



Fire Burn and Cauldron Bubble

The Battle of Gazala, 1942

A highly unofficial campaign setting for Chain of Command

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This campaign setting was created by the Kriget Kommer gaming club.

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This book is not in any way associated with TooFatLardies, the owners of Chain of Command. It is a fan-made sourcebook. You need a copy of the Chain of Command rulebook to play a game using these lists. You also need a copy of the campaign rulebook "At the Sharp End" to use the campaign rules.

Cover page:

A truck mounted 6-pdr anti-tank gun in the Western Desert, 31 May 1942. E 12643 Part of WAR OFFICE SECOND WORLD WAR OFFICIAL COLLECTION Keating G (Capt) Morris S (Sgt) No 1 Army Film & Photographic Unit



The Battle of Gazala took place along stretches of desert where vehicles were visible targets for close air bombings on both sides.

Chapter 1

Gazala 1942: Yet Another North African Turning Point

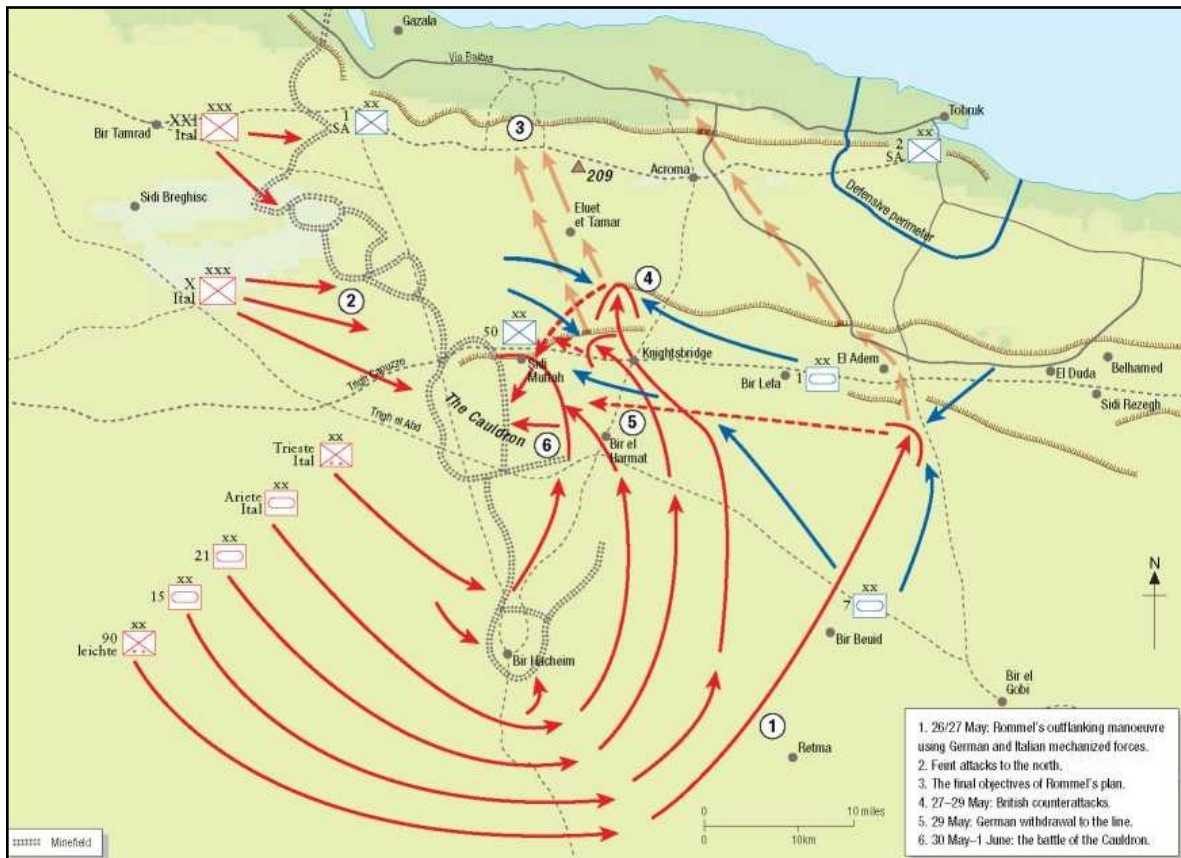
In the Spring of 1942, the combined Italian and German forces in North Africa prepared to launch a daring new attack on the Allied positions.

The fighting in North Africa had a peculiar nature of large swings back and forth. The harsh climate and highly exposed supply lines meant that a successful attacker would soon struggle to maintain momentum, while the retreating defender would see their abilities to support their troops increase each time they were beaten back.

The Axis forces had at first seen great success in 1941, with the Allied retreating and the vital port of Tobruk was surrounded and sieged from April to November. This was reversed when the Allied forces pushed the Axis back in Operation Crusader, which caused great losses for the Axis and relieved Tobruk.

While it reached its aim at saving Tobruk, Operation Crusader failed to cut off and destroy the Axis forces in North Africa. The Allied were halted by a surprise attack just west of Gazala, west of Tobruk, and it was here that the armies briefly halted, both exhausted from the fighting.

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The main Axis attack was done on the southern flank to circumvent Allied prepared defenses

However, yet again the Axis retreat meant that their supply lines had shortened. Recovering faster than the Allied expected, Erwin Rommel quickly started planning for an attack. In May he launched his forces forward.

This scenario booklet is too short to give a complete depiction of the battles that were to unfold between 26th of May and 21st of January. But below is a very quick summary.

Desert Blitzkrieg

Rommel combined most of his armour for a daring push south out the Allied flank, with the aim of circumvent any defensive works and minefields. The wide attack meant that they would barely have enough fuel to cut off the Allied means of retreat and catch the entire 8th Army in one fell swoop.

Meanwhile, German and Italian forces by the coast feinted a major attack to pull the Allies' attention away from the approaching tank assault. The

panzer forces eventually run into, among others, 4th Armoured Brigade which led to an intense three day tank battle with losses on both sides.

An Unexpected French Bulwark

The Axis underestimated just how far south the Allied Gazala line ran. At the extreme end was Bir Hacheim, an old fortification defended by the 1st Free French Brigade. These French forces clung on to their positions in a tenacious siege, threatening the supply lines of the advancing Axis panzers. The French at Bir Hacheim would stay there for two weeks, long after being surrounded, supported by Allied air raids.

Entering the Cauldron

Desperate to find a new way to support their panzers, the Axis set out to push through the minefields north of Bir Hacheim. The Italian divisions of Ariete and Trieste eventually managed to create a path

through, and the Italians linked up with the panzer forces that moved westwards to be supplied.

They now found themselves into a trap that the Allied forces called the Cauldron, a dense formation of defensive works, barbed wire, artillery positions and mine fields. The Axis forces had to work their way through these defensive boxes, breaking them down one at a time under intense fire while also struggling to get supplies through. This part of the battle saw intense close quarter fighting, with attacks and counter-attacks from both sides.

Bit by bit, the Axis forces worked their way through the Allied defenses. Unable to capitalize on the fact that the Axis were boxed in by swarming them with reinforcements, the Allied resistance was gradually overcome in a combination of panzer attacks, air raids and infantry assaults.

Surrounded and Sieged

With their defensive line punctured and their high command yet ignorant of the situation, the battle was now ripe to turn against the 8th Army. Rommel dispatched German and Italian forces to siege the French defenders at Bir Hacheim. This battle within a battle turned out into a dogged bulwark for the Allied, as the Free French Foreign Legion and colonial troops together with Commonwealth forces that had pulled pack held on to the ancient fortress.

Meanwhile, Ritchie believed that Rommel was "being cooked" in the Cauldron, and that a swift strike would knock him out. To their surprise, the Germans were well prepared for this thrust and had moved back their positions, and answered with a counterattack. A furious barrage dazed the Allies, knocking out tanks at a rapid pace. This was followed by a combined assault by the Afrika Korps and the Italian Ariete division. The Allied forces were broken through and many formations were surrounded or chased away. However, to Rommel, what baffled him the most was that the Allied still kept large forces unmoved in the North-West, long after it was obvious where the main Axis forces were. The Allies only hope now was that the tattered forces around Bir Hacheim resisted far longer than anyone could expect them.

The Breakthrough

The French defenses did hold out for several days. However, the 8th Army was not able to keep the Axis busy with counterattacks, and so they gradually ground the fortress down with successive assaults and Luftwaffe bombing runs.

Despite numerical superiority, the morale of the Allied armour divisions was sapped by the repeated losses. The Axis had now control of the southern part of the battlefield, and the untouched parts of the Allied army were in danger of being completely flanked. Bickering between the Allied divisional commanders had been a constant problem, but now it started to cause direct subordination as coordination broke down between several divisions.

With Bir Hacheim turned into rubble, the panzers now moved north and eventually met the British defenses, which lead to a major tank-on-tank battle. But German flanking attacks and anti-tank guns was enough to quickly gain the upper hand. The battle turned into one of the darkest days for the British tank forces, with 138 tanks lost in an afternoon. The fighting was now rapidly approaching the coast, and Tobruk. The Allies there were about to be cut off, for a second time this war.

The Second Siege of Tobruk

Ritchie initially tried to defend Tobruk, which on top of its strategic value was a powerful symbol given how long it resisted the siege in 1941. The South African and British forces that had sat on the old Gazala line all along were to conduct a fighting retreat, marching all the way from Gazala to Tobruk to form a bulwark that the scattered armoured forces could regroup behind. They had to fight their way through both German and Italian forces to meet up with the rest of the 8th army.

With Tobruk's defenses rapidly being overrun, the Allies got ready to destroy all supplies and retreat for Egypt. But before they could evacuate, a motley crew of the South African and Indian forces together with the Guards Motor Brigade Group and an Army Tank brigade found themselves surrounded in the city.

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The Allied settled in for a siege, but the Axis forces did not want another protracted affair. Instead they launched a furious assault, supported by dive bombers and panzers. Within hours, the city fell.

At this point, what remained was two exhausted armies—one rapidly retreating towards Egypt, and one catching its breath after some of the hardest fights the North Africa campaign saw during the war.

The Aftermath

Little did neither side know that this would be the peak of the Axis successes in North Africa.

The difficulty of sending reinforcements across the sea, together with other fronts being more prioritized, gave the Allies breathing space. The Axis pushed further east, but each kilometer took them further from their own airfields and close to the Allied ones. Soon they would be at another line, another tiny settlement that would etch it's name in world history. Tables were ready to turn, once again. But that is another story, the story of El-Alamein, and we'll leave that to another day.



Chapter 2

Wargaming the Battle for Gazala

With all the available battles in North Africa between 1941 and 1943, Gazala caught our eyes for several reasons.

The initial reason was simply that it suited the platoons that we were collecting for Chain of Command battles in North Africa very well.

Axis Forces

Rommel commanded the expected German panzer and light infantry divisions of the DAK. Italians had both armoured, motorized and regular infantry forces, as well as Bersaglieri present. As a twist there were also Fallschirmjäger forces assigned to the German command that didn't make it in time to deploy for the actual battle. This gave us enough fuel for a counterfactual history angle where it made enough sense to include the club's FJ platoon in the mix.

Allied Forces

On the Allied side, Claude Auchinleck commanded a diverse 8th army. The British forces themselves included a range of regiments, from regular motorized and armoured regiments to Guards (Scotts Guards, Coldstream Guards, King's Dragoon Guard).

A large part of the 8th army consisted of South African and Indian brigades with their own mix of Highlander regiments, Ghurkas, Punjabis, Mounted Rifles and more, for those craving

some hobby inspiration.

The Allied also included a Free French brigade with Foreign Legionnaires, naval infantry and Senegalese companies as well as other North African support companies.

These combined means that there are a lot of options for a wargamer to choose from. In our case it meant that we painted up some regiments that I doubt we'd even know of otherwise, such as the Cape Town Highlanders.

Terrain

We found Gazala to be a ripe source for inspiration for terrain building as well. The battle was fought over many different terrain types, from the deserts in the south to the coastal fruit plantations and the clustered city of Tobruk or the old fort of Bir Hacheim.

This allowed us to build around a similar theme, yet fit both open tank battles and cramped city fighting in the same campaign. With the historical battle including both of these, Gazala felt like a great match.

Support Options

May 1942 is an interesting time in the battle for North Africa. Many of the lighter tanks that fought the initial campaigns in 1941 were either lost or abandoned by now. The German tank

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advantaged was finally countered by the Allies. Better armed and armoured tanks reinforced their ranks, especially the M3 Grant medium tank. The 6 pounder Anti-Tank gun also finally saw their first action at Gazala, giving the Allied a greatly increased anti-tank weapon compared to the disappointing 2 pounder gun. Meanwhile, the Axis also saw new equipment, most notably a number of the new Panzer III AufS J which sported a longer barreled gun capable of better armour penetration.

