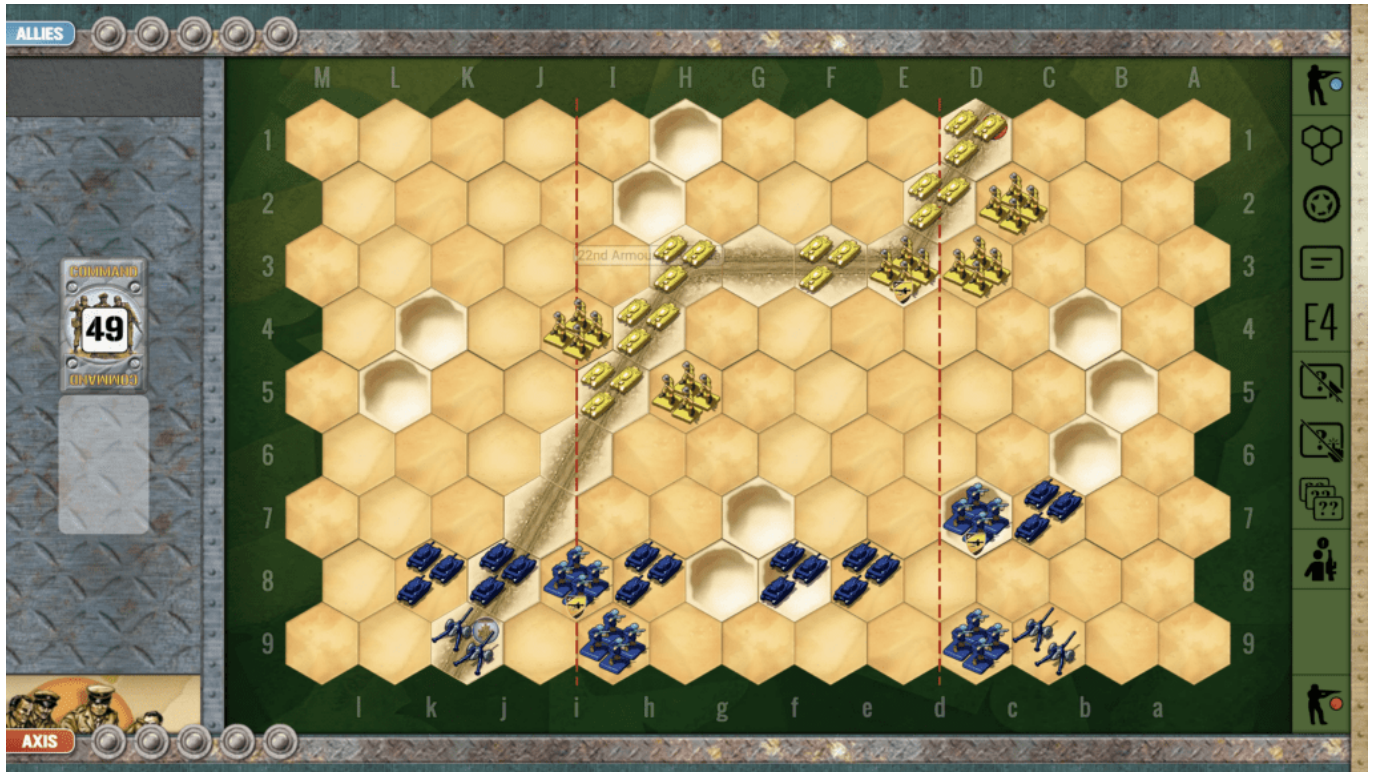




1st Armored to the Rescue



The “1st Armored to the Rescue” battle in North Africa during World War II refers to a critical engagement in May 1942 between British forces under General Neil Ritchie and the German Afrika Korps led by Field Marshal Erwin Rommel. The battle took place near the Gazala Line in Libya, where Rommel launched a bold flanking maneuver with his Panzer divisions.

The British 1st Armoured Division was sent to counter the German advance, engaging in fierce tank battles in the desert. Despite initial success, the British were outmaneuvered due to better coordination and tactics by the Germans. The British tanks suffered from mechanical issues and inferior armor compared to the German Panzers.

Ultimately, the British were forced to retreat, leading to the fall of Tobruk and a significant Axis victory. The battle underscored the importance of logistics, mobility, and combined-arms tactics in desert warfare.



5 VP's



Card Balance:

Allies - 5

Axis - 6

Complexity:

2

Conditions:



Desert

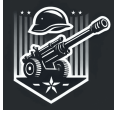
Location:

North Africa

Year:

1942

Theater:



Mediterranean Theater

Campaign

Context:

Historical

Summary:

1st Armored is a wide open tank battle with a road running at an angle through the field. Any units of either side could escape of the field via the road. This adds a strategic movement element to the armored battle.

Objectives:

5 VP's, plus each side has an escape hex at the end of the road.

Battlefield:

Desert battlefield with a road angling through from one corner to the other, surrounded by various sand dunes.

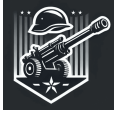
Troops:

Allies - 5 Infantry, 6 Armor

Axis - 4 Infantry, 6 Armor, 2 Artillery



Allied Strategy:



1. Big picture is that historically the British lost this due to mobility and coordination factors with their forces (besides being outgunned by the Axis Artillery). So with the Artillery on the flanks, you will need to focus your efforts in the central section, where at least the two guns have a bit less impact.
2. You have two units that begin the scenario in a no-retreat position. Get those dispersed as soon as you can.



Axis Strategy:

1. The Axis have two artillery which you may not be able to use until the tank battles cool down a bit.
2. With your armor mobility, you want to strike first and strike hard.
3. The British have a few units with no retreat, such as the armor at I5, and the infantry at D3. If you can attack those before the forces move, you can get some quick wins.

DoW Battle Reports: 28%
(Percentage of Allied Victories)

17

BR - 1st Armored

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Days of Wonder



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