

# DESERT WAR

## TACTICAL WARFARE IN NORTH AFRICA, 1940-43

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### [12.0] THE SCENARIOS

*Desert War* is played in Scenarios, each representing a small fictional action in North Africa. The forces used are typical of those employed by the various participants in the war. Each Scenario is basically of two parts, the situation and the time period. Within each time period are several possible forces for each side, one of which is used in the scenario. It works in the following manner.

First you choose one of the four situations to play. If the roles in the Scenario are variable, then you decide which force will be the attacker or defender, either the Germans or the Allies. All situations last sixteen Game-Turns except the Mine Belt Situation, which lasts ten Game-Turns.

Before starting any scenario, the Player's should agree in any mutually acceptable fashion whether each side will use Trucks or Halftracks with its Infantry and Artillery units. Infantry and Artillery units may start a game unvehicled if the owning Player desires.

Once this is decided you choose one of the five periods to fight the action in. When you have picked a period, the rest is simple: Take the appropriate force called for by the situation for each side and use them in the Scenario. The Allied Attack forces are variable in content and it should be mutually agreed on as to what tanks the Allied Player will use. Remember that the Italian Attack Force may be used instead of the German Mixed or Tank Assault force in any of the situations and the Italian Infantry Defense force can replace the German Infantry Defense force in Situation nr. 2 for any period.

It's all really quite simple after you use it once or twice and the system allows for tremendous amounts of variations.

#### [12.1] SITUATION NR. 1: MEETING ENGAGEMENT

**ROLES:** Variable; either may be Attacker.

**FORCES:**

*Allied:* Attack Force  
*German:* Mixed Assault Force

**INITIAL DISPOSITION:** The Defender enters from any ten continuous hexes along Map edge Z, and the Attacker enters from any ten continuous hexes of Map edge X, both on Game-Turn 1.

**REINFORCEMENTS:** None

**GAME LENGTH:** 16 Game-Turns

**VICTORY CONDITIONS:** The Attacker must exit nine units off map edge Z by the end of the game to win. The Defender must attempt to

stop him from exiting nine units without losing one-half or more of his units. If the Attacker is stopped from exiting nine units, but the Defender loses one-half or more of his units, the game is a draw.



#### [12.2] SITUATION NR. 2: INFANTRY DEFENSE

**ROLES:** Variable; either side may be the defender, and the Italians can be used in this situation.

**FORCES:**

*Attacker:* Tank Assault force  
*Defender:* Infantry Defense force

**INITIAL DISPOSITION:** The Defender must set up all his units within ten hexes of hex 2125, while the Attacker enters (on Game-Turn 1) all his units within ten hexes of each other on Map side Z.

**REINFORCEMENTS:** On Game-Turn 5, eight Defender Tanks of the period enter the board within ten hexes of each other on Map side X.

**GAME LENGTH:** 16 Game-Turns

**VICTORY CONDITIONS:** Victory is based on the number of units that the Attacker has within six hexes of 2125 at the end of the game:

0 through 5, Defender wins.  
6 or more, Attacker wins.

**SPECIAL RULES:** All Defending units may start Entrenched.



#### [12.3] SITUATION NR. 3: MINE BELT

**ROLES:** Germans are the Defenders, the Allies are the Attackers.

**FORCES:**

*German:* AT/Minefield Defense Force  
*Allied:* Attack Force.

**INITIAL DISPOSITION:** The Defender has a choice of two set-ups. His mines may be deployed using the open line system or the hidden group system (see 11.1). If he uses the open system, his units are deployed anywhere behind his line of mines, which itself can be deployed anywhere on or behind the line of hexes stretching from hex 0149 to hex 3930. If the Hidden system is used, all his mines and units may be deployed anywhere not closer than five hexes to map edge Z. The Attacker's units enter on any ten continuous hexes along Map edge Z on Game-Turn 1.

**REINFORCEMENTS:** None

**GAME LENGTH:** 10 Game-Turns

**VICTORY CONDITIONS:** Victory is based on whether or not the Infantry unit on hex 2505 is destroyed before the end of the game. If it is the Attacker wins; if it is not the Defender wins.

**SPECIAL RULES:** An Infantry unit must be placed on hex 2505 and may not move until Game-Turn 10. All the rest of the Defenders units have hidden deployment, which means they are not placed on the map until they move or fire. Their position must be written down in advance. The Defender must start with all units entrenched.



#### [12.4] SITUATION NR. 4: RAID ON LEAGER

**ROLES:** Variable; either may be the Attacker.

**FORCES:**

*Axis:* German Mixed Assault Force used if attacking; Italian Attack Force used if defending. *Allied:* Attack Force, in either role.

**INITIAL DISPOSITION:** Attacker must place one-half of their units within five hexes of 1423, and one-half of their forces within five hexes of 2317. The Defender enters on any ten continuous hexes along either Map edge Y or Z, on Game-Turn 1.

**REINFORCEMENTS:** None

**GAME LENGTH:** 16 Game Turns

**VICTORY CONDITIONS:** Victory is based on unit destruction. Each side must attempt to destroy one-half or more of the opponent's units while losing less than one-half his own. If both sides lose one-half or more, or neither side loses one-half, the game is a draw.

**SPECIAL RULE:** The Defender may not move or fire on Game-Turns 1 or 2.



#### [12.5] DESERT WAR AVAILABLE FORCES, EARLY 1941

##### GERMAN

All German forces have a Morale rating, for Panic, of 1.

##### [12.51] ATTACK FORCES

Mixed Assault Force	Tank Assault Force
5 Pz III G	10 Pz III G
2 Pz IV E	4 Pz IV E
3 Infantry	2 105mm hwtzr.
3 50mm AT	
3 37mm AT	
2 105mm hwtzr.	

# SCENARIOS

## [12.52] DEFENSE FORCES

Infantry Defense	AT/Minefield Defense
10 Infantry	2 37mm AT
3 50mm AT	8 50mm AT
3 37mm AT	39 Mines
2 105mm hwtzr.	6 Off map H
3 Off map H	

### ITALIAN

All Italian Forces have a Morale Rating, for Panic, of 5.

[12.53] Attack Force	[12.54] Defense Force
20 M 13/40	10 Infantry
	3 47mm AT
	1 105mm hwtzr.
	3 Off map H

### ALLIED

[12.55] Attack Force	[12.56] Defense Force
Morale Rating,	Morale Rating,
for Panic: 4	for Panic: 3
20 Crusader II	12 Infantry
-or-	3 40mm AT
20 Valentine	2 87mm hwtzr.
-or-	3 Off map H
10 Valentine	
and	
10 Matilda	

## [12.6] DESERT WAR AVAILABLE FORCES, LATE 1941

### GERMAN

All German forces have a Morale rating, for Panic, of 1.

## [12.61] ATTACK FORCES

Mixed Assault Force	Tank Assault Force
4 Pz III G	8 Pz III G
3 Pz III J	6 Pz III J
3 Infantry	3 105mm hwtzr
4 88mm AT	
4 50mm AT	
3 105mm hwtzr	

## [12.62] DEFENSE FORCES

Infantry Defense	AT/Minefield Defense
10 Infantry	8 50mm AT
4 88mm AT	4 88mm AT
4 50mm AT	39 Mines
3 105mm hwtzr	6 Off map H
3 Off map H	

### ITALIANS

Use Early 1941 Forces.

### ALLIED

[12.63] Attack Force	[12.64] Defense Force
Morale Rating,	Morale Rating,
for Panic: 4	for Panic: 3
20 Crusader II	12 Infantry
-or-	4 40mm AT
20 Valentine	3 87mm hwtzr
-or-	3 Off map H
10 Crusader II	
and	
10 Stuart	
-or-	
10 Valentine and 10 Matilda	

## [12.7] DESERT WAR AVAILABLE FORCES, EARLY 1942

### GERMAN

All German Forces have a Morale rating, for Panic, of 1.

