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AK006 ASLCOMP AFRIKAKORPS—COMBINED ARMS™

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ASL
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HEAD ON AT ALAM HALFA

AK #43

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10
⊕ GERMANS Move First										

Elements of the 2nd Battalion, 7th Motor Brigade, 7th Armoured Division and 22nd Armoured Brigade (no longer under the command of 7th Armoured Division) set up on/east of hexrow J in hexes numbered ≤ 20:



4-5-7 8	2-2-8 8	9-2	9-1	8-1	7-0	5PP 6-14 3	4PP 4-12 2	1PP 2-7 1	4PP 51 [2-11] 3	?	7 morale 6	M10 a 3 57L AT 3
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M10 a 3 40L AT 2	M8 a 3 40L AA 2	M11 a 2 76* MTR 2	OVR, OBA: +4 Other: +2 12	1S or Gun OVR, OBA: +3* Other: +1* 4	1+3+5 ↓
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Enter on turn three along the north edge:

13 a 1 875 611 37LL 2/4 3	18 a 1 37LL 2/4/2 3
--	---------------------------------

[ELR: 3]
{SAN: 4}

Elements of the 8th Panzer Regiment, 15th Panzer Division enter along the west and/or south edges on turn one:



8-3-8 2	4-6-8 12	2-2-8 4	10-2	9-2	9-1	8-0	1-4-9	3PP 5-12 2	1PP 3-8 3	5PP [2-13] 3 50*	M11 a 3 81* MTR 2
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M10 a 3 50L AT 2	17 a 3 T-4 19PP 2	16 a 1 T7 15PP AAMG -/-/3 6	14 a 1 75L 3/5 4	13 a 2 50L 3/5 3	13 a 2 50 3/5 3	14 a 1 75L 4/- 3	13 a 1 BMG 2/- 3
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[ELR: 4]
{SAN: 2}

MAP LAYOUT:



VARIATIONS:

- ⊕ The Germans win if they Control ≥ 2 hills.
- ⊙ The British win in the event of a tie.

(H1.46-465) is provided for use by the Observer for this OBA module.
4. Overlays H3, H8, H21, and H35 are Hills, not Hillocks, with Level 1 and Level 2 heights (i.e., H35 has four Level 2 hexes; H21 has two). The following special Control rule is used for 'hills' (all 'H' overlays) in this scenario: On any 'H' overlay the side that Controls the majority of Level 2 hexes AND all entrenchments found in Level 2 hexes on that overlay controls the 'hill' the overlay represents (i.e., there are FOUR hills in this scenario). On 'H' overlays with ONLY Level 1 hexes, the side controlling the majority of the Level 1 hexes AND all entrenchments in Level 1 hexes of that overlay Controls the hill the overlay represents. At the start of play the British are considered to control ALL four hills and ALL entrenchments.

Near ALAM HALFA, ELALAMEIN, EGYPT, 31 August 1942: Following a night of disaster among the British minefields Rommel considered breaking off the attack. Instead, he ordered that the enemy positions should be taken head on and smashed through. The concept of the operation pointed up how desperate Rommel had become—or how much he understood that chances of a successful outcome had dwindled—forcing his hand into one last low-odds chance. Rommel's choice, a frontal assault on well-fortified enemy positions, was reminiscent of the clouded judgement he exhibited during his first attacks on Tobruk when the Desert Fox was driven by emotion. On 31st August a fierce sandstorm brewed up, grounding the dreaded RAF. The sandstorm seemed fortuitous for Rommel, as the 15th Panzer Division's 8th Panzer Regiment moved out. Despite penetrating the farthest, the 8th Panzer Regiment could not break through the Alam Halfa position. Both the 2nd and 7th Battalions of the Rifle Brigade, from the 7th Motor Brigade, had been tasked with watching the minefields to prevent any advance, even a minor incursion. In the event of a full-blown offensive, they were to withdraw. Accordingly, when Rommel's attack came, the Riflemen pulled back, after, according to the official history of the 7th Armoured Division, "inflicting considerable losses". The official history went on to state, "...they watched the Rifle Brigade's 6-pounder anti-tank guns knock out about a dozen German tanks... and the supporting armoured regiment account for another twenty or so."



