

Allied scenario rules

Nightfall after 24 moves

**WARNING, careless talk costs lives, any player giving away scenario details to the enemy will give the enemy a +1 on every die roll for the remainder of game.**

1 - Armoured command naivety.

Armoured officers were "horsey" and not tactically aware, the first time their "Call for fire" is made it will be ignored to reflect their slowness in appreciating the benefits of artillery support.

2 - Armoured reluctance to learn

All subsequent "Calls for fire" in support of armour will be subject to -1. It was not that the FOO were poor but is to reflect that armoured officers could not, or would not, apply a combined arms approach to a problem.

3 - Armoured blinkered battle tactics

Tankers at this time regarded their prime objective to be enemy armour, it was NOT their duty to protect infantry or other arms. The PBI and guns were to look after themselves. If faced with multiple targets tankers will engage armour before anything else, even if such fire is ineffective and better or closer targets present themselves.

4 - British amateurism

Senior officers did not closely command and control their subordinates, thus a senior officer may not be used to circumvent rules 1 to 3. For example, an order to move armour to engage enemy tanks overrunning friendly infantry will be "mislaidd" until any closer enemy tanks are destroyed,

Victory points

+25 - Armour and infantry units exit the table at end of escarpment with all ME in good order.

+ 25 - Artillery FOO in good order occupies high ground to direct gunfire onto airfield beyond

+1 for each enemy element lost

- 3 for each friendly element lost

Note, a minus result equates to "battle lost" as you will have insufficient forces remaining to repulse the inevitable counterattack at dawn

Axis scenario rules

Nightfall after 24 moves

**WARNING, careless talk costs lives, any player giving away scenario details to the enemy will give the enemy a +1 on every die roll for the remainder of game.**

German Recce Commander only, may call in one airstrike comprising 2 x Stukas using the Artillery Call for Fire table. The strike arrives 1 - 3 moves later at point of call previously marked on map.

Procedure:- Recce decide to call in Stukas, player marks position targeted on map and calls for airstrike. If successful D6 at start of next friendly turn, 5 or 6 strike arrives over designated target. If unsuccessful D6 next move 3,4,5, 6 for arrival. If again unsuccessful strike will arrive automatically on third move. CAUTION, player is advised to pretend that it is artillery is being called to avoid enemy deploying AA guns.

Naval guns on trucks get +1 to spot targets that have been previously spotted by their own FOO only.

Italian Infantry may start game in improved positions.  
Italians may position 4 x 6" strips of mines anywhere.

Naval guns may start hull down under cammo nets (count as "edge of sparse cover" plus "hull down" for spotting).

German Recce Coy infantry and AT guns only, may start in improved positions.

All Axis positions to be marked on map prior to start of game and only disclosed when spotted.

Victory points

+ 20 - Prevent any enemy units occupying high ground protecting airfield beyond to the south west.

+10 - Prevent any enemy units exiting the table at end of escarpment.

+1 for each enemy element lost

- 1 for each friendly element lost other than naval guns

- 5 for each naval gun lost

Note, a minus result equates to "battle lost" as you will have insufficient forces remaining to hold your ground tomorrow.