Compared to previous battles the forces available give both players an interesting range of

support options, while still leaving out later additions such as the Shermans and Tigers and the heavier man-held anti-tank weaponry. After the initial acid test of 41, where the desert is filled with strange light tanks and armoured cars that were blown to bits, the available support options are a bit more streamlined and less likely to overwhelm a new player.

All this makes Gazala a suitable starting point for both more strictly historical battles and as a more loose source of inspiration when starting out collecting a WW2 force.



A British M3 Grant surveys a destroyed Panzer I

Chapter 3

Gazala Campaign Rules

These campaign rules are all based on the official Chain of Command campaign rules - At the Sharp End. You will need a copy of those rules to play the Gazala 1942 campaign.

This campaign add some rules and changes a few of the original Chain of Command or At the Sharp End rules. Unless specified otherwise, the campaign is played out as stated in At the Sharp End.

These rules also sometimes refer to other published Chain of Command books, mainly Big Chain of Command and the Blitzkrieg 1940 rulebook.

Campaign Overview

The campaign is fought by two sides, the Allied and the Axis forces. Each side can include one or more players that share control of the platoons.

The two sides fight across five "ladders", as shown on the map below. Only infantry platoons can occupy the centre-most lanes at the start of the campaign, while the flank lanes are occupied by tank platoons

As the campaign progresses, victorious tank platoons can attempt attacks on the infantry platoons in the centre.

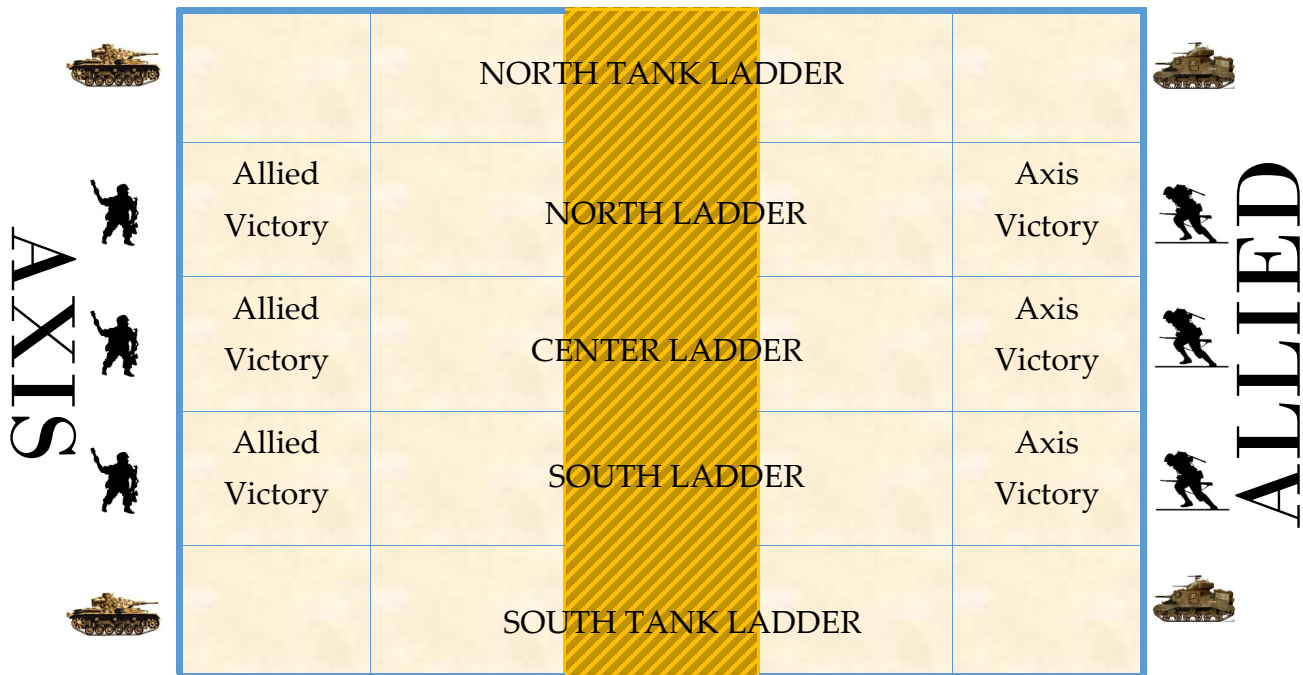
Victory Conditions

The campaign is won by the first side to conquer one of the three middle "ladders", i.e winning a game on one of the three final squares on the opponent's side of the map.

A tank platoon that manages to conquer a tank ladder will not win the campaign, but can then attempt to give support to the infantry forces in the middle ladders.

If neither side manages to conquer a ladder within five campaign rounds, the side that has gained the most combined ground wins. The midpoint of the center ladder ladder is worth double when calculating this victory condition.

Campaign Map



Starting lane for all platoons

Choosing Your Forces

Before starting the campaign the players decide the number of platoons for each side. This will affect the length of the campaign. For a large campaign with several players per side, we used five platoons per side. These platoons are then divided between the three central ladders.

Extra platoons on a laddered means that the platoons can take turn fighting, or combine forces for a Big Chain of Command battle. All platoons are considered to be at the middle of their ladder for the first campaign turn.

Infantry Platoons and Support

The Gazala campaigning rules use a slightly different setup for support than a normal *At the Sharp End* campaign. Instead of getting new support options every game, you choose your support at the beginning of the game. These assets will gradually arrives to the platoons as the campaign progresses. Then they are lost, they are lost for good.

Each platoon has its own support, which your side chooses before the campaign begins. When planning the campaign, agree on how much support options each platoon is allowed. In our case, we gave each platoon a base of 24 support points. These points are then modified by the platoon force rating. For example, a platoon with a rating of -2 would then be allowed up to 26 support points. This is the platoons "support pool".

Each platoon starts their first battle with 12 support points, modified by their force rating, from this "support pool". After their first battle they can add up to four support points in each following battle. Unused support points can be saved for a later battle, for example to be able to field a support option that costs more than four support.

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Example:

Simon fields a German Motorised Schutzpanzer platoon with a force rating of +2. He can choose 22 (24 -2) points worth of support for his platoon.

In his first game, he can field 10 support points (12-2). In each following game, he can add four more points, until all 22 points are available.

Restricted Armoured Support

Infantry platoons may not include a vehicle with an Armour Value of 4 or higher as support. It can include light tanks and armoured cars, as long as they have an Armour Value of 3 or less.

Tank Platoons

In addition to the infantry platoons, both sides get to field two armoured platoons. These platoons are made according to the rules for armoured platoons in Big Chain of Command, i.e. that you need to have at least two identical vehicles in the platoon.

Each tank platoon can field up to 15 support points worth of armoured vehicles.



Motorcycles were needed by the Axis that had to rapidly send infantry over long distances.

Playing the Campaign

The campaign is played out as a regular *At the Sharp End* campaign, using the map with five ladders. The Allied and Axis forces divide their five infantry platoons to the three middle ladders, and one tank platoon to each tank ladder.

Moving platoons between ladders

Both sides are allowed to call for an infantry platoon in a neighbouring ladder to join a battle. This can be done to shore up defenses after a tough round or to push for a spear-head attack.

Calling in a platoon has to be declared inbetween campaign turns. The platoon can then attempt to fight in the following campaign turn.

The platoon that is called in does not deploy at the start of the following game. At the first turn end, they arrive on the roll of 6+ on a D6. If failed, roll again each following turn end, adding an extra +1 to the roll each time.

Once you roll a 6+, choose one of your Jump Off Points. The JOP is handed over from the initial platoon to the arriving platoon. It can no longer be used by the initial platoon.

The arriving platoon uses the same Chain of Command Dice as the platoon they are helping out. This means that you will have a much harder time organizing the combined forces.

After the battle, the arriving platoon stays in the ladder that they moved to. If they did not arrive before the game ended, they still play

out the next campaign round in the new ladder.

Shifting Support

Both sides can move support options in a similar way to the rules for moving platoons.

Declare which support options to move inbetween campaign rounds, and roll at each end of turn to see if they have arrived just like when moving platoons. The only exception to the rules for moving platoons is that arriving support options use any Jump Off Point, and does not take over one JOP as their own.

Dug-in Defenses

The battle for Gazala was fought across well prepared minefields, improvised trenches and ancient fortifications. A platoon that stays stationary (i.e does not attack for a whole campaign round) gets 4 free entrenchments for the next battle fought in the same place. This is a cumulative bonus that can be further improved if the platoon remains stationary for several campaign turns.

For each engineering team the platoon bought as support, a stationary platoon also gains a free minefield or barbed wire.

It's the Cavalry to the Rescue!

Victtanks from the tank platoons can help their fellow infantry platoons once they have cleared their entire ladder. A tank platoon that has won the last game on their ladder can be brought in as extra support for platoons on their closest ladder, starting in the campaign turn after clearing their ladder.

Choosing Scenarios

Infantry Battles

Unless the players agree on a different scenario, the first battle is fought using the Patrol scenario in the rulebook, except not rolling for Support Options.

If you have the opportunity, we recommend you to appoint one or two players who act as Campaign Overlords. The Campaign Overlord can suggest to players which scenarios to use in following battles, based on events in previous battles.

What A Tankfest!

Instead of playing a regular game of CoC, the battles between tank platoons can be fought using the What a Tanker ruleset. You can either play a single game of WaT or choose to have a set number of games counts as a campaign battle. For example, best out of three WaT games counts as a single campaign battle.

As tanks are then far more likely to survive all the way to the end, you can let a single tank from a victorious platoon to enter an infantry ladder per campaign turn.



An Allied field dressing station taking care of wounded soldiers.

Chapter 4

Optional Chain of Command Rules

These are rules that affects the normal gameplay of Chain of Command. You can choose to play the Gazala campaign without using them, or to use only some of them. Think of them as a smorgasbord of optional rules that you can decide whether to try out or not.

Desert Veterans

The DAK and the 8th army became hardened veterans of desert warfare and tactics, less likely to be overturn by sudden events.

This rule limits the number of times you can get extra phases. When rolling Command Dice again after rolling two or more 6s, this second roll can not cause you to get yet another phase.

If you roll two or more 6s on your extra phase, treat them as 5s (i.e. it generates a Chain of Command point). If you roll a single 6, it does not count as a 5, and is simply wasted.

Close Defence

Every Junior Leader that leads an infantry section is equipped with a free satchel charge at the start of every game.

Rigid Force Morale

All platoons start their first battle at 10 Force Morale instead of rolling on the chart. Each platoon's starting Force Morale is then modified in each following game, depending on their results in previous games in the campaign.

Strongheaded Artillery Officers

Mortars were ranged in by officers that would be senior to a platoon leader.

Forward Observer Teams can only start a mortar barrage using a 1 on a Command Dice, **not** by a Senior Leader activating them.

Less Accurate Mortar Barrages

When moving a Mortar Barrage, choose one of four directions: right, left, back or forward. Before moving the barrage, roll on the Off Table Mortar Deviation chart (p. 46 in the CoC rulebook). Treat results below 8 as normal. On a result of 8+, choose one to four dice. Then move the barrage in the chosen direction as many inches as the result of the dice roll.

"It's not *that* Bad"

Units hit by a mortar barrage are not treated as pinned, but may only move in tactical until they are out of the barrage.

Limited Artillery Support

There's a limited amount of artillery support available in the desert terrain. Each side (Axis, Allied) are limited to two large Mortar Barrages (18"x18"), four small Mortar Barrages (12"x12") or one large and two small barrages when choosing support options for their platoons.

Each Mortar Barrage is dedicated to one specific platoon. A platoon can not have more than one Mortar Barrage as support.

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Cautious Optimist

Normally units are treated as routed when they leave the table. If using this optional rule, vehicles that are forced to leave the table are allowed to try to return to the fight after a Turn End.

If a turn end has passed since the vehicle was routed, you can try to deploy it again. When attempting to return a vehicle, you need to roll a 4+ on a D6, or that activation is lost and you can attempt it again in a following phase.

Leg It Guys!

If a unit is moving both away from enemy units and towards an active friendly Jump Off Point, you do not decrease moving distances due to shock (basically exactly as in Sharp Practice 2). This represents that the troops are more than happy to pull back when caught in a hot spot.

Eye to Eye

Senior leaders can give orders to stationary open topped AFVs if in direct contact.



A French 75mm gun at Bir Hacheim.

Chapter 5

National Characteristics

These are optional rules for a slightly different way to handle National Characteristics in Chain of Command. They can add some flavour to your platoons and allow players to make some tweaks to suit their play style. They can also be used as a simple way to create some variety between forces that have the same basic platoons structure, such as the Indian and South African forces at Gazala.

Custom National Characteristics

Each platoon can have three National Characteristics, traits that sets them apart from other soldiers in this war. These three traits replaces the ones that are in the normal platoon lists, they are not additional to them.

Some of the optional National Characteristics have restrictions, which are described in parenthesis.

