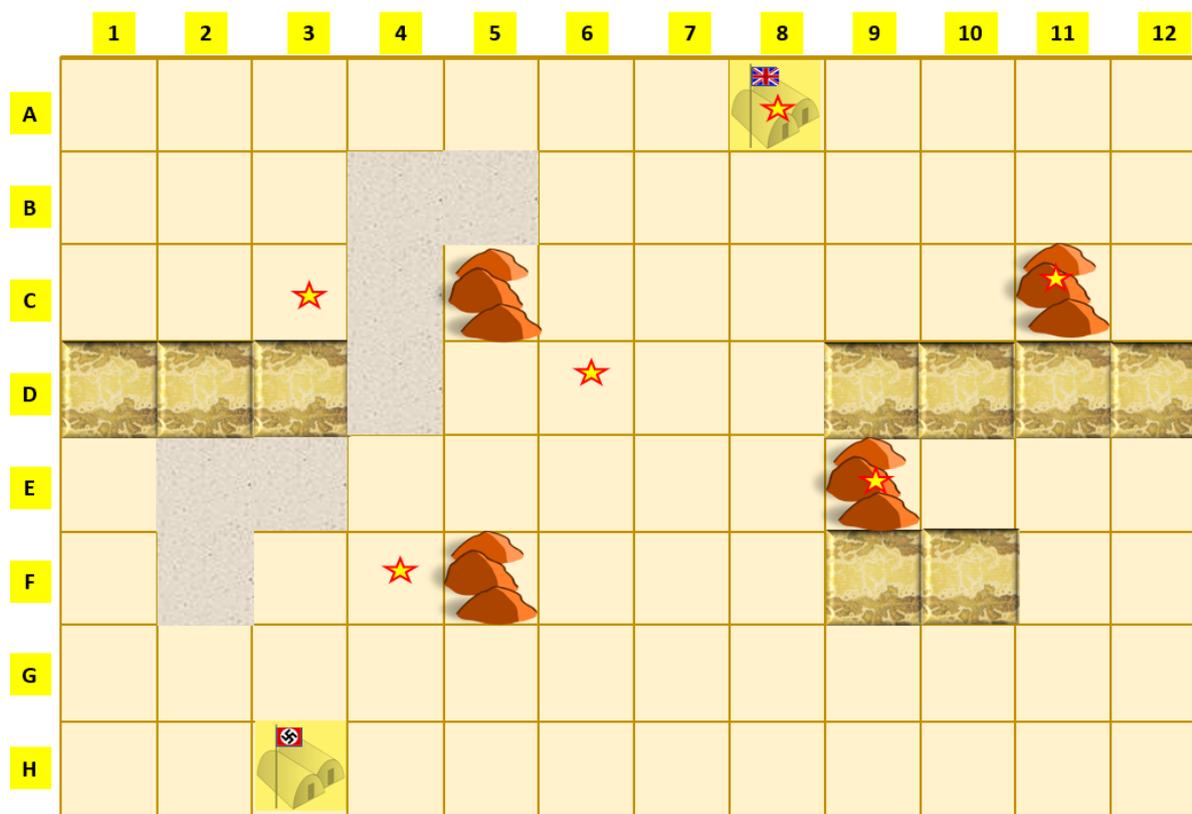


Rommel's First Offensive – 31/3/1941



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

Terrain:

The yellow/brown wadi squares [eg D1 to D3] 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 in or attacking into a wadi [ie it is like open terrain whilst you are in it]. The grey squares are soft ground being the boggy dry salt lakes along the coast. Road movement is not possible in or across a wadi or across soft ground.

Starting Ops:

The Axis start with 6 Ops. The Commonwealth forces start with 3 Ops. The Allies use the Allied Early War Ops and the Axis use the German Early War Ops.

Description:

The Commonwealth advance after Operation Compass had pushed the Italians out of Cyrenaica in disarray back towards Tripoli. At this point significant Allied forces were withdrawn, some to fight in Greece and others to refit in Egypt. In the meantime Rommel had arrived in Tripoli with German troops sent to assist the defeated Italians. Without waiting for his full force to arrive Rommel went onto the offensive. Historically the Commonwealth forces made a feeble showing due to confused orders and dispersal over too large an area with most units falling back rather than standing and fighting.

Victory:

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

Elements:

The Axis have 3 Elements. Two kampfgroups of the German 5th Light Division and an advance Italian group from the Brescia Division and the Ariete Armoured Division. Axis artillery can support any unit without penalty.

The Allies have 2 Elements. Parts of the 2nd Armoured Division centred on the 3rd Armoured Brigade and a Brigade from the 9th Australian Division.

Set Up:

Commonwealth

The 2nd Armoured Division deploys anywhere in rows A to E. They deploy all of their units first.

Axis

KG1 of the 5th Light deploys in Row H1 to H6. The Italian Group deploys in H7 to H12. The Axis forces move first.

Reinforcements:

Commonwealth

The Australian's arrive anywhere in row A in the marker phase of Turn 2.

Axis

KG2 of the 5th Light and the army support artillery arrive in the marker phase of Turn 1 anywhere in row H.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
2nd Armoured Division			
2 x Cruiser Tanks	4-3-2	2	Unreliable
2 x Captured M13/40	4-3-2	3	Rare*
3 x Light Tanks	4-3-2	1	
1 x Light Tanks	4-3-2	1	Recon
3 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Anti-Tank
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
9th Australian			
12 x Australian Infantry	4-3-2		Motorised
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
5th Light Division			
German KG1			
1 x Light Tanks	5-4-3	1	Recon
3 x PzII	5-4-3	1	
1 x PzIII	5-4-3	3	
3 x Panzer Grenadier	5-4-3		Motorised
German KG2			
1 x PzIV	5-4-3	3	
3 x PzIII	5-4-3	3	
1 x PanzerJager 1	2-1-1	1-3	
3 x Panzer Grenadier	5-4-3		Motorised
Italian Group			
3 x Bersaglieri	4-3-2		Motorised
2 x M13/40	3-2-1	3	
1 x Light Tanks	3-2-1	1	Recon
3 x Italian Infantry	3-2-1		Motorised
Army Support			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery

*Rare units may not be reorganised. The British lacked the spare parts to repair damaged Italian equipment.