



Hellfire Pass



Hellfire Pass was the kind of battleground that earns its name the hard way. In June 1941, on that blasted strip of desert between Egypt and Libya, British and Commonwealth troops dug in on the heights while Rommel's Afrika Korps came at them like wolves scenting blood. That pass wasn't just a notch in the ridgeline — it was the key to the whole frontier, a gate that controlled who moved and who stalled in the desert war.

The Germans hit fast, hit hard, and kept hitting, using tanks, guns, and every trick they had to crack the British line. And the men holding that ridge fought with grit, firing until their barrels burned and their positions were blown apart around them. They didn't stop the Axis forever, but they made the enemy pay for every yard and bought precious time for the larger fight ahead.

Hellfire Pass proved a simple truth: when you stand your ground on the high ground, and you fight like you mean it, even the best the enemy has can't roll over you without bleeding for it.



~~ *General Howitzer*

6 VP's



Card Balance:

Allies - 4

Axis - 6

Complexity:

3

Conditions:

Desert



Context:

Historical

Location:



Egyptian – Libyan border

Year:

1941

Theater:

North Africa

Campaign

Codename:

Operation Battleaxe

Summary:

Hellfire Pass begins with the Axis dominating over two-thirds of the battlefield. The challenge for the Allies is to break through to the exit hexes, if they can make it through Hellfire Pass.

Objectives:

Six VP's, plus the Allies have exit hexes for additional Objective Medals

Battlefield:

Desert with the Halfaya Pass through which the battle takes place. Much of the battlefield is lined with Axis mines, which will slow the advance of the Allies.

Troops:

Allies have 9 Infantry, and 5 Armor.

Axis have 8 Infantry (including two Anti-tank units), 2 Armor, 2 Artillery



□ **Winning as Allies**

1. Allies have a numerical advantage in the center, of 3 Infantry, and 5 Armor. However, the Axis have a row of mines, and two artillery defending the section. So Allies will need a good set of cards which provide for rapid advance, and a Barrage or Airpower card to attack the artillery would definitely help.
2. Because this scenario has an escape option for the British, speed is paramount. So remember that units which begin on the road are able to travel one extra hex.
3. The Allies have a significant armor advantage of 5 - 2. Use their attack and mobility to your advantage. Some of them begin the scenario trapped behind infantry, so you need to get them out and into the game.



□ **Winning as Axis**

1. Initial plan for the Axis is defensive. Stay behind the sandbags and mines which you have set up.
2. There are two Infantry units on your left flank which have no retreat. Some lucky one-shot dice hits can quickly cut their firepower in half.
3. Your Armor has mobility, and are at the ready to defend against a flank attack on either side, or do a quick run up the road to defend the center section.
4. Your Artillery is well-positioned, but the enemy starts at the one-dice hit range. It may be wise to wait a turn or two until they advance forward one row and then come within range of two-dice hits.



Battle Reports

(percentage of Allied victories):

48%

18

BR - Hellfire



Allies Won



Axis Won

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