies, and the strength of a formation in the campaign is shown as the number of companies fielded.

Initial Deployment –

- Axis formations may be deployed in any areas except The British Assembly Area, Tobruk, Gasr el Arid, Bir Sceferzen, Sidi Suleiman, Bir Reghem or Gabr Saleh
- Formations indicated with a % are restricted to deploying at Bir el Gubi

AXIS FORCES				
FORMATION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
Rommel	Motor	+2	-	Leader
Deutches Afrika Korps (DAK)				
21 st Panzer Division	Motor	4	3	Panzer or Afrika Schutzen company
15 th Panzer Division	Motor	4	3	Panzer or Afrika Schutzen company
Panzer Recon	Recon	4	1	Panzerspah company
90 th Light Afrika Division	Leg	5	3	Afrika Schutzen company
Arko 104	Motor	6	-	[special]
Savona Division	Leg	6	2	Fucilieri battalion
XX (Mobile) Italian Army Corps				
Trieste Division#	Motor	4	3	Bersaglieri battalion
Ariete Division%	Motor	4	3	Carri or Light Carri company, or Bersaglieri battalion
RECAM	Motor	4	2	Squadrone Esplorante
XXI Italian Army Corps				
Pavia Division##	Leg	6	2	Fucilieri battalion

#, ## - reinforcements

COMMONWEALTH FORCES

<u>FORMATION</u>	<u>MOBILITY</u>	<u>ACTIVATION</u>	<u>UNIT STRENGTH</u>	<u>TABLETOP UNIT OPTIONS</u>
Auchinlek###	Motor	+1	-	Leader
XXX Army Corps				
7 th Armored Brigade	Motor	3	2	A13 Armored squadron, Crusader Armored Squadron
4 th Armored Brigade	Motor	3	2	Light Armored squadron (Stuart)
22 nd Armored Brigade	Motor	2	2	Crusader Armored squadron
7 th Support Group	Motor	4	2	Motor company
1 st South African Division	Motor	5	2	South African rifle company
30 Corps Recon	Recon	4	2	Armored car squadron
22 nd Guards Brigade&	Motor	4	1	Guards motor company
XIII Army Corps				
13 Corps Recon	Recon	4	1	NZ Divisional cavalry squadron
2 nd New Zealand Division	Leg	4	3	New Zealand rifle company
4 th Indian Division	Leg	4	3	Indian rifle company
2 nd South African Division###	Leg	5	3	South African rifle company

- reinforcement

Initial Deployment –

- All Commonwealth formations must be initially deployed in the British Assembly area.

Force Changes / Restrictions –

Flames of War forces are selected from the appropriate list in the North Africa book. As the campaign is set in November of 1941, at the very end of the early war period, some early war equipment is allowed, and much of the later mid war equipment was not yet available. Details by nationality are as set forth in the Army List Section.

2.0 Campaign Timeline

The Operation Crusader campaign commences on November 18th and ends by December 7th, 1941 (a total of 20 days).

Determining Weather –

The weather during this campaign was primarily dry and sunny. Weather has no impact on the campaign and is assumed to be clear each campaign turn.

Reinforcement Arrival Areas –

- All Commonwealth reinforcements arrive in the British Assembly area.
- All Axis reinforcements arrive in El Adem

Replacements –

- Integration - both sides in the Operation Crusader campaign use dedicated replacements
- The Axis CiC receives 10 replacement points at the start of each day commencing on November 20th
- The Commonwealth CiC receives 15 replacement points at the start of each day from November 20th through 29th, and 10 replacement points at the start of each day after that.

Nov 18 [1]		Nov 22 [3]		Nov 26		Nov 30		Dec 4
Nov 19		Nov 23		Nov 27		Dec 1		Dec 5
Nov 20		Nov 24 [4]		Nov 28		Dec 2		Dec 6
Nov 21 [2]		Nov 25 [5]		Nov 29		Dec 3 [6]		Dec 7

Milestones indicated on the turn chart below are:

- [1] - British surprise move
- [2] - Axis reinforcements arrive (Trieste Division)
- [3]- British reinforcements arrive (Guards Brigade)
- [4] - Axis command and air restrictions lifted
- [5] - Axis reinforcements arrive (Pavia Division)
- [6] - British reinforcements arrive (2nd South African Division, Auchinlek)

2.0 Coordination Special Rules

Axis Command Restrictions: at the commencement of the campaign the mobile troops of the Italian XX Corps (Trieste, Ariete and RECAM) reported through a separate chain of command that bypassed Rommel, which limited cooperation between those formations and the remainder of the Axis force. To reflect the coordination difficulties, no formation of XX Corps may voluntarily occupy the same area, or participate in combat with, a formation not part of the corps. Also, a unit from XX Corps may not benefit from the Rommel character rules even if he is present with them during an action.

The Axis CiC can still issue orders to these formations, but they must make an activation roll in order to move, even if they are not ordered to enter an enemy controlled area.

During the actual campaign it was realized that the command structure needed to be changed, and the formations were moved under Rommel's command. As of the November 24th turn these restrictions are lifted and no longer apply. In addition, Rommel may break up the Trieste Division the turn he gains control of it, and attached each unit of the formation to another Italian (not German) formation for the remainder of the campaign.

Commonwealth Command Restrictions: British doctrine at this time discouraged close cooperation between armored units and infantry units, other than the infantry tank units specifically designed to support the infantry.

To reflect this, Commonwealth forces drawn from an armored unit (any armored squadrons, armored car squadrons or motor companies) may not cooperate in battle with forces drawn from an infantry unit (rifle companies, divisional cavalry squadrons or recon squadrons). Only forces from a single type (infantry or armor) may be ordered to enter an enemy occupied area during a given campaign turn.

If forces of multiple types (infantry and armor) are present in an area which is assaulted by the enemy, the defending force must select which type they wish to fight. All tabletop actions that result must be resolved with forces drawn from that type, although the Commonwealth player may still consider the unit strength of all of the forces present when determining advantage points. All forces occupying the area are affected by the result of the engagement.

3.0 Air Operations

Air Support Specifics –

During this period in the desert most air operations were concentrated on interdiction and naval / convoy operations. Effective air / ground coordination was still being developed. Other than the initial period when Axis air forces were grounded due to floods (see below), air forces were fairly evenly matched and had a limited impact on ground operations.

To reflect this, air support is not purchased but rolled for once an engagement commences. On a roll of 1 or less the Commonwealth player receives sporadic air support in each tabletop action, on a roll of 6 or more the Axis player receives sporadic air support in each tabletop action. Subtract 1 for any area connected to the British Forward Assembly Area or Halfaya Pass, and add one for any area connected to Tobruk.

Flooding –

A freak storm on November 16th hit the Axis air fields in Cyrenaica very hard, causing flooding that made air operations impossible for a series of days. This allowed the Commonwealth unchallenged air superiority during the initial days of their offensive.

To reflect this, no air support is available to an Axis formation in any tabletop action until the November 24th turn.

Commonwealth players automatically receive sporadic air support during this period. From the November 24th turn onwards, the umpire rolls for air support availability before each tabletop action.

4.0 Movement Special Rules

Desert Movement Types –

In the desert theater, movement is treated as follows:

- If connector is road or trail, treat it as artery
- If connector is open desert, treat it as cross country

The British Surprise Move –

Although Italian Intelligence had fairly accurately predicted the coming offensive, Rommel remained focused on his upcoming planned assault on Tobruk. Consequently, the British / Commonwealth offensive achieved tactical surprise.

On the first turn of the campaign, Commonwealth formations may make a surprise move. Any formations belonging to XXX Corps may move up to 3 areas regardless of connectors, as long as they do not enter any enemy occupied areas, and any formations belonging to XIII Corps may make a normal move, provided they do not enter an enemy occupied area.

Supply Areas / Special Rules –

Supply areas for Axis formations are Bardia and El Adem. Supply Areas for the Commonwealth formations are Tobruk and the British Assembly Area.

German Forward Supply Doctrine –

German mobile divisions during this period had supply columns which traveled with them up close to the front lines. To reflect this, any German mobile formation that is in a position where it would normally be out of supply may ignore the effects of being out of supply for one day. If the formation remains out of supply for more than one turn it suffers the normal effects of being out of supply.

During Operation Crusader the 90th Light Afrika had only recently been formed, and still lacked a great deal of motor transport. It is not treated as a mobile formation for the purpose of this rule.

Control of Areas –

At the start, all areas on the map except Tobruk and the British Assembly Area are controlled by the Axis.

Movement –

Movement point costs for Operation Crusader are as follows:

Connector	Movement Point Cost
Artery	2
Trail	3
Desert	3

5.0 Engagement Special Rules

Setting up the table –

This campaign uses the following terrain placement tables:

Basic desert table:

Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Terrain Table	
Terrain	Die Roll
None	1-3
Soft sand	4
Ridge or low rise	5
Rough going / scrub	6
Gully	7+

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 8" and no more than 16" in length and width, and may cover no more than $\frac{1}{4}$ of the surface area of that section of the table.

Special Rule – soft sand areas in the desert were particularly difficult for wheeled vehicles to traverse. Areas of soft sand are impassable to any but fully tracked vehicles and all gun teams except man-packed gun teams.

Escarpment table:

Set up the table as per the basic desert table above, but add +1 to each die roll. In addition, place an escarpment along one random long table edge.

The escarpment is represented by a thin strip of very steep terrain along one of the long table edges. It is impassable to all except infantry or man-packed guns that are mountaineers. Place a rocky draw or wadi at random in the escarpment, treat it as difficult terrain providing cover. Any reserves may only enter the escarpment table edge at the wadi/draw.

The base of the escarpment (within 6") is treated as rocky ground, counting as very difficult going that provides cover.

Fortified table:

Set up the terrain as per the terrain type. The defender may deploy fortifications based on the scenario (limited fortifications or fortifications scenario rules)

6.0 Allied Special Rules

British Armor Laager Doctrine –

British armored formations operated under a doctrine of laager, where they withdrew at dusk to a “safe” location and formed a laager for the night. This often resulted in them relinquishing positions they had fought for successfully during the day.

To reflect this, any force consisting of only British armor companies must withdraw after an engagement; unless their combat result was double that of the opposing side. They follow the normal withdrawal rules, except that they are not required to withdraw if they have no valid area to withdraw to.

British Naval Bombardment –

Although most of the Royal Navy was focused on maintaining supply to Tobruk and interdiction of Axis shipping, it was able to provide some bombardment of coastal sectors to assist the ground forces. To reflect this, the Commonwealth player may gain naval support for any engagement fought in Halfaya Pass or Bardia on a roll of 5 or more on a d6. The support is considered to be the largest Allied artillery size offered in your tactical rules set, the Commonwealth must designate a single command or FO stand to call down the Naval fire, which will only range in on a roll of 6 for each attempt.

Tobruk Fortress Recovery Teams –

During Operation Crusader the Commonwealth vehicle recovery teams based in Tobruk fortress were very effective in supporting the forces engaged near Tobruk. To reflect this, Commonwealth formations receive a +1 modifier to any die rolls for AFV recovery in Tobruk or any area connected to Tobruk.

Deep Desert Movement –

The Commonwealth forces were able to utilize deep flanking movements through the desert south of the edge of the map during the campaign. To reflect this, a force starting in the British Assembly Area may move to either Gabr Saleh or Bir el Gubi as a normal move.

British Armor Morale –

The British armored units entered Operation Crusader with a strong sense of confidence, and were initially very aggressive with their tanks.

