



HELLFIRE PASS



Setup order

- | | | |
|---|--|-----|
| 1 | | x15 |
| 2 | | x12 |
| 3 | | x2 |
| 4 | | x1 |
| 5 | | x10 |
| 6 | | x11 |
| 7 | | x2 |
| 8 | | x7 |

Historical Background

2 miles inland, on the Egyptian-Libyan border, Halfaya Pass carves a natural route through the 600 foot high escarpment that extends southeast toward Sollum. In World War II, whoever controlled the pass held the main westward access into Libya and the key to any relief of the besieged garrison at Tobruk.

Unfortunately for the British, since April 14, 1941, that key was firmly in the hands of Lieutenant-General Erwin Rommel's Afrikakorps. On May 15, the Desert Rats of 7th Armoured Division briefly capture the Pass, during Operation Brevity. But a mere 11 days later, Rommel strikes back. Operation Skorpion puts his three assault groups firmly back in control of the pass.

With the Germans now also controlling the Airfields in Crete, time is running out on the British. Under pressure from Churchill himself, General Wavell launches Operation Battleaxe. At dawn on June 15th, the 11th Indian Brigade, with support of the Matildas from the 4th Royal Tank Regiment, advances on what will soon be known as "Hellfire Pass"...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany/Italy]
Take 6 Command cards.

Allied Player
[Great Britain]
Take 4 Command cards.
You move first.

Conditions of Victory

6 Medals.

Exit markers are in effect on the portion of the Axis baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

All Allied tank units are Elite armor units (Troops 2 - Specialized Units). Badges are not required.

Special Weapon Asset rules are in effect for the two German units equipped with Anti-Tank weapons.

The German player lays out the Minefields (Terrain 29 - Minefields).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.