Some platoons have a National Characteristic that they always have to choose:

- ◆ **Maschinengewehr** for German platoons
- ◆ **Five Rounds Rapid** for Commonwealth platoons
- ◆ **Avanti!** for Bersaglieri platoons
- ◆ **March or Die (or Just Die)** for Free French Legion platoons

List of National Characteristics

Light Mortar Supremacy

When a senior leader is attached to a light mortar and uses two or more command initiatives to direct their fire, they get +1 to hit.

Once per game a senior leader that is attached to a light mortar may increase its firepower with one for each command initiative he uses to direct their fire. This is in addition to the bonus mentioned above.

Each senior leader may use this ability one

time, and each mortar team can have this ability used on them once. So if the platoon has two senior leaders and two light mortars, this may be done twice.

Example: A senior leader attached to a light mortar team uses three command initiatives to direct the fire of the light mortar. The mortar gets +1 to hit AND three extra fire power. If the platoon has another light mortar and senior leader, they may also do this once.

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Scouts

Sections and teams from this platoon may move 2D6 and then *Go tactical*. This goes for all sections and teams of the platoon, not only scout teams, but does not include support options. A team or section must be more than 4" away from other teams or sections to use this ability.

If a Scout team is within line of sight of their Squad Leader or a Senior leader he can activate them for one Command Initiative without being in command range.

The platoon also begin any game with 1D6 Chain of Command Points already accrued.

Avanti!

When moving 3D6, teams and sections of this platoon do not suffer 1 Shock. The enemy does not get any dice in close combat for the distance moved when units from this platoon attacks.

Infiltrators

Patrol Markers use 14" as their move distance and the distance from a friendly Patrol Marker within which they must remain. Other than this additional 2" they operate as normal Patrol Markers.

Units from this platoon may deploy 3" extra distance from their JOPs.

Stubborn

When these troops are in close combat they do not add shock, neither from opponent rolling 6s or from losing combat.

Stubborn troops in defence ignores a combat result of Defeated by 1 and instead gets to fight again.

Close Quarter Fighters

Troops from this platoon counts as *Aggressive*.

Marksmen

If activated by a leader, riflemen of rifle teams counts as at close range even when at effective range.

Concentrated Fire

(Only platoons armed with Bren guns)

When a Leader is attached to a Bren Team and uses two Command Initiatives, the Team may focus their fire against one enemy Team, even when other Teams are present within 4" of the target.

Artillery Cooperation

If the scenario allow for preliminary bombardment this platoon get one for free. If they are the attackers, enemy units may only deploy on 5+ during the first turn. If they are the defenders, enemy units may only deploy on 4+ during the first turn.

Pioneer Spirit

If this platoon is defending it gets two extra entrenchments or one extra minefield or two extra roadblocks.

Granaten!

When a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades.

Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hardcover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiate Close Combat.

Maschinengewehr

(German platoons only)

When a Leader is attached to a machinegun team and uses one or more Command Initiatives to direct their fire, he may add that many D6 to the Team's firepower dice.

Five Rounds Rapid

(Commonwealth or Free French platoons only)

When a Leader is attached to a rifle Team and uses one or more Command Initiatives to activate that Team, he may add that many D6 to the Team's firepower dice.

March or Die (or Just Die)

(Free French Foreign Legion Only)

The platoon always has +1 on Morale at the start of the game.

Well Organized Field Hospital

While this platoon has a Medic, it counts it's "Figures lost" (page 19 in *At The Sharp End*) as 2 more than it actually has when looking up postgame-casualties. Check "Return for duty first", then "Miss next game", the number of soldiers left are "Never returns".

Veteran Cadre

Junior leaders from this platoon have +1 on the roll to see if they are hit.

Popular Leader

The platoon leader start his "Mens opinion" on 4 (which lends the platoon +1 on roll for Force Morale in the first battle). Se page 37 in "At the Sharp End".

Always Cheating Death

The platoon leader has +1 on rolls to see if hit.

Fire plans

If the platoons are defenders they may call upon an artillery bombardment once in the game. This bombardment is treated as a mortar barrage with the aiming point anywhere within 24" of a fortification or building occupied by troops of the platoon. The bombardment will arrive immediately and cover an area 18" by 18". Roll four Fire Dice against any Team within the bombardment area, reducing cover by one level.

Si caporale

(Bersaglieri platoons only)

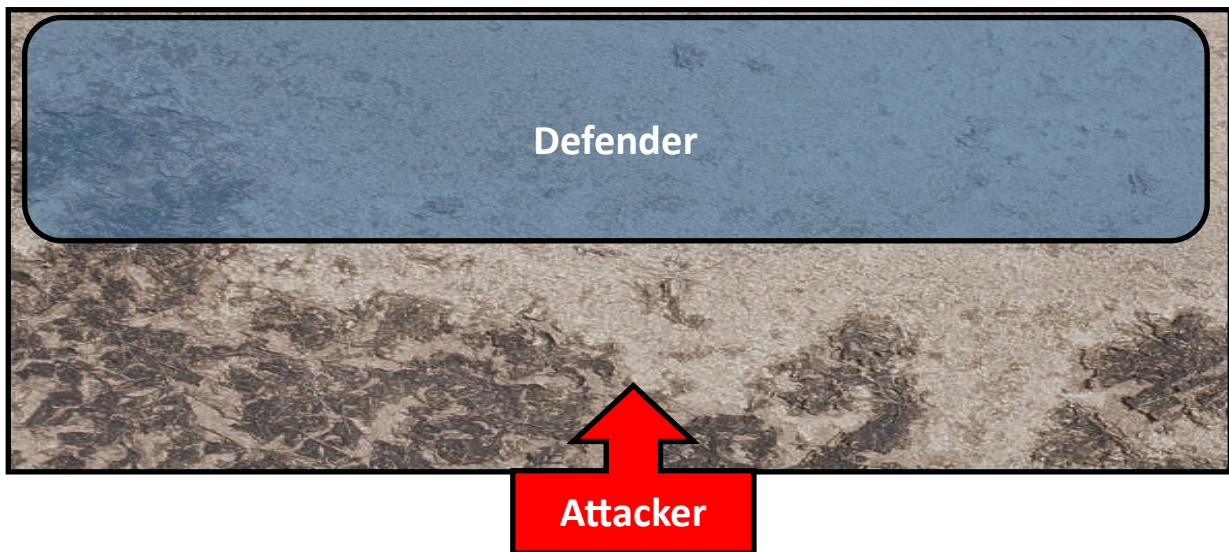
Sections can use the roll of 4 on Command Dice independently of the platoons Senior Leader. This counts as if they get to use 1 Command Initiative, i.e. you can activate the whole section or one of the teams.

The section can still not be activated more than once per phase, but you could use this CI for an action that doesn't count as an activation (such as removing a point of shock) and activate the section later again this phase.

This rule represents that Bergsaglieri rifle platoons included two extra NCOs in each section. You can only use it to activate sections, not other teams fielded as support.

Chapter 6.

Outnumbered! A Chain of Command Scenario



A stubborn group of rugged soldiers are dug in, sure that their well prepared positions will let them hold the line.

At daybreak, a large number of approaching dust clouds in the desert heat reveals that they soon will have company. Will their defenses be strong enough to beat off the numerically superior attackers, or will their position be overrun before nightfall?

This scenario can be used for a normal game of Chain of Command, or as part of the Gazala campaign if two platoons on one side are attacking the same defending platoon.

A Most Scrambled Affair

In this scenario, the defenders are well prepared while the attackers are struggling to cooperate.

The attacking platoons each start the game with one fewer Command Dice than usual. Each attacking platoon can only use their own Com-

mand Dice (we recommend the attacking force to roll different coloured dice to easily keep them apart). If one player commands both attacking platoons we recommend that the Command Dice are rolled and used for one platoon at a time, to further decrease the possibility to coordinate the platoons.

The defending platoon starts the game with two bonus CoC Dice. These bonus CoC Dice can only be used to launch an *Ambush* or to *Avoid a Force Morale Test*.

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Victory Conditions

The first side to see a platoon break or voluntarily withdraw loses.

Terrain Placement

There should only be some or even no cover on the attackers side of the table. The terrain should clearly favour the defender. After all, they have decided that the position is well suited for defending.

Patrol Phase

This scenario does not use the regular Patrol Phase. The players take turn placing their Jump Off Points, starting with the attacking player.

The attacker gets to place four JOPs, divided between the two attacking platoons. Make sure to keep track of which platoon has which JOPs. The attacker can place JOPs at any place along the table edge.

The defender to place four JOPs at any point on their half of the table. The defender does not have to place their JOPs in cover, representing the possibility of them deploying in trenches or other dug-in positions.

Support

The defender gets an additional free 4 points of support. These points can only be spent on defensive works (minefields, barbed wire, road blocks, entrenchments).

Mortar Barrage

If the attacking force includes mortar supports, they can choose to use them as normal, or to use them as planned artillery barrages.

If using mortars as a planned artillery barrage, before JOPs are placed at the start of the game, secretly draw a map of where on the tabletop you plan for the barrage to hit and write which turn it will begin. At that turn, use the off-table mortar deviation chart as normal, but add +2 to the roll.

After the first barrage, you can activate a spotter to request additional barrages as normal, using the availability chart.



Smoke rising from damaged buildings in Tobruk

Chapter 7

Platoon and Support Lists for Forces at Gazala 1942

Chain of Command can easily be played as a "generic" WW2 miniature wargame, where you simply enjoy the tactical situation of two platoons fighting each other. This type of games can be abstract and "impossible" fights, Hungarian tanks crashing into Japanese infantry, Two British platoons squaring off, and it's a jolly good time.

However, you can also play the game by using a historical point in time and geographical place to restrict your options. This book is aimed at just that: pitting the Axis and Allied forces at Gazala in 1942 against each other.

This might sound boring, as it takes away some of the freedom of choosing whatever you like. But in return you get to focus a tad more on the *historical* part of historical wargaming. By choosing a point in time you get a real reason to dig deeper, read about the specific battle and learn about the people involved.

Choosing a specific battle can also help you to focus your miniature collection. While it is indeed an inescapable feature of this hobby that we tend to want to collect more and more guns, tanks and other toys, limitations tends to fuel

your imagination. And it is a nice feeling to be able to say that yes, now I have what I need for this specific battle.

In my case, when I first started reading about the battle, I stumbled onto the Cape Town Highlanders, a South African regiment that I had never heard of. This turned into looking up highlander miniatures online, and ended up with me painting up a platoon of them. This would never have happened if I just went out to start a generic miniature force for North Africa.

With all that said, the following platoon lists and support lists are based on our research on the battle of Gazala. They are probably not complete. I'd be surprised if they are even correct. But they are our starting point for fighting the campaign, and they are the basis from which we have collected our armies for North Africa—and that has been a very enjoyable journey. We invite you to either make your own armies for Gazala, or use this book as an inspiration for making a similar project based on another battle.

German Platoons

The battles in North Africa put an immense strain on Axis logistics. Reinforcements had to be shipped across the hostile waters of the Mediterranean, which meant that captured Allied equipment and vehicles became an important source for the Axis army. Troops had to be moved by truck, car or motorbike across the desert both when fighting on the offense and defense.

This means that platoons could look different than these given templates, as the officers would make do with what they had available and how many men they could cram into whatever transportation they were able to field.

The very helpful work of Benjamin Joseph Still in the CoC facebook group is the basis of these lists, which he based on the contemporary German TOEs.

DAK Shutzen (Motorized) Platoon

Representing the initial Shutzen regiments of the 90th Light Africa Division on initial deployment circa 1941, assuming they hadn't reorganised before arrival in Africa. Based on K.St.N.138c (Schützenkompanie c (mot) einer Infanteriedivision (mot)) 1.11.1941.

This platoon organisation can also represent the Grenadier regiments which arrived as reinforcements in Tunisia in November 1942. They would have been Transported in 4x Lkw. (3t) trucks.

Platoon force rating: Regular, +2

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
Sections 1 to 4	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	Rifle Team
MG34, three crew	Six riflemen
Light Mortar Section	
50mm mortar, Two crew	

"Panzergrenadier" (Motorized) Platoon

Representing the regiments of the renamed 90th Africa Division (1942) and then re-named 90th Panzergrenadier Division (1943). This could also be used to represent the regiments of the 90th Light Africa Division on initial deployment circa 1941, assuming they had in fact reorganised before arrival in Africa. Based on K.St.N.1114 (Panzer-Grenadierkompanie b) 1.11.1941. The K.St.N. indicates the platoon would be transported in 6 x Mannschaftskraftwagen (Kfz.70).

Platoon force rating: Regular, +2

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
AT rifle (Panzerbüchse 38/39), two crew	
Sections 1 to 3	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	LMG Team
MG34, three crew Three riflemen	MG34, three crew Two Riflemen
Light Mortar Section	
50mm mortar, Two crew	

German Platoons Continued

Machine Gun Platoon (Motorized)

Representing the dedicated infantry support of the 15th and 21st Panzer Divisions. Based on K.St.N.1116 (Maschinengewehrkompanie b (mot)) 1.02.1941.

