

**Gazala 1942**  
**Avalanche Press**  
**After-Action Report**  
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**February 16, 2014**

This is an after-action report of a solitaire game of Avalanche Press' *Gazala 1942*. I played it on a vertical gaming wall, using counterclips. This was my first playthrough of the game. I played the "Operation Aida" scenario, which runs from the beginning of the offensive through the end.

Game Description

This summary is intended to give experienced wargamers an idea of the most important rules of the game. Assume the usual conventions apply otherwise.

*Gazala 1942* is about the Axis offensive in Libya in May-June 1942. Both the Allies (British, South African, Indian, and French) and Axis (German and Italian) were planning to attack, but the Axis struck first. The historical outcome was that the Allies lost Tobruk and were driven off the map, retreating until they finally stopped at El Alamein. The game covers May 25-June 22, using daily turns. Units include infantry brigades and regiments, with armor, flak, armored car, and some infantry battalions. Headquarters are represented separately, as is Rommel himself.

The map art has generated some comments among wargamers. It has the look of a situation map, with tape mendings, a pencil, a compass, a "Kilroy was here" doodle, ink stains, and even blood stains. In practice, once you get playing those things fade out of your awareness. There isn't much terrain in the desert. The most prominent features are the large bands of Allied minefields, which figure prominently in play. There are also escarpments and hills, plus a fortified line around Tobruk. There are some desert tracks, which aid movement but not supply. The well-known coast road runs on the north edge of the playable area, and it is crucial for supply.

The sequence of play uses a chit-pull mechanism, with both sides drawing from the same cup. The number of formations that go into the cup is determined by rolling on a command limits table each turn. The sides choose which formation chits will go into the cup each turn. However, the Allied side must choose one more formation than they will be able to use. Formations on the Axis side are corps, while on the Allied side they are divisions. The Allies have a number of independent units that may be activated by any formation, although not more than once per turn. Rommel functions as a special kind of formation. His chit is put into the cup as an addition to the Axis command limit, if they roll higher than a 2 on the table. When drawn, he is subject to an activation die roll of 3-6. If he passes that, Rommel can activate the units he is stacked with, even if they have (or will be) activated by their regular HQ. The rules also have an "operational halt" rule, where each side has to roll after its second and subsequent activation to see if his turn ends prematurely. In practice, this seldom occurs.

Units are in supply if they are within command range of a friendly HQ (3-5 hexes, depending on the HQ), which in turn can trace a supply line of no more than 20 hexes to the coast road and then off the map. Early in the game, the Axis supply line can be 32 hexes. Crucially, Axis

supply cannot be traced through unbreached minefields. Units that can trace a line longer than the command range are unsupplied, which reduces movement and attack. Units that can't even do that are isolated, which also reduces defense.

There are two kinds of combat, armored and general (in that order). In armored combat, attacking tank units (and German units with antitank strengths) participate in a roll-to-hit contest, with a 6 (5 or 6 for flak) eliminating an enemy armor step. Defending tank units and infantry with antitank strength do the same. There is a die roll for each lost step, which may convert it into a replacement point (Germans do this better than Italians or British). General combat uses an odds-based CRT, with column shifts for tanks, HQ support, air support (just Axis), and terrain. Attacking is voluntary, but if a player wants to conduct a general attack against a stack with tanks, and he is attacking with tanks, then armored combat is mandatory before the general combat. A very important rule is that only two attacks (total, armored plus general) may be conducted in each activation. General combat outcomes are numbers between zero and three. Half of the result (rounding up) must be step losses. The remainder must be either retreat hexes or step losses (but *not* a combination—one or the other).

Both sides start with some replacement points and get a few more as reinforcements. Points are for infantry (by nationality), tanks, and armored cars. British tank replacements are by *model* of tank: Grant, Stuart, Matilda, Crusader, and Valentine. German and Italian tank replacements are not interchangeable. One point replaces one step. Most units are two steps, although some Allied infantry brigades have three, and some units have only one. Completely eliminated infantry units may not be replaced, although tank and armored car units may be.

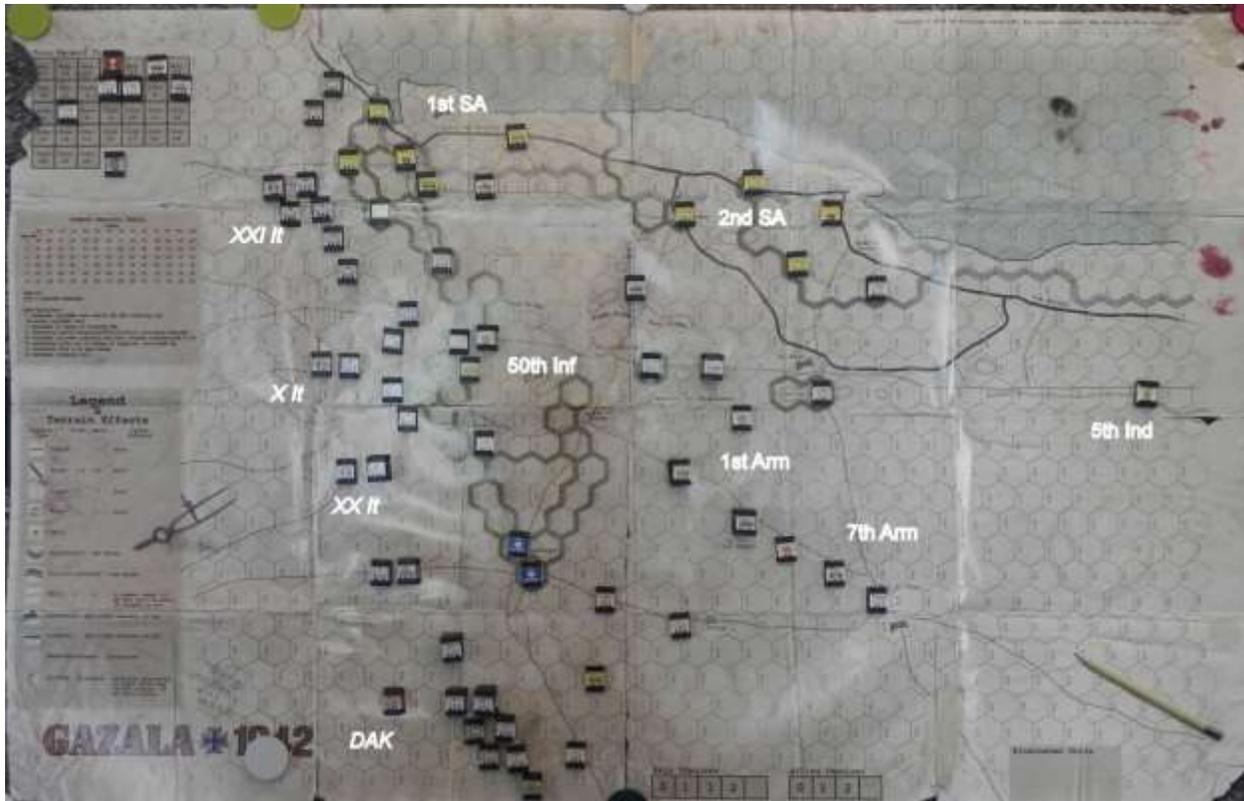
Minefield hex sides may not be crossed by Axis units until breached. Armored combat is prohibited across them, and general combat strengths are halved. Axis supply may not be traced. To breach a minefield, a unit must spend its entire activation trying to do so, succeeding on a roll of 6. On a 1, the unit loses a step. If engineers are present, success is on 5-6 and step loss isn't possible. There are a lot of minefields, and it's a long way around them from the coast road.

Stacking is five units, but no more than one brigade/regiment, except that two brigade/regiments from the same formation can stack together. A stack with a brigade/regiment or at least three battalions has a zone of control. Units pay an extra movement point to enter a ZoC and half their movement allowances to leave one. Movement directly from one controlled hex to another is not allowed. ZoCs block supply. Stacks retreating into a ZoC must lose an extra step.

Armored car units have the special ability to displace by one hex whenever an enemy unit comes adjacent to them. They have to do this immediately, and there is no limit to how often they can do it in a turn.

### Initial setup

The game begins on May 26, with the German *Afrika Korps* (15th and 21st Panzer, 90th Light) about to do an end-run around the southern edge of the Allied minefields.



Initial setup

Axis Replacements: 1 German, 1 Italian tank

Allied Replacements: 1 Stuart, 4 Grant, 2 Crusader, 1 Matilda, 2 Valentine, 1 armoured car, 1 British infantry.

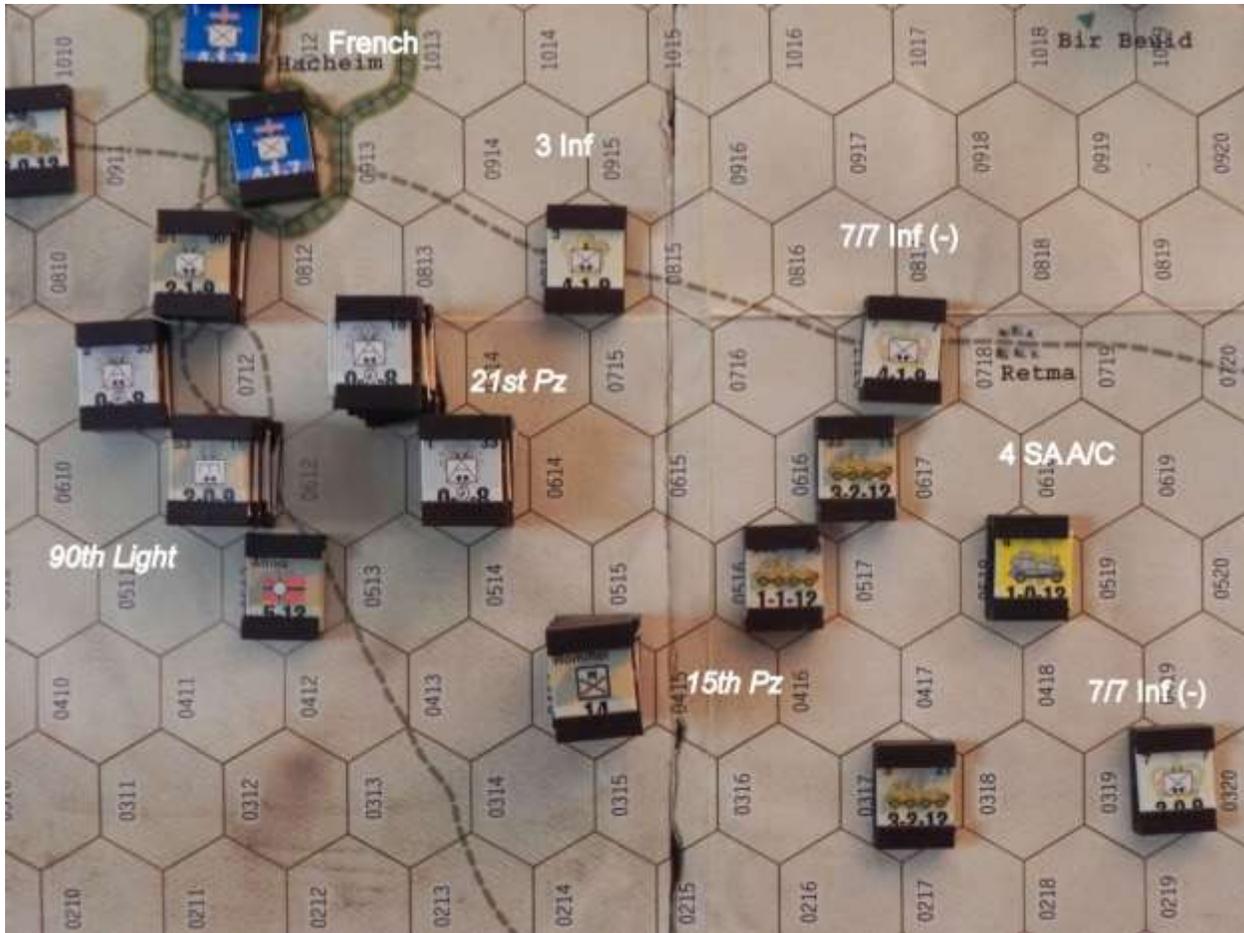
### May 26

As per the special rules, the only chits in the cup are for *Afrika*, *XX Corps*, and *Rommel*. The German air support marker is available at +1.

The first chit pulled is *Afrika*. *15th* and *21st Panzer* move around the end of the minefields and head for the British infantry screen, pushing back the South African armoured cars and the 7/7 infantry battalion along the way.<sup>1</sup> The units of *1/90 Light* are tasked with taking out the 7/7 infantry battalion, aided by their armoured cars and those of *21st Panzer*. *2/90th Light* heads for Bir Hacheim.

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<sup>1</sup> A special rule allows this infantry unit to retreat before combat like an armoured car unit.



DAK impulse

The next chit is *XX Corps*, which consists of *101 Infantry* and *132nd Armor (Ariete)*. Both move towards the narrow part of the minefield defended by *150/50 Infantry*, with an eye towards clearing the way. Two tank battalions and the armoured cars hang back in reserve. No combat this impulse.



XX Italian impulse

The final chit is *Rommel*, who passes his activation check. *Rommel* is stacked with 15 *Panzer*. The stack moves to attack the understrength 7/7 Infantry just west of Retma. There is armor combat, because the British infantry has an armor value, but that has no effect. The combat starts out as 3:1, but it is modified by tanks, HQ support, and air support, to wind up at 7:1. The result is -3, which eliminates the two-step British unit. The Germans occupy the hex. One infantry battalion and the armoured cars are left in the conquered hex while the rest of the division continues the advance to make contact with the British 3rd Infantry Brigade.



Rommel impulse

Axis Replacements: 1 German, 1 Italian tank

Allied Replacements: 1 Stuart, 4 Grant, 2 Crusader, 1 Matilda, 2 Valentine, 1 armoured car, 1 British infantry.

### May 27

Axis command limit: 1. The Axis chooses *Afrika* and still gets *Rommel*. No air support is available.

Allied command limit: 2. Under the rules, the Allied side must choose three chits and then randomly select two for the cup.<sup>2</sup> They choose 1st Armour, 7th Armour, and 50th Infantry.

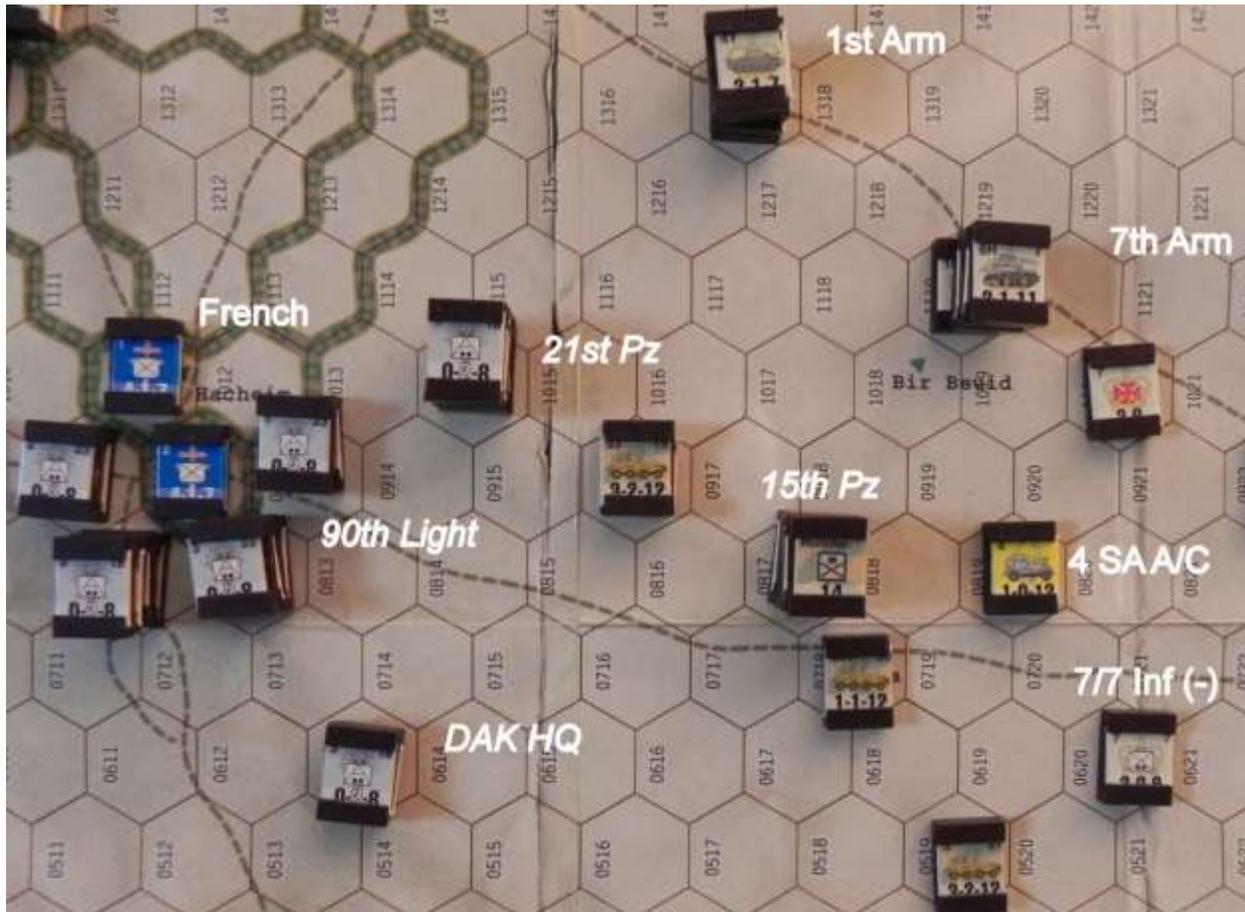
The British hold off on using their infantry replacement point in case they need it more somewhere later

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<sup>2</sup> The counters do not make this easy, as they are printed on both sides. It would be better if the British activation chits were blank on the back, so that one could shuffle them and pick at random without being able to tell which was which. As it was, I had to use a second opaque container so that I could draw the two at random, taking care not to look at them as I transferred them to the activation cup. In retrospect, a better way to do this would be to put them all in the cup and then just ignore the last one drawn.

Several British units are out of supply due to being too far from HQs.<sup>3</sup>

The first chit drawn is *Afrika*. Most of the units of *90th Light* move to invest Bir Hacheim, although the first attempts to breach the minefields fail. *15th* and *21st Panzer* go after 3rd Infantry. The odds are off the chart, and the unit is destroyed. The attacking units advance after combat in all directions.

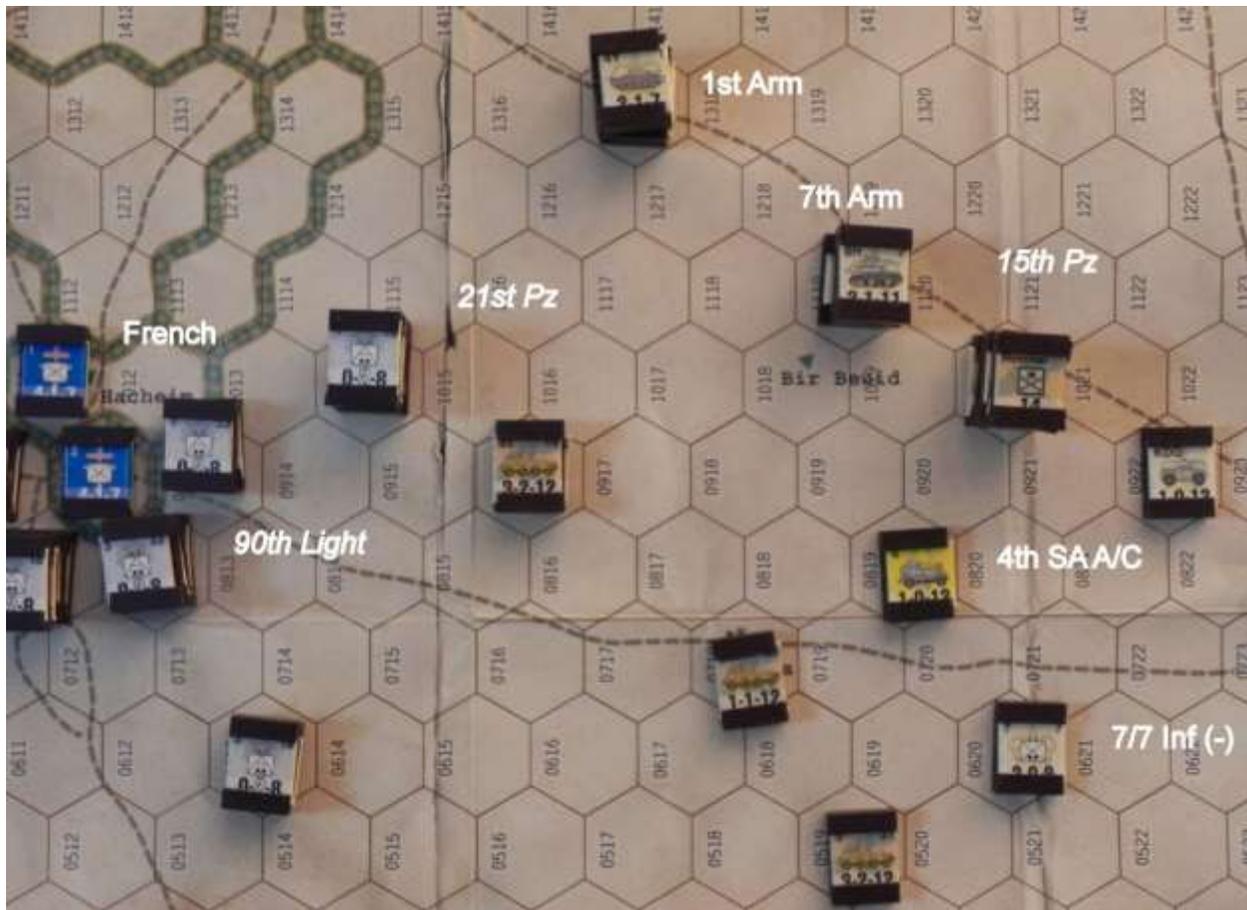


DAK impulse

The next chit is *Rommel*. In the spirit of the blitzkrieg, he takes his *15th Panzer* stack and goes after the 7 Armoured HQ, eliminating it. Surprisingly, the Germans take a step loss in the process.<sup>4</sup> He takes it from the tank unit, reasoning that he can replace that.

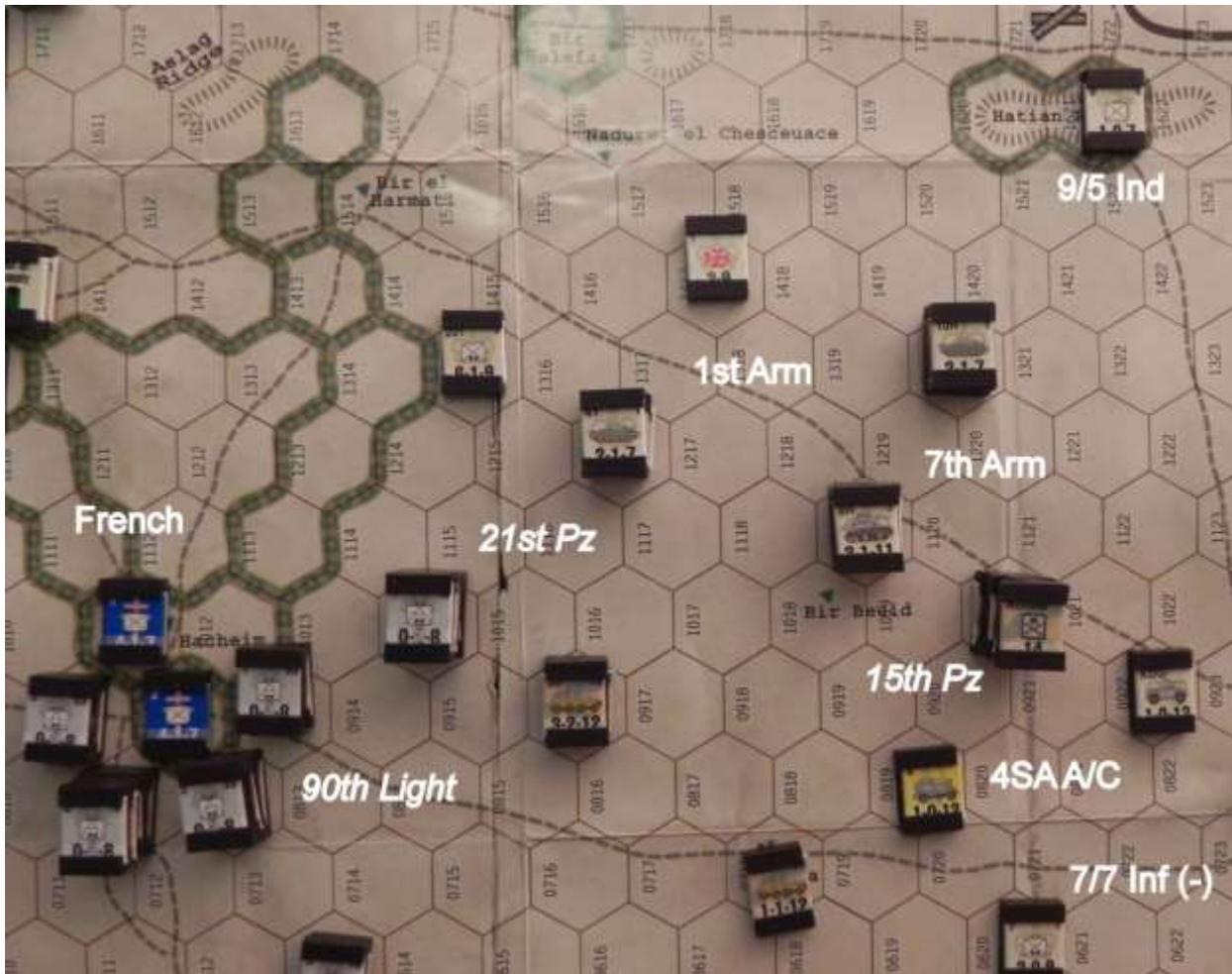
<sup>3</sup> Since there is only one OoS marker in the counter set, I'm using empty counter clips to mark them.

<sup>4</sup> At this point, the 7th Armoured activation chit is supposed to be put on the activation track. However, since I don't know if it is in the cup, I put a blank marker on the activation track as a placeholder until the chit is drawn.



*Rommel impulse*

The next chit is 1st Armour. Finally, the British get to do something. With a big hole in their southern flank, they maneuver two big stacks either side of 7th Armoured in order to prevent further incursions 201/1 Infantry leaves the Knightsbridge Box to plug a hole between the western stack and the minefields.



1st Armour impulse

The last chit turns out to be 7th Armoured, which is immobilized by the loss of its HQ. Thus, the turn ends.

Axis Replacements: 1 German, 1 Italian tank

Allied Replacements: 1 Stuart, 4 Grant, 2 Crusader, 1 Matilda, 2 Valentine, 1 armoured car, 1 British infantry.

May 28

Axis command level: 1. Again, *Afrika* and *Rommel* go in the cup. No air support.

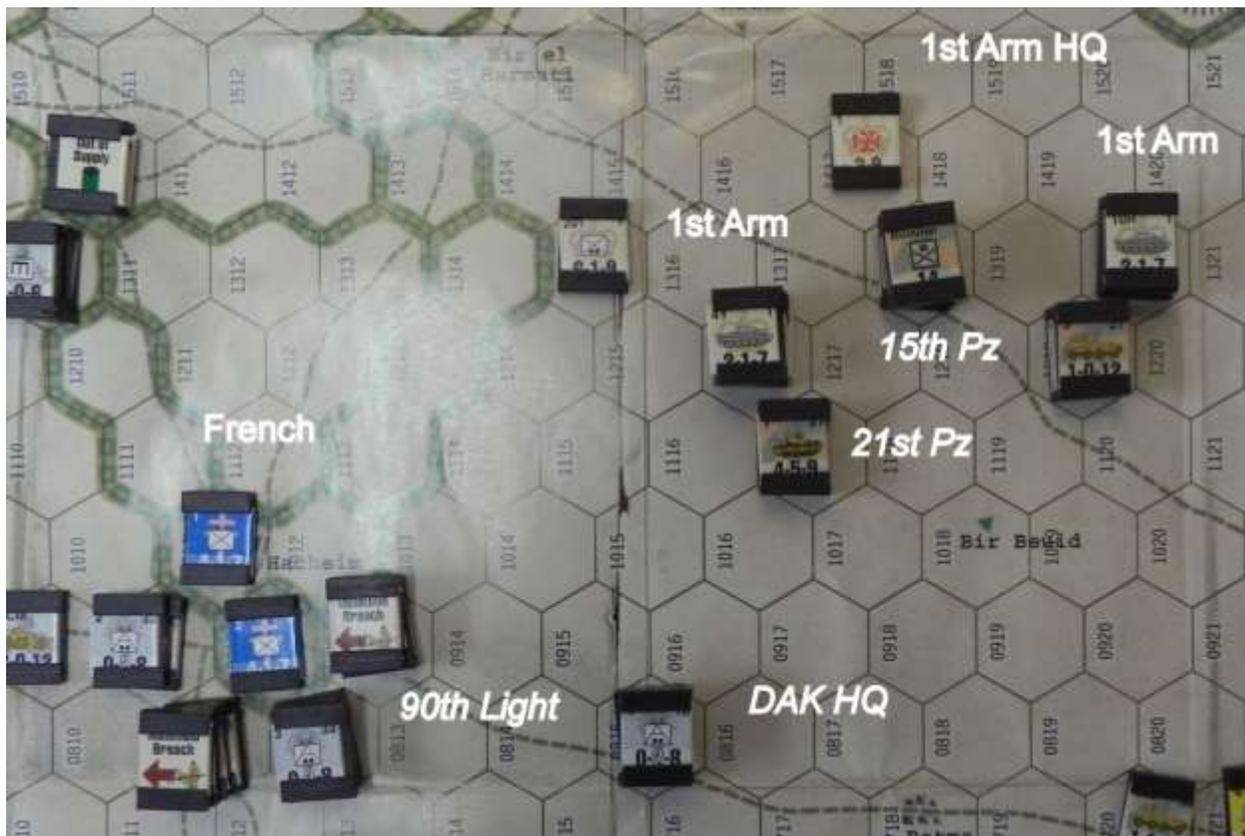
Allied command level: 2. With 7th Armour unavailable until next turn, they choose 1st Armour, 50th Infantry, and 5th Indian.

The Allies get a reinforcement unit, the independent 4th Armour battalion, armed with Valentines. They also gain 2 Grant, 1 Crusader, 1 Valentine, and two infantry replacements.

The Germans use their replacement point to replenish the unit that lost a step in the previous turn.

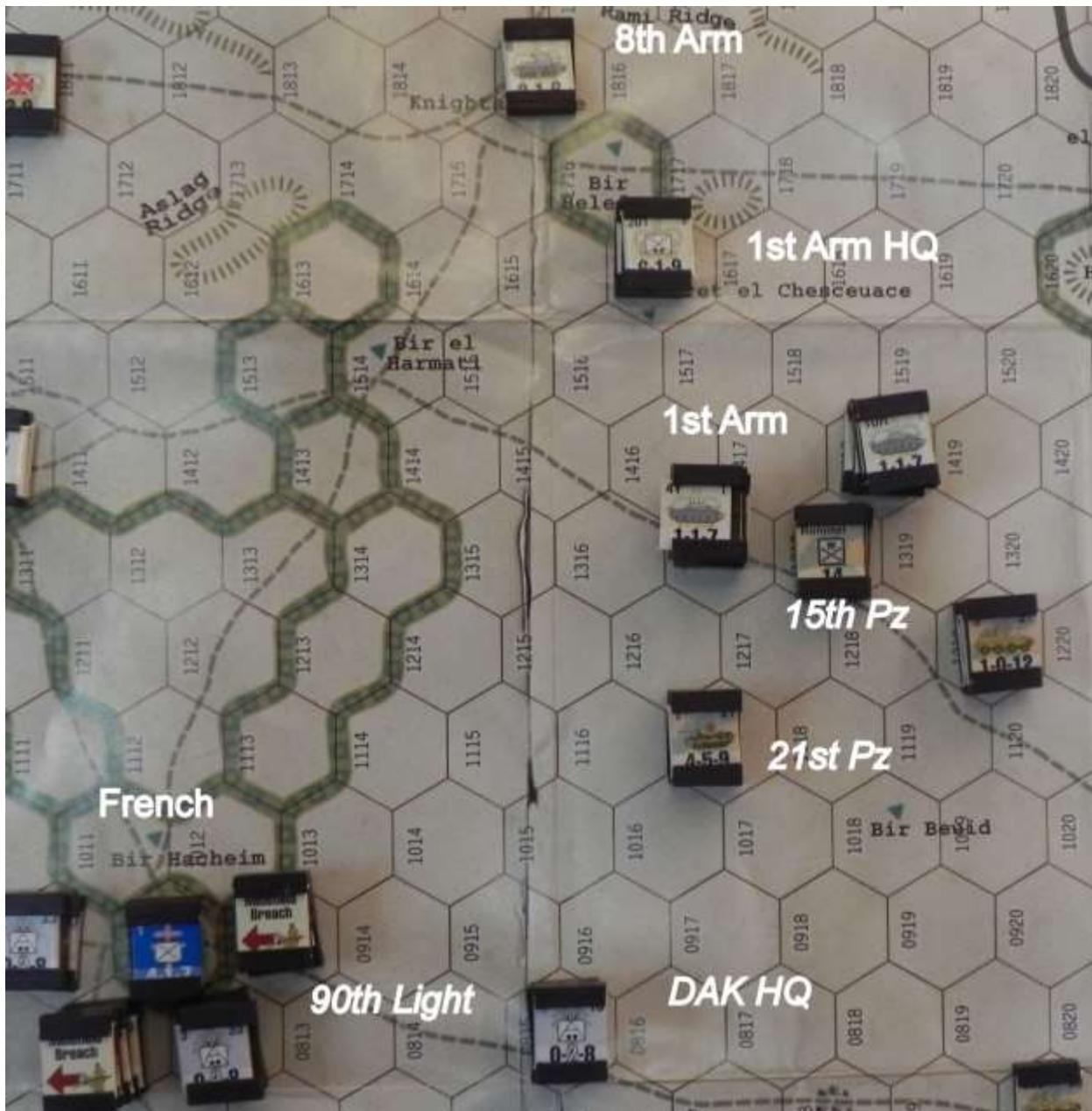
Various British units continue to be unsupplied.

Once again, *Afrika* gets the first activation. *90th Light* attempts to breach the minefields on four sides of Bir Hacheim. Two attempts succeed. There is no assault, because units that attempt to breach minefields can't attack. *15th* and *21st Panzer* team up for a four-sided attack on *7th Armour*. The armor combat is amazingly lopsided, with the Stuarts and Grants losing five steps, while scoring no hits on the Germans. The conventional combat phase mops up the survivors, at the cost of one German armored car step. The Germans advance after combat to put *1st Armoured* in their ZoCs, but leaving *Rommel's 15th Panzer* stack free to maneuver.



*Afrika* impulse

The Allies get a break when *1st Armoured* is activated. This allows them to pull the HQ away from *Rommel's* clutches and move *201/1 Infantry* to protect it. The maneuver elements of *1st Armoured* converge on the *15th Panzer* stack. In the armored combat, the *Crusaders* and *Grants* score five hits, wiping out the two *Panzer* battalions, but they take three hits from the *Panzer III*s. They press their attack home in the regular combat phase and eliminate a German infantry step. Meanwhile, at *Bir Hacheim* the *French* battalions stack in order to form a pricklier hedgehog. Various bits and bobs of independent units around the map try to straggle somewhere useful.



1st Armour impulse

The next chit drawn is *Rommel*, but, stunned by the aftermath of the 1st Armoured attack, he fails his activation roll.

The last chit is 50th Infantry. The HQ shifts a hex to the southwest so that 150/50 Infantry will be in supply next turn. They trundle their reserve Matildas, 44th Armoured, to reinforce 150/50 against *XX Corps* threats. The 6 SA A/C unit is shifted to the minefield just west of Bir El Harmati in case the panzers try to come in the back door.



50th Infantry impulse

Axis Replacements: 2 German Tank, 1 Italian tank. (2 German steps were recovered after the tank battles.)

Allied Replacements: 1 Stuart, 6 Grant, 3 Crusader, 1 Matilda, 3 Valentine, 1 armoured car, 3 British infantry.

### May 29

Axis command level: 1. No *Rommel* (he must be really bummed out). Air support available at +1. Axis puts *Afrika* in the cup to give *90th Light* a crack at Bir Hachem.

Allied command level: 0. Oh, great.

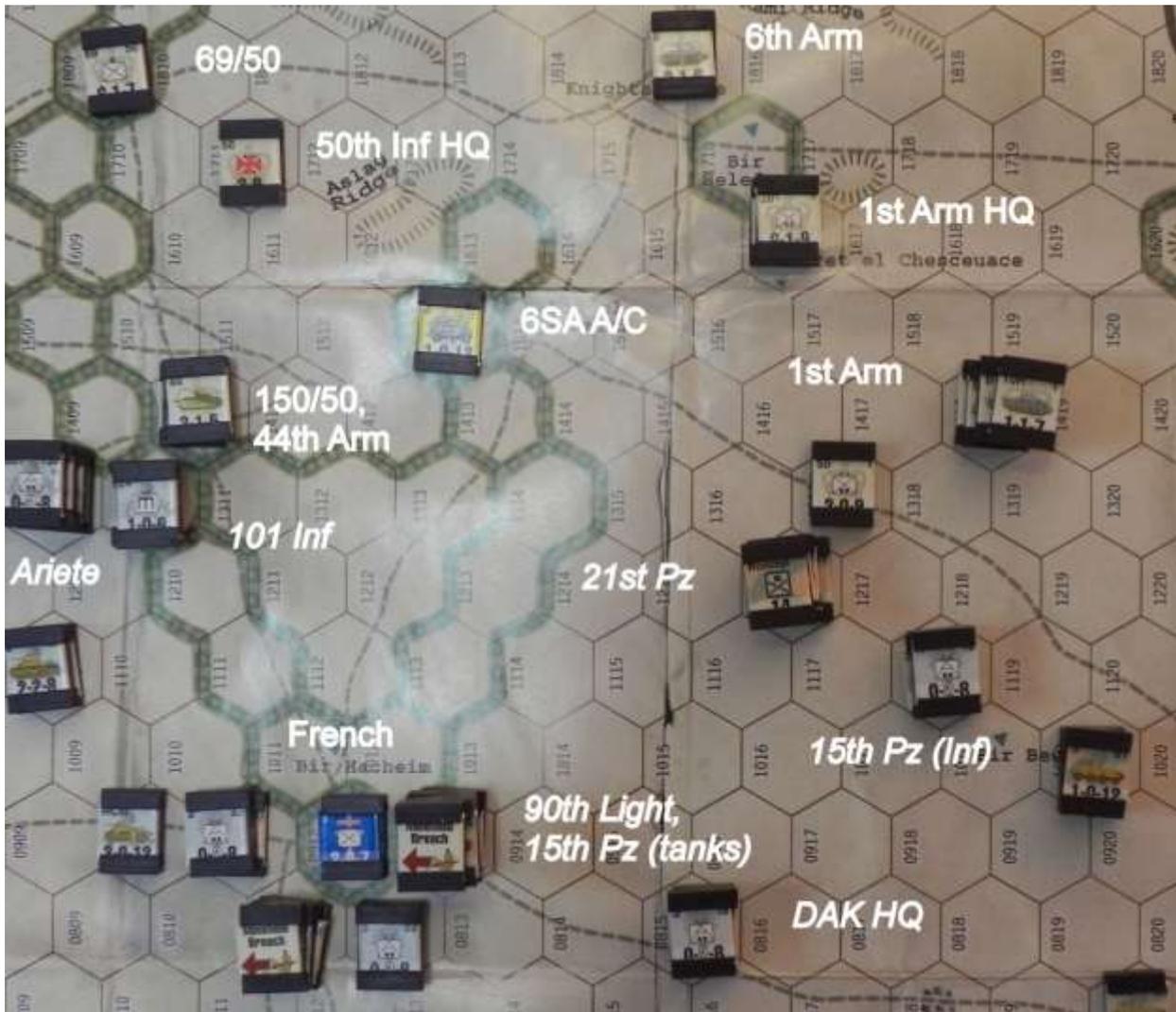
The Germans use their tank replacements to replace *1/15* and *2/15* at half strength, placing them with *Afrika* HQ

7th Armour HQ is available as a reinforcement. It is placed on the map on the coast road. The British use up their Stuart and Grant replacements to replace *3/7*, *5/7*, and *8H/7* (half strength), which are placed with their HQ. They transfer *7/7* Infantry to the control of 1 Armour.

There's only one chit in the cup, and so it's no surprise that *Afrika* activates. The newly replaced tank units move to Bir Hacheim, now that there are gaps in the minefield. The tanks of *21st Panzer* move to attack the western stack of 1st Armour, where they are joined by *Rommel*. The infantry of *15th Panzer* regroup.

The tank battle wipes out all of the British units, with no loss to the Germans. However, they can't wipe out the British infantry, because they need the remaining attack this impulse for *90th Light's* effort.

The attack on Bir Hacheim is a 2:1, but it's shifted for HQ, tanks, engineers, air support, and 4-sided attack. The final column is 8:1. The Frenchies lose three steps, but they are still hanging in there. The Germans lose their engineers.



*Afrika* impulse

Axis Replacements: 1 Italian tank.

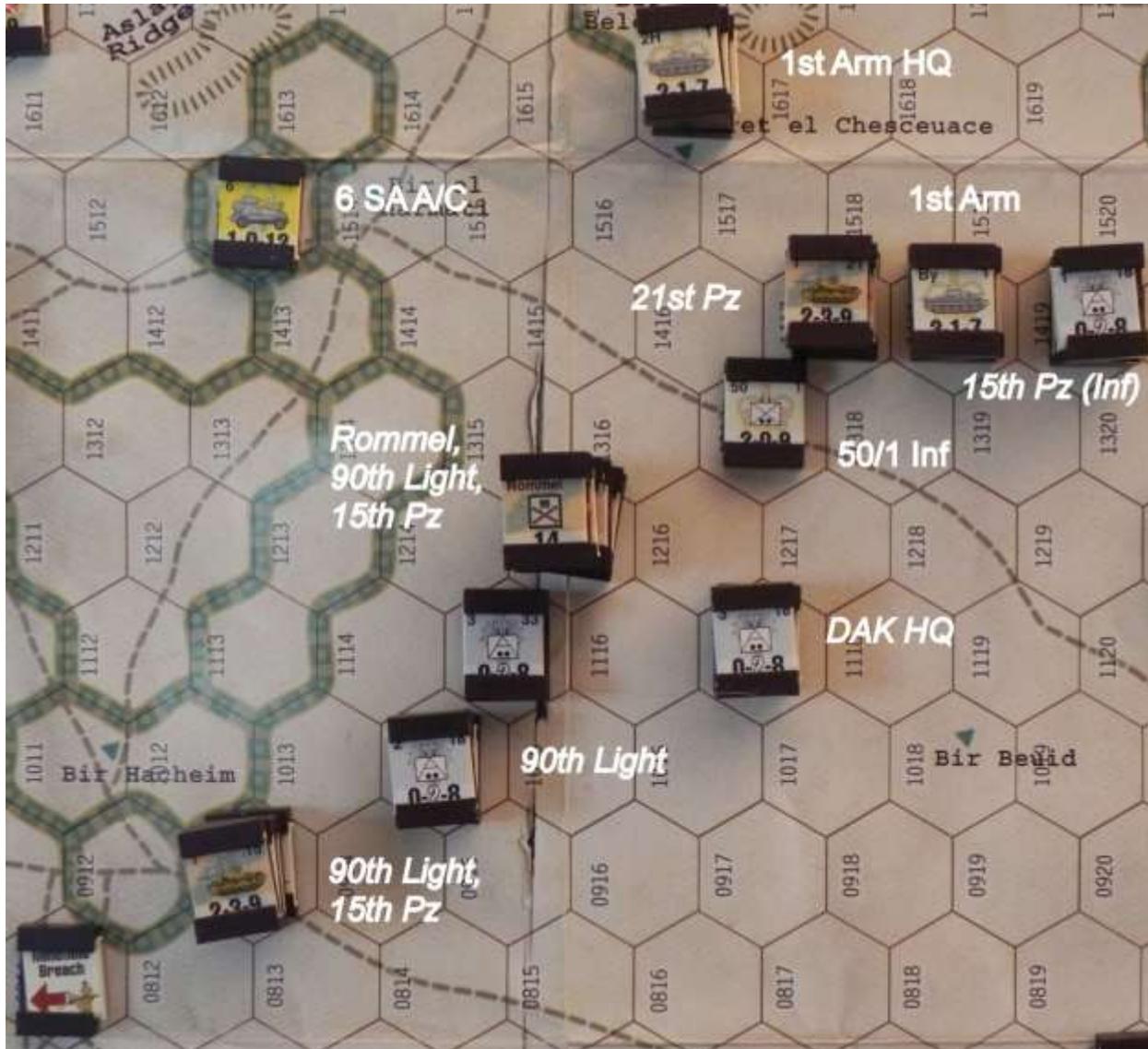
Allied Replacements: 4 Crusader, 1 Matilda, 3 Valentine, 1 armoured car, 3 British infantry.

May 30

Axis command level: 1. They choose *Afrika* yet again, so that they can complete the attack on Bir Hacheim. *Rommel* is available. Air support at +1.

Allied command level: 1. They choose 1st and 7th Armoured.

The Allies use up their Crusader replacements to replace 4H/1 and 1Y/1 at full strength. They place them with 1 Armoured HQ.



*Afrika* impulse

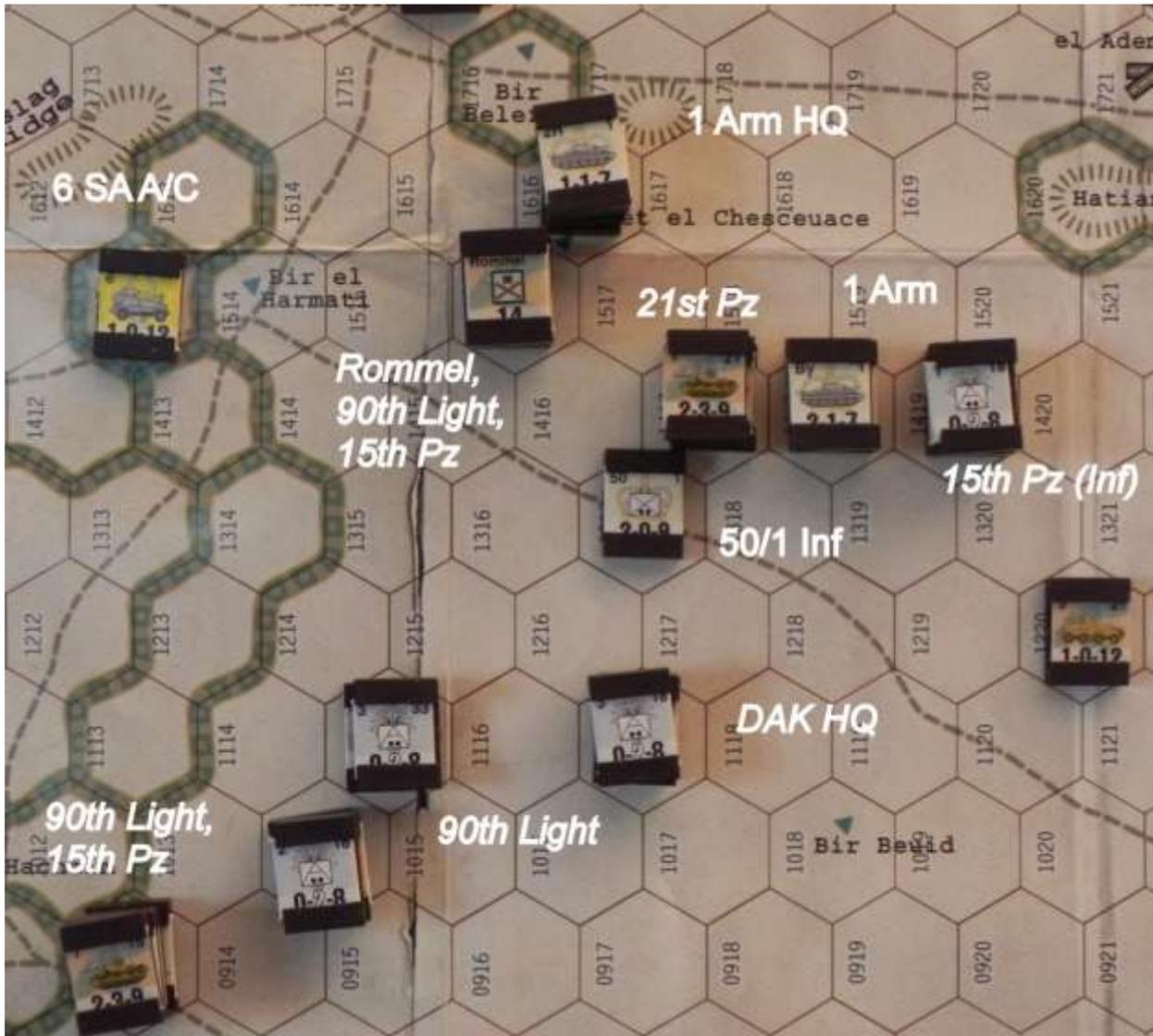
*Afrika* is again the first choice. With the Frenchies severely depleted, most of *90th Light* begins to redeploy northwards. *21st Panzer* moves to attack the remaining 1st Armoured tanks, while the infantry of *15th Panzer* maneuvers to cut them off from supply. *Rommel* joins a task an ad

hoc group of *15th Panzer* tanks and *90th Light* infantry, with an eye towards hitting the 1st Armoured HQ later in the turn.

In the tank battle, the Germans score two hits and take one in return. 10H/1 (*Crusader*) is destroyed and 9L/1 (*Grant*) is reduced, while 1/21 is reduced.

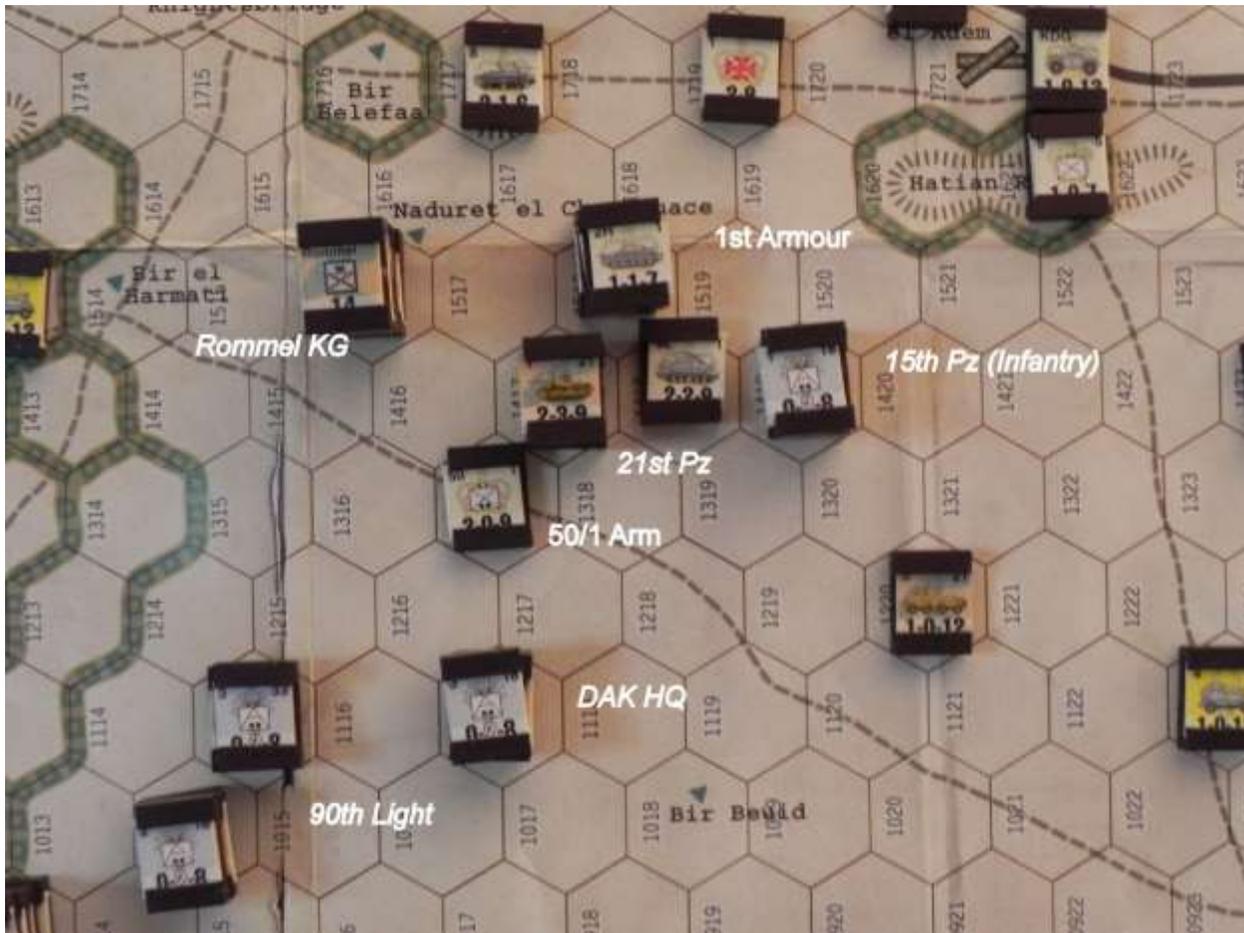
At Bir Hacheim, the French resistance is finally overcome.

Next, *Rommel* activates. He takes his task force against 1st Armoured's HQ as planned. The tank battle reduces 2H/1 (*Crusader*) with no loss to the Germans. The Desert Fox decides not to press home the attack, which would be at 1:1 odds.



*Rommel impulse*

The British chit is 1st Armour. They throw everything they can into rescuing the surrounded stack. It isn't enough. They lose one step in the armoured combat, and two more in the general combat. The Germans take a step loss from their infantry.



1st Armour impulse

Axis Replacements: 1 German tank, 1 Italian tank.

Allied Replacements: 1 Grant, 1 Matilda, 3 Valentine, 1 armoured car, 3 British infantry.

May 31

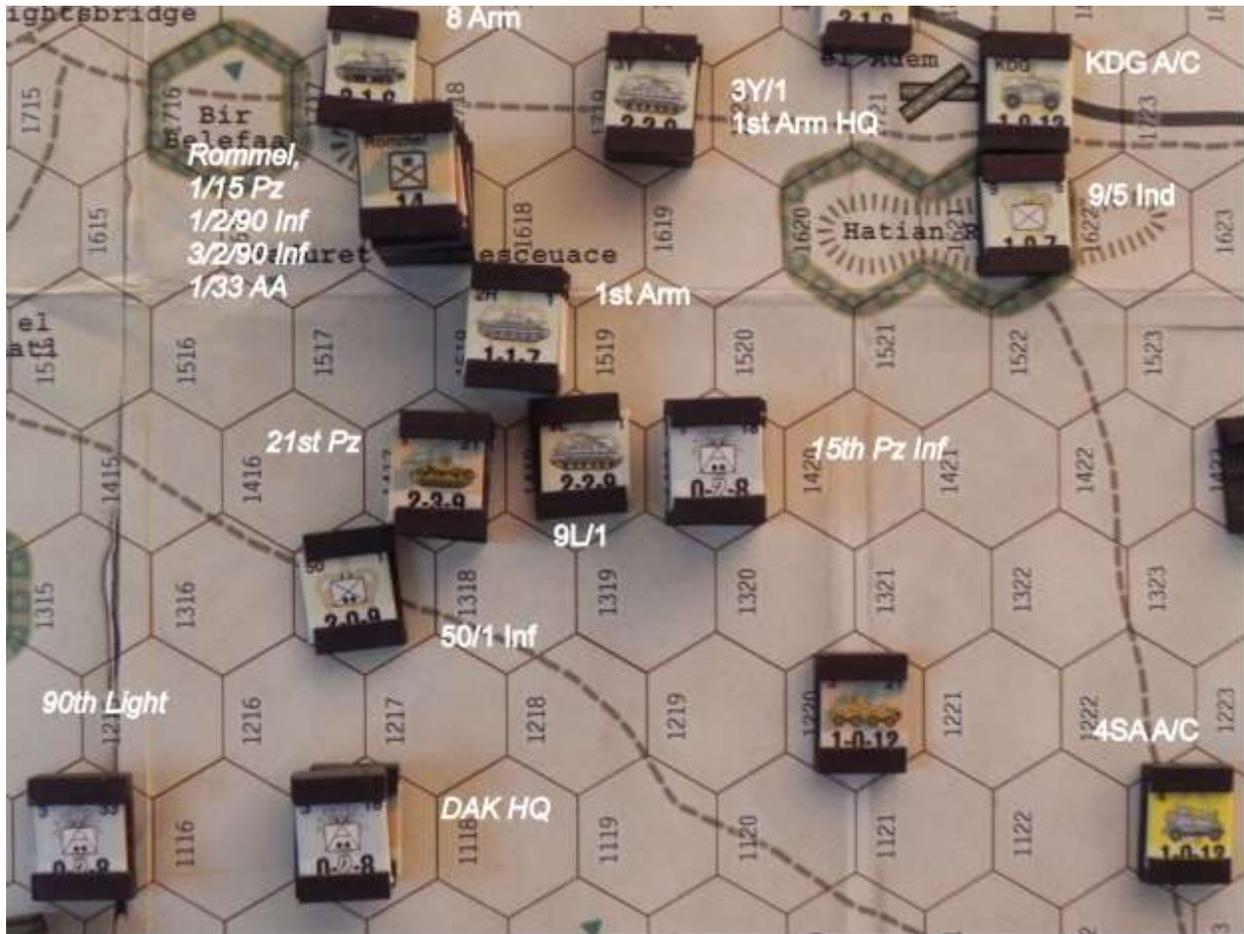
Axis Command Level: 2. They choose *Afrika* and *XX Corps*. They get *Rommel*. Air Support +1.

Allied Command Level: 2. They choose 1st Armour, 7th Armour, and 5th Indian.

The Germans restore *2/15 Panzer*, which is stacked with *Rommel*, back to full strength.

The British replace 3Y/1 Armour (Grants) at half strength and place it with 1 Armour HQ.

The first chit is *Rommel*. His group moves to attack the 1st Armour stack that had made the counterattack in the previous turn. However, despite having 9 armor factors to the British 2, the only result of the tank battle is that the German 33/15 armored car unit is reduced. Given that the odds are about even, the Germans do not engage in general combat. However, this does leave most of 1st Armour surrounded.



*Rommel impulse*

The next activation chit is *Afrika*. *15th* and *21st Panzer* are in the perfect position to surround the remaining strong 1st Armour stack, bypassing a few scattered remnants without ZoCs. *90th Light* streams northward from Bir Hacheim. A task group of infantry, armored cars, and antiaircraft occupies Bir El Harmati, preparing to work on the minefields from the east.

The tank attack eliminates all of the Crusaders, and the general combat mops up the infantry.



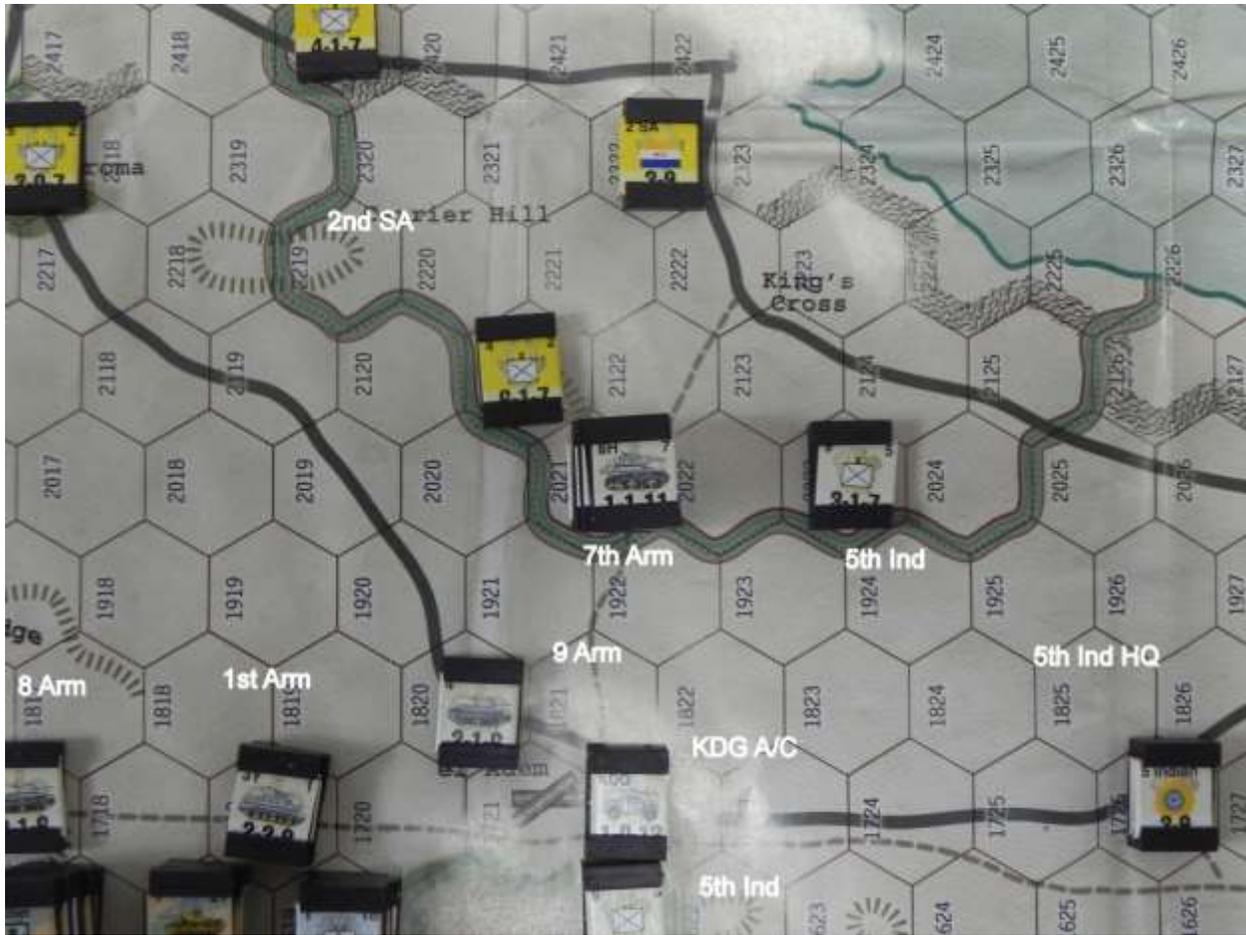
*Afrika impulse*

The British get to activate 5th Indian. The HQ and accompanying infantry move down the track until they make contact with the road. The 29/5 Brigade, down in Bir El Gubi, starts to move up the track to join the division.

The next chit turns is 7th Armour. The rebuilt remnant of that division moves down the coast road into the Tobruk perimeter and takes up a position in the fortifications.



5th Indian impulse



7th Armour impulse

The final chit is *XX Corps*. *101st Infantry* and *Ariete* make a concentrated effort at breaching minefields and blow two holes in them. The road is now open for an assault on 150/50 and 44 Armour.



*XX Corps impulse*

Axis Replacements: 1 Italian tank.

Allied Replacements: 1 Crusader, 1 Matilda, 3 Valentine, 1 armoured car, 3 British infantry.

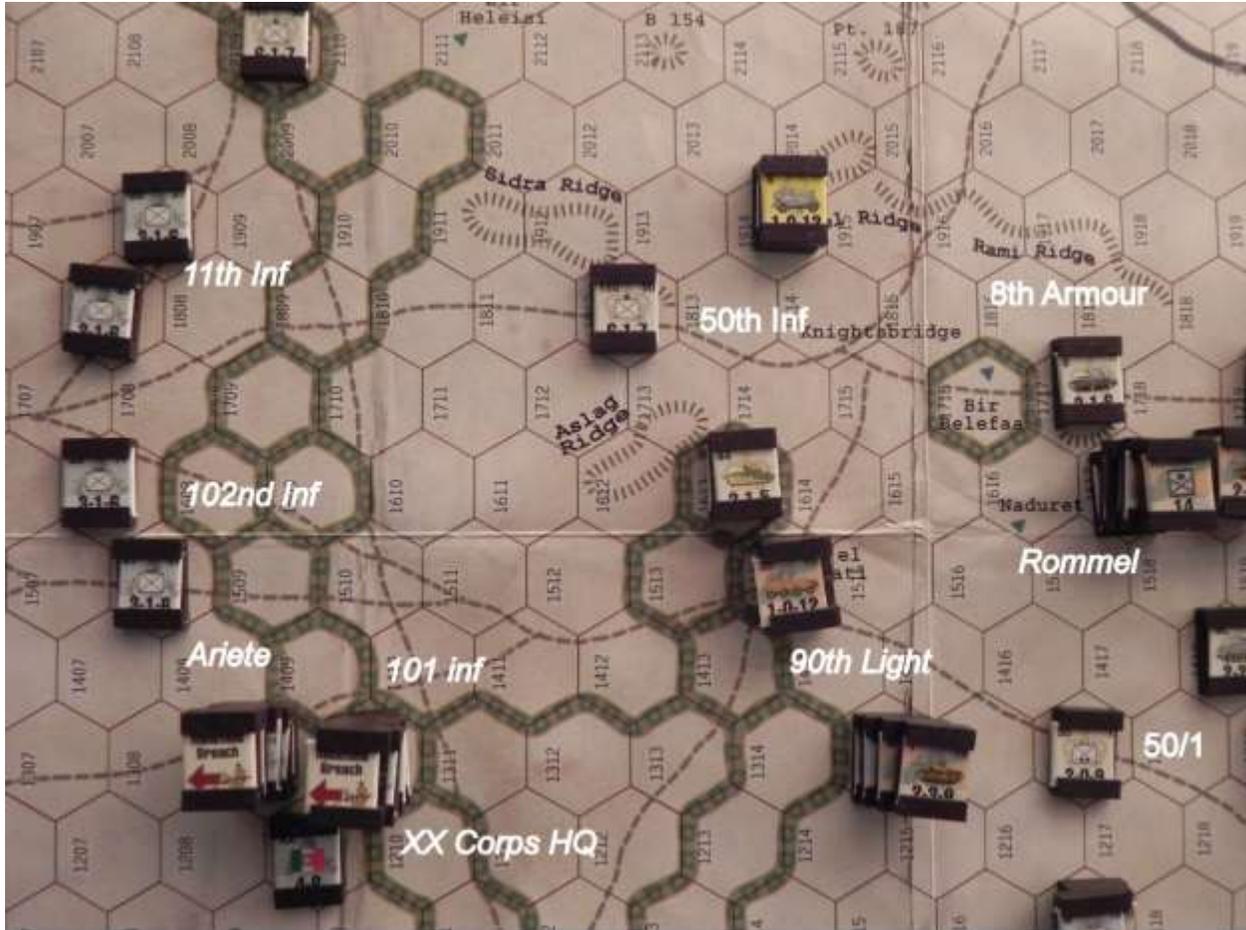
### June 1

Axis Command Level: 1. The Germans put *XX Corps* into the cup so that they can get through the minefield and link up with *Afrika*. *Rommel* is available, so that the panzers will still have an opportunity. No air support.

Allied Command Level: 4. The Allies declare a withdraw in order to get +1 on the die roll, and then they roll a 6. They choose 1st Armour, 7th Armour, 50th Infantry, 1st South African, and 5th Indian.

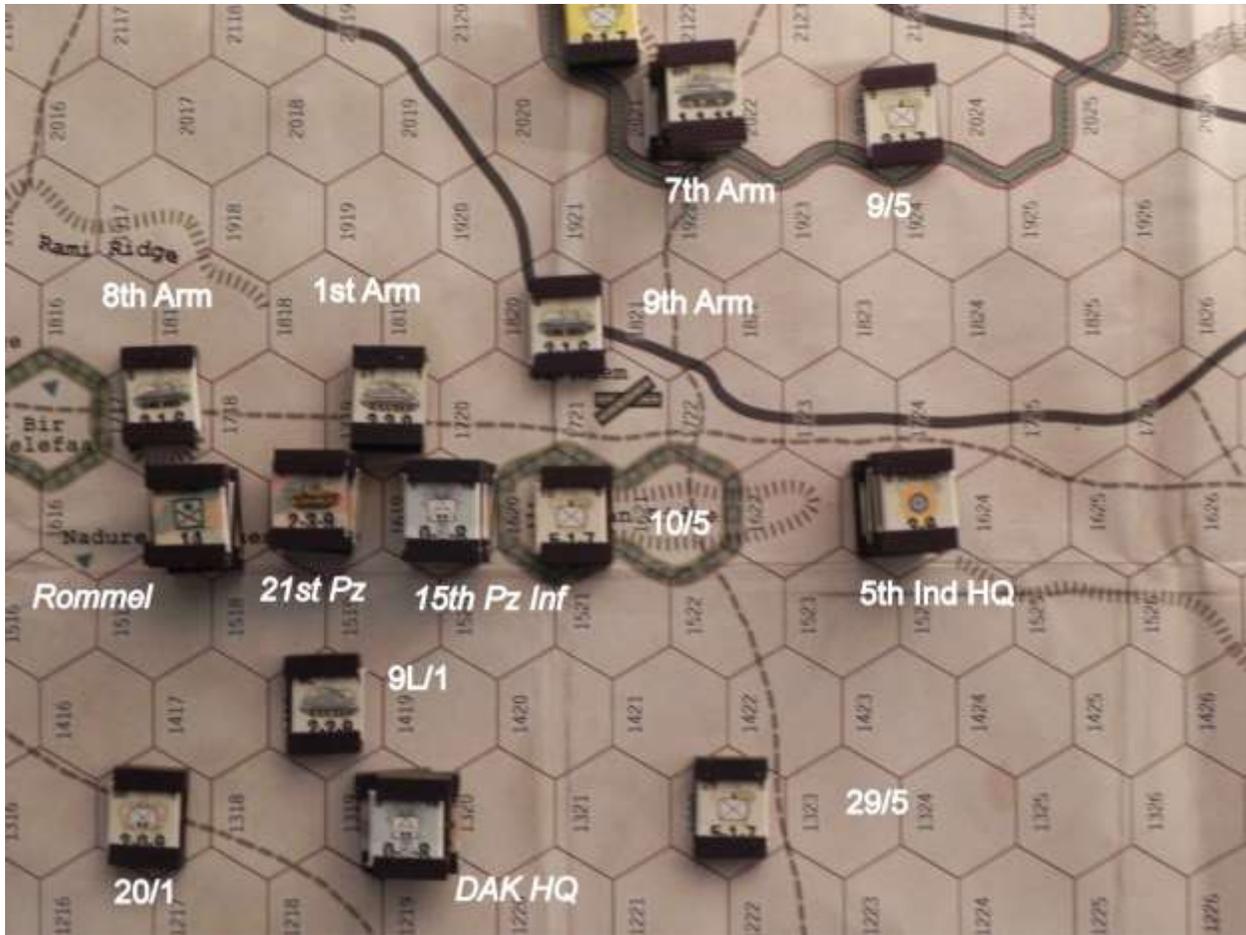
There are no German replacements available. The British have a Crusader to spend, but all the 1st Armour units are adjacent to Germans and can't receive replacements.

The first chit to be drawn is 50th Infantry. Facing imminent assault from *101 Infantry* and *Ariete*, and with a maelstrom in their rear, they decide to bug out. They pull back to Sidra Ridge and the minefield near Bir El Harmati.



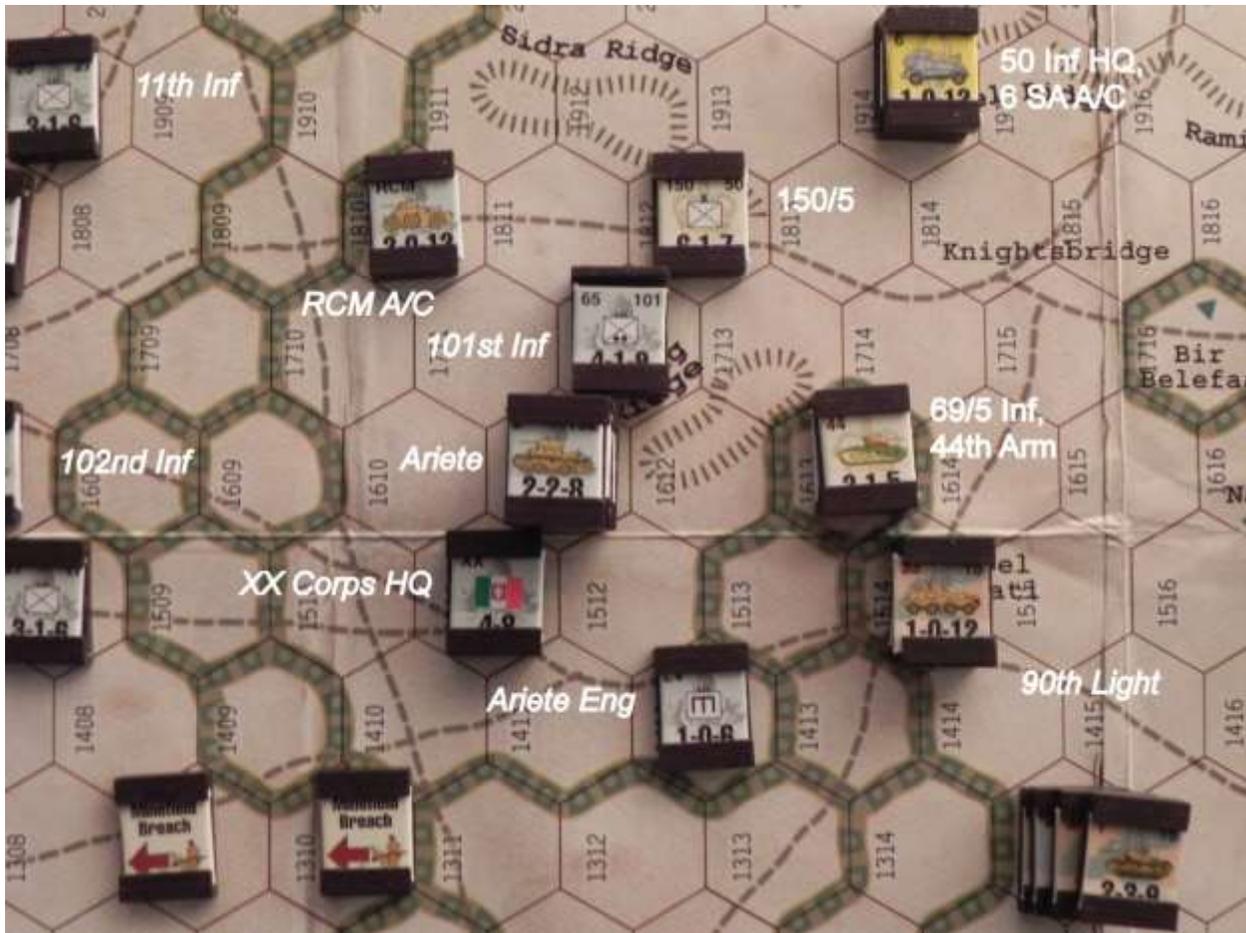
50th Infantry impulse

The next chit is 5th Indian. They are still trying to put all of the division's components in supply. 10/5 occupies the El Eden box while the detached battalion of 9/5 joins the HQ a little to the east. 29/5 has finally made it up the track into command range.



5th Indian impulse

*XX Corps* activates. No longer needing to fight their way through the lines, they set off in hot pursuit of 50th Infantry. The engineers peel off to get to work on another minefield.



*XX Corps impulse*

Next up is 7th Armour. They move to the east edge of Rami Ridge to keep 1st Armoured from being surrounded. The HQ also activates the independent 4th Armour (Valentines), which moves into the same hex as 1st Armour. 8th Armour (Valentines) joins the 7th Armour on Rami Ridge.



7th Armour impulse

The *Rommel* chit is drawn, but he fails his activation roll.

The final chit is 1st South African. They join 50th Infantry in withdrawing from the minefield belt and heading towards the Tobruk perimeter.



1st South African impulse

Axis Replacements: 1 Italian tank.

Allied Replacements: 1 Crusader, 1 Matilda, 3 Valentine, 1 armoured car, 3 British infantry.

## June 2

Axis Command Level: The Axis chooses *Afrika* and *XX Corps*. *Rommel* is available. Air Support at +1.

Allied Command Level: 1. The Allies choose 1st Armour and 50th Infantry.

The Germans get replacements in the form of 1 German tank and 1 Italian tank. They use the German step to replenish *1/15 Panzer*.

The Allies get reinforcements in the form of 1SF Infantry and the independent 1 Armour (Grants).

The first activation is *Afrika*. *15th* and *21st Panzer* gang up on the remnants of 1st Armour, while two battalions of *90th Light* try to clear the minefield of the El Adem Box (they fail). The tank battle is surprisingly ineffective, with only one Valentine step destroyed. The general combat costs the other two British tank steps, but 1st Armour HQ retreats. The Germans lose an infantry step.



Afrika impulse

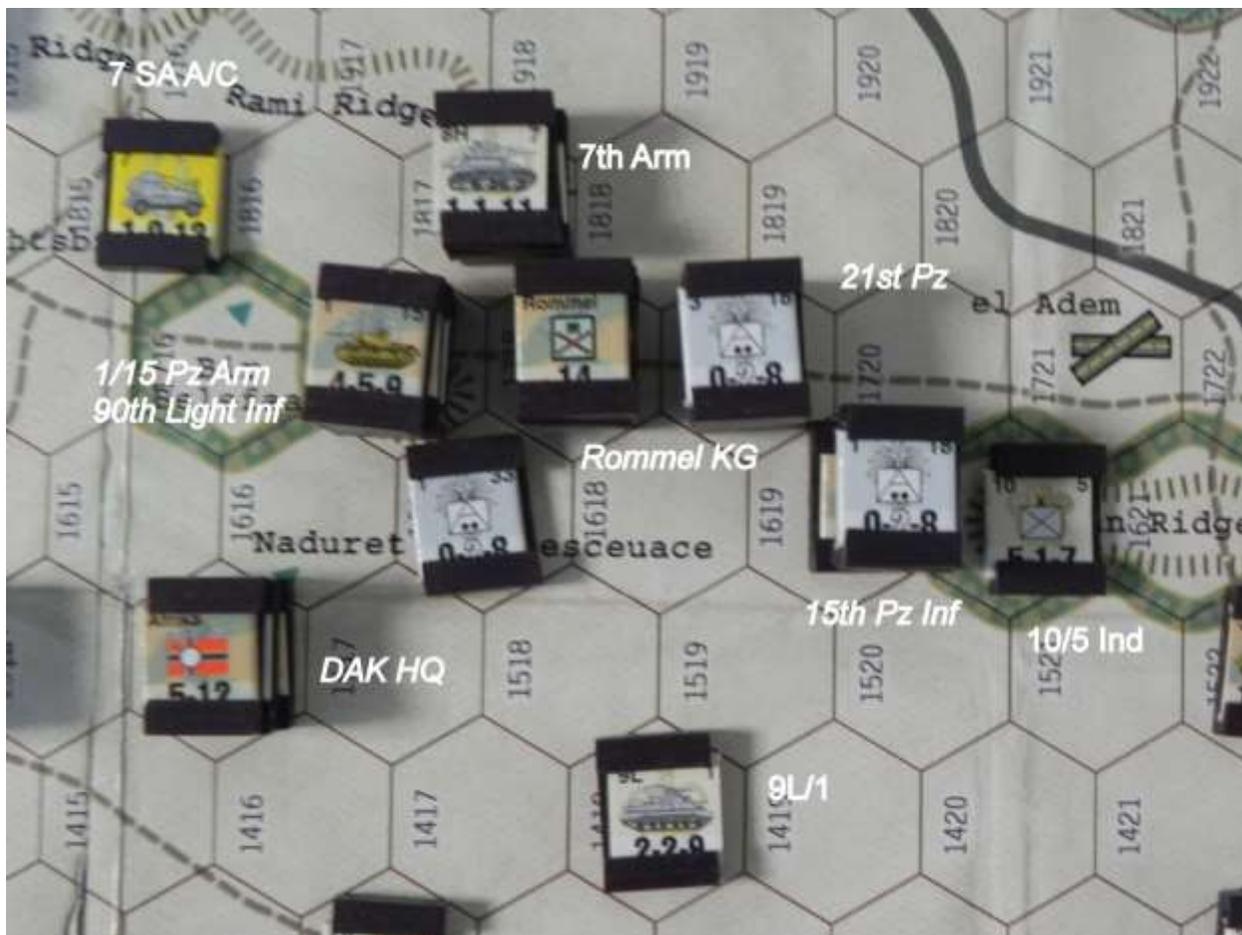
The next activation is 1st Armour, which is now just the HQ. It skedaddles inside the Tobruk perimeter. They also use the activation to bring in their reinforcements.

*XX Corps* activates. The engineers clear a minefield while *101st Infantry* and *Ariete* go after 150/50 infantry at the eastern end of Sidra Ridge. The attack goes in at 4:1, but the British hold, and *Ariete* loses a tank step.



XX Corps impulse

Finally, *Rommel* activates. His KG attacks 7th Armour. The tank battle is another surprise, with the Germans trading their entire 2/15 Panzer for the British 8th Armour (Valentines). Bereft of his panzers, Rommel decides not to assault the ridge with infantry alone.



Rommel impulse

### June 3

Axis Command Level: 2. The Axis put *XX Corps* and *XXI Corps* into the cup. *Rommel* is available. Air support +2.

Allied Command Level: 2. The Allies use their second withdrawal declaration, but it doesn't do them any good; their 4 die roll turns into 5, but that's the same number of activations. They choose 7th Armour, 50th Infantry, and 1st South African.

The Axis can't use their Italian replacement step, because *Ariete* is still in contact with the enemy.

The Allies replace 4Y/1 (Crusader) at reduced strength, placing it with 1st Armour HQ. They use their Valentine steps to replace 4th and 8th Armour. These are placed on the 7th Armour HQ.

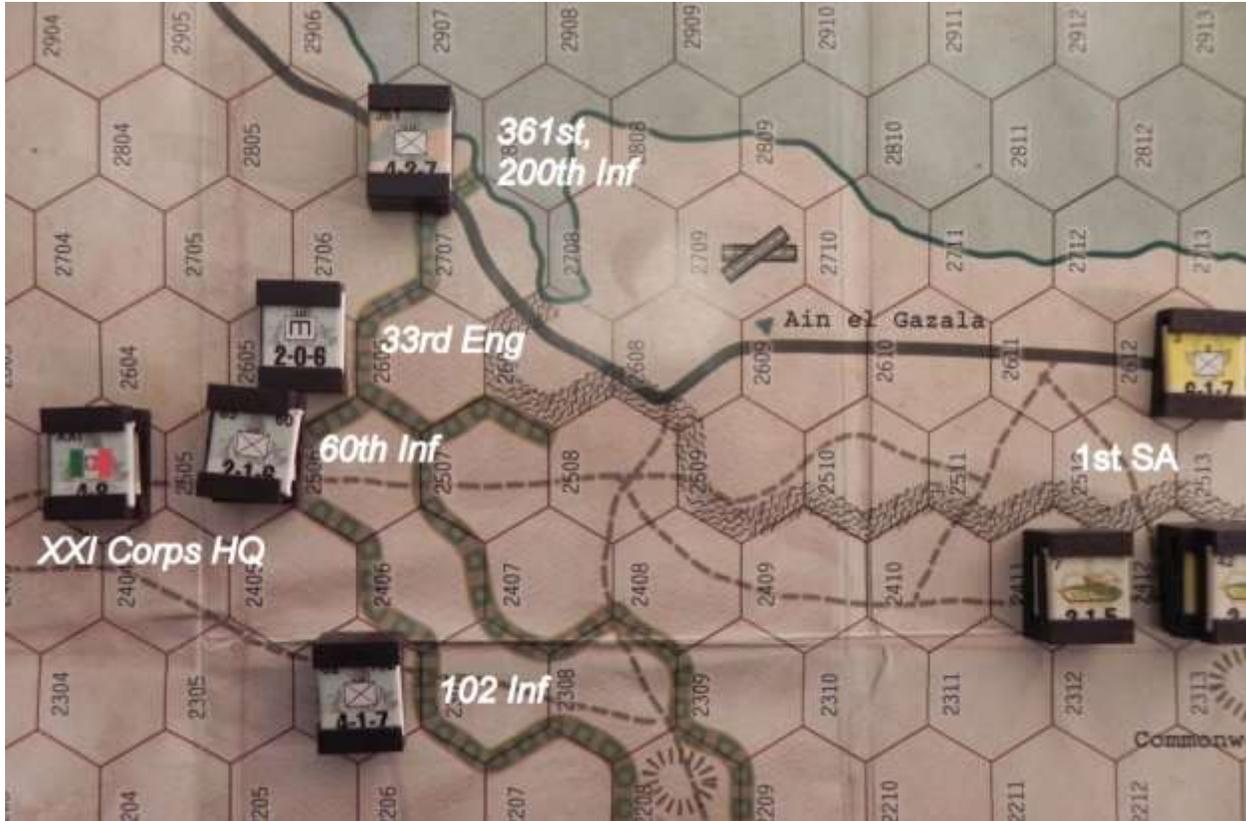
Beginning this turn, the maximum Axis supply line is reduced from 35 hexes to 20. This puts *Afrika* out of supply, until a shorter route is blasted through the minefields.

First up is *XX Corps*, which renews its assault on Sidra Ridge. The first withdraw the depleted *2/132 Armor* so that it can replenish next turn. The engineers move towards the next minefield, escorted by the *RCM A/C* and *501/132 AA*, just in case *69/50* and *44th Armour* decide to counterattack. With the extra air support, this attack goes in at 5:1, and *150/50 Infantry* loses a step.



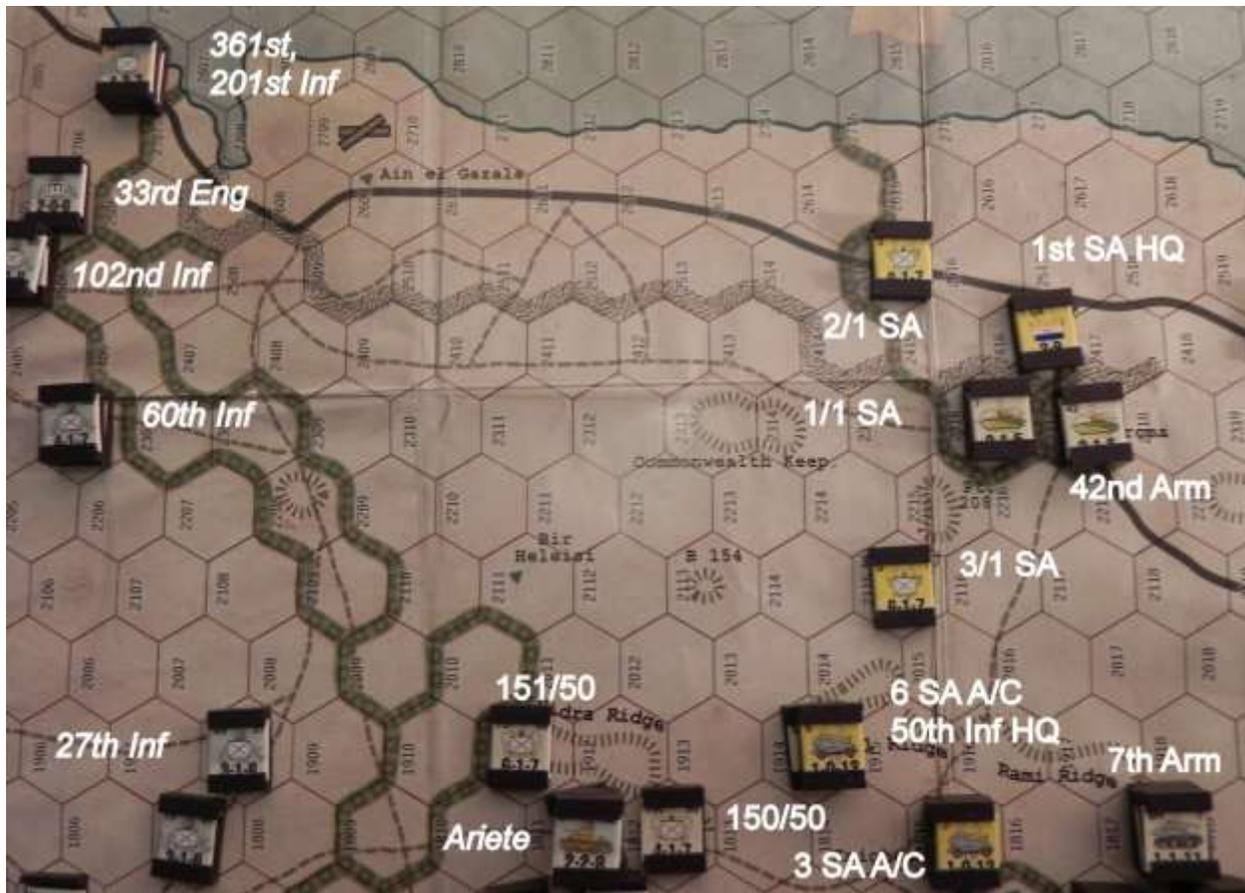
*XX Corps* impulse

The Italians are being active this turn. *XXI Corps* activates. The three divisions each pick a crossing into the minefields and move up to begin clearing. Unfortunately, the engineers are way out of position to help clearing the crucial road hex. They start moving up there, but it will be two more turns before they are of any help.



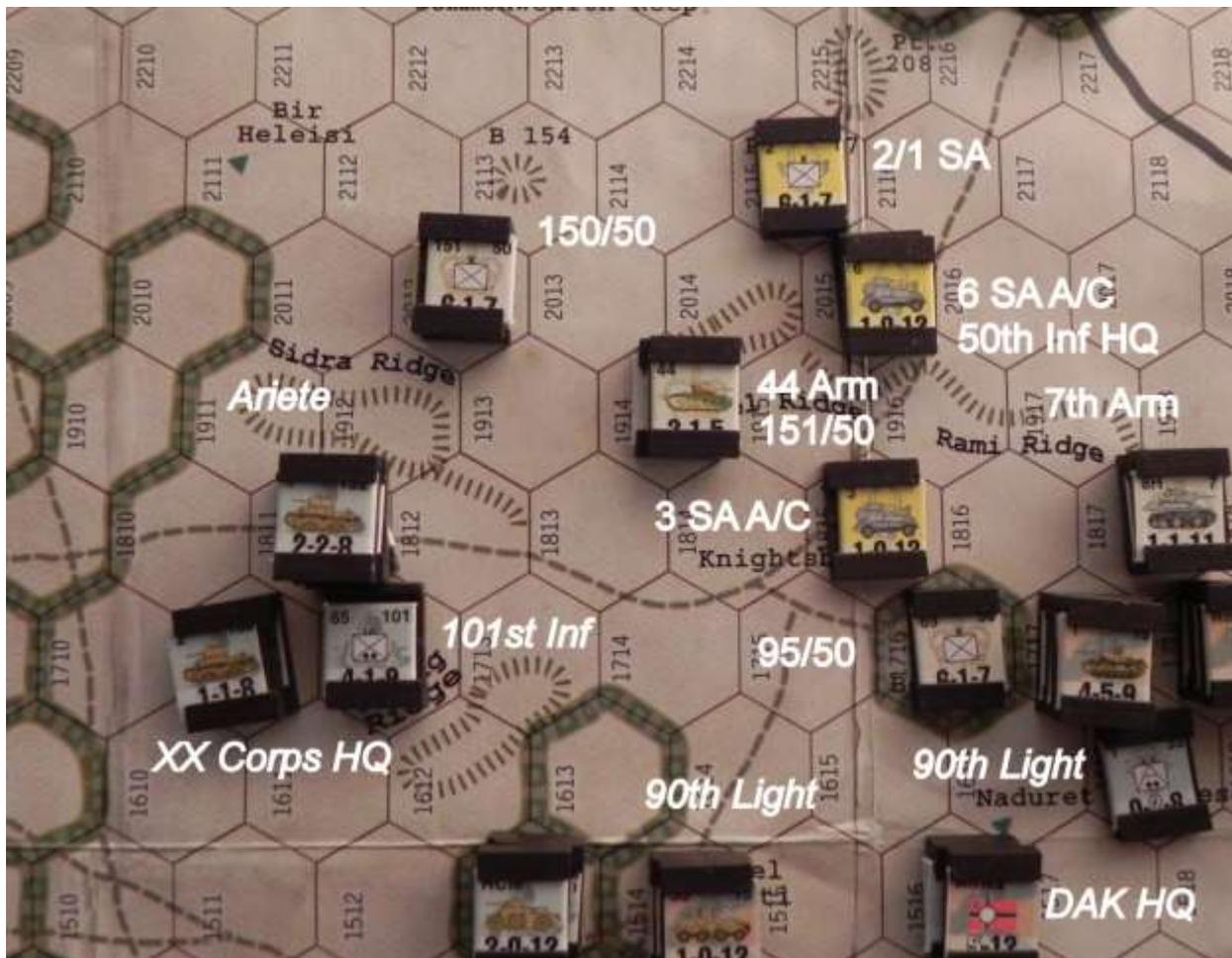
*XXI Corps impulse*

The Allies get to activate 1st South African. They move behind the second line of minefields and prepare to hold there. They send their armored car squadron to help out 50th Infantry.



1st South African impulse

50th Infantry activates. At this point, the hole in the minefields that *XX Corps* made is too far south to stretch a supply line all the way from the road to *Afrika*. Thus, there is no need for 50th Infantry to fight to hold the door closed. 150/50 pulls out of Sidra Ridge and moves to Rigel Ridge, where it is joined by 44 Armour (Matildas). 69/50 pulls out and goes into the Knightsbridge Box. 151/50 disengages from Sidra Ridge and straggles back towards the Allied position. HQ pulls back but sends 7 SA A/C to support 151/50.



50th Infantry impulse

The last chit is *Rommel*, but he again fails to activate. Perhaps the lack of supply has grounded his Storch.

Axis Replacements: 2 Italian tank.

Allied Replacements: 1 Matilda, 1 armoured car, 3 British infantry.

#### June 4

Axis Command Level: 1. The Axis puts *XXI Corps* in the cup. No *Rommel*. No air support.

Allied Command Level: 2. The Allies choose 1st South African, 5th Indian, and 50th Infantry.

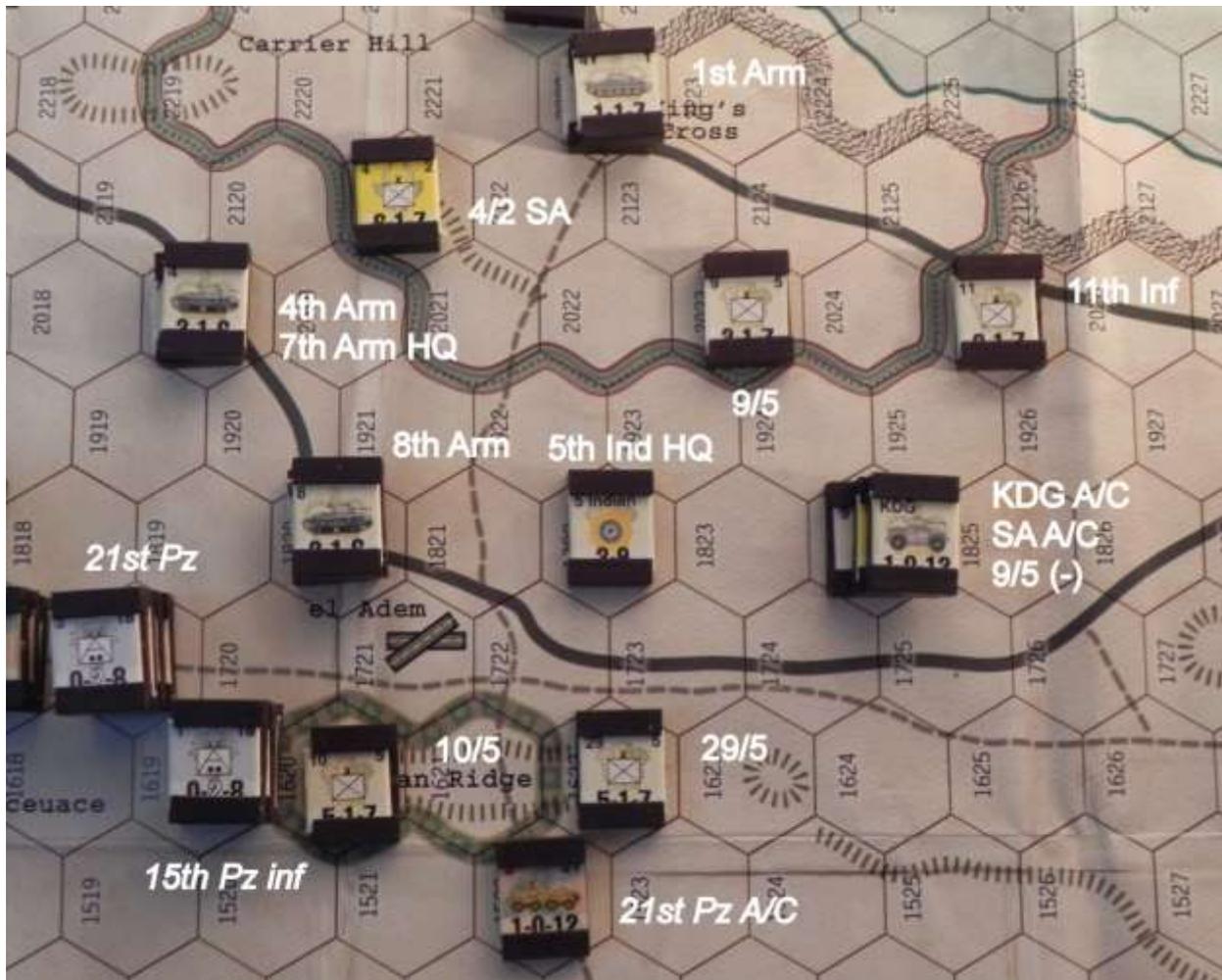
The Allies use one of their infantry replacements to replenish 150/50.

*XXI Corps* activates. Their engineers join the German regiments on the coast road. *60th Infantry* clears a minefield in the center, but the other two groups fail to do so.



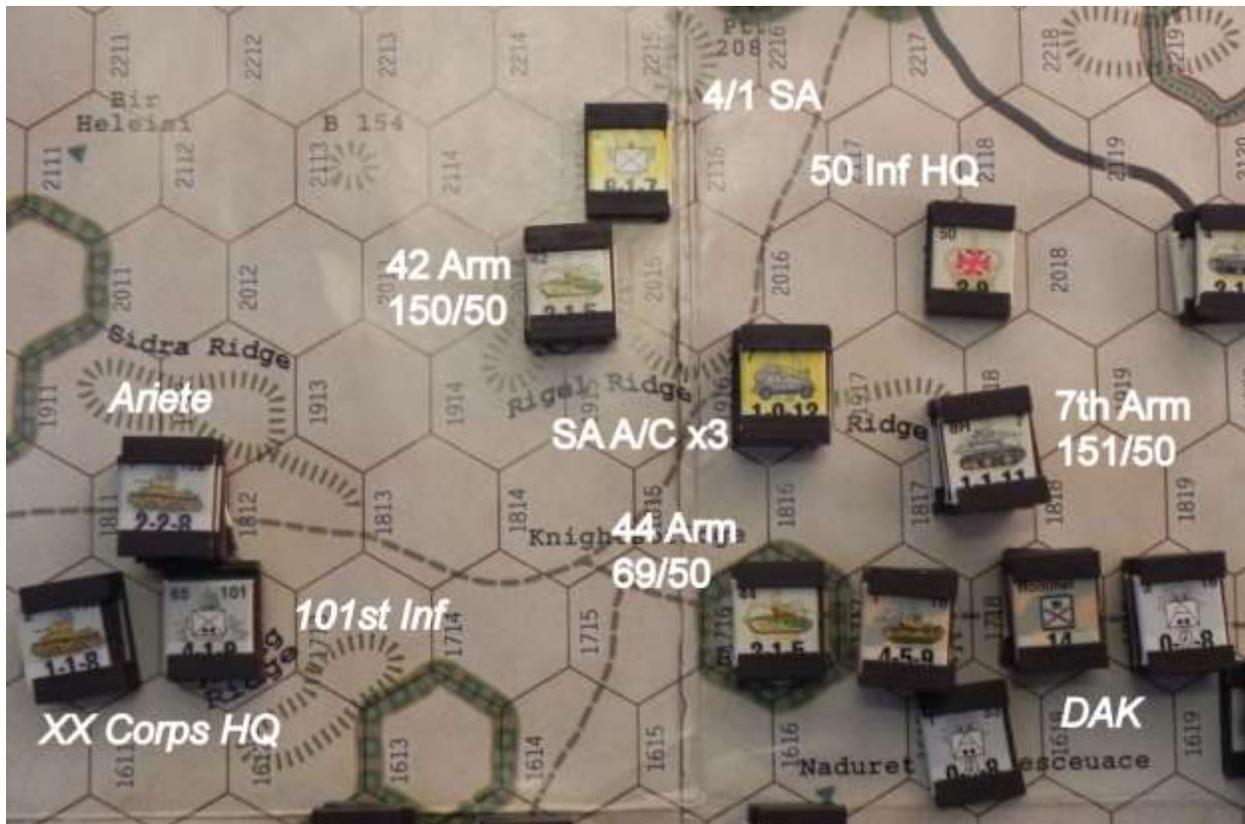
*XXI Corps impulse*

5th Indian activates. 29/5 has completed its long trek from the south and occupies a position on Hatian Ridge, just outside the El Adem Box. The division's HQ moves into a position between the ridge and the Tobruk perimeter where it can keep all of its far-flung regiments in range. It also activates some independent units to close the gap between 7th Armour and El Adem.



5th Indian impulse

50th Infantry is the last to activate. 151/50 moves onto Rigel Ridge, where it is joined by the Matildas of 42nd Armour. 150/50 moves to join 7th Armour on Rami Ridge, to give them combined arms. 44th Armour (Matildas) joins 69/50 in the Knightsbridge Box. The South African Armoured Cars concentrate between the Rigel Ridge and Knightsbridge positions, providing a weak stack that at least has a zone of control. The divisional HQ moves behind the ridges to a point where it's a little less vulnerable.



50th Infantry impulse

Axis Replacements: 2 Italian tank.

Allied Replacements: 1 Matilda, 1 armoured car, 2 British infantry.

