

FALL OF TOBRUK

Scenario Design: Bill Jaffe with Dana Lombardy

After failing to capture Tobruk in 1941, the German Afrika Korps tried again in 1942. In May and June the reinforced German forces, now named Panzer Army Afrika, broke through the British Gazala line defenses and captured this key Libyan port. Rommel was promoted to Field Marshal and moved his army into Egypt, towards El Alamein.

OBJECTIVE:

The Germans immediately win if they control the victory objective marker on map 21B at the end of a game round **and** have moved two or more tanks off the board from any of the blue shaded hexes.

The British win if the Germans are unable to fulfill their objective by the end of game round 8.

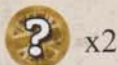
Defeat is one thing, disgrace is another.

—Prime Minister Winston Churchill

BRITISH SETUP

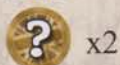
DIVISION 1

- 7 Squad Bases
 - 19 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew
- 1 QF 6-Pounder AT Gun



DIVISION 2

- 6 Squad Bases
 - 14 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
- 1 QF 6-Pounder AT Gun



- Starting Strategy Cards: 3
- Strategy Decks
 - Artillery I
 - Desert Tactics I (remove the "Dust Cloud" card from the deck)
- Operations Card
 - 013 Desperate Defenders
- Deployment Zone
 - Any hex on maps 16B, 21B, and 18B.

GERMAN SETUP

DIVISION 1

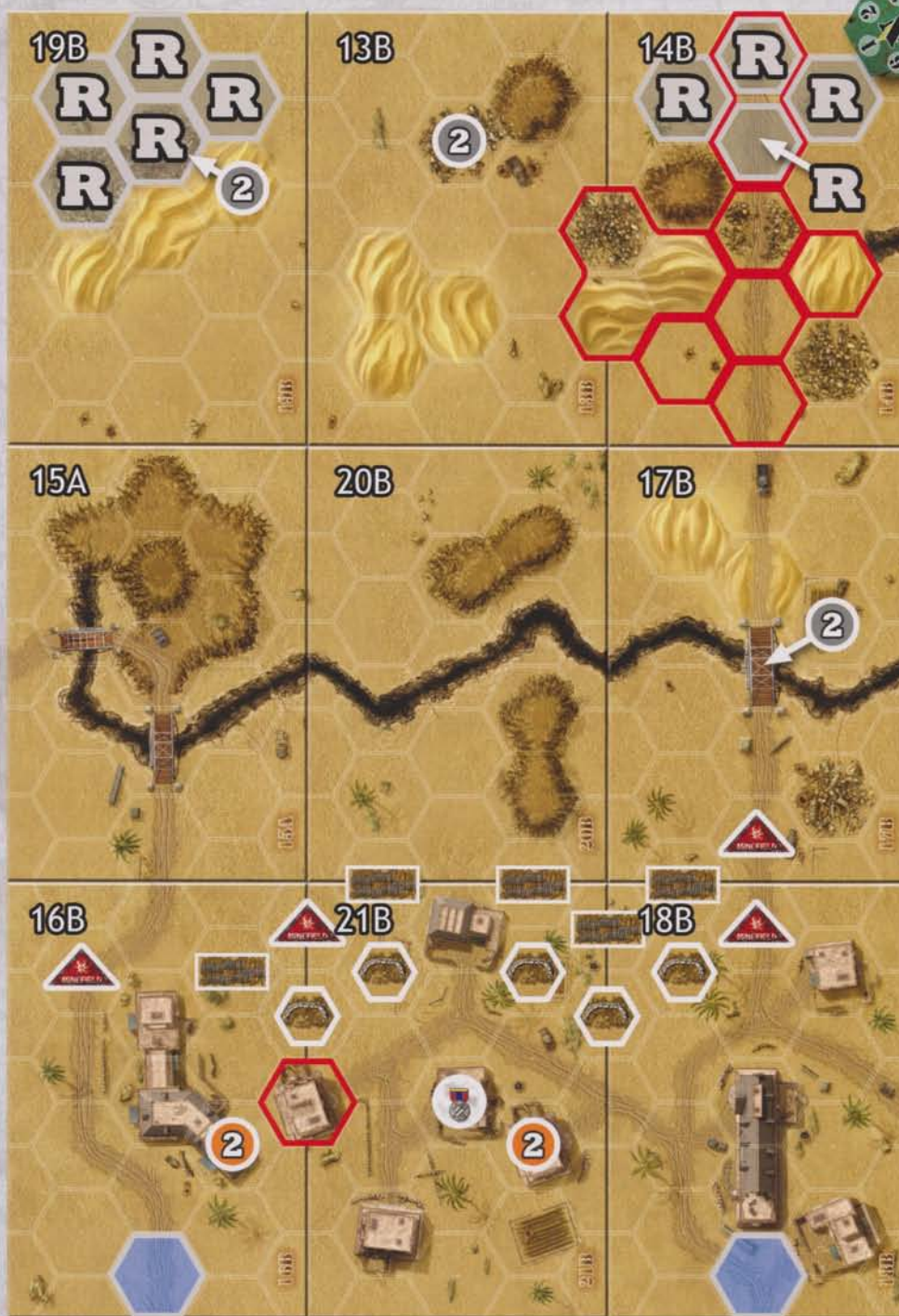
- 2 Panzer IV Tanks

DIVISION 2

- 4 Squad Bases
 - 11 Regular Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew
- 1 Panzer III Tank



- Starting Strategy cards: 3
- Strategy Decks
 - German Air Support I (remove the "Tactical Bombing" card from the deck)
 - Artillery II
- Operations Card
 - 019 Panzer IV Ausf. E
- Deployment Zone
 - Division 1: Any hex with a gray border on map 14B.
 - Division 2: Any hex with a gray border on map 19B.



SCENARIO DETAILS

- Rounds: 8
- Starting Initiative: Germans
- Actions per Turn: - 3 actions per nation

SPECIAL RULES

- Blue shaded hexes represent exit points for the German tanks. A German tank on a blue shaded hex may spend 1 movement point to exit the board.

REINFORCEMENTS

The Germans receive reinforcements as noted below:

Status Phase 1:

German Division 1:

- 7 Squad Bases
- 15 Regular Infantry
- 7 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
- 4 Opel Blitz Trucks
- 3 Specialization Tokens
- 1 Medic
- 1 Alpha Unit
- 1 Engineer

Status Phase 2:

German Division 2:

- 4 Squad Bases
- 12 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 4 SdKfz 251 Half-Tracks
- 2 Panzer III Tanks
- 2 Specialization Tokens
- 1 Flamethrower
- 1 Engineer

TERRAIN FEATURES

- 5 Entrenchments
- 5 Razor Wire
- 4 Minefields

