

# TOBRUK DERBY



## SCENARIO DR2



**SOUTH OF MECHILI, LIBYA 5 April, 1941:** The Afrika Korps wasted no time in seizing the initiative from the British. Though Rommel had orders not to attack until the end of May, when the 15th Panzer was due to arrive. He attacked anyway with the limited forces available and caught the British off guard. The Western Desert command overestimated Rommel's strength and hesitated to engage, hoping instead to retreat in good order. Rommel, however, struck with lightning speed and achieved a breakthrough at Mersa Brega which touched off a week-long, 500 mile chaotic British retreat, a retreat the British dubbed "the Tobruk derby".

### BOARD CONFIGURATION:

27		S4	29
26	S8	28	D3 S3



**VICTORY CONDITIONS:** The player with the most DVP at game end wins. The British player receives DVP only for exiting units off the south edge. The German player receives DVP for eliminating British units; if at any time the German player has no mobile vehicles he immediately loses.

### TURN RECORD CHART

BRITISH Moves First	1	2	3	4	5	6	7	8	9	10	END
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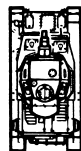
Retreating elements of the British Western Desert Force enters on the north edge as per SSR 3: {SAN: 0}

4 <sup>2</sup> -5-8	9-1	4-12	16 <sup>3</sup> 40L -/4	16 <sup>1</sup> 40L -/6	10 <sup>3</sup> 40L 2/4	14 <sup>1</sup> 40L 4x2*/6	*24 0 0 *ATR -/-/2*	25 <sup>3</sup> 40L CS 4 Inf Crew	16 <sup>0</sup> 40L *ATR -/-/2	28 <sup>1</sup> 21PP
			2	2	2	2	2	2	2	



Spearhead of the 5th Light Division enters on the south edge as per SSR2: {SAN: 0}

14 <sup>3</sup> 37L 3/8	13 <sup>3</sup> 50 3/5	14 <sup>3</sup> 75* 3/5	35 <sup>2</sup> 20L(4) -/5
3	3		



Scenario design: Panzer Press  
Scenario layout: Joakim Ruud

### SPECIAL RULES:

- EC are Dry, with no wind at start. Light Dust is in effect. Battlefield Integrity is not applicable.
- German units enter on two separate turns. The German player forms two groups of 4 AFV from his force mix. Beginning in his Rally Phase of Turn 2 and continuing in each of his Rally Phases until successful, he makes a dr for each group, a 3 or less results in that group entering that Turn.
- The British player must designate which units will enter on which Turns prior to the beginning of play. No more than 4 vehicles may enter on any one Turn, infantry may enter anytime. Additionally, before each vehicle enters it must make a dr. A result of 6 delays that unit for 1 Turn (it will be required to again make this dr on the next Turn). British units must move south at full speed until sighting a German.

- Place overlays as follows: S8 on 26DD1-EE2; S4 on 29E7-F6; S3 on 28W7-X7; D3 on 28K8-L8. A Track exists from 26A8-29EE10-28GG6.

**AFTERMATH:** Elements of the 2nd Armored Division attempted to fall back to Mechili, not realizing the enemy was converging on the town from three sides. North of Mechili they encountered German armored units that had cut them off from their supply line. Outgunned and widely dispersed, the 2nd Armored Division lost the majority of its tanks before the Tobruk Derby was over.