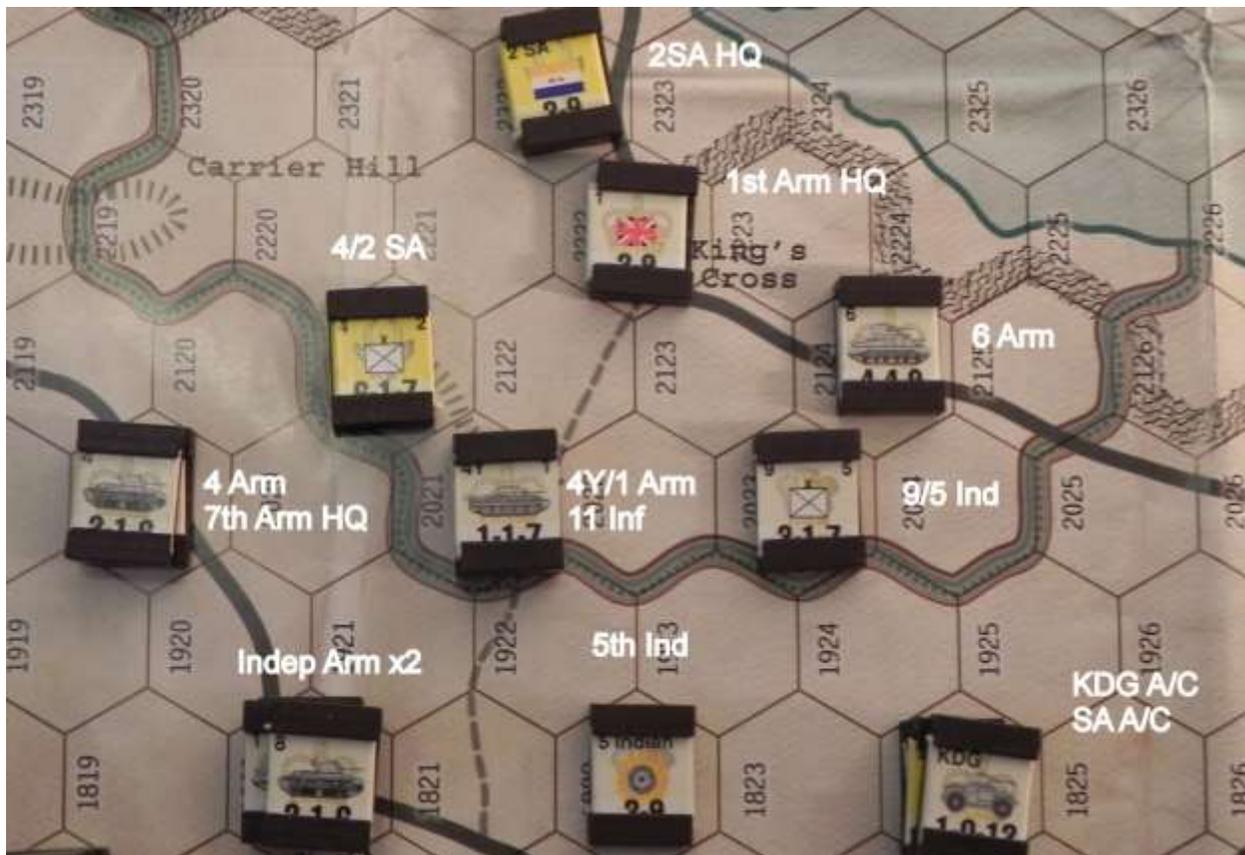
### June 6

Axis Command Level: 0. No nuthin'.

Allied Command Level: 1. Allies choose 1st Armour and 1st South African.

The Allies get a reinforcement, 6th Armour (Grants)

The one activation is 1st Armour. 1st Armour moves its one maneuver unit, the understrength 4Y/1 Armour, into line on the Tobruk fortifications. It is joined there by the independent 11th Infantry. The activation also brings the reinforcements into the Tobruk perimeter.



1st Armour impulse

Axis Replacements: 2 Italian tank.

Allied Replacements: 1 Matilda, 1 armoured car, 2 British infantry.

### June 7

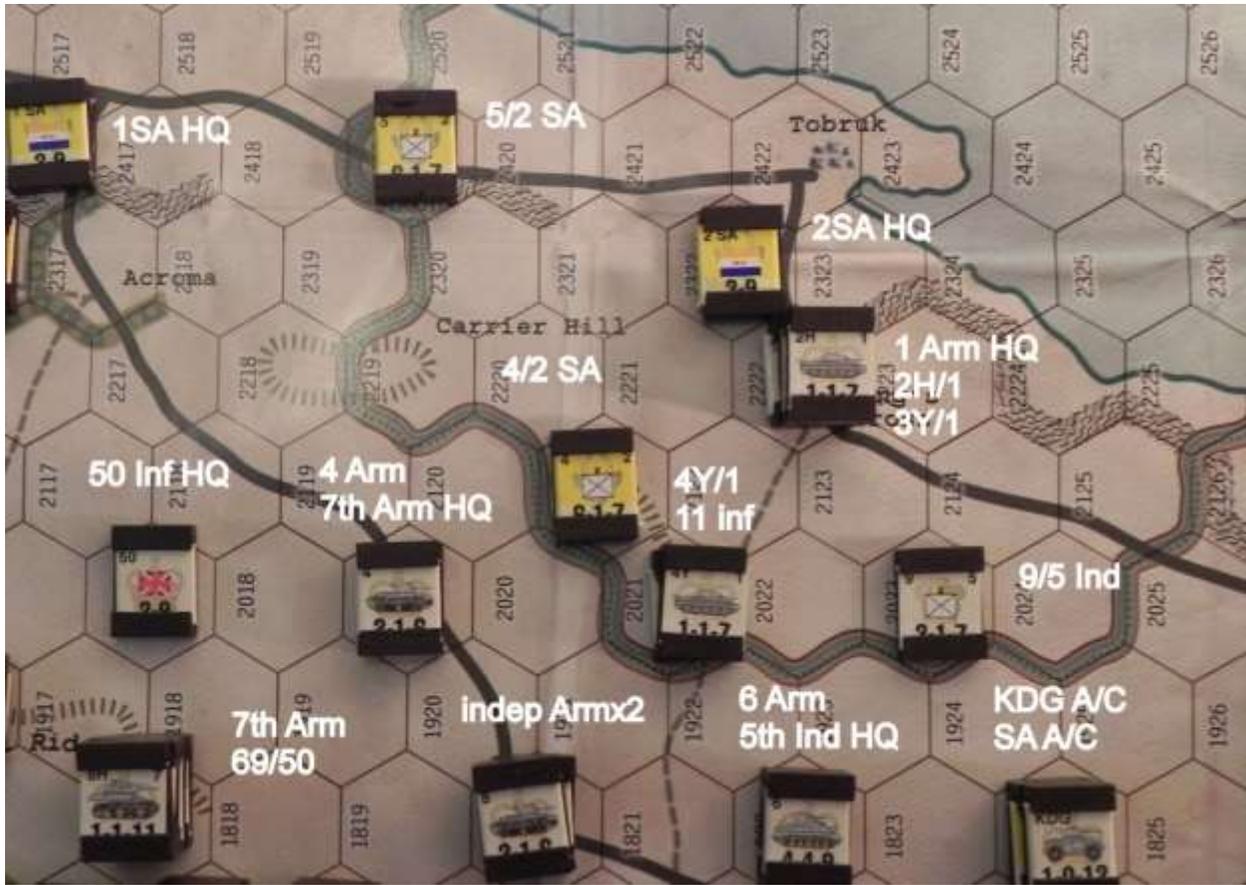
Axis Command Level: 1. No *Rommel*. They put *XXI Corps* in the cup. Air support +2 (fat lot of good it will do them).

Allied Command Level: 3. They choose 1st Armour, 5th Indian, 50th Infantry, and 2nd South African.

The Allies get a reinforcement, 20th Infantry (independent). They also receive 1 Grant, 1 Crusader, 1 Valentine, 1 armoured car, and 1 British infantry replacement.

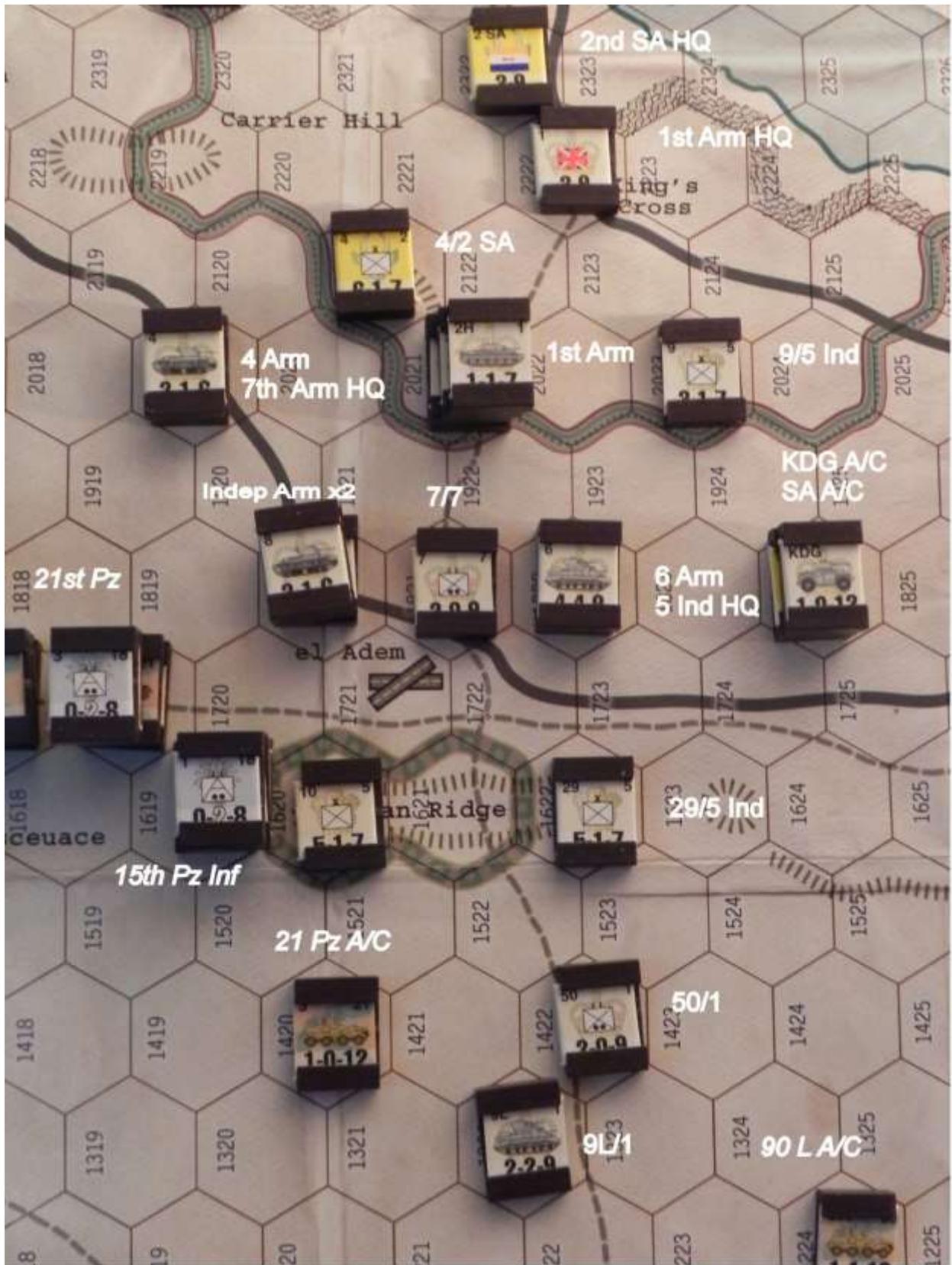
The Allies use their Crusader and Grant steps to replace 2H/1 and 3Y/1, both at reduced strength. They are placed with 1st Armour HQ.

2nd South African activates. With 1st South African now watching the western part of the perimeter, the detached battalion of 5/2 is pulled back into the fortifications and reunited with its parent brigade. The HQ also activates the incoming reinforcements and sends the independent 6th Armour (Grants) into the same hex as 5th Indian HQ.

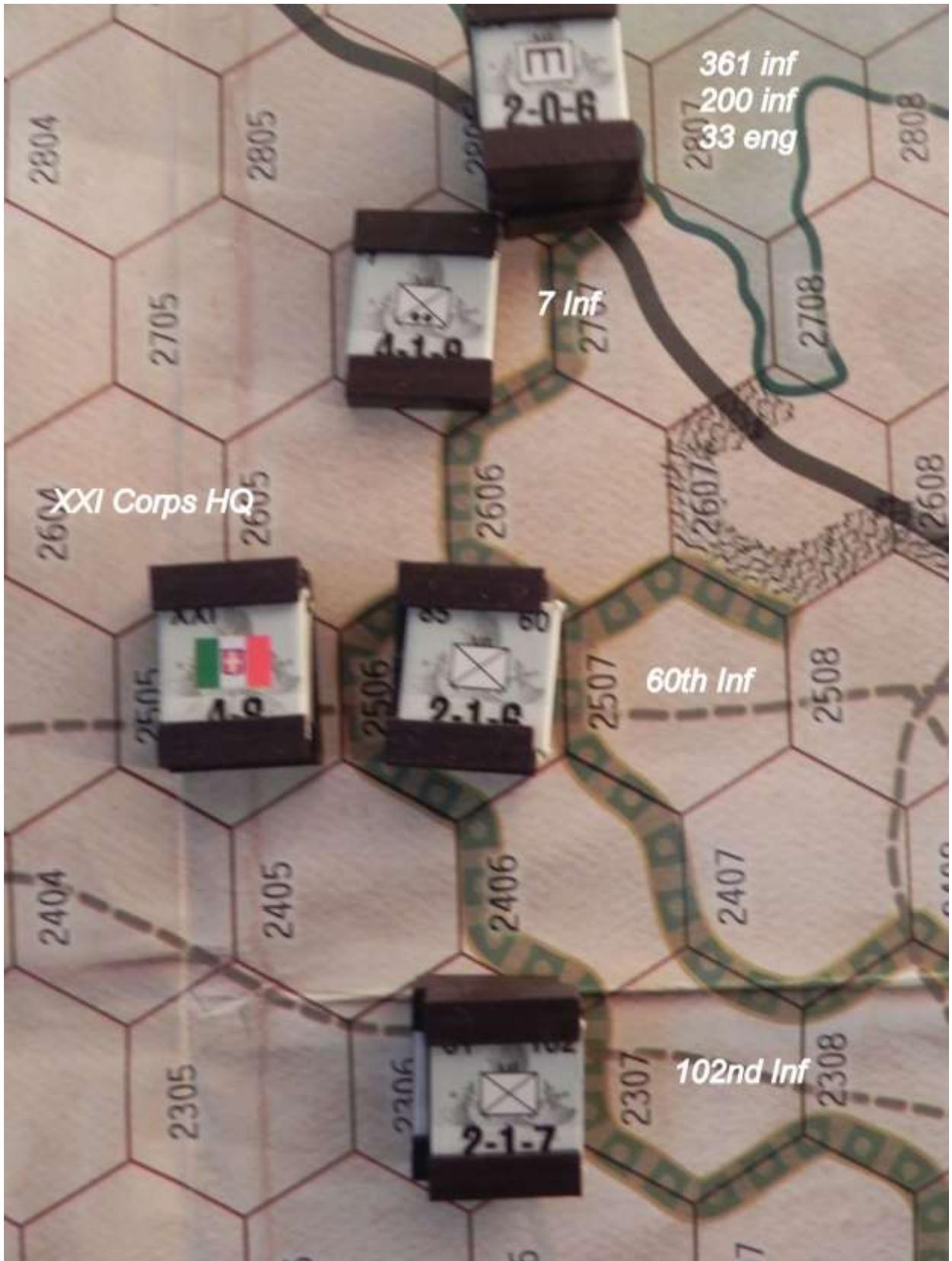


2nd South African impulse

1st Armour moves its newly replaced units to join its other unit on the Tobruk fortifications. It also slowly shuffles its out of supply units that are still wandering around behind German lines.



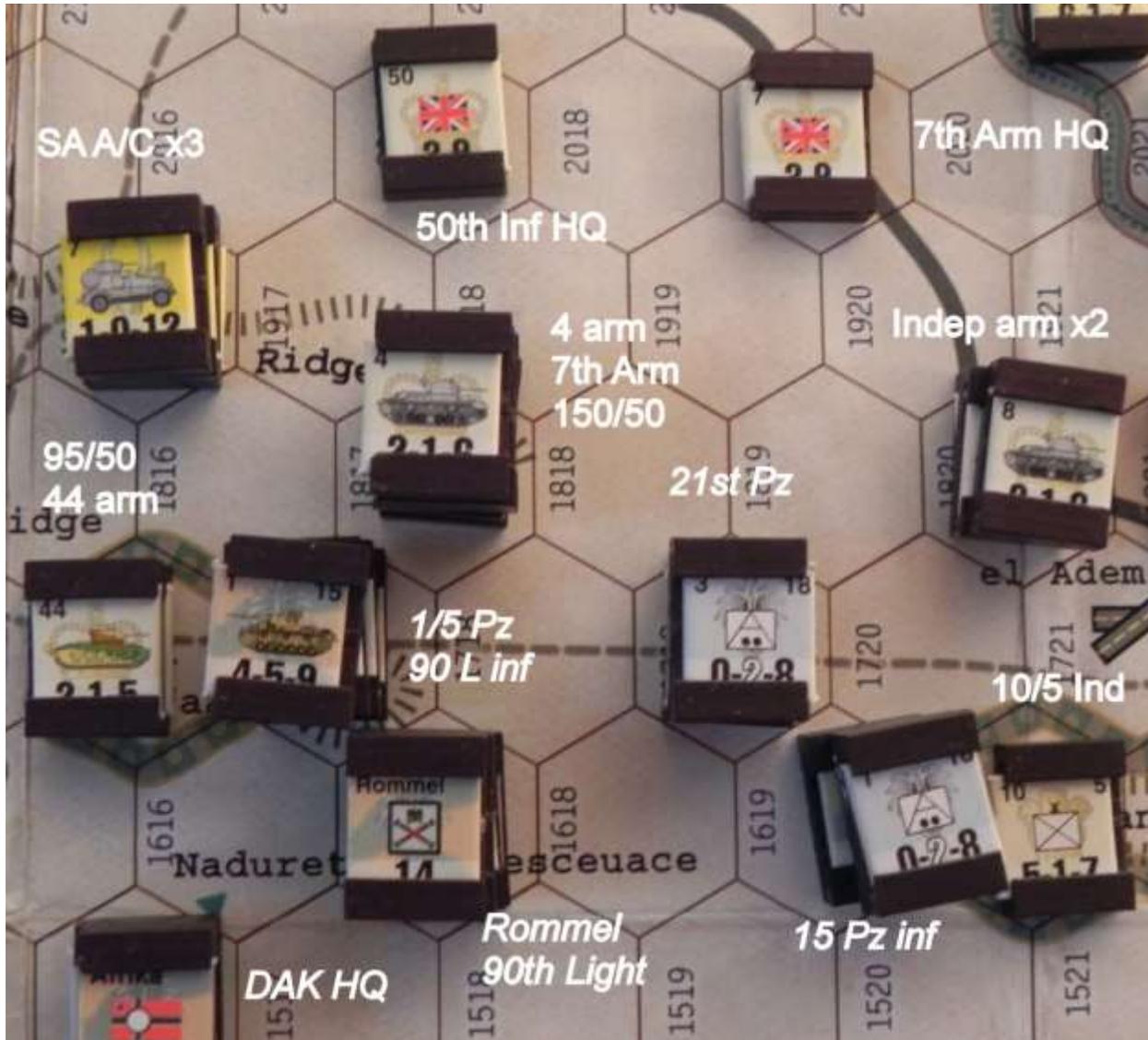
1st Armour impulse



XXI Corps impulse

*XXI Corps* keeps working on the minefields. *60th Infantry* moves through the breach it made last turn to reach the next barrier. Even with the help of the engineers, the German regiments are still stuck on the coast road. *102nd Infantry* not only fails to make progress, it loses a step from 61/102.

*50th Infantry* moves the independent *4th Armour* (Valentines) into the same hex as 150/50 and initiates an attack against the *Rommel* stack. The German infantry's antitank guns prove ineffective. *1/2/90* loses a step, and the stack retreats one hex. The victorious troops choose not to advance, as that would put them squarely between two panzer divisions.



50th Infantry impulse

Axis Replacements: 2 Italian tank.

Allied Replacements: 1 Valentine, 1 Matilda, 2 armoured car, 3 British infantry.

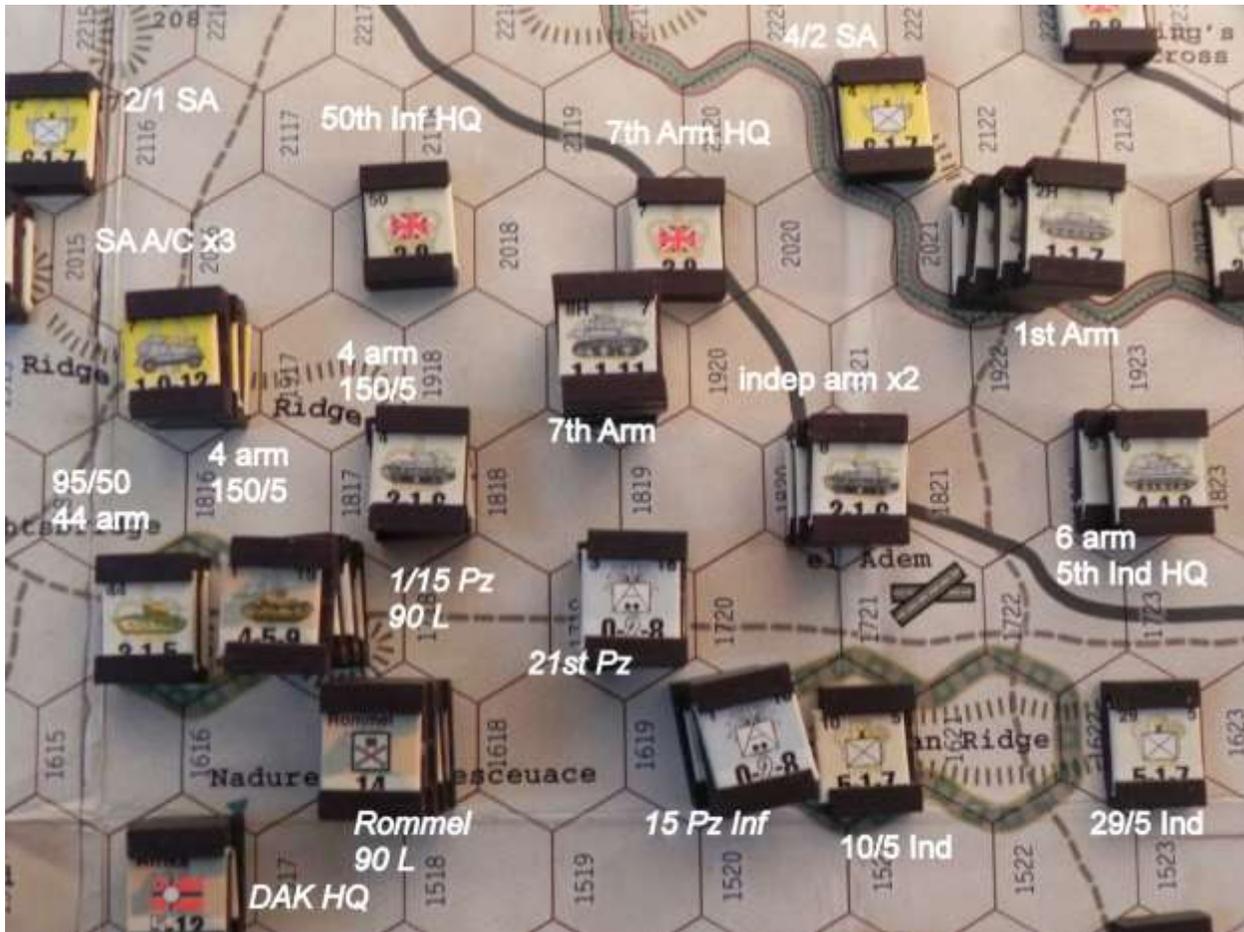
June 8

Axis Command Level: 1. *XXI Corps* again goes into the cup. *Rommel* is available. No air support.

Allied Command Level: 1. Allies choose 1st Armour and 7th Armour

The Allies use two infantry replacement steps to restore 7/7 to full strength.

7th Armour reunites its armored and infantry components, placing them behind the main line as a reserve.



7th Armour impulse

*Rommel* is drawn but again fails to activate.

The German regiments in *XXI Corps* continue to be stymied by the minefields. However the independent *401 Infantry* does breach the minefield just south of the coast road. *60th Infantry* also punches another whole, making a clear track through the minefield line. *102nd Infantry* still has no luck.

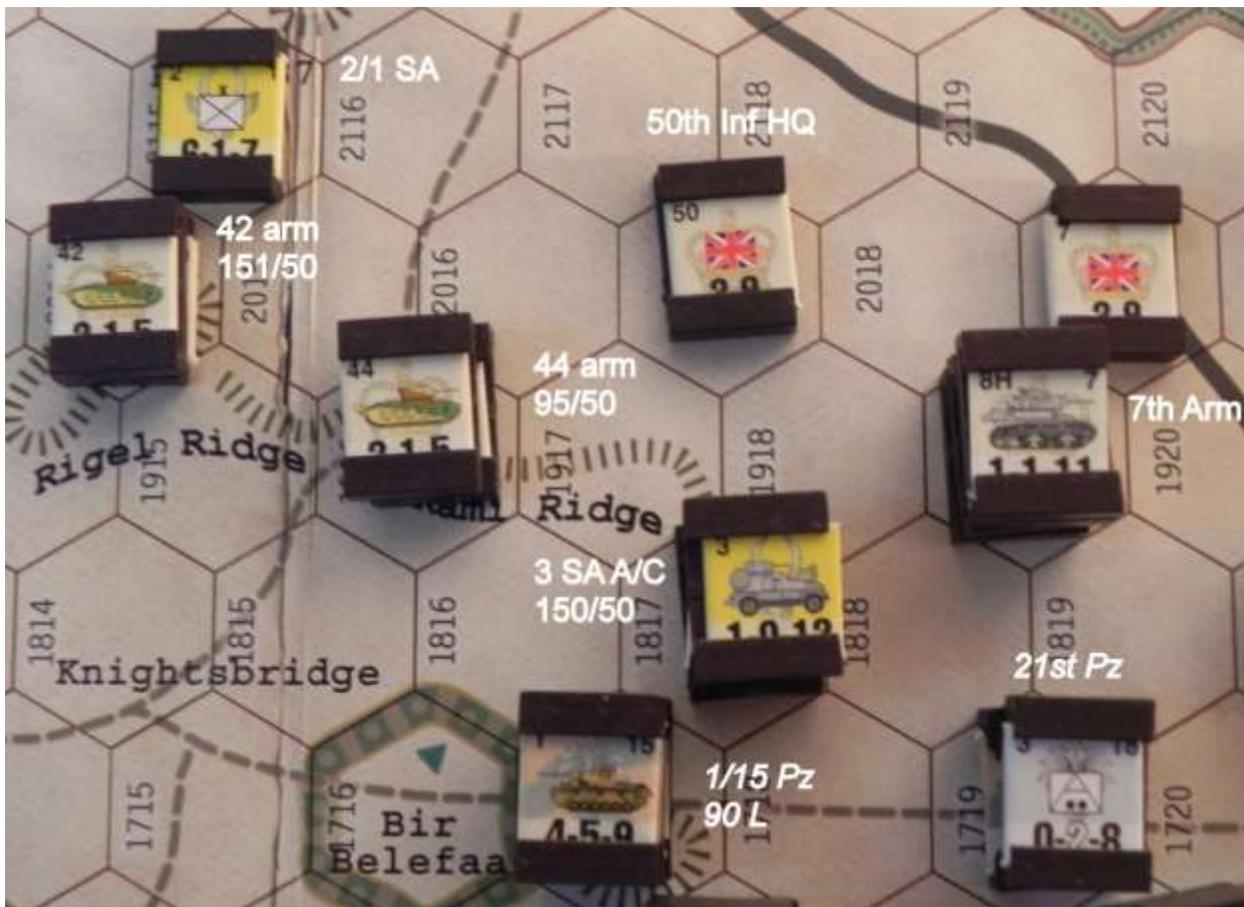


June 9

Axis Command Level: 2. The partial success of clearing the minefields has put *Afrika* back in supply, although their leash is short. The Axis puts *XXI Corps*, *Afrika*, and *Rommel* in the cup. No air support.

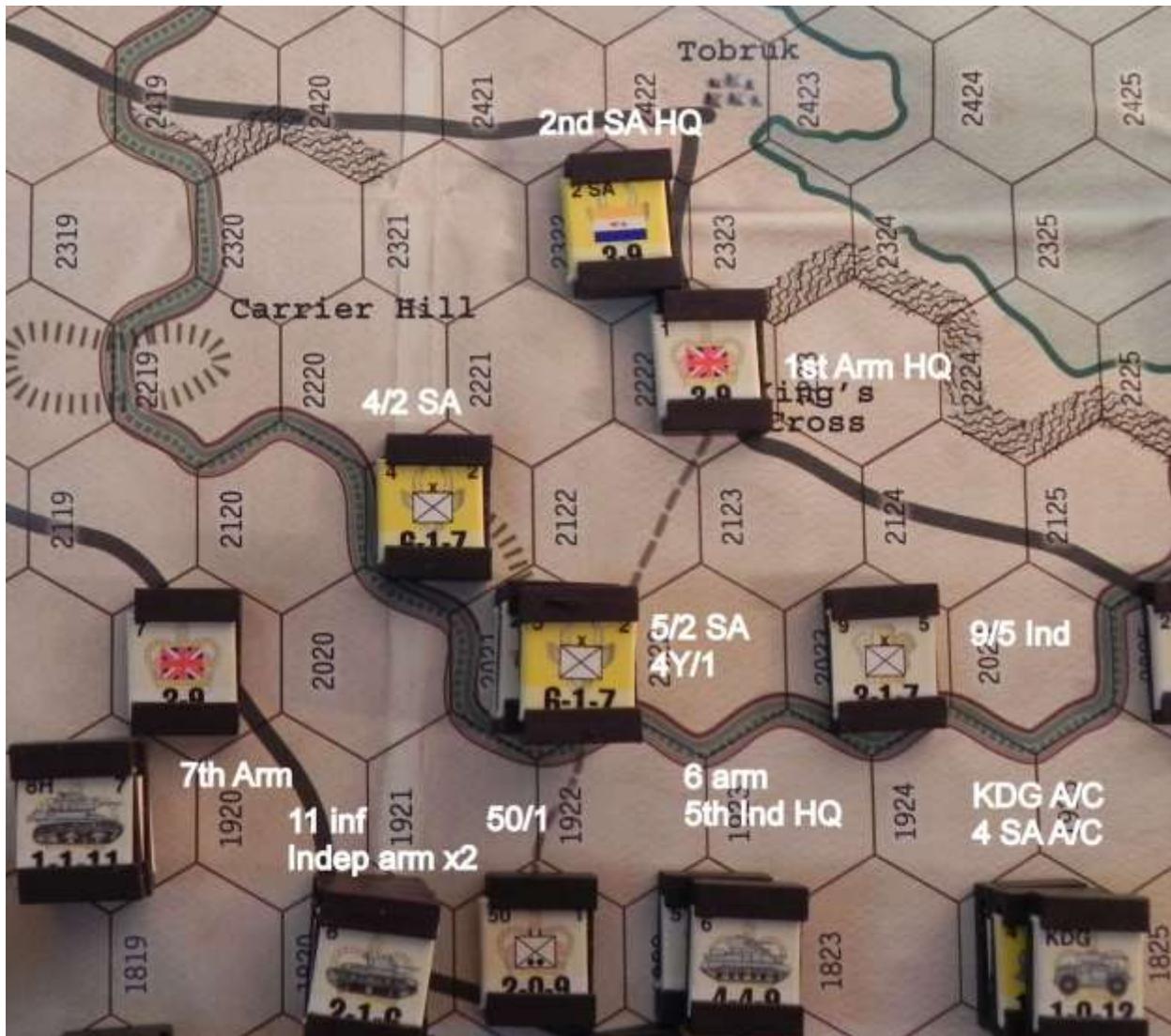
Allied Command Level: 4. The Allies choose 1st Armour, 7th Armour, 5th Indian, 50th, Infantry, and 2nd South African.

50th Infantry decides that the units in Knightsbridge Box are too exposed, now that *Afrika* has supply. They pull them back onto Remi Ridge. Two of the South African armoured car units are sent by coast road all the way to the eastern side of the perimeter, to guard against German deep strikes at the supply line. The other one joins 150/50 holding the eastern end of the ridge.



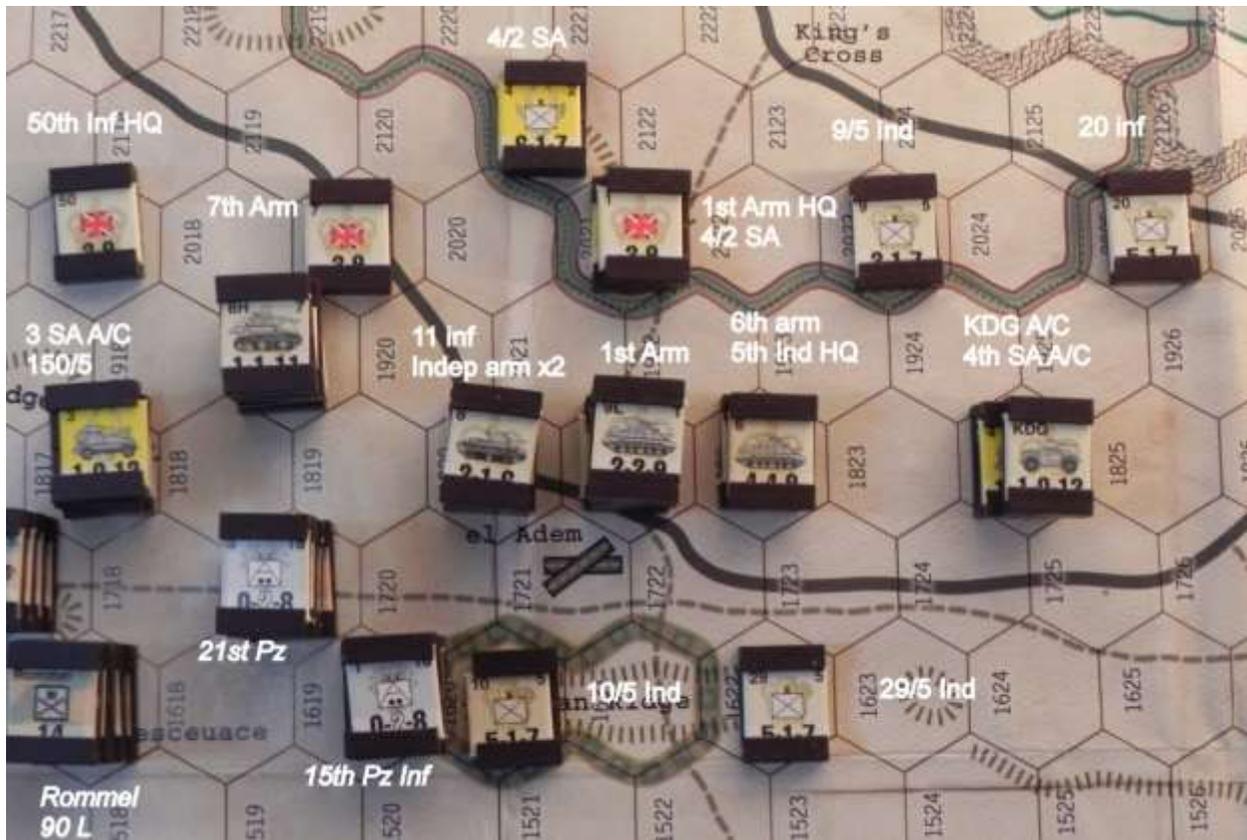
June 9 50th Infantry impulse

2nd South African shifts 5/2 to the hex containing 1st Armour's tanks, allowing 11th Infantry to move out of the fortifications and into the stack northwest of El Adem airstrip. (The hope had been that this division would activate after 1st Armour, so it could occupy the position after the tankers had the chance to mount an attack, but that isn't working out this turn.)



