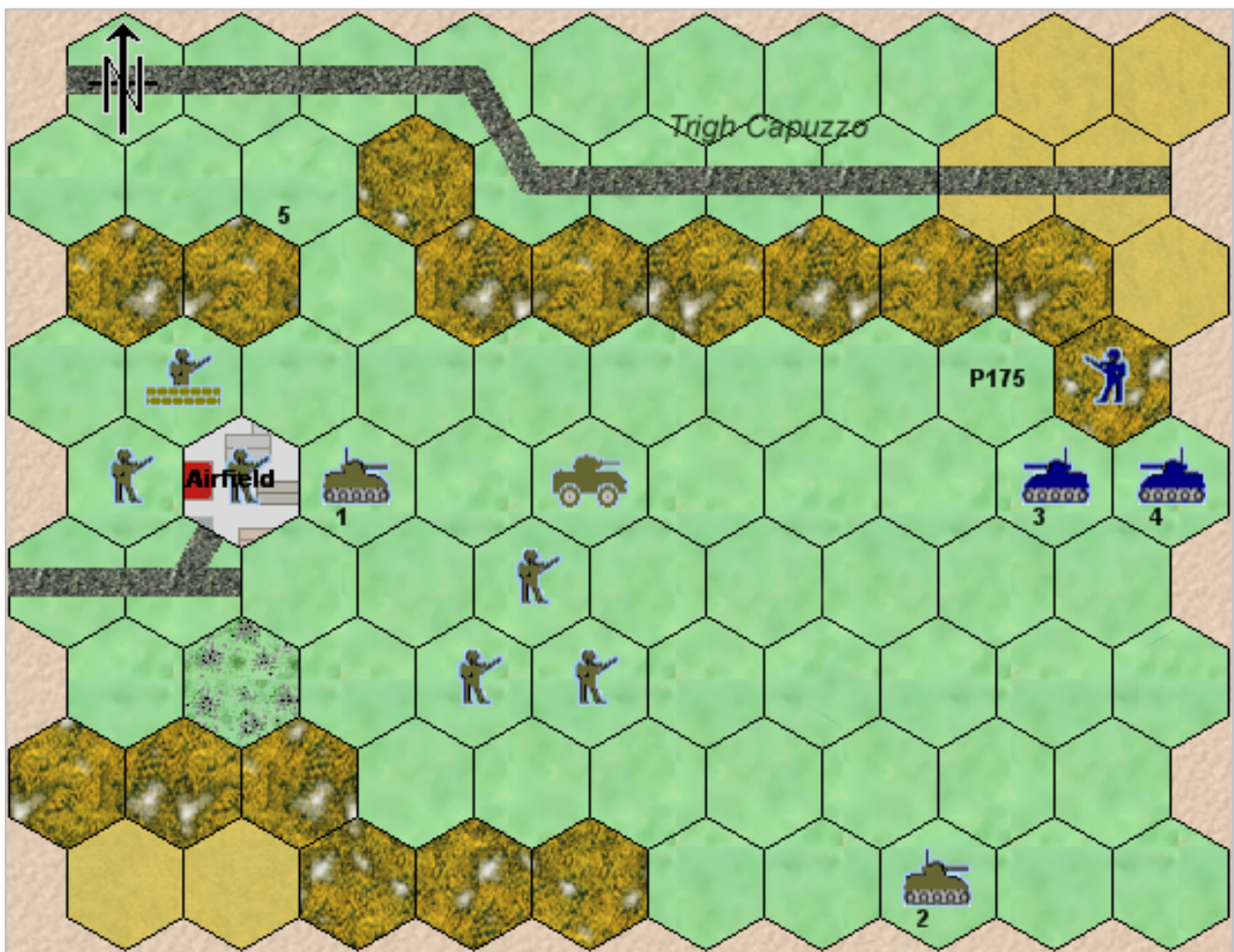


The 22nd Brigade's Glorious Charge

Board Size: 10x9; Hex Orientation: vertical; Date: 1941/11/13

Description

By the third day of the Sidi Rezegh battle attrition was significant on both sides, with the British 22nd Armoured Brigade reduced to about 40 operational Crusaders. On the 13th November, while the 5th South African brigade resisted an attack from the northern ridge by infantry of the 21st Panzer Div., a reinforced 5th Panzer (with its 8th Pz-Reg and the attached 5th Pz-Reg from the 21st Division) moved south-east to attack from the El Gubi direction, working as the hammer pushing the local Allied forces into the main 21st Panzer Div.'s anvil.

After the Ariete Division charged from south-west the situation got confuse in the Allied sector. The DAK broke through the soft skinned transport and support sections, with Pz-Reg 8 following exact orders but losing contact to Pz-Reg 5. In the midst of the chaos remnants of the 22nd Brigade are described as conducting "a glorious charge across the enemy's advance".

