

THE CAULDRON

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The Cauldron was a position caught between Lieutenant-General Neil Ritchie's fully-supplied army, which vastly outnumbered the Germans, and a mine field which prevented Rommel from reaching his supplies. Rommel had blitzed through British defenses and captured Tobruk, but out-ran his supply chain, which would be a major theme for the German desert campaign. The situation was so bad that Rommel was hours away from asking the British for terms.

OBJECTIVE:

German Division 2 must link up with a Panzer IV Tank from Division 1 to simulate the arrival of the fuel convoy. Once an Opel Blitz Truck ends its movement in a hex with a Panzer IV Tank, all movement restrictions are immediately removed. The Germans win if they control the victory objective marker at the end of any game round after the Division 1 movement restrictions are removed.

But I agree that we cannot go on like this. If we don't get a convoy through tonight, I shall have to ask General Ritchie for terms.

—General Erwin Rommel

This was one of the heaviest blows I can recall during the war. Not only were the military effects grim, but it affected the reputation of British arms... Defeat is one thing, disgrace is another.

—Prime Minister Winston Churchill

BRITISH SETUP

DIVISION 1

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 3 Crusader Mk. II Tanks
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1

DIVISION 2

- 4 Squad Bases
- 11 Regular Infantry
- 1 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Matilda Mk. II Tank
- 1 Crusader Mk. II Tank
- 1 QF 6-Pounder AT Gun
- 1 Bren Gun Carrier



x1

- Starting Strategy Cards: 0

Strategy Decks

- Desert Tactics I (Shared)
- Disruption I (Shared)

Deployment Zone

- Division 1: Any hex with an orange border on map 15B.
- Division 2: Any hex with an orange border on map 16B

The QF 6-Pounder AT gun must be placed in the hex containing the entrenchment marker on map 19B.

GERMAN SETUP

DIVISION 1

- 3 Squad Bases
- 6 Regular Infantry
- 5 Elite Infantry
- 1 Officer
- 6 Panzer IV Tanks
- 3 SdKfz 251 Half-Tracks



x1

DIVISION 2

- 2 Squad Bases
- 3 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 2 SdKfz 251 Half-Tracks
- 3 Opel Blitz Trucks

- Starting Strategy Cards: 0

Strategy Decks

- Desert Tactics I (Shared)
- Disruption I (Shared)

Deployment Zone

- Division 1: Any hex with an gray border on map 14B.
- Division 2: Arrives as reinforcements during the Status Phase of game round 1 on the marked hexes on map 17B



SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: British
- Actions per Turn:
 - 3 actions per side

SPECIAL RULES

- All German Division 1 Tanks and Half-Tracks have their movement halved until an Opel Blitz Truck ends its movement in the same hex as a Panzer IV Tank. This simulates the Italians linking up with Rommel and delivering the much-needed fuel.
- Minefields cannot be placed on a victory objective hex, a command objective hex, or the bridge.

REINFORCEMENTS

- See the German deployment instructions.

TERRAIN FEATURES

- 1 Entrenchment
- The crevasse running across the board represents the minefield which was trapping the Germans. Treat each crevasse hex (except the bridge hex) as a permanent minefield.

