

Operation BattleAxe Day 2 - 16 June 1941

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C							Fort Capuzzo					Sollum
D		Hafid Ridge 						Point 206 				
E											Halfaya Pass	
F												
G		Sidi Omar 										
H					Sidi Suleiman 							

The weather is clear. All units start in supply. This scenario is largely based on one developed by John de Terre Neuve. I have made a few adjustments based on my own scenario creation experience.

**Terrain:**

The ridge running down parts of columns 10, 11 and 12 is The Escarpment. It is impassable except at the Halfaya Pass [E10] which is a normal mountain square for combat and movement purposes. The mountain chain is also passable at the two passes north of Sollum. Supply lines cannot cross the impassable mountain squares. Point 206 at D8 is a normal mountain square. Hafid Ridge [D2-D3] is a low rocky ridge, it has no effect on combat but is non-open terrain for movement purposes only.

Sollum at B11 is an urban square. Fort Capuzzo [C6], Sidi Omar [F2] and Sidi Suleiman [G5] can have a few buildings for scenic effect but they are not large enough to be considered urban for combat purposes.

Allied supply is also taken to run from H12 up the coast although this supply line can only supply units in columns 10, 11 and 12 and no further North than Sollum [row C].

**Starting Ops:**

Both sides start with 6 Ops. Both sides use their early war ops files [German early War for the Axis].

**Description:**

Following Rommel'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.

**Victory:**

The game is a standard single day of 16 moves.

The Allies win if they are holding 4 or more VPs at the end of the game, at least one of which must be an Allied VP.

The Axis win if they are holding 4 or more VPs at the end of the game at least one of which must be an Allied marked VP.

Any other result is a draw.

**Elements:**

The Axis have 3 Elements. The 15<sup>th</sup> Panzer Division the 6<sup>th</sup> Light Division and the Italian Trento Motorised Division. The DAK Support artillery can support any Axis unit without penalty.

The Allies have 3 Elements. The 7<sup>th</sup> Armoured Division and two elements from the 4<sup>th</sup> Indian Division. The 3 Matilda units [the 4<sup>th</sup> Armoured Brigade] and the Indian Divisional Support Artillery can support any unit in the 4<sup>th</sup> Indian Division without penalty.

Both sides are depleted from the previous day of fighting.

**Set Up:**

The Allies deploy first and move first.

Allied

The 11<sup>th</sup> Indian Brigade deploys H9 to H12.

The 22<sup>nd</sup> Guards Brigade deploys in H6 to H9. Additionally they must have two infantry units in Fort Capuzzo [C6].

The Matilda units of the 4<sup>th</sup> Indian Support can be deployed with any units from the 11<sup>th</sup> and 22<sup>nd</sup> Brigades in line H.

The 7<sup>th</sup> Armoured deploys anywhere in Row H.

Axis

The 15<sup>th</sup> Panzer deploys anywhere in Rows A and B. The 2 Anti-Tank armed infantry units are deployed in D2 and D3 [Hafid Ridge]. This is a low ridge which does not constitute mountain squares for combat purposes.

The Trento Division deploys in any or all of Sollum [C11], Halfaya Pass [E11] and on Hafid Ridge [D2-3]. The Axis forces can commence with 5 prepared position markers in Sollum, Halfaya Pass and Hafid Ridge, but no more than two in any one square.

**Reinforcements:**

The Axis 5<sup>th</sup> Light Division arrives in the Marker Step of turn 5 anywhere in line A1 to A6.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>4<sup>th</sup> Indian Division</b>			
<b>11<sup>th</sup> Indian Brigade</b>			
8 x Infantry	4-3-2		Motorised
<b>22<sup>nd</sup> Guards Brigade</b>			
8 x Infantry	4-3-2		Motorised
<b>Divisional Support</b>			
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
3 x Matilda [4 <sup>th</sup> Armd]	4-3-2	2-4	
<b>7<sup>th</sup> Armoured Division</b>			
2 x Cruiser Tanks	4-3-2	2	
2 x Crusader Tanks	4-3-2	3	Unreliable
5 x Infantry	4-3-2		Motorised
<b>Divisional Support</b>			
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>15<sup>th</sup> Panzer Division</b>			
1 x Light Armour	5-4-3	1	Recon
1 x Panzer IV	5-4-3	3	
3 x Panzer III	5-4-3	3	
1 x Panzer II	5-4-3	2	
2 x Panzergrenadier Units	5-4-3		Motorised, Anti Tank
3 x Panzergrenadier Units	5-4-3		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
<b>Trento Division</b>			
3 x Sicilia Infantry	3-2-1		Foot
3 x Bersagliari	4-3-2		Motorised
<b>5<sup>th</sup> Light Division</b>			
2 x Panzer III	5-4-3	3	
1 x Panzer II	5-4-3	2	
3 x Infantry [MC Bn]	4-3-2		Motorised
<b>DAK Support</b>			
1 x 105mm Italian Artillery	12 / 3 / [0-1]		Towed Artillery