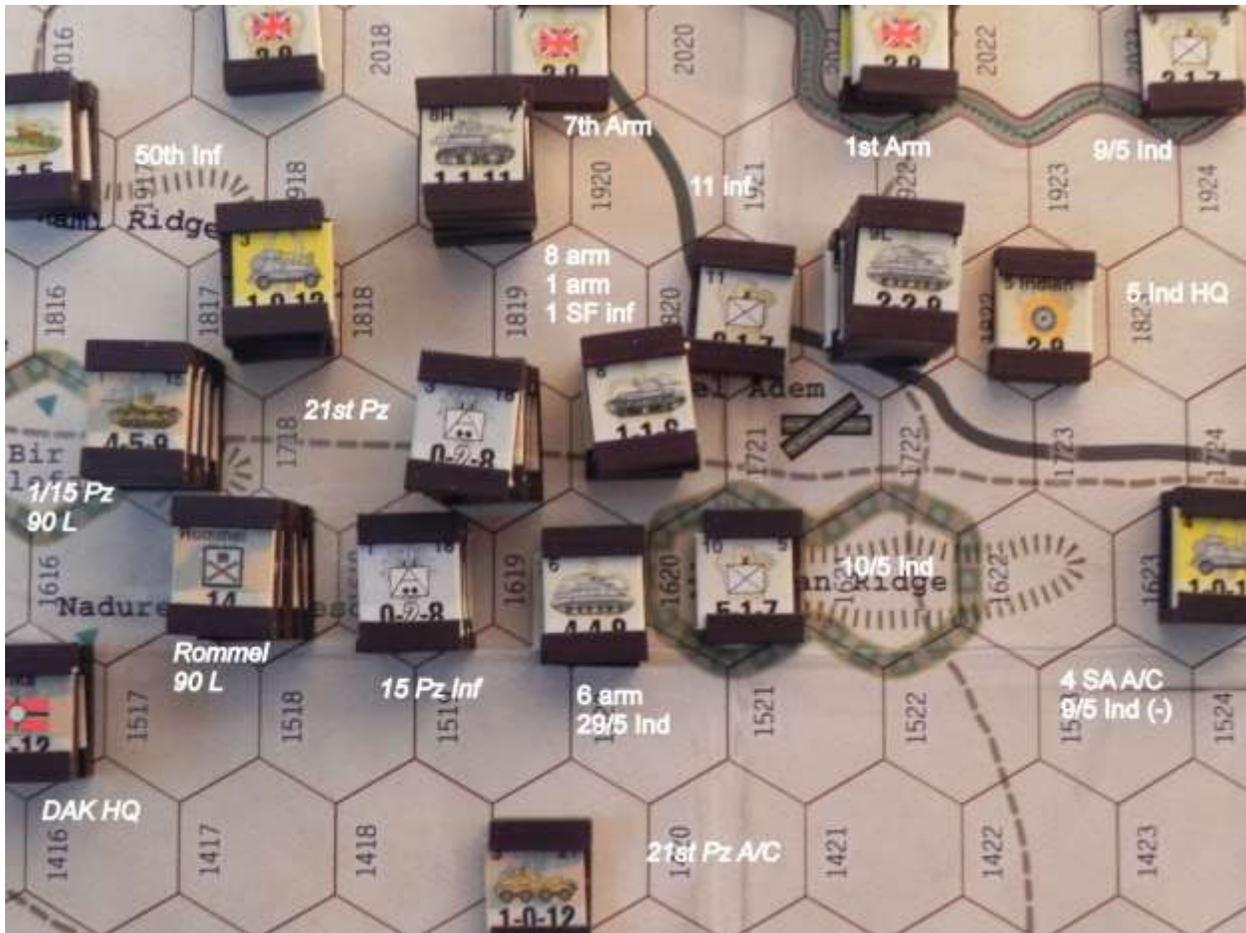
2nd South African impulse

Now 1st Armour activates, and they move out of the fortifications to unite with their stragglers from the south.



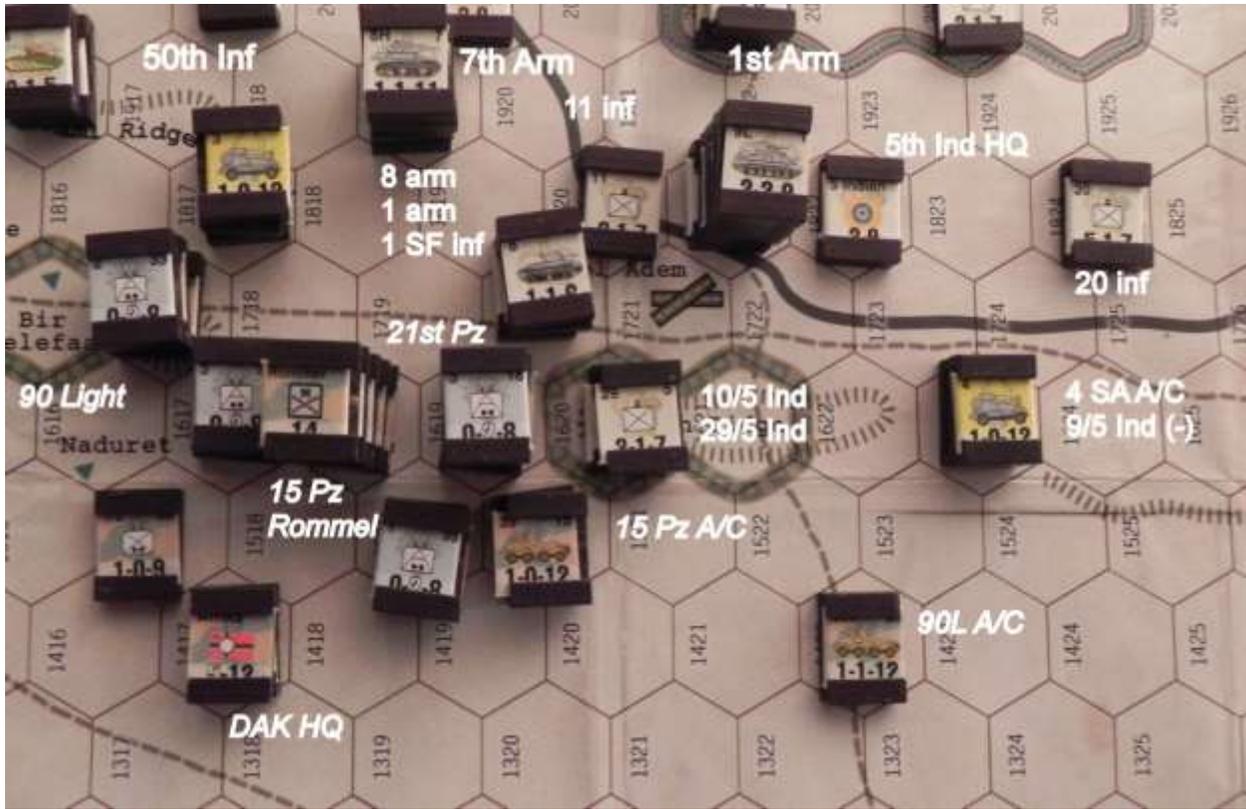
1st Armor impulse

5th Indian coordinates its own regiments and a lot of independents to mount an attack on the *15th Panzer* units holding the east end of the German line. The Allies lose the KDG A/C and a step of Valentines, but the Germans lose a depleted infantry battalion and are forced to retreat.



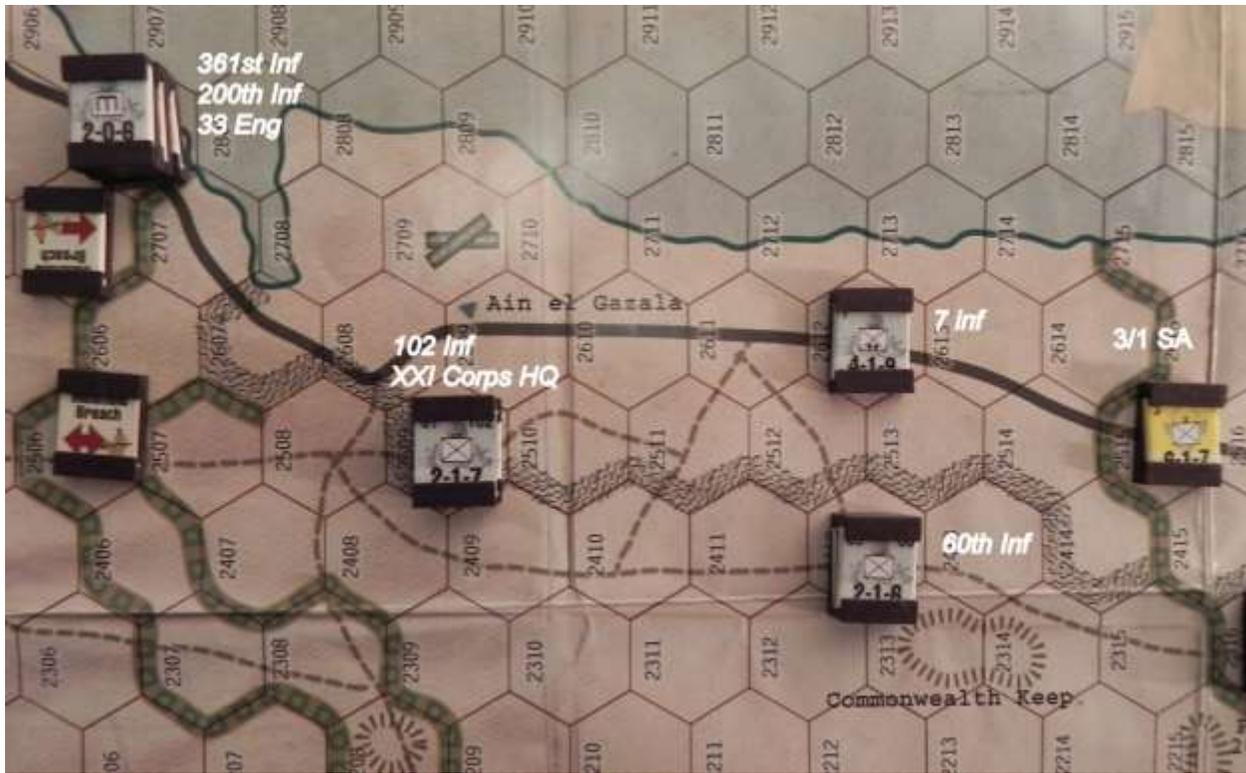
5th Indian impulse

The newly supplied *Afrika* activates. Rather than fight their way through the stiffening resistance to the north, they start to work on another end run. *15th Panzer* pulls its infantry and armor together, leaving *90th Light* to screen against counterattacks. *Rommel* joins the *15th Panzer* stack. The panzer divisions mount an attack against *4th Armour* and *29/5 Infantry* after their recent success. The Grants are all destroyed in the armor combat, with no loss to the Germans. The infantry loses a step and retreats into the *El Adem* box. *21st Panzer* advances into the hex.



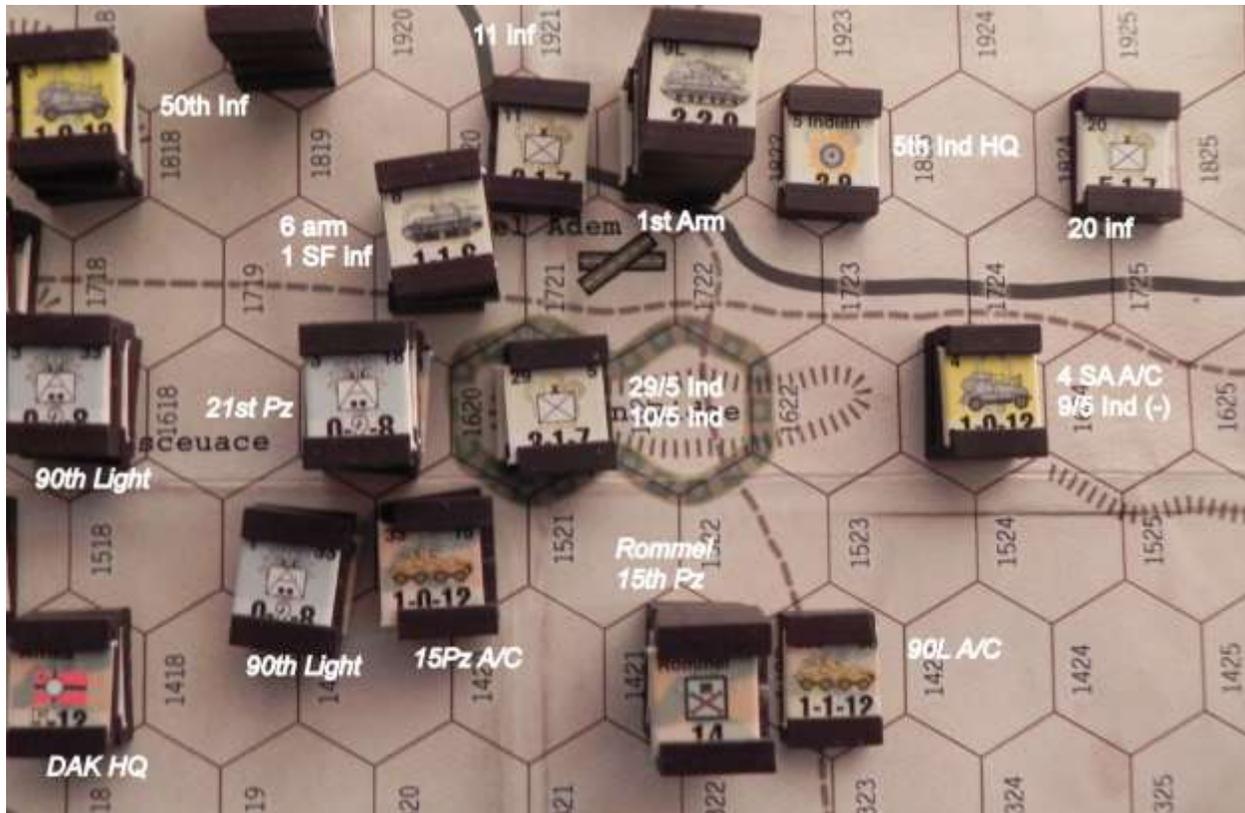
*Afrika impulse*

The German regiments and engineers of *XXI Corps* are still trying to clear the road. However, the Italian infantry doesn't wait for them. They go through the gaps and head for Tobruk, as far as they can while still keeping all of the corps in supply.



*XXI Corps impulse*

The final activation goes to *Rommel*, and he, too, is ready to move. He takes *15th Panzer* on a wide swing around the El Adem Box, seeking to outflank the Allies yet again.



*Rommel impulse*

Axis Replacements: 2 Italian tank.

Allied Replacements: 1 Valentine, 1 Matilda, 2 armoured car, 1 British infantry.

### June 10

Axis Command Level: 2. The Axis are now suffering a -1 DRM on the command level table. Because the *Afrika* HQ is about at the end of its supply tether, the Axis put *XX Corps* and *XXI Corps* into the cup. *Rommel* is available. No air support.

Allied Command Level: 1. The Allies choose 5th Indian and 1st Armour.

The Axis receives 1 German tank and 1 German armoured car replacements. They use them to replace *2/15 Panzer* at depleted strength and bring *33/21 Armored Car* up to full strength. They also use one of their Italian tank steps to bring *2/132 Armor* up to strength.

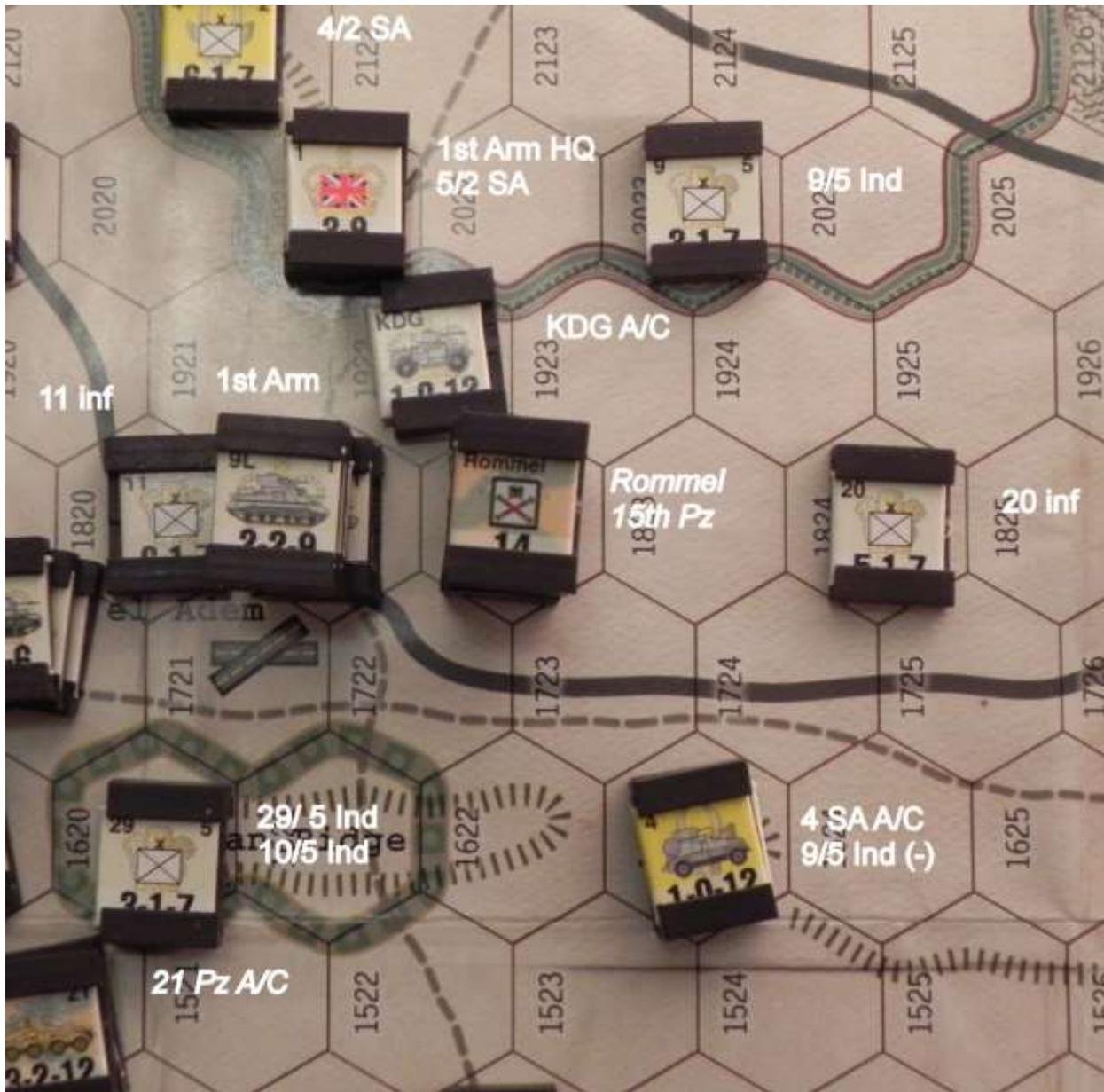
The Allies replace *KDG Armoured Car* and place it with 5th Indian HQ.

*XXI Corps* finally clears the minefield blocking the road. The Italian divisions advance to the next line of minefields. *7 Infantry*, the corps' motorized unit, stays in reserve guarding the HQ.



XXI Corps impulse

The next activation is *Rommel*. Rommel takes *15th Panzer* through a hole in the Allies' ZoCs and takes it crashing into 5th Indian's HQ, defended only by KDG Armoured Cars. Rather than make a pointless stand, the A/Cs use their special ability to bug out. The HQ is pulverized, but, surprisingly, takes a German infantry step with it.

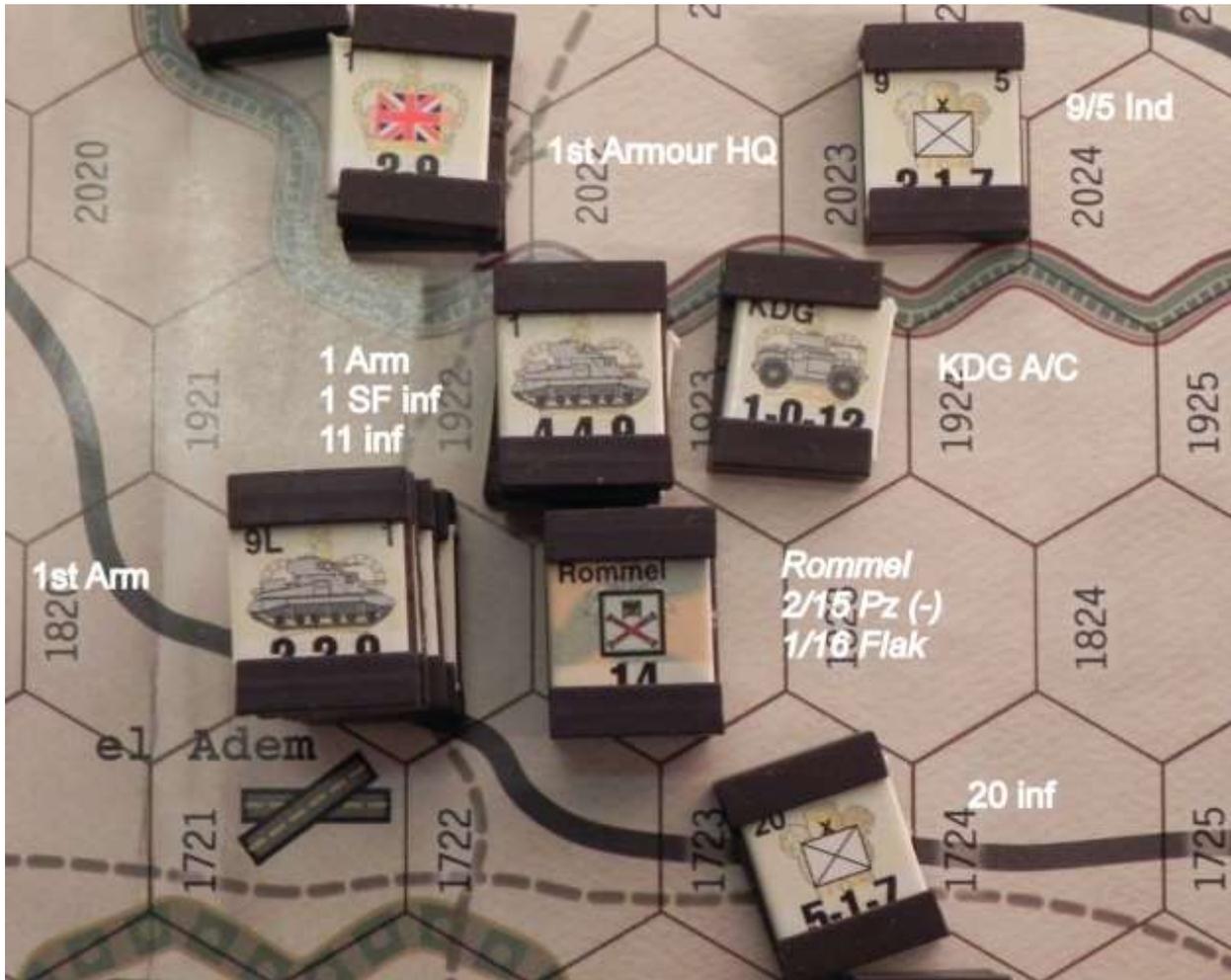


*Rommel impulse*

The next chit drawn is 1st Armour. That division scrapes together every independent unit it can and counterattacks against *15th Panzer*. In the armor battle, the Germans lose three steps of tanks, while the British lose two of armoured cars and one of Valentines. In the general combat that follows, the Germans lose three SA more steps, leaving Rommel surrounded with just a depleted tank battalion and a flak battalion.

[That was certainly an interesting turn of events. The whole in the British line occurred in part because you have to have a brigade or three battalions in order to have a ZoC. Had the 5th Indian chit been in the cup instead of 1st Armour (and I didn't know which it was), Rommel's attack would have paralyzed the Allies for the entire turn. The British counterattack had some good things going for it, but it was still risky. Their armor could have been slaughtered if the

Germans had rolled better. As it was, the Germans made all three of their recovery rolls, and so they have replacement points to recover their tank losses, if not their infantry.]



1st Armour impulse

Finally *XX Corps* activates. *Ariete* and *101 Infantry* go after *69/50 Infantry*, supported by the *Matildas* of *44 Armour* on *Rami Ridge*. In the armor battle, the special rule requiring *Matildas* to get hit twice before being reduced saves them, but neither do the British do any harm to *Ariete*. In the ground battle, both sides have armor and HQ support, but the British have the advantage of terrain. The result is that *Ariete* loses a tank step, and the Italians retreat.



XX Corps impulse

Axis Replacements: 1 Italian tank. 3 German tank

Allied Replacements: 1 Valentine, 1 Matilda, 2 armoured car, 1 British infantry.

### June 11

Axis Command Level: 0. Not good news for Rommel! Air support is irrelevant.

Allied Command Level: 4. This should be interesting. With 5th Indian *hors de combat* until next turn, all of the other Allied chits go in the cup.

*Rommel* and the units stacked with him are currently isolated.

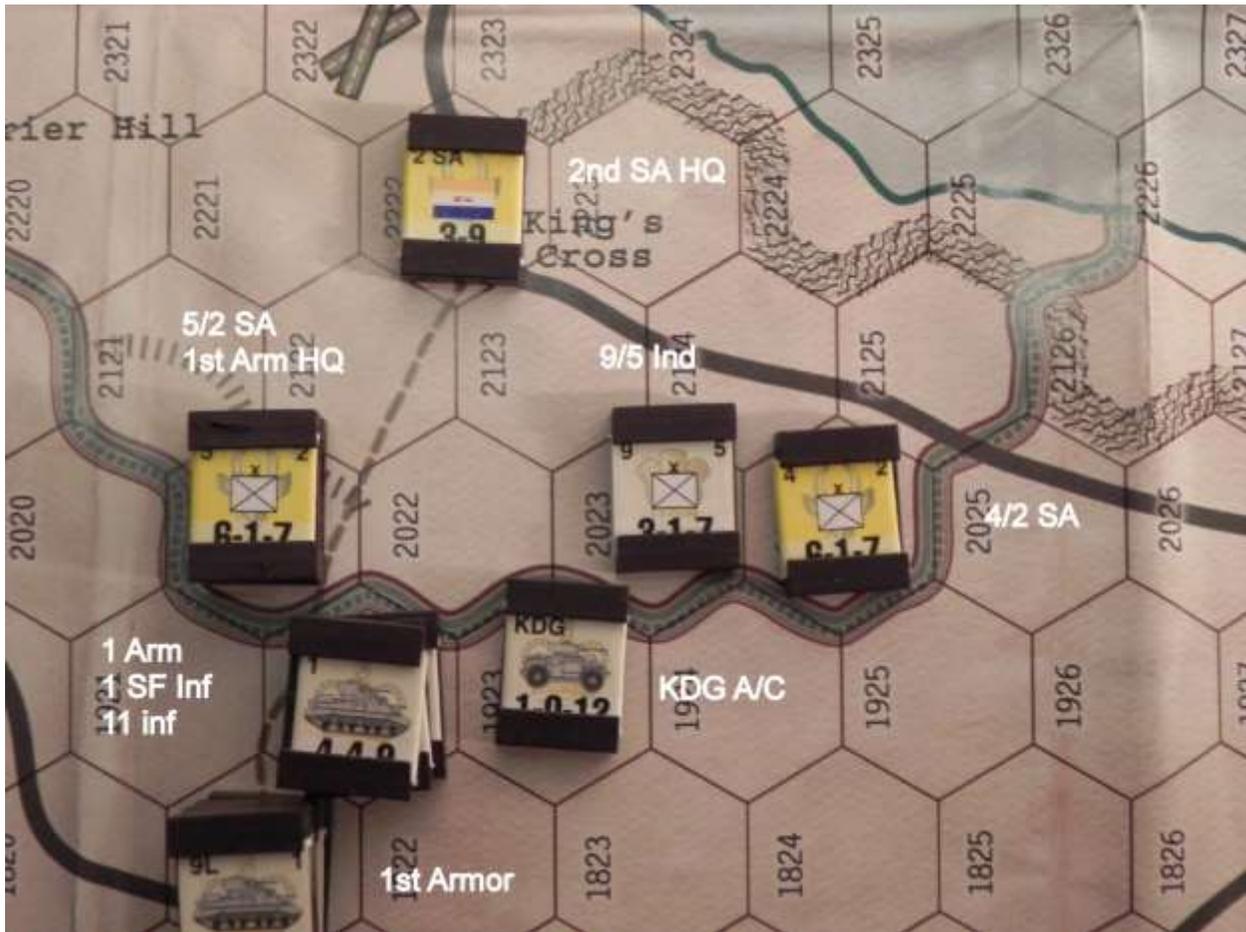
The Axis uses its Italian tank step to restore 1/132 and 2 German tank steps to replace 1/15 *Panzer*, at full strength. It is placed with the *Afrika HQ*. (The other understrength tank units cannot be replenished because they are adjacent to enemy units.)

The Allies use their Valentine step to replace 1 Armor at reduced strength, placing it with 1st South African HQ. They use their armored car steps to replace 6 and 7 South African A/C, placing them with 1 Armour HQ.

The first chit drawn is for 50th Infantry, which doesn't have anything much to do, other than hold the ridgeline against *XX Corps*.

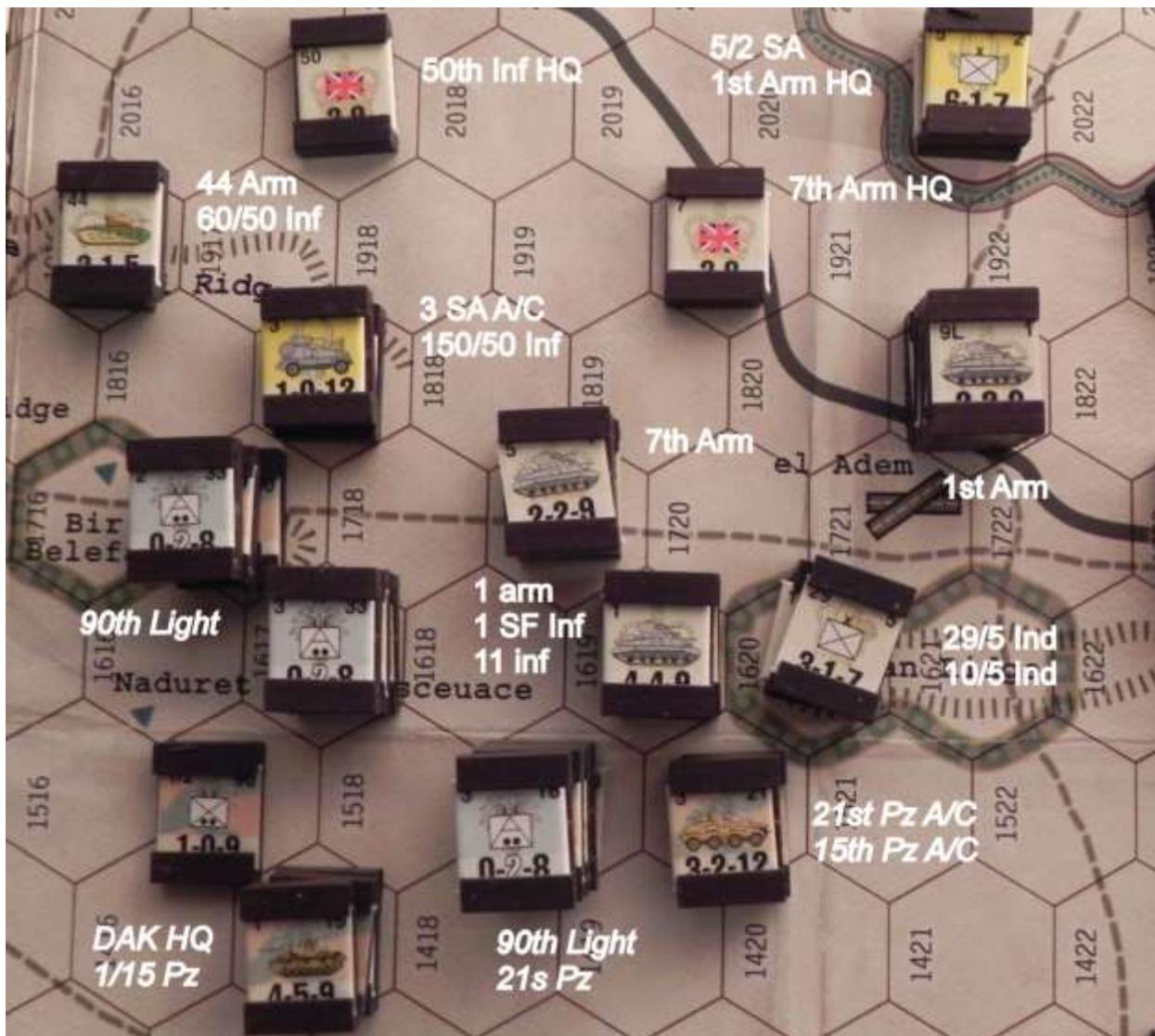
Next to activate is 1st Armour. They are all set up to clean *Rommel's* clock. The Germans still account for one British tank (2H/1, eliminated) and armoured car (7 SA A/C eliminated), while losing nothing in the armored combat. The German steps are all eliminated in the general combat, but they inflict another step loss on the British infantry. *Rommel* is placed on the turn record track to return on June 13.

2nd South African activates. They shift 4/2 SA to the eastern side of the Tobruk perimeter, so that 9/5 Indian will be able to move out and join its division, once their HQ is restored.



2nd South African impulse

7th Armour is the last to activate. They use their own units and a stack of independents to attack *21st Panzer*. However, it doesn't go well. The British lose one Stuart and two Valentine steps in the armor combat, with no losses to the Germans. In the general combat, the depleted *1/21 Panzer* is eliminated, and the Germans retreat. However, the British also lose an infantry step.



7th Armour impulse

Axis Replacements: 1 German tank

Allied Replacements: 1 Stuart, 1 Crusader, 1 Matilda, 1 British infantry.

### July 12

Axis Command Level: 2. The Axis decides that it needs the infantry of *X Corps*, which has been sitting around for the whole game. They also choose *Afrika*. *Rommel* is still off the map. Air support is available at +2.

Allied Command Level: The Allies choose 1st South African, 1st Armour, and 5th Indian (which is again available).

The Germans replace *1/21 Panzer*, at reduced level, placing it with the *DAK HQ*.

