

CRUSADER 1941



INTRODUCTION

This is the Afrika Korps **Crusader** scenario, the counterattack by the Commonwealth commanded by Ritchie in November 1941.

After the failed BattleAxe offensive, the Commonwealth forces stopped, regrouped, reorganized and prepared for another attack.

- The **Commonwealth** forces led by General Ritchie are stronger, but their tanks are still to German tanks.
- The **Axis** led by Rommel have high morale German troops, the German tanks are superior, but the Italian Infantry still suffers from limited mobility. They must block the enemy attacks, and sustain the siege of Tobruk

The scenario starts during the siege, where the Commonwealth forces are prepared to counterattack. Can the Axis hold position? Can the Commonwealth break through and relieve Tobruk? Can Rommel be pushed back into Tunisia?

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

The games 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: Axis

Most Difficult Side to Play: Commonwealth

The **Crusader** scenario lasts 8 turns with each turn representing 2 weeks, starting November 1, 1941.

The **Commonwealth player** always plays first.



FORCES

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

The Axis forces include German Army, Italian Army, Luftwaffe 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 Tobruk, Gazala and Agedabia in supply.

The Axis player wins if he controls Tobruk fortress at any time turn 4 or later.

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

BONUS VP

The Commonwealth player earns 5 VP for the death of Rommel.

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

The Commonwealth player earns 3VP for the first time Beda Fomm is controlled.

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

The Commonwealth player earns 1VP if Tobruk is controlled at the end of the game.

The Commonwealth player earns 3VP if Agedabia is controlled at the end of the game.

The Axis player earns 1 VP for the first time Tobruk is controlled.

The Axis player earns 1 VP if Sollum is controlled at the end of the game.

The Axis player earns 1 VP every time Fort Capuzzo is controlled.

The Axis player earns 3 VP if Agedabia is controlled at the end of the game.

The Axis player earns 2 VP if Benghazi is controlled at the end of the game.

The Axis player earns 5 VP if Tobruk is controlled at the end of the game.

Each side receives 1VP for each enemy Armored unit destroyed.

REINFORCEMENTS

Neither player receives scheduled reinforcements in this scenario.

They may receive some new units (e.g. trenches, depots, mines or obstacles) via the use of cards.

SPECIAL RULES

ITALIAN INFANTRY

Most Italian Metropolitan and Blackshirt, non-motorized, Infantry have their movement restricted and limited to locations with main 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

All 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,
- For the **Italian** units: Tripoli



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.