



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





□ **Winning as Allies**

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.
3. Get to the ridge on your left section as quickly as possible. You cannot move as fast as the Axis, so you need to start right away. Do not get caught back against the border, or the enemy will wipe you out with the additional flag hits.
4. You are strong on your right flank, so move your units forward together to defend against the on-coming Axis attack.



□ **Winning as Axis**

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.
3. Grab the heights on the ridge as quickly as you can. Whoever gets on top of the



hill first will gain a 17% hit advantage.

Battle Reports

24

BR - Knightsbridge



Allies Won



Axis Won

See Results

Vote

Author:

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Link: