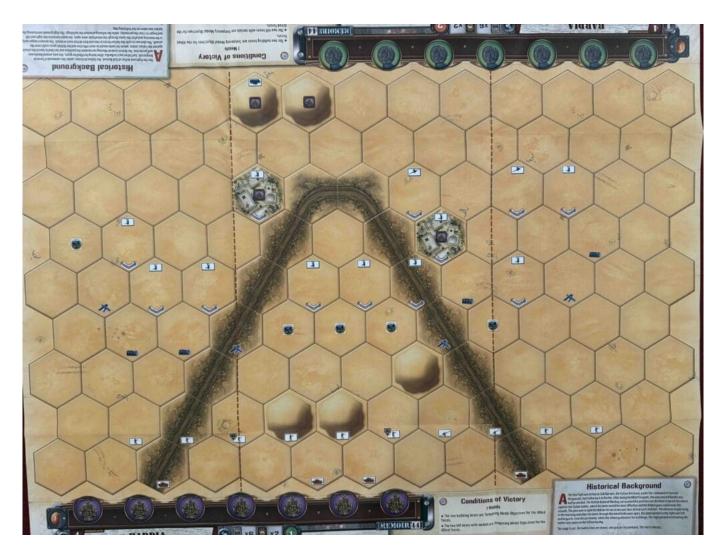


Bardia



The Battle of Bardia, fought in January 1941, was the first major land engagement of World War II planned and executed by an Australian formation. As part of Operation Compass, the 6th Australian Division, under Major General Mackay, targeted the Italian-held fortress town of Bardia in Libya.

The assault began with the 16th Australian Infantry Brigade attacking from the west, where defenses were weaker. Engineers breached barbed wire and anti-tank ditches, allowing infantry and 23 Matilda II tanks from the British 7th Royal Tank Regiment to penetrate the fortress. Subsequent attacks by the 17th and 19th Australian Infantry Brigades further dismantled Italian defenses.



The victory at Bardia enabled Allied forces to advance further into Libya, capturing much of Cyrenaica and prompting German intervention in North Africa.

This battle marked a significant achievement for Australian forces and demonstrated the effectiveness of coordinated infantry and armored operations in desert warfare.

7 **VP's**

Card Balance:

Allies - 6 + 2 Combat Cards

Axis - 6 + 2 Combat Cards

Complexity:

2

Conditions:

Desert



Context:

Historical

Location:



Libya	
Year:	
1943	
Theater:	
Mediterranean	
Campaign:	
Codename:	
Summary:	
Objectives:	
$7~\ensuremath{\text{VP's}}\xspace$, including two building territorial objectives and two hill territorial objectives for the Allies	
Battlefield:	
Desert terrain with a branching roads running through it, and some dunes.	
Troops:	
Allies - 8 Infantry, 4 Armor, 2 Artillery	
Axis - 10 Infantry, 1 Armor, 2 Artillery	
Allied Strategy:	
1.	



Axis	Strategy
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1.

Battle Reports



BR - Bardia

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Days of Wonder

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