

Dev 13 • Sahara

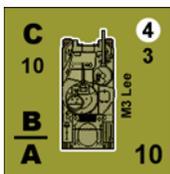
This is a fake scenario based on the 1943 War Movie - Sahara - starring Humphrey Bogart.

An M3 Lee tank commanded by Joe Gunn (HB) with a rag tag of injured from a field hospital is left to defend the only well, for miles, from a German battalion, on its way to the fighting at El Alamein.

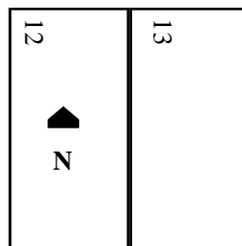


MAP AND UNIT SETUP

German Order of Battle	US Order of Battle	British Order of Battle
Group A	2x -2 leader	2x -2 leader
18x Rifle Squad	1x -1 leader	3x-1 leader
6x MG34 LMG	3x Half rifle squad	5x Half Rifle
3x -1 leader	2x M1919A6 LMG	3x Bren LMG
1x -2 leader	1x 60mm Mortar	2x Vickers HMG
3x Grenades		
	1x Lee	2x Grenades



German



US

US and British Setup

The Lee can set open any open hex on Map 13

At least a half squad must be situated in hexes E3, F4 and G3 which are the potential well locations.

German Setup

The Germans may set up anywhere on Map 12 but must have at least half their force positioned behind the hill centered on Hex B2

Victory Conditions.

British/US win if they prevent the Germans from reaching the well by turn 6.

Germans win if they can reach the well

Special Scenario Rules.

When a German player reaches the first or second well position E3, F4 or G3 then roll a die. On a 5+ the well has water and the Germans win. If the Germans reach the third well position then they automatically win.

Whenever the Lee fires a weapon roll a die. On a 4+ that weapon has run out of ammo and cannot be used again

Game Length

6 Turns

Germans go first

1	2	3
4	5	6

Designer Notes: This is meant as a fun little scenario, but I really don't know how well it will play out. I have thought of giving the Germans a Fighter/Bomber marker. Another idea is to give them some Anti-tank capability and remove the special rule for the Lee.

For those not wanting to use the Lee counter, you may substitute an M4A1.

Comments and suggestions would be welcome.