AFRIKA KORPS 1942

INTRODUCTION

This is the Afrika Korps **1942 Short Campaighn** scenario, beginning with the attack by Rommel and the Afrika Korps in January 1942.

After the being pushed back by Operation Crusader in 1941, Rommel rested briefly in western Libya and made preparations for a new attack. The Commonwealth forces are again scattered, with only a small blocking force in Libya.

• The Commonwealth forces are weak and scattered, led by General Ritchie, with tanks that are slightly inferior 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. 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 this time?

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: 6h+
Favored Side: Commonwealth
Most Difficult Side to Play: Axis

The Afrika Korps **1942 Short Campaign** scenario lasts 26 turns with each turn representing 2 weeks, starting January 1, 1942.

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

January 1, 1942
1 Free French

Withdrawn : Polish, 3 Armored

January 16, 1942
Air Sqd: RAF 272

February 1, 1942
8 Armored, 151 Motorized, 50 Hvy Weapons, 69 Motorized

Withdrawn : 23 Infantry, 14 Infantry

February 16, 1942
Air Sqd: RAF 274

March 1, 1942
161 Indian Motorized, 3 Armored

Withdrawn : 16 Infantry, 7 India Infantry, 6 NZ Infantry, 2 NZ Hvy Weapons, 4 NZ Infantry, 5 NZ Infantry

March 16, 1942
Air Sqd: RAF 30

April, 1 1942
2 Free French

April 16, 1942
Air Sqd: RAF 33

May 1, 1942
9 Armored, d Arty

May 16, 1942
Air Sqd: SAAF 3

June 1, 1942
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

June 16, 1942
Air Sqd: Rhod 451

REINFORCEMENTS

COMMONWEALTH

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

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

REINFORCEMENTS

AXIS

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

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.