This piece briefly attempts to recreate the events east of the Sidi Rezegh airfield.

Deployment

In this game INF Coys can be seen as representing a full battalion.

 (8th Army) deploy two HQ anywhere.


By the airport: 1x FIF Coy of the 5th South African Brigade deployed: to the north a dug-in platoon; one platoon in the airfield; and west one platoon with 1x MMG attached.

Hex 1: surviving vehicles of the 7th Armoured Brigade, with 1 unit of 2x Crusader II or A13 (or mix).

Hex 2: unit joining scattered tanks of the 8th Hussars with 3x Stuart M3 (Honey).

A/C hex: 11th Hussars group of 3x Humber S/C with HMG.

Infantry to the south: MIF Coy of the 5th South African Brigade; 1 HMG (mix of Boys A/T rifle and MMGs) and 1x 2pdr attached.

 (D.A.K.) deploy one HQ average and one HQ fine anywhere.

1x FIF Coy (dismounted) of the 21st panzer Division + one 3x MTR unit deploy anywhere up the northernmost ridge, including hex 5, but not on the sand hexes.

1x MIF Coy of the 5th Pz.Div: east of Point 175 and on hexes 3-4 with 1x MMG and 1x 37mm A/T attached.

Hex 3: unit of 3x Pz III G; Hex 4: unit of 3x Pz IV D 'tropical' (F/R 4/2).

P175 (optional, may enter latter as reinforcement): one unit of 3x Pz II C (or composite 2x C and 1x F).

Reinforcements

During a regular shift the HQ may roll to activate reinforcements up to twice per turn. The activation score is equal to the distance to a chosen legal entry hex, but '1' always fails: if successful the unit(s) will be deployed as having moved and can fire immediately, but not march.

8th Army units may enter through any southern border hex west of 2 (inclusive).

4th C.L. Yeomanry: unit of 3x Crusader II; 2nd Hussars unit of 3x Crusader II; 'C' Battery, 4th RHA 1 unit of 2x 25pdr FDG plus transport (must enter limbered); one carrier platoon with one HMG.

D.A.K. units may enter through any eastern border hex.

8th Pz. Reg.: unit of 3x Panzer III H.

Support infantry: one MIF Coy of 3 platoons with with 1x MMG and 1x 37mm A/T attached.

One Pioneer AIF platoon with one MMG attached.

3.Flak-Batterie from the I.Abteilung/Flak Regiment 33; 1x 88 Flak36/37 plus tractor.

D.A.K. units may take advantage of the combined arms rule (12.4) and enter together within the same activation.

Special Rules

A higher rated HQ tied on the INI score may chose whether to go first or latter.

Objective

Objectives are the Sidi Rezegh Airfield and P175.

Any ARM units may clear objectives; only INF **platoons** may take them.

8th Army

Victory: hold the Airfield and neutralize P175

Brilliant Victory: hold the Airfield and capture P175

Tactical Victory: destroy 5 enemy units

D.A.K. units may enter through any eastern border hex.

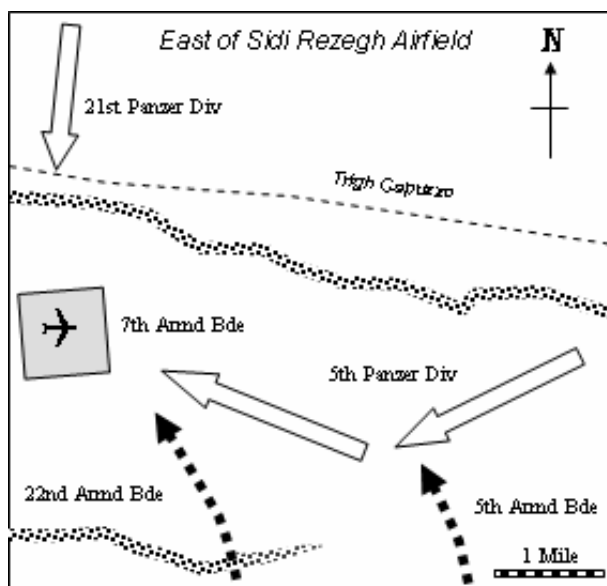
Victory: hold P175 and capture the Airfield

Brilliant Victory: hold P175, capture the Airfield and destroy all infantry

Tactical Victory: destroy 6 enemy units

Any other result is a draw.

The game may stop as soon as any victory condition has been met or on a set time limit; the higher graded victory prevails.



Historical aftermath: by nightfall the 13th Pz-Reg. 8 assembled in the Sidi Rezegh's Airfield; direct losses to enemy fire and mechanical breakdown amounted to 55 German tanks, with 19 total write-offs. The D.A.K. local victory would not be enough to change the course of the battle.