Operation Crusader

scenario_Operation-Crusader_Allies_start

memoir 44 scenario Operation Crusader

“Listen up, men! In November ‘41, the British Eighth Army—under the command of General Auchinleck—thundered across the sands of the Marmaric Desert like a damn hurricane, aimed straight at those Italian-German armored divisions. Cunningham’s boys rolled out with ***700 tanks****, ready to grind the Germans and their Italian buddies into the dirt and lift the siege at Tobruk.*

For three weeks, it was a seesaw slugfest around Sidi Rezegh, with that garrison at Tobruk busting out to join the main show. The German Panzergruppe fought like devils, but they were no match for the sheer weight of British armor and artillery.

*Rommel might have been a cagey fox, but even he had to admit defeat when he saw the Eight Army rolling over his battered panzers. He ordered the survivors to pull back to Gazala, leaving Tobruk free and the British in charge of the field. That's what happens when you bring overwhelming firepower to a knife fight, boys—**you don't just win, you drive the enemy clean out of the desert!**"*

~~ General Howitzer

12 VP's

Card Balance:

Allies – 6

Axis – 6

Complexity:

4

Conditions:

Desert

Context:

Historical

Location:

Libya

Year:

1941

Theater:

Mediterranean

Campaign:

Tobruk Breakout

Codename:

Operation Crusader

Summary:

Objectives:

12 VP's, plus a Territorial Objective Medal for the Axis.

Battlefield:

Desert with a ridge of hills in the center of the battlefield.

Troops:

Allies – 10 Infantry, 8 Armor, 3 Artillery (Big Guns and Mobile)

Axis – 10 Infantry, 5 Armor, 3 Artillery (including a Flak88 and a Big Gun)

Special Rules:

1. The German Medal in the Campaign Headquarters on the Allied baseline [F1] is a Permanent Medal Objective for the Axis player.

2. Oasis Recovery rules are in effect at Bir el Chleta, Bir el Gobi and Gabr Saleh, and each sides HQ tent.

3. The Allied player lays out the minefields around Tobruk and the Axis player everywhere else.

4. The Axis Artillery at L3 is a Flak 88, and hits at 2,2,2,2. It must have line of site, and can ignore terrain protections.

Winning as Allies

1. Make use of your Tobruk forces and especially the Artillery as much as possible.

2. You have a massive force gathered together in the center section. You will need to peel off a few to deal with the isolated Axis forces at hex 6 and 7 on your right section, and the rest towards the Axis forces on the other side.

Overall Strategy

1. Both sides have to make immediate decisions on overall strategy. Do the Allies move straight for Tobrouk, or the Axis main force, or do they clean up the battlefield from A to M as they go? [~Admiral Frigate]

2. There are four Oasis hexes; two primarily in Allied territory and two mainly in the Axis territory. This is a long scenario, so take the opportunity to restore your units back to strength.

3. ADVICE FROM JDROMMEL, THE CREATOR OF THIS SCENARIO:

- About Crusader, the best way, if possible, is an attack in force and continue for the British side on any section (Bir el Gobi, or Halfaya or in the center).
- For the Axis side, the best is to resist first and then counter-attack with Afrika-Korps units.

Winning as Axis

1. If you can surround and wipe out the forces at Tobrouk quickly, then your forces can swing around and assist your brothers at arms further north.

2. Your Big Gun at I15 is in range to attack the units in Tobruk. Once you get one hit, your permanent targeting reticule will give you one extra dice roll for that hex. Through the course of a long game, you can earn one or two medals this way if you faithfully fire it at every opportunity given.

3. You have a Mobile Artillery, keep moving it forward at every opportunity. You can make for the hills to your right. It will serve you well against the mass of Allied forces headed your way.

Author: Jdrommel

Link:

General Howitzer / Battle Reports

Operation Crusader

Community results · All commanders

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Allied win rate**52.94%**
Average medals per side
Allies**10.2**Axis**9.8**
Submitted AARs
34Games reported
Allied victories**18 · 52.9%**
Axis victories**16 · 47.1%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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