

# TAC NEWS

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## "Micro Armour: The Game - WWII" Scenario

### **HAFID RIDGE - 16 JUNE, 1941**

Pastor Bach and his gunners had stopped the 11th Indian Brigade cold at Halfaya Pass. The 7th Armored Brigade, however, was unaware of this. Crossing the "wire" well to the south of Halfaya, they advanced northwest with the aim of cutting off any reinforcements from reaching Fort Capuzzo on the coast to the north. They soon caught sight of a mixed group of German vehicles which appeared to be retreating before them. They took off in hot pursuit only to run afoul of German anti-tank guns and mines at Hafid Ridge. This was a common British problem at this point in the war. They continually failed to grasp the fact that the Germans preferred to deal with Allied tanks by ambushing them. The enemy armor wasn't running away from the British, but luring them onto concealed anti-tank guns and mines. They would spend many lives learning not to

underestimate their opponents. Hafid Ridge was the first appearance in battle for the new Crusader tanks (cubs" from the "Tiger" convoy which the British navy had run past German and Italian aircraft in the Med). Churchill put great store by these new tanks. They were to prove somewhat of a disappointment.



1:285 scale model A9 Cruiser (GHQ #UK37)



1:285 scale model Flak 36 w/ SdKfz 7 (GHQ #G69)

### **VICTORY CONDITIONS**

The British Player must destroy nine (9) German combat stands, while losing no more than twelve (12) of their own stands, before the end of turn 10 to win. Anything else is a German victory.

**Note:** German SdKfz 10's and SdKfz 7's do not count when calculating losses.

### **SCENARIO LENGTH - 10 TURNS**

### **SPECIAL RULES**

- German medium and heavy anti-tank weapons were dug in "deep" around Hafid Ridge. This, combined with the distortion effects on visibility caused by extreme heat, meant that their positions were very hard to find and attack.

The normal rules concerning Medium Improved Positions should be altered as follows for this scenario: both the Cohesion Effect and Defense Bonus for Medium Improved Positions are now +5 for all troop types. All other effects are unchanged.

- The maximum sighting distance for this scenario is thirty inches (30").

## GERMANS

Cohesion Level = 16

KampfGruppe/

104th Schützen Regiment: 1 x Infantry GHQ

2nd Battalion/

104th Schützen Regiment: 6 x Infantry,  
2 x Infantry Support,  
1 x 81mm Mortar [3],  
1 x 37mm ATG PAK 36

1st Battalion/

33rd Flak Regiment: 3 x Flak 36 88mm  
w/SdKfz 7

33rd PzJäger Battalion (-): 4 x 37mm ATG PAK 36  
w/Truck,  
3 x 50mm PAK 38  
w/SdKfz 10

1st Battalion/

33rd Artillery Regiment(-): 1 x 105mm 1FH18 [2]  
Off-Map

Field Works: 9 x Med. Improved Positions,  
18 x Prepared Minefields,  
9 x "Dummy" Minefields

### GERMAN DEPLOYMENT

- All German units must deploy, anywhere west of the German "Start Line".
- 88mm Flak 36's and 50mm PAK 38's must be deployed in Medium Improved Positions.
- All mines (both real and "dummy") must be deployed within 6" of the German "Start Line".

### NOTES

Data for weapons not listed in the original "Micro Armour: The Game - WWII" can be found in the table below. The values are taken from the forthcoming revised

## BRITISH

Cohesion Level = 13

2nd Royal Tank Regiment: 1 x A-9 Cruiser CS HQ,  
4 x A-9 Cruiser,  
1 x A-9 Cruiser CS,  
7 x A-10 Cruiser,  
1 x A-10 Cruiser CS,  
1 x (Vickers) Mk VI [R]

6th Royal Tank Regiment: 1 x Crusader CS HQ,  
10 x Crusader II,  
1 x Crusader CS,  
1 x (Vickers) Mk IV [R]

### BRITISH DEPLOYMENT

- 2nd Royal Tank Regiment must enter the south edge of the map; anywhere within the bounds of the British Entry Area on turn one (1).
- 6th Royal Tank Regiment must enter the south edge of the map; anywhere within the bounds of the British Entry Area on turn one (1).



Cruiser I



Burned out 88mm Flak 36

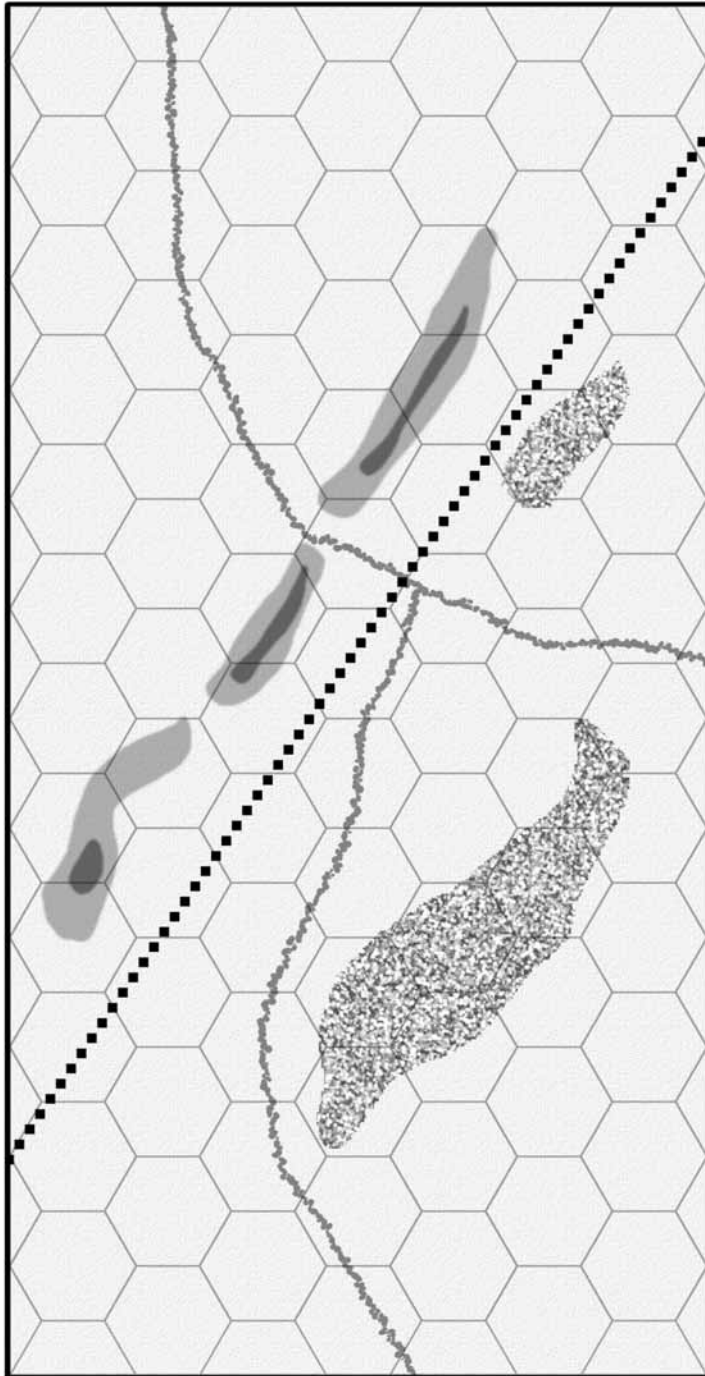
- John Fernandes (1948 - 2009)

Weapons data not in the original "Micro Armour: The Game" are listed below.  
Values are taken from the upcoming "Micro Armour: The Game - WWII, 2nd Edition."

Weapon	Points	Firepower		Range		Defense	Movement Points	Cargo Capacity	Transportation Requirement	Notes	Year
		AP	HE	AP	HE						
<b>GERMAN WEAPONS</b>											
37mm ATG PaK 36	12	4	2	8	5	5	1F	-	4	R, P	1934
81mm Mortar [3]	42	0	6	21	21	6	2F	-	8	R, I, S, P	1934
105mm 1FH18 [2]	170	2	8	84	84	3	0	-	10	R, I, S	1939
<b>Note</b>	R = Must obey facing restrictions			S = Capable of firing smoke rounds							
<b>Symbols</b>	I = May engage in indirect fire			P = Defense value halved when in movement posture							






# HAFID RIDGE

24 inches



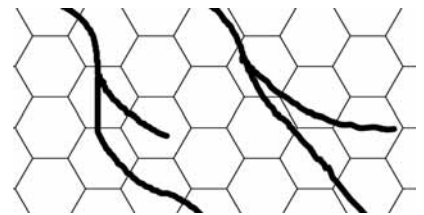
BRITISH ENTRY AREA

48 inches

-  Poor Road
-  Soft Sand
-  Ridge
-  Ridge Crest
-  GERMAN START LINE  
(See "German Deployment")

## Terrain Maker Tip

Really take advantage of Terrain Maker's modular system by designing your terrain so that roads, rivers, and ditches run through the straight side of each hex (like the road on the left of the illustration below), rather than through corners or right along the edge.



If you use this method and forego gluing the hexes down, you will find it quite easy to assemble different layouts using the same hexes, or maybe switching out with just a few new hexes, instead of building a whole new board when you need a change of scenery!

In case you missed it...

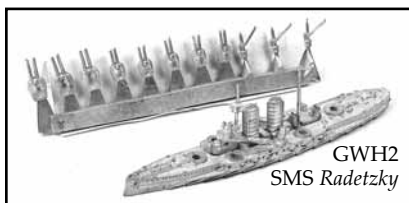
# GHQ S UPCOMING RELEASES FOR 2013 2014

## JUNE 30, 2013

US99	M4A2 75mm Sherman	5/pk	\$9.95
R69	M4A2 75mm Sherman	5/pk	\$9.95
SK1	K1A1	5/pk	\$9.95
G577	Pz III M w/Side Skirt	5/pk	\$9.95
N556	LAV III Kodiak	5/pk	\$9.95
N557	ASLAV	5/pk	\$9.95
R70	ZiS-5 Fuel	5/pk	\$9.95
GWH2	SMS Radetzky	1/pk	\$13.50
GEN23	TBD Elbing Class T-22	3/pk	\$8.75
GWB32	CL "C" Class Caroline	1/pk	\$9.95



US99 - M4A2 75mm Shermans



GWH2  
SMS Radetzky

## AUGUST 31, 2013

UK100	M4A2 75mm Sherman w/Sand Shield	5/pk	\$9.95
US100	W55 Dodge M6	5/pk	\$9.95
N558	LAV III TUA	5/pk	\$9.95
N559	Modern German Infantry (2000-2013)	60+	\$9.95
N560	Mod. German Hvy. Weapons	50+	\$9.95
SK2	200 KIFV	5/pk	\$9.95
GWH3	CL Novara Class	1/pk	\$9.95
HRC4	Jianghu V (Type 053H1G)s	1/pk	\$9.95

## OCTOBER 31, 2013

G578	STuG III w/Side Skirts	5/pk	\$9.95
AC98	Lavochkin La-5FN	2/pk	\$9.95
N561	LAV III ELAV	3/pk	\$9.95
N562	Modern French Infantry (2000-2013)	60+/pk	\$9.95
N563	Mod. French Hvy. Weapons (2000-2013)	50+	\$9.95
SK3	K2 Black Panther	5/pk	\$9.95
HRC5	Taizhou Project 956EM	1/pk	\$9.95
IJN52	MV Aden Maru	1/pk	\$8.75

## NOVEMBER 29, 2013

*Secret Surprise Release!*

## DECEMBER 31, 2013

UK101	Churchill Crocodile	3/pk	\$9.95
G579	88mm PaK 43 Waffenträger	3/pk	\$9.95
N564	M113AS4	5/pk	\$9.95
N565	Gelandewagen 4-Door Hardtop	5/pk	\$9.95
AC99	F-35B STOVL	1/pk	\$9.95
SK4	K55A1	5/pk	\$9.95
HUS18	LCS-2 Independence	1/pk	\$9.95
UKN51	MV Circassia	1/pk	\$13.50

## FEBRUARY 28, 2014

G580	7.cm PaK 40(sp) 39 H (f)	5/pk	\$9.95
R71	ZiS-6 w/ BM-13 Katyousha	4/pk	\$9.95
W95	T-72 Bridgelayer	2/pk	\$9.95
AC100	MiG 21bis	1/pk	\$9.95
IS16	Magach 3	5/pk	\$9.95
N566	M113 FSV w/Saladin 76mm	5/pk	\$9.95
GWH4	DD Huzar Class	3/pk	\$8.75
IJN53	CV Hosho	1/pk	\$15.95

## APRIL 30, 2014

G581	10.5cm le FH 18 (sf) 39 H (f)	5/pk	\$9.95
US101	M32 ARV	2/pk	\$9.95
R72	ZiS-5 Radio & Workshop	2/3 /pk	\$9.95
TW23	Ratel 81	5/pk	\$9.95
RC22	ZBD05	5/pk	\$9.95
N567	FMTV w/ HIMARS	5/pk	\$9.95
GWF7	BB Bouvet	1/pk	\$13.50
HRC6	Luda IV (Type 051DT) Class	1/pk	\$9.95

Once again we would like to thank you for all the great suggestions for new releases! We really do listen to and value your opinions. Out of the thousands of requests we receive we can only produce about fifty models a year - to be divided among the many interests we cater to - no easy task. That said, we hope you are as excited about the new production year as we are!

Place your order safely and securely through [www.ghqmodels.com](http://www.ghqmodels.com).  
Don't forget to drop by the forums for updates and lively, friendly discussions!