

Operation Compass: Attack on the Raggruppamento Maletti

An Active Armor WWII Scenario



Background

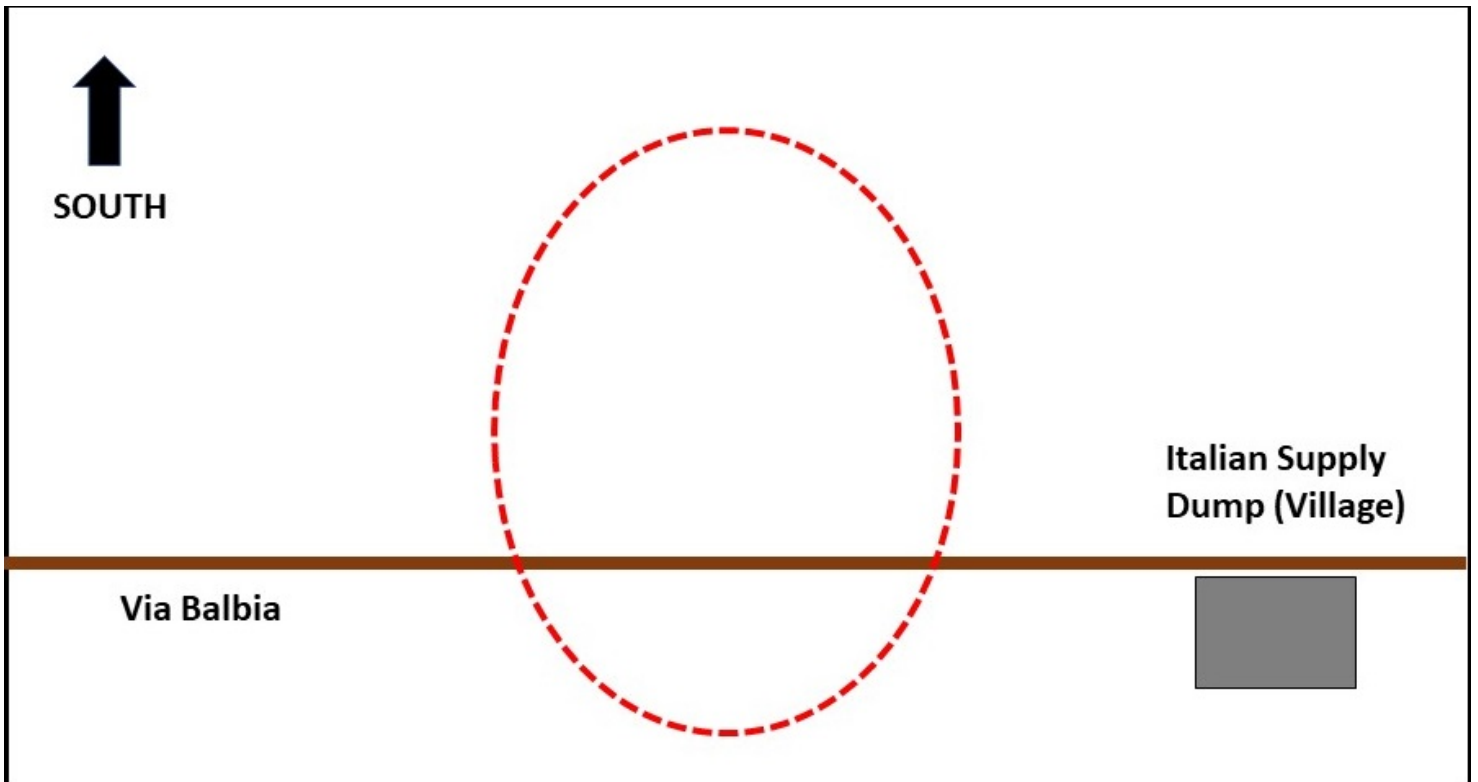
After the declaration of war in June 1940, the Italian forces in North Africa moved aggressively into Egypt. Before long, the shoe was on the other foot - in December of 1940, the British launched Operation Compass, pushing the Italians back in a dramatic fashion. This is a what-if scenario depicting combat between the ad-hoc Italian mechanized formation, *Raggruppamento Maletti*, and the counter-attacking British Western Desert Force in the end of 1940 and the early days of 1941.

This scenario has been designed for remote play, including the renaming of all units and the doubling of all distances.

The Tabletop

The map below shows the tabletop. All terrain is open desert, except for the road and the small village where the Italians have established their supply dump. This is considered a built-up area. The red dashed circle in the middle is a fortified zone, featuring mine fields and improvised fortifications all-around.

Italians will set up in their fortifications, in the village, or anywhere on the road between. The British will move onto the table from the East.



Orders of Battle

Italian

- 1st Tank Bn (M13/40s) - Average Medium Tank, 4 cos
- 2nd Tank Bn (CV33s) - Average Light Tank, 4 cos
- 3rd Support Group - Average Towed Medium At/Arty, 4 cos
- 4th Mechanized Inf Bn - Average Armored Infantry, 400
- 5th Mechanized Inf Bn - Average Armored Infantry, 400
- 6th Mechanized Inf Bn - Average Armored Infantry, 400
- 7th Inf Bn - Fair Infantry, 400

British

- 1st Bn KRRC - Average Armored Infantry, 400
- 2nd Bn Rifle Brigade - Average Armored Infantry, 400
- 3rd MG Bn - Average Motorized Infantry, 400
- 4th Australian Inf Bn - Average Infantry, 400
- 5th Devonshire Bn - Average Infantry, 400
- 6th Cheshire Bn - Average Infantry, 400
- 7th Royal Artillery - Average Towed Medium Artillery, 400

8th Hussars (Mk VI) - Average Light Tank (MG only), 4 cos

9th Hussars (A-13) - Average Medium Tank, 4 cos

10th Hussars (AC) - Average AC/Tankette, 4 cos

11th RAF Squadron (Hurricanes) - Average Airstrike, Heavy HE

12th Royal Anti-Tank Artillery - Average Towed Anti-Tank, 400

Playing the Game and Victory Conditions

The game lasts for 12 turns (a full day). The British must have captured the Italian supply dump by the end of the game.