# AFRIKA KORPS 1941



## INTRODUCTION

This is the **Afrika Korps 1941 Grand Campaign** scenario, begining in April 1941 with the counterattack by Rommel and his newly formed Afrika Korps against the Commonwealth.

After the successes of the Commonwealth operations in late 1940 and early 1941, the Axis high command decided to reinforce the remaining Italian forces in western Libya. General Erwin Rommel and the 5th Light Division arrived, and preparations began for a new attack. The Commonwealth forces are scattered, with only a small blocking force in Libya.

- The Commonwealth forces are weak and scattered, by General O'Connor with tanks that are slightly inferior to German tanks.
- The Axis led by Rommel have high morale German troops, but the Italian Infantry still suffers from limited mobility. The Armor and motorized forces must attack vigorously, while the Italian Infantry follows.

The scenario starts with the Axis forces prepared to attack. Can the Commonwealth delay the advance long enough to reinforce? Can Rommel capture Tobruk?

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: 10h+
Favored Side: Axis
Most Difficult Side to Play: Commonwealth

The **Afrika Korps 1941 Grand Campaign** scenario lasts 42 turns with each turn representing 2 weeks, starting April 1, 1941, and until late 1942. This is the longest and most complete scenario of the game.

The Axis player always plays first.

# FORCES

The Commonwealth forces include British, Indian, Australian, New Zealand, South African, Free French, Greek 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 Sidra or Tripoli, in supply, at anytime.
The Axis player wins if he controls Alexandria and Suez, in supply, at anytime.

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

## BONUS VP
The Commonwealth player earns 3VP every time Tobruk city is captured.
The Commonwealth player earns 1VP  every time Bir Hacheim is captured
The Commonwealth player earns 1VP every time Bardia city is captured.
The Commonwealth player earns 1VP every time Mersa Matruh city is captured.
The Commonwealth player earns 1VP every time Gazala is captured.
The Commonwealth player earns 1VP every time Derna city is captured.
The Commonwealth player earns 1VP the first time Msus is captured.
The Commonwealth player earns 1 VP for every turn after turn 10 that Tobruk is still held.

The Axis player earns 3VP every time Tobruk city is captured.
The Axis player earns 1VP  every time Bir Hacheim is captured
The Axis player earns 1VP every time Bardia city is captured.
The Axis player earns 1VP every time Mersa Matruh city is captured.
The Axis player earns 1VP every time Gazala is captured.
The Axis player earns 1VP every time Derna city is captured.
The Axis player earns 1VP the first time Msus is captured.
The Axis player earns 1VP the first time Agedabia is captured.
The Axis player earns 2VP the first time Benghazi is captured.
The Axis player earns 3VP the first time El Alamein is captured.

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

# REINFORCEMENTS

## COMMONWEALTH

April 1, 1941
9 Aus Hvy Weapons, 9 Aus Recconn, 18 Aus Hvy Infantry, 4 India Arty, 5 India Infantry, Central India Horse, Polish - Air Sqd: 94 SAAF

April 16, 1941
Air Sqd: 1113 RAF, 1 SAAF, 12 SAAF

May 1, 1941
1 Armored, 4 Armored, 7 Armored, Royals Recce, 11 India Infantry, 7 India Infantry, 6 NZ Infantry, 5 SA Infantry

May 16, 1941
Air Sqd: RAF 208, RAF 223

June 1, 1941
150 Motorized, 14 Infantry, 1 Army Armored, 2 NZ Hvy Weapons, 4 NZ Infantry, 5 NZ Infantry, 1 SA Infantry, 2 SA Infantry

*Withdrawn : 23 Infantry, 6 Infantry, 5 India Infantry*

June 16, 1941
Air Sqd: RAF 229

July 1, 1941
10 India Infantry, 29 India Infantry, 9 India Infantry, 3 SA Infantry, 6 SA Infantry

*Withdrawn : 14 Infantry*

July 16, 1941
Air Sqd: RAF 112, SAAF 21

August 1, 1941
2 SA Hvy Weapons, 4 SA Infantry, 4 SA Reccon  - Air Sqd: Rhod 237

*Withdrawn : 9 India Infantry, 18 Aus Hvy Infantry, 150 Motorized*

August 16, 1941
Air Sqd: SAAF 2, RAF 84

September 1, 1941
22 Armored, 1 SA Hvy Weapons, 23 Infantry, 16 Infantry

*Withdrawn : 9 Aus Hvy Weapons, 9 Aus Recconn, 20 Aus Infantry, 24 Aus Infantry, 26 Aus Infantry*

September 16, 1941
Air Sqd: RAF 8

# REINFORCEMENTS

## COMMONWEALTH

<u>October 1, 1941</u>
c Arty, 14 Infantry - Air Sqd: RAF 238

<u>November 1, 1941</u>
1 Hvy Weapons, 12 Lancers Recce, 2 Armored - Air Sqd: FFL Lorraine

<u>December 16, 1941</u>
Air Sqd: RAF 260

<u>January 1, 1942</u>
1 Free French

*Withdrawn : Polish, 3 Armored*

<u>January 16, 1942</u>
Air Sqd: RAF 272

<u>February 1, 1942</u>
8 Armored, 151 Motorized, 50 Hvy Weapons, 69 Motorized

*Withdrawn : 23 Infantry, 14 Infantry*

<u>February 16, 1942</u>
Air Sqd: RAF 274

<u>March 1, 1942</u>
161 Indian Motorized, 3 Armored

*Withdrawn : 16 Infantry, 7 India Infantry, 6 NZ Infantry, 2 NZ Hvy Weapons, 4 NZ Infantry, 5 NZ Infantry*

