

“Boxed In”



Gazala, Libya — June 1st, 1942

On May 31st, Erwin Rommel’s famed Afrika Korps was driving hard on the British Gazala Line. Having failed to secure Bir Hacheim manned by the Free French Brigade, Rommel had turned his attention to the British positions behind a large minefield belt. Defending the “box” would be the 150th Brigade composed of the Green Howards and the Yorkshire Regiment. These tough, determined men from mining and ship building towns of northeastern England, would stand before Rommel and German victory on the Gazala line. On June 1st, Rommel would unleash elements of the 15th Panzer and 90th Light Division on the 150th Brigade.



VICTORY CONDITIONS: The German Player wins immediately upon controlling both British trench hexes, or at game end, the Player with the most CVP is the victor.

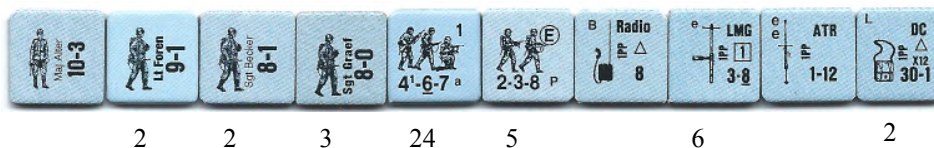
Board Configuration:



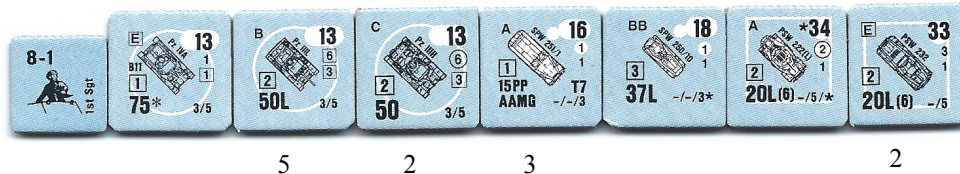
British Player sets up first	1	2	3	4	5	6	7	8
German Player moves first								



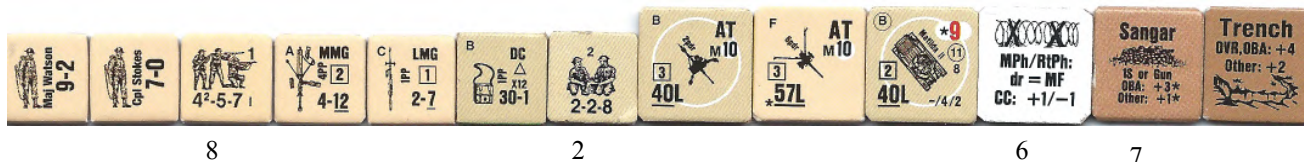
Elements of 90th Light Infantry (ELR 5) (SAN 2) (Set up: on Board 30 on Hexes numbered 5 or less)



Elements of 15th Panzer Division (ELR 5) (Set up: on Board 30 on Hexes numbered 5 or less)



Elements of 150th Brigade Green Howards, 5th Batttalion (ELR 4) (SAN 2) (Set up: on Board 31 between Rows E and L)



Elements of 150th Brigade Green Howards, 5th Batttalion (ELR 4) (Set up: on Board 31 between Rows U and CC)



Special Rules/Notes:

1. EC are Very Dry, with no wind at start. Desert Terrain is in effect. Light Dust (F11.71) is in effect.
2. Sangars are considered Rally Bonus terrain.
3. The German Radio represents One Module of 80mm HE & Smoke OBA.
4. A giant Known Minefield belt exists on Board 30 in all Hexes numbered 8-9 as well as O10, P10, Q10 and R10. Another Known Minefield belt exists on Board 31 in every hex in Rows O, P, Q, and R. Each Hex in the minefield belts has 1 AT Factor and 6 AP Factors. The German 2-3-8 half-squads represent mine clearing teams and clear mines as per 24.7 and per 24.74 gain a -3 per attempt as specialized Sappers. All other German squads clear mines normally as per 24.7 and 24.74.
5. All British units and positions set up on board unconcealed. All fortifications are visible at game start. The British AT Guns set up emplaced and visible but under concealment. The British Tanks may set up Dug In as per 9.54.
6. No Quarter is N.A.
7. The German 10-3 represents Rommel. Rommel begins the scenario inside his command vehicle, the SPW 250/10 37L.



Scenario GJ071

Aftermath: Three days of shelling had preceded Rommel’s general assault. Inside the box, the surviving Green Howards fought hard to repulse the Germans as they cleared their way through the minefield belts and came into the defensive boxes at close range with armor, half-tracks and infantry. Rommel himself would lead the final assault as the Germans won the day.