

## ROMMEL SCENARIO

### Operation Compass 9 December 1940

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C								Tummar Central 				
D						Tummar West 						
E										Point 90 		
F				Nibeiba 								
G												
H												

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

#### Terrain:

The yellow wadi squares at B9, C9 and D9 represent shallow, frequently rocky, ravines with steep edges. A unit can only move one square if moving into or out of a wadi square. Additionally any unit leaving a wadi square is vulnerable in combat, unless it is moving into an adjacent wadi square. Road movement is not possible in or across a wadi.

#### Starting Ops:

The Allies start with 6 Ops. The Italians start with 3 Ops. The Allies use the Allied Early War Ops file and the Italians use the Italian Ops. Neither side can use their "Dig In" op.

#### Description:

The Italian army had made a slow advance towards Egypt with the Commonwealth forces falling back before them. Then the Italians halted to consolidate before the final push spread out in a number of defensive camps. British General Wavell thought he saw a chance to inflict some damage on the Italian forward troops.

#### Victory:

The game is 16 moves. There are 6 objectives, the allies need to be holding 4 objectives at the end of the 16<sup>th</sup> turn to win.

#### Elements:

The Italians have 3 Elements. The 3<sup>rd</sup> and 4<sup>th</sup> Libyan Regiments and the Maletti Group. The Allies have 3 Elements. The 11<sup>th</sup> and 15<sup>th</sup> Indian Brigades and the 16<sup>th</sup> British Brigade. The army level support units can support any units of their army without penalty.

## ROMMEL SCENARIO

### Set Up:

The Italian 3<sup>rd</sup> and 4<sup>th</sup> Libyan Regiments and the Army Artillery deploy anywhere in rows A to D. Three units must commence in each of Tummar Central [C8] and Tummar West [D6]. Three units must commence forward at Point 90 [E10]. The Maletti group deploys in or within one square of Nibeiba but not in row G. All objective squares have two prepared positions each as does the Italian supply point. The Italians can place 4 mine fields in open ground squares that are not objectives in lines A to F. The Italians can place an extra 6 prepared positions in their set up area, but no more than two per square.

The Allies deploy in Row H.

The Italians deploy all of their units first and then the Allies deploy theirs.

<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>Italian</b>	<b>2</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>15<sup>th</sup> Indian Brigade</b>			
3 x Indian Infantry	5-4-3		Motorised
5 x Indian Infantry	4-3-2		Motorised
<b>11<sup>th</sup> Indian Brigade</b>			
3 x Indian Infantry	5-4-3		Motorised
5 x Indian Infantry	4-3-2		Motorised
<b>16<sup>th</sup> British Brigade</b>			
8 x British Infantry	4-3-2		Motorised
<b>Army Support</b>			
2 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
3 x Matilda	4-3-2	2-4	
3 x Vickers Light Tanks	4-3-2	1	
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>Maletti Group</b>			
8 x Italian Infantry	4[3]-3[2]-2[1]		Motorised
2 x M11/39 Tanks	3-2-1	2	
1 x 65mm	8 / 2 / [0-1]		Towed Artillery
<b>3<sup>rd</sup> Libyan Regiment</b>			
9 x Italian Infantry	3-2-1		Leg
1 x Fiat Light Tanks	3-2-1	1	
<b>4<sup>th</sup> Libyan Regiment</b>			
9 x Italian Infantry	3-2-1		Leg
2 x Fiat Light Tanks	3-2-1	1	
<b>Army Support</b>			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery