

# MICRO ARMOUR®: THE GAME - WWII

## TAC NEWS SCENARIO - JULY/AUGUST 2007

### THE BATTLE FOR HALFAYA

Infantry of the Rajputana Rifles and Mahrattas, part of the illustrious 4th Indian Division, supported by Matilda II infantry tanks attack up Halfaya Pass, while the Cameron Highlanders and more Matildas attempt to flank the defenders from the east. Major Bach (a Lutheran minister cum Artillery officer) and major Pardo (one of the best Italian officers to serve in Africa) were determined to hold on to the last man.

### VICTORY CONDITIONS

The Commonwealth Player wins if he can either destroy all three "88"s or occupy all of Halfaya Village by the end of turn 15. Otherwise, the Axis Player wins.

### SPECIAL RULES

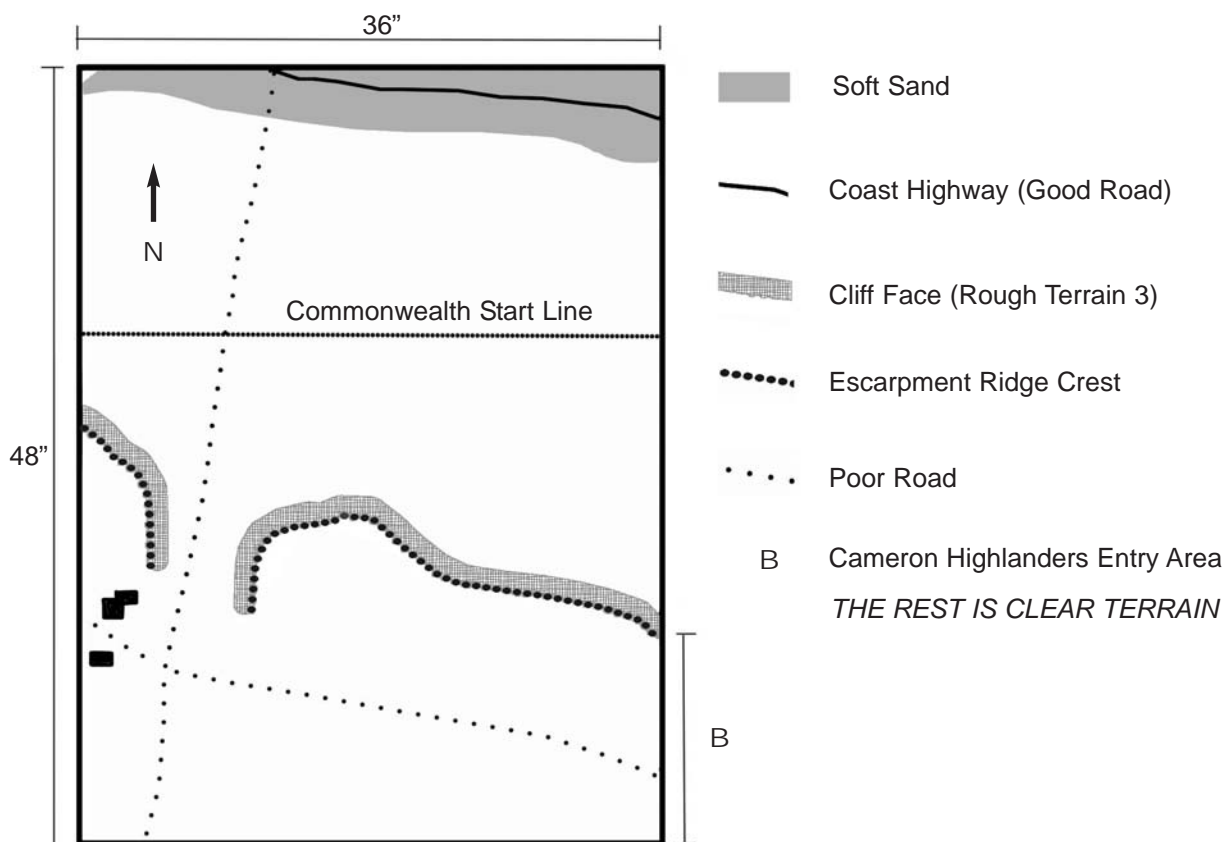
1. Gruppe Bach and Gruppo Pardo were dug in "deep" around Halfaya. This combined with the distortion effects on visibility caused by extreme heat meant that their positions were very hard to attack effectively.

The normal rules concerning Medium Improved Positions should be altered as follows for this scenario:

Both their Cohesion Effect and Defense Bonus are now +5 for all troops types, not just personnel. All other effects are unchanged.

2. The maximum sighting distance for this scenario is thirty-five inches (35"). You could see the enemy, but "heat shimmer" distorted both range and outline.

3. The "Cliff Face" is impassable to all vehicles.



## AXIS FORCES

### GERMANS Gruppe Bach

Base  
Cohesion  
**17**

Headquarters Troops: 1 x Inf. GHQ/Truck  
Heavy Flak  
Company(-): 3 x 88mm Flak.36  
PzJäger Company: 3 x 50mm PAK.38  
PzJäger Company: 2 x 50mm PAK.38  
Field Works: 7 x Med. Improved Positions,  
9 x "Standard" Minefields,  
9 x "Dummy" Minefields  
Artillery Support: 2 x 105mm leFH.18(2)  
(OFF MAP)

### ITALIANS Gruppo Pardo

Base  
Cohesion  
**14**

Headquarters Troops: 1 x Infantry HQ  
Gruppo: 9 x Infantry, 2 x Medium MG,  
4 x 47mm Canone Mo.35,  
1 x 81mm Mortar(3)  
Field Works: 16 x Med. Improved Positions,  
18 x "Hasty" Minefields,  
9 x Dummy Minefields

#### DEPLOYMENT

Gruppe Bach, Gruppo Pardo, and all German and Italian minefields must deploy anywhere south of the escarpment ridge crest or within twelve inches (12") of Halfayavillage. All unit stands must be in Improved Positions. (Axis forces deploy first.)

**SCENARIO LENGTH: 15 TURNS**

## COMMONWEALTH FORCES

### BRITISH 11th Indian Brigade(-)

Base  
Cohesion  
**15**

Headquarters Troops: 1 x inf. GHQ/Truck  
4th RTR(-): 2 x A.12 "Matilda II"  
1st Battalion/  
6th Rajputna Rifles: 10 x Infantry '39,  
1 x Medium MG,  
1 x 3" Mk.1 Mortar(1)  
2nd Battalion/  
5th Mahrattas: 7 x Infantry '39,  
1 x Medium Machine Gun,  
1 x 3" Mk.1 Mortar(1)  
J Battery/3rd RHA: 2 x 25 lbr Mk.2(2)/Truck

### Queen's Own Cameron Highlanders

2nd Battalion: 1 x Infantry HQ,  
8 x Infantry '39,  
1 x Medium Machine Gun,  
1 x 3" Mk.1 Mortar(1),  
4 x Bren Carrier  
4th RTR(-): 4 x A.12 "Matilda II"  
25th Field  
Regiment RHA(-): 2 x 25 lbr Mk.2/Truck

#### DEPLOYMENT

11th Indian Brigade(-) (4th RTR[-], 1st/ 6th Rajputana Rifles, and 2nd/5th Mahrattas) must deploy anywhere north of the Commonwealth "Start Line".

J Battery/3rd RHA must deploy somewhere on the "Coast Highway" near the north edge of the map.

Cameron Highlanders, 4th RTR(-), and 25th Field Artillery RHA(-) must enter the east edge of the map on turn three (3).



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