



Dug in at Sidi Omar



The **Battle of Sidi Omar** (November 1941) occurred during the broader **Operation Crusader** in the North African Campaign of **World War II**. Sidi Omar, located on the Libyan-Egyptian border, was a heavily fortified Axis stronghold defended by Italian and German forces.

On **November 25, 1941**, British and Commonwealth forces, particularly the **4th Royal Tank Regiment** and elements of the **2nd New Zealand Division**, launched an assault to capture the position. The defenders, dug in with anti-tank guns and artillery, inflicted significant casualties on the attacking tanks.

At Sidi Omar the enemy fought hard, but it wasn't enough. Our boys hammered their defenses, smashed the garrison, and bagged hundreds of Italians as prisoners. That victory didn't just clear the ground—it locked down the left flank for the advance, gave us breathing room, and drove Operation Crusader forward. With



Tobruk relieved and the Axis grip on North Africa broken a little more, Sidi Omar proved again: when the Allies hit with weight and will, the enemy breaks.

~~ General Howitzer

6 VP's



Card Balance:

5 - 5

Complexity:

2

Conditions:

Desert



Context:

Historical



Location:

Libyan - Egyptian border

Year:

1941

Theater:

Mediterranean Theater

Campaign:

North African Campaign

Codename:

Operation Crusader

Summary:

Objectives:

6 VP's and Exit hexes for the Axis

Battlefield:

The dominant elements of this scenarios are the hilly dunes controlled by the Allied infantry, and the wide open battlefield for the armor units of both sides to meet in the middle section and one flank.

Troops:



Allies - 6 Infantry, 4 Armor, 1 Artillery

Axis - 5 Infantry, 7 Armor, 1 Artillery



□ **Winning as Allies**

1. Your infantry on the dunes can hold off the enemy for a long time. This should give you enough time to get your armor, which is stuck in the corner on your right flank, into the field of play.
2. Because your armor can only move two hexes at a time, it may take a couple of turns before you pose enough of a threat for them to stop attacking your infantry on the dunes.
3. Quickly get to the center section with your forces, in order to prevent any of the enemy from thinking about escaping out of the Exit hexes.
4. With your artillery in the center section on the dune, you are able to attack any enemy in the center section. Use it to good effect.



□ **Winning as Axis**

1. The principle advantage which the Axis have in this desert scenario, is that the Axis armor can move three hexes vs. the Allies who can only move two. This give you the opportunity to move in quickly on the Allies and take out some armor before they can respond.



2. The enemy have full control of the sand dunes in the middle of the center section and its adjoining flank. But you can keep your armor at a three-hex distance, and just keep attacking them until one or two hexes are eliminated.

3. Remember that there are some Exit hexes in the back of the battlefield for the Axis. If you are able to overwhelm the forces on the dunes, and close in on them, some of your troops may be able to make their way off the field (and make a few attacks on their way).

Battle Reports
(percentage of Allied victories):

47%

31

BR - Dug-In



Allies Won



Axis Won

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Author:

Days of Wonder

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