

# RAS EL MADAUUR

## Scenario SJ5

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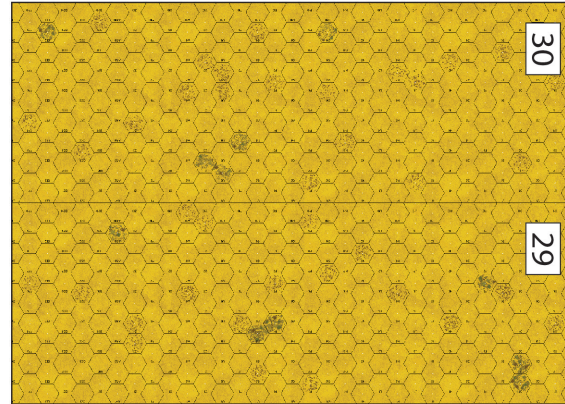


**VICTORY CONDITIONS:** The Italians win at game end by Controlling/eliminating  $\geq 6$  Trench/Sangars.

**RAS EL MADAUUR, TOBRUK, LIBYA, 1 May 1941:** Following Rommel's initial attempts to breach the Tobruk perimeter on the 13/14th of April, a relative calm had descended on the battlefield. Both sides licked their wounds from the opening encounters and plotted their next moves. Rommel's next attack fell at the end of the month as both German and Italian forces made a strong push in the Ras El Madaur area of the Australian positions.

### BALANCE:

- Replace one Sangar with a trench in the Australian OB
- Add one MMG to the Italian at start OB



<div> <div></div> <div>AUSTRALIAN Sets Up First</div> </div> <div> <div></div> <div>ITALIAN Moves First</div> </div>	1	2	3	4	5	6	7	END
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ELR: 4  
SAN: 3



### Elements of the 3<sup>rd</sup> Company, 2/24<sup>th</sup> Battalion, 9<sup>th</sup> Australian Division

set up between hexrows K and W in hexes numbered  $\geq 3$  and  $\leq 7$  on board 30. The concealment counters provided may be placed on units IN trenches and/or Sangars at start. They may not be used as Dummies (A12.1-11):

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	2-4-7	2-2-8	1-6	1-8	7-0	4PP 2	1PP 1	1PP 1-12	4PP 51* 2	?
4	4	2						2			8

3 81*	OVR, OBA: +4 Other: +2	TSQ or Gun OBA: +3* Other: +1*	MPH/RtPh: dr = MF CC: +1/-1
	6	3	6

### Elements of B Squadron, 1 RTR

9-2	4 10 3 3 A10	5 14 1 1 A9
	40L -1/4	40L 4x2+/6/2
		2

enter on Turn 2  
along the north edge



ELR: 3  
SAN: 2



### Elements of the V Battaglione, 8<sup>o</sup> Reggimento Bersaglieri, 132<sup>a</sup> Divisione Corazzata "Ariete"

set up on board 29 in hexes numbered  $\leq 6$  with  $\leq 1$  MMC per hex:

3-4-7	9-1	1-8	8-0	B11 4PP 2	B11 1PP 1	B11 4PP 45* 2
12				3	2	

Elements of the VIII Battaglione, 32<sup>o</sup> Reggimento carri, 132<sup>a</sup> Divisione Corazzata "Ariete" and of the XXXII Battaglione Guastatori enter on Turn 1 along the west or south or east board edges of board 29 with all Infantry as motorcycle Riders:

4 <sup>1</sup> -4-7	8-1	8-0	B11 1PP 1	X10 1PP 1	X12 1PP 1	FT 24-1	DC 30-1	4 11 3 3 M13/40	24 -1 2PP	24
5				2				6	5	

### SPECIAL RULES

- EC are Dry with Light Dust (F11.71) in effect and No Wind at start. Early Morning Sun Blindness (F11.611) is in effect on Game Turns 1-2, despite the EC being Dry.
- All at start Italian 4-4-7s are AE (H1.22).
- Australian units are ANZAC forces (A25.44).

**AFTERMATH:** The Italians attacked in their areas of responsibility with combined arms. In the Divisione Ariete sector, first the infantry of the V (5th) Battaglione Bersaglieri moved into position on the night of the 30th of April. The dawn saw the Italians placing suppressing fire on the Australian positions while the armor and attached assault engineers passed through their line and pressed the Australian positions. The Italians enjoyed initial success and managed to overrun several of the forward posts of the Australians before resistance stiffened. The fighting was to last three days with heavy loss to both sides. The Australians succeeded in holding however and the perimeter settled down into a state of siege, punctuated by periodic British counteroffensives to relieve the key port.