

North Africa QuadriGame

Four Complete World War II Battles in One Package

Based on the Borodino-NAW System • Separate 17" x 22" Maps and Counter Sheets

The *North Africa QuadriGame* consists of four distinct games, completely new and individual and sold both separately or as a complete set. Each of the four games depicts one of the major engagements of the Desert War in North Africa during World War II.

Patterned on the extremely playable and popular game system utilized in both the *Modern Battles* and *Westwall Quadri Games*, the North Africa games simulate

the historical battles with battalion, regiment or brigade sized units maneuvering on game maps which employ a scale between 1.5 and 3 miles to the hex. Each Game-Turn represents one day. The Combat Results Table is totally "bloodless," forcing lengthy retreats which recreate the unparalleled mobile character of the desert war. A wide range of terrain effects (including minefield and anti-tank defense positions) are integrated into the differential-type CRT, which

makes combat calculations quicker and easier.

The Standard Rules are common to all four *North Africa* games and are presented in a single, four-page folder. Each game also has an "Exclusive Rules Folder," which specifies historical set-up and reinforcement information, as well as special rules, Designer's Notes and tactical Players' Notes.

Supercharge The Battle of El Alamein, September 1942

In September of 1942, the Axis advance in North Africa was brought short at the Alamein line between the Qattara Depression and the sea. Rommel made one last attempt to break through the British minefields and press on to Cairo. The Axis

attack was stopped atop Alam Halfa Ridge by British forces.

The British then proceeded to attack the German mines. Montgomery ordered a frontal assault along the northern part of the line, and after a week of continuous

fighting, the British finally broke through. The Battle of Alamein was the first British victory in North Africa since the Germans had landed in Africa, and it paved the way for the successful landings in French West Africa in November.

Crusader Battle for Tobruk, November 1941

In the pre-dawn darkness of 18 November 1941, four divisions and many independent brigades and battalions of the British Empire's finest troops began to drive deep into the Libyan desert. Their objective—to relieve the besieged fortress of Tobruk. Between them and their objective,

however, was Irwin Rommel's Afrika Korps and its Italian allies.

Operation Crusader captures much of the essence of desert warfare—the minefields, the sweeping flank attacks, the dreaded German "88's." It is a game that requires mobility and flexibility from its players, for

a plodding, methodical attack or a static defense is a sure invitation to defeat at the hands of an alert enemy. *Operation Crusader* presents you with the means to refight the whole of the British offensive, and the Axis counter-attacks; and there are two shorter scenarios.

Kasserine First U.S.-German Battle, February 1943

On 14 February 1943, with the Axis forces in North Africa nearly beaten, a spring breeze awoke the American troops of the 1st Armored Division. Operation *Freuhlingswind*, carried out by three veteran German Panzer Divisions in classic blitzkrieg format, shattered the American

defenses. On the 17th, the Allies withdrew to a desperate defense of their second line and the Afrika Korps, under Irwin Rommel, joined the struggle. In the next five days, the Allied forces waged a tense battle for survival as these powerful Axis forces attempted to outflank the entire

Allied position in Tunisia.

Kasserine simulates this dramatic "Bulge of North Africa," including the salient factors of the battle, such as weather, German Panzer and anti-tank units, and Axis air superiority.

Cauldron Battle of Gazala, June 1942

During the early morning hours of 26 May 1942, the silence of the desert was broken by the sound of almost 500 Axis tanks of PanzerArmee Africa. The opposing Eighth Army formed a defensive line stretching from Gazala, on the coast, to Bir Hacheim,

45 miles to the south.

Rommel sent his panzers around the southern anchor, Bir Hacheim, smashing the uncoordinated counter-attacks of the British tankers. But the Axis failed to pry Bir Hacheim from its Free French defenders

and they soon were stopped short because of inadequate supply. Rommel finally rallied his strength in the "Cauldron" as the British desperately tried to smash his efforts. From there it was on to Tobruk and the final objective—Egypt.

The North Africa QuadriGame will sell for \$12. Available 15 July 1976.
Each individual Folio Game will sell for \$5. Available 31 July 1976.