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AK002 ASLCOMP AFRIKAKORPS—BENGHAZI HANDICAP™

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# ACTION AT KILOMETER POST 3

AK #11

⊙ BRITISH Sets Up First

⊕ GERMAN Moves First

1

2

3

4

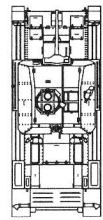
5

6



Elements of the 5th Royal Tank Regiment set up on/between hexrows A-W in hexes numbered ≥ 19:

CH a 16 3 [2] 40L -/-4	CH a 16 3 [3] [50] *94* -/-4	?
3	4	7 morale



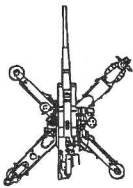
[ELR: NA]  
{SAN: 2}



Elements of the 6th Company, Panzer Regiment 5 and reinforcements enter on hex A1 on turn one:

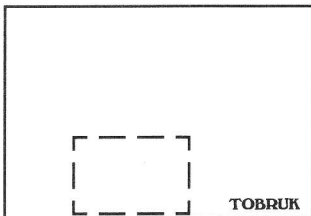
9-1 2-2-8	CH a 17 [2] 88L AA	CH a 17 [2] T-4 19PP	CH a *33 1 B11 [2] 20L (4) -/5/*	CH a 13 [3] [3] 50 3/5
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2



[ELR: NA]  
{SAN: 2}

## MAPLAYOUT:



## VARIATIONS:

- ⊕ The Germans win if they eliminate ≥ 2 British AFVs.
- ⊙ The Germans must exit ≥ 2 vehicles to win.

**OBJECTIVES:** The Germans win immediately upon exiting the map along the east edge within from hexes S25-T25-U25-V25-W25 with at least ≥ 1 vehicle *OR* if they eliminate ≥ 3 British AFVs by Game End.

**SEBCHA EL SEGHIRA, LIBYA, 31 March 1941:** Shortly after Rommel arrived in Tripoli, offensive action was on his mind—contrary to his standing orders to eschew any offensive action for the time being. The Desert Fox began his first offensive in North Africa with a ‘reconnaissance probe’ on 31 March, targeting the British advanced positions by Maaten Biscer. At 0600 hours a flying column consisting of medium tanks, armored cars, and a single 88mm gun towed by a prime-mover left their assembly area nine kilometers to the west of El Agheila. The scratch-force promptly advanced along the Via Balbia until, at about 0800 hours, contact was made with the enemy. Two troops of British cruiser tanks were encountered near Kilometer 3 on the Via Balbia. The Germans immediately moved into combat formations, the ‘88’ was un-limbered and went into action, dispersing the enemy tank formation without hitting any tanks. A running fight then took place for some six kilometers, concluding after the British made another attack, only to be driven off by the column.



# STOPPED COLD

AK #12

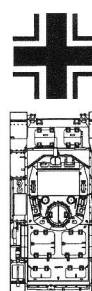
BRITISH Sets Up First	1	2	3	4	5	6	7
GERMAN Moves First							



British Rearguard elements set up in hexes numbered  $\geq 13$  (see SR #4 for mines):

E 4-5-8 3	2-2-8 2	9-1	8-1	LMG 1PP 1 2-7	ATR 1PP 1-12	MTR 4PP 51 [2-11]	CH M8 a 25 pds s8 1 88 ART 2	CH 16 a 16 4PP 1 BMG 2/-/*	Trench OVR, OBA: +4 Other: +2 4	AT Ditch 4	Mines 15 (see SR #4)
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[ELR: 3]  
{SAN: 4}

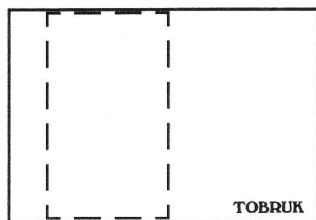


Elements of the 6th Company, Panzer Regiment 5 and *Pionier* reinforcements set up in hexes numbered  $\leq 11$  (EXC: one 8-3-8 squad-equivalent may set up in hex U12):

E 8-3-8 2	E 3-3-8 3	E 4-6-8	9-2	9-1	1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8 2	CH 13 a 13 2 50 3/5	CH 16 a 16 2 47L	CH 18 b 18 T9 9PP AAMG -/-/3
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[ELR: 4]  
{SAN: 2}

## MAPLAYOUT:



(only hexrows J-Y are playable)

**OBJECTIVES:** The Germans must Clear (B24.74; B28.6) the mines in hex U12 AND exit  $\geq 1$  squad-equivalent along the east edge by Game End.

### SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- The Germans receive Air Support in the form of one '39 DB. An additional Sighting TC DRM of +2 is applied ONLY for the purposes of

**South of MERSA EL BREGA, LIBYA, 31 March 1941:** Toward noon the lead vehicles of Rommel's flying column advanced to within one kilometer of enemy positions situated near the junction of the track linking the Via Balbia and Mersa el Brega. Panzers from the 6th Company, reinforced by Panzerjägers, began a bombardment of British positions after a short engagement during which an enemy tank was shot up. Following observed enemy retrograde movement, Panzer III's from the column crept up along the road again, under artillery fire the entire way. Some 2000 meters to the west the Germans made contact with the main British line. The British MLR was well situated, consisting of an anti-tank ditch dug between a salt marsh to the south and mine-laden sand dunes to the north. An attempt by German engineers to clear mines from the road was stopped cold by enemy tanks and guns covering the road. An air attack by Stukas was called in, resulting in bombs falling from the responding squadron among friendly Panzers. The CO, Major Rau, then sent the company commander back to the front to order the company back about 800 meters behind a chain of hills. Rommel's first offensive had hit a roadblock.

Photo Credit: National Archives

### VARIATIONS:

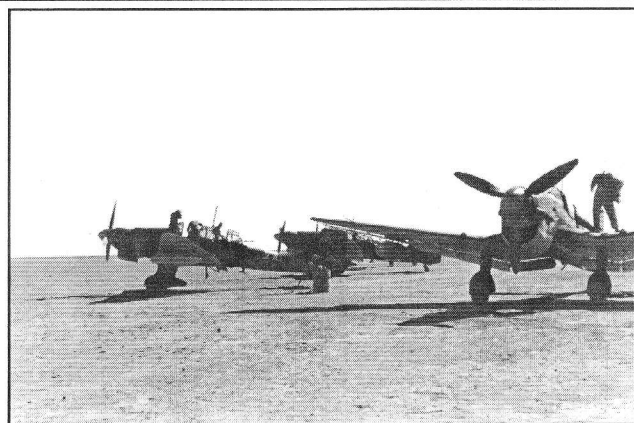
- Replace the 9-2 leader in the German OB with a 10-3.
- The Germans must exit  $\geq 2$  squad-equivalents to win.

determining if a Mistaken Attack (E7.32) occurs.

3. Place overlays as follows: **D42** on N16-M16; **Tr1** on U1-U2; **Tr1** (on top) on U8-U9; **S10** (on top) on X10-Y11; **S4** on X15-X16; and **Tr1** on U17-U18. Overlay D24 represents a salt marsh. Treat all deir hexes (i.e., hexes on/within deir 'down' contours) on the overlay as if they are ALSO Sand (F7).

4. The '15' mine value provided in the British OB represent fifteen mine COUNTERS chosen randomly (3 x Dummy; 3 x 2 Known AT Factors; 9 x 6 Known AP Factors) and placed face down, one counter in each Soft Sand hex of overlays S10 and S4 and one mine counter in hex U12. The German 8-3-8/3-3-8 squads/HS are considered Sappers (see B28.8 for the -2 Clearance DRM for Sapper squads [-1 DRM per HS]).

