



# Hellfire Pass



The Axis forces, under the command of the German Afrika Korps led by General Erwin Rommel, had been advancing westward across North Africa. The British Eighth Army, under General Sir Archibald Wavell, was tasked with halting the Axis advance. The Halfaya Pass (“Hellfire Pass”) was a vital position because it controlled the main route through the mountains, providing access to the coastal road between Egypt and Libya.

In early June 1941, after a series of skirmishes and engagements, British forces launched a counterattack aimed at recapturing the pass and preventing further Axis advances into Egypt. The British operation was led by the 7th Armoured Division, supported by infantry and artillery.

6 VP's





**Card Balance:**

Allies - 4

Axis - 6

**Complexity:**

3

**Conditions:**

Desert



**Context:**

Historical

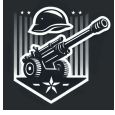
**Location:**

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



**Allied Strategy:**

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.



### Axis Strategy:

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%

7

BR - Hellfire

You must sign in for passing the poll

See Results



**Author:**

**Link:**

Please follow and like us:

