

**Operation Battleaxe – Hafid Ridge/Fort Capuzzo 15-16 June 1941**

Following Rommell’s drive across the desert in March and April 1941 the Commonwealth army retreated leaving a force of largely Australian troops besieged in Tobruk.

A series of operations were launched to break the siege. Operation Battleaxe was the second of these attempts. Rommell had been taken by surprise by the first attempt, Operation Brevity in May 1941 and had lost some key positions, which he later recovered through his own Operation Scorpion. He now kept some Panzer forces in readiness to counter further attempts.

The Commonwealth operation was in 2 parts. Near the coast the 11<sup>th</sup> Infantry Brigade of 4<sup>th</sup> Indian Division was tasked with capturing Halfaya [Hellfire] Pass. This key pass through the otherwise impassable Escarpment had already changed hands several times during the previous operations. This part of the operation failed badly and the Indians made no headway and played no wider part in the battle.

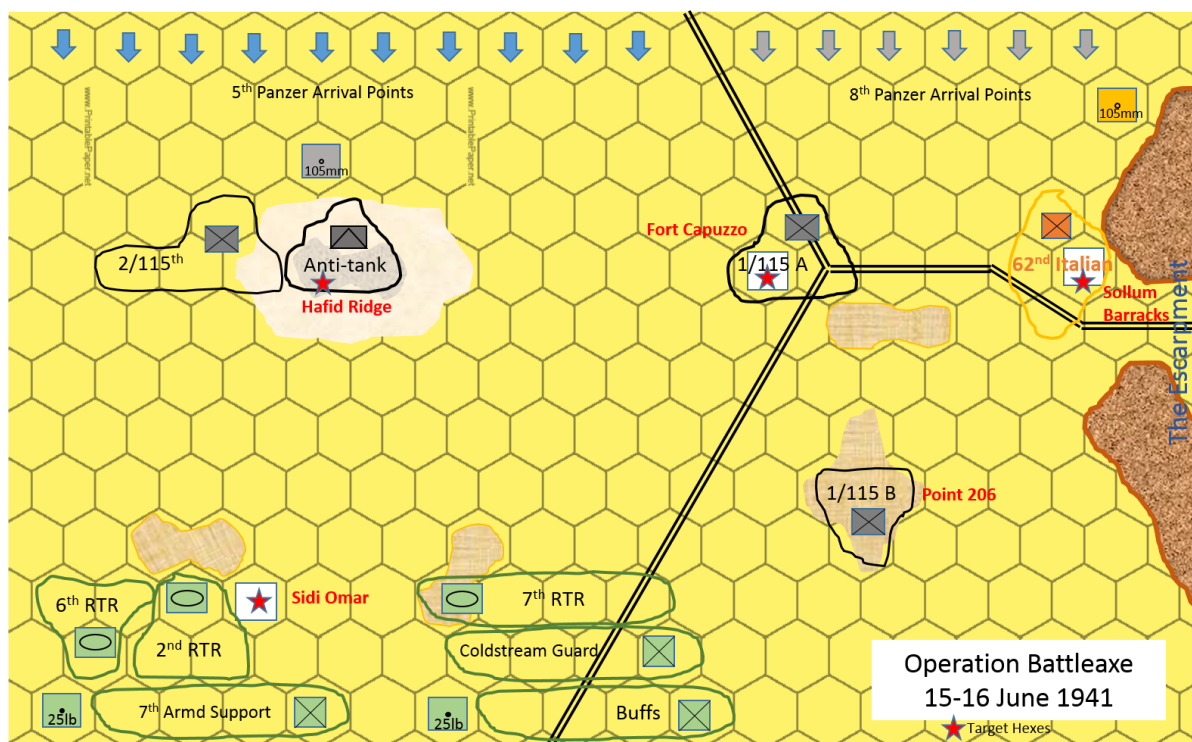
Inland a force made up of the 7<sup>th</sup> Armoured Division and the 22<sup>nd</sup> Guards Brigade pushed towards Tobruk.

Day 1	1	2	3	4	5	Night
Day 2	6	7	8	9	10	Night

The stands at Point206 and the anti tank force on Hafid ridge are the only units that can commence in defensive status. Hafid Ridge is a 2 level hill with the top 2 hexes being higher. Stands on the top of Hafid Ridge can fire over stands on the slopes and the flat desert. Reinforcements arrive in the designated hex counting that hex as 1 hex moved of their total move for that turn.

The hills of Point 206 and Hafid Ridge are defensive terrain. Units on them are not ‘in open’ if attacked by tanks, and get cover benefits if in H or D status.

The Escarpment Coastal Hills are impassible terrain and cannot be entered.



Two Star General - WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range. [All -1 at 3H]	Support Stands
7 <sup>th</sup> RTR	3 x Matilda 1 x HQ	5 6	3 1	
Guards Brigade				
Coldstream Guard	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x Engineer]
Buffs	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar] 1 x AT
7 <sup>th</sup> Armd Brigade				
2 <sup>nd</sup> RTR	2 x A9/10/13 1 x HQ	3 6	3 1	
6 <sup>th</sup> RTR	2 x Crusader 1 x HQ	4 6	3 1	
7 <sup>th</sup> Support Group	3 x Infantry 1 x HQ 2 x Trucks	5 6	3 1	1 x MG [Bren = 1 coy armd inf] 1 x AT 1 x AA 1 x LA [Mortar]
Artillery Support	2 x25lb batteries	4	2	
Axis Forces All German unless specified as Italian.	Core Stands	Strength Points	Fighting Strength 1&2 Hex range. [All -1 at 3H]	Support Stands
Hafid Ridge				
Anti Tank Force	1 x 88mm coy 1 x AT coy 1 x HQ	4 4 6	4 [+1 vs armour] 3 [+1 vs armour] 1	1 x MG 1 x AA
2/115 <sup>th</sup>	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x AT
Sollum Barracks				
Italian 62 <sup>nd</sup> Inf	3 x Infantry 1 x HQ	3 5	3 1	1 x MG 1 x AT
Fort Capuzzo				
Group A 1/115 <sup>th</sup> infantry	1 x infantry 1 x AT coy 1 x HQ	5 3 6	3 3 1	1 x MG 1 x LA [Mortar] 1 x Engineer
Point 206 area				
Group B 1/115 <sup>th</sup> infantry	2 x infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
Arriving Turn 3 NE of road entry				
Battlegroup 8 <sup>th</sup> Panzer Regiment	1 x Pz IV 2 x Pz III 1 x HQ	5 4 6	4 4 1	1 x Pz II
Arriving Turn 5 NW of road entry				
Battlegroup 5 <sup>th</sup> Panzer Regiment	1 x Pz IV 2 x Pz III 1 x HQ	5 4 6	4 4 1	
Artillery Support 1 Italian	2 x105mm batteries	4	2	