Once they had been repeatedly bloodied by Axis anti-tank and combined arms tactics, they became significantly more reluctant to press home and engage opposing formations.

To reflect this, permanently reduce the Activation number of each British Armored Brigade by 1 commencing the turn following their first defeat in battle (an encounter where the Axis side receives more points).

7.0 Axis Special Rules

German Recovery Efficiency –

During Operation Crusader the German vehicle recovery teams were more effective than the corresponding Commonwealth and Italian teams. To reflect this, German formations receive a +1 modifier to any die rolls for AFV recovery.

Artillery Command (Arko) 104 –

Rommel had assembled a large park of heavy guns for his planned assault on Tobruk. These guns, situated around Belhamed, played a role in many of the actions in the area by providing heavy fire support.

To reflect this, the Axis player may deploy Arko 104 anywhere within 2 areas of Tobruk. If the area it occupies comes under Commonwealth control, it may not retreat but is instead dispersed and play no further significant role in the campaign.

Arko 104 may support any one engagement within 1 area (connected) of its location, including any engagement fought in its own area. Its effect is to provide the Axis player with 1 additional off board artillery barrage each turn for any one tabletop action. The Axis player must allocate which tabletop action Arko 104 will support. If Rommel is present Arko 104 will automatically support the tabletop action Rommel is active on.

The effect of Arko 104 is shown below for use in Flames of War (use an equivalent heavy gun bombardment for other rules systems):

Arko 104 must range in as per the normal tabletop rules for off-board artillery (for example, the “Across the Volga” rule in Flames of War).

<u>Range</u>	<u>ROF</u>	<u>AT</u>	<u>FP</u>	<u>Special Rules</u>
-	-	5	1+	<i>smoke bombardment</i>

8.0 Winning the Campaign

Victory –

The goal of Operation Crusader was to liberate Tobruk. This is accomplished by creating and maintaining an unobstructed string of areas between the British staging area and any area adjacent to Tobruk (El Adem, Ed Duda or the East Bypass junction) for 2 consecutive turns. Failure to do so by December 7th results in an Axis victory.

Command Medals –

The North African theater was renowned for both the frequent personal heroism displayed on all sides, and also for the much more gentlemanly approach that was shared by the combatants. To best reflect this, the players should strive to match the heroism shown in history on the tabletop, and the referee should strictly enforce the honor point penalties against unchivalrous conduct.

9.0 Optional Rules:

Adding the Tobruk garrison / sorties –

If lots of players are available you can add the sortie by the Tobruk garrison to the campaign. The formations shown below are added in this case.

Axis Forces				
<u>FORMATION</u>	<u>MOBILITY</u>	<u>ACTIVATION</u>	<u>UNIT STRENGTH</u>	<u>TABLETOP UNIT OPTIONS</u>
Bologna Division	Leg	6	2	Fucilieri battalion
Brescia Division	Leg	6	2	Fucilieri battalion
Trento Division	Leg	6	3	Bersaglieri or Fucilieri battalion

Commonwealth Forces				
<u>FORMATION</u>	<u>MOBILITY</u>	<u>ACTIVATION</u>	<u>UNIT STRENGTH</u>	<u>TABLETOP UNIT OPTIONS</u>
70 th British Division	Leg	3	4	British or Polish rifle company

10.0 Strategies:

Map Movement and Area Control –

It's really all about Tobruk. Recon units are invaluable for knowing what is going on around you, and their ability to withdraw with limited penalties from difficult engagements can make a big difference. The Commonwealth commander needs, like Auchinleck, to keep a steely eyed focus on the areas around Tobruk, despite temporary setbacks. The Axis forces are tough but brittle, and they must actively wear away at the larger Commonwealth force or it will eventually grind them down.

Tactical / Tabletop –

Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

German - The Axis forces, particularly the German units, have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Axis has good intelligence. This brings a tactical flexibility, which combined with some important weapons advantages (the 88mm gun, the versatility of the PzIV and solid armor of the PzIII, the excellent 50mm PaK, etc.) makes the German units very tough through the campaign.

Commonwealth – on the other hand, playing the Commonwealth is really an exercise in getting a few basic things right. Infantry units have solid, tough infantry combined with portees and excellent artillery. Armored units have decent and fast tanks combined with, well, powerful artillery. While there are fewer different viable looks to offer on the tabletop, good Commonwealth players will get very good at using their core units well together.

Italian – although the light tank units are seriously outclassed, Italian medium armor in 1941 was at least competitive on the tabletop. Italian forces have more varied options than the Commonwealth, but don't have either the full flexibility or excellent quality of the Germans. Italian commanders should strive to utilize their strengths. If you focus on artillery, arguably the best arm of service for Italy, your forces can be surprisingly tough for the Commonwealth to tackle, even the lowly leg infantry units.

11.0 Army List Section

Introduction –

All forces shown are fielded using the Flames of War / Afrika book, or the equivalent for other rules systems.

Exceptions are noted in each nation's entry in this section.

Army List - Italy

Ariete Division –

Rating: Ariete Division units are rated Elite except where noted in North Africa
List: North Africa Compagnia Carri or Battaglione Bersaglieri list, or Light Tank Company List in this module
Added units: L3/35 light tank platoons in this module may be taken instead of an armoured car platoon where allowed
Prohibited units: may not field German allied platoons, Self-propelled 75/18 or 47/32 platoons, Anti-Aircraft / Anti-Tank platoons; carri platoons may not take improvised armor; may not take Tenente Pascucci; cannon batteries may not take captured 25-pdr guns
Notes: the Heavy Anti-Aircraft platoon may be fielded, by a Battaglione Bersaglieri only – use the Autocannone 102/35 stats below

Trieste Division –

Rating: Trieste Division units are rated Elite except where noted in North Africa
List: North Africa Battaglione Bersaglieri list
Added units: L3/35 light tank platoons in this module may be taken instead of an armored car platoon where allowed
Prohibited units: may not field German allied platoons, Self-propelled 75/18 or 47/32 platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons; carri platoons may not take improvised armor; cannon batteries may not take captured 25-pdr guns
Notes: none

Savona Division –

Rating: Savona Division units are rated Regular except where noted in North Africa
List: North Africa Battaglione Fucilieri list
Added units: L3/35 light tank platoons in this module replace the L6/40 Light Tank Platoon from North Africa; may field a German Heavy Anti-Aircraft Gun Platoon as an allied support choice (see Pg. 41 of North Africa); may field 0-1 Armored Car Platoon as a support choice (pg. 99 of North Africa).
Prohibited units: may not field Paracadutisti platoons, Fallschirmjager platoons, Motorized Artillery Batteries, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons; cannon batteries may not take captured 25-pdr guns
Notes: none

Pavia Division –

Rating: Pavia Division units are rated Regular except where noted in North Africa
List: North Africa Battaglione Fucilieri list
Added units: may field 0-2 L3/35 light tank platoons (this module) or Armored Car Platoons (pg. 99 of North Africa) as support choices.
Prohibited units: may not field German allied platoons, Paracadutisti platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons; cannon batteries may not take captured 25-pdr guns
Notes: none

Brescia Division –

Rating: Brescia Division units are rated Regular except where noted in North Africa
List: North Africa Battaglione Fucilieri list
Added units: may field 0-1 L3/35 light tank platoons (this module) as a support choice.
Prohibited units: may not field German allied platoons, Paracadutisti platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons; cannon batteries may not take captured 25-pdr guns
Notes: none

Army List - Italy (continued)

Bologna Division –

Rating: Bologna Division units are rated Regular except where noted in North Africa

List: North Africa Battaglione Fucilieri list

Added units: none

Prohibited units: may not field German allied platoons, Paracadutstisti platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons ; cannon batteries may not take captured 25-pdr guns

Notes: none

Trento Division –

Rating: Trento Division units are rated Regular except where noted in North Africa

List: North Africa Battaglione Fucilieri list

Added units: may field 0-2 L3/35 light tank platoons (this module) or Armored Car Platoons (pg. 99 of North Africa) as support choices; may field 0-1 Compagnia Bersaglieri as an additional support choice.

Prohibited units: may not field German allied platoons, Paracadutstisti platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons ; cannon batteries may not take captured 25-pdr guns

Notes: may replace any Solothurn ATR teams with a 25mm Hotchkiss ATG team for +5 points.

RECAM –

Rating: RECAM units are rated Elite except where noted in North Africa

List: North Africa Squadrone Esplorante list

Added units: L3/35 tanks must be fielded instead of L6/41 tanks or AB41 armored cars in the Company HQ - cost is 70 points for 2 tanks, plus an additional +35 points for up to 2 additional L3/35 tanks

Prohibited units: may not field German allied platoons, Self-propelled 75/18 or 47/32 platoons, Heavy Anti-Aircraft or Anti-Aircraft / Anti-Tank platoons; carri platoons may not take improvised armor ; cannon batteries may not take captured 25-pdr guns

Notes: 0-1 Light Tank platoons may be fielded with L6/41 tanks (see North Africa, p. 99); all other light tank platoons taken must be L3/35 platoons from this module.

Arsenal – Axis

Italian Arsenal –

Vehicle / Weapon	Mobility	Movement Range	Front ROF	Side AT	Top FP	Notes
L3/35		Half-Track 16"	1 4	0 2	1 6	Twin hull MG
L3/35 Lf <i>Lanciafiamme</i>		Half-Track 4"	1 3	0 -	0 5+	Hull MG, cannot assault <i>flame-thrower, hull-mounted</i>
Autocannone 102/35		Wheeled 40"	- 2	- 11	- 2+	Portee, overloaded, slow
25mm SA-34 Hotchkiss	Light	16"	3	6	5+	Gun shield, no HE

Light Tank Company - Italy

North Africa 1941

(Tank Company)

A Light Tank Company must field a company HQ and 2-4 Light Carri Platoons. It may also field one weapons and support platoons from each box shown.

Headquarters

HEADQUARTERS



Company HQ

Combat Platoons

ARMOR



Lt. Carri Platoon

ARMOR



Lt. Carri Platoon

ARMOR



Lt. Carri Platoon

ARMOR



Lt. Carri Platoon

Weapons Platoons

ARMOR



Carri Platoon

Divisional Support Platoons

INFANTRY

Bersaglieri Company
Motociclisti Platoon

INFANTRY

Bersaglieri Company
Motociclisti Platoon

RECON

Armored Car Platoon

ARTILLERY

Cannon Battery

ARTILLERY

Howitzer Battery

ANTI-AIRCRAFT

Lt Anti-Aircraft Platoon

AIRCRAFT

Air Support

The platoons of a Light Tank Company are rated as **Elite** unless otherwise noted

Light Tank Company - Italy

North Africa 1941

(Tank Company)

HEADQUARTERS

HEADQUARTERS

Company Command L3/35 tank 30 points

OPTIONS

- add up to one additional L3/35 +30 points

CAPITANO

Company Command
L3/35

COMPANY HQ

COMBAT PLATOONS

LIGHT CARRI PLATOON

Command plus 2 L3/35 tank 90 points

OPTIONS

- add up to two additional L3/35 +30 points each
- replace twin hull MG on 0-1 L3/35 per platoon
 - with Solothurn 20/65 ATR @ no cost
 - upgrade L3/35 to Lanciafiamme @ no cost

CAPITANO

Command L3/35
2x L3/35

CARRI PLATOON

No more than one light carri platoon may be equipped with Lanciafiamme tanks.

WEAPONS PLATOONS

CARRI PLATOON - this platoon is identical to the Carri Platoon on page 93 of North Africa.

