

Operation Compass 9-11 December 1940

Background

The Italian armies under Marshal Graziani had invaded Egypt, pushing back the Commonwealth defenders. At Sidi Barrani the Italians stopped to consolidate and plan their next move. British General Wavell decided to strike the Italians first.

Scenario Specific Rules

The Commonwealth moves one of its units first. All Italian units commence on Hold.

Night Recovery

Standard night recovery rules apply for both sides at the end of day 1. The Italians receive only 1 Core Stand Strength Point per unit at the end of day 2. They still receive 1 Support Point recovery per unit. The Allies receive points for 6 Brigades. The Italians receive points for 7 Regiments.

Artillery

All medium artillery receives 3 shots per round in Days 1 and 2. The Commonwealth has off field guns [Naval ships] in the first day only. These can hit any hex up to 2 Hexes in from the ocean base line and hexes. They can fire once per turn with Two D6. The Italians have 1 shot per gun only in the first round.

British Tanks

British core stand tanks only get the +1 Tank core stand armour addition when in close combat not for distant firing. Italian AT guns get no bonuses for firing on the Commonwealth Infantry Brigades with attached Matilda companies. Attached Matilda tanks do add +1 to the Indian Brigades when distant firing.

Minefields

When entering a minefield throw 4D6 causing hits on a throw of 6 or double five. A maximum of 2 hits. If you take losses you fall back to the hex you entered the minefield from, ending that stands move. You cannot halt in a minefield. An engineer platoon that commences adjacent to a minefield hex can clear the minefield if the engineers do not leave the hex during the turn. The core stand that the engineers are attached to must stay in the hex with them. The core stand can fire but cannot initiate close combat if you want to clear the minefield. At the end of that regiments turn the minefield hex is cleared.

Move Status

Hold is the best defensive order that can be adopted, no unit can dig in. This is to reflect the poor quality of the Italian defensive arrangements. Towns are defensive terrain as are those hexes marked as having defences. Hexes with defences are not open ground for tank attacks. Hexes with defences are treated like towns for movement.

Allied Air Support

The Allies can have 1 Air Support attack per round. If not used during the round the air attack can be used like unfired artillery shots to attack an enemy hex. This can be against any hex on the board, not just ones which can be spotted by ground troops. Only 1 strength point of damage can be caused by this attack.

Victory Conditions

The Commonwealth must capture 4 VPs to win. They should capture 5 to equal the historic outcome!

Three Star General - WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
4th Indian Division				
5 th Indian Brigade	3 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1 x Armour [Matilda]
11 th Indian Brigade	3 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1 x Armour [Matilda]
16 th British Brigade	3 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1 x Armour [Matilda]
7th Armoured Division				
4 th Armoured Brigade	2 x Cruiser 1 x Light 1 x HQ	3 3 6	3 2 1	
7 th Armoured Brigade	2 x Cruiser 1 x Light 1 x HQ	3 3 6	3 2 1	
Support Group	2 x Motorised Inf 1 x HQ	5 6	3 1	1 x Fire Support 1 x AT
Selby Force	2 x Motorised Inf 1 x HQ	5 6	3 1	1 x Fire Support 1 x AT 1 x Engineer
Artillery Support	2 x Medium	4	2	
Italian Forces.				
Gruppo Maletti	1 x M11/39 2 x Infantry 1 x HQ	3 3 6	3 3 1	1 x Fire Support 1 x AT
2nd Libyan Division				
3 rd Libyan Infantry	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
4 th Libyan Infantry	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
1st Libyan Division				
1 st Libyan Infantry	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
2 nd Libyan Infantry	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
4th CCNN				
250 th Legion	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
270 th Legion	2 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
Artillery Support	2 x Medium	4	2	

9/12/1940	1	2	3	4	Night
10/12/1940	5	6	7	8	Night
11/12/1940	9	10			

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Standard Map Symbols

	Hillside Hexes		Town
	Hilltop or plateau hexes.		Airfield
	Small hill or sand dunes. [Block visibility to stands behind them]		Victory Hex
	Impassable Cliffs		Reinforcements
	Impassable Mountains		Artillery Battery
			Minefield
			Defensive Works