

DESERT RATS

1940-42



Author: **Wojciech Zalewski**
Team: **Mauro Faina, Philippe Jaranton, Piotr Wodtke, Krzysztof Wojdyło**
Cover: **Rafał Zalewski**
Map: **Wojciech Zalewski**
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ITALIAN BLITZ

On the 9 September 1940, whole Italian press informed in the evening newspapers that Italian armies in Africa started their large-scale offensive against British forces. Two corps of the 10th Army had to cross the border and attack the tea lovers with a devastating effect. With each day the news were more and more optimistic and the number of British loses increasing rapidly. Enemy was forced to retreat after losing a big number of battles. Some people

were suspicious, because there was no information about number of prisoners, but Italian army explained that it's just a classified data and it will be revealed later.

British watched the Italian maneuvers carefully. Italian advance was way too slow and cautious to surprise them. Two British reconnaissance units kept the contact with Italian forces, controlling their advance. And very soon Italians found that they lack of literally everything...

SET UP:

ALLIES:

R 5720
11 H 6220

ITALIANS:

Libyan Corps HQ 5516
1 BSDiv 5516
1, 2 LibInf, 2 pcz. 5514
XXI Corps 5317
2 BSDiv 5317
61 InfDiv 5316

VICTORY CONDITIONS:

ITALIANS:

– Instant victory if there's not a single British unit on the board.

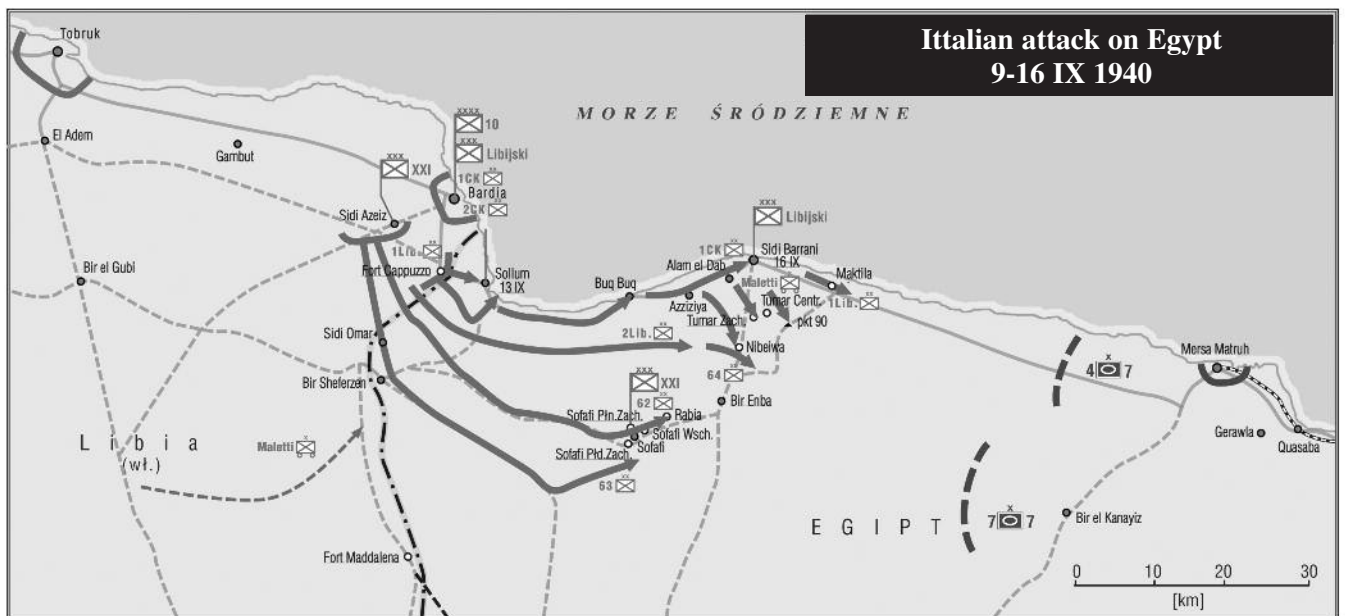
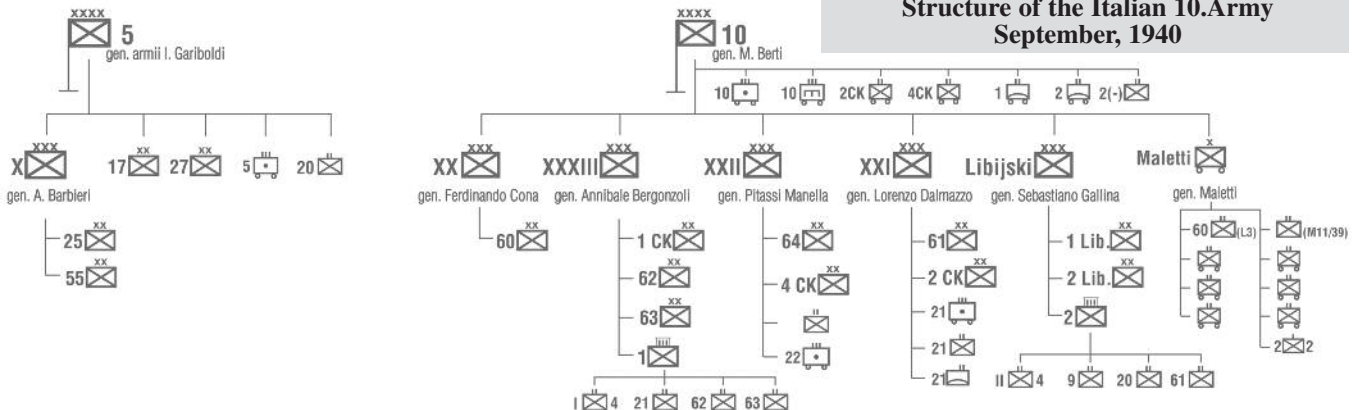
ALLIES:

– If at the end of the game there's at least one British unit on the board.

NOTES:

- Initiative: Italians
- Supply Bases: Allies – E, Axis – Bardia
- Scenario length: 9 – 16 XI 1940
- Maps: Sidi Barani

Structure of the Italian 10. Army September, 1940



COMPASS 1

On 6 December 1940, the British began a secretive transfer of their units from Mersa Matruch to the west. Thanks to the camouflage, their vehicles and the places of concentration remained invisible to the enemy eyes and they managed to come right under the Italian positions almost unnoticed. Air forces played an important role in the success of this operation, hunting the Italian machines and “blinding” the enemy. British 7th Armored Division and 4th Indian Infantry Division took their positions in the “Piccadilly” area - 30 km to the south from Sidi Barani, while Combat Group “Selby” approached along the coast.

Meanwhile, the Italian forces, containing Libyan and XXI Corpses, strengthened their positions at selected points, looking for success in the static defense.

On 9 December British attack was launched. The main strike was blown by the British 7th Armored Division, which struck directly on the Bug Bug, with the task of cutting off most of the Italian forces

defending Sidi Barani. At the right wing 4th Indian Infantry Division attacked at dawn the Italian group of the gen. Maletti at Nibeiw. Supported by the Matilda tanks, attackers broke the Italian lines, killing many of the enemies, even some prisoners of war. Hindus continued their advance north, reaching Sidi Barani, which was already attacked from the east by the “Selby” group. An important role in the battle was played by the British fleet which effectively fought the Italian infantry, destroying its position and paralyzing its movement.

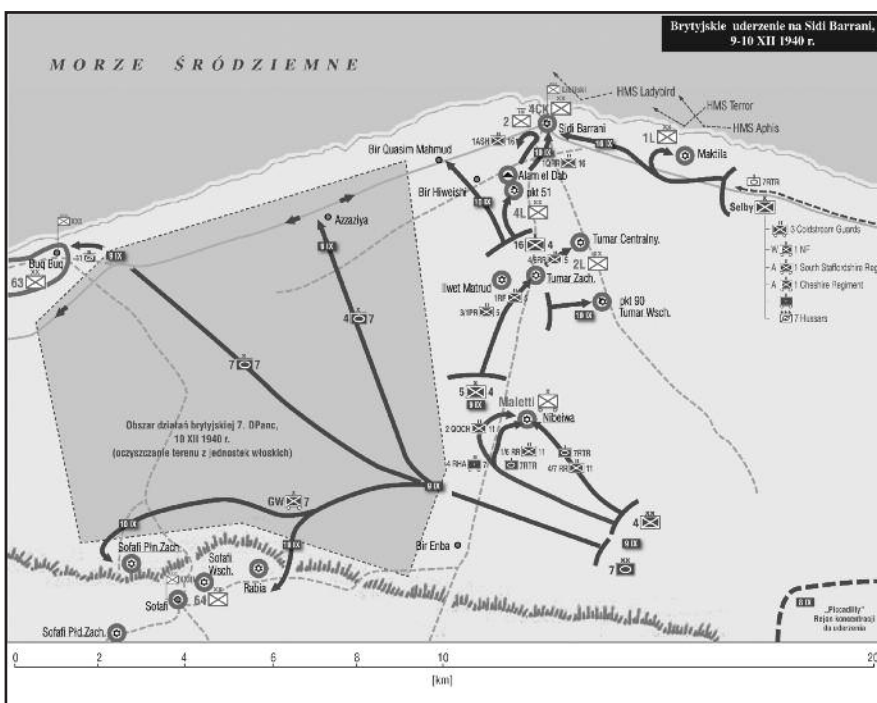
SET UP:

ALLIES:		ITALIANS (FORTIFIED):	
XIII Corps HQ	7625	Libyan Corps HQ	7316
7 ArmDiv (4, 7, S)	7625 (1)	A, B/Maletti	7322 (1)
R	7224	1 Lib.Div.	7818
4 InfDiv (ind.)	7724 (1)	4 BSDiv.	7317
16 IB / 4	7724 (1)	2 panzer regiment	7317
Selby	8219	2 Lib.Div.	7522
7 RTR	7624	4 Lib.Div.	7319
Fleet [4] any sea hex		XXI Corps HQ	6220
Reinforcements:		63 Inf.Div.	6220
11 XII: 6 InfDiv (a)	8219	64 Inf.Div.	6326, 6525
		1, 2 BSDiv.	Bardia (1)

- Initiative: Allies
- Supply Bases:
- Allies - E, Italians - Bardia.
- Scenario length: 4 turns, 9 - 12 December 1940
- Allies may use 3 SP of the Ground Attack air force and 4 SP of the fleet support
- Fleet support range: 4 hexes
- Map: Sidi Barani.
- [4] - unit's has 4 SP.

FOOTNOTES:

- 7625 (1) - units may be placed in the 1 hex range from the hex 7625



VICTORY CONDITIONS:

- 1 VP for each of the following hexes: **7317, 7322, 6525, 6220**
- 2 VP for each of the following hexes: **5818, 5719, 5618, 5516**

VICTORY SCALE:

- 1-2 PZ Very poor commanding, seems that your commander's career won't be long. We have a new task for you - you'll be moved to Hong Kong for the rest of the war, so you won't be able to cause your troops any more troubles and losses.
- 3-4 PZ Acceptable, but nothing impressive. You definitely need more training, because you're still far from being called a good commander.
- 5-6 PZ Pretty good. You seem to be a competent commander. Your career looks promising.
- 7+ PZ Impressive, most impressive. How could military genius like you remained unnoticed for so long? You have a chance to become a commander of all our troops in Africa, and who knows, maybe even a high commander of our entire army someday?

COMPASS 2

After the success at Sidi Barani, British 7th Armored Division made a detour from the south and attacked Sollum and Bardia on 12 December. Whole borderline was mastered without even major resistance and some of the British units were ready to march from Bardia to Tobruk. And yet further attack seemed to be impossible. British commanders decided to wait for the Australian 6th Infantry Division first.

Australian infantry entered the action on 1 January and attack at Sollum was its baptism of fire. City was captured very quickly and infantry already made it way into the foregrounds of Bardia fortress. Assault started on 3 January and fortress was captured after just a few hours of combat. This success made Australian division famous. Tobruk turned out to be Australians next target and this fortress fell into their hands as well on 21 January.

SET UP:

ALLIES:

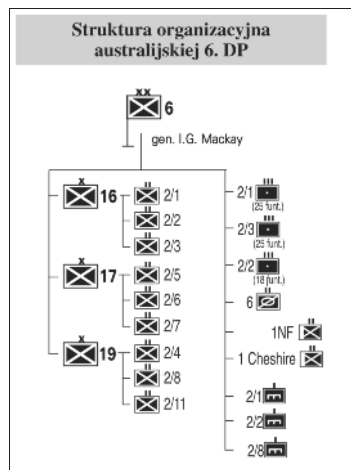
XIII Corps HQ 6225
 7 ArmDiv (4, 7, S) 6225
 11 Rec. 6019
 Fleet [5] any sea hex

Reinforcements:

1 I: 6 InfDiv (a) Bug Bug

ITALIANS:

XXI Corps HQ Bardia
 1, 2 BSDiv Bardia (1)
 64 InfDiv (-2 SP) Bardia (1)
 63 InfDiv (-2 SP) Bardia (1)
 BG A [2] 5717



FOOTNOTES:

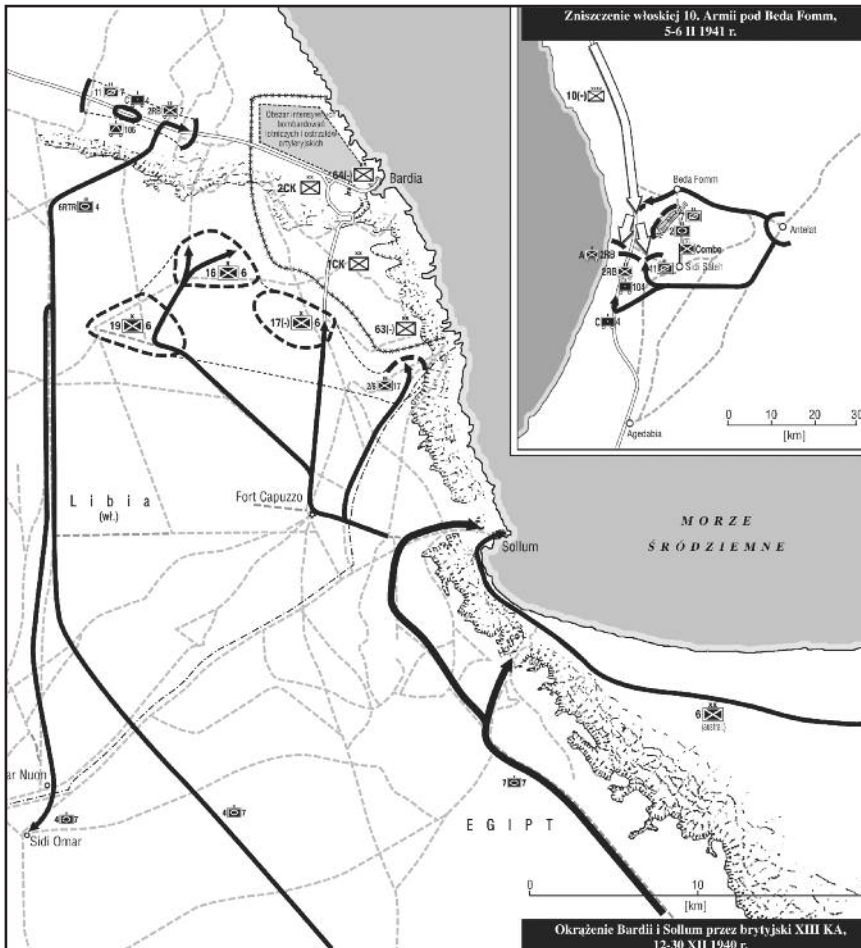
- (-2 SP) Division starts the game with two step losses.
- Initiative: Allies
- Supply Bases: Allies – E, Italians – Bardia.
- Scenario has two phases. First phase takes place on 12-18 December 1940. After the 18 December game pauses and starts again on 1 January to ends on 4 January. During the pause none of the players may move any of their units.
- British units may use 3 SP of the Ground Attack air forces.
- Australian units (only) may use 12 SP of the Bombers air force in each turn.
- Map: Sidi Barani.
- British Fleet SP – 5.

VICTORY CONDITIONS:

- 1 VP for each of the following hexes: 5719, 5818, 5516, 5311
- 2 VP for each of the following hexes: 5512, 5513, 5613, 5614

VICTORY SCALE:

- 1-2 PZ Very poor commanding, seems that your commander's career won't be long. We have a new task for you – you'll be moved to Hong Kong for the rest of the war, so you won't be able to cause your troops any more troubles and losses.
- 3-4 PZ Acceptable, but nothing impressive. You need more training, because you're still far from being called a good commander.
- 5-6 PZ Pretty good. You seem to be a competent commander. Good luck on your career.
- 7+ PZ Impressive, most impressive. How could military genius like you remained unnoticed for so long? You have a chance to become a commander of all our troops in Africa, and who knows, maybe our entire army in the future?



SONNENBLUME

When, on 1 April, German Africa Corps (DAK) attacked British positions near Mersa Berga, none expected that Axis units will reach Tobruk on the 10 April. In just ten days most of the allied units at Cyrenaica were either destroyed or disordered and forced to withdraw to Tobruk area. From the whole British 2nd Armored Division, only weakened 3rd Armored Brigade managed to reach the fortress. Australian 9th Infantry Division, supported by the 18th Infantry Brigade seized the fortifi-

cations, awaiting the Axis.

But Rommel had his own problems as well. In the first days of the offensive his units overcame a distance of 500 km and supply stuff couldn't provide them enough fuel and food. Because of that, Rommel had to use small combat groups, created mostly of the reconnaissance units. Despite such problems, Axis surrounded Tobruk and captured Bardia. Final assault on the fortress was planned on 14 and 15 April.

SET UP:

GERMANS AND ITALIANS:

5 LightDiv. (without 200 pz)	104	9 InfDiv (a)
27 InfDiv (it)	1100	18 InfBrig (a)
R/DAK	112	Art./Tobruk
33 R/15	108	3 MotBrig. (ind)
132 ArmDiv. (without 32 ppanc.)	108	3 ArmBrig.
DAK HQ (Rommel)	104	KDG

ALLIES:

Tobruk
Tobruk
Tobruk
1906
2909
Bardia

Reinforcements:

11 IV: 1 Flak/DAK	B
12 IV: I, II/8 pcz./15 ArmDiv.	B
13 IV: 2 Art. (it)	A
14 IV: Art./DAK	A
14 IV: 104/15 ArmDiv.	C
15 IV: 200/5 LightDiv.	C

Reinforcements:

14 IV: 22 BG	Sollum
14 IV: 5, 11/InfDiv DP (ind)	Sollum

VICTORY CONDITIONS:

– **Instant** Axis victory: Instantly after Tobruk is captured by Axis

VICTORY POINTS:

1 VP for each of the following hexes:
2909, 3217, 4209, 2404

2 VP for each of the following hexes:
5516, 5122, 5719, 5613

Victory scale (Axis player counts his VP only):

1-2 VP Failure.

3-4 VP Small Victory.