DIVISIONAL SUPPORT PLATOONS

All Divisional Support Platoons are identical to those listed for the Compagnia Carri in North Africa. Note that some Divisional Support Platoon choices are not allowed (not shown on the structure diagram on previous page).

Army List - Germany

21st Panzer Division –

Rating: 21st Panzer Division units are rated Confident Veteran
List: Crusader Panzer or Crusader Schutzen Company list (this booklet)
Added units: none
Prohibited units: none
Notes: air support may not use Ju87G Stuka aircraft

15th Panzer Division –

Rating: 15th Panzer Division units are rated Confident Veteran
List: Crusader Panzer or Crusader Schutzen Company list (this booklet)
Added units: none
Prohibited units: none
Notes: air support may not use Ju87G Stuka aircraft

Panzer Recon –

Rating: Panzer Recon units are rated Confident Veteran
List: North Africa book Panzerspah Company list; North Africa section
Added units: none
Prohibited units: may not field Italian allied platoons, rocket launcher batteries, 25-pounder guns, tank hunter platoons, 7.5cm Armored Car platoons, PaK40 AT guns, 15cm guns
Notes: Crusader panzer platoons replace North Africa Panzer platoons, Crusader Schutzen platoons replace North Africa Schutzen platoons, air support may not use Ju87G Stuka aircraft

90th Light Division –

Rating: 90th Light Division units are rated Confident Veteran
List: Crusader Schutzen Company list (this booklet)
Added units: none
Prohibited units: none
Notes: air support may not use Ju87G Stuka aircraft

Arsenal – Axis

German Arsenal –

<u>Vehicle / Weapon</u>	<u>Mobility</u>	<u>Movement Range</u>	<u>Front ROF</u>	<u>Side AT</u>	<u>Top FP</u>	<u>Notes</u>
Panzer I A <i>FW41 flame-thrower</i>		Half-Tracked 4"	1 2	1 -	1 6	Twin MG or single MG with FW41 FT <i>flame-thrower, cannot assault</i>

Crusader Panzer Company - Germany

North Africa 1941 (Tank Company)

Headquarters

HEADQUARTERS



Company HQ

A Crusader Panzer Company must field a company HQ and 2 or more Crusader Panzer Platoons. It may also field one combat, weapons and support platoons from each box shown.

Combat Platoons

ARMOR

Crusader Panzer Platoon

ARMOR

Crusader Panzer Platoon

ARMOR

Crusader Pz Platoon
Light Panzer Platoon

RECON

Light Panzer Platoon

Divisional Support Platoons

ARTILLERY

Motorized Arty Battery

ANTI-AIRCRAFT

Lt Anti-Aircraft Platoon

AIRCRAFT

Air Support

Divisional Support Platoons

INFANTRY

Crus Schutzen Platoon
Pionier Platoon
Schutzen Spah Platoon
(motorcycles only)

INFANTRY

Crus Schutzen Platoon

ANTI-TANK

Anti-Tank Platoon
Heavy AA Gun Platoon

RECON

Lt Panzerspah Platoon
Hvy Panzerspah Platoon

The platoons of a Crusader Panzer Company are rated as **Confident Veteran** unless otherwise noted

Crusader Panzer Company - Germany North Africa 1941 (Tank Company)

HEADQUARTERS

HEADQUARTERS

Company Cmd & 2iC PzKw III G/H 180 points

OPTIONS

- add SdKfz 9 (18t) recovery halftrack + 5 points
- add 0-1 PzKw I A (flame) + 25 points

HAUPTMANN

Company Command
and 2iC PzKw III

COMPANY HQ

COMBAT PLATOONS

CRUSADER PANZER PLATOON

5 PzKw III G or H 450 points
 4 PzKw III G or H 360 points
 3 PzKw III G or H 270 points

OPTIONS

- upgrade 0-1 PzKw III to PzKw IV E or F1 +10 points ea

LEUTNANT

Command tank

HQ SECTION

UNTEROFFIZIER

2x tank

PANZER SECTION

SUPPORT PLATOONS

DIVISIONAL SUPPORT PLATOONS

All Support and Divisional Support Platoons other than Crusader Schutzen platoons are identical to those listed for the Afrika Panzerkompanie in North Africa. Note that some Support Platoon choices are not allowed (not shown on the structure diagram on previous page).

The following choices for the allowed North Africa units are not available – Observer tanks, 25-pounder guns, PaK40 AT guns, 15cm guns, and SP infantry guns.

Crusader Schutzen Company - Germany North Africa 1941 (Infantry Company)

A Crusader Schutzen Company must field a company HQ and 2-3 Crusader Schutzen Platoons. It may also field one weapons and support platoons from each box shown.

Headquarters

HEADQUARTERS

Company HQ

Combat Platoons

INFANTRY

Crusader Schutzen
Platoon

INFANTRY

Crusader Schutzen
Platoon

INFANTRY

Crusader Schutzen
Platoon

Support Platoons

ARTILLERY

Light IG Platoon
Heavy IG Platoon

Divisional Support Platoons

ARTILLERY

Motorized Arty Battery

ANTI-AIRCRAFT

Lt Anti-Aircraft Platoon

AIRCRAFT

Air Support

Divisional Support Platoons

ARMOR

Panzer Platoon
Light Panzer Platoon

ARMOR

Panzer Platoon
Lt Tank Hunter Platoon

INFANTRY

Pionier Platoon
Schutzen Spah Platoon
(motorcycles only)

ANTI-TANK

Anti-Tank Platoon
Heavy AA Gun Platoon

RECON

Lt Panzerspah Platoon
Hvy Panzerspah Platoon

The platoons of a Crusader Schutzen Company are rated as **Confident Veteran** unless otherwise noted

Crusader Schutzen Company - Germany North Africa 1941 (Infantry Company)

HEADQUARTERS

HEADQUARTERS

Company Cmd & 2iC SMG team 45 points

OPTIONS

- replace Cmd MG team with a Cmd panzerknacker SMG team +5 points
- add 0-2 HMG teams + Kfz 70 trucks +30 points each

HAUPTMANN

Company Command
and 2iC SMG team,
2 Kubelwagen
COMPANY HQ

HMG teams attached to Schutzen platoons count as part of the platoon for all purposes.