Photo Credit: National Archives

“ARMOR FOR TUNIS!”

AK #44

III ITALIANS Set Up First ☉ ☽ ALLIES Move First	1	2	3	4	5	6	7
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Elements of Blade Force enter on turn one or later along the west or south edges:

6-6-7 4	3-4-7 4	8-1 2	3PP 2 4-10	4-5-8 6	9-1 2	7-0 2	1PP B11 2-6 2	18 4 37LL 2/4/2	19 0 75
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**[ELR: 3]
{SAN: 2}**

Local Italian Garrison set up ≥ 2 hexes from any edge hex:

1 3-4-7 7	2-4-7 2	2-2-7 2	9-2 2	8-0 2	7-0 2	4PP B11 2 4-10	1PP B11 2-5 2	4PP B11 45* [2-13] 5	7 morale	M12 47 AT	M11 20L AA
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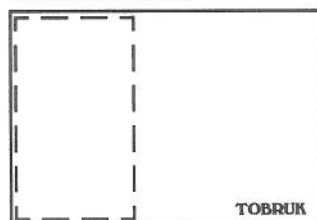
**[ELR: 3]
{SAN: 4}**

A lost Semovente crew marching to the sound of gunfire enter along the east edge following a Reinforcement dr as per SR #3:

12 B11 0 *BMG 4/-	Trench OVR, OBA: +4 Other: +2	12 B11 75*
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4

MAP LAYOUT:



(only hexrows A-M are in playable)

VARIATIONS:

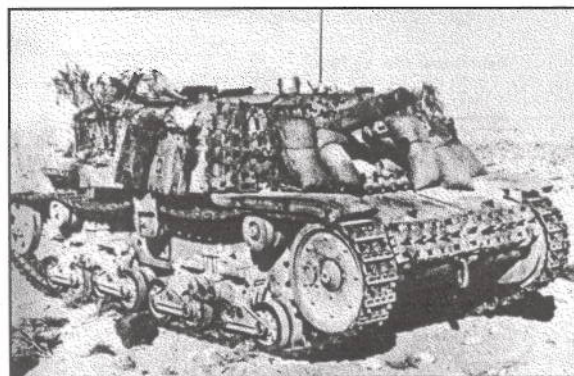
- III The Semovente automatically enters on turn one.
- ☉ ☽ The Allies win if they Control ≥ 3 buildings.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: Tr1 on A7-B7; T5 (on top) on I12-I11; V6 on K14-L14; Tr1 on A25-B24; T4 (on top) on L18-L19; H8 (on top) on D15-E16; D9 on C11-D10; and P5 (on top) on J10-K11. Overlay H8 (Level 1) is treated as a HILL, not a Hillock. Treat all Scrub hexes as Inherent Woods.
- Italian Semovente must make a Reinforcement dr one less than the current turn number to enter.
- The TK # for all American AP ammunition [EXC: BAZ TK is not reduced since it is HEAT] is reduced by one.
- The Italians may Fortify (B23.9) two building Locations [EXC: Tunnels are NA].

OBJECTIVES: The Allies must Control all Level 1 Hill hexes on overlay H8 and ≥ 4 buildings at Game End.

SIDI NSIR, TUNISIA, 25 November 1942: Axis counter-measures pinned Allied hopes for an early breakthrough in Tunisia on ‘Blade Force’, a provisional unit. Small in size, the unit had less than 3,000 soldiers in its order of battle. It did pack an armored punch, with over one hundred tanks available. None of the tanks were the larger mediums recently landed in Oran: Tunisian rail tunnels were too narrow to allow their passage. This fact resulted in the armored striking force consisting, in the main, of the fourteen-ton M-3 General Stuart, a fast, lightly armored tank packing a 37mm gun referred to as a ‘squirrel gun’. Blade Force hurried forward to cries of “Armor for Tunis”, accompanied by Senegalese *tirailleurs* and tanks of the 17th/21st Lancers, aiming to strike down the Tine Valley at a soft spot in enemy lines east of the hill town of Sidi Nsir. On the afternoon of 25 November Blade Force encountered Italian defenders ensconced in a French farm, dug in and ready for action—and soon peppering the Stuarts with rifle and mortar fire. Blade Force turned its mortars, machine-guns and assault-guns on the complex. With little effect. The defenders would not be budged and Blade Force was withdrawn back down the valley where crews spent the rest of the afternoon poring over tank hulls scarred with hundreds of bullet marks.