5. Use Trench counters to represent the A-T Ditches (B27.56) provided in the British OB.



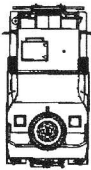
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# AGEDABIA SUNSET

ver. 1.1

AK #13

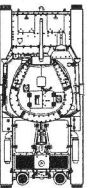
BRITISH Set Up First	1	2	3	4	5	6	7
ITALIANS Move First							



Elements of 'C' Squadron, 5th Royal Tank Regiment and 1st Royal Horse Artillery set up in Motion on/between hexrows M-U with all 25-pdr guns towed by Quads, all Crews as Passengers and all vehicles facing east (EXC: Turrets may be faced in any direction):

CH 16 a 3 [2] 40L -4	CH 16 a 1 [2] 40L -6	CH 16 a 3 [50] 94* -4	CH M8 a 88 ART	CH 30 a T6 9PP	9-1 2-2-8
3	3	3	3	3	3

[ELR: NA]  
{SAN: 2}

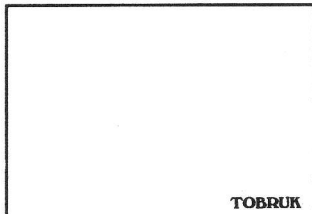


Elements of the 132nd 'Ariete' Armored Division set up in any hex of hexrow A with no more than one AFV per hex:

CH 11 a 47 4-4	CH 12 a B11 75*	CH 12 a B11 75* *BMG 4/-	8-1
6	2	3	

[ELR: NA]  
{SAN: 2}

## MAPLAYOUT:



## VARIATIONS:

ITALIANS Italian AFVs may exit within TEN hexes of hex GG25.

BRITISH The Italians must exit  $\geq 2$  AFVs to win.

## SPECIAL RULES:

1. EC are Moderate, with no Wind at start. Late Afternoon Sun Blindness (F11.61; F11.612) is in effect.
2. Prior to all set up the British player secretly records his choice of 'victory sector' ONE (defined as on/between hexrows LL-SS in hexes numbered 1-10) or TWO (defined as on/between hexrows MM-SS in hexes numbered 18-24).
3. Place overlays as follows: S5 on O17-P17; W14 V15-U16; H21 on JJ18-KK19; and H35 on HH1-II2.

**OBJECTIVES:** The British must have  $\geq 1$  EACH of the following units in victory sector (see SR # 2) ONE or TWO at Game End: 1 x 25-pdr; 1 x Quad; 2 x AFV (i.e., two of any model A13 tank).

**South of AGEDABIA, LIBYA, 2 April 1941:** Rommel's decision to put pressure on his British adversaries reaped immediate rewards. In the face of the Axis 'offensive' the 3rd Armoured Brigade continued its withdrawal on 1 April. At 1100 hours unit radios crackled with the broadcast of the code-word "Oxford", the signal to withdraw to a line eight miles northeast of and in line with the track that ran between Agedabia to El Haseiat. Half an hour later the Brigade began pulling back in three parallel columns, with the artillery limbers of 1st Royal Horse Artillery between 3rd Hussars on the right and 5th Royal Tank Regiment on the left, along the southeast flank. The withdrawal proceeded slowly, mainly due to the slowness of 1st RHA, but also due to mechanical break-downs along the way. At about 1715 hours nine A13 Mk. II tanks of 'C' Squadron, doing protection work among 1st RHA, reported a large mass of tanks on the horizon. It was unknown if they were friendlies from 6th Royal Tank Regiment or the enemy. Less than twenty minutes later Ariete announced its presence by opening fire, the tank commanders taking advantage of the setting sun directly behind them. 'C' Squadron immediately returned fire before receiving orders to break off the engagement and re-form behind a ridge a mile to the north. Five A13 cruisers were lost and one damaged, a 47mm shell penetrating the turret and preventing it from rotating. The enemy did not follow up, leading British commanders to cautiously consider the engagement a victory.

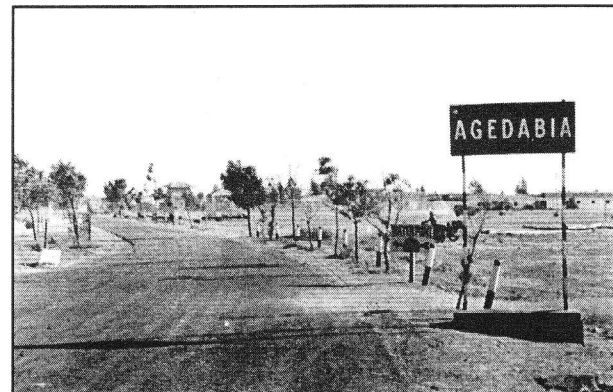


Photo Credit: National Archives

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# BENGHAZI BOTTLENECK

ver. 1.1

AK #14

<div> <div> </div> <div>BRITISH Set Up First</div> </div> <div> <div> </div> <div>GERMANS Move First</div> </div>	1	2	3	4	5	6	7	8
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**British Rearguard elements set up in hexes numbered ≥ 12:**