## [12.71] ATTACK FORCES

Mixed Assault Force	Tank Assault Force
5 Pz III J	10 Pz III J
2 Pz IV F	4 Pz IV F
3 Infantry	4 105mm hwtzr
2 76mm AT	
4 88mm AT	
4 105mm hwtzr	

## [12.72] DEFENSE FORCES

Infantry Defense	AT/Minefield Defense
10 Infantry	4 76mm AT
2 76mm AT	4 50mm AT
50mm AT	
4 88mm AT	4 88mm AT
4 105mm hwtzr	39 Mines
3 Off map H	6 Off map H

ITALIANS Use Early 1941 Forces.

### ALLIED

[12.73] Attack Force	[12.74] Defense Force
Morale Rating,	Morale Rating,
for Panic: 3	for Panic: 2
10 Matilda	12 Infantry
and	6 40mm AT
10 Valentine	4 87mm hwtzr
-or-	3 Off map H
20 Valentine	
-or-	
10 Stuart	
and 10 Grant	
-or- 20 Crusader II	

[12.8] DESERT WAR AVAILABLE FORCES,  
LATE 1942

GERMAN

All German Forces have a Morale Rating, for Panic, of 1.

[12.81] ATTACK FORCES

Mixed Assault Force	Tank Assault Force
4 Pz III G	8 Pz III G
2 Pz IV F	4 Pz IV F
3 Infantry	4 Marder III
2 76mm AT	4 105mm hwtzr
4 88mm AT	
2 Marder III	
4 105mm hwtzr	

[12.82] DEFENSE FORCES

Infantry Defense	AT/Minefield Defense
10 Infantry	6 76mm AT
2 76mm AT	4 88mm AT
4 88mm AT	4 50mm AT
2 Marder III	39 Mines
4 105mm hwtzr	6 Off map H
3 Off map H	

ITALIAN

Use Early 1941 Forces.

ALLIED

[12.83] Attack Force	[12.84] Defense Force
Morale Rating,	Morale Rating,
for Panic: 3	for Panic: 2
10 Grant	12 Infantry
and	2 40mm AT
10 Stuart	2 57mm AT
-or-	4 87mm hwtzr
10 Grant	3 Off map H
and	
10 Sherman	
-or-	
10 Crusader II	
and	
10 Crusader III	

[12.9] DESERT WAR AVAILABLE FORCES,  
EARLY 1943

GERMAN

All German Forces have a Morale Rating, for Panic, of 1.

[12.91] ATTACK FORCES

Mixed Assault Force	Tank Assault Force
2 Pz III J	4 Pz III J
4 Pz IV F	8 Pz IV F
1 Pz VI A	2 Pz VI A
2 Marder III	4 Marder III
2 76mm AT	3 105mm hwtzr
4 88mm AT	
3 105mm hwtzr	
3 Infantry	

[12.92] DEFENSE FORCES

Infantry Defense	AT/Minefield Defense
10 Infantry	6 76mm AT
3 105mm hwtzr	2 Marder III
2 76mm AT	4 88mm AT
4 88mm AT	39 Mines
3 Off map H	6 Off map H

ITALIANS

Use Early 1941 Forces.

ALLIED

[12.93] Attack Force	[12.94] Defense Force
Morale Rating,	Morale Rating,
for Panic: 2	for Panic: 1
10 Matilda	9 Infantry
and	2 40mm AT
10 Churchill	4 57mm AT
-or-	2 87mm hwtzr
20 Sherman	3 Off map H
-or-	
10 Sherman	
and	
10 Grant	

Note: Some high explosive ammunition for the Churchill tanks was reaching the North African Theater during this time, although it was not widely employed; hence, the Players may, by mutual agreement, choose to change the Weapon Type of the Churchill from "A" to "M."

NOTE: There are several units provided on the counter sheet which are not called for in any scenario. These are given as examples of weapons available but not historically employed in the desert campaign in the years covered. These are: Axis - PzI, PzII F, and 75mm anti-tank gun. Allied: 93mm anti-tank gun.