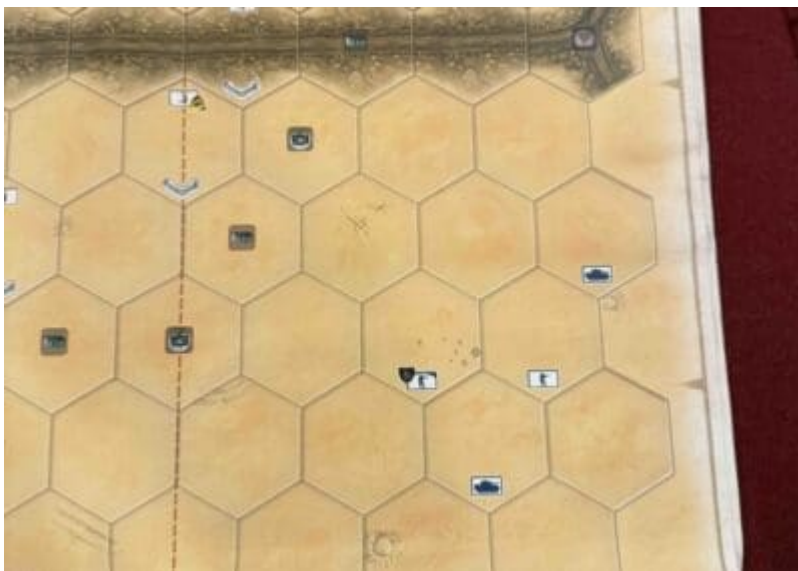# The Capture of Tobruk (Overlord Map)

Capture-Tobruk_title
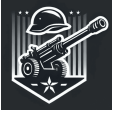

Capture-Tobruk_Right2

Capture-Tobruk_Right1

Capture-Tobruk_Left2

Capture-Tobruk_Left1

Capture-Tobruk_center2

Capture-Tobruk_center1

June 21, 1942—Tobruk falls, and Rommel gets his moment in the sun.

The Desert Fox came tearing across North Africa like a bat outta hell, and when he set his sights on **Tobruk**, he didn't waste time. That place had held out before—but not this time. **Rommel hit it hard, fast, and surgical.** In no time flat, he smashed through the lines, bagged **30,000 Allied troops**, and scooped up a mountain of supplies.

It was a gut punch to the British—*morale wrecked, command shaken,* and the enemy thumping their chests from Berlin to Rome. Tobruk was supposed to be a fortress. Instead, it became a prize.

But here's the truth: **Rommel's victory was real—but it was short-lived.** You don't win a war with flash and headlines. You win it by bleeding the enemy dry, taking ground, and never letting up. And that's what we did.

By the time we met him again at **El Alamein**, the tables had turned. Rommel's advance stalled, and the Allies came back with a vengeance.

You want to take a city? Fine. But you'd better be ready to hold it when the real fight starts.

~~ General Howitzer

15 VP's

Card Balance:

Allies – 7

Axis – 11

Complexity:

3

Conditions:

Desert

Context:

Historical

Location:

North Africa

Year:

1942

Theater:

Mediterranean

Campaign:

Codename:

Summary:

Objectives:

15 VP's with many territorial Medal Objectives, some Temporary and some Permanent.

Battlefield:

A desert with a couple of roads crossing the area in both directions

Troops:

Allies – 17 Infantry some with Special Weapons, 5 Armor, 2 Artillery

Axis – 17 Infanty, 16 Armor including some Half-Tracks, 6 Artillery

Allied Strategy:

1.

Axis Strategy

1.

Classic Battle Reports

45% Allied Wins

0
BR - Capture of Tobruk
○

Allies Won

○

Axis Won

See Results   Vote

Author:

Days of Wonder

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