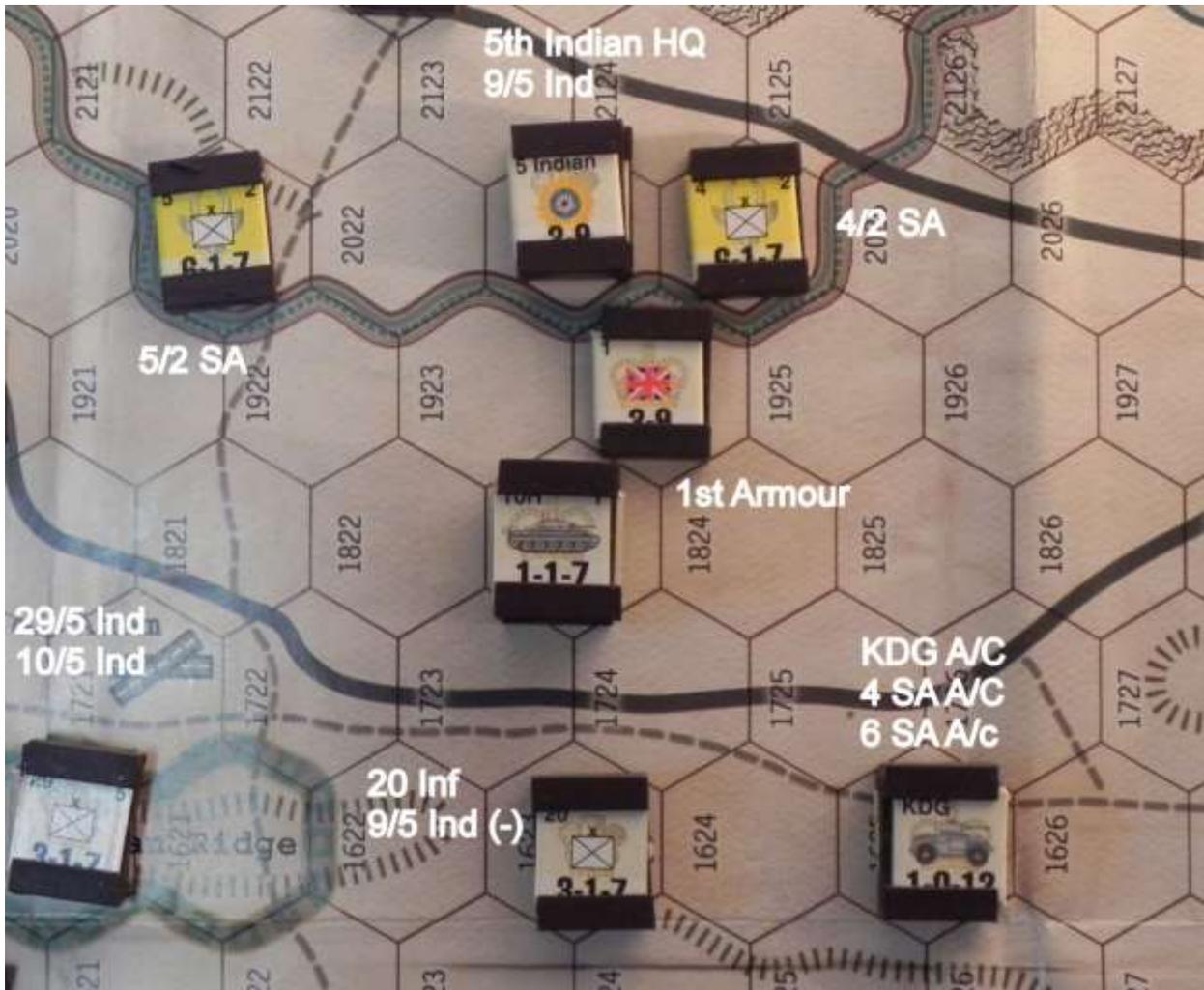
The Allies replenish the 7th Armour infantry that was reduced last turn and replace 6H/7 (Stuarts) and 10H/1 (Crusaders), both at reduced levels, placing them with their respective HQs.

1st South African activates. Rather than wait for the Italians to dig them out of this line of minefields, they strike against *60th Division*, with the Matildas of 7th Armour in support. They also dispatch the Valentines of 8th Armour towards the 50th Infantry position, to make up for the losses in the previous turn. The Italians lose two steps, which they satisfy by eliminating 86/60 the surviving 85/60 retreats onto Commonwealth Keep. The South Africans also lose a step, which they take from the Matildas, as there is still a replacement available.



*XX Corps impulse*

1st Armour positions itself in reserve behind the El Adem Box and activates some independent infantry and armoured car units to form a ZoC-enabled screen to the east of the box.



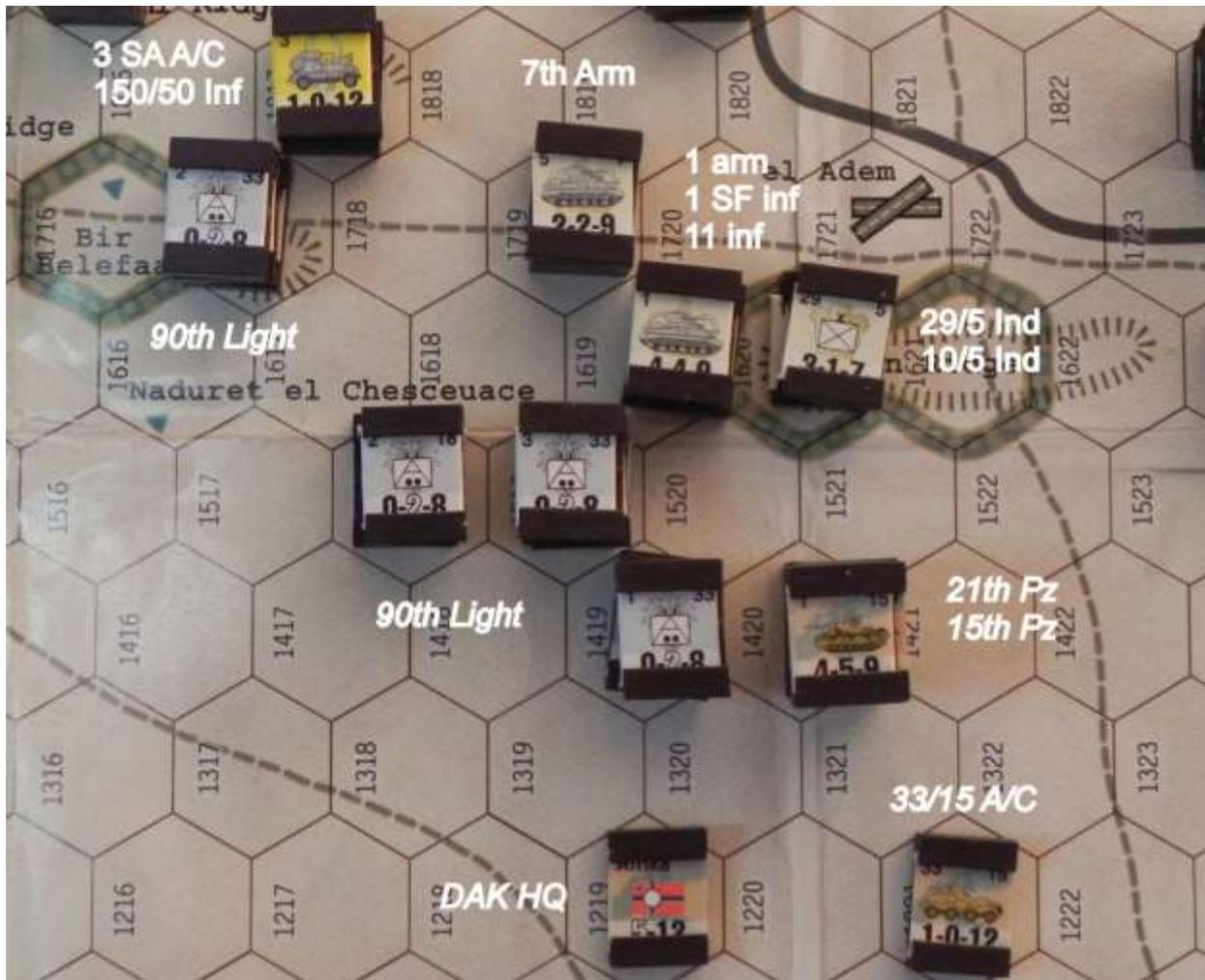
1st Armour impulse

*X Corps* begins its move. Since the minefield in front of them is still intact, they move south towards the gaps made by *XX Corps*.



*XXI Corps impulse*

*Afrika* activates. While it's tempting to take a whack at the independent infantry and armour that attacked *21st Panzer* last turn, especially with air support available, time's a wasting and they still are no closer to Tobruk. Attrition isn't going to do the job. They gather all of their tanks in a stack, disengage, and start to move east. They leave most of *90th Light* and the flak units to screen from attacks.



*Afrika impulse*

Axis Replacements: none

Allied Replacements: 1 Matilda.

June 13

Axis Command Level: 0.

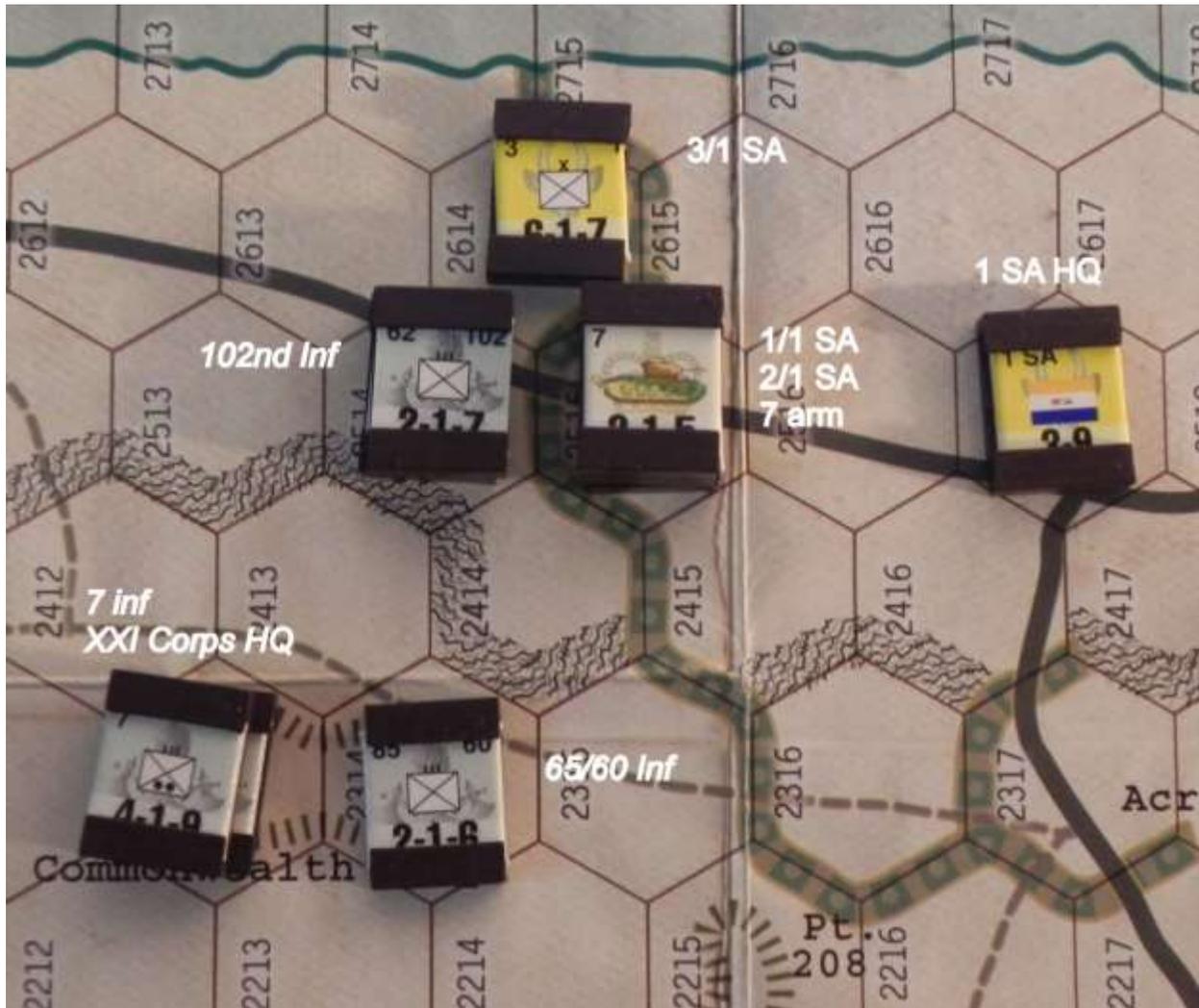
Allied Command Level: 3. The Allies choose 7th Armour, 5th Indian, 50th Infantry, and 1st South African.

Rommel is returned to the board and placed with the German armor.

The Allies use their Matilda step to replenish the independent 7th Armour, which had been reduced in the previous turn.

5th Indian moves to reestablish control over its far-flung regiments and take over the defense east of El Adem.

1st South African sorties again, this time against *102nd Infantry*, which loses a step from *62/102*.



1st SA impulse

50th Infantry contents itself with shifting the Valentines of 9th Armour over to the end of Remi Ridge. This gives all of its regiments some tank support.

Axis Replacements: none

Allied Replacements: none.

#### June 14

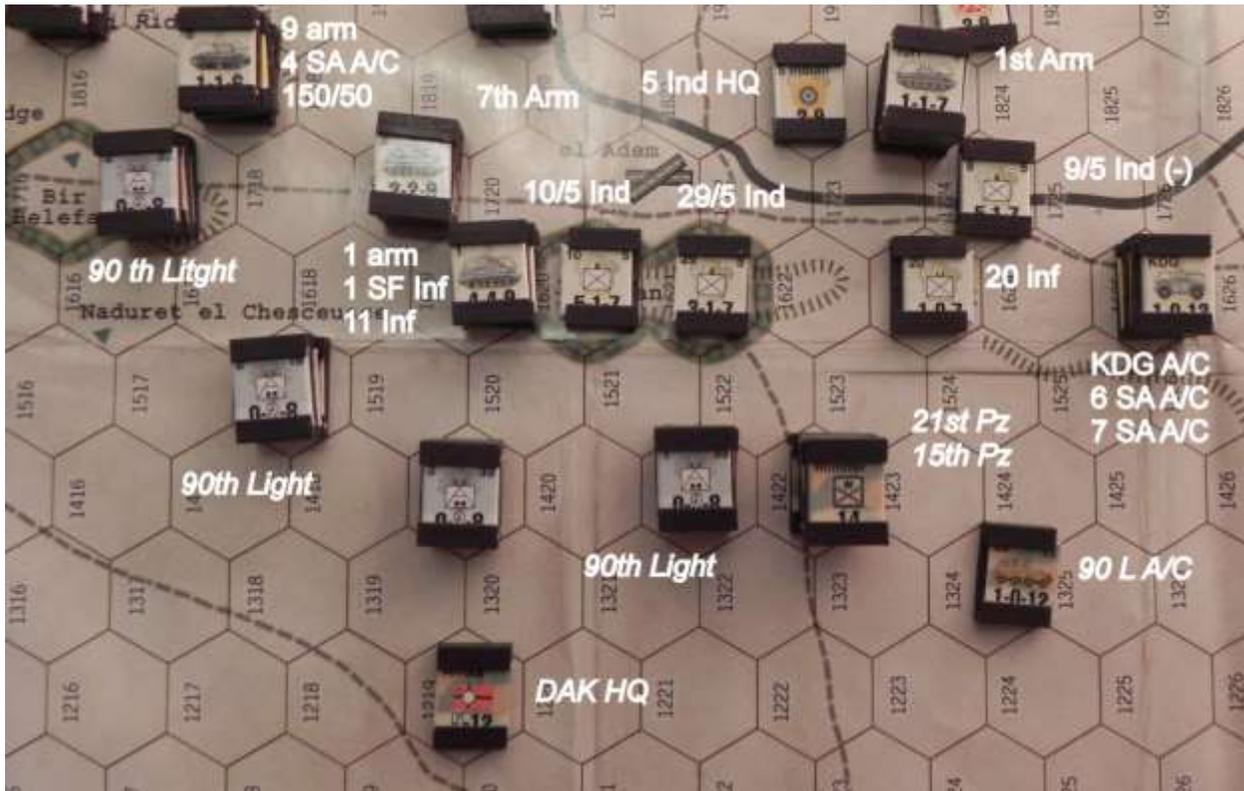
Axis Command Level: 1. The Axis puts *Afrika* into the cup. *Rommel* is not available. No air support.

Allied Command Level: 4. The Allies choose 1st South African, 5th Indian, 1st Armour, 7th Armour, and 2nd South African.

9/5 Indian reabsorbs its detached battalion and goes up to full strength.

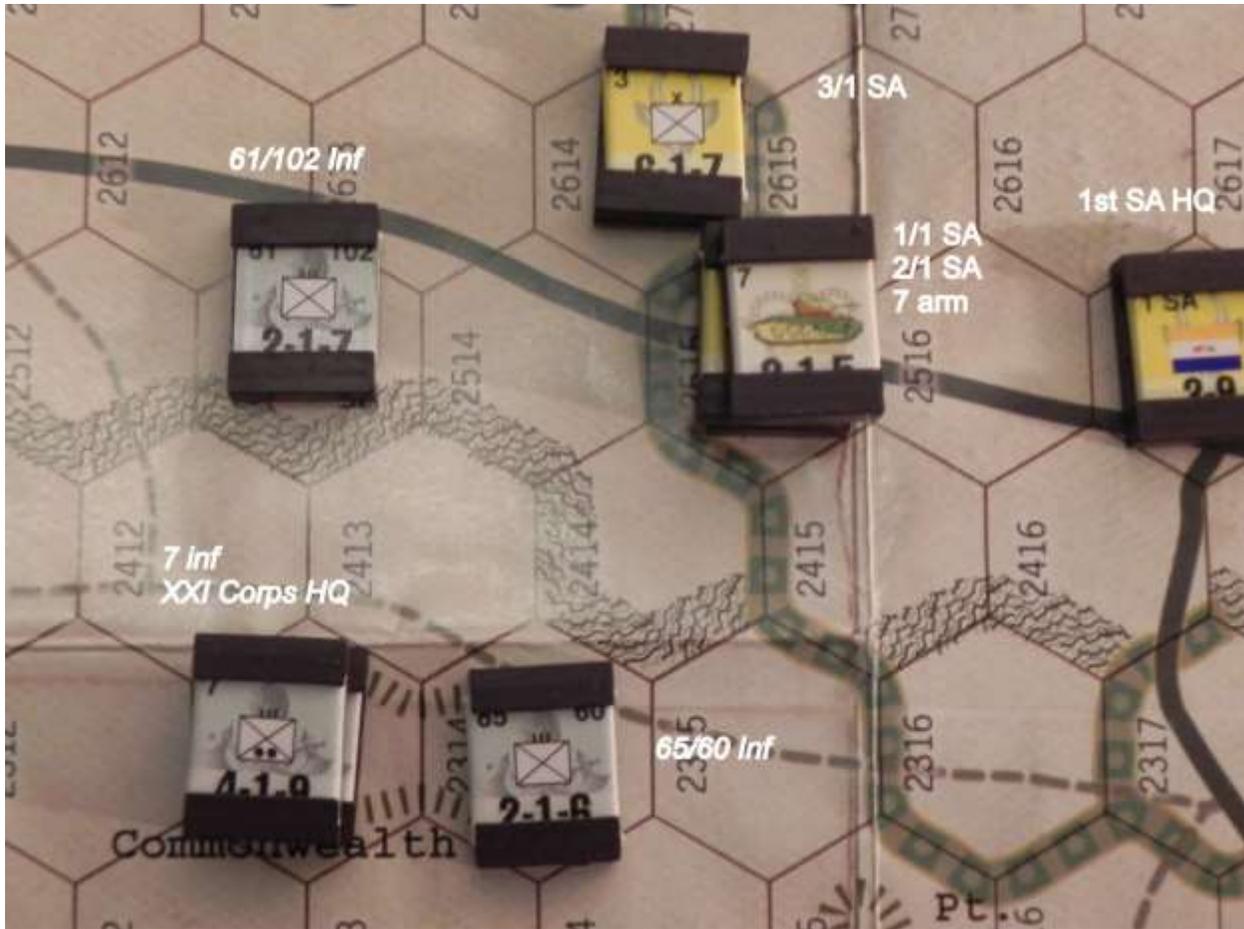
*Afrika* gets the first activation. The panzer force attacks the independent 20th Infantry, holding the hill to the east of the El Adem Box. The defenders get lucky with their antitank guns and eliminate the depleted *1/21 Panzer*. The attack goes in at 3:1, with all of the column shifts canceling. The result is bad for the Germans, who lose two steps and retreat. The infantry also loses a step, which brings it down to a battalion-size unit. The Germans reduce their infantry (*2/21*) and one panzer unit (also designated *2/21*).

Behind the panzers, *90th Light* reorganizes into a set of task groups consisting of infantry, flak, and armored cars, to keep the spearhead from being cut off.



*Afrika* impulse

1st South African renews its attack on *102nd Infantry*, which hasn't been able to get out of the way. *61/102* is eliminated, and the remnant of *61/102* retreats.



1st South African impulse

1st Armour activates, but there isn't a lot for them to do. They are too weak to attack the panzers, even at this stage. The HQ activates the remains of the independent 20th Infantry and pulls them off the hill, to stack with 9/5 Indian. The hope is that 5th Indian will activate and send a full regiment to hold the hill again.

For the first time in the game, the "operational halt" rule comes into play. After a side has activated two formations, there is a possibility that its turn will end prematurely. The Allies roll a "1," ending the turn.

Axis Replacements: 1 German tank

Allied Replacements: none.

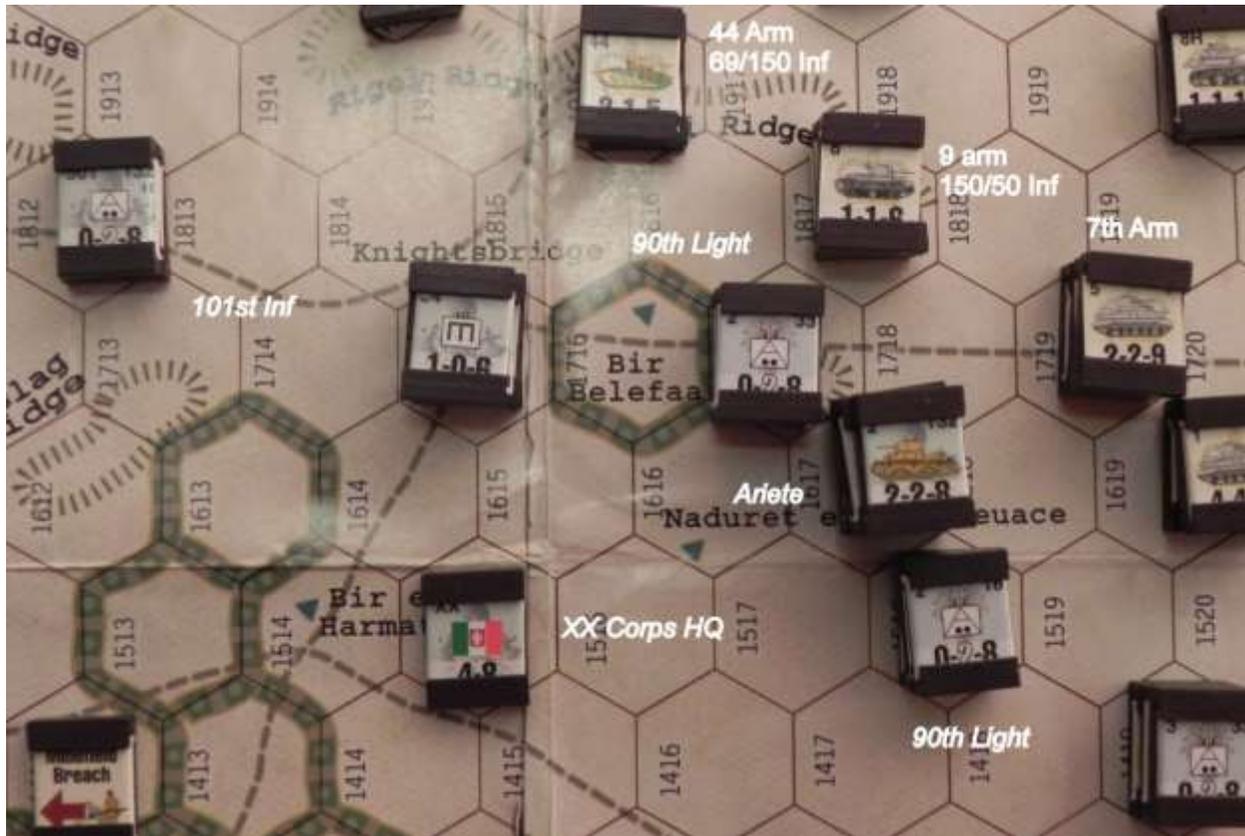
### June 15

Axis Command Level: 1. *Rommel* is not available. No air support. The Axis chooses *XX Corps*, to see if they can bring *Ariete* into the fight.

Allied Command Level: 2. The Allies choose 5th Indian, 7th Armour, and 1st South African.

The Axis replaces *2/15 Panzer* at reduced strength.

*XX Corps* activates first. Leaving *102 Infantry* to watch the British, *Ariete* skirts the south edge of the Knightsbridge Box to a position where it can at least relieve one of the *90th Light* task groups. *60//102 Infantry* tries to clear one of the Knightsbridge minefields but fails.



*XX Corps* impulse

Axis Replacements: None.

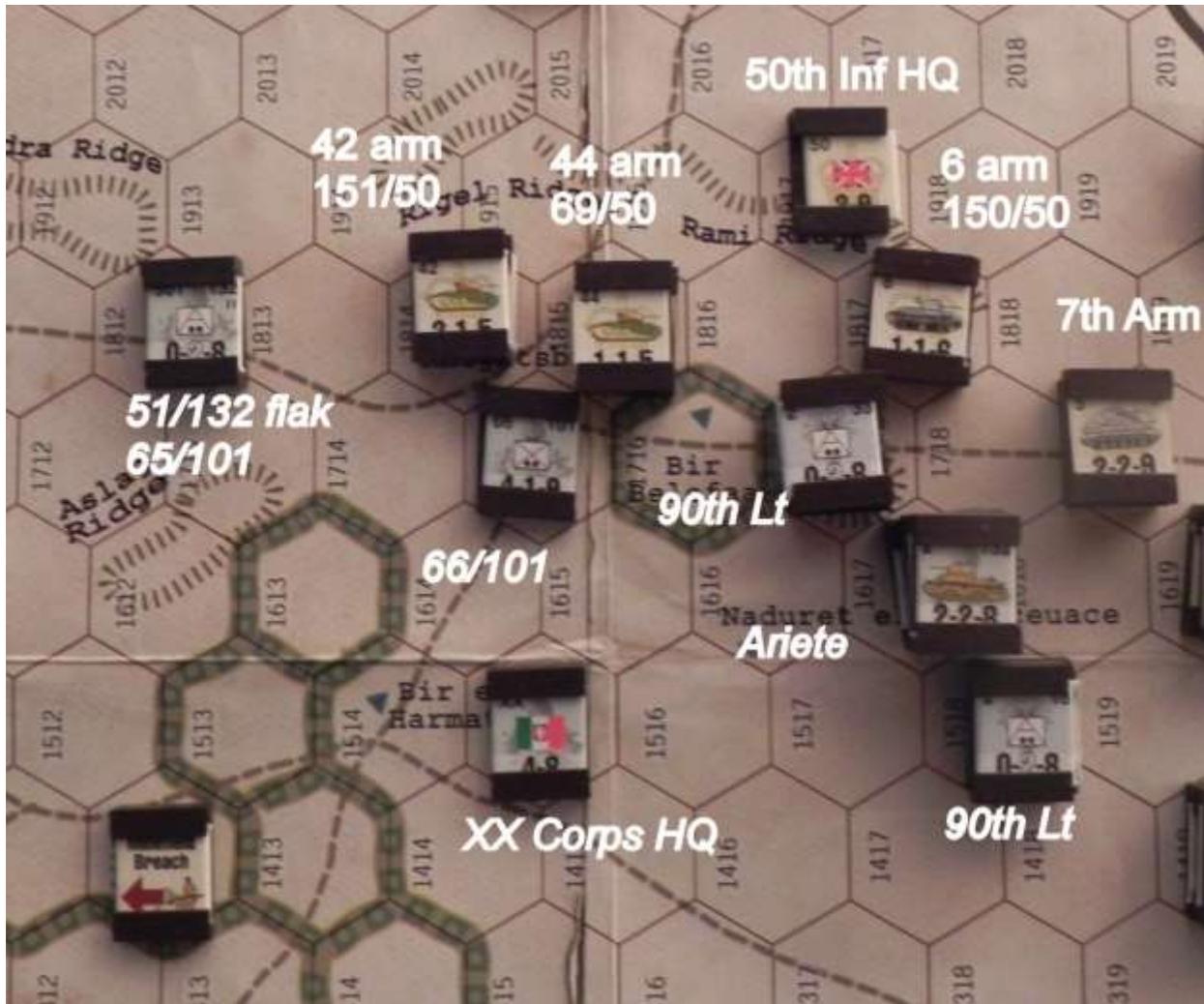
Allied Replacements: none.

June 16

Axis Command Level: 0.

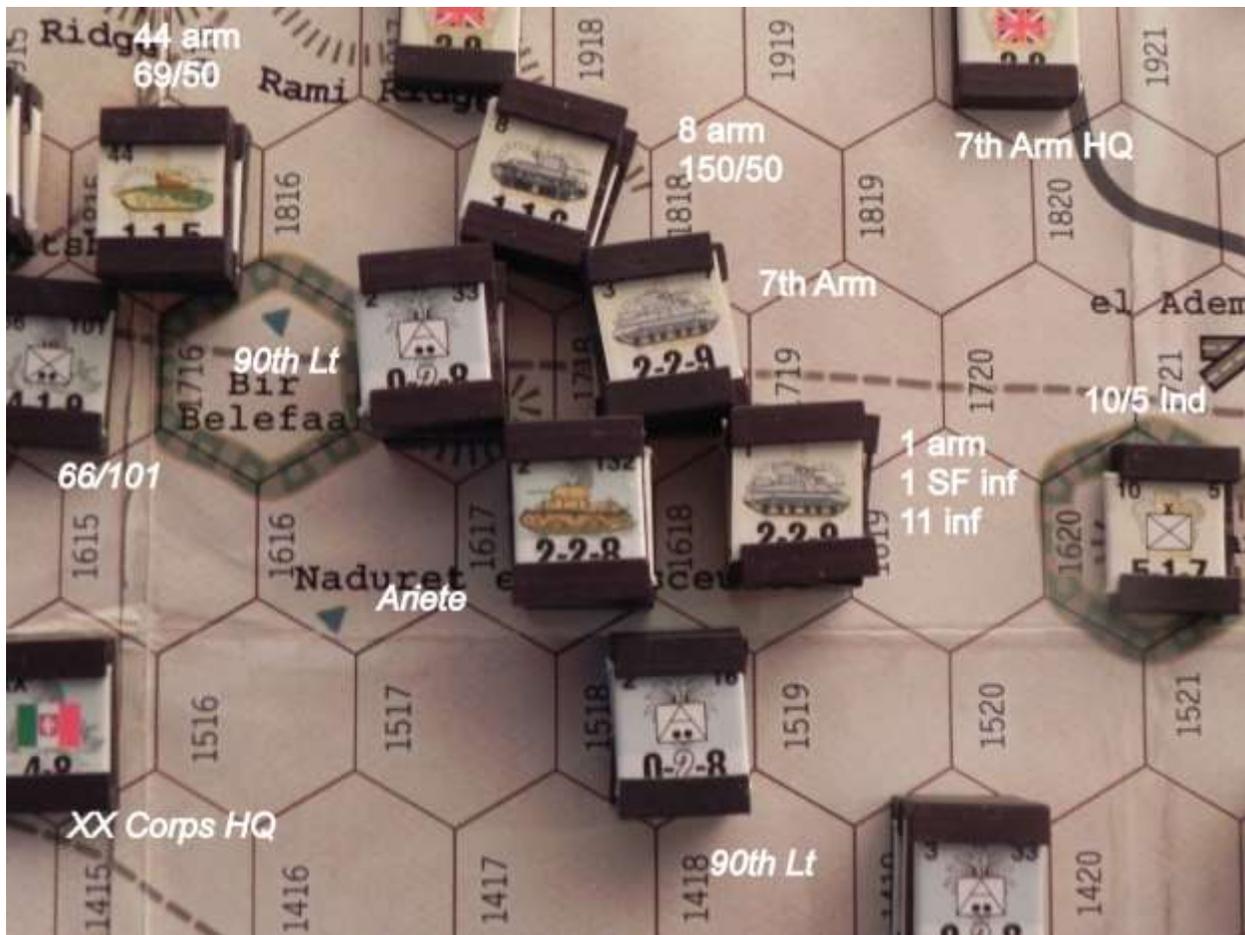
Allied Command Level: 2. The Allies choose 7th Armour, 50th Infantry, and 5th Indian.

50th Infantry activates. 151/50 and 69/50, accompanied by Matildas, come down from the hills and attack *66/101*, which is stacked with the engineers and armored cars by the Knightsbridge box. The Matildas dispatch the armored cars, but the general combat is disappointing, as the Italians trade the engineers for a step of Matildas. However, the British ZoC now blocks the narrow gap between the minefield line and the box, leaving the supply line to both *XX Corps* and *Afrika* cut off.



50th Infantry impulse

The other formation to activate this turn is 7th Armour, which tries to increase the pressure on the Italians by attacking *Ariete*. The British come off worse in the tank battle, losing three steps to the Italian one. This makes the general combat odds uninviting, and the British decline to press the attack.



7th Armour impulse

Axis Replacements: 1 Italian tank.

Allied Replacements: 2 Grant.

### June 17

Axis Command Level: 1. The Axis now has to subtract two from its command die rolls. *Afrika* and *XX Corps* are out of supply. The Axis puts *XXI Corps* into the cup. *Rommel* is available. Air support +1.

Allied Command Level: 3. The Allies choose 1st South African, 50th Infantry, 7th Armour, and 5th Indian.

