

HELLFIRE PASS

Scenario Design: Bill Jaffe with Dana Lombardy

As part of Operation Battleaxe, the British attempted to relieve the siege of Tobruk by advancing the 4th Royal Tank Regiment and 2nd Cameron Highlanders on what was thought to be an undefended Halfaya Pass. On June 14, 1941, after stumbling into a minefield, British tanks were introduced to the German 88mm gun. The bloody encounter resulted in a new name for the pass: Hellfire.

OBJECTIVE:

The British immediately win if they control both hexes containing the German Flak 36 AT Guns.

The Germans win if the British are unable to fulfill their objective by the end of game round 6.

The 88s were tearing my tanks apart.

*—Major Miles
C Squadron Commander*

BRITISH SETUP

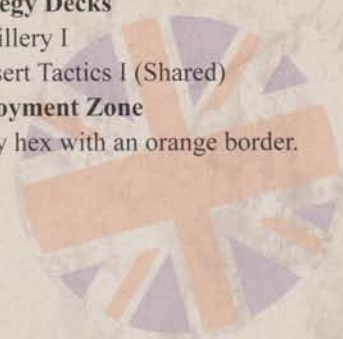
DIVISION 1

- 1 Matilda Mk. II Tank

DIVISION 2

- 1 Crusader Mk. II Tank

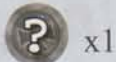
- Starting Strategy Cards: 2
- Strategy Decks
 - Artillery I
 - Desert Tactics I (Shared)
- Deployment Zone
 - Any hex with an orange border.



GERMAN SETUP

DIVISION 1

- 3 Squad Bases
 - 7 Regular Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew
- 1 Flak 36 AT Gun



x1

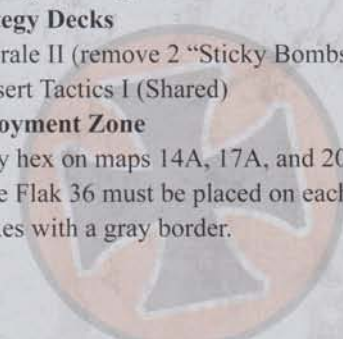
DIVISION 2

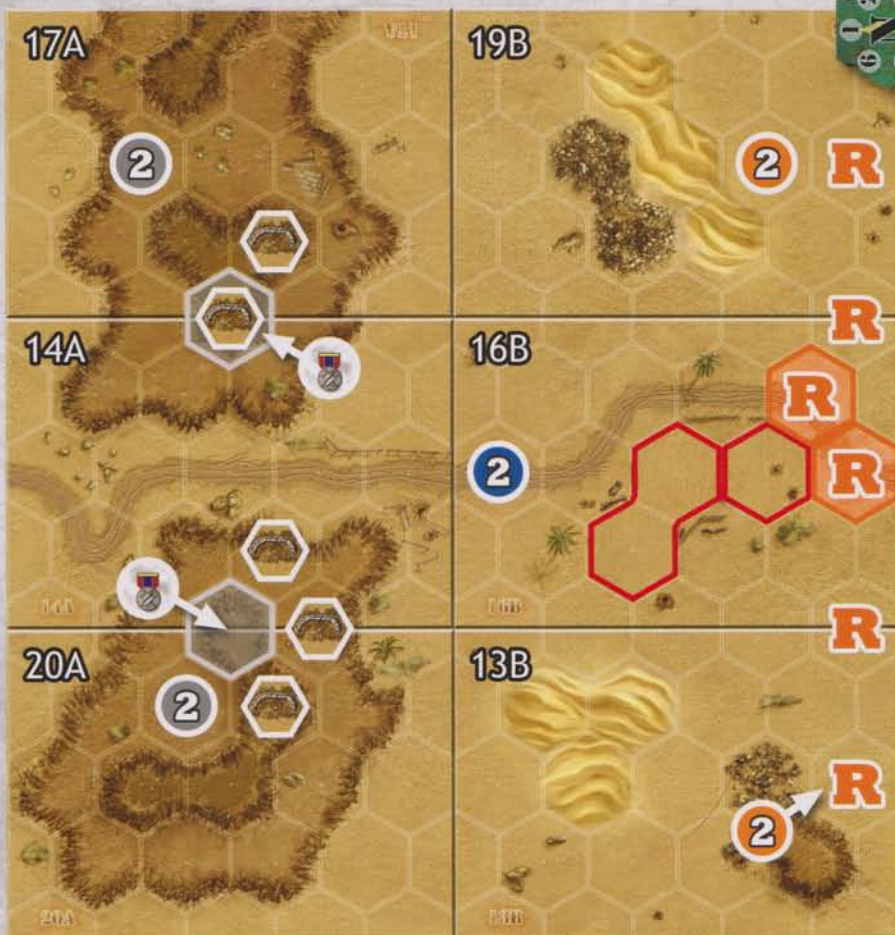
- 3 Squad Bases
 - 7 Regular Infantry
 - 2 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
- 1 Flak 36 AT Gun



x1

- Starting Strategy cards: 2
- Strategy Decks
 - Morale II (remove 2 "Sticky Bombs" cards)
 - Desert Tactics I (Shared)
- Deployment Zone
 - Any hex on maps 14A, 17A, and 20A.
 - One Flak 36 must be placed on each of the hexes with a gray border.





SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: - 3 actions per nation

SPECIAL RULES

- The German Flak 36 AT guns are dug in and gain +2 cover. They may not move.

REINFORCEMENTS

The British receive reinforcements as noted below:

Status Phase 1:

Division 2, placed on the road reinforcement hexes on map 16B:

- 2 Matilda Mk. II Tanks
Placed on the reinforcement hexes of map 19B:

- 5 Squad Bases
 - 13 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew

Status Phase 2:

Division 1, placed on the reinforcement hexes on map 13B:

- 5 Squad Bases
 - 11 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew

Status Phase 3:

Division 1, placed on the road reinforcement hexes on map 16B:

- 1 Matilda Mk. II Tank
- 1 Crusader Mk. II Tank

TERRAIN FEATURES

- 5 Entrenchments

