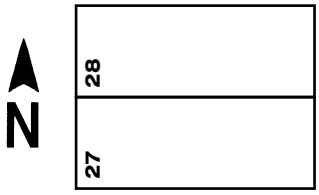
THE ITALIANS NEED HELP!

SCENARIO DR1

CAMP TUMAR WEST, SOUTH OF SIDI BARANI, EGYPT, 9 DECEMBER, 1940: The Italians had crossed the Egyptian frontier and established several fortified camps south of Sidi Barani. The widely spaced Italian camps, too far apart to be of mutual support, invited infiltration. General O'Connor used the 7th Armoured Division to isolate the camps and cause confusion in the enemy's rear. Meanwhile, the 4th Indian Division, with its heavy Matilda tanks followed by infantry, attacked the camps from the west, catching the Italians by surprise.

VICTORY CONDITIONS: The British player must force the Italian player to surrender. The Italian player surrenders at the end of any Rally Phase if he has less than five unbroken squads/equivalents in play. The Italian wins if he does not surrender by the end of the Italian RPh.

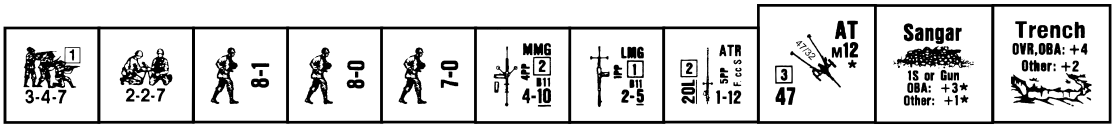
BOARD CONFIGURATION:



TURN RECORD CHART

	1	2	3	4	5	6	7	END
ITALIAN Sets Up First [126]								
BRITISH Moves First [100]								

Forward elements of Italian 61st Corps [ELR: 1] set up on Board 27 and/or 28 east of row Q: {SAN: 3}

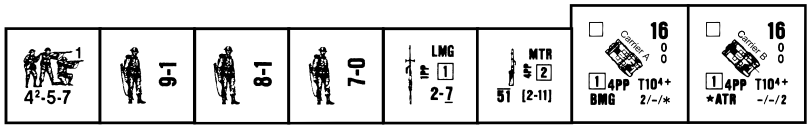


20 2 3 2 5 2

Armored elements of 4th Indian Division enter on any west edge hex on Turn 1: {SAN: 2}

3

Lead elements of 1st Royal Fusiliers [ELR: 3] enter on any west edge hex on Turn 2:



10 2 4 2 2

Scenario design: Panzer Press
Scenario layout: Joakim Ruud

SPECIAL RULES:

1. EC are Moderate with no Wind at start.

2. The Italian AT Gun is considered to be a 47* Gun, it has a ROF of 2 and a Breakdown # of 11. It must be set up initially facing east.

AFTERMATH: Three hours after the Nibeiwa camp fell, the 4th Indian Division (including the 1st Royal Fusiliers) attacked Tumar West. Matilda tanks crashed into the camp, followed closely by infantry. The Italians could put up little resistance, though many gunners fired until overrun. More than one Matilda finished the battle with blood on its tracks. By nightfall, all the camps were taken and thousands of Italians were prisoners.