E 4-5-8 4	2-2-8 3	9-2	8-1	HMG 5PP 3 6-14	LMG 1PP 1 2-7	CH M10 2PP 3 40L AT	CH M11 3PP 2 (6-36) (3-63) 76* MTR	CH 16 4PP 1 16 0 BMG	CH 25 3PP 3 40L CS4 NA VCA Inf crew	Trench OVR, OBA: +4 Other: +2
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Minefield 6  
4  
 Dummy Minefield 2  
2

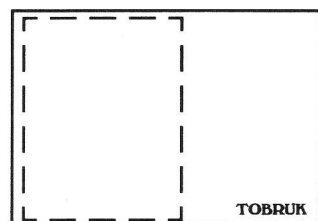
[ELR: 3]  
{SAN: 5} Known AP

**Elements of Aufklärung Abteilung 3 and attached Panzer Kompanie set up in hexes numbered ≤ 6:**

E 4-6-8 6	E 2-4-8	10-2	8-1	1-4-9	LMG 1PP 1 3-8	MTR 5PP [2-13] 3 50*	CH 13 2PP 2 50 3/5	CH 14 2PP 2 20L (4) -/5	CH 16 2PP 2 47L	CH +33 2PP 2 20L (4) -/5	CH 30 1PP 1 AAMG -/3
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[ELR: 3]  
{SAN: 3}

## MAPLAYOUT:



(only hexrows D-BB are playable)

**OBJECTIVES:** The side that accumulates the most Victory Points at Game End wins. VP for Control of terrain are awarded as follows: 2 VP for each building hex of overlay V6; 3 VP for Level 1 hexes; 4 VP for Level 2 hexes; and 5 VP for Level 3. In addition to terrain VP, the Germans receive Exit Victory Points for any vehicle exited off the east edge within THREE hexes of hex T25.

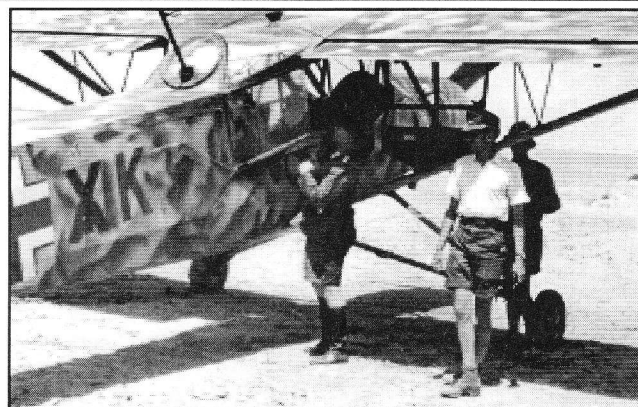
**ER REGIMA, LIBYA, 4 April 1941:** On the morning of 3 April Rommel's reconnaissance Fieseler *Storch* aircraft flew slowly over a Via Balbia that was free of British forces as far as sixty kilometers north of Agedabia. At 1030 hours his pilots reported a handful of scattered enemy tanks were halted thirty-five kilometers east of Agedabia. Every piece of information that reached the Desert Fox indicated the enemy was in retreat across Cyrenaica. The opportunity to roll across the Western Desert was clear; the ability to exploit the British retreat was not in hand. The main body of 5th Light Division sat on its haunches in the Agedabia-Zuetina area, unable to advance *en masse* due to fuel shortages. Rommel immediately ordered the roads cleared of all other traffic and all available supply vehicles immediately unloaded to free their capacity to carry fuel from the Axis stores at Tripoli—in one massive 24-hour fuel-lift. Rommel's intent was clear, "This will spare blood and win us Cyrenaica." While 5th Light sat, only the 3rd Reconnaissance Battalion with a strong advanced unit was on the move. After Rommel himself traveled forward to Benghazi and ordered *Aufklärung Abteilung 3* to head for Mechili. Advancing in the ordered direction the unit struck an enemy rear-guard at 1800 hours. The attached *Panzer Kompanie*, among Rommel's few tanks in the van of the advance, had many tanks immobilized on British mines. British resistance would not be broken in this sector until the morning of 5 April.