COMBAT PLATOONS

SCHUTZEN PLATOON

HQ Section with:

3 Schutzen Sections 185 points
2 Schutzen Sections 130 points

OPTIONS

- replace Cmd MG team with a Cmd panzerknacker SMG team +5 points
- add Mortar squad +15 points
- add 0-2 AT rifle teams +15 points ea

LEUTNANT

Command MG
team

HQ SECTION

UNTEROFFIZIER

8cm GW34 mortar

MORTAR SQUAD

UNTEROFFIZIER

2x MG team

SCHUTZEN SECTION

SUPPORT PLATOONS

DIVISIONAL SUPPORT PLATOONS

All Support and Divisional Support Platoons other than Crusader Panzer platoons are identical to those listed for the Afrika Schutzenkompanie in North Africa. Note that some Support Platoon choices are not allowed (not shown on the structure diagram on previous page).

The following choices for the allowed North Africa units are not available – Observer tanks, 25-pounder guns, PaK40 AT guns, 15cm guns, and SP infantry guns.

Army List - Commonwealth

1st South African Division –

Rating: South African Division units are rated Reluctant Veteran except where noted in North Africa

List: North Africa book – South African Rifle Company - Africa list

Added support units: may field 0-1 light armored platoon equipped with Honey Stuart tanks, A13 or Crusader I Armored platoon; all Armoured Car platoons must be equipped with Marmon-Herringtons but may field 0-2 instead of 0-1

Prohibited units: may not field infantry tank platoons, 6-pounder AT Guns, mine flail platoons, Armoured car platoons, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks

Notes: A maximum of one company may field a 75mm/25-pdr AT battery in place of one AT battery

2nd South African Division –

Rating: South African Division units are rated Reluctant Veteran except where noted in North Africa

List: North Africa book – South African Rifle Company - Africa list

Added support units: may field 0-1 light armored platoon equipped with Honey Stuart tanks, A13 or Crusader I Armored platoon; all Armoured Car platoons must be equipped with Marmon-Herringtons but may field 0-2 instead of 0-1

Prohibited units: may not field infantry tank platoons, 6- or 17-pounder AT Guns, mine flail platoons, Armoured car platoons, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks

Notes:

XXX Corps Recon –

Rating: XXX Corps units are rated Confident Veteran except where noted in North Africa

List: North Africa book – Armoured Car Squadron - Africa list

Added units: may field 0-1 light armored platoon equipped with Honey Stuart tanks, A13 or Crusader I Armored platoon

Prohibited units: may not field infantry tank platoons, heavy armoured platoons, 6- or 17-pounder AT Guns, mine flail platoons, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks

Notes:

7th Armoured Brigade –

Rating: 7th Armoured Brigade units are rated Confident Trained except where noted in North Africa

List: A13 Armoured Squadron

Added units: none

Prohibited units: see list

Notes: none

22nd Armoured Brigade –

Rating: 22nd Armoured Brigade units are rated Fearless Trained except where noted in North Africa [reduced to Confident Trained after first loss]

List: North Africa book – Light Armoured Squadron - Africa list

Added units: replace all light armoured platoons with A15 Crusader I platoons

Prohibited units: see list

Notes: none

4th Armoured Brigade –

Rating: 4th Armoured Brigade units are rated Confident Trained except where noted in North Africa

List: Light Armoured Squadron, North Africa – Africa list

Added units: none

Prohibited units: May not field heavy armoured platoons, 6- or 17-pounder AT Guns, mine flail tanks, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoons, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks

Notes: none

Army List - Commonwealth

7th Support Group –

Rating: Support Group units are rated Confident Veteran except where noted in North Africa
List: North Africa book – Motor Company - Africa list
Added support units: may field 0-1 light armored platoon equipped with Honey Stuart tanks, A13 or Crusader I Armored platoon
Prohibited units: may not field light, heavy or Kingforce Armoured platoons (except as noted above), mine flail platoons, 6 or 17-pounder AT Guns or portees, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, Artillery batteries may not field White scout cars or command or observer tanks
Notes: one unit fielded from 7th Support Group may include “Jock” Campbell

22nd Guards Brigade –

Rating: Guards Brigade units are rated Confident Veteran except where noted in North Africa
List: North Africa book – Motor Company (Guards) - Africa list
Added support units: may field 0-1 light armored platoon equipped with Honey Stuart tanks, A13 or Crusader I Armored platoon
Prohibited units: may not field light, heavy or Kingforce Armoured platoons (except as noted above), mine flail platoons, 6 or 17-pounder AT Guns or portees, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, Artillery batteries may not field White scout cars or command or observer tanks
Notes: none

XIII Corps Recon –

Rating: XIII Corps units are rated Confident Veteran except where noted in North Africa
List: Crusader New Zealand Divisional Cavalry Squadron
Added units: none
Prohibited units: see list
Notes: none

2nd New Zealand Division –

Rating: New Zealand Division units are rated Confident Veteran except where noted in North Africa
List: North Africa book – New Zealand Rifle Company - Africa list
Added support units: none
Prohibited units: may not field Light or Heavy Armored platoons, 6 or 17-pounder AT Guns, mine flail platoons, Armoured car platoons, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks
Notes: the first Infantry Tank platoon fielded must have Valentines, if a second is fielded it may field either Valentines or Matildas; a maximum of one company may field a 75mm/25-pdr AT battery in place of one AT battery