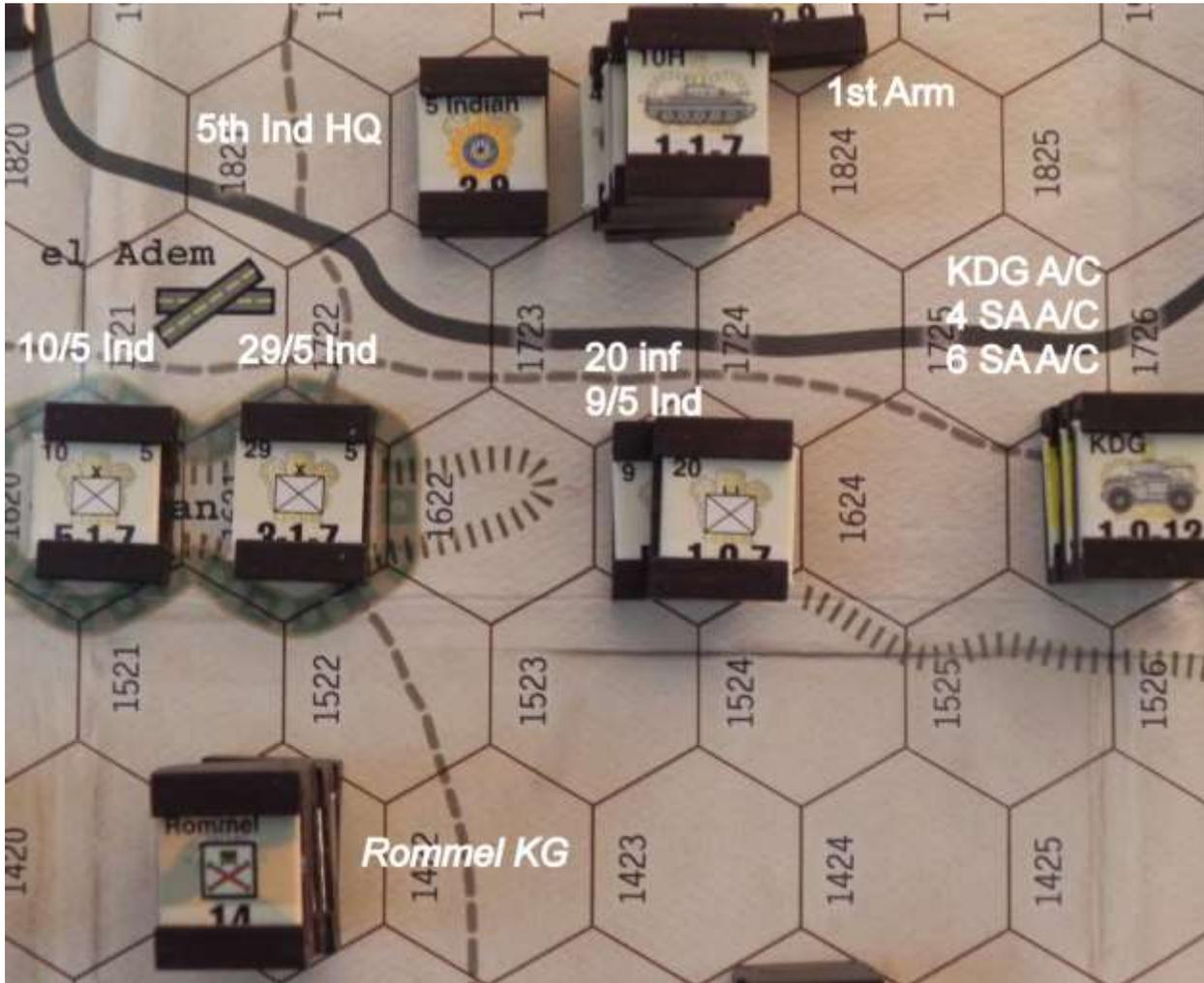
With *XX Corps* out of supply, the Axis decides to hold on to their replacement point.

The Allies use their Grant replacements to place the independent 6 Armour, at reduced strength, with 50th Infantry HQ.

*Rommel* activates. Out of supply, his *kampfgruppe* is half strength (the battered bits of two panzer divisions) and half movement. He takes the panzer units and joins a stack of *90th Light*

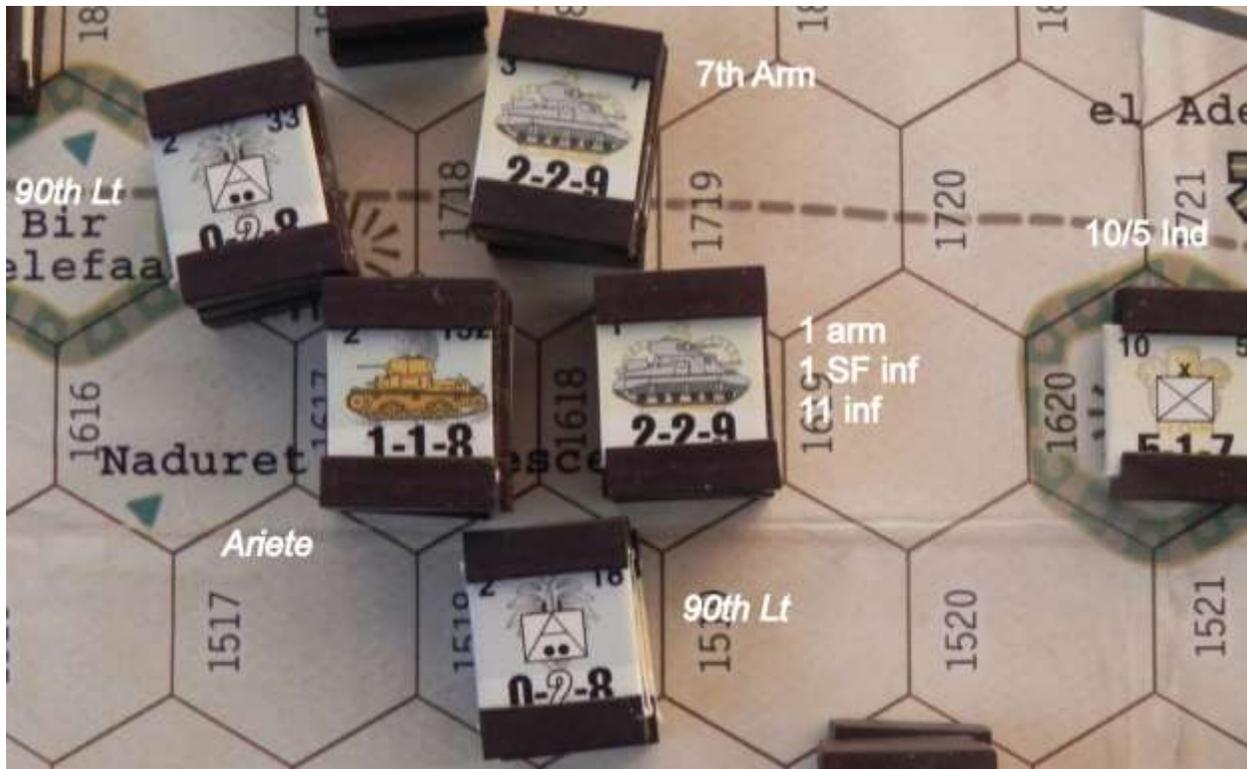
infantry, which will give him more strength as soon as the supply situation clears up. The understrength infantry and the flak unit that had been with him link up with 33/15 A/C in order to form a stack that has a ZoC.

5th Indian moves its 9/5 Indian and the independent 20th Infantry to the disputed hill east of the El Adem Box. This establishes a reasonably strong line guarding the Allies from a thrust around the east side of the Tobruk perimeter.



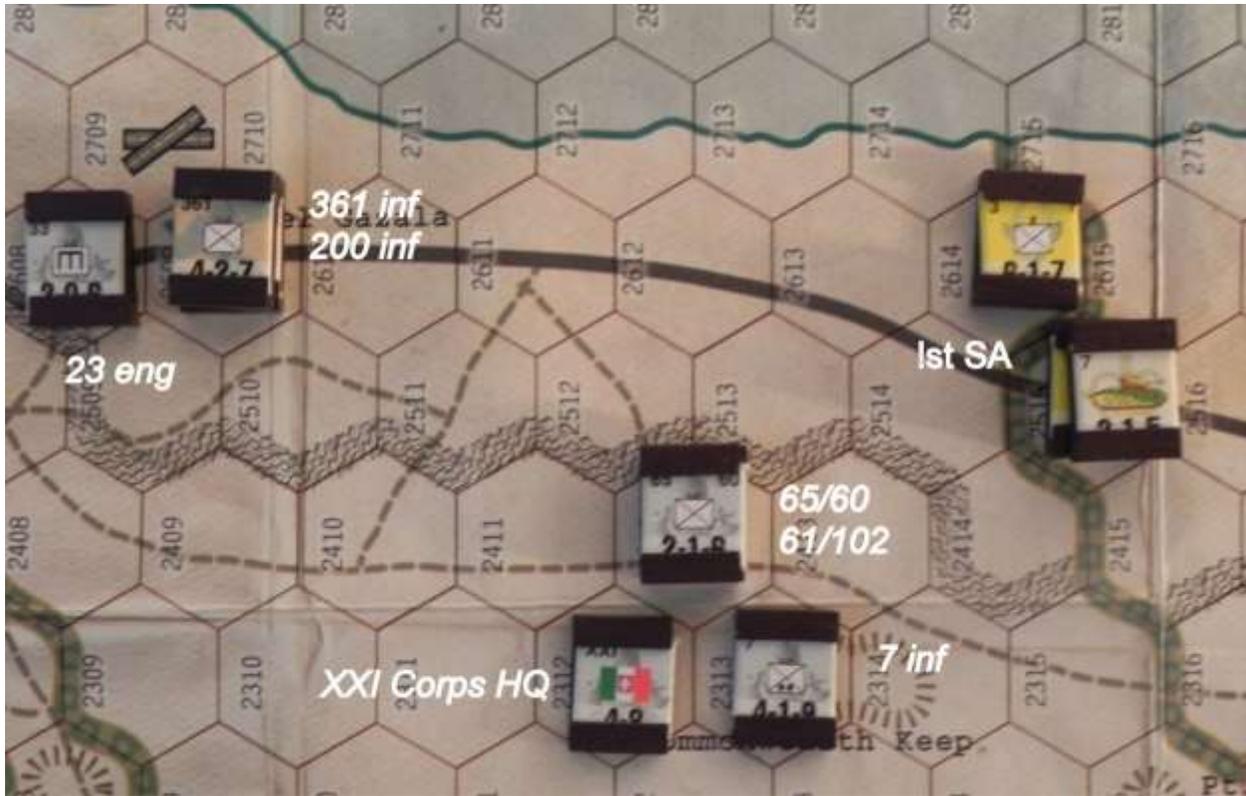
5th Indian impulse

7th Armour takes advantage of *Ariete*'s reduced status to initiate a tank battle, which reduces two Italian unit with no loss to the Allies. However, unsupplied units keep their full defense strengths in general combat, and so the British choose not to push further.



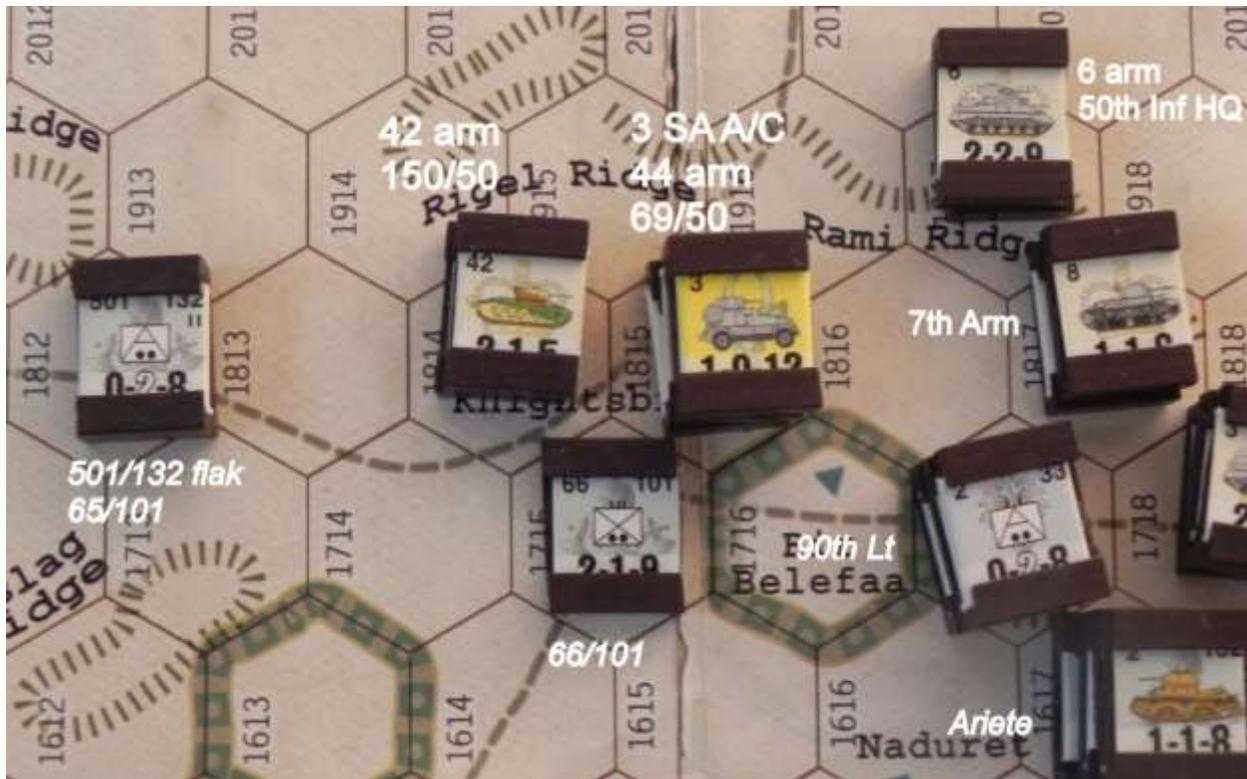
7th Armour impulse

The original idea of activating *XXI Corps* this turn was that 50th Infantry's HQ was vulnerable to an attack from behind, after the British troops had charged down the hill. However, the placement of 6 Armour with that HQ had made this attack infeasible. Instead, the Italians cluster around their HQ to prevent it from 1st South African while they wait for their German regiments to come up in support. The Germans move slowly, because the advance of the rest of the corps left them out of range of the HQ.



*XXI Corps impulse*

50th Infantry renews its attack on *66/101 Infantry*, bringing up 3 SA A/C to make up for the lost step of Matildas. They score another hit on the Italians but gain no ground.



50th Infantry impulse

Axis Replacements: 1 Italian tank.

Allied Replacements: None

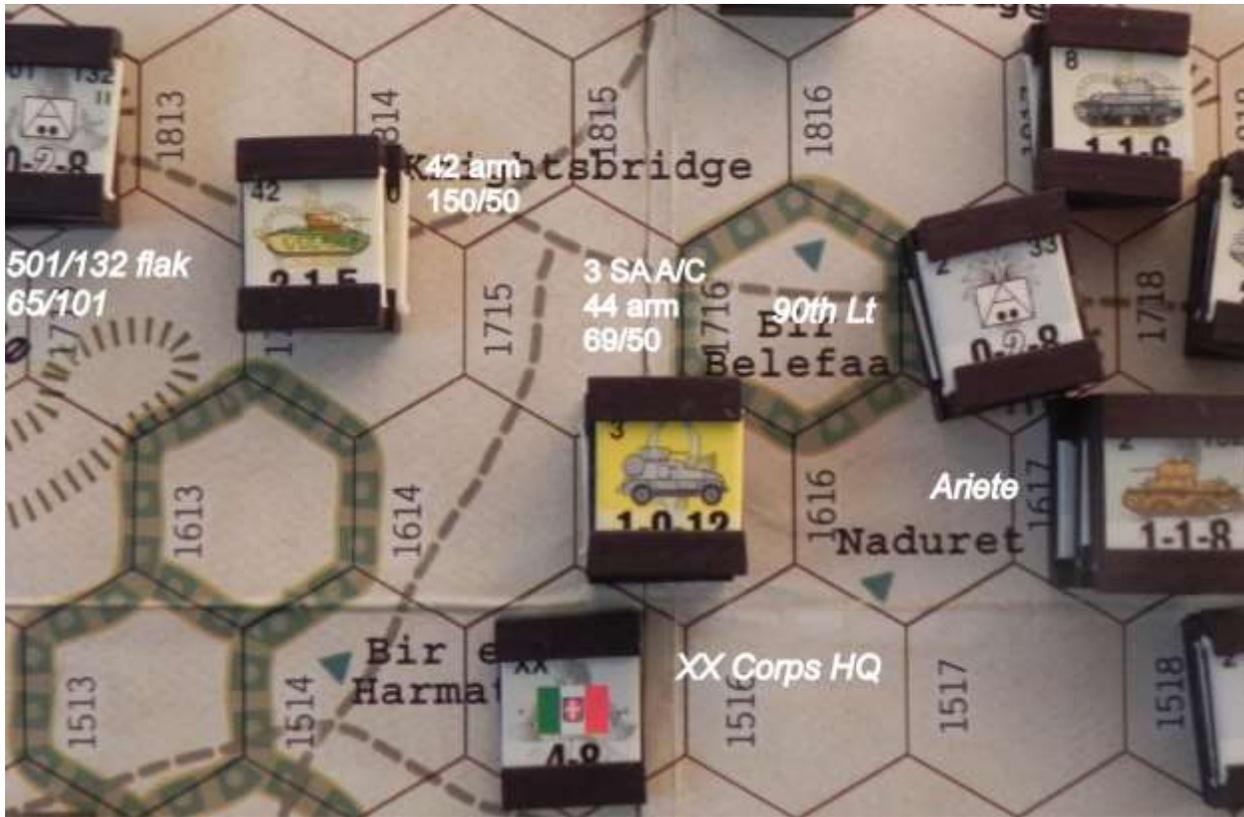
June 18

Axis Command Level: 0

Allied Command Level: 1. The Allies choose 1st South African and 50th Infantry.

The Germans get 1 tank and 1 infantry step replacements. However, with all of their units unsupplied, they can't use them.

50th Infantry finally finishes off 66/101 Infantry and advances to threaten XX Corps HQ.



50th Infantry impulse

Axis Replacements: 1 Italian tank, 1 German tank, 1 German infantry.

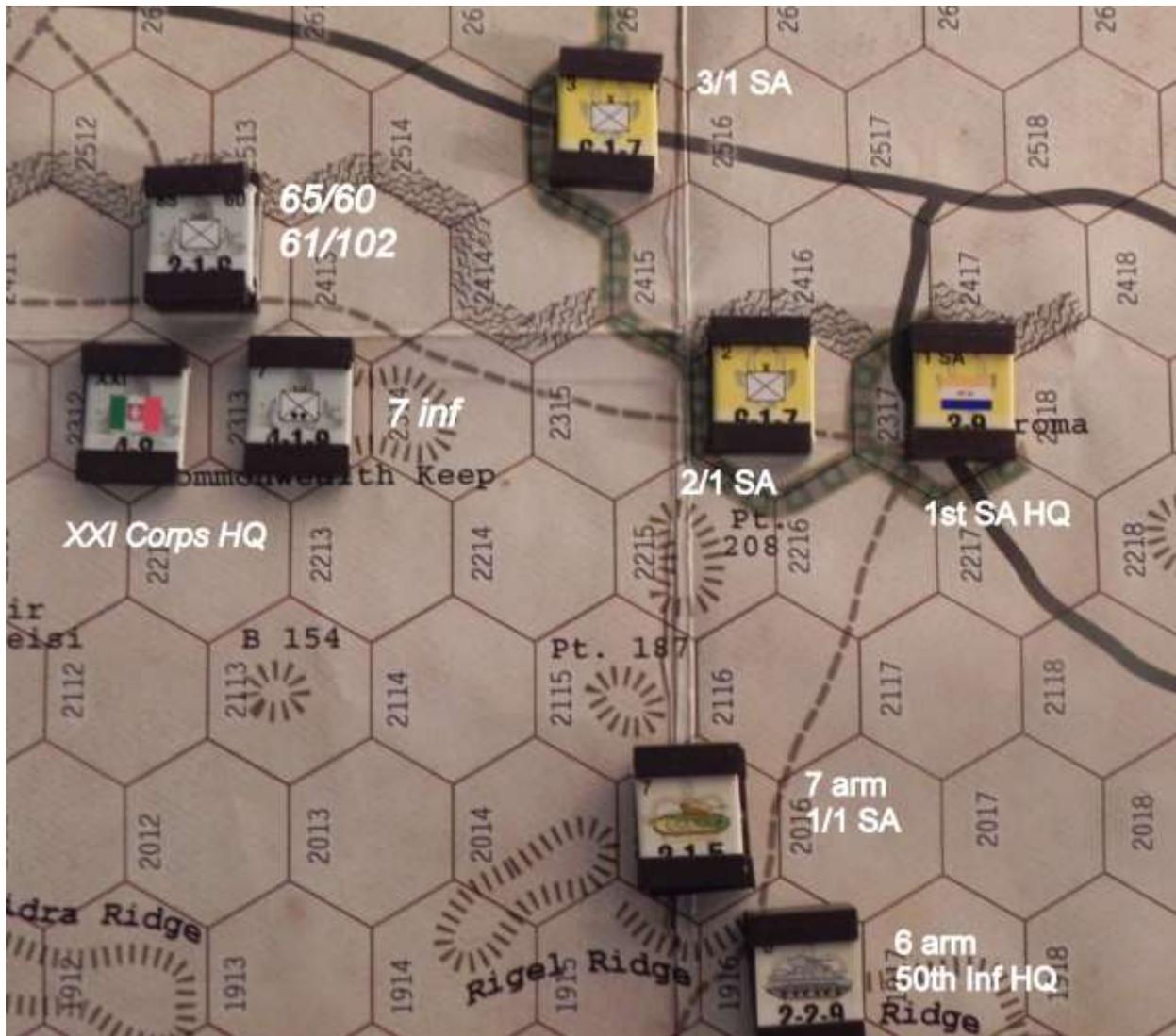
Allied Replacements: None

June 19

Axis Command Level: 1. *Rommel* is available. The Axis puts *XX Corps* into the cup, to give the HQ the chance to bug out. No air support.

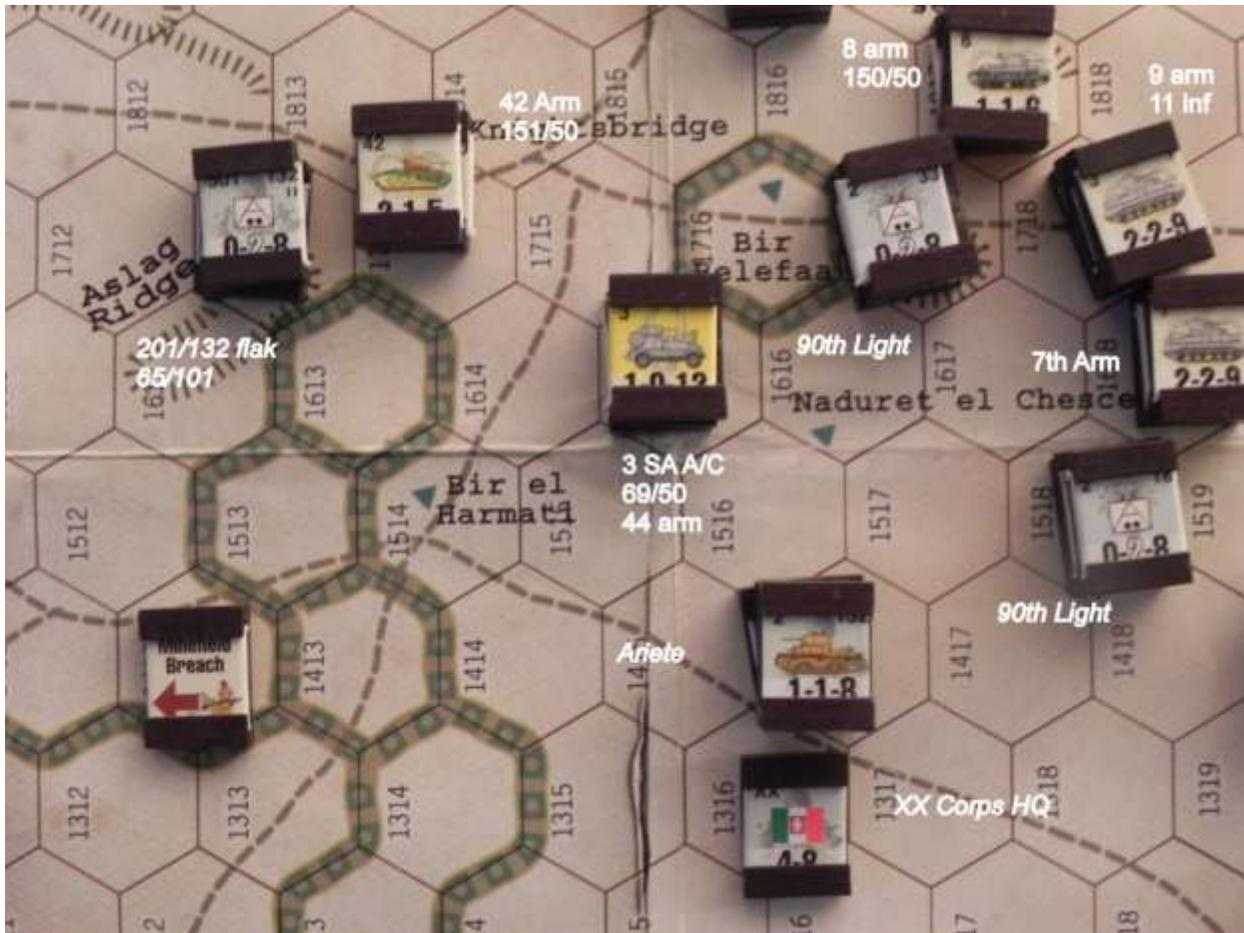
Allied Command Level: 4. The Allies choose 1st and 7th Armour, 50th Infantry, 1st South African, and 5th Indian.

1st South African pulls back behind the minefield and repositions its regiments so as to protect 50th Infantry's open flank.



1st South African impulse

*XX Corps HQ* bugs out. *Ariete* falls back to try to protect it. *69/101 Infantry* and *51/132 Flak*, on the wrong side of *50th Infantry*, moves onto *Aslag Ridge* in order to impede *151/50 Infantry* and perhaps clear the minefield if activated in a later turn.

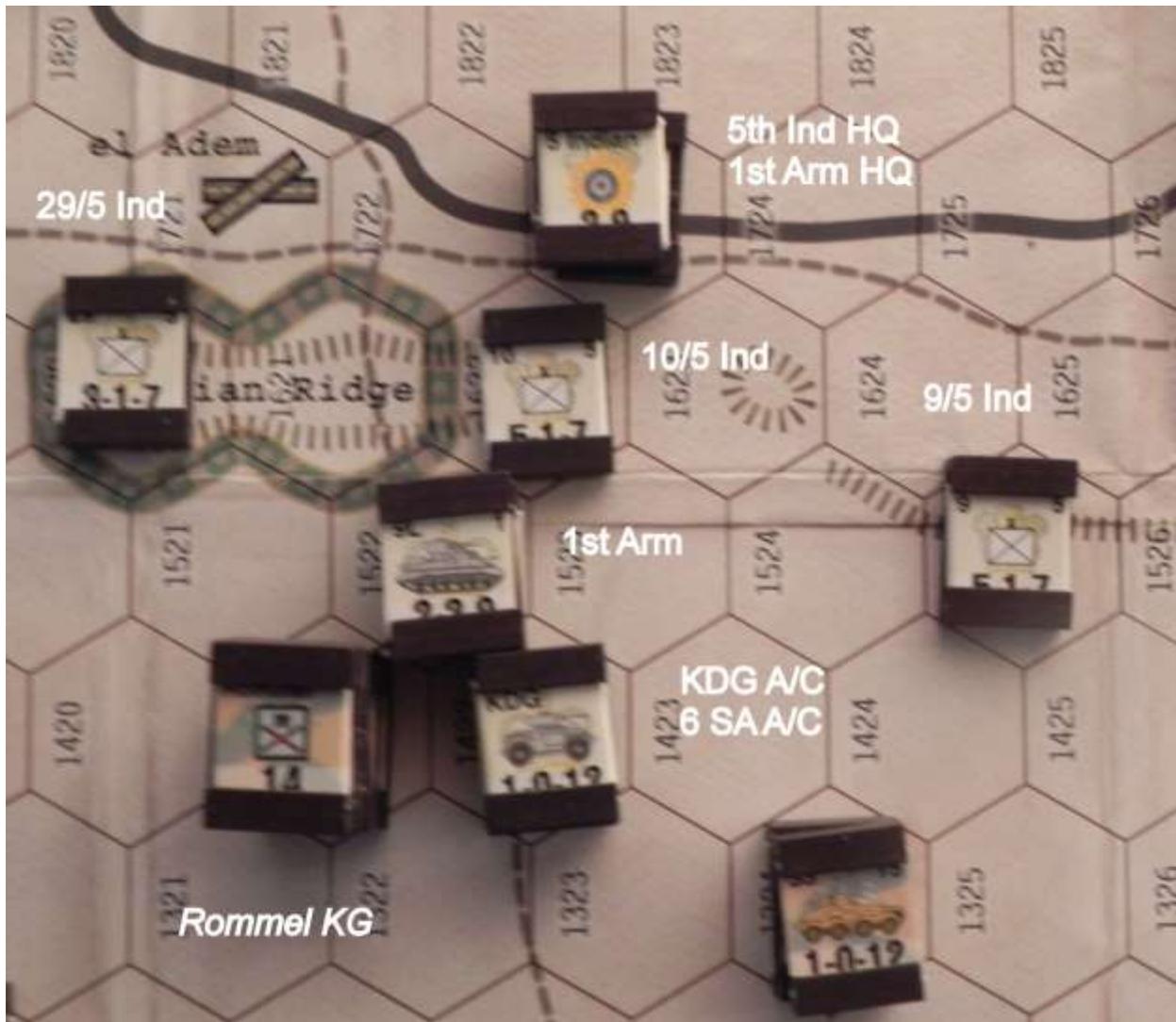


*XX Corps impulse*

1st Armour keeps the pressure on *Rommel* by scraping together whatever it can to attack. The tank battle eliminates two depleted Crusader units and reduces a panzer unit. The Allies choose not to engage in general combat

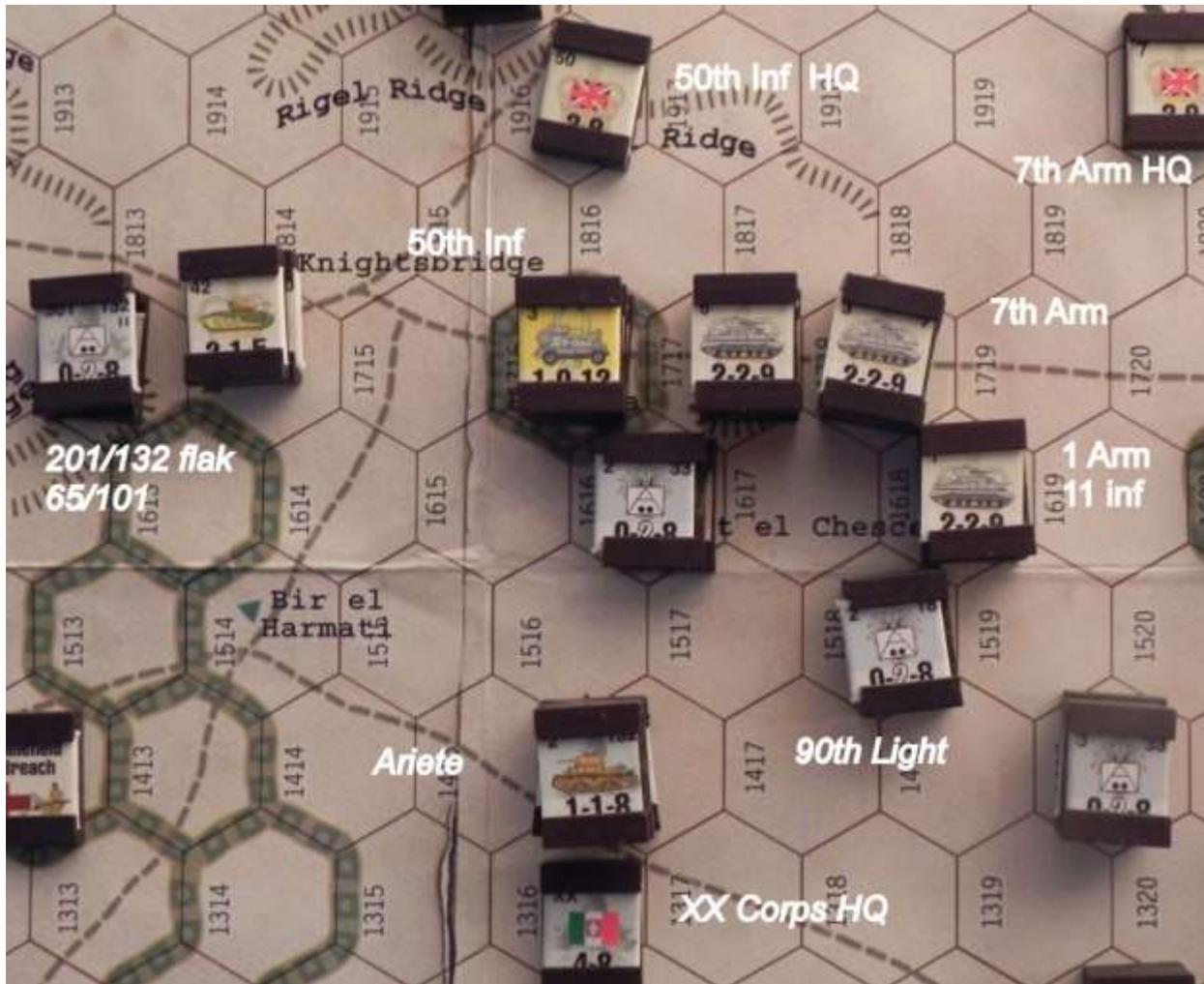
*Rommel* lashes out at a weak stack of armoured cars and infantry that accompanied the 1st Armour push. 4 SA A/C is eliminated, but the Germans do not engage in general combat.

5th Indian extends its frontage in order to shield the HQ units from any holes created by 1st Armour's actions



5th Indian impulse

50th Infantry moves 150/50 into the Knightsbridge Box so that it and 69/50 can combine to attack the 90th Light stack, with support from Matildas, Valentines, and Grants. The Matildas shrug off the German flak in the armored combat phase, and then the Germans lose three infantry steps and retreat in order to avoid being isolated. 150/50 also loses a step.



50th Infantry impulse

Axis Replacements: 1 Italian tank, 2 German tank, 1 German infantry.

Allied Replacements: 1 Crusader, 1 armoured car.

