

SCENARIO EIGHT: "THE CAULDRON" **(30 May - 7 June)**

This scenario allows one to study "The Cauldron" and recreate these decisive actions which took place during the center stages of the Gazala Battles. This is an optimal scenario for experienced gamers with limited playing time on their hands.

Game Duration: Game Turns 3-5 (Three Game Turns)

Estimated Completion Time: 3-4 hours

Order of Set-Up: Both players set up their units simultaneously since both players have fixed locations for all their units.

For this scenario, Game Markers are set-up in the following locations:

Game Turn marker - "3" space (Game Turn Record Track)

OPS x1 marker - "1" space (Operations Track)

OPS x 10 and Sudden End markers - "0" space (Operations Track)

A. INITIAL DEPLOYMENT: ALLIED PLAYER

Formation Activation Marker Placement - The Allied Player initially places his Formation Activation markers on the Formation Activation Track according to the following schedule:

1A - 6; 7A - 5; 1SA - 4; 2SA - 5; 50 - 6; FF - 4; 5I - 4.

Allied Forces

2614: 1st Armoured (1A) Division HQ unit

2513: 201/1A Motorized Infantry Brigade

2114: 9L/2/1A Tank Regiment

2114: 10H/2/1A Tank Regiment

2314: QB/2/1A Tank Regiment

2314: RG/22/1A Tank Regiment - strength of 3

2519: 4C/22/1A Tank Regiment - strength of 3

2519: 3C/22/1A Tank Regiment - strength of 3

2614: 1/1A Armored Car Regiment

2614: 12/1A Armored Car Regiment

3118: 7th Armoured (7A) Division HQ unit - strength of 3

3118: 7/1A Motorized Infantry Brigade

3319: 3Ind/1A Motorized Infantry Brigade - strength of 4

3120: 3R/4/1A Tank Regiment - strength of 3

3120: 5R/4/1A Tank Regiment - strength of 3

3319: 8H/4/1A Tank Regiment - strength of 3

3118: 4SA/1A Heavy Tank Regiment

3223: KDG/7A Armored Car Regiment

0909: 1st SA (1SA) Division HQ unit

0711: 1SA/1SA Infantry Brigade

0708: 2SA/1SA Infantry Brigade - strength of 8

0906: 3SA/1SA Infantry Brigade

0708: 5SA/1SA Heavy Tank Regiment - strength of 2

0609: 3SA/1SA Recon Battalion

3205: 2nd SA (2SA) Division HQ unit

3205: 4SA/2SA Infantry Brigade

2904: 6SA/2SA Infantry Brigade

3807: 9Ind/2SA Infantry Brigade

2303: 7SA/2SA Recon Battalion

1412: 50th (50) Division HQ unit

1413: 69/50 Infantry Brigade

1817: 150/50 Infantry Brigade - strength of 8

0913: 151/50 Infantry Brigade

1817: 6SA/50 Heavy Tank Regiment - strength of 2

2616: 5th Ind (5I) Division HQ unit

2517: 10Ind/5I Infantry Brigade

2415: 29Ind/5I Infantry Brigade

2326: Free French (FF) Brigade HQ unit

2326: 1/2/FF Motorized Infantry Half-Brigade - strength of 4

2326: 2/2/FF Motorized Infantry Half-Brigade - strength of 5

3525: 11Ind/8 Infantry Brigade (PERM)

3703: Tob/8 Infantry ad-hoc Brigade (PERM)

2707: Stp/XIII Infantry ad-hoc Brigade (PERM)

1706: Sea/XIII Infantry ad-hoc Brigade (PERM)

1914: 42/1/XIII Heavy Tank Regiment (IND)

1914: 44/1/XIII Heavy Tank Regiment (IND)

1615: 3SA/XIII Heavy Tank Regiment (IND)

The three Independent (Ind) Heavy Tank Regiment units may begin the game assigned to any qualifying formation based on Independent Unit Assignment

Restrictions at the Allied Player's discretion (be sure to note this on scratch paper).

Place Allied WDAF 1 and WDAF 3 Air units in the Air Unit "Available" Holding Box. Allied WDAF 2 Air

unit reinforcement may arrive via Random Event only.

On Game Turn 5, the Allied Player receives 20Ind/8 Infantry Brigade (PERM) as a reinforcement.

B. INITIAL DEPLOYMENT: AXIS PLAYER

Formation Activation Marker Placement - The Axis Player initially places his Formation Activation markers

on the Formation Activation Track according to the following schedule:

Bre - 3; Pav - 2; Ari - 4; Tri - 2; 15 - 3; Tre - 3; Sab - 2; 15Pz - 5; 21Pz - 5; 90 - 4.