The K.St.N. indicates the platoon would be transported in 4 x Mannschaftskraftwagen (Kfz.70) with the HQ and messengers etc. in mittlerer, gl. Pkw. mit Gerätkasten (Kfz.15).

The K.St.N. also indicates the possibility that they could also fight as four sections each of 7 men and each with a junior leader. If you wish to try this then the Platoon Force Rating would then become: Regular, 0.

Platoon force rating: Regular, -3

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
Sections 1 and 2	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	LMG Team
MG34, three crew Three riflemen	MG34, three crew Four riflemen

Machine Gun Platoon (Mechanized)

Representing the single battalion in the DAK that might have been equipped with halftracks. Based on K.St.N.1116(gp) (Maschinengewehrkompanie b (gepanzert)) 1.02.1941.

The K.St.N. indicates the platoon would be transported in 2 x mittlere Schützenpanzerwagen (Sd.Kfz.251/1) with the HQ and messengers etc. in 2 x leichter Schützenpanzerwagen (Sd.Kfz.250/1). If using Sd.Kfz.251/1s as transport, two of the men from each section would act as driver and gunner. As such, on disembarking, sections would be of 10 men with one LMG if the halftrack is to remain manned.

Platoon force rating: Regular, -3

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
Sections 1 and 2	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	LMG Team
MG34, three crew Three riflemen	MG34, three crew Two riflemen

German Platoons Continued

Mechanized Infantry Platoon

Representing mechanised infantry units who arrived as reinforcements in 1942/43. Based on K.St.N.1114 (Schützenkompanie b (gepanzert), Panzergrenadierkompanie a) 1.11.1941.

If using Sd.Kfz.251/1s as transport, two of the men from each section would act as driver and gunner. As such, on disembarking, sections would be of 10 men with one LMG if the halftrack is to remain manned. In the K.St.N. There is a Pak36 listed as part of the platoon. However, it's unclear how this was crewed (are the crew from one of the support platoons or drawn from the platoon itself?) I thought it best to leave this as a support option instead.

Platoon force rating: Regular, +2

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
AT rifle (Panzerbüchse 38/39), two crew	
Sections 1 to 3	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	LMG Team
MG34, three crew Three riflemen	MG34, three crew Two riflemen

Fallschirmjäger Platoon

There were Luftwaffe troops technically attached to the 90th light Africa Division, though they did not take part in the fighting at Gazala. Ramcke's Parachute Brigade would not arrive until July, just after Gazala. They are included here for players looking to recreate a scenario where they arrive early and not just attached to Rommel's forces on paper.

This platoon representing the Fallschirmjäger units that fought at the second battle of El Alamein in October 42 and in the defence of Tunisia. The Fallschirmjäger troops took horrendous losses in their attack on Crete 1941, including much of their well trained soldiers. As such, they are fielded here as regulars rather than elite.

Platoon force rating: Regular, +2

Command Dice: 5

Platoon Headquarters	
Leutnant, Senior Leader, with machine pistol	
AT rifle (Panzerbüchse 38/39), two crew	
Sections 1 to 3	
Obergefreiter, Junior Leader, machine pistol	
LMG Team	LMG Team
MG34, three crew Three riflemen	MG34, three crew Two riflemen
Light Mortar Section	
50mm mortar, two crew one rifleman	

German Support List

LIST ONE	LIST THREE
Satchel Charge	Forward Observer with 12"x12" Mortar Battery (restricted to a single Mortar option per platoon)
Medical Orderly	2.8 cm sPzB 41 (AT Rifle) Team, 3 crew
Engineer Team, 3 men (when deployed choose one option for this game: mine clearance, wire cutting or demolition)	Sd.Kfz. 221/223 with Junior Leader
Adjutant	Sd.Kfz. 250/1 (with sPzB 41 and Junior Leader)
Minefield	PaK36 37mm Anti-Tank Gun with 5 crew and Junior Leader
Barbed Wire	Panzerbefehlswagen
Road Block	Sd. Kfz 251/10 (with pak37 and Junior Leader)
Entrenchment for one team	Off Table MMG support
Soft Skin (Car or truck), one driver, no weapon	LIST FOUR
Kettenkrad, no crew or weapon	75mm Ie.18 with 5 crew and Junior Leader
Sd. Kfz 7, no crew or weapon	Engineer Section (6 men) with Junior Leader (when deployed choose one option for this game for each team: mine clearance, wire cutting or demolition)
Sd. Kfz. 10, no crew or weapon	Forward Observer with 18"x18" Mortar Battery (restricted to a single Mortar option per platoon)
Sd. Kfz. 70, no crew or weapon	MG34 on Tripod Mount, 5 crew and Junior Leader
Motorcycle and Side-Car, no crew or weapon	PaK38 50mm Anti-Tank Gun with 5 crew and Junior Leader
LIST TWO	Panzerjäger I with Junior Leader
Panzerbüchse 38/39 (AT Rifle) Team, 2 men	Captured A15 Crusader Mk. II
Le.GrW36 5cm Mortar Team, 3 men	Sd.Kfz. 10/4 (2cm AA Gun) with Junior Leader
Pre-game Barrage	Sd.Kfz. 10/5 (2cm AA Gun) with Junior Leader
Senior Leader	Sd.Kfz. 7/1 (2cm AA Quad) with Junior Leader
Captured 2 pounder Anti-Tank Gun, 5 crew and Junior Leader	Sd.Kfz. 251/10 with Junior Leader
Sniper Team	Aerial Bombardment ("Stuka", see 1940 Blitzkrieg Supplement)
Sd.Kfz. 250/1, Driver and MG 34 with gunner	
Sd.Kfz. 250/3, Driver and MG 34 with gunner (radio version)	
Sd.Kfz. 251/1, Driver and MG 34 with gunner	
Sd.Kfz. 251/3, Driver and MG 34 with gunner (radio version)	
Superior Drill ("Red Dice", see the 1940 Blitzkrieg Supplement)	

German Support Continued

LIST FIVE

Regular Infantry Squad (single LMG) with Junior Leader

Sd.Kfz. 222 Armoured Car (2.0cm Gun) with Junior Leader

Sd.Kfz. 231/232 Armoured Car with Junior Leader

Pz.III Ausf. H (5.0cm Gun) with Junior Leader

Pz.III Ausf. J (Long 5.0cm Gun) with Junior Leader

Pz.II Ausf. C (2.0cm Gun) with Junior Leader

PaK40 75mm Anti-Tank Gun with 5 crew and Junior Leader

Captured M3 "Honey" Stuart

* There were supposedly two StuG III attached to the Kampfgruppe "Hecker", a commando style unit with combined German and Italian troops intended to cut Allied supply lines east of Tobruk. The attack was cancelled, but the option is included here if you want to play out this what-if scenario. This Kampfgruppe also included three captured Crusader IIs, anti-tank guns (German 37mm and 50mm, Italian 47mm and captured 2 pdr guns), four captured British armoured cars as well as several heavy machine guns and 45mm mortars)

** There two Pz. Sfl. II Hornisse deployed for testing, and one of them had been captured prior to Gazala.

LIST SIX

Pz.II Ausf. F (2.0cm Gun) with Junior Leader

Pz.IV Ausf. E with Junior Leader

StuG III Ausf. F with Junior Leader *

Marder III with Junior Leader

Pz.Sfl. II Hornisse with Junior Leader **

LIST SEVEN

88mm FlaK 18/36/37 with 5 crew and Junior Leader

LIST NINE

15 cm sIG 33 auf Fahrgestell Pz.Kfw. II (Sf) (AKA

German Arsenal

Vehicle	Armour	AP	HE	Secondary Armament	Speed	Notes	List
Tanks							
Panzerbefehlswagen	3	-	MG	None	Average	Low profile	3
A15 Crusader Mk I	5	5	1	Hull and Co-ax MG	Average		4
Panzer III H-J (Early) 5cm	5	6	4	Hull and Co-ax MG	Average		5
Panzer III J (Mid)	5	7	3	Hull and Co-ax MG	Average		5
M3 "Honey" Stuart	4	5	3	Hull and Co-ax MG	Fast		5
Panzer II C	3	4	6	Co-ax MG	Average	20mm autocannon	5
Panzer IV E	6	5	6	Hull and Co-ax MG	Average		6
Panzer II F	5	4	6	Co-ax MG	Average	20mm autocannon	6
Tank Destroyers							
Panzerjäger I	3	6	4	None	Average	Open top	4
Marder III H/M	4	9	5	Hull MG	Average	Open top	6
Nashorn/Hornisse	3	16	7	AAMG only	Average	Open top	9
Transport & Armoured							
Kubelwagen	0	-	-	None	Wheeled	Low profile, Small, Open top	1
Kettenkrad	0	-	-	None	Fast	Partially halftracked	1
Kfz 13	1	-	MG	None	Wheeled	Low profile, Small, Open top	2
Sdkfz 221/223 MG	2	-	MG	None	Wheeled	Small, Low profile, Open turret	3
Sdkfz 222 2cm gun	2	4	6	Co-ax MG	Wheeled	Small, Low profile, Open turret, 20mm autocannon	4
Sdkfz 231/232 (8-rad)	3	4	6	Co-ax MG	Wheeled	20mm autocannon	4
SdKfz 250/1, 250/3	2	MG	MG	None	Fast	Open top, Low profile, Small	3
SdKfz 250/1 (w/ sPzB 41)	2	5	2	None	Fast	Open top, Low profile, Small	4
SdKfz 251/1, 251/3	2	MG	MG	None	Fast	Open top, Low profile	3
SdKfz 251/10	2	5	3	None	Fast	Open top	4
Self-Propelled Guns							
Sturmpanzer II Bison	4	8	13	None	Average	Open top, Low profile	9
StuG III F	5	8	5	Top MG	Average		7
AA Vehicles							
SdKfz 10/5 (2cm AA gun)	1	4	6	None	Fast	Open top, Small, 20mm autocannon	4
SdKfz 7/1 (2cm AA Quad)	0	4	12	None	Fast	Open top, 20mm autocannon	4

German Arsenal Continued

Guns & Support Weapons					
Weapon	Type	AP	HE		Support List
Panzerbüchse 38/39 AT Rifle	AT Rifle	3	1		2
2 pdr AT gun	AT	5	1		2
sPzB41 2.8cm AT rifle	AT Rifle	5	2		3
le.IG 18	IG	4	6		4
7.5cm Leichtgeschütz 40	IG	4	6	Recoilless	4
Pak 36 37mm	AT	5 (7)	3	Stielgranate Ammo	3(4)
Pak 38 5cm	AT	7	4		4
Pak 40 7.5cm	AT	9	5		5
FlaK 30 or FlaK 38 2cm AA Gun	AA	4	6	20mm autocannon	3
2 cm Flak 30/38/Flakvierling	AA	4	12	20mm autocannon	5
88mm FlaK 18/36/37/41	AA/AT	12	7		7
88mm FlaK 18/36/37/41	AA/AT	12	7		7

British Platoons

These platoons can be used for both the British forces and various Allied troops that were equipped with British weapons and used the same platoon organization in North Africa, such as South Africa, Australia and New Zealand.

Rifle Platoon

This represents the standard British rifle platoon of a rifle brigade from a dedicated infantry division, transported by the Royal Army Service Corps.

The 2" mortar was taken out of platoons during the deployment to the desert so feel free to adjust the platoon make-up for mid 1942 if you wish. It won't affect the platoon force rating.

Platoon force rating: Regular, -1

Command Dice: 5

Platoon Headquarters	
Lieutenant, Senior Leader, with pistol	
Sergeant, Senior Leader, with SMG	
2" Mortar, 2 crew	
Boys AT rifle, 2 crew	
Sections 1 to 3	
Corporal, Junior Leader, SMG	
LMG Team	Rifle Team
Bren gun, three crew	Six riflemen

Motor Platoon

Representing the dedicated truck borne infantry of the armoured divisions who had their own dedicated transport vehicles.

From late 1941 3" mortars were available as battalion support. By mid 1942, 2lb AT guns had been made available to motor battalions in the form of the 2lb "portee", as had Vickers machine guns, but the 2" mortar had been removed and only one AT rifle per platoon were issued. From late 1942 a 6lb portee was also available and 2" mortars had made their way back into the battalion. Feel free to make these changes to the platoon organisation and supports as you see fit. It shouldn't really have much affect on the platoon force rating.

