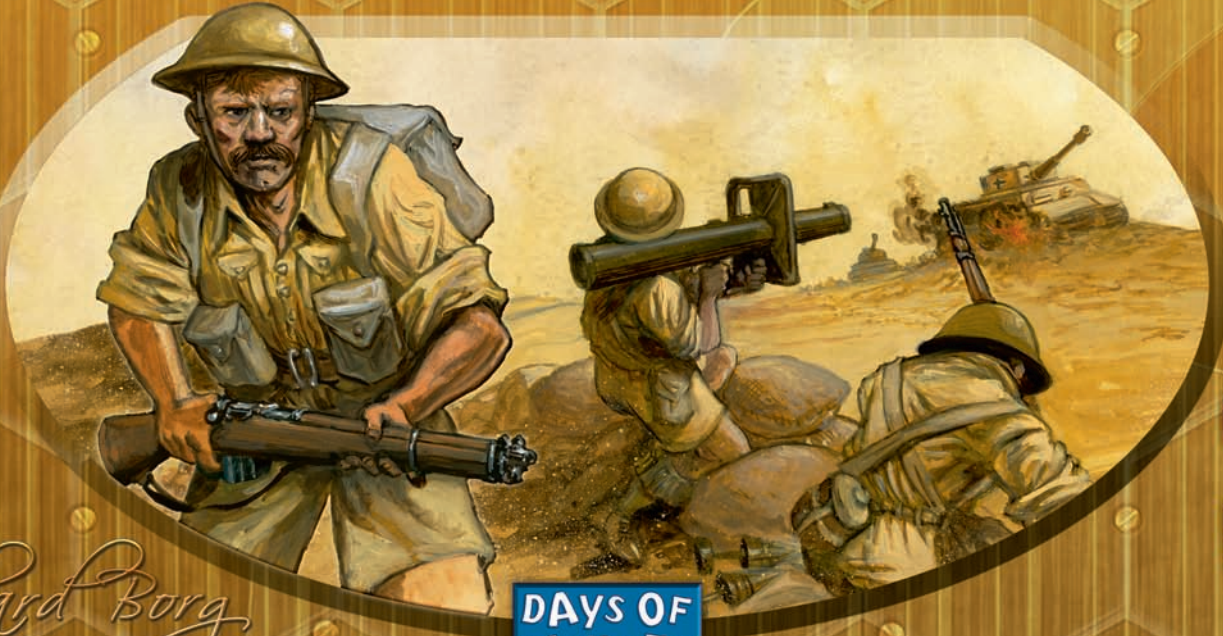


# MEMOIR '44

## MEDITERRANEAN THEATER



*Richard Borg*

DAYS OF  
WONDER



# Welcome to the seventh expansion in the Memoir '44 series - The Mediterranean Theater.

## Foreword

On the day war broke out, few nations imagined they would soon be forced to conduct land warfare outside of Europe. As a result, when the war reached North Africa, both men and machines were ill-prepared for the harsh demands of a desert campaign.

But history is a testament to the caliber of leadership, ingenuity and resolve of those who fought under such harsh conditions. Thanks in part to its long-established presence in far-flung corners of the globe, no army would display these qualities better than the British Commonwealth Forces.

This pack is independent of other expansions. While using a few concepts originally introduced in the Terrain Pack (Minefields and Engineers), it can be played without other expansions in conjunction with the original Memoir '44 game.

The 8 included scenarios introduce you to the new rules of engagement, and familiarize you with your troops and newly acquired anti-tank weapons!

As always, be sure to visit the game's web site at [www.memoir44.com](http://www.memoir44.com) for additional scenarios and to introduce yourself to the vibrant community of Memoir '44 players around the world.

**And above all, have fun and enjoy!**

*Richard Borg*  
and the Desert Rats at Days of Wonder

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## PAGE REFERENCES

A page number written like this:  p.7 indicates page 7 inside the original rules book of **MEMOIR '44**.

A page number written like this: p.9 indicates page 9 inside this booklet.



This icon indicates that we are introducing a new rule to **MEMOIR '44**.

When used, these icons refer to the following prior expansions for **MEMOIR '44**.



Terrain Pack



Eastern Front



Pacific Theater



Desert/Winter



Air Pack



Battle Maps

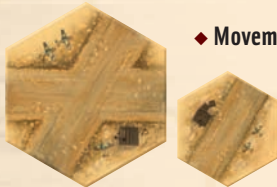
# I. NEW 'TERRAIN' TILES

Some of the terrain pieces introduced below are visual variants or duplicates of existing tiles already introduced in a prior pack (*Terrain Pack* in particular). Their rules have been included here for convenience. Terrain pieces that are visual variants of base game terrain are mentioned only as a reference, however.

