

WWII MICRO ARMOUR®: THE GAME

Bir El Gubi Libya - 18 November 1941

Cruisers of the "green" 22nd Armored Brigade mixed it up with the "Ariete" division near Bir El Gubi and were driven back after a costly struggle. The enthusiasm of the Yeomanry was no substitute for battle experience. They charged forward in a swirl of dust to be met by dug-in Italian anti-tank guns and supporting armor. But they had blocked the Italians from interfering with the 1st South African division as it moved along behind them in the direction of Sidi Rezegh.





Italians

Elements:

Ariete Division

Cohesion

12

British-

1 x MkVI GHQ(+1)

Cohesion

12

12 x Crusader II

3 x Crusader II/CS

8 x M-3 Honey

Italians-

1 x GHQ(+0)

13 x M13-40

4 x L6-40

6 x 47mm ATG

3 x AB-41

3 x 75mm(2) OFF MAP

7 x Light Improved Positions

INITIAL DEPLOYMENT:

Italians - Deploy within 10 inches of board center.

British - Arrive on turn one on any 10 contiguous inches on southern edge of map east of board center.

SCENARIO LENGTH: 10 TURNS

SPECIAL RULES:

None in this scenario

VICTORY CONDITIONS:

British - Destroy 50% of Italian force without losing more than 50% of your own force.

Italians - Destroy 50% of British force without losing more than 40% of your own force.

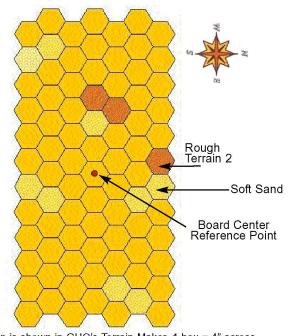
TERRAIN SUGGESTIONS:

The map should be approximately 24"x 48".

British Elements:

22nd Armoured Brigade

• Terrain is "Mixed": Maximum sighting distance - 20"



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