5-6 VP Victory.

7-8 VP Great Victory.

NOTES:

– Initiative: Axis

– Supply Bases:

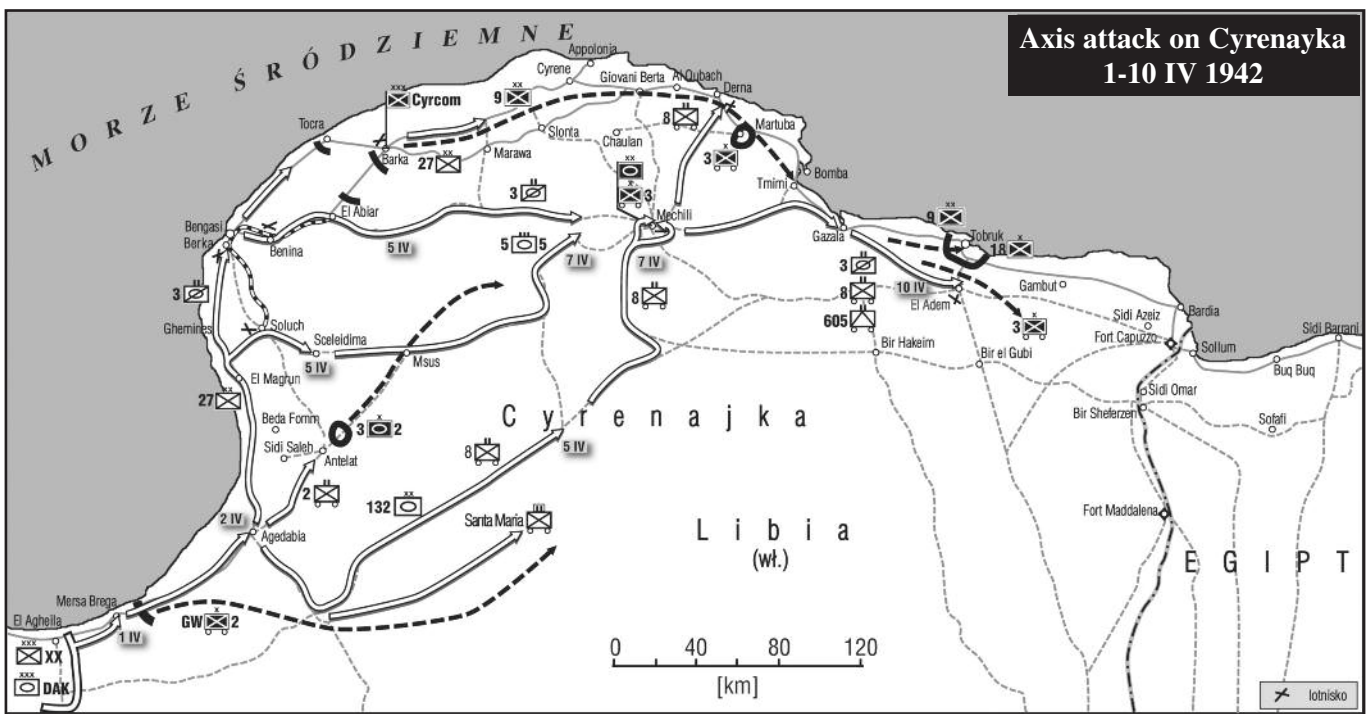
Allies – E, Tobruk, Axis - W

– Scenario length:

11 turns, 10 - 20 April 1941

– Germans may use 4 SP of the Ground Attack air force

– Maps: Bardia Tobruk



BREVITY

Two days long battle was planned as the beginning of the allied offensive towards Tobruk. Reorganized XIII Corps attacked Fort Cappuzo and Halfaya Pass. Both objectives were captured pretty fast and Allies started preparations for the further attack. But in the same time Germans launched their counterattack. 88 mm guns played important role in their actions. German tanks performed fake attacks and counterattacking British armored forces were massacred at the distance impossible

for the effective fire combat of their own guns.

Germans quickly took Fort Capuzzo back (with a major help of the Italians) and methodically, day by day, pushed Allies on the east. Each recognized defensive position was destroyed with a deadly 88 mm guns. It was possible only because Allied XIII Corps almost did not have any artillery. The battle ended on 16 May and proved that Germans control the situation and the only shortages of supplies caused that they couldn't advance towards Cairo.

SET UP:

ALLIES:		GERMANS AND ITALIANS:	
XIII Corps HQ	5823	1 Flak, HQ, Art./ DAK	Bardia
2 RTR, 7 S/7	5224	KG A/ 5	5719
22 GrdBrig, 4 RTR	5721	3 R/5, KG A/ 15	5516
R	6120	I/8 pcz.	5113
		II/5 pcz.	5313

NOTES:

- Initiative: Allies
- Supply Bases:
Allies - E
Axis - Bardia
- Scenario length: 2 turns, 15 - 16 May 1941
- Maps: Bardia

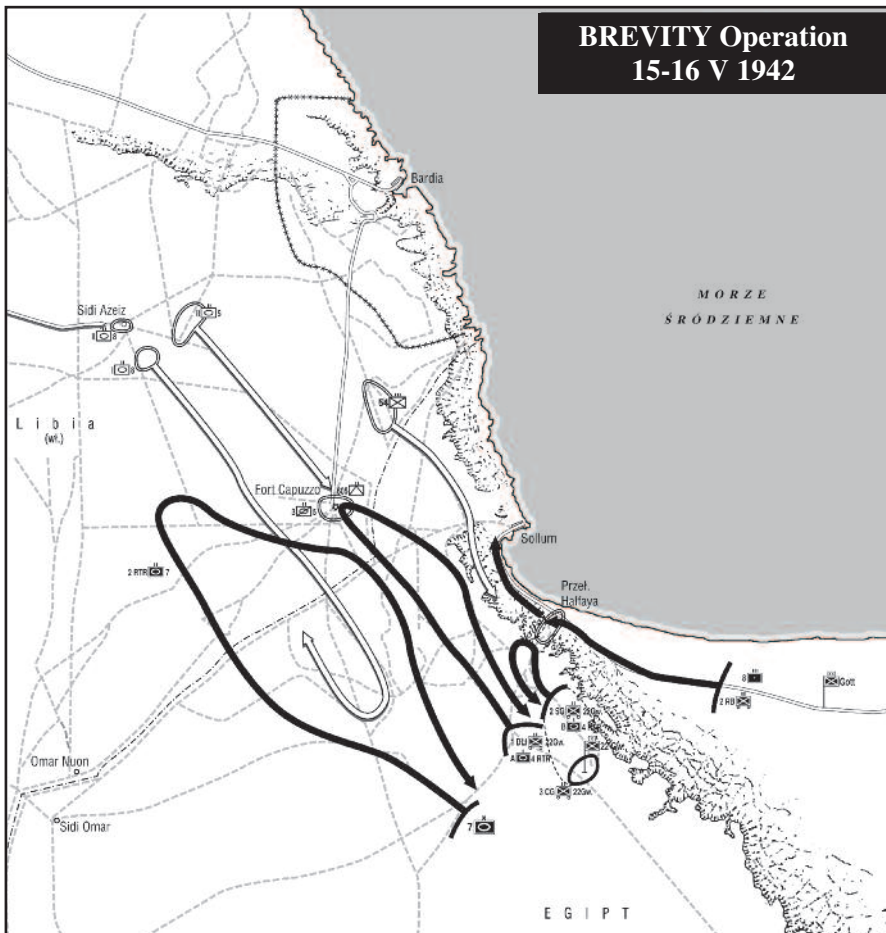
VICTORY CONDITIONS:

VICTORY POINTS:

- 1 VP for each of the following hexes:
5720, 5418, 5120, 4720
- 2 VP for each of the following hexes:
5516, 5214, 4020, 4816

Victory scale

- (Allied player counts his VP only):
- 1-2 VP Very poor commanding, seems that your commander's career won't be long. We have a new task for you - you'll be moved to Hong Kong for the rest of the war, so you won't be able to cause your troops any more troubles and losses.
 - 3-4 VP Acceptable, but nothing impressive. You definitely need more training, because you're still far from being called a good commander.
 - 5-6 VP Pretty good. You seem to be a competent commander. Your career looks promising.
 - 7+ VP Impressive, most impressive. How could military genius like you remained unnoticed for so long? You have a chance to become a commander of all our troops in Africa, and who knows, maybe even a high commander of our entire army someday?



BATTLEAXE

This time Allies gathered much stronger forces. 4th Indian Infantry Division and 7th Armored Division, were supposed to attack directly on Tobruk, while 22nd Guards Brigade had to capture the Halfaya Pass. The attack was launched on 15 June and just like before, on the first day everything went according to plan. The Allies reached Fort Capuzzo and then they started a concentric attack immediately.

Germans and Italians spent the entire month on

preparing their defensive positions. Their first lines were heavy armed with anti tank PAK guns and well known 88 mm anti air guns. Mostly because of these, Allied vehicles were decimated quickly. Germans launched their counter-attack instantly, driving Allies back. But this time their goal was much more ambitious than to simply stop enemy offensive. When allies were forced to retreat to their initial positions, at Sidi Suleiman, Germans continued their advance.

SET UP:

ALLIES:

XIII Corps HQ	5923
Art./XIII Corps	5823
7 Arm.Brig., 7 S, 11 H	5324
4 Arm.Brig.	5822
22 Grd.Brig	5722
11 BP/4 InfDiv (ind)	5623
R	6120

GERMANS AND ITALIANS:

HQ, Art. DAK	Bardia
KG A/15	719
33 R/15	5420
104/15, 1 Flak	5516
I, II/8 pcz./ 15	Bardia (1)
I, II/5 pcz./ 5	5213
3 R/5	4019

NOTES:

- Initiative: Allies
- Supply Bases: Allies - E, Axis - Bardia
- Scenario length: 3 turns, 15-17 June 1941
- Maps: Bardia

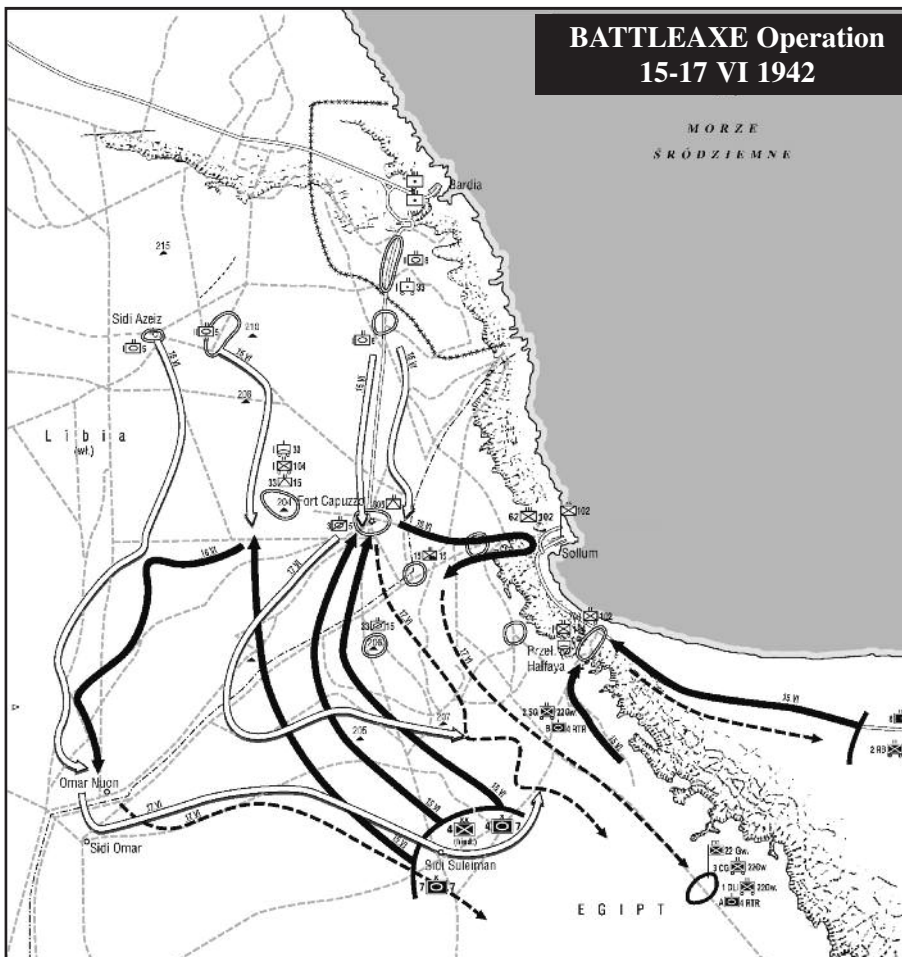
VICTORY CONDITIONS:

VICTORY POINTS:

- 1 VP for each of the following hexes: 5719, 5418, 5120, 4721
- 2 VP for each of the following hexes: 5516, 5214, 4020, 4816

Victory scale

- (Allied player counts his VP only):
- 1-2 VP Very poor commanding, seems that your commander's career won't be long. We have a new task for you - you'll be moved to Hong Kong for the rest of the war, so you won't be able to cause your troops any more troubles and losses.
 - 3-4 VP Acceptable, but nothing impressive. You definitely need more training, because you're still far from being called a good commander.
 - 5-6 VP Pretty good. You seem to be a competent commander. Your career looks promising.
 - 7+ PZ Impressive, most impressive. How could military genius like you remained unnoticed for so long? You have a chance to become a commander of all our troops in Africa, and who knows, maybe even a high commander of our entire army someday?



