

Sidi Rezegh - The Second Day

22nd November 1941

(Libya)

A Rapid Fire 2 scenario V1.2.1 (24/10/09)

By Brad Smith

Background

On the 21st November 1941, Commonwealth forces attacked to lift the German siege of Tobruk. The Afrika Korps under Erwin Rommel met them in a desperate battle around Sidi Rezegh. On the next day, Commonwealth forces regrouped near the airfield and awaited reinforcements. As 22nd Armoured Brigade approached, elements of 21st Panzer Division smashed into them.



British 2pdr AT Portees deploy in a gun line in an attempt to stem the German Armour
(all models & terrain from collection of Ian Fainges, photo by Mark Piper)

The Wargame Scenario

The game is played on a 10' x 6' table. Elevations affect movement but do not provide cover or allow AFVs to go hull down. Broken ground is impassable to vehicles and affects infantry movement. Buildings start intact. The game is 8 moves long.

Points are awarded for eliminating enemy forces (by destruction, rout, surrender or capture) as follows:

Type	Points
Aircraft	10
Medium tank	8
Light tank	6
Gun, portee, armoured car	4
Truck, car, motorcycle	2
Infantry	1

Sources

Benghazi Handicap - Frank Chadwick

The Tanks - Liddell Hart

The Mediterranean and Middle East Volume III - ISO Playfair (Official History)

Rapid Fire - Guide to the North African Campaign February to June 1941 - Colin Rumford

<http://www.rapid-fire.uk.com/britishvgchart.pdf>

Commonwealth Order of Battle - all regular elements 22nd Armoured Brigade

[on-board]

1st Battalion, King's Royal Rifle Corps (test @ 20 casualties)

HQ	CO + 7 figures, 2" mortar, Boys AT rifle, light truck
4 x rifle companies	each 8 figures, carrier
Support Company	6 figures, Vickers MMG, 3" mortar, carrier

7th Armoured Brigade (elements)

HQ	Mk I A9 (CS - 3.7" howitzer), Mk II A10 (2pdr)
Composite squadron, 7 th Hussars	2 x Mk II A10 (2pdr)
Composite Squadron 2/6 th Royal Tank Regiment	Mk III A13 (2pdr), Crusader Mk I A15 (2pdr)

2nd Royal Gloucestershire Hussars

HQ	Crusader Mk II (CS - 3" how), Crusader Mk I A15 (2pdr)
2 x squadrons	each 2 x Crusader MkI (2pdr)

3rd County of London Yeomanry as per 2nd RGH

4th County of London Yeomanry as per 2nd RGH

3rd AT Regiment, Royal Horse Artillery

3 batteries	each 6 figures, 2 x 2pdr AT Portees
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[on-board artillery]

60th Field Regiment Royal Artillery

2 x batteries	each 8 figures, 2 x 25 pdr, Quad tow
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[off-board artillery]

4th Regiment, Royal Artillery

2 x batteries	each 2 x 25pdr, OP car (on-board - dedicated Battery only)
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[Aircraft] P-40 (6 x HMG/2 x medium bomb)

Hurricane IIC (multiple 20mm auto cannon)

Commonwealth scenario rules

Commonwealth forces start on table as per the scenario map. Infantry and artillery start deployed / dismounted but not dug-in. Commonwealth forces move second.

At the start of each turn, roll a D6 for air support. On a 5 a P-40 appears or on a 6 a Hurricane appears that turn. Aircraft can attempt to target any enemy forces not in intact buildings. They see a target on a D6 roll 2,3,4,5 or 6.



German fighter cover
(photos by Ian Fainges)



British ground attack aircraft



German Feisler Storch AOP over the battlefield

German Order of Battle - all elite

elements of 21st Panzer Division

HQ, 104th Shutzen Regiment

test @ 10 casualties

HQ

CO + 5 figures, car

Reconnaissance Company

2 x motorcycle combinations, 6 figures

AT Company

50mm AT gun, light truck, 3 figures

Panzerjager Company

2 x Panzerjager I (47mm)

II Battalion, 104th Shutzen Regiment

test @ 20 casualties

HQ

CO + 5 figures, AT rifle, 50mm mortar, car

3 x rifle companies

each 8 figures, truck

HW company

9 figures, 37mm AT gun, MMG, 81mm mortar, 2 x light trucks

8th Machine Gun Battalion

test @ 20 figures

HQ

CO + 5 figures, AT rifle, 50mm mortar, car

3 x Machine Gun Companies

each 2 x MGs, 6 figures

HW Company

6 figures, 37mm AT guns, 81mm mortar, light truck

Attached AT Company

6 figures, 2 x 50mm AT guns, medium trucks

5th Panzer Regiment HQ

HQ

Panzer III command tank, reconnaissance Panzer II (20mm)

Flak battery

4 figures, 88mm Flak AA gun*, half-track,

* may only engage ground targets

Artillery Battery

4 figures, 105mm FH18 gun, half-track

Engineer Company

8 figures, medium truck

Armoured Car Company

Sdkfz 231 (20mm), 2 x Sdkfz 221 (MG)

1st Battalion, 5th Panzer Regiment

HQ

Panzer III (50mm short), Reconnaissance Panzer II (20mm)

2 x Light Companies

each 2 x Panzer III (50mm)

Medium Company

2 x Panzer IV (short 75mm), Panzer II (20mm)

2nd Battalion, 5th Panzer Regiment

as per 1st Battalion, 5th Panzer Regiment

[off-board artillery]

155th Artillery Battalion

2 x 105mm FH18 guns, OP car

408th Heavy Artillery Battalion

3 x 105mm FH18 guns, OP car

115th Artillery Battalion

3 x 210cm Morser Howitzers, OP car

[air support] ME109 (2 x HMG, single 20mm auto cannon) OR

ME110 (4 x MMG, multiple 20mm auto cannon / 2 x medium bombs)

Storch AOP

German scenario rules

German forces start on table as per the scenario map. Infantry and weapons start embussed / limbered. The Germans move first.

At the start of each turn, a D6 is rolled for the air support. On a 5, a ME109 appears or on a 6, an ME110 appears that turn. Aircraft can attempt to target enemy forces not in intact buildings. They see a target on a D6 roll of anything but a 1.

Also at the start of each turn, a D6 is also rolled for an AOP aircraft. On a 3,4,5 or 6 an AOP appears that turn, spotting for any off board artillery battalion. The AOP cannot be shot down or driven off. The AOP can attempt to spot any target not in intact buildings. It sees a target on a D6 roll of anything but a 1. Once it spots a target, it connects with its artillery unit on another D6 roll of anything but a 1.



Battlefield setup - Sidi Rezegh at bottom left near road.
British forces advancing from top right - German forces from bottom left
(photo by Mark Piper)



Close up of the action as both armoured forces clash
(photos by Mark Piper)



British Gun Line supported by armour holds thin the ranks of the German assault

Battle Map - Sidi Rezegh