Since the introduction of the *Air Pack*, terrain hexes now each have an Air check value. These have been included here for the sake of completeness, but can be safely ignored unless you wish to play with the Air rules. In that case, please refer to the rulebook that came with your *Air Pack*.

Like all prior Army packs for *Memoir'44*, this expansion does not include summary cards. Instead, these cards will be released in a future compilation deck that will include updates to already released cards and the new terrain and units presented here, as well as additional units and equipment pieces yet to appear in our *Battle Map* series of ready-to-play scenarios. In the meantime, a complete, up-to-date, database of all Summary cards, including those covering this pack, can be consulted online, on [www.memoir44.com](http://www.memoir44.com), at anytime.

## Airfields (Desert)



- ◆ **Movement:** No movement restrictions.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** Airfield hexes do not block line of sight.
- ◆ **Air check:** 0



If you own the *Air Pack* expansion and Air rules are in effect, airplanes may take-off from, or land on, Airfields. Depending on the scenario, some Airplanes may also be pre-positioned and deployed on Airfields.

## Coastlines (Desert)

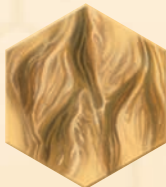


◆ **Movement:** Maximum movement on a Coastline is 1 hex, except when on a Landing Craft; and a unit cannot retreat on, or from, a coastline, except when on a Landing Craft.



- ◆ **Battle:** Unit cannot battle when on a Coastline hex.
- ◆ **Line of Sight:** Coastline hexes do not block line of sight.
- ◆ **Air check:** 2

## Ergs & Ridges



◆ **Movement:** A unit moving up onto a Ridge must stop and may move no further on that turn.

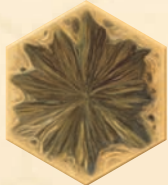
*Except for this movement restriction and a higher Air check value, Ergs & Ridges behave like Hills in all other respects.*

◆ **Battle:** When battling an enemy unit that is up a Ridge, Infantry and Armor reduce the number of Battle dice rolled by 1; Artillery Battle dice are not reduced. When battling an enemy unit from a contiguously adjacent Ridge hex at the same height, there is no Battle dice reduction.

◆ **Line of Sight:** Ridge hexes block line of sight, except from contiguously adjacent Ridge hexes at the same height.

◆ **Air check:** 2

## Escarpments



- ◆ **Movement:** Escarpment hexes are impassable to all ground units.
- ◆ **Line of Sight:** Escarpment hexes block line of sight.
- ◆ **Air check:** 2

## Hills (Desert)



Same terrain effect as Hills (M44 p. 14)

- ◆ **Air check:** 1

## HQ & Supply Tents



- ◆ **Movement:** No movement restrictions.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** HQ & Supply Tents block line of sight.
- ◆ **Air check:** 1

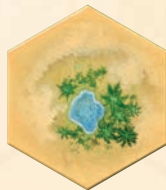
## Capture HQ/Supply Tent



If an enemy unit captures your HQ/Supply Tent hex, your opponent selects one of your Command cards at random to discard. Until you reclaim the HQ/Supply Tent hex, you must play with one less Command card in hand. When

you reclaim the hex, immediately draw a supplemental Command card to replenish your hand to its original size.

## Oasis



- ◆ **Movement:** A unit that enters an Oasis hex must stop and may move no further on that turn.
- ◆ **Battle:** A unit may battle the turn it moves onto an Oasis hex. When battling an enemy unit that is on an Oasis hex, Infantry and Armor reduce the number of Battle dice rolled by 1 and Artillery Battle dice are not reduced. A unit on an Oasis hex may ignore the first flag rolled against it.

- ◆ **Line of Sight:** An Oasis blocks line of sight.

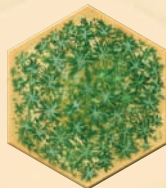
- ◆ **Air check:** 1

## Oasis Recovery



When Oasis Recovery rules are in effect, an ordered Infantry unit with no adjacent enemy may recover lost figures. Roll 1 battle die for each Command card you have, including the one used to order the Infantry. For each die matching the unit's symbol or a star, 1 lost figure is returned to the unit. The unit may not gain more figures than it originally had, and cannot move or battle this turn.

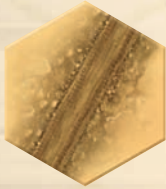
## Palm Forests



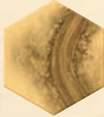
Same terrain effect as Forests (M44 p. 13)

- ◆ **Air check:** 2

## Roads (Desert)



◆ **Movement:** An ordered unit that starts on a Road hex, moves along the road and ends its movement on it, may move 1 additional hex this turn.



- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** Roads do not block line of sight.
- ◆ **Air check:** 0

**Examples:** An ordered Infantry unit that stays on a road during its entire turn may move 2 hexes on the road and still battle, or 3 hexes on the road and not battle; on an *Infantry Assault* card, the same Infantry unit could move 3 hexes on the road and battle, or 4 hexes and not battle.

An ordered Armor unit who stays on a road during its entire turn may move 4 hexes on the road and battle.

An ordered Artillery unit that stays on a road during its entire turn may move 2 hexes, but not battle; on an *Artillery Bombard* card, the same Artillery unit could move 4 hexes on the road!

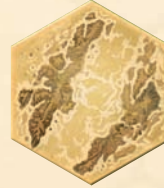
## Towns & Villages (Desert)



Same terrain effect as Towns & Villages (M44 p. 14)

- ◆ **Air check:** 2

## Wadis



◆ **Movement:** No movement restrictions through the Wadi's open ends. The side slopes of a Wadi are impassable, both up from the Wadi hex or down into it.



◆ **Battle:** Infantry or Armor battling into or out of a Wadi must be adjacent to its target enemy unit. When battling an enemy unit that is in a Wadi, Infantry, Armor and Artillery reduce the number of Battle dice rolled by 1.



Moving along the Wadi is allowed.



But crossing its walls is impossible.

◆ **Line of Sight:** Wadis do not block line of sight. Note that a unit down in a Wadi still blocks line of sight.

- ◆ **Air check:** 2

## II. NEW RULES & FIGURES



### British Commonwealth Command Rules

*The remarkable solidarity that British Commonwealth Forces (BCF) first exhibited during the evacuation of Dunkirk - and the fortitude displayed by the civilian population during the darkest hours of the Blitz - firmly established the Brits reputation as a people filled with an indomitable "Dunkirk spirit".*

**In Memoir '44, British Commonwealth Forces ground units benefit from the following power:**

#### ◆ Stiff Upper Lip

A BCF ground unit that survives an enemy's Close Assault combat without retreating and is down to a single figure may immediately battle that enemy back with a single Battle die.

It does not matter whether the unit began combat as a single figure, or was reduced to that single figure during the Close Assault combat. The Battle Back ignores all terrain Battle dice reductions. The Battle Back may occur even if the Close Assault that triggered it was part of an *Armor Overrun*. A unit can never battle back during an *Ambush*, however.



### Italian Royal Army Command Rules

*Chronically under-equipped, the Italian Royal Army (Esercito Italiano) suffered a great deal from its sub-standard equipment - a shortcoming made even worse by the amateurism of its High Command. This was particularly evident in the early war, and led to disastrous, ill-conceived campaigns in Greece and Egypt.*

*From then on, reports of Italian military prowess would often be dismissed and promptly ridiculed; but a careful read of history through the eyes and reports of their closest Allies, staff officers of the Afrikakorps, tells a very different story.*

**In Memoir '44, Italian ground units benefit from the following powers:**

#### ◆ Motorized Divisions

While in short supply, Italian motor vehicles tended to be of better than average quality: British Field Marshal Bernard Montgomery himself made use of some during his North African campaigns!

In *Memoir '44*, all Italian ground units may retreat 1, 2 or 3 hexes for each flag rolled against them.

#### ◆ Artillery Bravery

Italian Artillery units exhibited remarkable courage throughout the war - during the Desert campaign, some of them would keep firing their obsolescent guns at the enemy until they were literally overrun!

In *Memoir '44*, all Italian Artillery units may ignore 1 flag rolled against them.

## North African Desert Rules

In North African Desert scenarios, including those at the end of this booklet, *Armor Overrun* combat rules are amended as follows: On a successful Close Assault combat, an ordered Armor unit may move into the vacated hex and may then move one additional hex; it may then battle again.

All other rules relative to *Armor Overrun* combat and *Taking Ground* remain in effect and are played normally.

# The British Army

The Mediterranean Theater provides you with a full British army, including:

**42 "Desert Rats" figures** - The soldiers of the British Eighth Army were a truly multi-national force, whose personnel came from all corners of the British Empire and Commonwealth (as well as a smaller contingent of exiles from Nazi-occupied Europe). They first saw action during Operation Crusader and soon became one of the best-known formations of World War II, participating in all major actions of the North African and Italian campaigns.



**24 Crusader Tanks** - With over 5,300 units produced, this tank was arguably the most important, if not the most loved, British tank of the North African campaign. It first saw combat during Operation Battleaxe - the British Army push into Eastern Cyrenaica - and played a crucial role in the relief of the Siege of Tobruk, whose namesake was the tank itself - Operation Crusader!



