

COMPASS 1940



INTRODUCTION

This is the Afrika Korps **Compass** scenario, the O'Connor offensive vers Italian Army late 1940.

The Italians invaded on September 13, and after brief success, stopped and dug in around Sidi Barani. Commonwealth forces then dug in to protect Mersa Matruh.

- The **Commonwealth** forces are well organized and well led by General O'Connor, with better tanks.
- The **Italians** led by Graziani have lower morale, poor tanks, and limited mobility. They must desperately block the enemy attacks, but be ready to retreat to fight another day.

The scenario starts after the initial invasion, where the Commonwealth forces are preparing to counterattack in early December (Operation Compass). Can the Italians hold position, or even advance? Can the Commonwealth crush the Italians and move into Libya?

Be careful of the supply lines for the Commonwealth, as early success can outrun your supply!

The game Cards and Events allow full replay ability thanks to the numerous various situations that they create on the environmental, diplomatic, military, or political fields.

DURATION

Duration: 2h00

Favored Side: Commonwealth

Most Difficult Side to Play: Italians

The **Compass** scenario lasts 8 turns with each turn representing 2 weeks, starting December 8, 1940.

The **Commonwealth** player always plays first.



FORCES

The Commonwealth forces include British, Indian, and RAF units.

The Italian forces include Italian Army and Regia Aeronautica units.

MAPBOARD

The map represents northern Africa, from Tripoli to the Nile and Suez Canal.

There are two Theaters: Libya and Egypt.

Many Italian Metropolitan Infantry units are limited to a strip of land 2-3 regions from the coast, usually those with main roads and adjacent [the Coastal Road]

Regions that cannot be entered in the scenario (usually in the south) are grayed out.



VICTORY

IMMEDIATE VICTORY

The Commonwealth player wins if he controls Agedabia, in supply.

The Italian player wins if he controls Mersa Matruh in supply.

The Italian player wins if he controls the Tobruk fortress at the end of the game.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

BONUS VP

The Commonwealth player earns 1 VP for the first time Bardia is controlled.

The Commonwealth player earns 2 VP for the first time Tobruk is controlled.

The Commonwealth player earns 1 VP for the first time Derna is controlled.

The Commonwealth player earns 1 VP for the first time Benghazi is controlled.

The Italian player earns 1 VP for each time that Ft Madellina is controlled or recaptured.

The Italian player earns 5 VP if Derna is controlled at the end of the game.

The Italian player earns 5 VP if Benghazi is controlled at the end of the game.

The Italian player earns 5 VP if Agedabia is controlled at the end of the game.

REINFORCEMENTS

The following reinforcements are received during the game (they come in addition to what can be obtained through cards or events). They may receive some new units (e.g. trenches, depots, mines or obstacles) via the use of cards.

The **Commonwealth** player receives reinforcements on:

Turn 7: March 1-14

RAF 11 Sqd, 37 Sqd, 38 Sqd, 39 Sqd, 73 Sqd, 3 SAAF Sqd

SPECIAL RULES

ITALIAN INFANTRY

Most Italian Metropolitan and Blackshirt, non-motorized, Infantry have their movement restricted and limited to locations main with roads or adjacent to them (which are usually 2-3 regions from the coast). They are identified with an Italian shield on the unit.



Exceptions are local units such as 1 Sibelle, 2 Pescatori, 3 Gennaio, 61 Sirte, 62 Marmanica, 63 Cirene

REPLACEMENTS

Each side receives 1 replacement every second turn. All other replacements and constructions are handled by cards.

CARDS

There are two cards drawn each turn in this game, and players may keep up to 10 of them in hands.

SUPPLY SOURCES

- For the **Commonwealth** units: Alexandria, ports,
- For the **Italian** units: Tripoli.



Nb: Axis cannot use harbors to get supply via Sea due to Royal Navy superiority (while the Commonwealth can receive supply from unblockaded ports)

FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those). To observe the enemy content, you need to play a Reconnaissance card (Air or Land).

BREAKTHROUGHS

Only Armor and Leaders can initiate a Breakthrough.



Mechanized units, Artillery, some motorized units and Fighters, Fighter-Bombers and Dive-Bombers Air units may accompany a breakthrough.