



Knightsbridge



The Battle of Knightsbridge, fought in early June 1942 during the Western Desert Campaign of World War II, was a key engagement in the First Battle of El Alamein. Named after a road junction in the Libyan desert, it involved Axis forces under Field Marshal Erwin Rommel and Allied forces, mainly the British Eighth Army.

The battle centered on fierce tank and infantry engagements, as Rommel sought to encircle and destroy Allied forces. The British suffered heavy losses, particularly in tanks, as German anti-tank guns and panzers proved devastatingly effective. Despite the Axis' tactical success, Rommel's forces were eventually overstretched and unable to break through fully, leading to a stalemate.

The battle highlighted the importance of mobile warfare in the desert and marked a prelude to the larger confrontation at El Alamein.



5 VP's



Card Balance:

Allies - 4

Axis - 6

Complexity:

2

Conditions:

Desert

Location:

Libya

Year:

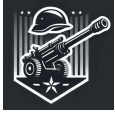
1942

Theater:

Mediterranean Theater

Campaign:

Western Desert Campaign



Context:

Historical

Summary:

Objectives:

5 Victor Points

Battlefields:

Knightsbridge is an almost open desert battlefield in which tanks engage in head-on warfare, interspersed with the occasional artillery fire and infantry assault.

Troops:

Allies - 8 Infantry, 1 Artillery

Axis - 6 Infantry, 3 Artillery



Allied Strategy:

1. Big picture goal for Knightsbridge, like many desert scenarios is to hit first and hit hard.
2. The Axis have three Artillery which will assist the Armor if you venture too close. With your limited movement, it would be best to keep your forces together on your end of the battlefield.



Axis Strategy:

1. Because of the wadi in the middle of your end of the battlefield, your forces are divided. Your Armor on the left flank is outnumbered five to two, but you do have your artillery. If you can entice the Allies to move forward, you can get some support from your Artillery fire.
2. Take advantage of the ridgeline on your right flank by parking your units there and wait for the Allies to attack. The height advantage may count in your favor in the ensuing battle.

5

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