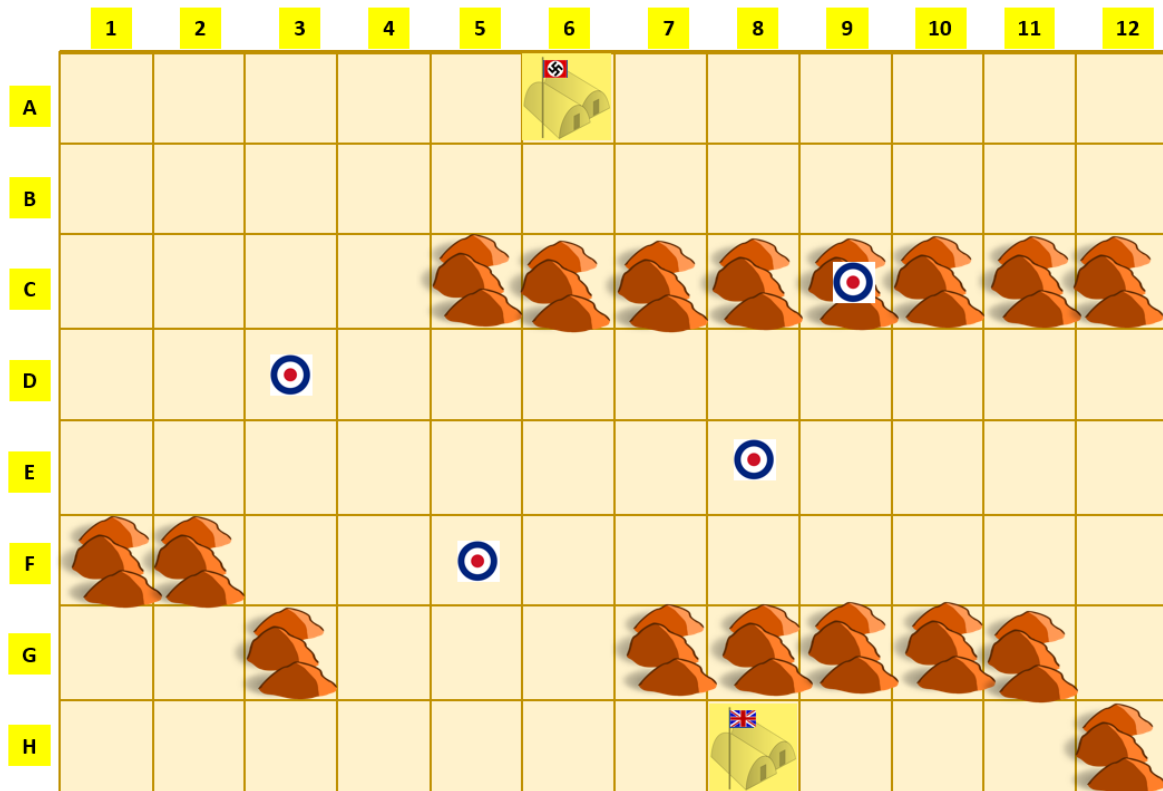


Operation Crusader - Sidi Rezegh 21 November 1941



The weather is clear. All units start in supply. The Axis forces move first.

Starting Ops:

Both sides start with 6 Ops. The Allies use their early war ops and the Germans use the German early war ops.

Description:

The Commonwealth forces launched a number of operations to try to relieve the 9th Australian Division besieged in Tobruk. The largest of these operations was Crusader. Just south of Tobruk was the airfield at Sidi Rezegh surrounded by some low rock hills. Elements of the British 7th Armoured Division occupied this area and prepared to push on for Tobruk. Realising the danger Rommel concentrated his Panzer Divisions and counter attacked.

Victory:

The game is a standard single day of 16 moves. The Germans must capture 3 objective squares and hold them until the end of the day.

Elements:

The Axis have 3 Elements. The 21st Panzer Division, the 361st Schutzen Regiment and the leading elements of the 15th Panzer Division.

The Allies have 4 Elements. The 7th Armoured Support Group, the 7th Armoured Brigade the 22nd Armoured Brigade and the 4th Armoured Brigade. The Allied Divisional Support artillery can support any Allied unit.

ROMMEL SCENARIO

Set Up:

The 21st Panzer Division [less 1 x Pz II, 2 x Pz III and 3 Pz Grenadiers] deploys in Line A between A1 and A6. The 361st Schutzen Regiment deploys in line A between A 7 and A12..

The 7th Armoured Support Group and the supporting artillery deploy anywhere from line C to Line H. The 7th Armoured Brigade deploys anywhere from Line D to Line H. The Allies deploy all of their units first and then the Axis deploy theirs. No units are concealed.

Reinforcements:

The remaining units of the 21st Panzer arrive in the marker phase of turn 3 and deploy in Line A between A1 and A6.

The 22nd Armoured Brigade arrives in the marker phase of turn 4 and deploys anywhere in line H.

The 15th Panzer Division arrives in the marker phase of turn 7 in column 12 A-D.

The Allied 4th Armoured Brigade arrives in the marker phase of turn 8 in column 12 E-H.

Notes:

In this scenario road movement cannot be used to cross mountain squares.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
7th Armoured Division			
7th Armoured Support Grp			
4 x Motor Infantry	5-4-3		Motorised
2 x Motor Infantry	5-4-3		Motorised, Anti Tank
7th Armoured Brigade			
2 x Crusader	4-3-2	3	Unreliable*
4 x Cruiser	4-3-2	2	
22nd Armoured Brigade			
4 x Crusader	4-3-2	3	Unreliable*
2 x Cruiser	4-3-2	2	
4th Armoured Brigade			
6 x Stuart	4-3-2	2	
Divisional Support			
2 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
21st Panzer Division			
2 x Panzer IV	5-4-3	3	
6 x Panzer III	5-4-3	3	
1 x Pz II	5-4-3	1	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti Tank
1 x Panzergrenadier Units	5-4-3		Motorised, Pioneer
4 x Panzergrenadier Units	5-4-3		Motorised
2 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
361st Infantry Regiment			
6 x German Infantry	4-3-2		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
15th Panzer Division			
1 x Panzer IV	5-4-3	3	
3 x Panzer III	5-4-3	3	
1 x Pz II	5-4-3	1	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti Tank
1 x Panzergrenadier Units	5-4-3		Motorised, Pioneer

*Unreliable units roll a D6 when they voluntarily move more than 1 square, if they roll a 6 they take a loss.