OPERATION CRUSADER

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By November of 1941, the British had heavily reinforced the 8th Army and launched attacks with their new Crusader tanks. Confusing, see-saw armor battles raged between the 7th Armored Division ("Desert Rats") and Rommel's Panzergruppe Afrika. Although badly battered, the British attacks forced Rommel to abandon his siege of Tobruk and retreat.

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OBJECTIVE:

The nation with the most VPs at the end of game round 8 wins.

Each nation receives 2 VPs for each enemy tank destroyed.

The nation with the most tanks on the board that are not heavily damaged at the end of game round 8 receives 3 VPs.

In a man-to-man fight, the winner is he who has one more round in his magazine.

-General Erwin Rommel

BRITISH SETUP

DIVISION 1

· 2 Crusader Mk. II Tanks

DIVISION 2

- · 2 Matilda Mk. II Tanks
- Starting Strategy Cards: 2
- Strategy Decks
- Command I (remove the "Heroic Leadership" card from the deck)
- Desert Tactics I (Shared, remove the "Fill Sandbags" and "Sniper Attack" cards from the deck)
- Deployment Zone
- Any hex with an orange border.

GERMAN SETUP

DIVISION 1

• 2 Panzer IV Tanks

DIVISION 2

• 2 Panzer III Tanks

- · Starting Strategy cards: 2
- Strategy Decks
- Disruption I (remove the "Disrupt Food Supplies" and "Disrupt Medical Supplies" cards from the deck)
- Desert Tactics I (Shared, remove the "Fill Sandbags" and "Sniper Attack" cards from the deck)
- Operations Card
- 019 Panzer IV Ausf. E
- Deployment Zone
- Any hex with a gray border.



SCENARIO DETAILS

- Rounds: 8
- Starting Initiative: British
- · Actions per Turn:
- 2 actions per nation

REINFORCEMENTS

Both sides receive reinforcements as noted below:

Status Phase 1:

British Division 1:

- 1 Matilda Mk. II Tank British Division 2:
- 1 Crusader Mk II Tank German Division 1:
- 1 Panzer IV Tank German Division 2:
- 1 Panzer III Tank

Status Phase 2:

British Division 1:

- 1 Matilda Mk. II Tank British Division 2:
- 1 Crusader Mk. II Tank
 German Division 2:
- 1 Panzer III Tank

TERRAIN FEATURES

- None



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