## VARIATIONS:

- Add a 9-1 Armor Leader to the German OB.
- Reduce game length to 7 turns.

## SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- Place overlays as follows: **H3** on N2-N3; **Tr1** on Q1-Q2; **H24** (on top) on R7-S8; **Tr1** on T25/T24; **V6** (on top) on S15-T15; **H21** on K15-L15; **S5** (on top) on E15-F15; **S3** on E20-D20; **W13** on H10-G10; **H8** on Y10-Z10; **R5** (on top) on S21-S22; and **H35** on Y23-X22. All 'H' overlays are Hills, not Hill-locks, with Level 1, 2, and 3 hexes.
- No British units may move during turn one (EXC: Rout and Advance is not restricted). The Germans may not use APCR during this scenario.
- Note: British Guns (and their crews/SMC in the same Location) may set up using HTP.





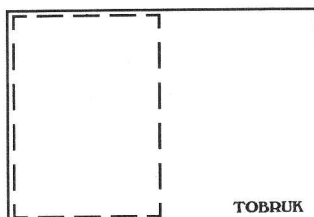
## AK #15

	
<p>1+3+5</p>	<p>6</p>
<p>2</p>	<p>2</p>
<p>Known AP</p>	<p>Known AP</p>



 1 3-4-7	 1 3-4-6	 1 1-3-7	 9-1	 8-0	 7-0	 HMG SPP B11 3 6-12	 LMG 1PP B11 1 2-5	 MTR 4PP B11 2 45* [2-13]	 CH 12 1 a 12 0 1 1 *BMG 4/-	 CH 12 1 a 12 0 1 1 X11 BF32 2/-
2	8	3					2	2	2	

## MAPLAYOUT:



(only hexrows A-T are playable)

**VARIATIONS:**

- 111 Replace the 9-1 leader in the Italian OB with a 9-2.

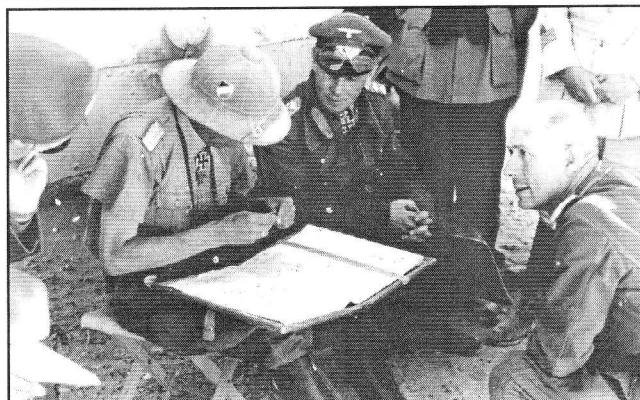
- The Italians must Control  $\geq 4$  Level 1 hexes and  $\geq 3$  Hillock hexes to win.

**SPECIAL RULES:**

1. EC are Dry, with no Wind at start.
2. Place overlays as follows: **W14** on D17-E17; **H3** (on top) on H17-H18; **H35** on Q5-R5; **S10** (on top) on M15-N15; **W13** on F7-E7; and **D9** on G11-H10.

**OBJECTIVES:** The Italians must Control  $\geq 3$  Level 1 hexes on overlay H35 and  $\geq 2$  of the  $\frac{1}{2}$  Level Hillock hexes on overlay H3 at Game End.


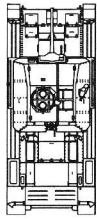
**Along the JEBEL AKHDAR, LIBYA, 6 April 1941:** On the morning of 6 April all appearances were that the British were retreating toward the haven of Tobruk with the main body of their troops. It was even suspected Commonwealth units were embarking in the harbor there, conducting a miniature 'desert Dunkirk' in the face of the Axis advance. Rommel immediately ordered all units to pick up the pace of the advance. As Rommel directed the offensive from Mechili, a light aircraft touched down bearing one Lieutenant Kondrad. The news was grim: as of 1000 hours the lead Panzers were sitting immobile near Ben Gania due to low oil pressure resulting from hot oil. Other Panzers were reported lost to the south and Italian columns of guns and tanks were milling around scattered on the Trigh el Abd. Fuel and water supplies were running low. Amidst all this action, German *Generalmajor* Heinrich Kirschheim, in Africa for a visit, was pressed into duty to command the Italian 27th 'Brescia' Infantry Division, with orders to press forward into the Jebel Akhdar. This unit ran into one of the last rear-guards, thrown together to allow Commonwealth troops time to retreat safely into the Tobruk perimeter. The Italians could make no headway in the absence of petrol and supplies and were halted.






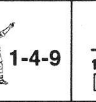
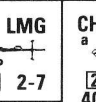



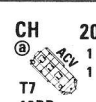
# NONE CAME BACK

AK #16



<div> <div> </div> GERMAN Sets Up First </div> <div> <div> </div> BRITISH Moves First </div>	1	2	3	4	5	6	7	8
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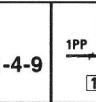
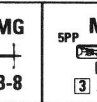
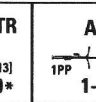
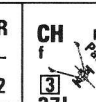
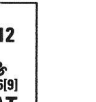
Elements of the 5th Royal Tank Regiment and stragglers, including tank crews enter along the west edge on turn one:

 1 4-5-7 3	 1 2-4-7 3	 9-1 3	 1-4-9 3	 LMG 1PP 1 2-7 3	 CH 16 a 3 2 2 40L 3	 CH 16 a 3 2 [50] 94* -4 3	 CH 26 b 15 14PP 3	 CH 20 a 1 1 T7 10PP 3
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[ELR: 3]  
{SAN: 4}

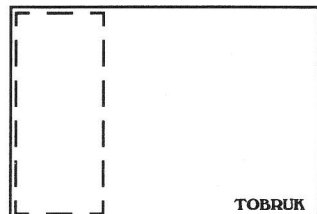



German Rearguard elements set up in hexes numbered  $\geq 11$ :

 E 4-6-8 3	 E 2-4-8 2	 2-2-8 2	 9-1 3	 8-0 3	 1-4-9 3	 LMG 1PP 1 3-8 3	 MTR 5PP [2-13] 50* 3	 ATR 1PP 1-12 3	 CH M12 f 3 37L AT 2
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[ELR: 3]  
{SAN: 3}

## MAPLAYOUT:



TOBRUK (only hexrows A-L are playable)

## VARIATIONS:

-  The British must exit  $\geq 2$  AFVs to win.
-  Replace the 9-1 leader in the British OB with a 9-2.

## SPECIAL RULES:

- EC are Dry, with Mild Breeze from the west. Light Dust (F11.71) is in effect at start.
- Place overlays as follows: **Tr1** on E1-E2; **Tr1** on E16-E17; **V17** (on top) on D16-C16; **S10** on K12-L12; and **H3** on I5-I6.
- The Germans may not use APCR during this scenario.

**OBJECTIVES:** The British win immediately upon exiting  $\geq 1$  AFV *OR* one truck/ACV + one squad-equivalent off the east edge.


**Four miles southeast of DERNA, LIBYA, 7 April 1941:** By 1630 hours on 6 April the 3rd Armoured Brigade consisted of five Mk. VIB light tanks of 3rd Hussars and seven A13 Mk. II cruisers from 5th Royal Tank Regiment. This decimated force found itself moving through the night of 6/7 April, facing hard going. At 0400 hours the Brigade commander's cruiser tank tumbled off the road, down a steep bank where it would be abandoned. At 0600 hours the route march was continued toward Derna. By this time all other friendly units had passed through and the 5th RTR found itself in the position of rear-guard. The 3rd Hussars abandoned their last Mk. VIB light tanks soon after and their crews continued toward Tobruk in any conveyance they could get aboard. At 1200 hours the last seven A13's descended down the pass to Derna; three would never make the climb out due to their poor mechanical condition. Worse, the bedraggled unit ran into German opposition from an enemy advance column at 1600 hours. Only four cruisers managed to get into action, all of which were knocked out.