4th Indian Division –

Rating: Indian Division units are rated Fearless Trained except where noted in North Africa
List: North Africa book – Indian Rifle Company - Africa list
Added support units: none
Prohibited units: may not field Light or Heavy Armored platoons, 6 or 17-pounder AT Guns, mine flail platoons, Armoured car platoons, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks
Notes: none

70th British Division –

Rating: 70th Division units are rated Confident Veteran except where noted in North Africa
List: North Africa book – 8th Army Rifle Company - Africa list
Added support units: may field 0-1 A13 Armored platoon
Prohibited units: may not field Light or Heavy Armored platoons, 6 or 17-pounder AT Guns, mine flail platoons, Armoured car platoons, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoon, heavy mortar platoons, Artillery batteries may not field White scout cars or command or observer tanks
Notes: none

Army List Notes – Commonwealth:

New Hero – Brigadier General “Jock” Campbell: As commander of the 7th Support Group during Crusader, Jock Campbell became a legend and won a Victoria Cross for his exceptional leadership in and around Sidi Rezegh. 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. He may be fielded by no more than 1 unit fielded by the 7th Support Group in any engagement at a cost of 50 points. Any unit within 6” of Jock may re-roll any failed motivation test they are required to take.

Adjusted Units – Commonwealth Artillery Batteries: during this period of the war the Commonwealth forces had not yet developed the concentrated and flexible artillery doctrine that proved so effective at El Alamein. To reflect this, Field Batteries, Royal Artillery and Royal Horse Artillery Batteries are limited and may not employ the following British Special Rules (if using the Flames of War Rules) – “Stonk”, “Murder” or “Mike Target”. In addition, they deploy by troop instead of deploying the entire battery. Reduce the point cost of these units by 10 points per gun to reflect this.

Crusader Divisional Cavalry Squadron – New Zealand

North Africa 1941
(Mechanized Company)

Headquarters

HEADQUARTERS



Company HQ

A Divisional Cavalry Squadron must field a company HQ, a carrier platoon and 1-2 Mk. Vlb platoons. It may also field one weapons and support platoons from each box shown.

Combat Platoons

RECON



Mk. Vlb Platoon

RECON

Div Cavalry Platoon

ARMOR



Mk. Vlb Platoon

Weapons Platoons

ARMOR



A13 Platoon
Crusader I Platoon

Divisional Support Platoons

INFANTRY

New Zealand Rifle
Platoon

INFANTRY

New Zealand Rifle
Platoon

ANTI-TANK

AT Platoon, Royal Arty

ARTILLERY

Field Bty, Royal Arty

AIRCRAFT

Air Support
Lt Anti-Aircraft Platoon

The platoons of a New Zealand Divisional Cavalry Squadron are rated as **Confident Veteran** unless otherwise noted. All platoons except A13 or Crusader I platoons are New Zealand platoons.

Crusader Divisional Cavalry Squadron – New Zealand

North Africa 1941 (Mechanized Company)

HEADQUARTERS

HEADQUARTERS

Company Command & 2iC Mk. VIb 55 points

OPTIONS

• add up to two Universal carrier +30 points each

MAJOR

Company Command &
2iC Mk. VIb

COMPANY HQ

Universal carriers in a Divisional Cavalry Squadron HQ are recce teams..

COMBAT PLATOONS

Mk. VIb ARMOURED PLATOON

Command plus 2 Mk. VIb tank 80 points

SUBALTERN

Command Mk. VIb
2x Tank

Mk. VIb PLATOON

WEAPONS PLATOONS

A13 or Crusader Armoured Platoons are not New Zealand platoons.

DIVISIONAL SUPPORT PLATOONS

All Divisional Support Platoons are identical to those listed for the Divisional Cavalry Squadron in North Africa. Note that some Divisional Support Platoon choices are not allowed (not shown on the structure diagram on the preceding page). No support platoon may field 6- or 17-pounder AT Guns, or White scout cars or command or observer tanks in Artillery batteries.

A13 Armoured Squadron- United Kingdom

North Africa 1941

(Tank Company)

Headquarters

HEADQUARTERS



Company HQ

An A13 Squadron must field a company HQ and 2-4 A13 Platoons. It may also field one weapons and support platoons from each box shown.

Combat Platoons

ARMOR



A13 Platoon

ARMOR



A13 Platoon

ARMOR



A13 Platoon

ARMOR



A13 Platoon

Weapons Platoons

Divisional Support Platoons

INFANTRY

Motor Platoon
Field Platoon, RE

RECON

Scout Platoon
Armoured Car Platoon

ANTI-TANK

AT Platoon, Royal Arty

ARTILLERY

Royal Horse Arty Bty

AIRCRAFT

Air Support
Lt Anti-Aircraft Platoon

The platoons of an A13 Squadron are rated as **Confident Trained** unless otherwise noted

A13 Armoured Squadron - Britain

North Africa 1941 (Tank Company)

HEADQUARTERS

HEADQUARTERS

Company Command & 2iC A13 85 points

OPTIONS

- add up to two A10 CS +35 points each

MAJOR

Company Command &
2iC A13

COMPANY HQ

COMBAT PLATOONS

A13 ARMoured PLATOON

Command plus 2 A13 tank 120 points

OPTIONS

- replace 0-1 A13 with A10 CS -5 points
- replace 0-1 A13 with A9 -5 points
- replace 0-1 A13 with A10 -5 points

SUBALTERN

Command A13
2x Tank

A13 PLATOON

The platoon command tank may not be downgraded.

WEAPONS PLATOONS

None

DIVISIONAL SUPPORT PLATOONS

All Divisional Support Platoons are identical to those listed for the Light Armoured Squadron in North Africa. Note that some Divisional Support Platoon choices are not allowed (not shown on the structure diagram on the preceding page). No support platoon may field 6- or 17-pounder AT Guns, mine flail tanks, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoons, heavy mortar platoons, White scout cars or command or observer tanks in Artillery batteries.

