

CAMP NIBEIWA



ASL SCENARIO ASLUG4



VICTORY CONDITIONS: The British win immediately whenever there are no Good Order Italians in play. The Italians win otherwise.

TURN RECORD CHART

	ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
	BRITISH Moves First											

Near BIR ENBA, EG YPT, 9 December 1940: Operation Compass, the codename for Wavell's offensive against Italian-held Libya, was kicked off with several assaults on Italian frontier camps. These fortified camps were built to cover the approaches to the coastal road between Sidi Barrani and Bardia, and any British advance into Libya would be severely hindered by these camps. On the night of 7-8 December, under a veil of strict secrecy and low cloud cover, the British were able to gain their way in to assault position without being detected by the Italians. All through the night of the 8th, the RAF and Royal Navy bombed and shelled Sidi Barrani and airfields to the west. At 0500 on the 9th, a detached battalion of the 4th Indian Division fired on Camp Nibeiwa's eastern perimeter in order to confuse the defenders as to the direction of the attack. At 0715 hours British divisional artillery shelled Nibeiwa in a brief but intense bombardment.

BOARD CONFIGURATION:

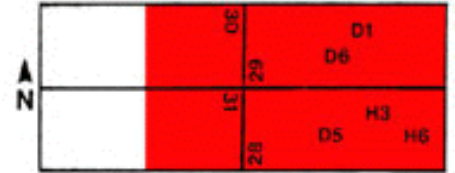
HANDICAP:



- I3: Use I2 and SSR 5 is NA.
- I2: Use I1 and change "or turn 3" to "or turn 2" in SSR 5.
- I1: Increase game length to 11 turns.



- B1: Delete the 9-2 Armor Leader from the British OB.
- B2: Use B1 and delete one Matilda from the British OB.
- B3: Use B2 and Light Dust is *not* in effect at start.



Hexrows Q-GG on boards 30 and 31 are not playable.

S2 and S6: see SSR 2

Elements of Grupo Maletti [ELR: 2] set up on/east of hexrow 28U/29U. [SAN: 2]

Artillery Support Group set up on/east of hexrow 28U/29U (see SSR 6):

Armor Support Group
Set up on overlays
D5/D6 (see SSR 6):

Elements of 1/6th Rajputana Rifles and 2nd Cameron Highlanders, 4th Indian Division with elements of 7th Royal Tank Regiment [ELR: 3] set up on boards 30/31 [SAN: 4]:

Special Rules:

- EC are Dry, with a Mild Breeze from the northwest at start. Light Dust (F11.71) is in effect, a change in wind strength will not reduce the DLV Dust below Light Dust (EXC: unless the B3 Handicap is in effect - if Light Dust then comes into effect it can be decreased to no dust).
- Place Overlays as follows: **D1** on 29T3-T2; **D6** on 29O7-O8; **D5** on 28P5-P6; **H3** on 28X1-Y2; and **H6** on 28EE5-EE6. During his setup, the locations of Overlays **S2** and **S6** are secretly recorded by the Italian player anywhere on board 28/29 [EXC: they must be placed so that they cover *only* Open Ground (i.e., they may not be placed over any Hammada/Scrub/other Overlays)]; these Overlays are revealed whenever a British unit enters a hex ADJACENT to them, or at any point prior to that at the Italian player's discretion.
- A road (F9.3) runs from 28GG1 to 28N10 (inclusive).
- A pre-game Bombardment (C18) is conducted on boards 28/29 on/east of hexrows R.

5. British infantry may not enter boards 28/29 until a British Mph begins in which there are no mobile Italian vehicles west of hexrow Q on boards 28/29, or Turn 3, whichever comes first.

6. For the Italian units that must set-up in hex 28BB1, the 10-2 leader must be set up in the Pillbox, and the 2-4-7 HS and HMG must be set-up in the Trench; no other Italian units may set-up in hex 28BB1. The Italian Armor Support Group must be placed in the *sangars*, with all CA (as applicable) facing west.

AFTERMATH: Matilda IIs from 7th RTR spearheaded the attack and quickly destroyed 25 Italian medium and light tanks parked outside the main perimeter. The Matildas then engaged the Italian artillery and infantry at close range. British infantry followed up the Matildas and mopped up the more stubborn pockets of resistance. Early in the fighting the Italian group commander, General Maletti, was killed by tank machine gun fire as he exited his bunker. The successful British misdirection and the blow to Italian morale caused by the loss of General Maletti provided all the advantage that the British would need. After two hours of hard fighting they had the entire camp well in hand and had captured over 4000 prisoners.