



# MICRO ARMOUR®: THE GAME

TAC NEWS Scenario - Jan/Feb 2004

## "Thorburn's Last Stand" - 5 June, 1942

Historical Note: Colonel Thorburn's Highlanders had been holding on to the ridge of Bir Et Tamar throughout a long day of shelling, small-arms fire, and tank attacks. As evening wore on to night, approximately forty enemy armored vehicles appeared on his front and both flanks. The Highlanders' positions were dug-in as well as the rock-hard ground allowed and skillfully camouflaged. Thorburn gave strict orders that all units, especially his two-pounders, were to hold fire as long as possible to avoid betraying their locations prematurely. After a desperate defense, the seriously wounded Thorburn led the remnants of his command to safety under cover of darkness.



scenario length: 9 turns

### allied forces

cohesion

14

2nd Battalion / Highland Light Infantry (-):

Headquarters

1 x Infantry (HQ)

A Company (+) 3 x Infantry, 1 x 3" Mortar (2)

C Company (+) 3 x Infantry, 1 x Engineer

D Company (+) 3 x Infantry, 1 x 2lbr ATG

#### ALLIED SPECIAL RULES

1. The Allied player deploys his forces on the map in "Light" improved positions.
2. "A", "C", and "D" Companies must deploy within four inches of the positions marked for them on the map.
3. The Infantry GHQ stand may be deployed wherever you like.
4. No Allied stand may be fired upon until after it "fires" at an Axis stand. They may be overrun.
5. The Allied player may designate any 2 stands as forward observers for his mortars.

#### VICTORY CONDITIONS:

There must be at least 7 Allied stands on the map at the end of turn 9.

#### SPECIAL RULES (GENERAL)

1. The game length is 9 turns.
2. Maximum sighting distance is 37 inches on turn one. This distance drops by four inches per turn (i.e. 33 on turn 2 etc.)
3. "Ridges" are considered "Hilltop" or "Ridge Crest" terrains.

#### PLAYER NOTES

The maximum sighting distance drops off dramatically as the game progresses to simulate the rapid onset of darkness. In the desert, the transition from daylight to darkness is surprisingly swift.

The Germans advanced in three groups. At first they were "probing", trying to ascertain if the position was even occupied. The Germans were also unsure if Bir Et Tamar had been reinforced with tanks or anti-tank guns (there were quite a few of both in the area). The whole area was also full of unmarked minefields!

This scenario is small and easy to play in a short time. German tanks must overrun their opponents to guarantee destruction. The Allied player must make maximum use of his mortars to suppress German tanks, slowing them down. He must also hold fire as long as possible to avoid drawing enemy fire on himself. Given equally experienced players, it is not easy for either the Germans or Allies to win. The German player must maneuver aggressively. The Allied player must not panic. Victory is often determined on the last turn.

### axis forces

cohesion

16

Armored Kampfgruppe / 15th Panzer Division (+):

5 x PzKfwIIIIG, 3 x PzKfwIIIJ,

1 x PzKfwIIF, 1 x SdKfz222

#### AXIS SPECIAL RULES

1. The German player enters the board on turn one dividing his forces between the three German deployment areas as he sees fit.
2. The German player has no Headquarters or GHQ stand in his order of battle.

#### VICTORY CONDITIONS:

The Germans must eliminate seven or more allied stands before the end of turn 9.

### BIR ET TAMAR