**6 Ordnance QF 25 pounder guns** - This remarkable gun was designed for both direct-fire and high-angle, howitzer-type fire capabilities. Because of its speed and versatility, it became the mainstay of British field Artillery in World War II and well beyond. Some units were still used in combat in less than a decade ago!



## Special Weapon Assets

The advent of World War II, and its now fully industrialized weapons production, marks the most frantic period of weapons development in the history of humanity. Massive numbers of new designs and concepts are fielded, often with great success, though frequently at a cost to the experimenters!

In *Memoir '44*, some of these new weapons now find themselves embedded inside units whose combat capabilities they enhance or modify. These weapons are commonly referred to as Special Weapon Assets.

Special Weapon Assets (SWAs) are represented by their own equipment piece. This piece is placed with the figures of the unit it is embedded in. It is removed when the last figure of the unit it is attached to is lost. Note that the SWA itself does not count as an additional Medal, so only one Medal is collected when a unit with a SWA is eliminated.

An Infantry unit with a SWA attached is treated like an Infantry unit for all purposes; it is ordered by the same Tactic cards, hit by the same dice rolls, etc. However, an Infantry unit with a SWA can never *Take Ground*.

### ◆ Anti-Tank Gun



The development of man-portable, anti-tank weapons took off during World War II. Their High Explosive Anti-Tank (HEAT) shells were soon found to penetrate armor better than some of the larger, much less mobile, anti-tank guns, at a fraction of the weight.

The British PIAT, first fielded during the invasion of Sicily, was one such early device, though not the one represented in *Memoir '44*. Special Weapon Assets are designed to be generic in nature. They are cast in grey plastic so they can be assigned to any army regardless of the figures' color. As a physical model we opted for the more common M1A1 Rocket Launcher - more familiarly known as the "Bazooka".



### ◆ Infantry unit with Anti-Tank guns

Each time you run across this symbol when setting up a scenario, place an anti-tank gun figure with the infantry unit it is marked as attached to. The unit will thus have a total of 5 figures - 4 infantry figures and 1 anti-tank gun. The badge itself does not exist except on paper and is not needed since the weapon is represented directly by a miniature.



Symbol of an Infantry unit with an Anti-Tank gun



◆ **Movement:** An ordered Infantry unit with an Anti-Tank gun may move 1 or 2 hexes; but it may not battle in any turn during which it moves, even if it only moved 1 hex.

◆ **Battle:** An ordered Infantry unit with an Anti-Tank gun may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry unit would. In addition to normal Battle dice results, any star rolled scores a hit when targeting an enemy Armor unit.

◆ **Line of Sight:** An Infantry unit with an Anti-Tank gun must be able to "see" the enemy ground unit it wants to combat, like a standard Infantry unit.

## III. NEW MEDALS AND TOKENS

### British Medal - The Victoria Cross

Awarded for gallantry in the face of the enemy, the Victoria Cross is the highest and most prestigious award for British and Commonwealth forces. Since its creation in 1856, the Victoria Cross was awarded 1,356 times. It has been awarded only 13 times since the end of World War II.



### Minefields

The scenario Briefing Notes indicate which side will lay Minefields out.



Minefields are set up at the same time as terrain hexes. Before placing any Minefield, set all the Minefield pieces with the picture of the land mine face up. Mix the pieces. Now place one Minefield piece, selected at random, face up (number side hidden) on each Minefield hex indicated by the scenario.

Return any unused Minefield pieces to the box, their numerical face still hidden from the players' view.

When entering a Minefield, a unit must stop and may not move any further on that turn.

If the unit entering the Minefield is an enemy unit, turn the Minefield piece over to reveal its strength number. If the Minefield is a decoy ("0" strength), remove it from the board. Otherwise roll the number of Battle dice equal to the Minefield's strength. Score 1 hit for each die matching the units symbol or a grenade. Ignore all other symbols, retreat flag included. After any explosion, the Minefield remains in effect, its strength face up and visible to both players.

If the unit entering the Minefield is a friendly unit (i.e. a unit that belongs to the player who laid the Minefield down), the unit must still stop, but will ignore the Minefield, never revealing it, if hidden, nor rolling dice.

**Note:** In accordance with the general rules of retreat, a Minefield has no effect on retreat moves. Therefore, a retreating unit may move through a Minefield without stopping. Retreating units that move onto or through a Minefield do not roll for hits.

### Exit Markers



Exit markers, used in some scenarios to designate specific hexes - or range of hexes - through which a unit may successfully exit the map to safety and/or claim a Victory Medal.



