

INTO THE CAULDRON





Historical Background

Despite their success against the British 7th Armoured, the Panzer divisions had lost their momentum. Rommel's Afrikakorps was now trapped in a region known as "the Cauldron;" with Bir Hakeim to the south and Tobruk to the north still firmly in enemy hands; remnants of the British armour to the east and the north; and the extensive mine belts of the original Allied line to the west.

But the British, unaware of the extent of German shortages, did not counter-attack immediately. This pause gave Rommel's forces the time to set up a defensive position on the ridge lines near Sidi Muftah, while the Italian Trieste Division was crossing the minefields under heavy fire, north of Bir Hakeim, and bringing in much needed supplies. When the British counter-attack finally launched on June 5th, it lacked coordination and failed to break through the German anti-tank defenses. A precious opportunity had been lost...

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

Briefing

Axis Player [Germany] Take 5 Command cards.

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

Conditions of Victory

6 Medals.

Opening a supply lane through the British-laid minefields is a Permanent Medal Objective for the Axis forces. To successfully open a supply line, the Germans must reveal a minefield decoy ("0" strength). Only one such Medal can be won during the game.

Special Rules

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

British Commonwealth Forces command rules are in effect.

Place badges on the British engineer units (Troops 4 - Combat Engineers).

Special Weapon Asset rules are in effect for the 3 German units equipped with Anti-Tank weapons.

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