Axis Forces

1316: Brescia (Bre) Division HQ unit

1214: 19/Bre Infantry Regiment - strength of 5

1414: 20/Bre Infantry Regiment - strength of 5

1618: Pavia (Pav) Division HQ unit

1719: 27/Pav Infantry Regiment - strength of 4

1718: 28/Pav Infantry Regiment - strength of 4

2217: Ariete (Ari) Division HQ unit

2217: 8/Ari Motorized Infantry Regiment - strength of 7

2217: VIII/Ari Tank Battalion - strength of 2

2218: IX/Ari Tank Battalion - strength of 2

2218: X/Ari Tank Battalion - strength of 2

2318: N/Ari Armored Car Battalion

2318: L/Ari Recon Battalion

2226: Trieste (Tri) Division HQ unit

2225: 65/Tri Motorized Infantry Regiment - strength of 4

2226: 66/Tri Motorized Infantry Regiment - strength of 4

2226: Xi/Tri Tank Battalion - strength of 2

0705: 15th Schützen (15) Brigade HQ unit

0706: 200/15 Motorized Infantry Regiment - strength of 5

0805: 361/15 Motorized Infantry Regiment - strength of 7

0614: Trento (Tre) Division HQ unit

0914: 61/Tre Infantry Regiment - strength of 5

0713: 62/Tre Infantry Regiment - strength of 5

0409: Sabratha (Sab) Division HQ unit

0608: 85/Sab Infantry Regiment - strength of 2

0607: 86/Sab Infantry Regiment - strength of 2

2019: 15th Panzer (15Pz) Division HQ unit

2019: 115/15Pz Panzergrenadier Regiment - strength of 8

2019: I/8/15Pz Panzer Abteilung - strength of 5

2019: II/8/15Pz Panzer Abteilung - strength of 4

2120: 33/15Pz Panzeraufklärungsabteilung

2016: 21st Panzer (21Pz) Division HQ unit

2016: 104/21Pz Panzergrenadier Regiment - strength of 6

2016: I/5/21Pz Panzer Abteilung - strength of 4

2016: II/5/21Pz Panzer Abteilung - strength of 4

2215: 3/21Pz Panzeraufklärungsabteilung

2725: 90th Leichte Afrika (90) Division HQ unit

2426: 155/90 Motorized Infantry Regiment - strength of 7

2725: 288/90 Panzergrenadier Regiment - strength of 9

2924: 580/90 Panzeraufklärungsabteilung - strength of 1

2016: Rommel marker

0511: 7/XXI Infantry Regiment (PERM) - strength of 8

1316: 9/X Infantry Regiment (PERM)

2217: Kpf/Afr FLAK Kampfgruppe (Ind) - strength of 2

2016: 18/DAK FLAK Abteilung (Ind)

2725: 35/DAK FLAK Abteilung (Ind)

1719: Hkr/DAK Pionier Kampfgruppe (Ind)

The three Independent (Ind) FLAK units may begin the game assigned to any qualifying formation based

on Independent Unit Assignment Restrictions at the Axis Player's discretion (be sure to note this on scratch paper).

Place German JG 27, II.StG 2, III.StG 3 and Italian 2 Stormo Air units in the Air Unit "Available" Holding

Box. German LG 1 and Italian 131 Grpo Air unit reinforcements may arrive via Random Event only.

Place a Breached Minefield (Achtung Minen!) marker in the following hexes: 0608, 1718, 1719, 1820,

2120, 2225, 2226, 2318, 2426.

C. SPECIAL SCENARIO RULES

The following special scenario rules supercede any and all general rules.

Axis Initiative

The Axis Player is automatically considered to have won Initiative Determination for the first Operations

Segment of Game Turn 3. In effect, the Initiative +DRM marker is automatically adjusted down to the "2"

space (Allied side showing) prior to the second Operations Segment.

Sudden End on Game Turn Three only

Strictly meant as a reminder of Rule 10.33, no Sudden End is possible during the first five (1-5) Operations

Segments of Game Turn Three only.

Random Events

Should the British Player roll a three “3” on the Random Events Table, an immediate reroll is required (this event is not possible based on the confines of this scenario).

British Activation Restriction

Tobruk (Tob) Garrison Independent (PERM) Infantry ad-hoc Brigade may not be activated until an Axis

unit moves within 3 hexes of Tobruk (3703) where it is located.

D. VICTORY CONDITIONS

The Axis Player can capture an Automatic Decisive Victory during play if an Axis ground combat unit

occupies Tobruk (3703) during the End Turn Phase.

Should Automatic Victory not occur, the Level of Victory is determined following the completion of Game

Turn 5. The Axis Player receives Victory Points (VPs) if an Axis unit occupies the designated hex of these

geographic objectives:

* Gazala - 1(0)

* Bir Hacheim - 1(0)

* Knightsbridge - 2(1)

* Acroma Box - 2(1)

The first number represents the number of VPs received when any unit occupying the hex is in Command

Range of its parent formation HQ unit. The number in brackets represents the number of VPs earned by

the Axis Player should any unit meeting the objective not be located within Command Range of its parent

formation HQ unit (same applies for unassigned Independent units out of supply per 18.0).

In addition, the Axis Player receives one “1” VP (+1 VP) for each Allied HQ unit either removed from play

or determined to be out of supply at the end of the game. The Axis Player is penalized by one “1” VP (-1

VP) for each Axis HQ unit either removed from play or determined to be out of supply at the end of the

game.

