

HISTORICAL SCENARIO

BNA SCENARIO: OPERATION CRUSADER

BY RICHARD BERG

Game Length: The scenario starts with the November, 1941 Turn (mid-month), and ends at the conclusion of the January 1942 Turn. It should take about 1-2 hours to complete the 2 and 1/2 turns.

Maps: Use the Libya map.

Initiative: The Allied Player automatically has the Initiative for the November 1941 turn.

Random Events: Do not use. However, the Allied Player may use Event "F" (Allied Naval Bombardment) in any one turn, his choice.

Initial Axis Deployment (see Unit Chart, page 5)

AM Available: Trieste, Brescia, Trento, Pavia, Ariete, 90 Light, Bologna, 15 Pzr, 5/21Pzr, Savonna, BrgCrzSp

LOG Control: Axis controls all villages in Libya, plus Sidi Omar (3042)

Air Available: The Axis player has two Air available for November; for December-January, when rolling for air subtract one from final result. The Axis may use all Air Markers he rolls for without RP.

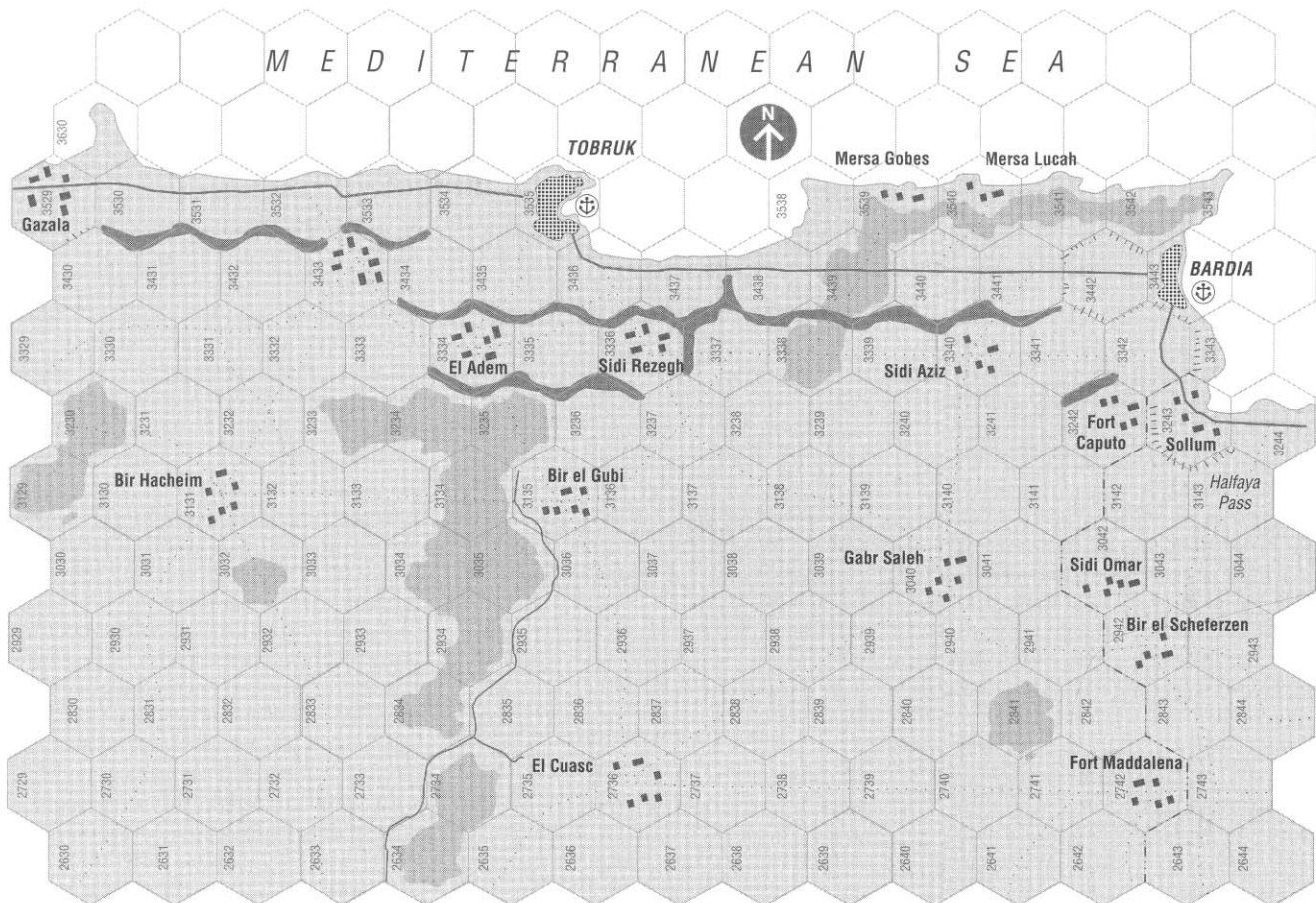
Refit: Not allowed this scenario.

