



Bardia



Bardia, January 1941—now *that* was a proper kick in the teeth for the Italians, and the Aussies delivered it with style.

This was the first big ground fight cooked up and led by an Australian outfit—**6th Australian Division**, under General Mackay—and let me tell you, those boys weren't there to play games. Their target? **Bardia**, a heavily fortified Italian stronghold in Libya. Italians thought they were sitting pretty behind wire, guns, and concrete. Big mistake.

The **16th Brigade** hit 'em from the west—smart move, weakest spot in the line. The engineers crawled through hell, cut through barbed wire, filled anti-tank ditches, and



cleared a path like pros. Then came the punch: **Matilda II tanks** from the Brits' 7th Royal Tank Regiment rolled in with the infantry. After that, it was a hammer-and-anvil job—**17th and 19th Brigades** came crashing in to finish the job.

By the end, Bardia was ours. Thousands of Italians surrendered, and the whole damn front cracked wide open. That victory let the Allies charge deeper into Libya and gave Rommel a reason to pack his bags for North Africa.

The Aussies proved two things at Bardia: one, they could plan and fight like hell; and two, when you combine tanks, grit, and coordination—you *win*. That's the kind of war I like: fast, bold, and overwhelming.

~~ General Howitzer

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 VP's, 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

1.

Battle Reports

0

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