Level of Victory

3 VPs+: Axis Decisive Victory

2 VPs : Axis Substantial Victory

1 VP : Axis Minor Victory (Historical Outcome)

0 VP : Draw

-1 VP : Allied Minor Victory

-2 VPs : Allied Substantial Victory

-3 VPs : Allied Decisive Victory

NEW OPTIONAL RULES FOR TRIUMPHANT FOX:

31.9 RECON AND ARMORED CAR UNITS

DESIGN NOTE: German and Allied recon and armored car units were specially trained and equipped to conduct long-range screening and reconnaissance duties. Often supplementary tasks were assigned to these units, such as sabotage

behind enemy lines, harassment, or counter-reconnaissance.

The number of hexes in a Command Range path of German or Allied (not Italian!) recon and armored car

units may be DOUBLE or LESS than the parent HQ's printed Command Range number. In addition,

German or Allied recon and armored car units are never affected by Isolation (19.4) unless totally surrounded by enemy units, EZOCs, unbreached Minefields and Boxes or impassable hexsides.

31.10 REPAIR OF BREACHED MINEFIELDS AND BOXES

Allied (not Axis!) infantry-type (infantry, motorized infantry, armored infantry) units occupying an friendly, breached Minefield or Box hex may attempt to repair it by performing a Minefield Repair Action (AP Cost:1). *Make an Effectiveness Check (17.0) for the repairing unit; if the unit passes, remove the Breached Minefield marker (Achtung Minen!). If it fails, nothing happens.

A Minefield or Box hex can be breached and/or repaired an unlimited number of times during a single game.

Triumphant Fox Optional Rules

• 31.11 Italian Tank Scare

Design Note: Allied tanks had an intense psychological effect on Italian soldiers, mainly due to poor training, obsolete equipment, and the experiences of 1940/41.

If the modified Anti-Tank Points of a defending Italian unit or stack consisting solely of Italian units equals zero

„0“, and the attacking Allied unit/stack contains Tank Points, then each Italian unit is required to make an

Effectiveness Check prior to combat.

* Add two „2“ to the die roll of the Effectiveness Check if at least one Allied Heavy Tank attacks.

* Any Italian unit failing this Effectiveness Check disrupts. A currently disrupted Italian unit failing this

Effectiveness Check remains disrupted, but suffers a Strength Point loss of one „1“ as a result.

* Re-calculate the combat strength of the defending Italian unit/stack after all Effectiveness Checks have been done.

* An Italian unit/stack may be eliminated before combat due to Italian Tank Scare, leaving the target hex vacant.

In this case, no regular combat occurs and the Allied attacker receives a Battle Victory, however, Action Points

spent to declare the attack are lost by the attacker.

• 31.12 Changed Allied Stacking Limits

Design Note: This variant stipulates that the Allied had learned the lessons of 1940/41 and had changed key parts of their doctrine.

This Optional Rule works best for Scenario Seven: The Gazala Battles - Free Deployment. Initial deployment is

unchanged, however, remove all Allied Heavy Tank

Units from play.

The Allied stacking limits are the same as the Axis ones:

1. One infantry unit (leg or motorized); and
2. Two tank and/or recon units; and
3. One HQ unit.

The Combined Arms Bonus is in effect:

* One Allied motorized infantry unit doubles the combat strength of every tank unit of the same formation with which it is stacked.

• 31.13 Panzerglocke

Design Note: The German developed an unique system for logistical emergency situations in the Soviet Union

and North Africa called „Panzerglocke“ (armored bell). Halftracks and other armored personell carriers

were stripped of their riflemen and used as supply vehicles. The AFVs formed „Versorgungspakete“ (supply columns) which could even supply encircled units or troops under fire.

Only unsupplied formations activated due to Formation Activation or Formation Reaction which have already

expended Emergency Supply are permitted to form a Panzerglocke. A Panzerglocke negates the effects on

combat units belonging to an unsupplied HQ. HQ units do not benefit from a Panzerglocke.

* Remove one strength step of a formation's Panzergrenadier or motorized infantry unit permanently for each

combat unit that should be supplied. A combat unit supported in this way retains its full movement allowance

and combat strength.

* A Panzerglocke is in effect for the duration of a Formation Activation or Formation Reaction. „Out of

Command“ or Isolated combat units do not benefit from a Panzerglocke.

* This rule is limited to 90th Leichte Afrikadivision (90), 15th Panzer Division (15Pz), and 21st Panzer Division (21Pz).

Example: 15th Panzer Division (15Pz) is activated due to Formation Activation. It is unsupplied and has already

expended Emergency Supply. The Axis player decides to implement a Panzerglocke - the situation is critical and

he needs the full combat power of 15Pz. Therefore he removes three strength steps from 115/15Pz permanently,

and retains the full movement allowances and combat strengths for I/8/15Pz, II/8/15Pz, and 115/15Pz.

The movement allowance and combat strength (for attack purposes only) of 33/15Pz remains halved because the

Axis player did remove only three steps of 115/15Pz.