SURPRISE AT CAP DE FEDALA

AK #45

<input checked="" type="radio"/> FRENCH Set Up First	1	2	3	4	5	6	7
<input type="radio"/> AMERICANS Move First							


Elements of the 1-7 Battalion Landing Team set up on/west of hexrow K:















 1 6-6-6	 2 5-4-6	 1 3-4-6	 9-1	 8-1	 8-0	 7-0	 MMG 3PP 2 4-10	 M2 MTR 5PP [3-45] 3 60*	 BAZ 43 1PP X10 8-4	 Radio Cnct: 8
5	7	3			2		3	3	2	




[ELR: 3]
{SAN: 2}

Elements of the 6th Senegalese Infantry Regiment set up on/east of hexrow N:




 E 4-5-8	 1 4-5-7	 E 2-4-8	 2-2-8	 9-2	 9-1	 6+1	 1-4-9	 HMG 5PP B11 3 6-12	 LMG 1PP B11 1 2-6	 ? 7 morale 6	 CH M11 M11 2101 3 [3-71] 81* MTR
3	6	2	4					2	2	6	2

Senegalese Gunners set up in any Level 1 hex of overlay H3:

 INF 5PP [60] 2 37*	 2-2-8	 8-1
2	2	

Local reinforcements enter along the south edge on turn three:

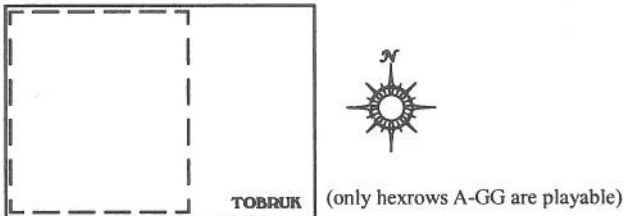
 CH 15 M11 2101 37* -/2
2

[ELR: 2]
{SAN: 4}

VARIATIONS:

- The Americans win if they Control ≥ 4 buildings.
- French reinforcements enter on turn one or later.

MAP LAYOUT:

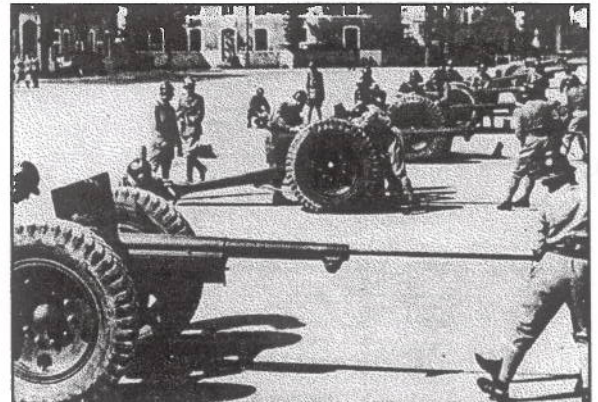


OBJECTIVES: The Americans must Control ≥ 6 building hexes AND ≥ 2 Level 2 hexes on overlay H35 at Game End.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: T5 on O10-O11; R3 (on top) on O13-O14; T4 on S13-T13; W13 on CC15-DD15; H3 on V10-V11; Sd11 on T2-U2; H35 on CC3-DD3; Tr1 on T17-T18; V17 (on top) on U16-V16. Overlay H3 is treated as a Level 1 HILL, not a Hillock terrain. Overlay H35 consists of Level 1 and Level 2 HILL hexes. Treat all Scrub hexes as Inherent Woods.
- The Americans receive one module of 120mm OBA (HE only).

CAPE FEDALA, FRENCH MOROCCO, 8 November 1942: The objectives of BRUSHWOOD were to silence all coastal batteries, seize the town and port of Fedala as well as all roads and rail lines serving them, and then turn south to envelop Casablanca from the landward side. To reach these objectives, individual battalion landing teams were to come ashore over four beaches along a four-mile arc of coastline bounded by two rivers, the Nefikh on the east and the Mellah on the west. Known points of opposition included five coastal and antiaircraft batteries ranging from 75mm. to 138.6mm. in caliber. Garrison forces totaled 2,500 troops at Fedala and 4,325 at Casablanca, only twelve miles to the south. The first troops ashore were from 1st Battalion, 7th Infantry (1-7 Battalion Landing Team), reaching Beach RED 2 at 0500 hours. The companies of 1-7 Team moved inland toward Fedala and quickly captured a surprised contingent of the 6th Senegalese Infantry Regiment and ten Germans fleeing their hotel. By 0600 hours the town was in American hands.





THE FALL OF MECHILI

AK #46

BRITISH Set Up First GERMANS Move First	1	2	3	4	5	6	7	8
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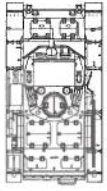
Elements of the Indian Motor Brigade set up in hexes numbered ≤ 15:

E 4-5-8 8	2-2-8 7	9-1	8-1	8-0	5PP 3 6-14	4PP 2 4-12	1PP 1 2-7	4PP 2 51 [2-11]	M10 2 40L AT	M11 3 76* MTR (6-36) (3-63)	M8 2 88 ART
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[ELR: 3]
{SAN: 4}

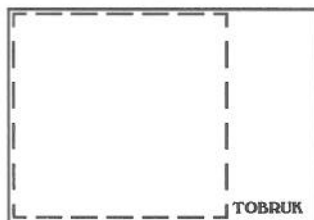
Elements of Panzer Regiment 5 and mixed support elements set up in hexes numbered ≥ 17:

E 4-6-8 6	1 4-6-7 4	1 2-4-7 2	9-2	9-1	8-1	7-0	1-4-9	4PP 3 7-16	3PP 2 5-12	1PP 1 3-8	13 2 50 3/5
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[ELR: 3]
{SAN: 3}

MAP LAYOUT:



(only hexrows A-GG are playable)

VARIATIONS:

- The Germans need to Control ≥ 8 buildings on overlay V17.
- The Germans need to earn ≥ 10 infantry/vehicles CVP to win.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- One British leader *OR* squad-equivalent may begin play Fanatic (A10.8). All British infantry are Gurkhas (A25.43; see also H1.24).
- Place overlays as follows: **Tr1** on Q1-Q2; **V17** (on top) on R6-S7; **D9** on L8-M8; **T5** on Q14-Q15; **H3** on S18-S19; **Tr1** (on top) on U17-V17; **Tr1** (on top) on CC21-DD21; **R5** on X14-X15; and **S5** on N14-O15.

MECHILI, LIBYA, 8 April 1941: At 1630 hours the commander of the 3rd Armoured Brigade received a report of the situation at Mechili. An Axis column of unknown strength was reported attacking the Indian Motor Brigade at the critical crossroads. Orders were assembled to get as many tanks as possible to the beleaguered empire troops, along with support from 1st RHA. A path was decided to reach Mechili via the track that leaves the main road four miles east of Derna, taking the remaining tanks of 3rd Hussars and 5th RTR to the aid of the beleaguered garrison. They would never reach their destination. The DAK report of April 8th read, "At 0800 hours, the 5th Light Division with the 1st Battalion of Panzer Regiment 5 under the command of Major Bobrinker (with eight Panzers) took Mechili. One general, 60 officers, about 200 enlisted men, an undeterminable number of vehicles, weapons, ammunition, and food were captured. At dawn the occupants had brought a relief force forward from the west and had attempted to break out through the surrounding ring several times." Mechili had fallen, and with its capture the entire British position in Cyrenaica was unhinged. The war in the Western Desert would now move to the doorstep of the ultimate prize—Tobruk.



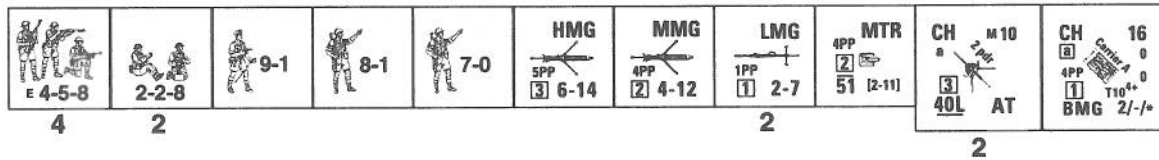
BARRING THE DOOR

AK #47

● BRITISH Set Up First ☩ GERMANS Move First	1	2	3	4	5	6	7
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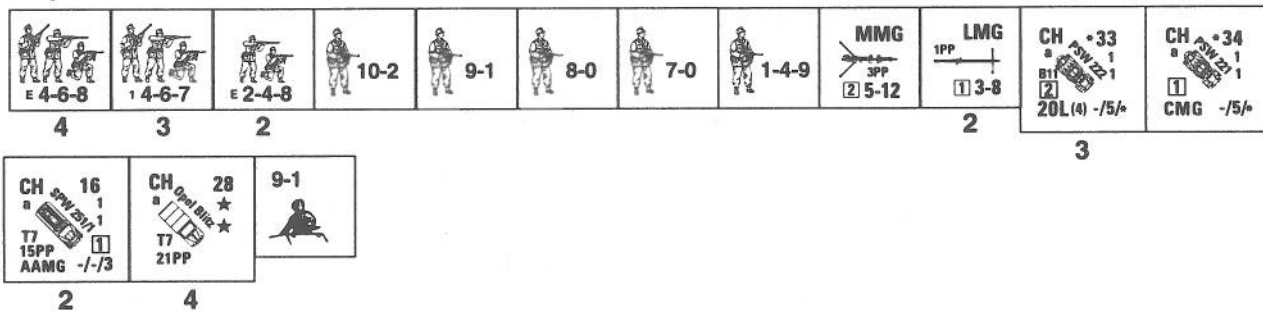
Elements of the Northumberland Fusiliers Machine Gun Battalion set up in hexes numbered ≤ 18:



[ELR: 3]
{SAN: 4}

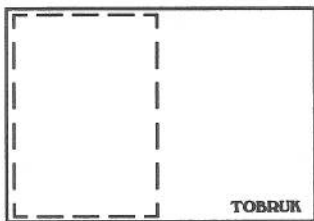


Elements of the 8th Machine Gun Battalion and *Aufklaerung Abteilung 3* set up in hexes numbered ≥ 20 with all personnel transported in halftracks or trucks:



[ELR: 3]
{SAN: 2}

MAP LAYOUT:



(only hexrows A-V are playable)

VARIATIONS:

- ☩ The Germans need to Control ≥ 8 Wadi hexes to win.
- Replace the 9-1 leader in the British OB with a 10-2.

SPECIAL RULES:

- EC are Dry, with no Wind at start. Heat Haze (F11.62) is in effect.
- Place overlays as follows: H8 on Q15-R15; W14 on I13-H13; R3 (on top) on G11-G12; and R5 on M10-M9.
- After all set up but prior to the start of play the British player may place and resolve an 88mm FFE:1 in any hex, rolling for Accuracy. Any results are applied immediately, the FFE:1 is removed, and play begins normally.

OBJECTIVES: The Germans must Control ≥ 10 Wadi hexes at Game End.

16 kilometers west of TOBRUK, LIBYA, 10 April 1941: When *Generalmajor* Heinrich Kircheim was wounded during a strafing attack Rommel sought out an immediate replacement. He found one in the form of *Generalmajor* Heinrich von Prittwitz, commander of the 15th Panzer Division. Prittwitz had just arrived in Tripoli, ahead of the rest of the division. The general drove up to Derna and was promptly chosen by Rommel to lead the first attempt to capture Tobruk. Both commanders agreed that if one battalion had been enough to take Derna, the forces at their disposal, while small, should be enough to do the job. On the night of April 9/10 a tired Prittwitz took to his bed. His respite would not last. Awoken at dawn by an anxious Rommel, worried that the British were conducting another Dunkirk, von Prittwitz pulled his boots on and headed off to join Ponath's 8th Machine Gun Battalion, sixteen kilometers from Tobruk proper. As the unit approached a bridge crossing a wadi, the span was blown and the Germans were suddenly taken under fire by heavy artillery, anti-tank and machine-gun fire from the Northumberland Fusiliers. Von Prittwitz was killed by an anti-tank shell while conducting a charge with armored cars. Three more armored cars were soon burning as the firefight continued around the wadi most of the day. Despite Rommel's maneuvering behind the scenes, no reinforcements appeared on the scene. The fight finally concluded at the time of the British and Australian's choosing as the unbowed Commonwealth soldiers retired into the Tobruk perimeter in organized fashion.




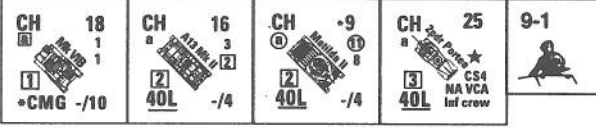
Photo Credit: National Archives

A FIGHTING WITHDRAWAL

AK #48

○ BRITISH Set Up First ☩ GERMANS Move First	1	2	3	4	5	6	7
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Elements of the 1st Royal Tank Regiment and 3rd Royal Horse Artillery enter along the east and/or west edges on turn one or later:

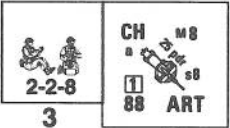



CH 18 1
 CH 16 3
 CH 9 1
 CH 25 1
 9-1

+CMG -/10
 40L -/4
 40L -/4
 40L -/4
 40L -/4

3 3 2

Elements of the 1st Royal Horse Artillery set up first on/between hexrows OO-SS:


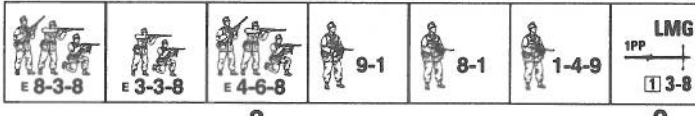


2-2-8
 CH M8 ART
 88 ART

3 3

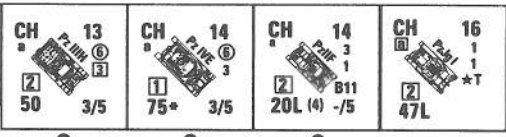
[ELR: 3]
{SAN: 4}

Mixed elements of Panzer Regiment 5 and the 8th Machine Gun Battalion set up in Motion (D2.4) on/between hexrows R-CC in hexes numbered ≥ 8 and ≤ 20 with all infantry setting up as Riders (D6.2):

E 8-3-8
 E 3-3-8
 E 4-6-8
 9-1
 8-1
 1-4-9
 LMG 1 3-8

2 2



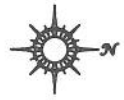
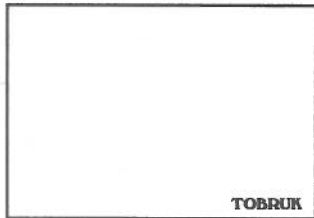
CH 13 3
 CH 14 3
 CH 14 3
 CH 16 1

50 3/5
 75+ 3/5
 20L (4) -/5
 47L

2 3 2

[ELR: 3]
{SAN: 3}

MAP LAYOUT:



Historical Note: The A-T ditch is found off-map, along the south edge, and is not depicted in the play area.

VARIATIONS:

- ☩ Replace the 9-1 leader in the German OB with a 9-2.
- The Germans must exit ≥ 2 vehicles and squad-equivalents to win.

OBJECTIVES: The Germans win immediately upon exiting the south edge with ≥ 1 vehicle *and* ≥ 1 squad-equivalent *OR* upon exiting ≥ 3 vehicles.

SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- The Germans may not use APCR during this scenario.

TOBRUK, LIBYA, 14 April 1941: After maneuvers to secure a jumping-off point, Rommel's offensive was laid in at 0430 hours on April 14th as the 8th Machine Gun Battalion forced a gap in the perimeter directly west of the El Adem-Tobruk road. The penetration was deep—but narrow—as the unit found itself unable to extend its flanks. Panzer Regiment 5, along with three 47mm Panzerjägers, was launched into the breach, reaching Point 99 some six kilometers into enemy territory. Despite the fact that only some 2 1/2 platoons of men from 8th MG Battalion had moved up with the Panzers, things up to 0600 hours had gone well. This penetration would represent the high-water mark for Rommel in his effort to seize Tobruk on the fly. The British soon began to pour out artillery and anti-tank gun fire from near Fort Solara east of Point 99 and from Fort Ariente to the west. Portees moved along both flanks and the path back to the rear was soon cut off, surrounding the Germans on all sides. The attackers soon found themselves fighting for their lives as British tanks, including Matildas, moved in from the right rear flank. As losses neared disastrous proportions, the Panzers began a fighting withdrawal back to the gap in the anti-tank ditch. By 0800 they found the crossing held by the enemy. Hatches were slammed shut as a gauntlet run began that saw foot-sloggers from 8th MG Battalion picked off from their perches riding outside friendly tanks and 200 British prisoners escape to freedom. The British refused to follow up their success as the Germans turned to ward off any attack out of the perimeter. The Germans were expelled from within the perimeter with fifty per-cent losses among officers and men, including the commander of 8th MG Battalion, Colonel Ponath. Of thirty-eight Panzers that headed into action that morning, 17 were knocked out by enemy fire.




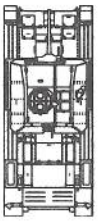
Photo Credit: National Archives

CODEWORD: LAXATIVE

AK #49

⊙ BRITISH Set Up First	1	2	3	4	5	6	7
⏏ ITALIANS Move First							


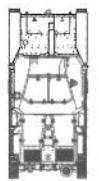
Elements of 'A' Squadron, 5th Royal Tank Regiment and King's Own Dragoon Guards set up on/between hexrows K and U in hexes numbered 16-20:

CH 16 3 2 40L -1/4	CH 24 3 1 *ATR -1/-2*	?	9-1 7 morale
3	2	4	

[ELR: NA]
{SAN: 2}

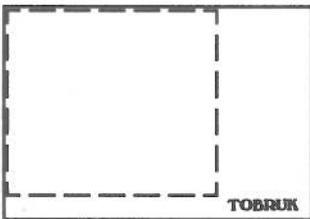
Elements of the 132nd 'Ariete' Armored Division enter along the west edge within THREE hexes of hex M1 on turn one:

CH 11 3 1 47 4-4	CH 12 3 B11 75*
4	

[ELR: NA]
{SAN: 2}

MAP LAYOUT:



(only hexes numbered ≤ 20 in hexrows A-AA are playable)

VARIATIONS:

- ⏏ Italian AFVs may exit within TEN hexes of hex GG25.
- ⊙ The Italians must exit ≥ 2 AFVs to win.

SPECIAL RULES:

1. EC are Dry, with no Wind at start.
2. Place overlays as follows: Tr1 on M1-M2; V6 on O11-P11; T5 on P15-P16; Tr1 (on top) on T18-U19; Tr1 (on top) on Y21-Z21; H3 on W12-W13; and S6 on Y16-Z16.

Near the road north of GIOFER, LIBYA, 1 April 1941: The Italian *Comandante Supremo* vehemently expressed its resistance to the actions taken by Rommel and the *Deutsches Afrikakorps*. In a letter dated 1 April, General Garibaldi made his hesitant stance clear, "Considering the strong enemy resistance, it is too early to become entangled in a large action before necessary forces have arrived." General Rommel also made his views of the situation clear, albeit without the use of communique. He relocated part of the 132nd 'Ariete' Armored Division, moving them from their assembly area near El Agheila to the eastern edge of Sebcha es Seghira. Rommel also ordered the 27th 'Brescia' Infantry Division to bring up their artillery from El Agheila to new positions near Mersa el Brega on 1 April, and to bring the rest of the division forward during the afternoon of 2 April. The British were re-acquainted with their Italian adversaries at dawn of 1 April. A patrol of A13 Mk II tanks from 'A' Squadron, 5th Royal Tank Regiment, along with armored cars from King's Dragoon Guards bumped into 'panzers' moving east near the road north of Giofer. One cruiser withdrew after its turret jammed. The remainder of the troop remained in place to observe and duel with the enemy. Before retiring from this exposed position, some three enemy M13/40 tanks were observed burning. At 0900 the codeword: "Laxative" was given, the order for British units to withdraw.

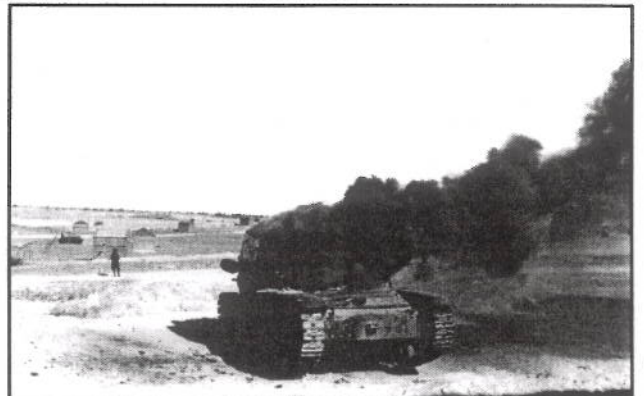


Photo Credit: National Archives

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GUNLAYER HALM

AK #50

☒ GERMANS Set Up First

⊙ BRITISH Move First

1

2

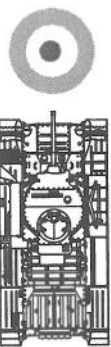
3

4

5

6

7



[ELR: NA]
{SAN: 2}

Elements of the 46th Royal Tank Regiment, 23rd Armoured Brigade enter on turn one along the south edge:

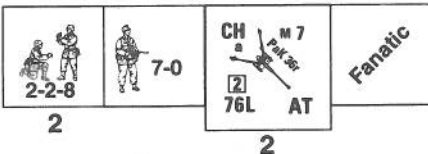


6

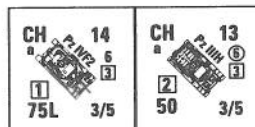
Elements of the 104th Panzer Grenadier Regiment set up on any whole or partial hex of overlay W14:



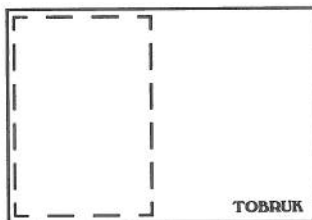
[ELR: 4]
{SAN: 2}



Elements of the 21st Panzer Division enter on turn three along the north edge:



MAP LAYOUT:



(only hexrows A-V are in play)

VARIATIONS:

- ☒ The Germans must earn ≥ 4 more CVP than the British by Game End.
- ⊙ The British must earn ≥ 5 CVP if the Germans fail to fulfill their VC.

SPECIAL RULES:

1. EC are Dry, with no Wind at start.
2. One German crew begins play Fanatic (A10.8).
3. Place overlays as follows: W14 on G6-H5; and H3 on M18-M19.
4. Note: Valentine II's are small targets with Low Ground Pressure. See Chapter H, British AFV Note #27.

OBJECTIVES: The Germans must earn ≥ 6 more Casualty Victory Points than the British by Game End. If the Germans fail to fulfill their Victory Conditions, the British MUST earn ≥ 8 Victory Points to win.

EL ALAMEIN, EGYPT, 22 July 1942: During the night of 21/22 July Auchinleck ordered a large-scale attack against Axis lines at El Alamein. The British commander's goal was nothing less than the destruction of the Afrika Korps. His ace-in-the-hole, the recently arrived 23rd Armoured Brigade, was hurled into battle alongside the 161st Indian Brigade in an effort to overrun the 21st Panzer Division. Situated at the edge of a long wadi covering the tactical headquarters of 21st Panzer Division was the anti-tank column of the 104th Panzer Grenadier Regiment with its two Russian-made 76mm guns. The gunlayer of the number one gun was an unassuming ex-machinist, Günther Halm, soon to be the youngest soldier to be awarded the Knight's Cross, hung on him personally by Rommel. Following a British artillery bombardment a large formation of tanks moved out for the division's tactical headquarters. The German battery leader shouted, "Fire!" Soon all hell broke loose and within minutes nine British tanks were blazing. The British attack was halted momentarily. Just in time as Halm's battery soon began taking heavy casualties from return fire and was put out of action just as Stukas roared overhead and Panzer IVs from 21st Panzer appeared on the scene. The British tanks continued to be picked off, an entire Brigade annihilated. In the words of Gordon Radford, one of the few British survivors, "It was a nightmare...we lost ninety-six tanks."