CRUSADER

The third allied strike was carried out on 18 September 1941. This time almost the entire forces of the 8th Army, led by the general Allan Cunningham, were involved in the operation. Two corpses, along with some support units and lot of supply seemed to guarantee that this time offensive won't end just after a two days. Air reconnaissance made Allies quite certain that Africa Corps received no major reinforcements and lot of the Axis supply ships were sunk

down by the Allied air force.

In fact, Axis had major problems with a supply. Since they couldn't capture Tobruk, they had to isolate the fortress with 5 divisions. Their supply trucks had to ride a longer way around the fortress, spending much more fuel.

The fierce and fast battle started at the big area of 150 km x 100 km, in which surrounding units could easily be surrounded as well.

SET UP:

ALLIES:

4, 6/2 InfDiv* (sa)	6326
70 InfDiv, SBSK (pl)	Tobruk fortress
32 BCz., Art./T	Tobruk fortress
HQ, Art. XIII Corps	5822 f
7 InfBrig/4 InfDiv (ind)	5422 f
5 InfBrig/4 InfDiv (ind)	5720 f
11 InfBrig/4 InfDiv (ind)	6020 f
2 InfDiv (nz)	5222 f
1 ArmBrig.	5321 f
HQ, Art. XXX Corps	5324
11 H, KDG	4922
4, 7, 7M, 7S/7 ArmDiv.	5123
22 ArmBrig.	5223
22 GrdBrig, 6 SA	5126
1/1 InfDiv (sa), 5/2 InfDiv (sa)	5126

* – unit may start moving in the next turn after any Axis armored unit enters the Egypt.

GERMANS AND ITALIANS:

Art., HQ DAK (Cruwel)	Bardia
15 ArmDiv. (without 104)	4009
21 ArmDiv.	4913
90 LightDiv. (155, 361),	580 R 3407
55 InfDiv, KG A, 2 Flak	5120 F, 5420 F
KG A/21 ArmDiv.	5719 F
KG A/15 ArmDiv	5819 F
1 Flak	5516
XXI Corps HQ (it)	3309
17 InfDiv	3109
25 InfDiv	3207, 3307
27 InfDiv	2703, 2705
102 MotDiv. (it)	2807, 2907, 3008
XX Corps HQ (it)	2607
132 ArmDiv.	3217
101 MotDiv.	1100
Rommel HQ	2111

NOTES:

- Initiative: Allies
- Supply Bases:
Allies – Tobruk, E; Axis – Bardia
- Air Units: Allies: Ground Attack (4 SP)
- f – Unit in the field fortifications (yellow counter)
- F – Unit in the improved field fortifications (red counter)
- Scenario length: 18 XI – 5 XII 1941
- Maps: Tobruk, Bardia

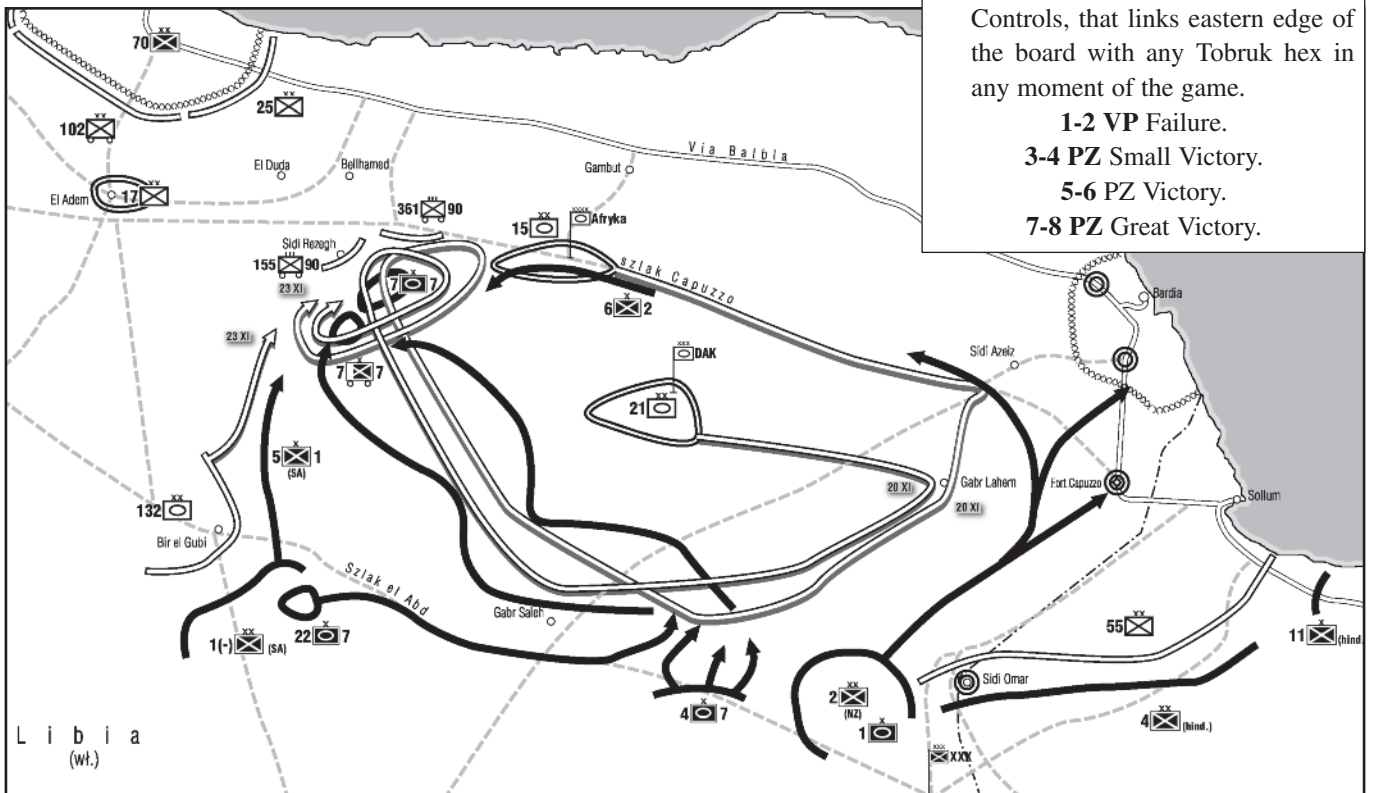
VICTORY CONDITIONS:

- 1 VP** for each of the following hexes:
3217, 4019, 5516, 5213
- 2 VP** for each of the following hexes:
2111, 2909, 3509, 4209

Victory scale

(Allied player counts his VP only):
Instant victory if in there is a line of hexes, free of enemy Zone of Controls, that links eastern edge of the board with any Tobruk hex in any moment of the game.

- 1-2 VP** Failure.
- 3-4 PZ** Small Victory.
- 5-6 PZ** Victory.
- 7-8 PZ** Great Victory.



GAZALLA

The Battle of Gazala began on 26 May 1942. Germans moved around the positions of the Free French 1st Infantry Brigade and attacked Tobruk from the south. That's where British launched their counterattack of the 1st and 7th Armored Divisions. Thanks to the ill coordination of the British units, Germans managed to defeat brigade after brigade in the separate battles. They pushed British units to the north, preparing for the final assault. To save the situation, Allies quickly prepared another counterattack of

the two Indian infantry brigades of the Tobruk garrison. But Germans managed to defeat attacking units and Indian soldiers had to retreat with a heavy losses.

The only problem for the Germans was Bir Hakeim area, fiercely defended by the Free French infantry brigade. It was a crucial point, because all the roads that run east crossed there. Further attack was impossible without capturing this place.

SET UP:

ALLIES (FORTIFIED):		69 InfBrig/50 InfDiv	1414 F
HQ, Art. XIII Corps	2613	151 InfBrig/50 InfDiv	1615 F
22 ArmBrig./1	2415	1 InfBrig (f)	1619 F
2 ArmBrig./1	2216	9, 10 InfBrig/5 InfDiv	Tobruk
201 GrdBrig./1	2111		
4 ArmBrig./7	2218	GERMANS AND ITALIANS:	
7 M/7	2521	DAK HQ	1222
29 InfDiv (ind)	3116	90 LightDiv.	1323
3 MotBrig. (ind)	1920	15 ArmDiv.	1423
CIH	1923	21 ArmDiv.	1422
HQ, Art. XXX Corps	1606	132 ArmDiv. (without 32)	1421
32 ArmBrig.	1606	101 MotDiv.	1419
1 ArmBrig.	1612	HQ, Art X Corps	814
1 InfBrig/1 InfDiv (sa)	1209 F	17 InfDiv	1113, 1314
2 InfBrig/1 InfDiv (sa)	1306 F	27 InfDiv	1515, 1617
3 InfBrig/1 InfDiv (sa)	1404 F	HQ XXI Corps	604
2 InfDiv (sa)	Tobruk fortress	102 MotDiv.	912, 809, 807
Art. Tobruk	Tobruk fortress	60 InfDiv	903, 905
11 InfDiv (ind)	Tobruk fortress	15 InfBrig, Art DAK	1101
150 InfBrig/50 InfDiv	1311 F		

NOTES:

- Initiative: Germans and Italians
- Supply Bases:
Allies - Tobruk, E; Axis - W.
- Air Units: Axis: Ground Attack (3 SP)
f - Unit in the field fortifications (yellow counter)
- F - Unit in the improved field fortifications (red counter)
- Scenario length:
26 turns, 21 V - 25 VI 1942
- Minefields:
During the first 5 turns Axis player has to make a roll to check if any of his units suffered a losses because of the minefields. Roll D6 after the Axis movement phase and check the result:
1, 2 - no result.
3 - One Italian unit (player's choice) is disorganized.
4 - One German unit (player's choice) is disorganized.
5 - One Italian unit (player's choice) suffers 1 step lose.
6 - One German unit (player's choice) suffers 1 step lose.

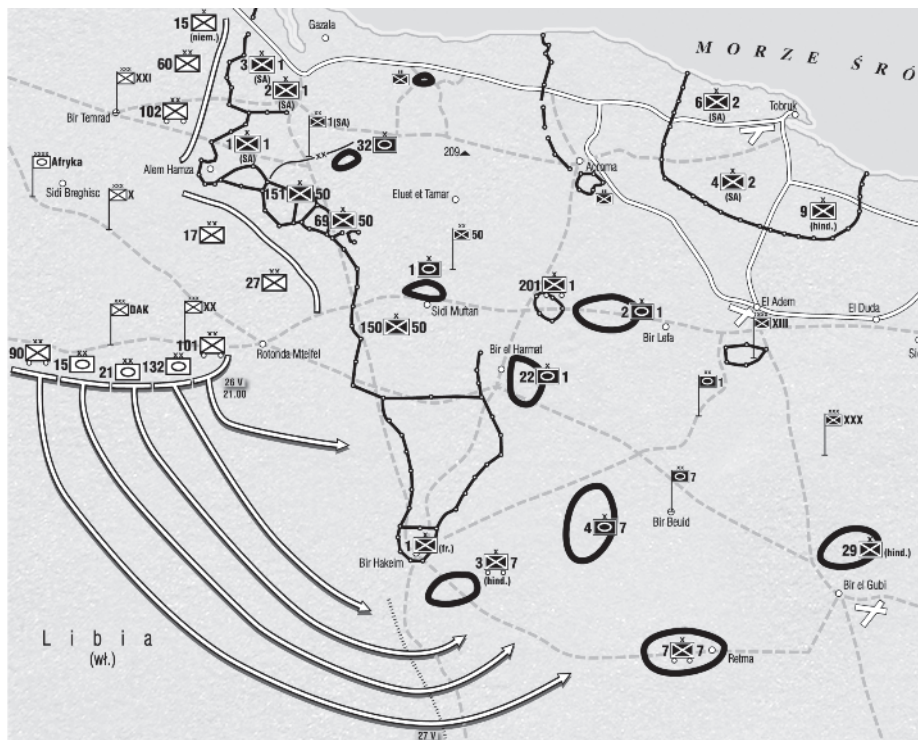
VICTORY CONDITIONS:

VICTORY POINTS:

- 1 VP** for each of the following hexes:
3217, 2714, 2111, 2909
- 2 VP** for each of the following hexes:
5120, 4019, 4209, 2406

VICTORY SCALE

- (Axis player counts his VP only):
- 1-2 VP** Failure, you're gonna be transferred on the Eastern Front soon.
 - 3-4 VP** Nothing special, Eastern Front awaits you.
 - 5-6 VP** Not bad, Eastern Front will be good challenge for you.
 - 7-8 VP** Very good, Eastern Front may wait a little longer.



Game Special Rules:

1) Italian Prisoners of War

When any Italian unit retreats during the combat in which it suffered step lose or was disorganized in the recent combat, Allied unit that makes a pursuit and enters the hex occupied previously by such Italian unit, has to be put under "Out of Supply 1" counter. Explanation: A number of Italian PoWs was so big that Allies had to use whole battalions to take care of them.

2) Reconnaissance Units

All the enemy units in the two hexes range from the reconnaissance units are losing their camouflage counters, save to the units in fortifications or on the other side of the slopes.

3) Dummy counters

– Dummy counters have 5 MP and they're motorized units for the movement purpose.

– Dummy counters have no SP.

– Each Allied and German Corps HQ has 1 dummy counter that can be used during the scenario.

– Dummy counter can't enter enemy ZOC. If enemy unit enter dummy ZOC, dummy is eliminated and enemy unit may continue its movement.

– Every Germans and British HQ corps has 2 Dummy.

TERRAIN TABLE

Terrain :	Movement Cost		combat infuelce
	motorized	non motorized	
clear	2 (1)	1	-
slope**	unavaiable	unavaiable	+3
main road	1/4 (1/3)	1/2	-
secondary road	1/3	1/2	-
town	2	2	+2
willage	2	2	+1

Number in brackets refer to tanks.

** Unit below slope have no ZOC

Set up abbreviations (for all scenarios):

Div – Division,

Inf – Infantry,

Arm – Armored,

Mot – Motorized,

Lib – Libyan Infantry,

It – Italian,

A – Australian,

Ind - Indian,

Sa – South African,

Nz – New Zeland,

PL – Polish,

F – French,

BS – Black Shirts,

Grd – Guards,

SBSK – Samodzielna Brygada Strzelców Karpackich (Independent Carpathian Rifles Brigade),

DAK – Deutsche Afrika Corps (German Africa Corps),

KG – Combat Group (Kampfgruppe),

RTR – Royal Tanks Regiment,

Art – Artillery,

pcz – tank regiment,

Flak – German anti air guns.

COMBAT TABLE

		1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7 : 1	8 : 1	9 : 1	10 : 1	
2 x D6	2	-1/-1D	-1/B1D	-1/B1D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B4D	-1/B4D	-1/B4D	-1/B4D	-1/B5D	-1/B5D	
	3	-1/-	-1/B1	• /B1	• /B2	• /B2-1	• /B3-1	• /B3-1	• /B3-1	• /B4-1	• /B4-1	• /B4-1	• /B4-1	• /B5-1	
	4	A1•/-	• /-1	• /B1	• /B1	• /B2	• /B3	• /B3	• /B3	• /B3	• /B3	• /B4-1	• /B4-1	• /B4-1	
	5	A1-1/-	-1/-	-1/-1	• /B1	• /B2	• /B2	- /B3	- /B3	- /B3	- /B3	- /B4	- /B4	- /B4-1	
	6	A1-1/-	A1•/-	-1/-1	- /B1	- /B2	- /B2	- /B3	- /B3	- /B3	- /B3	- /B3	- /B3	- /B4-1	
	7	A2-1/-	A1/-	A1/-	-1/-1	- /B2	- /B2	- /B2	- /B2	- /B2	- /B3	- /B3	- /B3-1	- /B4	
	8	A2-2/-1	A1-1/-	A1/-	-1/-1	- /B1	- /B2	- /B2	- /B2	- /B2	- /B2-1	- /B3-1	- /B3	- /B3	
	9	A2-2/-	A2-1/-1	A1-1/-	-1/-	-1/B1	-1/B1	- /B1	• /B2-1	• /B2-1	• /B2	- /B2	- /B3	- /B3	
	10	A2-2/-	A2-2/-	A2-1/-1	A1/-	-1/B1-1	-1/B1-1	-1/B2	-1/B2	- /B2	- /B2	• /B2	• /B2	• /B3	- /B3
	11	A2-2/-	A2-2/-	A2-2/-	A1-1/-	-1/-1	-1/-1	-1/-1	-1/B1	-1/B2	-1/B2	-1/B2	-1/B2	-1/B2	• /B3
	12	DA2-2/-1	DA2-2/-1	DA2-2/-1	DA2-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2

Modifications: terrain, HQ, tactical concentration, units' abilities

Examples:

- 1 / -1 => both Players lose 1 SP
- D2-1 => defender must retreat by 2 hexes and loses 1 SP
- 1 / D2 -1 => attacker loses 1 SP, defender retreats by 2 hexes and loses 1 SP
- 1 / D4D => attacker loses 1 SP, defender retreats by 4 hexes and disorganize
- A1D => attacker retreats by 1 hex and disorganize
- Roll for D

DISORGANIZATION

2 x D6	nationality
12	SS
11,12	other Germans
9-12	volksgrenadiers. Volksturm
11-12	Alies, Russians (guards)
10-12	other Russians
9-12	French, Romanians, Hungarians
8-12	Belgians, Netherland
7-12	Italians



Teren „czysty”
“clear”



las
forest



miejsowość
town



teren podmokły
wetland



rzeka
river



duża rzeka
river



wzgórza
hills



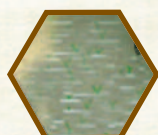
droga boczna
secondary road



miasto
city



droga główna
main road



bagna
swamp

2nd WW System WB 95



Great Battles 1939-1945 (WB-95) – regiment/division scale system, created for the biggest battles of the World War II. With fairly easy rules, players may attempt to change the course of the history in the most important battlefields of that conflict, like Stalingrad, Normandy, Kursk, Korsun or Moscow. The most important idea of this system is to give players a feel of the maneuverability of these battles and show the uneasiness of the decisions they have to make. They may use their armored forces to break through the enemy lines, use air forces to slow down enemy movement or use strategic movement to effectively exploit successes of the attacks. Along with historical scenarios, some games contain hypothetical scenarios as well, showing what might happened, if... Games released:

