# 0

## 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.

BRITISH SETUP

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

### **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



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### **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



XI

### · 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

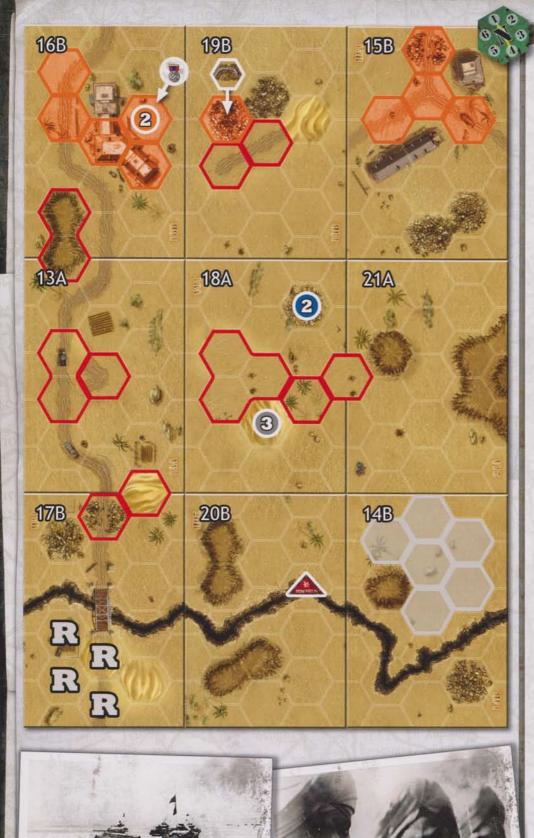


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### **DIVISION 2**

- · 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 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.