



DUG IN AT SIDI OMAR



Setup order

- 1  x10
- 2  x7
- 3  x2

Historical Background

Having extricated himself from a very precarious position at Sidi Rezegh airfield, Rommel looked for ways to press his advantage. He sent his Afrikakorps toward Sidi Omar, in the hope of re-establishing himself on the border and turning his victory of a couple of days earlier into a decisive rout of the British.

But the Commonwealth forces, rather than flee back into Egypt, had regrouped and dug in. On November 25th, the two forces faced off. 21st Panzer suddenly found itself looking down the guns of the 7th Indian Brigade's 25 pounder artillery, while 15th Panzer was battling the British Armoured Regiments to a draw.

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

Briefing

Axis Player
[Germany]
Take 5 Command cards.
You move first.

Allied Player
[Great Britain]
Take 5 Command cards.

Conditions of Victory

6 Medals.

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

Place a badge on the German elite tank unit. Badges are not required for the Allied tank units, which are all elite armor units (Troops 2 - Specialized Units).

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