Photo Credit: National Archives


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<div> <div> </div> GERMAN Sets Up First </div> <div> <div> </div> BRITISH Moves First </div>	1	2	3	4	5	6	7
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Elements of 'B' Company, 2-17th Battalion, 20th Australian Infantry Brigade set up  $\geq 5$  hexes from hex N17:












 E 4-5-8 6	 E 2-4-8 6	 9-2 6	 8-0 6	 1-4-9 6	 HMG 5PP 3 6-14 2	 LMG 1PP 1 2-7 2	 MTR 4PP 2 51 [2-11] 2	 CH 16 4PP 1 T10 *ATR -/-/2 2	 CH 37 4PP 1 BMG 2/- 2
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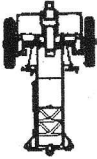


[ELR: 3]  
{SAN: 3}



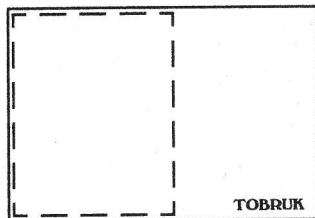
Elements of the 8th Machine Gun Battalion set up  $\leq 3$  hexes from hex N17:

 E 4-6-8 2	 1 4-6-7 2	 E 2-4-8 2	 2-2-8 2	 9-1 2	 8-1 2	 7-0 2	 HMG 4PP 3 7-16 2	 LMG 1PP 1 3-8 2	 MTR 5PP [2-13] 3 50* 2	 CH M10 2 75* INF 2
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[ELR: 3]  
{SAN: 4}

## MAPLAYOUT:



(only hexrows A-V are playable)

## VARIATIONS:

-  The British need to Control  $\geq 6$  building hexes to win.
-  Replace the 9-2 leader in the British OB with a 10-3.

## SPECIAL RULES:

- EC are Moderate, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place overlays as follows: **Tr1** on M1-M2; **H3** on P10-P11; **Tr1** (on top) on M6-M7; **V6** on O16-P16; **Tr1** on P21-Q22; **T5** (on top) on P20-P21; and **D9** on T15-U15.
- Treat ALL building hexes on overlay V6 as stone Rubble (B24). Players may wish to place Rubble counters in each building hex to serve as a reminder.

**OBJECTIVES:** The British win if they Control  $\geq 5$  building hexes (the 'rubble') on overlay V6 OR at Game End if they Control  $\geq 4$  building hexes and there are no Good Order German MMC in play.

**TOBRUK, LIBYA, 14 April 1941:** While the annihilation battle continued inside the perimeter German tanks turned to and fro, seeking some protection from incessant British fire. The Royal Horse Artillery to their front was joined by cruisers of 1st RTR, ordered to counter-attack at first light. Meanwhile, portees from 'M' Battery, 3rd RHA worked their way around to the rear of the Panzers. The German tanks turned to the east only to run into continued anti-tank fire, including rounds from 25-pounders of the RHA. Farther back, near the perimeter, 'B' Company of the 2-17th began a counter-attack against 100 Germans hanging on to a heap of ruins called 'Goschen's House', north of Post R32. The Germans were pinned in place by 'D' Company, 2-15th, which had established a blocking position just to the north. In the midst of the larger struggle, this battle was conducted on the smallest, most personal scale. Australian soldiers moved in with bayonet and grenade, hunting down individual pockets of enemy soldiers. As RAF Hurricanes twisted and turned in the blue sky overhead, in the midst of dogfights with German and Italian fighters, the Australians killed eighteen Germans and captured another eighty-five. In a microcosm of the action below, the Hurricanes brought down four enemy planes and lost one of their own. The fall of Goschen's House precipitated the German retreat. Under fire from all sides, the Panzers finally began a complete withdrawal, turning south and heading for the gap.