Platoon force rating: Regular, -2

Command Dice: 5

Platoon Headquarters	
Lieutenant, Senior Leader, with pistol	
Sergeant, Senior Leader, with SMG	
2" Mortar, 2 crew	
Boys AT rifle, 2 crew	
Sections 1 to 3	
Corporal, Junior Leader, SMG	
LMG Team	Rifle Team
Bren gun, three crew	Four riflemen

British Support List

LIST ONE

Satchel Charge

Medical Orderly

Engineer Team, 3 men (when deployed choose one option for this game: mine clearance, wire cutting or demolition)

Adjutant

Minefield

Barbed Wire

Road Block

Entrenchment for one team

Soft Skin (Car or truck), one driver, no weapon

Motorcycle with sidecar, no crew or weapon

LIST TWO

Boys AT Rifle Team, 2 men

2" Mortar Team, 3 men

Pre-game Barrage

Senior Leader

2lb Anti-Tank Gun, 5 crew and Junior Leader

2lb Anti-Tank gun "portee" with Junior Leader

Sniper Team

Superior Drill ("Red Dice", see 1940 Blitzkrieg supplement)

LIST THREE

Forward Observer with 12"x12" Mortar Battery (restricted to one Mortar Battery per platoon)

Engineer Flamethrower Team, 3 men

Daimler Dingo Scout Car with Junior Leader

Marmon Herrington MkII Armoured Car with Junior Leader

LIST THREE CONTINUED

Morris Light Reconnaissance Car w. Junior Leader

Bofors 37mm AT gun with five crew and Junior Leader

Bofors 37mm AT gun "portee" w. Junior Leader

Off Table MMG support

Universal Carrier with Team and Junior Leader

LIST FOUR

Marmon Herrington MkII Armoured Car with captured PaK 36 gun, with Junior Leader

Engineer Section (6 men) with Junior Leader (when deployed choose one option for this game for each team: mine clearance, wire cutting or demolition)

Forward Observer with 18"x18" Mortar Battery (se restriktioner i kampanjreglerna)

Humber Mk. I/II (or III) with Junior Leader

Daimler Mk. I Armoured Car with Junior Leader

M3 "Honey" Stuart Recce with Junior Leader

M3 "Honey" Stuart Kangaroo

Bofors 40mm AA gun with 5 crew and Junior Leader

6 pdr Anti-Tank gun with five crew and Junior Leader

Vickers MMG on tripod mount, 5 crew

Valentine Mk. II/IV with Junior Leader

A12 Matilda Mk. II CS with Junior Leader

A12 Matilda Mk. II with Junior Leader

A15 Crusader Mk. I/II with Junior Leader

A15 Crusader Mk. I/II CS with Junior Leader

Captured Italian Cannone da 47/32

Aerial Bombardment ("Stuka" rules from the 1940 Blitzkrieg supplement)

British Support List Continued

LIST FIVE

Regular Infantry Squad with Junior Leader

Recce Section of two Universal Carriers, three crew

25 pdr gun with 5 crew and Junior Leader

M3 "Honey" Stuart with Junior Leader

LIST SEVEN

M3 Grant with Junior Leader

British Arsenal

Vehicle	Armou	AP	HE	Secondary Arma-	Speed	Notes	List
Tanks							
A12 Matilda II	7	5	1	Co-ax MG	Slow		4
A12 Matilda II CS	7	1	7	Co-ax MG	Slow		4
Valentine II / III	6	5	1	Co-ax MG	Slow		4
A15 Crusader Mk II	5	5	1	Hull and Co-ax MG	Average		4
M3 Grant	5	5(7)	3(6)	Hull and Co-ax MG	Average	Turret(Hull)	7
M3 "Honey" Stuart	4	5	3	Hull and Co-ax MG	Fast		5
Transport & Armoured							
Universal Carrier	2	Wpn	Wpn	None	Fast	Low profile, Open top	2
Humber III AC, Guy Mk I	3	1	HMG	None	Wheeled		4
Marmon Herrington Mk II	2	3	MG	None	Wheeled	Small	3
Marmon Herrington Mk II with PaK36	2	5	3	None	Wheeled	Small	4
Rolls Royce Armoured Car	2	3	MG	None	Wheeled	Open turret, Small	3
Morris CS9	1	3	MG	None	Wheeled	Open turret, Low profile	3
Daimler Dingo Scout Car	2	-	MG	None	Wheeled	Small, Low profile, Open top	3
Humber LRC III	2	3	MG	None	Wheeled		3
Morris LRC	2	3	MG	None	Wheeled	Low profile	3
Humber Mk IV	3	5	3	Co-ax MG	Wheeled		4
Daimler Mk I	3	5	1	Co-ax MG	Wheeled		4
Guns & Support Weapons							
Weapon	Type	AP	HE				List
Bofors 40mm AA gun	AA	5	7				4
37mm AT gun	AT	5	3				3
2 pdr AT gun	AT	5	1				2
6 pdr AT gun	AT	7	4				4
Cannone da 47/32	AT	6	4				4
L28.8, 25 pdr	AT/Art	8	7				5
Infantry AT Weapons							
Weapon		AP	HE			Ranges	List
Boys AT Rifle		3	1				2

Free French Platoons

Free French Foreign Legion

This represents the French Foreign Legion forces defending Bir Hacheim during the battle of Gazala.

V-B Launcher Group

Before deploying any troops, you can choose whether to have the V-B launchers as part of each section, or to pool them together into V-B group.

If all the V-B-equipped men in the platoon are formed into a group with the 'V-B Caporal' from the HQ, the group will co-ordinate their fire more effectively than as individual grenadiers.

If either the Team, or the V-B Caporal (if he is within 6" of the team), have Line of Sight to the target, it counts as firing at Close Range. Otherwise all fire is treated as being at Effective Range. The team is treated like a single weapon team and its members as its crew. It may either fire as a 'V-B Team', or as a normal team of riflemen. The V-B has a minimum range of 18". Similar to a light mortar, the V-B group targets a team rather than bombarding an area. V-B grenades ignore cover.

A V-B group causes 2 hits in the open, with an additional +1 per additional grenadier in the team after the first. A full group will therefore inflict 5 hits. In confined areas an additional 1 hit is caused for the first grenadier and a further one per two figures in the group. A full group would therefore inflict 7 hits.

Platoon force rating: Regular, +1

Command Dice: 5



Platoon Headquarters	
Lieutenant, Senior Leader with pistol	
Sergent-chef, Senior Leader with rifle	
Sniper team	
One Viven-Bessières rifle grenade (V-B) Team	
V-B Caporal, Junior Leader with pistol	
One V-B launcher with one crew	
Sections 1 to 3	
Sergeant, Junior Leader with rifle	
LMG Team	Rifle Team
LMG, two crew Two riflemen	Four riflemen One V-B launcher with one crew

Free French Support List

LIST ONE
Satchel Charge
Medical Orderly
Engineer Team, 3 men (when deployed choose one option for this game: mine clearance, wire cutting or demolition)
Adjutant
Minefield
Barbed Wire
Road Block
Entrenchment for one team
Softskin (Car or Truck), driver, no weapon
Motorcycle with sidecar, no crew or weapon

LIST TWO
Boys AT Rifle Team, 2 men
2" Mortar Team, 3 men
Pre-game Barrage
Senior Leader
Sniper Team
Superior Drill ("Red Dice", see 1940 Blitzkrieg supplement)
Canon de 25mm L/72

LIST THREE
Forward Observer with 12"x12" Mortar Battery (restricted to one Mortar Battery per platoon)
Engineer Flamethrower Team, 3 men
Marmon Herrington MkIII Armoured Car with Junior Leader *
Universal Carrier with Team and Junior Leader
Off Table MMG support

LIST FOUR
Canon de 47mm L53
Engineer Section (6 men) with Junior Leader (when deployed choose one option for this game for each
Forward Observer with 18"x18" Mortar Battery (restricted to one Mortar Battery per platoon)
Bofors 40mm AA gun with 5 crew and Junior Leader
Vickers MMG on tripod mount, 5 crew
Captured Italian Cannone da 47/32
Canon de 75mm M1897 with five gun crew and Junior Leader
Humber Mk. II with Junior Leader *

LIST FIVE
L28.8, 25 pdr. gun, five crew and Junior Leader

Free French Arsenal

Vehicle	Armour	AP	HE	Secondary Arma-	Speed	Notes	List
Transport & Armoured							
Universal Carrier	2	Wpn	Wpn	None	Fast	Low profile, Open top	2
Humber II	3	1	HMG	None	Wheeled		4
Marmon Herrington Mk II	2	3	MG	None	Wheeled	Small	3
Guns & Support Weapons							
Weapon	Type	AP	HE				List
Bofors 40mm AA gun	AA	5	7				4
Cannone da 47/32	AT	6	4				4
L28.8, 25 pdr	AT/Art	8	7				5
Canon de 47mm L53	AT	6	4				4
Canon de 25mm L/72	AT	3	2				2
Canon de 75mm M1897	AT	5	6			Heavy	4
Infantry AT Weapons							
Weapon		AP	HE			Ranges	List
Boys AT Rifle		3	1				2

Italian Platoons

Fucilieri

The Fucilieri companies made up most of the Italian infantry. The platoon had an unusual structure with two big "squadra", each consisting of a LMG group with two LMGs and a Rifle Group.

Platoon Force Rating: Regular, -2

Command Dice: 5

Platoon Headquarters	
Tenente, Senior Leader, with pistol	
Squadra 1 and 2	
Sergente, inferior Senior Leader, with rifle	
LMG Group	
LMG Team	Rifle Team
Breda M.30 Two crew Two riflemen	Breda M.30 Two crew Two riflemen
Rifle Group	
Caporale, Junior Leader, with rifle	
Ten riflemen	

Bergsaglieri

Platoon Force Rating: Regular, -2 (+0 if fielding the platoon with SMG for Junior Leaders and extra SMGs in the Rifle teams)

Command Dice: 5

Platoon Headquarters	
Tenente, Senior Leader, with pistol or SMG	
Sections 1 to 3	
Sergente, Junior Leader, with rifle or SMG*	
LMG Team	Rifle Team
Breda M.30 Two crew Three riflemen	Five riflemen Two men with SMG*

Italian Support List

LIST ONE	LIST THREE
Satchel Charge	Forward Observer with 12"x12" Mortar Battery
Medical Orderly	Engineer Flamethrower Team, 3 men
Engineer Team, 3 men (when deployed choose one option for this game: mine clearance, wire cutting or demolition)	CV 33 tankette (stats?)
Adjutant	Mitragliera Oerlikon da 20mm, five crew and Ju-
Minefield	Solothurn Anti-Tank rifle
Barbed Wire	Off Table MMG support
Road Block	LIST FOUR
Entrenchment for one team	L6/40
Soft Skin (Car or truck), one driver, no weapon	Engineer Section (6 men) with Junior Leader (when deployed choose one option for this game for each team: mine clearance, wire cutting or demolition)
Motorcycle with sidecar, no crew or weapon	Forward Observer with 18"x18" Mortar Battery
Captured Bren LMG (equip to a single Rifle team, three riflemen then counts as crew for the Bren)	Autoblinda 41
Smoke grenades, 1 per section	47/32-kanon
Extra grenades (can be used three phases in a row)	75/27-kanon (without Effeto Pronto grenades), 5 crew and Junior Leader
Ladders and explosives	MMG on tripod mount, 5 crew and Junior Leader
LIST TWO	Aerial Bombardment 8"Stuka)
Captured Boys AT Rifle Team, 2 men	LIST FIVE
Brixia M35 45mm mortar Team, two crew	Semovente 47/32
Pre-game Barrage	Bersaglieri sektion
Senior Leader	75/27-kanon (with Effeto Pronto grenades), 5 crew
Satchel Charges to all sections	M13/40
Sniper Team	
Superior Drill ("Red Dice", see 1940 Blitzkrieg supplement)	

Italian Support List

LIST SIX
Semovente 75/18
Flamtank CV33?

Ladders and explosives

A team armed with ladders and explosives can use them to create a door-sized hole in a wall or climb up to a roof without access to stairs. Applying the ladders or explosives counts as one activation for the team.

Italian Arsenal

Vehicle	Armour	AP	HE	Secondary	Speed	Notes	List
Tanks							
L6/40	3	4	6	Co-ax MG	Average	Small	5
M13/40	5	6	3	Twin Hull	Average		5
Self-Propelled Guns							
Semovente 47/32	3	6	3	None	Average	Small, Low profile	5
Semovente 75/18	6	7	6	Pintle MG	Average	Low profile	7
Transport & Armoured							
Autoblinda AB41	3	4	6	Co-ax MG, Rear firing	Wheeled		5
Guns & Support Weapons							
Weapon	Type	AP	HE				List
Cannone da 65/17	IG	3	5				3
Cannone da 47/32	AT	6	4				4
Mitragliera Oerlikon da 20mm	AA	4	6			Autocannon	3
Boys AT Rifle	AT	3	1				2
Solothurn Anti-tank rifle	AT	4	1				3
75/27 cannon (no EP)	AT	4	6				4
75/27 cannon (EP)	AT	6	6				5

Chapter 8

Gazala Order of Battle

ALLIED ORDER OF BATTLE - THE GAZALA CAMPAIGN

May 26th, 1942

8th Army - Ritchie

--Army Troops

----8th Army HQ Protection Force

-----10th Indian Infantry Brigade Group

-----2nd Bn / Highland Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----4th Bn / 10th Baluch Regiment – 4 x Rifle Co., 1 x Support Co.