A15 Crusader I Armoured Squadron- United Kingdom North Africa 1941 (Tank Company)

An A15 Crusader I Squadron must field a company HQ and 2-4 Crusader I Platoons. It may also field one weapons and support platoons from each box shown.

Headquarters

HEADQUARTERS

Company HQ

Combat Platoons

ARMOR

Crusader I Platoon

ARMOR

Crusader I Platoon

ARMOR

Crusader I Platoon

ARMOR

Crusader I Platoon

Weapons Platoons

Divisional Support Platoons

INFANTRY
 Motor Platoon
 Field Platoon, RE

RECON
 Scout Platoon
 Armoured Car Platoon

ANTI-TANK
 AT Platoon, Royal Arty

ARTILLERY
 Royal Horse Arty Bty

AIRCRAFT
 Air Support
 Lt Anti-Aircraft Platoon

The platoons of an A13 Squadron are rated as **Confident Trained** unless otherwise noted

A15 Crusader I Armoured Squadron - Britain North Africa 1941 (Tank Company)

HEADQUARTERS

HEADQUARTERS

Company Command & 2iC Crusader I 95 points

OPTIONS

• add up to two Crusader I CS +40 points each

MAJOR

Company Command &
2iC Crusader I

COMPANY HQ

COMBAT PLATOONS

CRUSADER I ARMOURED PLATOON

Command plus 2 Crusader I tank 135 points

OPTIONS

• replace 0-1 A15 with A15 CS -5 points

SUBALTERN

Command Crusader I
2x Tank

A13 PLATOON

The platoon command tank may not be downgraded.

WEAPONS PLATOONS

None

DIVISIONAL SUPPORT PLATOONS

All Divisional Support Platoons are identical to those listed for the Light Armoured Squadron in North Africa. Note that some Divisional Support Platoon choices are not allowed (not shown on the structure diagram on the preceding page). No support platoon may field 6- or 17-pounder AT Guns, mine flail tanks, AEC I or Daimler armored cars, Anti-Tank platoons (SP) Royal Artillery, heavy anti-aircraft platoons, heavy mortar platoons, White scout cars or command or observer tanks in Artillery batteries.

Army List – Commonwealth (continued)

SOUTH AFRICAN 75/25-Pdr ANTI_TANK PLATOON

HQ Section with:

Two Anti-Tank Sections 160 points
 One Anti-Tank Section 85 points

OPTIONS

- equip all rifle and gun teams with sticky bombs +5 points for platoon

SUBALTERN

Command rifle team, jeep
HQ SECTION

SERGEANT

2x 75mm/25-pdr teams
ANTI-TANK SECTION

NEW ZEALAND 75/25-Pdr ANTI_TANK PLATOON

HQ Section with:

Two Anti-Tank Sections 215 points
 One Anti-Tank Section 115 points

OPTIONS

- equip all rifle and gun teams with sticky bombs +5 points for platoon

SUBALTERN

Command rifle team, jeep
HQ SECTION

SERGEANT

2x 75mm/25-pdr teams
ANTI-TANK SECTION

Commonwealth Arsenal –

Vehicle / Weapon	Mobility	Movement Range	Front ROF	Side AT	Top FP	Notes
Light Mk VIb <i>Vickers 0.5" MG</i>		Half-Tracked 16"	1 3	1 3	1 5+	Co-ax MG, Light Tank
A9 Cruiser Mk I <i>OQF 2-pdr gun</i>		Fully Tracked 24"	1 2	0 7	1 4+	Co-ax MG, 2 deck turret MG, unreliable <i>no HE, Tally Ho!</i>
A10 Cruiser Mk IIA <i>OQF 2-pdr gun</i>		Fully Tracked 24"	2 2	2 7	1 4+	Co-ax MG, hull MG, slow tank, unreliable <i>no HE, Tally Ho!</i>
A10 Cruiser Mk IIA CS <i>OQF 3" howitzer</i> <i>Firing bombardments</i>		Fully Tracked 24" 40"	2 2 -	2 5 3	1 3+ 6	Co-ax MG, hull MG, slow tank, unreliable <i>smoke</i> <i>smoke bombardment</i>
A13 Cruiser <i>OQF 2-pdr gun</i>		Fully Tracked 24"	2 2	1 7	1 4+	Co-ax MG, fast tank, unreliable <i>no HE, Tally Ho!</i>
A15 Crusader I <i>OQF 2-pdr gun</i>		Fully Tracked 24"	3 2	2 7	1 4+	Co-ax MG, 2x deck turret MG, fast tank, unreliable <i>no HE, Tally Ho!</i>
A15 Crusader I CS <i>OQF 3" howitzer</i> <i>Firing bombardments</i>		Fully Tracked 24" 40"	3 2 -	2 5 3	1 3+ 6	Co-ax MG, 2x deck turret MG, fast tank, unreliable <i>smoke, Tally Ho!</i> <i>smoke bombardment</i>
75mm/25-Pdr AT Gun	immobile	24"	2	10	4+	turntable

Move and Attrition Sheet – Axis

Formation	Current Attrition Points			Start Area	Destination Area	Via*
	Armor	General	Total			
21 st Panzer Division						
Panzer Recon						
15 th Panzer Division						
90 th Light Afrika Division						
Savona Division						
Trieste Division						
Ariete Division						
RECAM						
Pavia Division						
Bologna Division						
Brescia Division						
Trento Division						

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas

Move and Attrition Sheet – Commonwealth

Formation	Current Attrition Points			Start Area	Destination Area	Via*
	Armor	General	Total			
7 th Armored Brigade						
4 th Armored Brigade						
22 nd Armored Brigade						
7 th Support Group						
1 st South African Divn						
30 Corps Recon						
22 nd Guards Brigade						
13 Corps Recon						
2 nd NZ Division						
4 th Indian Division						
2 nd South African Divn						
70 th British Infantry Divn						

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas



Operation Crusader Map

