

SCENARIO DR4

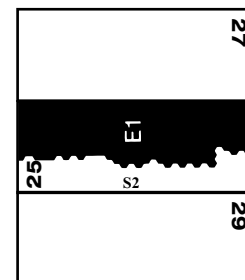
SEIZING SIDI REZEGH



VICTORY CONDITIONS: The Germans win if, at Game End, there are ≤ 1,5 Good Order British squad equivalents on board 25 and there are no fully functioning British AFV on board 29. Fully functioning is defined as mobile/non-shocked/non-stunned with working main armament.

NEAR SIDI REZEGH, LIBYA, 22 November, 1941: The British, trying to relieve the siege of Tobruk, moved 7th Armored Brigade and 7th Support Group to the Sidi Rezegh airfield with plans of moving further west to engage Rommel's forces around Tobruk. Rommel decided to strike first, sending infantry from the 21st Panzer Division to attack the escarpments to the north of the airfield, while Panzer Regiment 5 made a wide detour to attack the airfield from the west. The attack would be supported by heavy artillery concentrated at Belhamed.

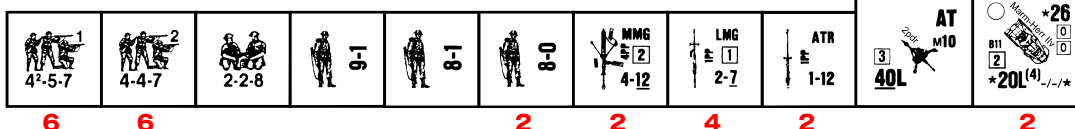
BOARD CONFIGURATION:



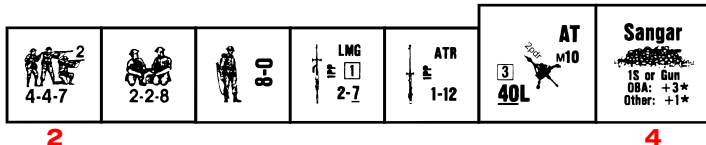
TURN RECORD CHART

BRITISH Sets Up First [124]	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First [156]											

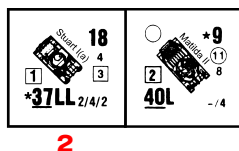
Elements of the 1st King's Royal Rifle Corps [ELR: 3] set up on any hex of board 25: {SAN: 4}



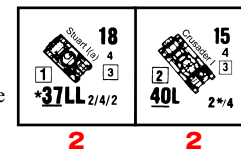
Perimeter, 7th Support Group set up on board 29 in hexes D-H:



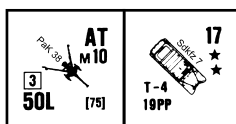
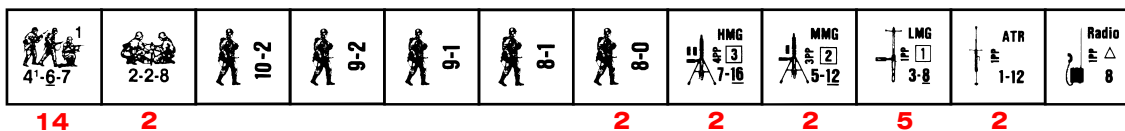
22nd Armored Brigade enters on Turn 4, on the east edge of board 29:



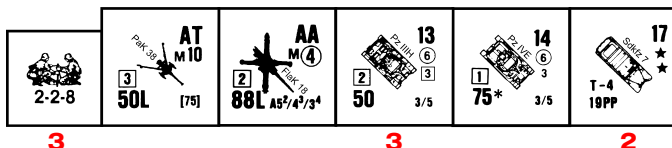
4th Armored Brigade enters on Turn 7, on the east edge of board 29:



Infantry of 21st Panzer Division [ELR: 4] enter on Turn 1, on the north edge of board 27: {SAN: 3}



Panzer Regiment 5 enter on Turn 4, on the west edge of board 27:



SPECIAL RULES:

- EC are dry, with no wind at start. Light Dust is in effect.
- The German receives one module of 150+mm OBA. Place overlay **EI** on board 25; and **S2** on 25Q10-R9.
- 1st King's units must set up in hexes numbered 4 or less. Armored cars may opt to set up in any hex of board 27.
- 7th Support Group units may not move until any one of them is fired on (including the 2 pounder).

AFTERMATH: The attack caught the British completely by surprise. Though they had a large number of scout cars, these did not convey adequate warning. Panzer Regiment 5 swept onto the airfield despite furious fire from the guns of the support group. The British 22nd Armored Brigade counterattacked but soon withdrew after German 88's took a heavy toll. For some unexplained reason the 4th Armored Brigade held back. 1st Kings Royal Rifle Corps was soon surrounded and half were taken prisoner. Later the 4th arrived, but it was too late to salvage the situation.

Scenario design: Panzer Press
Scenario layout: Joakim Ruud