-----2nd Bn / 4th Ghurka Rifles – 4 x Rifle Co., 1 x Support Co.

-----10th Indian Brigade AT Co. – 9 x 37mm ATG

-----10th Indian Brigade MG Co. – 12 x Vickers MMG

-----28th Field Regiment, RA – 24 x 25# Field Gun

-----260th AT Battery / 65th AT Regiment, RA

-----2nd Bengal Field Co., IE

---Airfield Defense and LOC Duties

-----4th AA Brigade – 14th LAA Rgt., RA, 68th HAA Rgt., RA, 69th HAA Rgt., RA

-----12th AA Brigade – 2nd LAA Rgt., RA, 15th LAA Rgt., RA, 27th LAA Rgt., RA, 88th HAA Rgt., RA

---DENCOL – Jarabub Oasis

-----B+C / 1st Special Service Regiment – SAS and LRDG units?

-----B / Guide's Cavalry – 18 x Humber III

-----B / 6th SA A/C Regiment – 18 x Marmon-Harrington III

-----Detachment Senegalais

-----Detachment Marocains

-----Batterie Mixte – 4 x 75mm Gun, 2 x 25mm ATG

---2nd Brigade Francaise Libre (Reduced Strength - Personnel and Equip. to 1st Brigade Francaise Libre)

-----5th Bataillon de Marche (motor) – (3 x Motor Co.)

-----11th Bataillon de Marche (motor) – (3 x Motor Co.)

-----21st Compagnie Nord-Africaine – 4 x 75mm Gun

-----23rd Compagnie Nord-Africaine – 4 x 75mm Gun

-----2nd Compagnie de sapeurs-mineurs

---95th AT Regiment, RA (-) (3 Btty) – 36 x 2# ATG

---149th AT Regiment, RA – 48 x 2# ATG

---17th Coastal Regiment, RA (Commands Tobruk Guns)

---94th HAA Regiment, RA – 24 x 3.7" AA Gun

---16th LAA Regiment, RA – 48 x 40mm Bofors AA Gun

---42nd LAA Regiment, RA – 48 x 40mm Bofors AA Gun

XIII Corps – Gott

--XIII Corps Troops

---1st Army Tank Brigade (HQ – 4 x Crusader II)

-----B+C / 8th Bn / RTR (-) (see SEACOL) – 4 x Matilda IICS, 28 x Valentine III

-----A+C / 42nd Bn / RTR (detached to 1st SA Infantry Division)

-----B Sqn / 42nd Bn / RTR (detached to 50th Infantry Division)

-----44th Bn / RTR (detached to 50th Infantry Division)

---SEACOL

-----1 Troop / 7th SA Recon Battalion – 3 x Marmon-Harrington III

-----A / 8th Bn / RTR – 2 x Matilda IICS, 12 x Valentine III

-----1 Co. / 2nd SA Police Bn. (see 6th SA Infantry Bde.)

-----4th Field Battery / 2nd Field Rgt., SAA (see) – 8 x 25# Field Gun

---STOPCOL

-----1 Co. / 2nd Bn / Transvaal Scottish (see 6th SA Infantry Bde.)

-----6th AT Battery / 2nd AT Rgt., SAA (see) – 12 x 2# ATG

-----6th Field Battery / 2nd Field Rgt., SAA (see) – 8 x 25# Field Gun

---32nd Army Tank Brigade (HQ – 4 x Crusader II)

-----4th Bn / RTR – 6 x Matilda IICS, 40 x Valentine III

-----7th Bn / RTR – 6 x Matilda IICS, 40 x Matilda II

--1st South African Infantry Division

---1st South African Infantry Brigade Group

-----1st Bn / Royal Natal Carabineers – 4 x Rifle Co., 1 x Support Co.

-----1st Bn / Duke of Edinburgh's Own Rifles – 4 x Rifle Co., 1 x Support Co.

-----1st Bn / Transvaal Scottish – 4 x Rifle Co., 1 x Support Co.

-----1st Field Regiment, SAA – 24 x 25# Field Gun

-----1st Field Co., SAEC

---2nd South African Infantry Brigade Group

-----1st Bn / Natal Mounted Rifles – 4 x Rifle Co., 1 x Support Co.

-----1st / 2nd Field Force Battalion – 4 x Rifle Co., 1 x Support

Co.

-----Cape Town Highlanders – 4 x Rifle Co., 1 x Support Co.

-----4th Field Regiment, SAA – 24 x 25# Field Gun

-----3rd Field Co., SAEC

----3rd South African Infantry Brigade Group

-----1st Bn / Imperial Light Horse – 4 x Rifle Co., 1 x Support Co.

-----1st Bn / Royal Durban Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----1st Bn / Rand Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----5th Field Regiment, SAA – 24 x 25# Field Gun

-----2nd Field Co., SAEC

----A+C / 42nd Bn / RTR – 4 x Matilda IICS, 28 x Matilda II

----Regiment President Steyn (MG) (+ B / Die Middelandse Rgt.) – 48 + 12 x Vickers MMG

----3rd SA Reconnaissance Battalion – 58 x Marmon-Harrington III

----7th Field Regiment, SAA – 24 x 25# Field Gun

----1st AT Regiment, SAA – 48 x 2# ATG

----2nd AT Regiment, SAA (-) (see STOPCOL) – 36 x 2 # ATG

----1st LAA Regiment, SAA – 48 x 40mm Bofors AA Gun

----67th Medium Regiment, RA (attached) – 16 x 4.5" Gun

----68th Medium Regiment, RA (attached) – 16 x 4.5" Gun

--2nd South African Infantry Division (Infantry elements not motorized)

----4th South African Infantry Brigade Group

-----2nd Bn / Royal Durban Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----Umvoti Mounted Rifles – 4 x Rifle Co., 1 x Support Co.

-----Kaffrarian Rifles – 4 x Rifle Co., 1 x Support Co.

-----3rd Field Regiment, SAA – 24 x 25# Field Gun

-----10th Field Co., SAEC

----6th South African Infantry Brigade Group

-----1st South African Police Battalion – 4 x Rifle Co., 1 x Support Co.

-----2nd South African Police Battalion (-) (see SEACOL) – 3 x Rifle Co., 1 x Support Co.

-----2nd Bn / Transvaal Scottish (-) (see STOPCOL, Commonwealth Keep and Acroma Keep) –

-----1 x Rifle Co.

----Commonwealth Keep

-----1 Co.+ / 2nd Bn / Transvaal Scottish

----Acroma Keep

-----1 Co.+ / 2nd Bn / Transvaal Scottish

-----2nd Field Regiment, SAA (-) (1 btty only – see STOPCOL, SEACOL) – 8 x 25# Field Gun

-----4th Field Co., SAEC

----9th Indian Infantry Brigade Group (attached)

-----2nd Bn / West Yorkshire Regiment – 4 x Rifle Co., 1 x Support Co.

-----3rd Bn / 9th Jat Regiment – 4 x Rifle Co., 1 x Support Co.

-----(3rd Bn / 12th Frontier Force Regiment – detached – at El Adem)

-----9th Indian Brigade AT Co. – 9 x 37mm ATG

-----10th Indian Brigade MG Co. – 12 x Vickers MMG

-----4th Field Regiment, RA – 24 x 25# Field Gun

-----309th AT Battery – 12 x 2# ATG

-----20th Bombay Field Co., IE

----7th SA Reconnaissance Battalion (-) (see SEACOL) – 55 x Marmon-Harrington II

----Die Middelanse Regiment (MG) (-) (see Regiment President Steyn) – 36 x Vickers MMG

----2nd LAA Regiment, SAA - 48 x 40mm Bofors AA Gun

--50th (Northumbrian) Infantry Division

----69th Infantry Brigade Group

-----5th Bn / East Yorkshire Regiment – 4 x Rifle Co., 1 x Support Co.

-----6th Bn / Green Howards – 4 x Rifle Co., 1 x Support Co.

-----7th Bn / Green Howards – 4 x Rifle Co., 1 x Support Co.

-----A / 2nd Bn / Cheshire Regiment (MG) – 12 x Vickers MMG

-----124th Field Regiment, RA – 24 x 25# Field Gun

-----257th AT Battery / 65th AT Regiment, RA – 12 x 2# ATG

-----1 Btty / 25th LAA Regiment, RA - 12 x 40mm Bofors AA Gun

-----233rd Field Co., RE

----150th Infantry Brigade Group

-----4th Bn / East Yorkshire Regiment – 4 x Rifle Co., 1 x Support Co.

-----4th Bn / Green Howards – 4 x Rifle Co., 1 x Support Co.

-----5th Bn / Green Howards – 4 x Rifle Co., 1 x Support Co.

-----D / 2nd Bn / Cheshire Regiment (MG) – 12 x Vickers MMG

-----72nd Field Regiment, RA – 24 x 25# Field Gun

-----259th AT Battery / 65th AT Regiment, RA – 12 x 2# ATG

-----25th/26th Medium Battery / 7th Medium Regiment, RA – 8 x 4.5" Gun

-----1 Btty / 25th LAA Regiment, RA – 12 x 40mm Bofors AA Gun

-----232nd Field Co., RE

----151st Infantry Brigade Group

-----6th Bn / Durham Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----8th Bn / Durham Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----9th Bn / Durham Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----C / 2nd Bn / Cheshire Regiment (MG) – 12 x Vickers MMG

-----74th Field Regiment, RA – 24 x 25# Field Gun

-----258th AT Battery / 65th AT Regiment, RA – 12 x 2# ATG

-----1 Btty / 25th LAA Regiment, RA – 12 x 40mm Bofors AA Gun

-----505th Field Co., RE

----B Sqn / 42nd Bn / RTR - 2 x Matilda IICS, 12 x Matilda II

----44th Bn / RTR – 6 x Matilda IICS, 40 x Valentine III

----2nd Bn / Cheshire Regiment (-) (B Co. only) – 12 x Vickers

MMG

----6th SA A/C Regiment (-) (see DENCOL) – 40 x Marmon-Harrington III

----7th Medium Regiment, RA (-) (1 Btty) – 8 x 4.5" Gun

XXX Corps – Norrie

--XXX Corps Troops

----3rd Indian Motor Brigade

-----2nd Bn / Royal Lancers (Cavalry-Carrier) – 2 x Recon Sqn, 1 x AT Sqn

-----11th Bn / Prince Albert Victor's Own Cavalry (Cavalry-Carrier) – 2 x Recon Sqn, 1 x AT Sqn

-----18th Bn / King Edward's Own Cavalry (Cavalry-Carrier) – 2 x Recon Sqn, 1 x AT Sqn

-----3rd Indian Motor Brigade AT Co. – 16 x 2# ATG

-----2nd Field Regiment, IA – 16 x 25# Field Gun

-----31st Bengal Field Squadron, IE

----29th Indian Infantry Brigade Group

-----1st Bn / Worcestershire Regiment – 4 x Rifle Co., 1 x Support Co.

-----3rd Bn / 2nd Punjab Regiment – 4 x Rifle Co., 1 x Support Co.

-----1st Bn / 5th Mahratta Light Infantry – 4 x Rifle Co., 1 x Support Co.

-----29th Indian Infantry Brigade Group AT Co. – 9 x 37mm ATG

-----3rd Field Regiment, RA – 24 x 25# Field Gun

-----308th AT Battery, RA – 16 x 2# ATG

-----21st Bombay Field Squadron, IE

--1st Armoured Division (HQ – 8 x Crusader II)

----2nd Armoured Brigade Group (HQ – 10 x Crusader II)

-----Queen's Bays – 44 x Crusader II, 12 x Grant

-----9th Lancers – 44 x Crusader II, 12 x Grant

-----10th Hussars – 44 x Crusader II, 12 x Grant

-----1st Bn / The Rifle Brigade (Motor) – 3 x Motor Co.

-----11th Royal Horse Artillery Regiment, RA – 24 x 25# Field Gun

-----239th AT Battery / 60th AT Regiment, RA – 16 x 6# ATG

-----44th LAA Battery, RA – 12 x 40mm Bofors AA Gun

-----88th LAA Battery, RA – 12 x 40mm Bofors AA Gun

-----1 Troop / 1st Field Sqn., RE

----22nd Armoured Brigade Group (HQ – 10 x Crusader II)

-----2nd Royal Gloucestershire Hussars – 44 x Crusader II, 12 x Grant

-----3rd County of London Yeomanry – 44 x Crusader II, 12 x Grant

-----4th County of London Yeomanry – 44 x Crusader II, 12 x Grant

-----50th Bn / Reconnaissance Corps (Motor) – 3 x Motor Co.

-----C / 12th Lancers (see 7th Armoured Division) – 18 x Hum-ber III

-----107th Royal Horse Artillery Regiment, RA – 24 x 25# Field

Gun

-----287th AT Battery / 102nd AT Regiment, RA – 16 x 6#

ATG

-----13th / 7th Field Sqn., RE

----201st Guards Infantry Brigade Group

-----3rd Bn / Coldstream Guards Regiment (Motor) – 3 x Motor Co.

-----2nd Bn / Scotts Guards Regiment (Motor) – 3 x Motor Co.

-----9th Bn / The Rifle Brigade (Motor) – 3 x Motor Co.

-----2nd Royal Horse Artillery Regiment, RA – 24 x 25# Field Gun

-----288th AT Battery / 102nd AT Regiment, RA – 16 x 6#

ATG

-----1st Field Sqn., RE (-) (see 2nd Armoured Brigade Group)

----1st Royal Dragoons – 58 x Marmon-Harrington III

----61st LAA Regiment, RA (2 batteries) – 24 x 40mm Bofors AA Gun

----1st Field Park Squadron, RE

----3rd Field Squadron, RE (attached)

--7th Armoured Division (HQ – 9 x Stuart)

----4th Armoured Brigade Group (HQ – 4 x Stuart, 4 x Grant)

-----8th Hussars – 20 x Stuart, 24 x Grant

-----3rd Bn / RTR – 20 x Stuart, 24 x Grant

-----5th Bn / RTR – 20 x Stuart, 24 x Grant

-----1st Bn / King's Royal Rifle Corps (Motor) – 3 x Motor Co.

-----1st Royal Horse Artillery Regiment, RA – 24 x 25# Field Gun

-----ZZ AT Battery – 16 x 6# ATG

-----1 Troop / 171st LAA Battery, RA – 4 x 40mm Bofors AA Gun

-----1 Troop / 4th Field Sqn., RE

----7th Motor Brigade Group

-----2nd Bn / King's Royal Rifle Corps (Motor) – 3 x Motor Co.

-----9th Bn / King's Royal Rifle Corps (Motor) – 3 x Motor Co.

-----2nd Bn / The Rifle Brigade (Motor) – 3 x Motor Co.

-----4th Royal Horse Artillery Regiment, RA – 24 x 25# Field Gun

-----289th AT Battery / 102nd AT Regiment, RA – 16 x 6#

ATG

-----4th Field Sqn., RE

----1st Brigade Francaise Libre

-----13th Demi-brigade de Legion etrangere

-----2nd Bataillon de Legion etrangere (Motor) – 3 x Motor Co.

-----3rd Bataillon de Legion etrangere (Motor) – 3 x Motor Co.

-----2nd Demi-brigade Senegalaise

-----2nd Bataillon de marche l'Oubangui (Motor) – 3 x Motor Co.

-----Bataillon du Pacifique (Motor) – 3 x Motor Co.

-----1st Bataillon d'infanterie de Marin (1 Co. – Motor)

-----1st Bataillon de Fusiliers Marins (AA) – 12 x 40mm Bofors

AA Gun, 2 x Quad .50 AA Gun
 -----22nd Compagnie Nord-Africaine (Mortar) – 4 x 81mm
 Mortar
 -----1st Compagnie Antichar (AT) – 6 x 75mm (AT) Gun, 6 x
 47mm (Italian) ATG
 -----1st Regiment d'artillerie – 24 x 75mm How., 2 x 25# Gun
 -----1st Compagnie de sapeurs-mineurs
 -----Troop / 43rd LAA Battery / 61st LAA Regiment, RA – 4 x
 40mm Bofors AA Gun
 ----1st King's Dragoon Guards – 58 x Marmon-Harrington III
 ----12th Lancers (-) (see 22nd Armoured Brigade Group) – 40 x
 Humber II
 ----4th SA A/C Regiment (attached) – 58 x Marmon-
 Harrington III
 ----1st LAA Regiment, RA – 48 x 40mm Bofors AA Gun
 ----143rd Field Park Squadron, RE

tanks and crews to replace losses in other armored units:
 --1st Armoured Brigade Group (HQ – 4 x Stuart, 4 x Grant)
 -----4th Hussars – 20 x Stuart, 24 x Grant
 -----1st Bn / RTR – 20 x Stuart, 24 x Grant
 -----6th Bn / RTR – 20 x Stuart, 24 x Grant
 -----1st Bn / Sherwood Foresters (Motor) – 3 x Motor Co.
 -----104th Royal Horse Artillery Regiment, RA – 24 x 25# Field
 Gun

Arrives during the 1st week of June – units were stripped of

AXIS ORDER OF BATTLE - THE GAZALA CAMPAIGN – “CASE VENEZIA”

May 26th, 1942

Comando Superiore Forze Armate Africa Settentrionale - Bastico

--Divisione Fanteria 25. "Bologna" - refitting in Tunisia - (not committed)

--Divisione Corazzata 131. "Littorio" - grouped around Mechili - (limited commitment on 6/21)

--Raggruppamento "Giovani Fascisti" - grouped around Mechili - (not committed)

Panzerarmee "Afrika" – Rommel

--Kampfgruppe "Kiehl" - Panzerarmee "Afrika" Kampfstaffel – Kiehl – HQ – 5 x Pz II

----2./606. Heer Fla Abteilung (sfl) – (see 90. leichte Afrika Division) - 8 x SdKfz 10/4, 2 x SdKfz 7/1

----1 Zug/39. Panzerjager Abteilung (mot.) – (see 21. Panzer Division) - 3 x 50mm Pak

----1 Zug/33. Pionier Bataillon (mot.) – (see 15. Panzer Division)

----1 PzSpah Zug/3. Panzeraufklarungs Abteilung – (see 21. Panzer Division) – 4 x SdKfz 222

----beute Panzer Kp. – 12 x M3 Stuart

--Kampfgruppe "Hecker" - Hecker (later attached to 90. le. Afrika Div. for the assault on Bir Hacheim)

----13./800. Lehr Regiment "Brandenburg" - (nominally attached to 288. Sonderverband as 1. Kp.) -

-----1 x Commando Kp. + 3 x Crusader II, 1 x Br. A/C, 2 x StuG IIIf, 10 x ATR, 3 x 45mm Mortar,

-----3 x 50mm Pak, 6x 37mm Pak, 4 x 2# ATG

----Battaglione Maro 3. "Tobruk," Reggimento "San Marco" (-) – 1 x Commando Co. + 1 x Br. A/C,

-----13 x HMG, 13 x 47mm ATG, 3 x 45mm Mortar

----778. Pionier Landungsboot Kompanie – (amphibious assault unit) – 1 x Landwasserschlepper,

-----2 x Br. A/C, 11 x Sturmboot 42, 2 x Pionier Landungsboot 41, 1 x Führungsboot 42

--Kampfgruppe "Burkhardt" - the Fallshirmjager Lehr Bataillon / IX Fleigerkorps (not committed –

----technically attached to 90. le. Afrika Div.)

--Artilleriekommandeur 104. - Boettcher

----221. Artillerie Regiment Stab zbV (mot.)

-----II./115. schwere Artillerie Abteilung (mot.) – 8 x 210mm M18 How.

-----408. schwere Artillerie Abteilung (mot.) – 12 x 105mm K18 Gun

-----902. schwere Artillerie Batterie (mot.) – 3 x 150mm sFH18 How.

The following units are NOT motorized

-----362. Kusten Artillerie Batterie – 4 x 105mm FH18 How.

-----363. Gebirgs Artillerie Batterie – 4 x 75mm leGb How.

-----364. Gebirgs Artillerie Batterie – 4 x 75mm leGb How.

-----4./149. Artillerie Regiment – 3 x 170mm FK18 Gun

-----4./172. Artillerie Regiment – 3 x 170mm FK18 Gun

-----523. Kusten Artillerie Abteilung (-) (see KG "Menny") – 8 x 155mm sFH414[f] How.

-----528. Kusten Artillerie Abteilung – 12 x 155mm sFH414[f] How.

-----529. Kusten Artillerie Abteilung – 12 x 155mm sFH414[f] How.

-----532. Kusten Artillerie Abteilung – 12 x 155mm sFH414[f] How.

--Raggruppamento Artiglieria 8. - (motorized)

----Battaglione Artiglieria 33. – 12 x 149/40mm Gun

----Battaglione Artiglieria 52. – 4 x 152/37mm How.

----Battaglione Artiglieria 192. – 8 x 149/28mm How.

Deutsches Afrika Korps – Nehring (Cruwell commands the "Gazala Front" - Italian X and XXI Corps)

--15. Panzer Division – von Vaerst

----8. Panzer Regiment

-----I. Panzer Abteilung - 3 x leichte Panzer Kompanien, 1 x mittlerer Panzer Kompanie

-----II. Panzer Abteilung - 3 x leichte Panzer Kompanien, 1 x mittlerer Panzer Kompanie

[TOTALS – ToE

Rgt. HQ – 5 x Pz II, 2 x PzBef III

Pz. Abt. – HQ – 5 x Pz II, 1 x Pz III, 2 x PzBef III; Kp. Total – 20 x Pz II, 66 x Pz III, 10 x Pz IV)

Rgt. Total ToE – 55 x Pz II, 6 x PzBef III, 134 x Pz III, 20 x Pz IV
Total Actual Regimental Strength = 29 x Pz II, 4 x PzBef, 131 x

Pz IIIh, 3 x Pz IIIj, 22 x Pz IVe]

----115. Schutzen Regiment (mot.)

-----I. Schutzen Bataillon – 4 x Schutzen Kompanien

-----II. Schutzen Bataillon – 4 x Schutzen Kompanien

-----III. Schutzen Bataillon – 4 x Schutzen Kompanien

-----1 x Infanteriegeschutz Kompanie – 4 x 75mm leIG, 2 x 150mm sIG

-----1 x Pionier Kompanie

----33. Panzeraufklarungs Abteilung – 1 x Pzspah Kp., 1 x Krad. Kp., 1 x schwere Kp.

----33. Panzerjager Abteilung (mot.) (2 Kp.) – 18 x 50mm Pak

----33. Pionier Bataillon (mot.) (-) (3 Kp. – see KG "Kiehl")

----33. Artillerie Regiment (mot.)

-----I. leichte Abteilung – 12 x 105mm FH18 How.

-----II. leichte Abteilung – 12 x 105mm FH18 How.

-----III. schwere Abteilung – 4 x 105mm FK18 Gun, 8 x 150mm sFH18 How.

----1./43. Luftwaffe Flak Regiment (mot.) (attached) – 18 x 88mm Flak, 24 x 20mm Fla

----3./617. Heer Fla Abteilung (sfl.) (attached) (see 21.

Panzer Div.) - 8 x SdKfz 10/4, 2 x SdKfz 7/1

--21. Panzer Division – von Bismarck

----5. Panzer Regiment

-----I. Panzer Abteilung - 3 x leichte Panzer Kompanien, 1 x mittlerer Panzer Kompanie

-----II. Panzer Abteilung - 3 x leichte Panzer Kompanien, 1 x mittlerer Panzer Kompanie

[TOTALS – ToE

Rgt. HQ – 5 x Pz II, 2 x PzBef III

Pz. Abt. – HQ – 5 x Pz II, 1 x Pz III, 2 x PzBef III; Kp. Total – 20 x Pz II, 66 x Pz III, 10 x Pz IV)

Rgt. Total ToE – 55 x Pz II, 6 x PzBef III, 134 x Pz III, 20 x Pz IV
Total Actual Regimental Strength = 29 x Pz II, 4 x PzBef, 107 x

Pz IIIh, 15 x Pz IIIj, 19 x Pz IVe]

----104. Schutzen Regiment (mot.)

