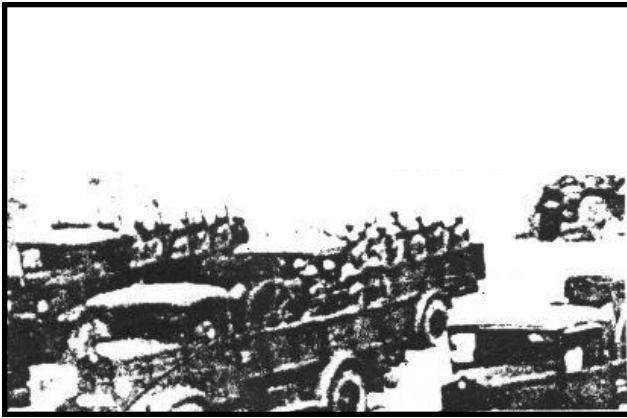


# HELLFIRE PASS

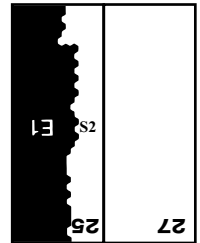


## SCENARIO DR3



**HALFAYA PASS, SOUTH OF SOLLUM, EGYPT, 16 June 1941:** Having just been reinforced by Tiger Convoy, General Wavell launched his last desert offensive, Operation Battleaxe. Wavell ordered a left flanking attack against Fort Capuzzo and Sollum which would isolate the defenders of Halfaya Pass. At the same time, Wavell planned on launching a frontal assault against the defenders of the pass. The bitter fighting that followed earned the pass the nickname "Hellfire Pass".

### BOARD CONFIGURATION:















**VICTORY CONDITIONS:** Before German setup, the British player records one hex on board 25 with a coordinate of 1. If he Controls this prerecorded hex at Game End, he wins.

### TURN RECORD CHART



☘ GERMAN Sets Up First [106]	1	2	3	4	5	6 <sup>+</sup>	7	8	9	10	END
🕒 BRITISH Moves First [192]											

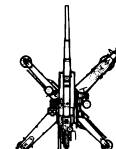
**Artillery Battalion "Gruppe Bach" [ELR: 4] set up on any whole hex of board 25: {SAN: 5}**




 4 <sup>1</sup> -6-7	 2-2-8	 10-2	 8-1	 8-0	 2 5-12	 1 3-8	 1-12	 2 88L A5 <sup>7</sup> /4 <sup>7</sup> /3 <sup>4</sup>	 4 OVR, OBA: +4 Other: +2	 6 15 of Gun OBA: +3* Other: +1*
9	2		2		2	4	2	2	4	6














**Forward elements of the 8th Panzer Regiment enter on 25Q1 on Turn 6:**






 14 37L 3/8	 13 50 3/5
	3




**Assault elements of the 4th Indian Division [ELR: 3] enter on any east edge hex on Turn 1: {SAN: 3}**



 6 <sup>2</sup> -4-8	 4 <sup>2</sup> -5-7	 2-2-8	 9-2	 9-1	 8-1	 8-0	 3 6-14	 2 4-12	 1 2-7	 1-12	 2 5T [2-11]	 30-1
6	10				2			5	2	2	2	

 3 40L	 2 40L	 1 76*	 2 40L	 25 21PP
4	2		2	



Scenario design: Panzer Press  
Scenario layout: Joakim Ruud

### SPECIAL RULES:

1. EC are dry, with a mild breeze blowing to the east. Intense Heat Haze applies.
2. The German 10-2 Leader represents Wilhelm Bach, the commander of the troops holding Halfaya Pass. Should he be eliminated, all German Infantry units who can trace a LOS to his Location take a NMC.
3. Before play begins, the British player may resolve a normal smoke OBA FFE. He places an AR, rolls for accuracy, determines extent of error normally, etc... Once its final location is determined, place seven smoke counters and begin the game.
4. Place overlay E1 on board 25; and overlay S2 on 25Q10-R9.

**AFTERMATH:** From concealed positions on the escarpments, 88mm FlaK guns destroyed 11 of 12 lead British tanks. Brit infantry and more tanks continued the advance. When they reached the ridge, bitter fighting ensued. The British managed to gain some high ground while the Germans tenaciously held on to sections of the pass. June 17th saw the arrival of German tanks, against which British infantry was powerless. Having failed in the flanking movements, the force at Halfaya was in danger of being surrounded and was forced to withdraw.