



Knightsbridge



“Listen up! In early June ‘42, out there in that hot Libyan desert at a place they called **Knightsbridge**, our British allies were in for the fight of their lives. The place was nothing but a road junction, but it was as valuable as gold when the shooting started.

Rommel came at ‘em with his Panzers and those nasty 88s, aiming to **cut ‘em off, encircle ‘em, and finish the job**. The British Eighth Army fought back with everything they had, but those German guns chewed up their tanks like a buzz saw through dry timber.

Even though the Brits took a beating and left a lot of metal in that desert, Rommel couldn’t crack the line. He overreached, and the whole thing bogged down into a stalemate.

Let that be a lesson, boys—**in the desert, mobility is king**. You gotta hit hard, move fast, and never let the enemy pin you down. Knightsbridge wasn’t the final blow, but it sure as hell was the warning shot that the real fight was just getting started!”



~~ General Howitzer

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.

Battle Reports

14

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