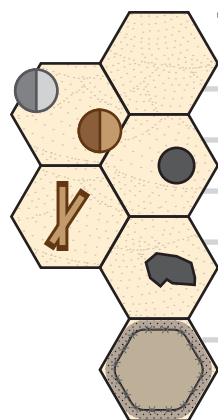


ROMMEL AT GAZALA

The Battle for Tobruk: May-June 1942
©Jim Werbaneth 2006

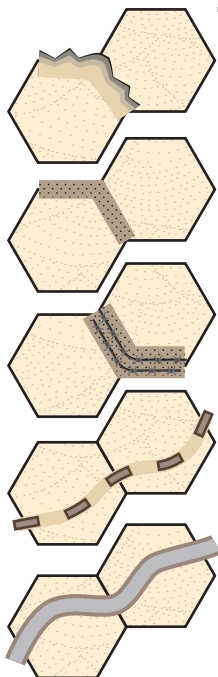
Air Points Allied	Armor Losses Allied	Victory Points	Turn Track	
1	0	1	May 26-27	1
2	1	2	May 28-29	2
3	2	3	May 30-31	3
4	3	4	June 1-2	4
5	Armor Losses Axis	5	June 3-4	5
6		6	June 5-6	6
Air Points Axis	1	7	June 7-8	7
	2	8	June 9-10	8
2	3	9	June 11-12	9
3	4	10	June 13-14	10
Recovery Points	1	11	June 15-16	11
	2	12	June 17-18	12
4	3	13	June 19-20	13
5	4	14	June 21-22	14
6	5	15	June 23-24	15
7	6	16		
8	7	17		
9	8	18		
10	9	19		
11		20		
12				

TERRAIN EFFECTS CHART



HEX TYPE	MOVEMENT COST	COMBAT EFFECTS	OTHER EFFECTS
Clear	1 Movement Point	None	None
Supply Source	Not Applicable	None	Provides supply
Town	Other Terrain in hex	None	None
Airfield	Other Terrain in hex	None	Provides 2 Allied Air Points
Tobruk	1 Movement Point	None	Supply source for Allied units inside fortification line
Box	1 Movement Point	None	Supply source for 1 British Brigade in hex

HEXSIDE TYPE

















































































































Escarpment	+4 Non-mechanized +5 Mechanized	All units combat values halved when attacking across	None
Minefield	1/2 Movement allowance for Axis units to cross no effect for Allies	If all attackers are attacking across, add 1 to the attacker's result; neither Axis nor Allied units have to attack across	Axis cannot trace supply across
Tobruk Fortification Line	1/2 Movement allowance for Axis units to cross no effect for Allies	Allied units' strength doubled if all are inside and all Axis attackers are outside; Allies do not have to attack across	None
Trail	1/2 Movement Point	None	None
Road	1/2 Movement Point for non-mechanized 1/3 Movement Point for non-mechanized	None	None

Note: Units pay costs for trails and roads only if they move along them; if they move into such a hex from another, including a non-connected road or trail hex, then they pay the cost for the other terrain.

COMBAT ODDS

		1 to 3 or Lower	1-2	1-1	2-1	3-1	4-1	5-1	6 to 1 or Higher
D I E R O L L	1	1/0	1/1	0/1	0/1	0/3	0/E	0/E	0/E
	2	1/0	1/1	1/1	1/2	0/1	0/3	0/E	1/E
	3	1/0	1/0	1/1	1/1	0/1	0/2	0/3	0/E
	4	2/0	1/0	1/0	1/1	1/2	0/2	1/2	0/3
	5	E/0	2/0	1/0	2/1	2/1	1/1	0/1	0/2
	6	E/0	E/0	2/0	1/0	1/0	2/1	1/1	0/2

 8/15 14-12	 115/15 5-15	 33/15 2-18	 5/21 14-12	 104/21 5-15	 3/21 2-18	 155/90 5-15	 200/90 5-15	 367/90 5-15	 580 2-18	 605 1-15
 1/33 1-15	AXIS  LOSSES	AXIS  RECOVERY	AXIS  AIR	ROMMEL  HQ						
 SAB 4-6	 132/AR 5-9	 8B/AR 5-9	 TRI 8-9	 TRN 6-6	 BRC 8-6	 PAV 4-6				
 2/1 8-12	 22/1 8-12	 201G/1 4-14	 4/7A 8-12	 7/7A 4-14	 3/7A 4-14	 1A 12-6	 32A 8-6	 69/50 5-9	 150/50 5-9	 151/50 5-9
 1/1SA 5-9	 2/1SA 5-9	 3/1SA 5-9	 4/2SA 4-8	 6/2SA 4-8	 9/5J 4-9	 29/5J 4-9	ALLIED  LOSSES	ALLIED  RECOVERY	ALLIED  AIR	
ALLIED Game Turn	 IF 7-9									
MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP				AXIS VICTORY POINTS	ALLIED VICTORY POINTS

		 361/90 3-15	 200/90 3-15	 155/90 3-15		 104/21 3-15	 5/21 7-12		 115/15 3-15	 8/15 7-12
				 PAV 2-6	 BRC 4-6	 TRN 3-6	 TRI 4-9	 8B/AR 3-9	 132/AR 3-9	 SAB 2-6
 150/50 3-9	 151/50 3-9	 69/50 3-9	 32A 4-6	 1A 6-6	 3/7A 2-14	 7/7A 2-14	 4/7A 4-12	 201G/1 2-14	 22/1 4-12	 2/1 4-12
				 29/5J 2-9	 9/5J 2-9	 6/2SA 2-8	 4/2SA 2-8	 3/1SA 3-9	 2/1SA 3-9	 1/1SA 3-9
									 IF 4-9	AXIS Game Turn
					MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP	MINE  GAP