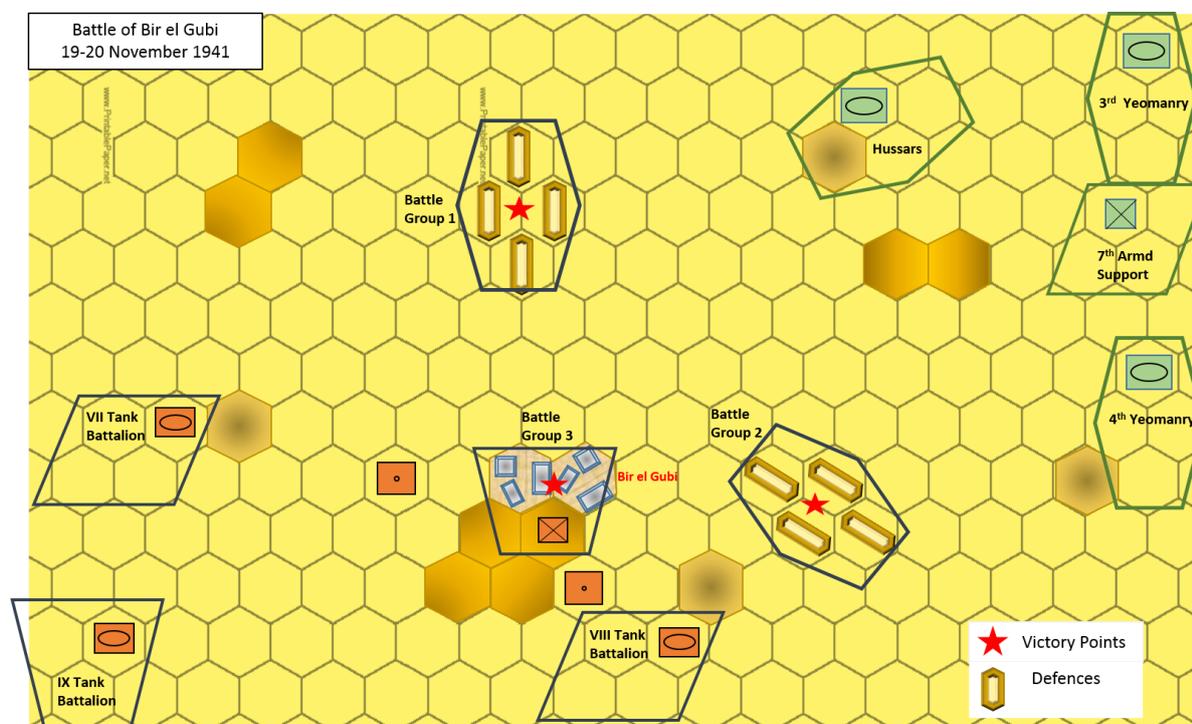


Bir el Gubi 19 – 20 November 1941.

The British launched a powerful attempt to relieve besieged Tobruk. Operation Crusader. The British 7th Armoured Division had been heavily reinforced with new Crusader tanks and actively sought a tank battle with Rommel’s Afrika Korps. The British however, had not yet learned the lesson that they needed to keep their armour concentrated if they wanted to defeat Rommel. Within no time the three armoured brigades of the 7th had split up and were pursuing their own targets scattered across the desert.

The 22nd Armoured Brigade, supposedly heading for the Airfield at Sidi Rezegh south of Tobruk, ran across tanks of the Italian Ariete Armoured Division near the village of Bir el Gubi. They decided to defeat this formation before moving on to deal with the German panzers. This proved to be a tougher target than the 22nd expected, and whilst they were tied up fighting the Italians the 7th Armoured Brigade was isolated at Sidi Rezegh facing a concentrated attack from the panzers of the Afrika Korps.



Standard Map Symbols

	Hillside Hexes		Town
	Hilltop or plateau hexes.		Airfield
	Small hill or sand dunes.		Victory Hex
			Artillery Battery

Two Star General – WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range. [All -1 at 3H]	Support Stands
22nd Armd Brigade				
3 rd Yeomanry	3 x Crusader 1 x HQ	4 6	3 1	
Hussars	3 x Crusader 1 x HQ	4 6	3 1	
4 th Yeomanry	3 x Crusader 1 x HQ	4 6	3 1	
7 th Support Group				
Rifles 1	2 x Infantry 1 x AT Portee 1 x HQ 1 x Trucks	5 3 6	3 3 [+1 vs tank] 1	1 x MG [Bren = 1 coy armd inf] 1 x LA [Mortar]
South African Infantry [Day 2]	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar] 1 x AA
Artillery Support	2 x25lb batteries	4	2	
Axis Forces Italians. Ariete Armoured	Core Stands	Strength Points	Fighting Strength	Support Stands
132 nd Tank Regiment				
VII Battalion	3 x M13/40 1 x HQ	3 6	3 1	
VIII Battalion	3 x M13/40 1 x HQ	3 6	3 1	
IX Battalion	2 x M13/40 1 x HQ	3 6	3 1	
8 th Bersaglieri [dug in]				
Battle group 1	2 x Infantry 1 x AT 1 x HQ	4 3 6	3 3 [+1 vs tank] 1	1 x MG
Battle group 2	2 x Infantry 1 x AT 1 x HQ	4 3 6	3 3 [+1 vs tank] 1	1 x MG
Battle group 3	2 x Infantry 1 x HQ	4 6	3 1	1 x MG 1 x AT
Artillery Support	2 x105mm batteries	4	2	

British tanks do not get +1D6 benefit when firing at range on infantry, but do get the close range benefits.

Units can only go Dug In in the defensive works which are occupied by battle groups 1 and 2 at the start of the senario.

Stands pushed out of these fight as H even if unit is D.

South Africans appear during the night move and can be deployed anywhere within 3 hexes of the edge of the board where the British commenced. They cannot be deployed in an enemy ZOC.

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