<u>March 16, 1942</u>
Air Sqd: RAF 30

<u>April, 1 1942</u>
2 Free French

<u>April 16, 1942</u>
Air Sqd: RAF 33

<u>May 1, 1942</u>
9 Armored, d Arty

<u>May 16, 1942</u>
Air Sqd: SAAF 3

<u>June 1, 1942</u>
20 India Hvy Weapons, 21 India Hvy Weapons, 25 India Hvy Weapons, 6 NZ Infantry, 2 NZ Hvy Weapons, 4 NZ Infantry, 5 NZ Infantry

# REINFORCEMENTS

## COMMONWEALTH

June 16, 1942
Air Sqd: Rhod 451

July 1, 1942
e Arty, 18 India Infantry, 9 Aus Hvy Weapons, 9 Aus Recconn, 20 Aus Infantry, 24 Aus Infantry, 26 Aus Infantry.  Air Sqd: USAAF 64, USAAF 65, USAAF 66

*Withdrawn : 3 Ind Motorized*

July 16, 1942
Air Sqd: RAF 24, RAF 80

August 1, 1942
131 Motorized, 132 Motorized, 133 Motorized, 152 Motorized, 153 Motorized, 154 Motorized, 51 Hvy Weapons, 1 Greek. Air Sqd: USAAF 81, USAAF 82, USAAF 83

*Withdrawn : 1 Army Armored, 25 India Hvy Weapons*

August 16, 1942
Air Sqd: RAF 250

September 1, 1942
44 Hvy Weapons. Air Sqd: USAAF 434

*Withdrawn : 22 Motorized*

September 16, 1942
Air Sqd: SAAF 60

October 1, 1942
*Withdrawn : 9 India Infantry*

November 1, 1942
*Withdrawn : 9 Aus Hvy Weapons, 9 Aus Recconn, 20 Aus Infantry, 24 Aus Infantry, 26 Aus Infantry*

## AXIS

April 16, 1941
GER 104 Mech, 33 Reccon
ITA 17 Pavia Inf, 25 Bologna Inf, 55 Savona Inf, 102 Trento Hvy Weapons, 2 Arty, 61 Infantry, 62 Infantry, 7 Bersaglieri Mech
Air Sqd: LWF StG3 III, StG1 III, StG2 I - REG 153 Fighter

May 1, 1941
GER 115 Mech, 8 Armored, 155 Motorized
Air Sqd: REG  15 Bomber

## AXIS

April 16, 1941
GER 104 Mech, 33 Reccon
ITA 17 Pavia Inf, 25 Bologna Inf, 55 Savona Inf, 102 Trento Hvy Weapons, 2 Arty, 61 Infantry, 62 Infantry, 7 Bersaglieri Mech
Air Sqd: LWF StG3 III, StG1 III, StG2 I - REG 153 Fighter

May 1, 1941
GER 115 Mech, 8 Armored, 155 Motorized
Air Sqd: REG  15 Bomber

May 16, 1941
Air Sqd: LWF Stg1 I

June  1, 1941
GER 15 Panzer Arty
Air Sqd: REG  174 Bomber

June 16, 1941
Air Sqd: LWF  Jgd26 7, LG1, III

July 1, 1941
GER 361 African

July 16, 1941
Air Sqd: LWF F121 12

August 1, 1941
GER 580 Reccon

August 16, 1941
Air Sqd: LWF ZG1 8

September 1, 1941
ITA Recam Armored Car

September 16, 1941
Air Sqd: REG 2 APC

October 1, 1941
GER I/18 Flak
ITA 101 Trieste Hvy Weapons, 65 Motorized, 66 Motorized, 9 Bersaglieri Mech

October 16, 1941
Air Sqd: REG 360 Fighter

November 1, 1941
Air Sqd: LWF LG1 II,  REG 43 Bomber

# REINFORCEMENTS

## AXIS

November 1, 1941
Air Sqd: LWF LG1 II,  REG 43 Bomber

November 16, 1941
Air Sqd: LWF StG3 I, Jgd27 II

December 1, 1941
GER 368 Flak, II/25 Flak

December 16, 1941
Air Sqd: LWF Jgd27 III, StG3 II - REG 8 Bomber

January 1, 1942
ITA 12 Bersaglieri Mech, 133 Armored, Lanceria di Novara

January 16, 1942
Air Sqd: LWF F121 12, ZG1 7, Jgd53 III - REG 209 Dive Bomber

February 1, 1942
GER 114 Flak, I/6 Flak
Air Sqd: REG 20 Fighter

February 16, 1942
Air Sqd: LWF Jgd3 I

March 1, 1942
Air Sqd: LWF LG2 1

April, 1 1942
GER Sonderverband Ivy Weapons

May 1, 1942
GER 1 African Arty

June 1, 1942
GER 190 Arty

June 16, 1942
Air Sqd: REG 155 Fighter, 239 Dive Bomber, 244 Bomber

July 1, 1942
GER 125 Motorized, 382 Motorized, 433 Mororized

August 1, 1942
GER Ramcke Hvy Airbprne Inf,
ITA Articelere Armored Arty, Monf III Reccon

# REINFORCEMENTS

## AXIS

September 1, 1942
GER 164 Reccon, 220 Arty, II/5 Flak
ITA 16 Pist, Folg Glider Inf

October 1, 1942
ITA GGFF (Giovani Fascisti)

## BOTH SIDES

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 Cirenne

## 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.