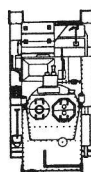
# LAST ACT AT POST R33

AK #18

<div> <div> </div> <div>BRITISH Sets Up First</div> </div> <div> <div> </div> <div>GERMAN Moves First</div> </div>	1	2	3	4	5	6
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Elements of 'B' Squadron, 1st Royal Tank Regiment and the 2/17th Battalion, 20th Australian Infantry Brigade enter along the north and/or west edges on turn one:



E 4-5-8	1 2-4-7	2-2-8	9-2	8-0	7-0	MMG 4PP 2 4-12	LMG 1PP 1 2-7	CH 18 1 1 +CMG -/10	CH 16 0 0 BMG 2/-/
5								2	

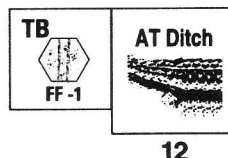
[ELR: 3]  
{SAN: 4}



Rearguard elements of the 8th Machine Gun Battalion set up anywhere within the playing area:

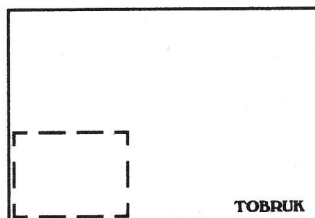
E 4-6-8	E 2-4-8	9-2	8-0	1-4-9	LMG 1PP 1 3-8	ATR 1PP 1-12
4					2	2

Anti Tank Ditch set up in the following hexes—A17-B17-C18-D18-E19-F19-G20-G21-G22-G23-G24-G25; and place a Trail Break marker in hex G20:



[ELR: 3]  
{SAN: 3}

## MAPLAYOUT:



(only hexes numbered  $\geq 13$  hexrows A-P are playable)

**OBJECTIVES:** The British must Control  $\geq 8$  A-T Ditch (B27.56) hexes at Game End. For each German squad-equivalent exiting along the south edge on/between hexes A17-A25 the British must control TWO additional A-T Ditch hexes.

**The gap at Post R33, TOBRUK, LIBYA, 14 April 1941:** As the Germans withdrew in disorder from their incursion into the Tobruk perimeter, the 1st Royal Tank Regiment was ordered to move to positions east of the El Adem road at Bir el Menteghsa to take advantage of some high ground there. As the Regiment was moving from its assembly area enemy Panzers hove into view west of the El Adem road near coordinate 415423. The 1st RTR immediately moved into combat formation, turning south to face the enemy. 'C' Squadron opened up at about 1500 yards, initiating the engagement west of Bir Lasin. The Regiment's HQ tanks halted to observe enemy actions while 'B' Squadron continued on to the perimeter near Post R40. The latter found the enemy nowhere in sight and was ordered to head west to harass the German tanks and soldiers from 8th MG Battalion as the enemy made pell-mell for the gap at Post R33. The tanks of 'B' Squadron found themselves delayed by the anti-tank trench and were only able to lob a few ineffective rounds at 2000 yards. One Mk. VIB light tank that closed with the enemy was knocked out. While the light tanks of 'B' Squadron were involved in the desultory exchange of fire, 'C' Squadron withdrew to lick its wounds in the area of Bir Lasin, leaving behind two wrecked cruiser tanks. The last action of the day involved 'B' Squadron as its light tanks supported the infantry in forcing the last German infantry out of the anti-tank ditch.

Photo Credit: National Archives

## VARIATIONS:

For each German squad-equivalent exited the British must Control THREE additional A-T Ditch hexes.

Add a 9-1 Armor Leader to the British OB.

## SPECIAL RULES:

- EC are Moderate, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place overlays as follows: **R3** in F15-F16; and **H3** in M22-M23.
- Hex G20 represents a Trail Break that allows movement across the Anti-Tank Ditch. Treat this hex as per B28.61 for entry/exit purposes (including the FF -1 DRM) across the A-T Ditch in hex G20 and note any unit cross is treated as if at ground level in hex G20.
- No German unit may exit play before turn three.
- Use Trench counters to represent the A-T Ditches (B27.56) provided in the German OB.

