

MICRO ARMOUR®: THE GAME - WWII

TACNEWS Scenario

Tottensonntag

Libya - 23 November 1941

One of the epic vistas of World War Two filled their eyes. From their prepared defensive positions atop the ridge of Trigh Capuzzo, the men of the 5th South African Infantry Division watched two full regiments of Nazi panzers rolling inexhorably toward their lines. A great wall of tanks was aimed right at them. Occasionally, as gusts of wind swirled the panzer's dust, a second line of truckborne infantry was seen following the armor. Their time in hell was about to begin.

This scenario offers a classic frontal assault. The terrain is quite simple, and the action will be non-stop as the Germans slam their way into the South Africans.





Germans 15th Panzer Division + Cohesion

5th Panzer Regiment

16



Elements: XXX Corps Cohesion Allies

14

15th Panzer Division + 5th Panzer Regiment

1xHeadquarters (GHQ+3), 2xPzIIF (HQ) Headquarters 12xPzIIIG, 9xPzIIIJ, 4xPzIVE, Panzer Companies

Panzer Grenadiers 12xInfantry

3xSdKfz251/1, 1xSdKfz251/10, 9xLight Truck

2x8cm Mortar(3), 2xLight Truck Heavy Weapons Companies

2xInfantry Support, 1xSdKfz251/1

6x50mm ATG, 6xHeavy Truck, PaK Companies

3x88mm Flak-36, 3xHeavy Tractor

3xSdKfz222[R], 1xSdKfz231[R] Recon Company

Artillery Battalion 3x105mm Howitzer(2)

5th South African Infantry Brigade (-)

Headquarters 1xHeadquarters (GHQ+2) 24xInfantry Infantry Companies Heavy Weapons Companies 2x3" Mortar(3)

2xInfantry Support 10x2lbr ATG Anti-Tank Companies

4x25lbr (2), 4xLight Truck

British 22nd Armoured Brigade (-)

Headquarters 1xCrusader-II CS (HQ), 1xCrusader-II/CS, Tank Companies 9xCrusader-II

British 7th Armoured Division (Remnants)

9xM-3 "Stuart" (Honey),

4xHumber Mk-II Armored Car[R]

Any two (2) armed stands may contain attached FO's

INITIAL DEPLOYMENTS

- The Allied Player must deploy all forces North of the road and within twelve inches (12") of it.
- The German player must line up his forces along the Southern edge of the map, tanks in a single line abreast with other stands behind.

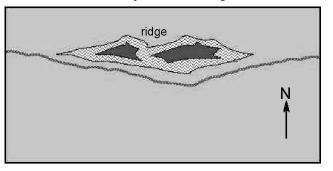
SPECIAL RULES

- All "Clear Terrain" is packed gravel and should be considered the equivalent of "Poor Road".
- Maximum sighting distance is twelve inches (12") due to swirling dust and smoke.

SCENARIO LENGTH: 15 TURNS

TERRAIN SUGGESTIONS:

- The map should be approximately 6' (E to W) x 3' (N to S)
- "Mixed" Desert with one poor road running East-to-West.



VICTORY CONDITIONS:

German Victory:

Destroy or disorganize all British units by the end of turn 15.

British Victory:

Prevent German victory.

SUGGESTED READING

The Battle for North Africa 1940-43, by General Sir William G. F. Jackson. Mason/Charter, New York, 1975.

This is, arguably, the finest single volumn history of the campaign.

Brazen Chariots, by Major Robert J.Crisp.

A really good read, by a participant in the 5th South African Brigade.