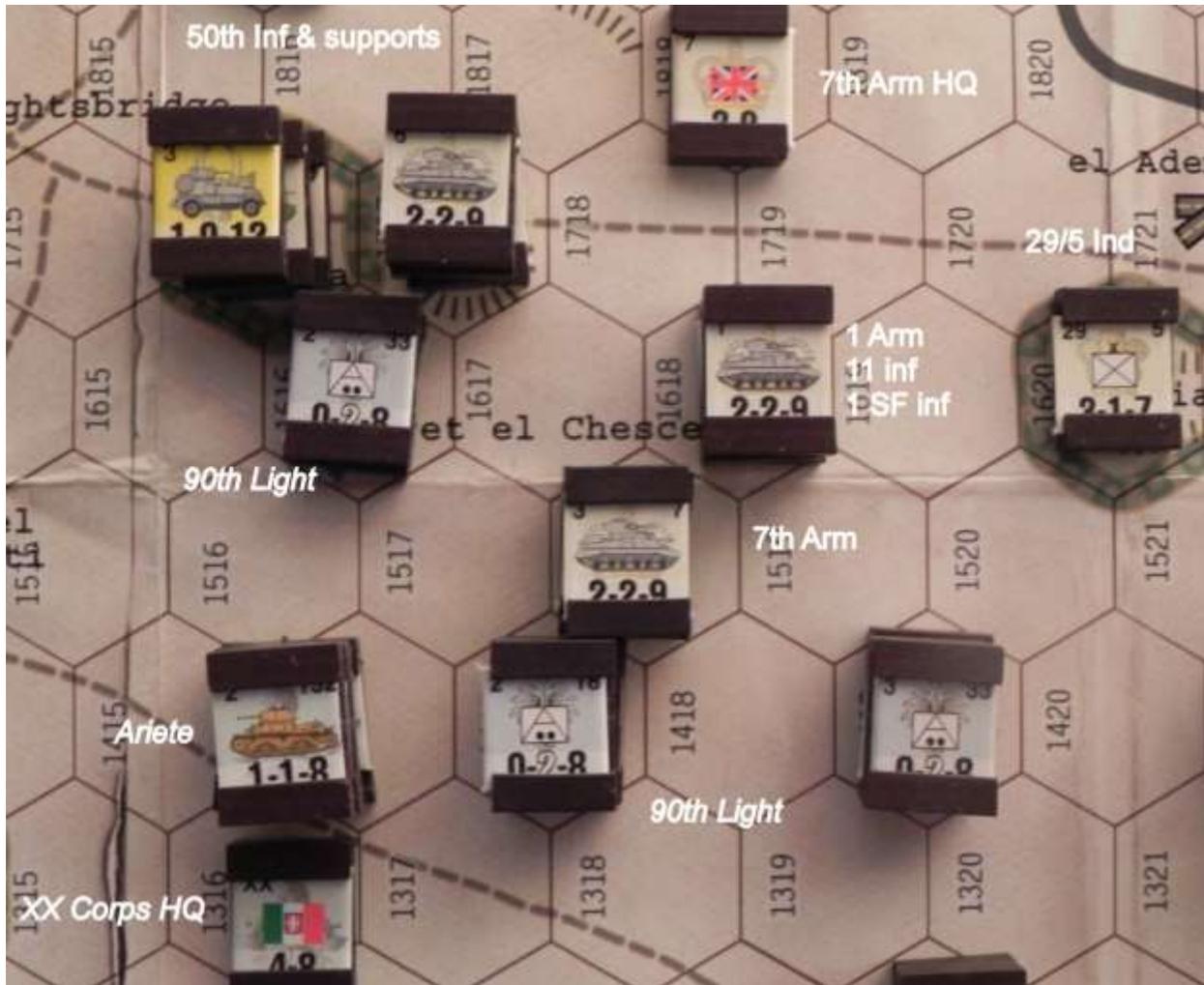
June 20

Axis Command Level: 0.

Allied Command Level: 1. The Allies choose 50th Infantry and 7th Armour.

The Allies use their Crusader step to replace 4Y/1 at reduced strength, placing it with 1st Armour HQ. They replace 4 SA A/C and place it with 1st South African HQ.

In the one activation of the turn, 7th Armour and a stack of independent units attack a stack consisting of 2/1/90 *Infantry*, 2/18 *Flak*, and 3/21 *A/C*. The armored combat causes no losses on either side, but in the general combat the Germans lose a step from the infantry and armored cars before retreating. The British lose a step from 11 infantry.



7th Armour impulse

Axis Replacements: 1 Italian tank, 2 German tank, 1 German infantry.

Allied Replacements: none.

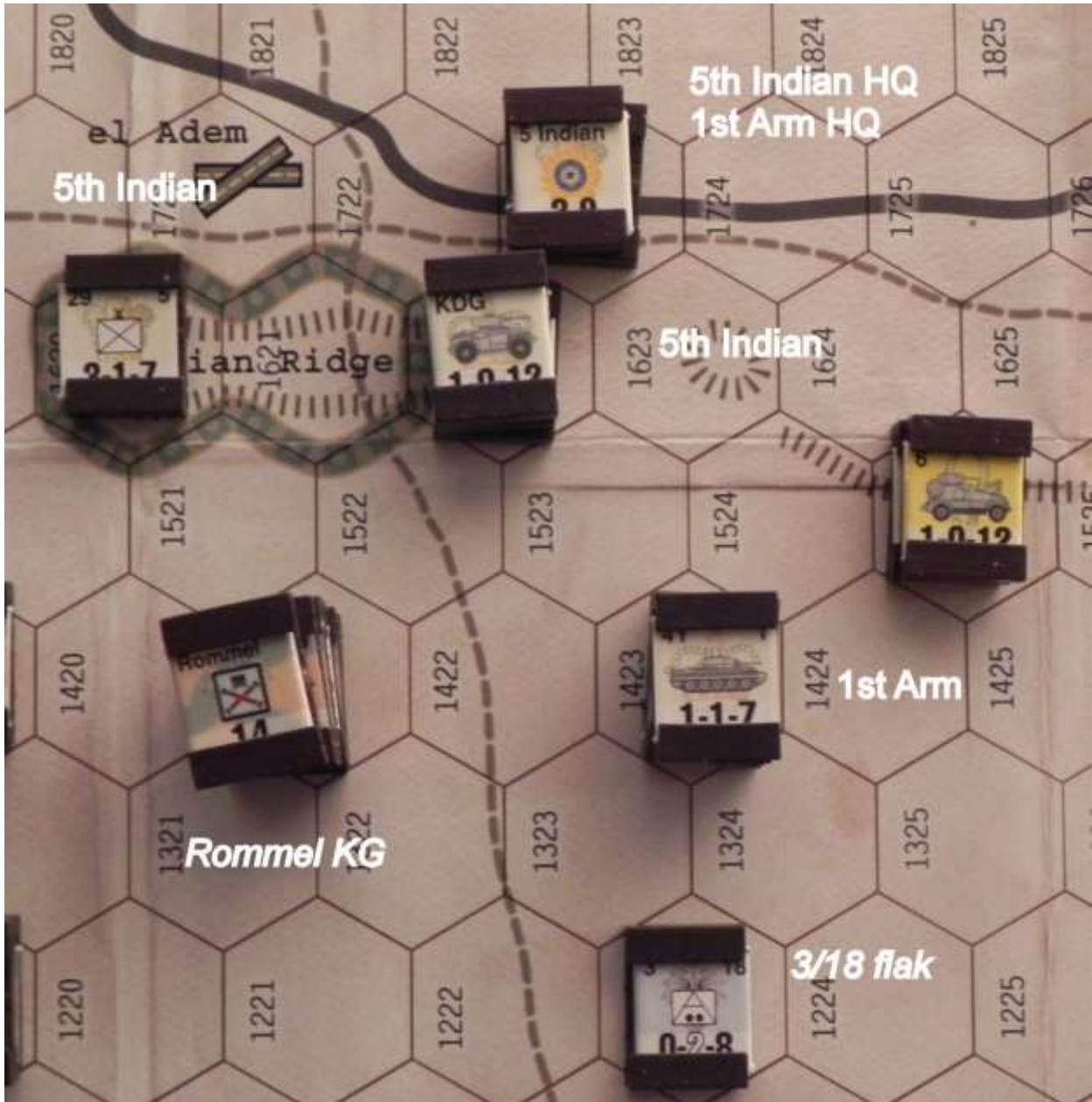
June 21

Axis Command Level: 0.

Allied Command Level: 3. The Allies choose 50th Infantry, 1st Armour, 7th Armour, and 1st South African.

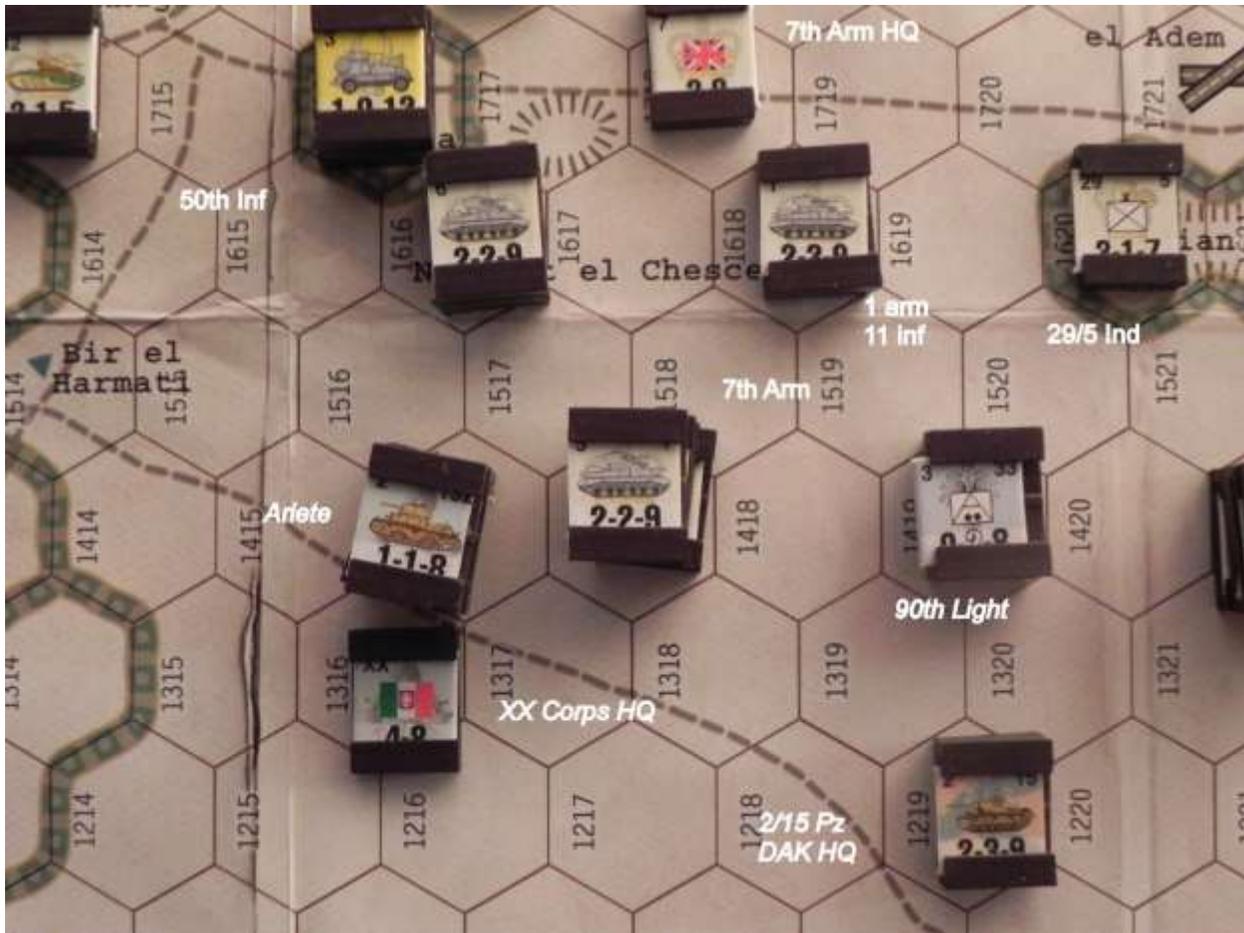
50th Infantry renews its attack on *90th Light*, attacking the understrength *3/1/90* accompanied by *1/33 Flak*. The German units are eliminated without loss.

1st Armour, too weak to take on *Rommel's* tanks even with their supply problems, turns against *2/21 Infantry*, *33/15 A/C*, and *3/18 Flak*. All but the flak are eliminated



1st Armour Impulse

7th Armour continues its attack on the retreating German infantry. That stack, too, is eliminated.



7th Armour impulse

Axis Replacements: 1 Italian tank, 2 German tank, 1 German infantry.

Allied Replacements: none.

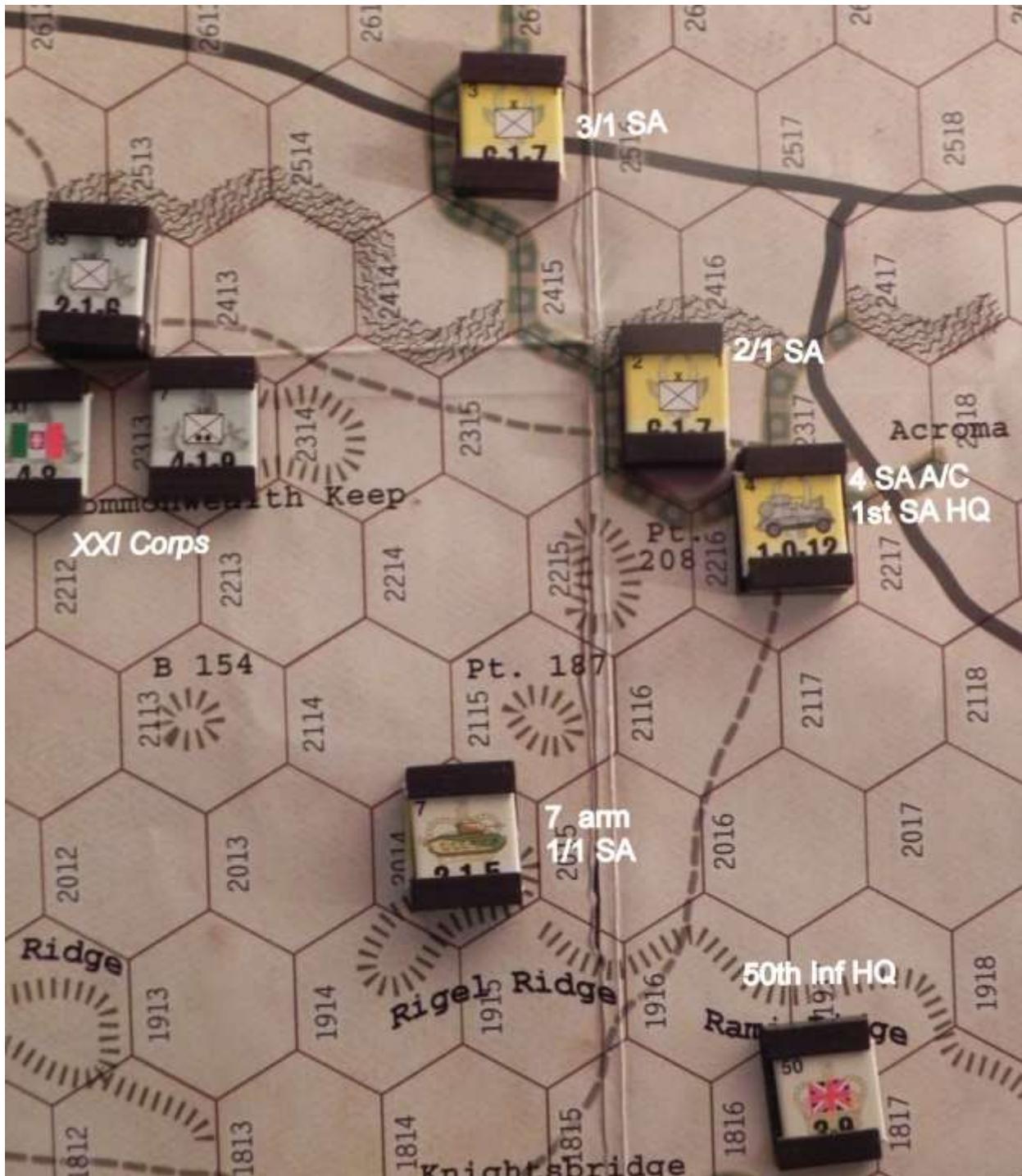
### June 22

Axis Command Level: 1. *Rommel* is available. Air support at +1. Playing this as if it weren't the last turn, the Axis puts *X Corps* into the cup, to move up the infantry and try to break through the minefields.

Allied Command Level: 4. The Allies choose everything except for 2nd South African.

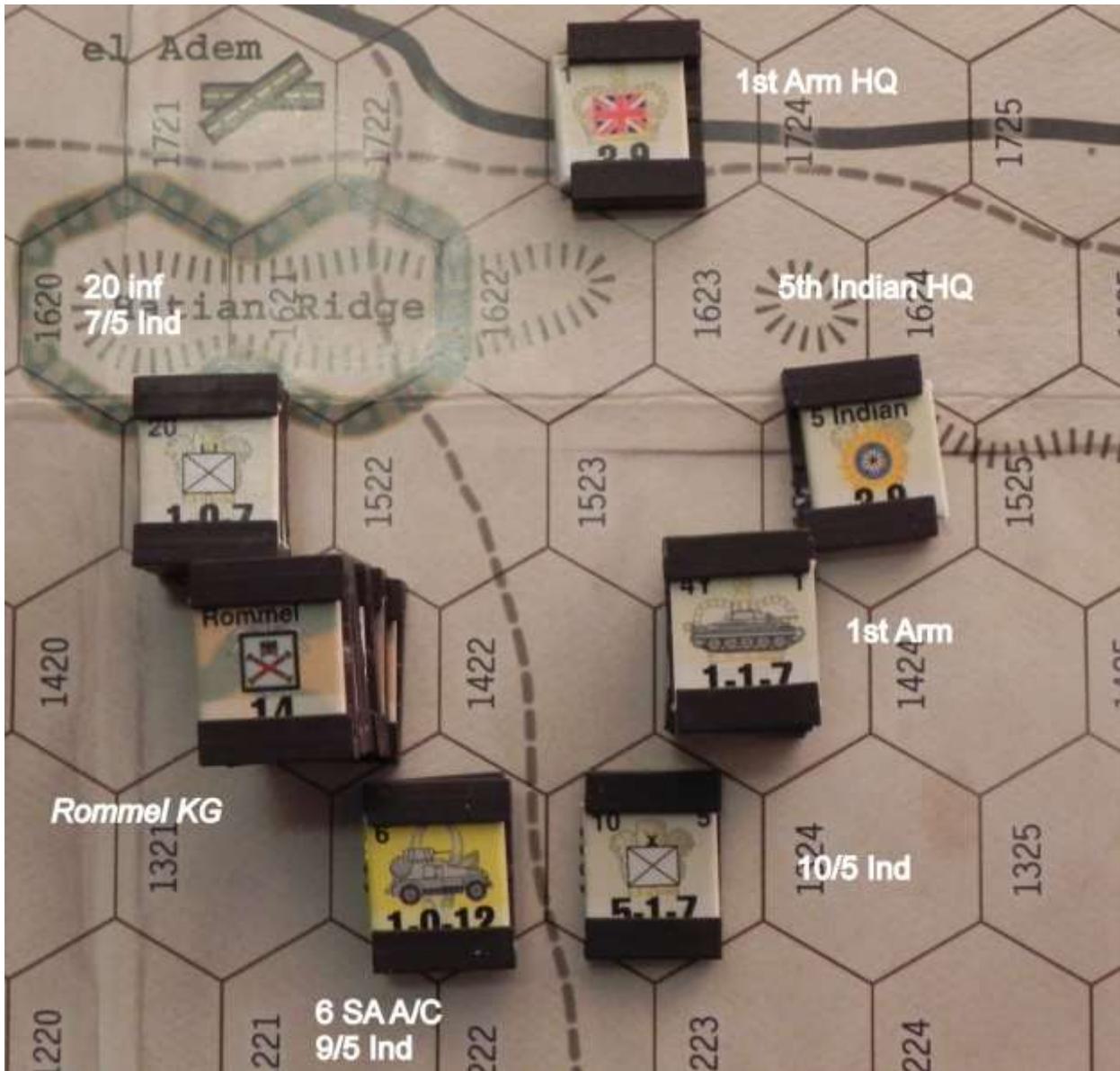
7th Armour punches through the German line and attacks *Afrika HQ*, which is defended by *2/15 Panzer*. Despite the lack of German supply, the panzers knock out a step of Grants without suffering a loss in the tank battle. However, in the general combat, it and the HQ are destroyed.

1st South African moves its 1/1 and the accompanying Matildas of 7 Armour onto Rigel Ridge, establishing a line of units and ZoCs to cover 50th Infantry's right flank.



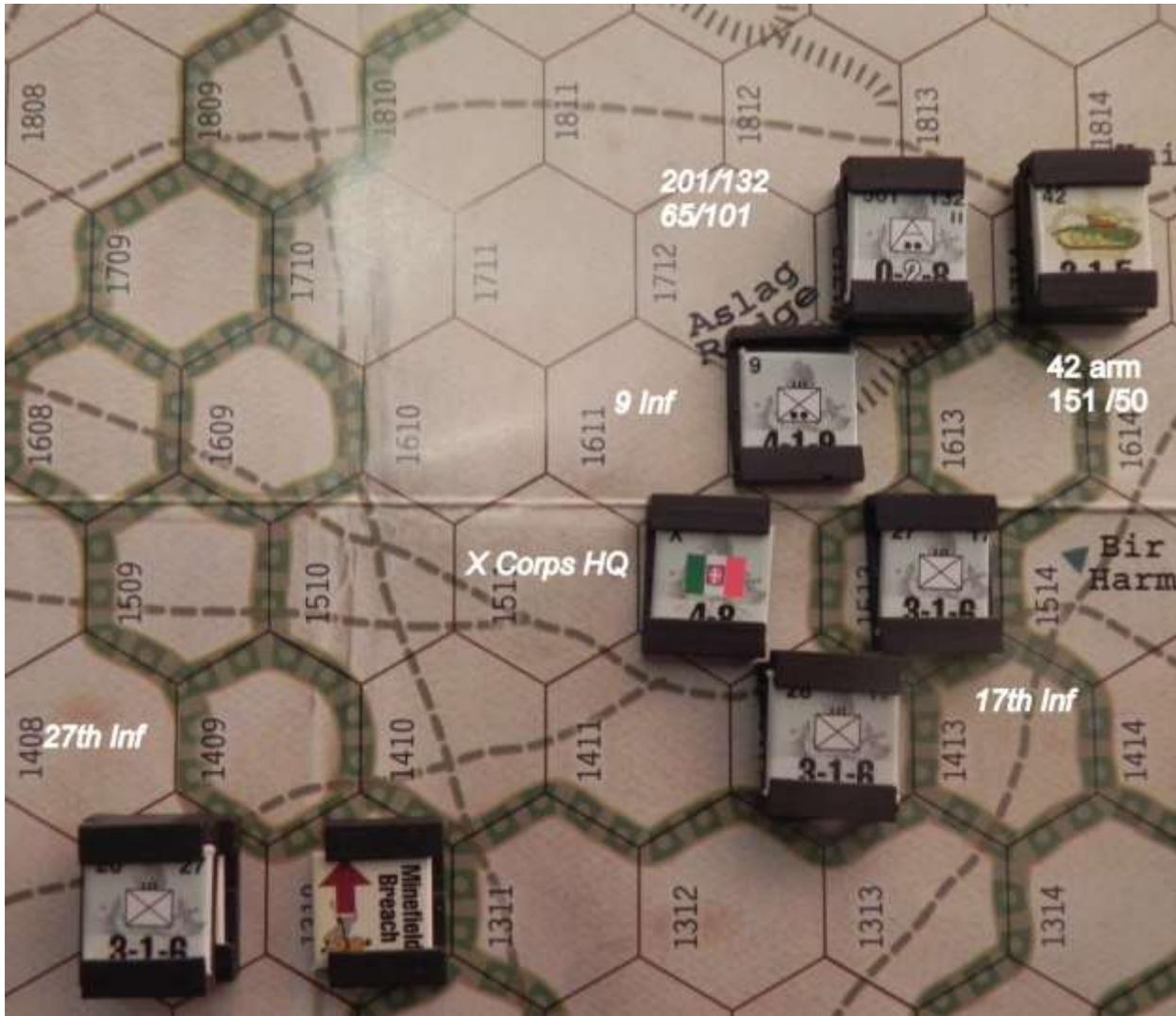
1st South African impulse

5th Indian moves its infantry regiments forward to surround *Rommel's* kampfguppe, thus isolating it. They also attack and eliminate 3/18 flak, left from 1st Armour's attack in the previous turn.



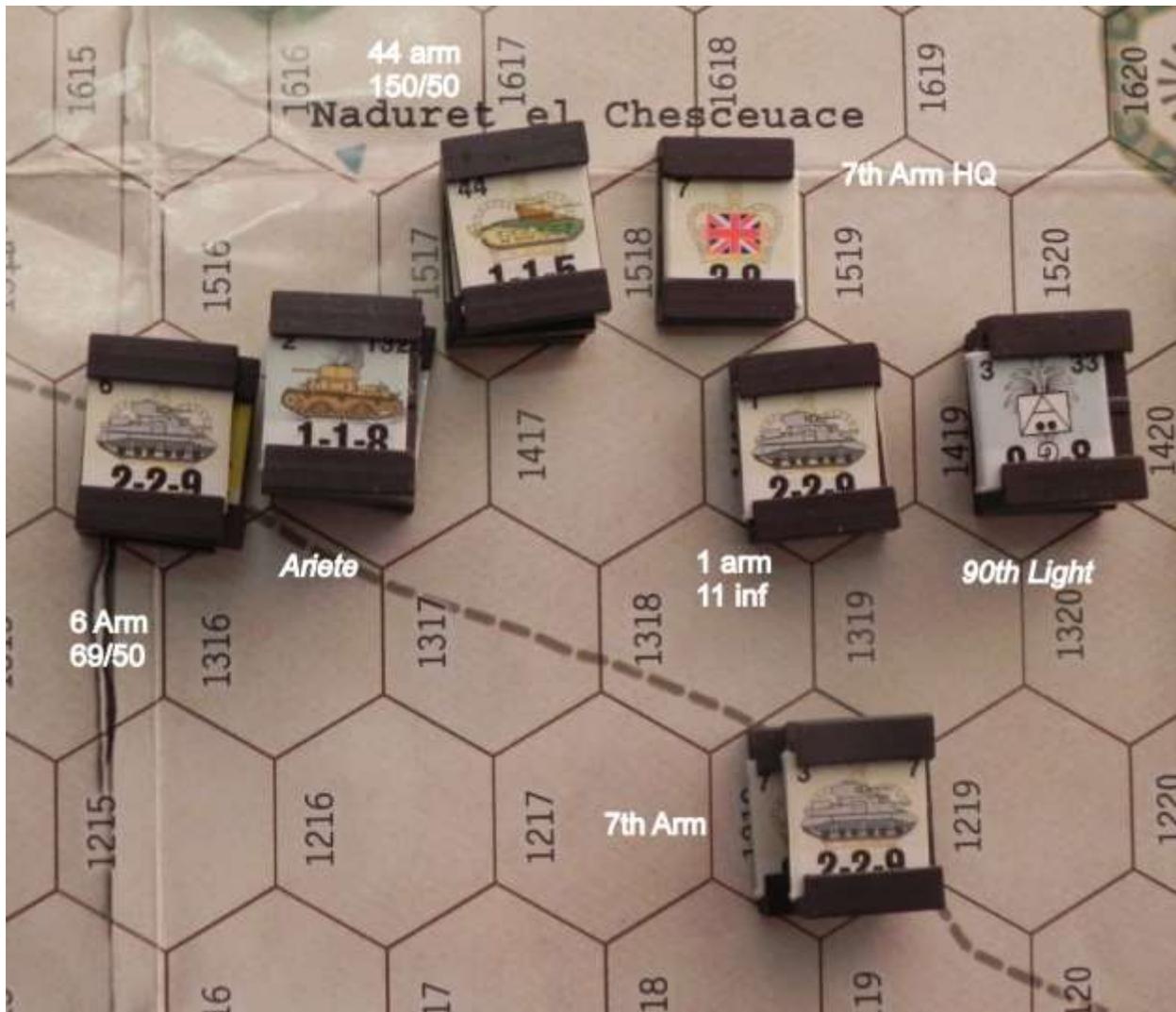
5th Indian impulse

*X Corps* squeezes through the minefield and trudges forward to try and rescue its mechanized compatriots.



*X Corps impulse*

50th Infantry surrounds *Ariete* while moving adjacent to *XX Corps HQ*. They engage the Italian tanks, knocking out another step. Then 69/50 and 3 SA A/C attack the headquarters in general combat, eliminating it.

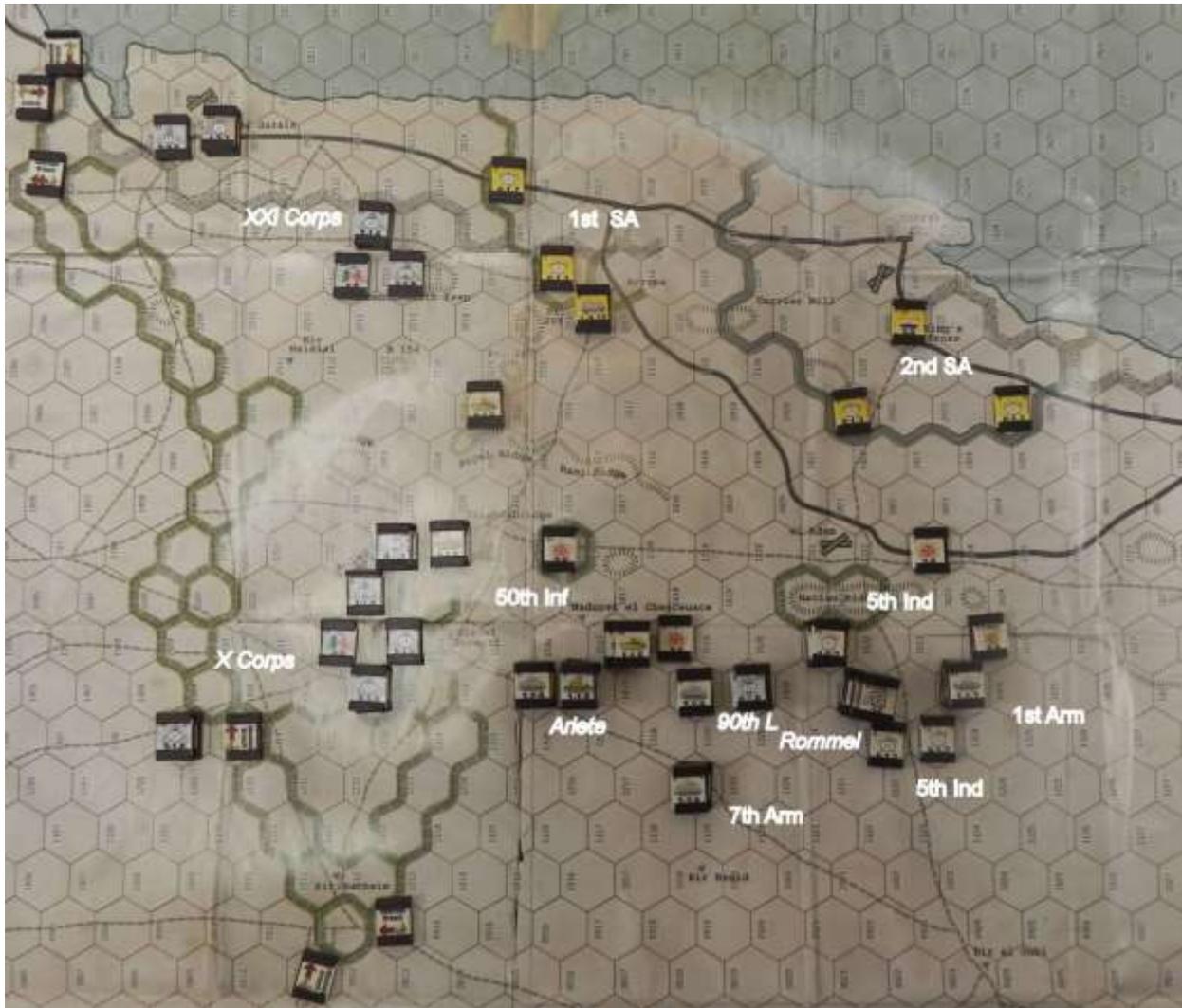


50th Infantry impulse

*Rommel* gets the last activation of the game. Despite being out of supply, he tries to break out by attacking 6 SA A/C and 9/5 Indian. The armored cars are eliminated in the tank battle. By using his tanks and air support, his weak units still manage a 3:1 attack, but he rolls badly, and there are no losses on either side.

End

The game ends with the Axis having taken neither of their objective hexes (Tobruk and the coast road on the eastern edge of the map). Thus, it is an Allied victory.



End of Game

Final observations.

This was a fun game to play. The chit-pull mechanism, with both sides drawing from the same cup, meant that there was a lot of uncertainty about what was going to happen next. You have to try to protect yourself against the enemy getting to move while you're vulnerable, but you also have to provide for the possibility that you can exploit the ability to move twice before he gets to react. Requiring the players to choose what chits to put in the cup means that you need to think about what you will do with the formations once drawn, and what you can afford not to do with formations that won't be available. The Allies have to choose more formations than they will be able to use. The crucial division may turn out to be the one sitting idle.

Each impulse is a mini-turn that moves quickly, because there are so few stacks involved. The combination of armor and then general combat emphasizes the importance of tanks in this battle but gives infantry its due.

On the other hand, the command limits seem too severe. There are many turns when each side gets only one activation. There are some turns when *only* one side gets one activation, and the other gets none at all. *X Corps* activated only twice during the entire game, and *XXI Corps* didn't activate much more than that. I don't understand what this part of the design is simulating. Yes, I can see that the Italian infantry may have been slow and may have lacked initiative, but this game takes it to an extreme. They had to just sit there in front of the minefields for days, even after Allied forces had withdrawn. Maybe there was a good design rationale for this, but it isn't explained.

Another odd limit of the game is that each activation is limited to two combats, counting both armor and general combats. Since most attacks require both kinds, this boils down to attacking one hex per activation. In the early to mid-game, there were Allied units that were cut off behind the German advance, wandering around out of supply. However, they were left alone because the Axis side needed to use its attacks to keep the offensive going, and not to clean up on the easy pickings in its rear areas. Eventually, many of those units extricated themselves and returned to the fight.

I clearly did not play very well as the Germans. The initial breakthrough went well, but then it ran out of steam as supply lines stretched and eventually broke. The Italian infantry couldn't open up holes in the minefields fast enough to keep the spearhead supplied. On the other hand, allocating that precious activation to the Italians early in the game would have stopped the spearhead when the Allies were most disrupted. It's a puzzle that would take more plays to solve.

The rules contain a number of ambiguities that I never resolved, particularly with respect to activation and supply. I admit that I probably violated some rules in the course of the game through overlooking or misinterpreting them. I relied on the errata posted on Consimworld to clear up some of my rules questions.