Exit marker # 1 is an isolated Exit hex; All edge hexes between, and including, Exit markers 2 and 3 form a line of Exit hexes through which enemy units can exit and collect Victory medals.

When turned sideways, a pair of *Exit* markers designates an interval of edge hexes; this interval includes the two hexes on which the Exit markers are placed.

## IV. NEW OBSTACLES

### Field Bunkers (Desert)



Same effect as Bunkers (M44 p. 16)  
In addition, either side may claim it as a defensive position.

◆ **Air check:** 2

### Road Blocks (Desert)



◆ **Movement:** Only an Infantry unit may enter a Road Block hex. An Infantry unit that enters a hex with a Road Block must stop and may move no further on that turn.

◆ **Battle:** A unit on a Road Block is protected on all sides. A Road Block reduces the number of Battle dice rolled by 1 when attacked by Infantry or Armor. Artillery battle dice are not reduced. A unit on a Road Block hex may ignore the first flag rolled against it.

◆ **Line of Sight:** A Road Block does not block line of sight.

◆ **Air check:** 1

## V. NEW BADGES & UNITS

### Combat Engineers

Combat Engineer units were used throughout WWII to increase the combat effectiveness of the corps. They provided mobility, counter-mobility, survivability, topography and engineering support.

An Engineer unit moves and battles like a Standard unit. However: In Close Assault Combat, an Engineer unit ignores all terrain Battle Dice reductions, i.e. its enemies are not protected by terrain.

An Engineer unit that is on a hex with wire will reduce the number of Battle Dice it rolls by 1 and may also remove the wire from the hex on the same turn. The Engineer unit must be able to battle, to remove the wire. As such, it may not make a movement of 2 hexes and remove the wire on the same turn, unless ordered by an *Infantry Assault*.

An Engineer unit that moves onto a Minefield hex and is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit moves onto a Minefield hex and it cannot battle, the Minefield detonates. An Engineer unit must be able to battle to remove a Minefield. It may not make a movement of 2 hexes and remove a Minefield the same turn, unless ordered by an *Infantry Assault*.



(British) Royal Engineers



German Combat Engineers



### Clearing Road Blocks

An Engineer unit that moves onto a Road Block hex and is eligible to battle may clear the Road Block hex in lieu of battling. If the unit moves 2 hexes, it cannot remove the Road Block on the same turn, unless ordered by an *Infantry Assault*.

### Nationality & Special Forces Badges

#### SAS: British Special Air Service

Founded by British officer David Stirling during the British campaign in North



Africa, the SAS put small groups of highly-trained, specially-equipped commandos deep into enemy territory, using jeeps for maximum mobility. The SAS conducted devastating raids on German airfields and numerous other strategic targets. They went on to participate in many of the boldest and most daring operations of WWII.

### British Special Forces

Apart from the famous SAS, there were many other Special Forces units in the British army. During the war years, Britain developed those highly trained units that would be put to good use in various theaters of operation and write some of the most glorious pages of WWII history. This badge is thus also used to designate some Elite Armor units.



### Italian Army

While suffering from a dearth of equipment that also was never up to German or Allied standards, the Italian Army was much braver than British wartime propaganda led people to believe. Notwithstanding the almost complete destruction of Italian 10th Army during the early phase of the North African campaign, the Italian Army would prove to be one tough opponent, even when massively overrun, as troops landing in Sicily would soon discover.



### Italian Special Forces

Formed in November 1939, the "Divisione Littorio d'Assalto" or Elite Assault Division was composed of the 33rd tank regiment, the 12th Bersaglieri regiment and the 133rd artillery "Littorio" regiment. First committed to combat in the Alps, it moved to North Africa in 1941 and fought up to the battle of El Alamein, where it was almost entirely wiped out and ultimately dissolved in November 1942.



## VI. SCENARIOS

The eight scenarios on the pages that follow describe the events that occurred in and around Tobruk in 1941-1942, following the arrival of Erwin Rommel's Afrikakorps in Libya, from Operation Battleaxe and Crusader to the Battle of Gazala.

As Churchill would later comment: "Before Alamein we never had a victory, after Alamein we never had a defeat." The British player will be in for some tough challenges to keep his upper lip stiff!

The Battle of Gazala itself is the subject of five of these scenarios; while these can be played individually, they form the perfect basis for using the Simplified Campaign Rules that came with the *Winter/Desert Board* expansion. While a visual treat, ownership of that board is not necessary to enjoy these as the rules can be downloaded directly from our web site at [www.memoir44.com](http://www.memoir44.com).