Rommel: Automatically present November turn; roll for Dec-Jan.

Reinforcements (Reduced from the Chart to account for realities of movement.) (*In Libya Transit Box*) BrigCrzSpec HQ (includes III and LII Medium Tank Bns); 1 Articerlere (Littorio); II Articerlere; *December 41*: Littorio Division (and AM)

Play Note: *It is doubtful whether the Axis Player will want to waste his AM on these units; but they're there.*

Resource Points: None used for this scenario, although LOC rules apply for using AM.



RBM Sketch-Map showing area of *Operation Crusader* scenario from *Battle for North Africa*, by Rodger B. MacGowan ©1997

BATTLE FOR NORTH AFRICA

Use Of AM: The Axis Player may use 8 AM (only one from each HQ though) for the November turn; all other turns he may use a total of 15 AM. The Commander AM is always free (but, as usual, replaces the HQ AM, which do count).

Initial Allied Deployment

(see Unit Chart, right)

AM Available: 70th Inf, 4th Indian, 2 NZ, 7th Armor, 1 SA

LOG Control: Village control not important. Allied units must trace LOC off map, into Egypt via any road/track 2743-3244.

Air Available: The Allied player has four Air available for November; for December-January, roll normally. He may use all available air each turn. Refit: In the January 42 Turn, the Allied player may Refit any one, Reduced Indian infantry unit. All refit rules apply (except for payment of RP, which does not).

Reinforcements (Reduced from the Reinforcement Chart to account for realities of movement): In the December, 41, turn, the 2/1 Armored Bgde and the 12 Lancer Recon may enter through any hex 3244-2844. Note the 1st Arm HQ is not present, so there are no AM for these units.

Resource Points: None used for this scenario, although LOC rules apply for using AM.

Use Of AM: The Allied Player may use all available AM. Exception: see 1st Turn AM.

Commander: Auchinleck is automatically available November and December; roll for January.

Victory:

The Allied player must relieve Tobruk. He does this by establishing a LOC from Tobruk off the eastern edge of the map by the end of the scenario. If he fails to do this, the Axis wins.

OPERATION CRUSADER, 1941-42	
Initial Axis Deployment	
HEX	UNIT(s)
3529	288 Sondverbond
3331	Trieste Div HQ (includes the 65 and 66 Trieste infantry)
3534	Brescia Division; Trento Division (foot); 21/Trieste Artillery
3334	Pavia Division
3135	Ariete Div HQ (includes 132 Armor, 8 Bersaglieri, Nizzi Recon, 132 Artillery; 5th AT (attached))
3335	90th Light HQ (includes 361 Africa Mtrzd [Reduced] and 190th Artillery); Arko 104 Artillery attached
3436	Bologna Division; 155/90Lt Inf [Reduced]
3438	15Pzr HQ (includes 1/8 Pzr [Reduced], II/8Pzr [Reduced], 115th Mtrzd Inf [Reduced], 33 Recon, 33 Artillery, 33 AT); 200/90Lt Infantry [Reduced]
3337	104 (5/21Pzr) Mtrzd Inf [Reduced]; 155 (5/21Pzr) Artillery
3338	Rommel; 5/21PzrHQ (includes I/5 and II/5 Panzers [both Reduced])
3340	3 (5/21Pzr) Recon
3342	9th Bersagliere (Trieste); BOX
3243	39 AT, 1/18 AT; BOX
3142	Savonna Division; BOX
2941	RECAM Recon
3443	(BARDIA) Fort.Level-1

Initial Allied Deployment	
HEX	UNIT(s)
3535	(TOBRUK) 70th Inf HQ (includes 14, 16, 23Inf); 3/2 Armored Brigade [a] ; Polish Bgde; 1/104 RHA Artillery; 4/18 Artillery. Fort. Level-2
3044	4/11 Indian Inf
2943	4 Ind Div HQ (includes 5, 7 Indian Inf); 2 NZ Div HQ (includes 4,5,6 infantry); KDG Recon (2 Arm)
2843	Auchinleck [b]; 7 Arm Div HQ (includes 4/7 Arm Bgde, 7/7 Arm Bgde, 7 SptGrp, 11 Hussars)
2743	1 SA Div HQ (includes 1,2,5 SA inf); 22 Arm Bgde; 22/200 Mtrzd Inf; 4-6 SA AC Recon

a = This unit was re-designated 32nd Armored Tank Brigade in October.

b = First Turn AM: Placement of Auchinleck allows the Allies to use the Command AM as their Initiative pick, activating all adjacent units/HQ (and substituting for the following AM: 7Arm, 2Arm, 1 SA, 4 Ind, 2 NZ, and the Independent). That's all the on-map HQ (except for the 70th). In addition to this, then, the Allied Player may place in the pool any 3 available AM (in addition to those used with the Commander). This applies only if he uses the Commander as above. Otherwise, he may use 1 AM from each available HQ.