



WWII MICRO ARMOUR®: THE GAME

The Run to Sidi Suleiman Western Desert - 14 June 1941

Things continued to sour as the third day of "Operation Battleaxe" dawned. The previous assault on Halfiya Pass had been stymied, as had the British flanking sweep onto Hafid Ridge.

This scenario replays General Creagh and the 7th Armored Division's running battle with the German 5th Light Division from the "Wire" to Sidi Suleiman. Again, the Desert Rats got the worst of it.



Germans - 1 x PzIIF (GHQ+1)
4 x PzIVE
16 x PzIIIG
2 x 105mm Howitzer
2 x Heavy Truck



Cohesion
17

British- 1 x A-13 (GHQ+0)
4 x A-13
12 x A-10
3 x A-10/CS
12 x Crusader II
3 x Crusader II/CS



Cohesion
14

INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1), German forces enter anywhere along west edge of map. British Forces enter anywhere along east edge of map.

SPECIAL RULES:

Maximum Sighting Distance 20 Inches

SCENARIO LENGTH: 12 TURNS

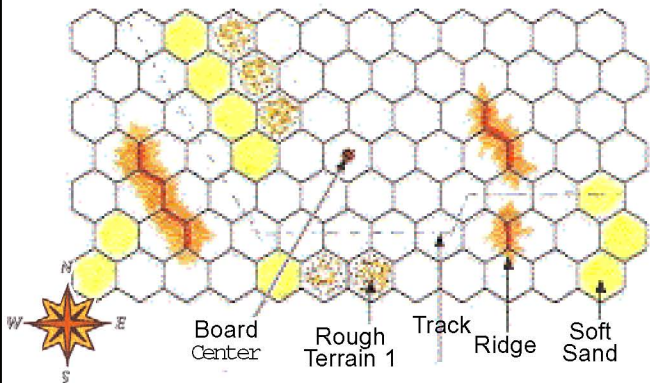
VICTORY CONDITIONS:

Both: Destroy 51% or more of enemy units while losing 49% or less of friendly units.

Anything else is a draw.

TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be features.
- A "Track" should run as shown below.



Map is shown in GHQ's Terrain Maker. 1 hex = 4" across.

WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
GERMAN							
PzIIF	21	2 / 4	5 / 5	[2]	11T	-	-
PzIVF1	57	1 / 5	7 / 7	[7]	10T	-	-
PzIIIG	43	5 / 4	12 / 12	[5]	11T	-	-
105mm How. § (2)	170	2 / 8‡	84 / 84	3	0	-	10
Heavy Truck	10	-	-	1	16W	14	-
BRITISH							
A-10	29	5 / 3	10 / 5	[4]	8T	-	-
A-10 (CS)	64	1 / 7	30 / 30	[4]	8T	-	-
A-13	28	5 / 3	10 / 5	[2]	11T	-	-
Crusader II	33	5 / 3	10 / 5	[4]	12T	-	-
Crusader (CS) *	56	1 / 5	30 / 30	[4]	12T	-	-

* - CS tanks look much like their cruiser counterparts. We suggest you mark them for I.D. purposes