### TERMINOLOGY

We use the same notation conventions and terminology first presented in the *Air Pack*. Where appropriate, special rules will refer to the corresponding summary card; and Victory conditions use the now standard terminology:

**Temporary Medal Objective** - The Victory Medal in this objective hex is held and captured only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the medal is immediately lost and placed back in play in its original position on the objective hex.

**Temporary Majority Medal Objective** - The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes.

**Permanent Medal Objective** - The Victory Medal in this objective hex is captured and permanently gained the moment a unit of the appropriate side enters this hex. The medal is not returned or put back in play, even if the unit later vacates this hex.

As always, a complete, up-to-date, database of all Summary cards can also be consulted online, on [www.memoir44.com](http://www.memoir44.com), at anytime.

*Enjoy!*



Air rules are not in effect in any of the scenarios that follow.  
The *Air Sortie* cards are set aside and not used in these missions.

- JUNE 15-17, 1941 -

01

4245

# HELLFIRE PASS

## Setup order

- 1  x15
- 2  x1
- 3  x12
- 4  x2
- 5  x2
- 6  x7
- 7  x10
- 8  x11



4<sup>th</sup> Royal Tank Regiment

## Historical Background

2 miles inland, on the Egyptian-Libyan border, Halfaya Pass carves a natural route through the 600 foot high escarpment that extends southeast toward Sollum. In World War II, whoever controlled the pass held the main westward access into Libya and the key to any relief of the besieged garrison at Tobruk.

Unfortunately for the British, since April 14, 1941, that key was firmly in the hands of Lieutenant-General Erwin Rommel's *Afrika Korps*. On May 15, the Desert Rats of 7<sup>th</sup> Armoured Division briefly capture the Pass, during Operation Brevity. But a mere 11 days later, Rommel strikes back. *Operation Skorpion* puts his three assault groups firmly back in control of the pass.

With the Germans now also controlling the Airfields in Crete, time is running out on the British. Under pressure from Churchill himself, General Wavell launches *Operation Battleaxe*. At dawn on June 15<sup>th</sup>, the 11<sup>th</sup> Indian Brigade, with support of the Matildas from the 4<sup>th</sup> Royal Tank Regiment, advances on what will soon be known as "Hellfire Pass"...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany/Italy]

- ◆ Take 6 Command cards.

### Allied Player [Great Britain]

- ◆ Take 4 Command cards.
- ◆ You move first.

## Conditions of Victory

- ◆ 6 Medals.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for the Axis forces.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

All Allied tank units are Elite armor units (*Troops 2 - Specialized Units*). Badges are not required.

Special Weapon Asset rules are in effect for the two German units equipped with Anti-Tank weapons.

The German player lays out the Minefields (*Terrain 29 - Minefields*).

02  
4246

# SIDI REZEGH AIRFIELD

### Setup order

- 1  x1
- 2  x4
- 3  x10
- 4  x7
- 5  x1
- 6  x2
- 7  x1
- 8  x2
- 9  x1
- 10  x1

The board is a hexagonal grid with a central road and palm trees. Units are placed as follows:

- 15th Panzer:** 6 units (blue tanks) are positioned in the upper and middle sections of the board.
- 7th Armoured Division:** 6 units (red tanks) are positioned in the lower section of the board.
- Other units:** A blue and white striped tile is at the top right, and a crown icon is at the bottom right.

## Historical Background

*Operation Crusader*, the third and ultimately successful British attempt to try and break Rommel's stranglehold on Tobruk, began in a horrendous rainstorm on November 18, 1941. While one British corps was taking up position near Halfaya Pass, the others began moving across the desert in three columns. The central one headed for Tobruk to link up with a planned breakout of the besieged garrison troops. Racing forward, the 7<sup>th</sup> Armoured Brigade and 7<sup>th</sup> Support Group took the airfield at Sidi Rezegh, almost coming within sight of Tobruk.

Wedged between the city's garrison and the advancing British armor, and realizing the precariousness of his situation, Rommel reacted quickly. The airfield was soon back in German hands, with Major Kummel's 15<sup>th</sup> Panzer Division laying in wait...

The British 7<sup>th</sup> Armoured Division advanced along the Trigh Capuzzo Road to take the airfield back. Upon reaching the 175 Gap in the escarpment, the British tankers began to move through. But Kummel's tanks waited in ambush, striking fast and hard. Cautiously, the British fell back rather than sending more of their tanks through the narrow gap. The Germans seized the initiative, moving through another gap a little further west and dealing the *Desert Rats* a resounding defeat!

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany]

- ◆ Take 5 Command cards.

### Allied Player [Great Britain]

- ◆ Take 4 Command cards.
- ◆ You move first.

## Conditions of Victory

- ◆ 5 Medals.

The Airfield is a Temporary Objective Medal for both sides, while Sidi Rezegh is a Temporary Objective Medal for the Allied forces only.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

03

1324

# DUG IN AT SIDI OMAR

## Setup order

- 1  x10
- 2  x2
- 3  x7





## Historical Background

Having extricated himself from a very precarious position at Sidi Rezegh airfield, Rommel looked for ways to press his advantage. He sent his *Afrikakorps* toward Sidi Omar, in the hope of re-establishing himself on the border and turning his victory of a couple of days earlier into a decisive rout of the British.

But the Commonwealth forces, rather than flee back into Egypt, had regrouped and dug in. On November 25<sup>th</sup>, the two forces faced off. 21<sup>st</sup> Panzer suddenly found itself looking down the guns of the 7<sup>th</sup> Indian Brigade's 25 pounder artillery, while 15<sup>th</sup> Panzer was battling the British Armoured Regiments to a draw.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.

### Allied Player [Great Britain]

- ◆ Take 5 Command cards.

## Conditions of Victory

- ◆ 6 Medals.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for the Axis forces.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Place a badge on the German elite tank unit. Badges are not required for the Allied tank units, which are all elite armor units (*Troops 2 - Specialized Units*).

- MAY 27, 1942 -

04

4230

# FLANKING MANEUVER AT BIR HAKEIM

## Setup order

- 1  x1
- 2  x8
- 3  x2
- 4  x2
- 5  x2
- 6  x8
- 7  x5
- 8  x5



## Historical Background

Following on the success of *Operation Crusader*, the British Eighth Army had driven Rommel's forces out of Cyrenaica before over-stretching its own supply lines again. Eighth Army had then settled along the "Gazala line" in the desert, west of Tobruk, in a series of brigade-strength occupied "boxes" protected by minefields and wire. The southernmost tip of the line was the fortified box at Bir Hakeim, held by the 1st Free French Brigade of General Pierre-Marie Koenig.

At midday on May 26, Rommel launched a feint frontal attack on the central positions of the Gazala line, using small elements of the XX Motorized Corps and truck-mounted propellers to blow dust and reinforce the deception, before pulling all his armored elements back under cover of darkness. His real objective: a daring flanking maneuver to neutralize the Bir Hakeim box at the southern tip of the line, using the enemy's own minefields to protect his flank and rear!

Unfortunately, elements of the 21<sup>st</sup> Panzer were held up for more than three hours when they ran into the 7<sup>th</sup> Armoured Division's 3<sup>rd</sup> Indian Motorized Brigade, some four miles south east of Bir Hakeim. They took heavy losses from their guns before over-running them. Meanwhile the Italian Ariete division was failing to take the box at Bir Hakeim, suffering heavy losses from the 75 mm guns of the 1<sup>st</sup> Free French Brigade.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany/Italy]

- ◆ Take 6 Command cards.
- ◆ You move first.

### Allied Player [Great Britain]

- ◆ Take 5 Command cards.

## Conditions of Victory

- ◆ 5 Medals.

Each Field Bunker is a Temporary Medal Objective for the Axis forces.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for the Axis forces.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

Oasis Recovery rules are in effect (*Actions 10 - Oasis Recovery*).

Place a badge on the German elite infantry units (*Troops 2 - Specialized Units*) and another badge on the German engineer unit (*Troops 4 - Combat Engineers*).

Special Weapon Asset rules are in effect for the units equipped with Anti-Tank weapons.

The British player lays out the Minefields (*Terrain 29 - Minefields*).

- MAY 27, 1942 -

05

4231

# PANZERS VERSUS GRANT'S

## Setup order

1



x1

2



x6

3



x3

4



x1



## Historical Background

The same day as the battle at Bir Hakeim, further on the right, 15<sup>th</sup> Panzer engaged the rest of the 7<sup>th</sup> Armoured Division. After sweeping over the 7<sup>th</sup> Motorized Brigade, the Panzers ran into heavy resistance from the Grants of 4<sup>th</sup> Armoured Brigade. German anti-tank support was slow in coming, and the range and power of the 75mm guns on the newly arrived Grant tanks soon made life aboard the German Mark IIIs hot and untenable.

Finally by late morning, 21<sup>st</sup> Panzer arrived on the left of the 15th, swinging past the action and hitting the British on the right. Most of the Grants were annihilated, forcing the rest to withdraw.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.

### Allied Player [Great Britain]

- ◆ Take 4 Command cards.

## Conditions of Victory

- ◆ 5 Medals.

