

CAPTURE THE OASIS

Scenario Design: Nate Beck

In the vast stretches of North African desert, settlements are sparse and scattered. A British recon patrol has reached a remote oasis town shortly ahead of their German counterparts. The British have set up camp around the oasis as the German advance scouting party arrives. The scouts on both sides are preparing the way for armored units that are following shortly behind. Who will win control of this vital water resource?

OBJECTIVE:

The side that controls the oasis by the end of game round 5 is the winner. The oasis is controlled by controlling the most neutral command objectives in the buildings adjacent to the pond hex on map 21B.

At the end of game round 5, tally the number of controlled buildings for each nation. Victory conditions are:

Major Victory: You control all 3 buildings.

Minor Victory: You control at least 1 more building than your opponent.

Draw: Both players control the same number of buildings.

(Note: a unit does not need to remain in a hex in order to maintain control over it.)

BRITISH SETUP

DIVISION 1

- 5 Squad Bases
- 15 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x1

DIVISION 2

- 1 Squad Base
- 4 Regular Infantry
- 2 Bren Gun Carriers
- 1 Bedford OY Transport
- 1 QF 6-pounder AT Gun

- Starting Strategy Cards: 1

- Strategy Decks

- Desert Tactics I (Shared)

- Operations Cards

- 014 No Surrender

- 013 Desperate Defenders

- Deployment Zone

Any hex on map 21B. The Bedford OY Transport and the QF 6-Pounder AT Gun must be placed in the same hex as the entrenchment.

GERMAN SETUP

DIVISION 1

- 7 Squad Bases
- 21 Regular Infantry
- 5 Elite Infantry
- 2 Officers



x1

DIVISION 2

- 2 SdKfz 251 Half-Tracks

- Starting Strategy Cards: 1

- Strategy Decks

- Desert Tactics I (Shared)

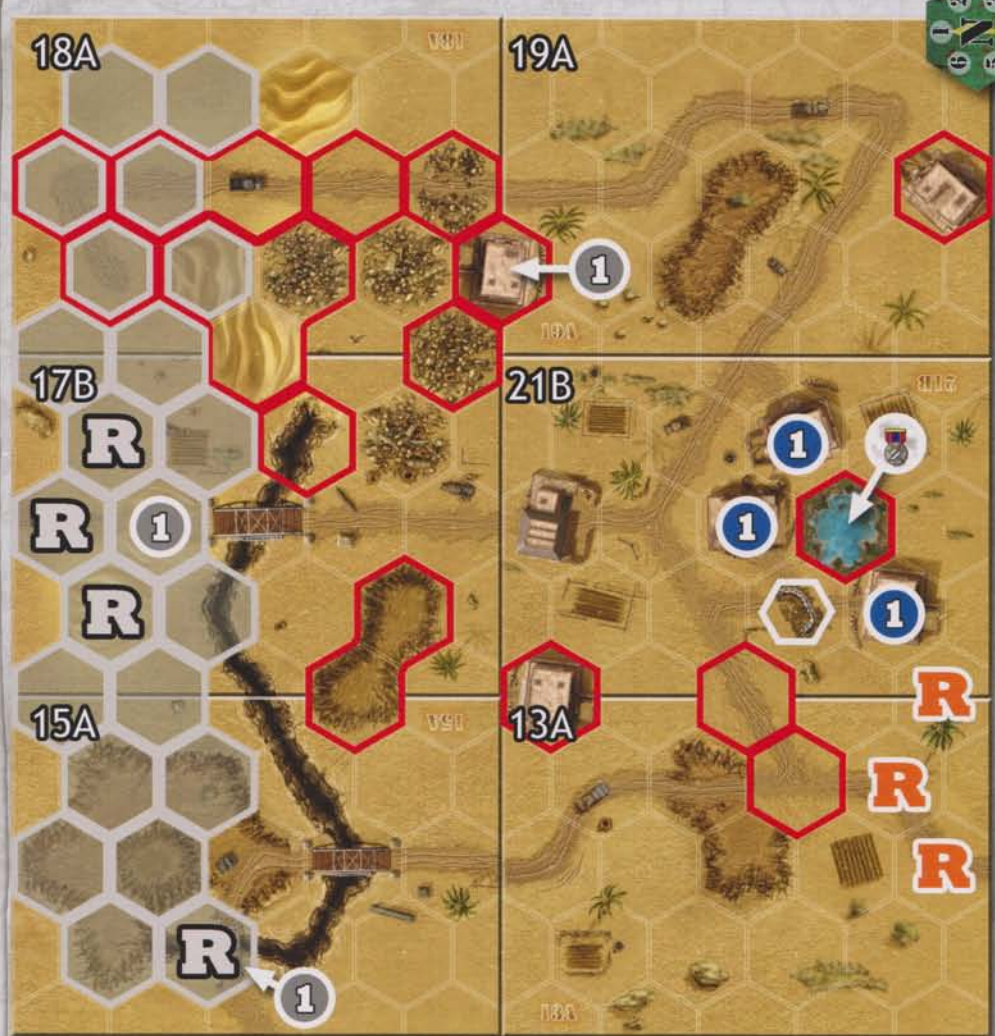
- Operations Cards

- 006 Merciless Assault

- 019 Panzer IV Ausf. E

- Deployment Zone

Any hex with a gray border on maps 18A, 17B, and 15A.



SCENARIO DETAILS

- Rounds: 5
- Starting Initiative: Germans
- Actions per Turn:
 - 2 actions per side

SPECIAL RULES

- The oasis hex cannot be entered. The victory objective marker is considered controlled if you control more building hexes around the oasis hex than your opponent controls.

REINFORCEMENTS

- Both sides receive reinforcements as noted below:

Status Phase of game round 1:

German Divisions:

- 2 Panzer III Tanks
- 1 Panzer IV Tank

Status Phase of game round 2:

British Divisions:

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

TERRAIN FEATURES

- 1 Entrenchment