-----I. Schutzen Bataillon – 4 x Schutzen Kompanien

-----II. Schutzen Bataillon – 4 x Schutzen Kompanien

-----III. Schutzen Bataillon – 4 x Schutzen Kompanien

-----1 x Infanteriegeschutz Kompanie – 4 x 75mm leIG, 2 x

150mm sIG
 -----1 x Pionier Kompanie
 ----3. Panzeraufklarungs Abteilung (-) (see KG "Kiehl") – 1 x Pzspah Kp., 1 x Krad. Kp., 1 x schwere Kp.
 -----+ 6 x 25# Field Gun
 ----39. Panzerjäger Abteilung (mot.) (-) (2 Kp. - see KG "Kiehl") – 15 x 50mm Pak
 ----200. Pionier Bataillon (mot.) (3 Kp.)
 ----155. Artillerie Regiment (mot.)
 -----I. leichte Abteilung - 12 x 105mm FH18 How.
 -----II. leichte Abteilung - 12 x 105mm FH18 How.
 -----III. schwere Abteilung - 105mm FK18 Gun, 8 x 150mm sFH18 How.
 ----I./18. Luftwaffe Flak Regiment (mot.) (attached) - 18 x 88mm Flak, 24 x 20mm Fla
 ----617. Heer Fla Abteilung (sfl.) (-) (attached) (see 15. Panzer Div.) – 16 x SdKfz 10/4, 4 x SdKfz 7/1
 --90. leichte Afrika Division [-] - Kleemann - (see KG "Menny")
 ----155. Schutzen Regiment (mot.)
 -----I. Schutzen Bataillon – 4 x Schutzen Kompanien
 -----II. Schutzen Bataillon – 4 x Schutzen Kompanien
 -----707. schwere Infanteriegeschütz Kompanie (sfl.) (attached) – 6 x 150mm sIG 33 (Pz II)
 ----288. Sonderverband (mot.) (attached) (usually split into 2 KG for combat operations)
 -----Hauptquartier Kompanie – 2 x SdKfz 221
 -----[1. "Brandenburger" Kompanie] - (detached to KG "Hecker")
 -----2. Gebirgsjäger Kompanie
 -----3. Schutzen Kompanie
 -----4. Maschinengewehr Kompanie – 12 x HMG, 6 x 81mm Mortar
 -----5. Panzerjäger Kompanie – 2 x 50mm Pak, 6 x 37mm Pak
 -----6. Fla Kompanie – 12 x 20mm Fla
 -----7. Pionier Kompanie
 ----580. Panzeraufklarungs Kompanie – 1 x PzSpah Zug, 1 x Afkl. Zug, 1 x Pzjgr Zug, 1 x Fla Zug
 ----190. Panzerjäger Abteilung (mot.) (2 Kp. – Bn. HQ not yet in North Africa) – 18 x 50mm Pak
 -----1./612. Heer Fla Abt. (attached) – 12 x SdKfz 10/4
 ----900. Pionier Bataillon (mot.) (2 Kp.)
 ----361. Artillerie Abteilung (mot.) – 12 x 76mm [r] How., 4 x 25# Field Gun
 ----605. Panzerjäger Abteilung (sfl.) (attached) – 18 x Panzerjäger Ib, 9 x SdKfz 6/3 "Diana"
 ----606. Heer Fla Abteilung (mot.) (-) (attached) (see KG "Kiehl") - 20 x SdKfz 10/4, 2 x SdKfz 7/1

Corpo d' Armata X – Giada

--Reggimento Bersaglieri 9. (motorized)
 ----Battaglione Bersaglieri 28. – 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 ----Battaglione Bersaglieri 30. – 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 ----Compagnie Mitraglieri
 --Battaglione Guastatori 31. – 2 x Compagnie Guastatori
 --Battaglione Genio 10.
 --Raggruppamento Artiglieria 15. (motorized)
 ----Battaglione Artiglieria 1./15. – 12 x 75/27mm Gun
 ----Battaglione Artiglieria 2./15. – 12 x 75/27mm Gun
 ----Battaglione Artiglieria 3./15. – 12 x 100/17mm How.

----Battaglione Artiglieria 4./15. – 12 x 100/17mm How.

--Divisione Fanteria 17. "Pavia" - Franceschini
 ----Reggimento Fanteria 27. (AS42)
 -----Battaglione Fanteria 1./27. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./27. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./27. – 4 x Compagnie Fucilieri
 -----Compagnie Mortai – 6 x 81mm Mortar
 ----Reggimento Fanteria 28. (AS42)
 -----Battaglione Fanteria 1./28. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./28. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./28. – 4 x Compagnie Fucilieri
 -----Compagnie Mortai – 6 x 81mm Mortar
 ----Reggimento Artiglieria 26. (motorized)
 -----Battaglione Artiglieria 1./26. – 12 x 105/28mm Gun
 -----Battaglione Artiglieria 2./26. – 12 x 105/28mm Gun
 -----Compagnie Controaerea 77. – 8 x 20mm AA
 -----Compagnie Controaerea 432. – 8 x 20mm AA
 ----Battaglione Genio Misto 18.
 --Divisione Fanteria 27. "Brescia" - Lombardi
 ----Reggimento Fanteria 19. (AS42)
 -----Battaglione Fanteria 1./19. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./19. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./19. – 4 x Compagnie Fucilieri
 -----Compagnie Mortai – 6 x 81mm Mortar
 ----Reggimento Fanteria 20. (AS42)
 -----Battaglione Fanteria 1./20. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./20. – 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./20. – 4 x Compagnie Fucilieri
 -----Compagnie Mortai – 6 x 81mm Mortar
 ----Reggimento Articerlere 1. (motorized)
 -----Battaglione Artiglieria 1./1C. – 12 x 75/27mm Gun
 -----Battaglione Artiglieria 2./1C. – 12 x 75/27mm Gun
 -----Battaglione Artiglieria 3./1C. – 12 x 100/17mm How.
 -----Battaglione Artiglieria 4./1C. – 12 x 100/17mm How.
 -----Battaglione Controaerea 5./1C. – 8 x 88mm Flak
 -----Compagnie Controaerea 401. – 8 x 20mm AA
 -----Compagnie Controaerea 404. – 8 x 20mm AA
 ----Battaglione Genio Misto 27.

Corpo d' Armata di' Manovra XX - Baldassare

--Battaglione Artiglieria 191. (attached from Raggruppamento Artiglieria 8.) – 12 x 149/28mm Gun
 --Battaglione Genio 34.

--Divisione Motorizzata 101. "Trieste" - Azzi

----Reggimento Motorizzato 65.
 -----Battaglione Motorizzato 1./65. – 3 x Compagnie Fucilieri
 -----Battaglione Motorizzato 2./65. – 3 x Compagnie Fucilieri
 ----Reggimento Motorizzato 66.
 -----Battaglione Motorizzato 1./66. – 3 x Compagnie Fucilieri
 -----Battaglione Motorizzato 2./66. – 3 x Compagnie Fucilieri
 ----Battaglione Carri 11. – 53 x M13/40-41
 ----Battaglione Autoblinda Bersaglieri 8. (2 Co.) – 40 x AB41 + 4 x Br. Morris A/C, 2 x 2# Autocannoni,
 -----1 x 47mm Autocannoni, 1 x 37mm AA Autocannoni, 1 x 40mm AA Autocannoni, 2 x 20mm AA Autocannoni,
 -----1 x 25# Field Gun
 ----Reggimento Artiglieria 21. (motorized)
 -----Battaglione Artiglieria 1./21. – 10 x 75/27mm Gun
 -----Battaglione Artiglieria 2./21. – 10 x 75/27mm Gun
 -----Battaglione Artiglieria 3./21. – 12 x 100/17mm How.

-----Battaglione Artiglieria 4./21. - 12 x 100/17mm How.
 -----Battaglione Controaerea 5./21. - 12 x 75mm Flak
 -----Battaglione Artiglieria 131. (attached from Raggruppamento Artiglieria 8.) - 8 x 149/28mm Gun
 -----Battaglione Artiglieria 148. (attached from Raggruppamento Artiglieria 8.) - 12 x 149/28mm Gun
 -----Compagnie Controaerea 146. - 8 x 20mm AA
 -----Compagnie Controaerea 411. - 8 x 20mm AA
 ----Battaglione Genio Misto 52. (motorized)
 --Divisione Corazzata 132. "Ariete" - de Stephanis
 ----Reggimento Corazzato 132.
 -----Battaglione Carri 8. - 53 x M13/40-41
 -----Battaglione Carri 9. - 53 x M13/40-41
 -----Battaglione Carri 10. - 53 x M13/40-41
 -----Compagnie Controaerea - 8 x 20mm AA
 [TOTALS - ToE - Unit at ToE Strength
 Rgt. HQ - 5 x M13/40-41 + 27 M13/40-41 in Reserve Detachment
 Carri Bn. - HQ - 5 x M13/40-41; Co. Total - 48 x M13/40-41
 Rgt. Total ToE - 164 x M13/40-41 + 27 M13/40-41 in Reserve Detachment]
 ----Reggimento Bersaglieri 8. (motorized)
 -----Battaglione Bersaglieri d'accompagnamento 3. (HW) - 1 x Compagnie Controaerea, 1 x Compagnie Mitraglieri,
 -----1 x Compagnie Mortai
 -----Battaglione Bersaglieri 5. - 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 -----Battaglione Bersaglieri 12. - 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 ----Battaglione Carri 3., Reggimento "Lancieri di Novara" (2 Co.) - 33 x L6/40
 ----Battaglione Autoblinda 3., Reggimento "Nizza Cavalleria" (2 Co.) - 40 x AB41
 ----Reggimento Artiglieria 132. (motorized)
 -----Battaglione Artiglieria 1./132. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 2./132. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 3./132. - 10 x 105/28mm How.
 -----Battaglione Semovente 551. - 8 x Semovente 75/18 (+ 2 unarmed Command Semovente)
 -----Battaglione Semovente 552. - 8 x Semovente 75/18 (+ 2 unarmed Command Semovente)
 -----Battaglione Controaerea 4./132. - 10 x 90mm AA Autocannoni
 -----Battaglione Controaerea 2., Reggimento Artiglieria 24. - 8 x 88mm Flak
 ----Battaglione Genio Misto 32.

Corpo d' Armata XXI - Navarrini

--Reggimento Bersaglieri 7. (motorized)
 ----Battaglione Bersaglieri 8. - 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 ----Battaglione Bersaglieri 10. - 2 x Compagnie Bersaglieri, 1 x Compagnie Controcarri
 --Battaglione Guastatori 32. - 2 x Compagnie Guastatori

--Divisione Fanteria 60. "Sabratha" - Soldarelli
 ----Reggimento Fanteria 85. (AS42)
 -----Battaglione Fanteria 1./85. - 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./85. - 4 x Compagnie Fucilieri
 ----Reggimento Fanteria 86. (AS42)
 -----Battaglione Fanteria 1./86. - 4 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./86. - 4 x Compagnie Fucilieri

----Reggimento Articeleere 3. (motorized)
 -----Battaglione Artiglieria 1./3C. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 2./3C. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 3./3C. - 12 x 100/17mm How.
 ----Battaglione Genio Misto 60.
 --Divisione (Motorizzata) 102. "Trento" - (transport stripped for XX Corps units) - Getti
 ----Reggimento (Motorizzato) 61.
 -----Battaglione Fanteria 1./61. - 3 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./61. - 3 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./61. - 3 x Compagnie Fucilieri
 ----Reggimento (Motorizzato) 62.
 -----Battaglione Fanteria 1./62. - 3 x Compagnie Fucilieri
 -----Battaglione Fanteria 2./62. - 3 x Compagnie Fucilieri
 -----Battaglione Fanteria 3./62. - 3 x Compagnie Fucilieri
 ----Reggimento Artiglieria 46. (motorized)
 -----Battaglione Artiglieria 1./46. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 2./46. - 12 x 75/27mm Gun
 -----Battaglione Artiglieria 3./46. - 12 x 100/17mm How.
 -----Battaglione Artiglieria 4./46. - 12 x 100/17mm How.
 -----Compagnie Controaerea 412. - 8 x 20mm AA
 -----Compagnie Controaerea 414. - 8 x 20mm AA
 ----Battaglione Genio Misto 51.
 --Kampfgruppe "Menny" (15. Schutzen Brigade HQ - non-motorized units of 90. Ie. Div.) - Menny
 ----200. Schutzen Regiment
 -----I. Schutzen Bataillon - 4 x Schutzen Kompanien
 -----II. Schutzen Bataillon - 4 x Schutzen Kompanien
 -----708. schwere Infanteriegeschutz Kompanie (sfl.) (attached) - 6 x 150mm sIG 33 (Pz II)
 ----361. Schutzen Regiment
 -----I. Schutzen Bataillon - 4 x Schutzen Kompanien
 -----II. Schutzen Bataillon - 4 x Schutzen Kompanien
 ----612. Heer Fla Abteilung (mot.) (-) (attached) (see 90. Ie. Afrika Div.) - 36 x SdKfz 10/4
 ----3./523. Kusten Artillerie Abteilung - (attached) (see Arko 104.) - 4 x 155mm sFH414[f] How.
 ----533. Kusten Artillerie Abteilung - (attached) - 12 x 155mm sFH414[f] How.

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AXIS FORCES

PLATOON 1	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 2	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 3	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

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AXIS FORCES

PLATOON 4	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 5	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

TANK FORCE NORTH (K=KILLS, L=LOST)								
	K	L		K	L		K	L

TANK FORCE SOUTH (K=KILLS, L=LOST)								
	K	L		K	L		K	L

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ALLIED FORCES

PLATOON 1	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 2	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 3	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

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AXIS FORCES

PLATOON 4	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

PLATOON 5	LADDER	RATING	MORALE	LOSSES

SUPPORT OPTIONS (D = DEPLOYED, L = LOST)								
	D	L		D	L		D	L

TANK FORCE NORTH (K=KILLS, L=LOST)								
	K	L		K	L		K	L

TANK FORCE NORTH (K=KILLS, L=LOST)								
	K	L		K	L		K	L