The HQ/Supply Tent is a Permanent Medal Objective for the German forces; the Medal is gained and the tent removed at the start of the Axis player's next turn.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

Capture HQ/Supply Tent rules are in effect (*Action 17 - Capture HQ/Supply*).

British Commonwealth Forces command rules are in effect.

Place badges on the British elite tank units (*Troops 2 - Specialized Units*).

- MAY 27, 1942 -

06

4232

# 1<sup>ST</sup> ARMoured TO THE RESCUE

## Setup order

-  x10
-  x11
-  x2
-  x1
-  x1



## Historical Background

By late morning, his left flank overrun by the coordinated mass of German Panzers, General Neil Ritchie, commander of the Eighth Army, ordered two armored brigades of Norrie's 1<sup>st</sup> Armoured Division south to the rescue.

Moving in column, the 22<sup>nd</sup> Armoured Brigade soon collided with the German Panzers, already frontally deployed in battle formation. Surprised before they could spread out, the hapless British tank commanders were quickly pounded into the sand. Their remnants fled north to join the only intact British Armoured brigade.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.

### Allied Player [Great Britain]

- ◆ Take 5 Command cards.

## Conditions of Victory

- ◆ 5 Medals.

The Road hexes on the opposite edges of the board are Temporary Medal Objectives for the Allied and Axis forces respectively.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Special Weapon Asset rules are in effect for the units equipped with Anti-Tank weapons.

07

4237

# INTO THE CAULDRON

## Setup order

- 1  x15
- 2  x2
- 3  x7
- 4  x10
- 5  x6





## Historical Background

Despite their success against the British 7<sup>th</sup> Armoured, the Panzer divisions had lost their momentum. Rommel's *Afrikakorps* was now trapped in a region called "the Cauldron" with Bir Hakeim to the south and Tobruk to the north still firmly in enemy hands; remnants of the British armour to the east and the north; and the extensive mine belts of the original Allied line to the west.

But the British, unaware of the extent of German shortages, did not counter-attack immediately. This pause gave Rommel's forces the time to set up a defensive position on the ridge lines near Sidi Muftah, while the Italian *Trieste* Division was crossing the minefields under heavy fire, north of Bir Hakeim, and bringing in much needed supplies. When the British counter-attack finally launched on June 5<sup>th</sup>, it lacked coordination and failed to break through the German anti-tank defenses. A precious opportunity had been lost...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany]

- ◆ Take 5 Command cards.

### Allied Player [Great Britain]

- ◆ Take 4 Command cards.
- ◆ You move first.

## Conditions of Victory

- ◆ 6 Medals.

Opening a supply lane through the British-laid minefields is a Permanent Medal Objective for the Axis forces. To successfully open a supply line, the Germans must reveal a minefield decoy ("0" strength). Only one such Medal can be won during the game.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, all armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Place badges on the British engineer units (*Troops 4 - Combat Engineers*).

Special Weapon Asset rules are in effect for the 3 German units equipped with Anti-Tank weapons.

The British player lays out the Minefields (*Terrain 29 - Minefields*).

- JUNE 14, 1942 -

08

4241

# ESCAPE VIA THE COASTAL ROAD

## Setup order

- 1  x1
- 2  x8
- 3  x4
- 4  x11
- 5  x8
- 6  x2
- 7  x2



## Historical Background

Building up their forces through the now opened supply lines, Rommel's *Afrikakorps* eventually broke out of the cauldron, seizing Bir Hakeim but only capturing about 500 wounded Frenchmen. On June 13 "Black Sunday", 21<sup>st</sup> Panzer shreds the 22<sup>nd</sup> Armoured Brigade to pieces, threatening Tobruk and cutting off XIII Corps on the Gazala line. The next day, Auchinlek authorizes General Ritchie to withdraw.

Defenders in El Adem and neighbouring boxes held firm, allowing the 1<sup>st</sup> South African Division to escape intact along the coastal road. But the road could not accommodate two divisions. With Panzer Divisions blocking the east, the remaining brigades of the Northumbrian Division were forced to attack the *Brescia* and *Pavia* Divisions and head south in the desert, before turning back west. The German Panzers raced north, but could not move fast enough to close the road before the bulk of British troops had escaped!

The stage is set, the battle lines drawn, and you are in command. The rest is history.

## Briefing

### Axis Player [Germany/Italy]

- ◆ Take 5 Command cards.

### Allied Player [Great Britain]

- ◆ Take 5 Command cards.
- ◆ You move first.

## Conditions of Victory

- ◆ 6 Medals.

Exit markers are in effect on the two road hexes at the board's edges, for the Allied forces.

## Special Rules

North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

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