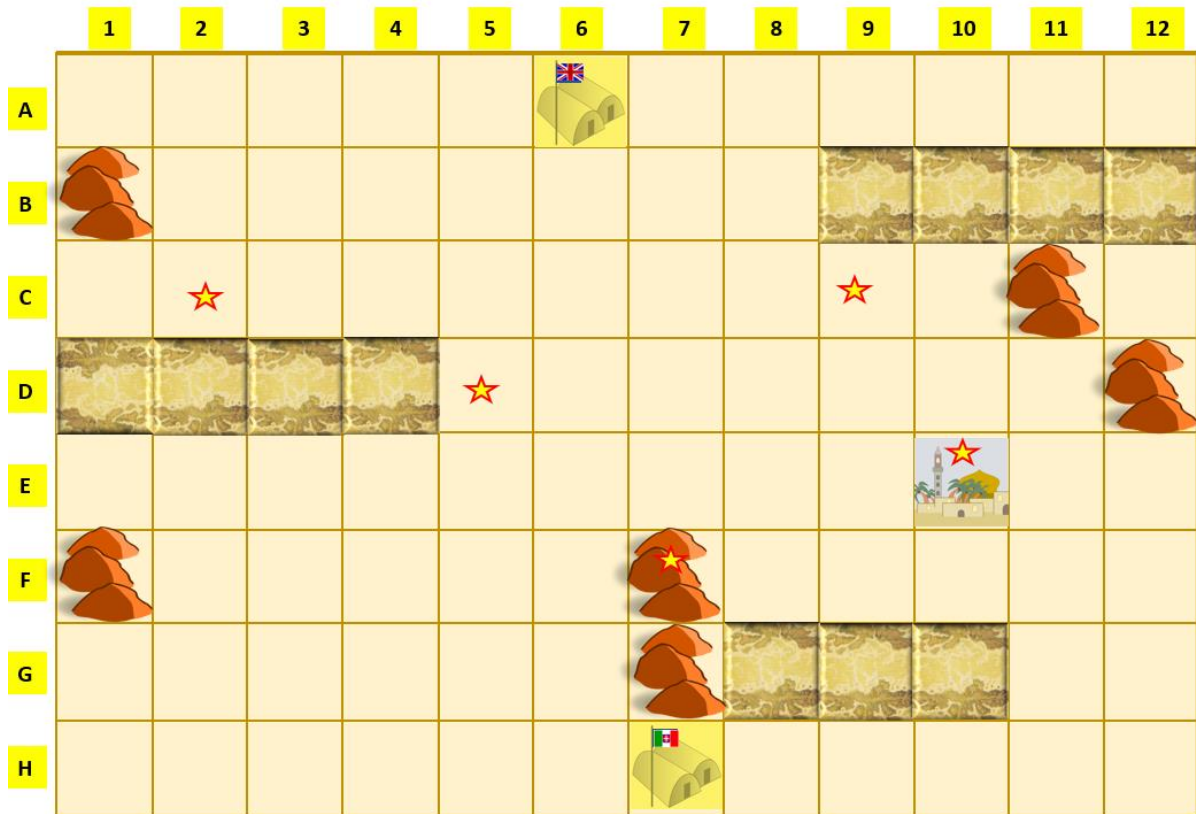


First Battle of Mechili – 25/1/1941



The weather is clear. All units start in supply. Objectives are shown as stars.

Terrain:

The wadi squares [eg B9 to B12] represent dry, water cut channels with steep edges. A unit can only move one square if moving into or out of a wadi square, including when moving into it from another wadi square. Additionally any unit *leaving* a wadi square is vulnerable in combat, unless it is moving into an adjacent wadi square. Armor are not vulnerable if attacked whilst in a wadi [ie it is like open terrain for combat purposes whilst you are in it]. Road movement is not possible in or across a wadi. E10 is an urban square for combat purposes.

Starting Ops:

The Allies start with 6 Ops. The Italians start with 0 Ops. The Allies use the Allied Early War Ops file and the Italians use the Italian Ops.

Description:

After the success of Operation Compass the Italians were pushed back across Cyrenaica. Part of the Commonwealth forces moved inland intending to cut off the Italian garrisons along the coast. This area was held by the Italian XX Corps. In order to stop their forces being enveloped from the south Italian General Tellera ordered an attack against the advancing allies in the area between Mechili and Derna. The Italians had just been reinforced with a large number of the improved M13/40 tanks.

Victory:

The game is 16 moves. The side holding the most objectives at the end of the 16th turn wins.

Elements:

The Italians have 3 Elements. The Babini, Piana and Bignami Groups. The Italian Artillery can support any Italian unit without penalty.

The Allies have 2 Elements. Parts of the 7th Armoured Division centred on the 4th Armoured Brigade and the 19th Australian Brigade. The Commonwealth Artillery can support any unit without penalty.

Set Up:

The Allies deploy in rows A and B, they deploy all of their units first. The Italians deploy in Row H. The Italians deploy second and move first.

Italian	1	3	5	7	9	11	13	15
Allied	2	4	6	8	10	12	14	16

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
7th Armoured Division			
1 x Light Tank/Armoured Car	4-3-2	1	Recon
4 x Cruiser Tanks	4-3-2	2	Unreliable
4 x Vickers Light Tanks	4-3-2	1	
2 x Infantry	5-4-3		Motorised
1 x Infantry	5-4-3		Motorised, Anti-Tank
19th Australian Brigade			
3 x Australian Infantry	5-4-3		Motorised
9 x Australian Infantry	4-3-2		Motorised
Army Support			
2 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
Babini Group			
1 x Light Tank/Armoured Car	3-2-1	1	Recon
6 x Bersaglieri	4-3-2		Motorised
3 x M13/40	3-2-1	3	
3 x Light Tanks	3-2-1	1	1
Piana Group			
7 x Italian Infantry	3-2-1		Leg
1 x Italian Infantry	3-2-1		Anti-Tank
Bignami Group			
3 x Bersaglieri	4-3-2		Motorised
3 x M13/40	3-2-1	3	
Army Support			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery