

The First Battle of Sidi Rezegh

TOTENSONNTAG



SECOND EDITION
MANUAL v2.1

CONTENTS

Introduction	1
The Game	1
Community & Support.....	1
1.0 Components	1
1.1 Anatomy of a Combat Unit	1
2.0 Impulse System.....	1
2.1 Activation Roll	2
2.2 First Turn Surprise	2
3.0 Actions &	2
Activations	2
3.1 Activation.....	2
3.2 Actions	2
3.3 German Combined-Arms Tactics.....	2
3.4 Commonwealth Stuart Tanks.....	2
4.0 Stacking.....	2
5.0 Zones of Control	3
6.0 Movement.....	3
6.1 Entry of Reinforcements	3
6.2 Exiting the Map	3
7.0 Combat	3
7.1 Calculating Firepower	3
7.2 Resolving Fire	4
7.3 Advancing After Combat.....	4
7.4 Artillery Support	4
7.5 Overruns.....	4
7.6 Optional Recon Units Supporting Assaults.....	5
7.7 Optional Aircraft Rules	5
8.0 Night	5
8.1 Recovery Rolls.....	5
9.0 Victory	5
9.1 Shattered Status.....	6
9.2 Relieving Tobruk.....	6
10.0 Setup	6
10.1 DAK Setup Information.....	6
10.2 Commonwealth Setup Information	6
10.3 DAK Reinforcements Information.....	7
10.4 Commonwealth Reinforcements Information	7

INTRODUCTION

On November 19th, 1941, as the sun rose over a new day in the Libyan Desert, the men of German Reconnaissance Battalions 3 and 33 were greeted by a horrifying sight. Massed columns of British armor were rolling around the open flank of Panzerarmee Afrika—a new attempt to relieve the besieged city of Tobruk had begun! The Axis had to abandon the preparations they had for their own offensive and fight for their very survival.

In the headquarters of the Eighth Army, a clock was ticking. They had done the impossible and surprised the Desert Fox, slipping nearly five hundred tanks behind his lines. The opportunity to crush the Afrika Korps lay within their grasp

THE GAME

This is the 2nd Edition of Peter Bogdasarian's *Totensonntag*, a *Corps Command*-system game of the First Battle of Sidi Rezegh, fought between the British Commonwealth's Eighth Army and Germany's Panzerarmee Afrika during Operation Crusader. The game runs from November 19th – 24th, 1941, at a scale of one turn per day. Hexes are roughly three miles across, and units are battalions (armored, reconnaissance or infantry) or regiments (artillery). Players command the Eighth Army or Panzerarmee Afrika. Relive the battles, from the opening skirmishes to the hellish clash on Totensonntag, the Sunday of the Dead. The *Corps Command* system is easily learned and taught, perfect for an evening's entertainment. So choose your side and make some history!

COMMUNITY & SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums: <http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or if you have any other support needs, please open a support ticket at our Support Desk: <http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section: <http://forums.lnlpublishing.com/resources>.

Glossary

- 1d6: Roll one six-sided die
- 2d6: Roll two six-sided dice
- CW: Commonwealth
- DAK: Desert Afrika Korps
- AN: Activation Number
- MPs: Movement Points
- ZOC: Zone of Control
- SF: Strength Factor
- SP: Strength Point
- PF: Protection Factor
- IF: Initiative Factor
- FP: Firepower

1.0 COMPONENTS

1.1 ANATOMY OF A COMBAT UNIT

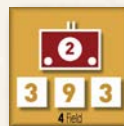
The background color of a unit indicates its allegiance. German units are black, Italians grey, British red, South Africans orange, and New Zealanders blue.



Units are rated, from left to right on the counter, for Strength Factor (SF), Protection Factor (PF), and Initiative Factor (IF). A unit's SF reflects its cohesion and firepower, and is measured in Strength Points (SPs). A unit's PF reflects the difficulty of damaging it. A unit's IF reflects both the raw ability of the unit to cover ground and its responsiveness to orders.



A unit loses one SP for each hit taken. Flip the counter over to show the first hit and then place a Hit marker underneath it for additional hits. When hits reduce its SF to zero, it is destroyed.



Artillery units possess a fourth rating (Range), the number inside the dot of its NATO symbol.

Armored-car regiments for both sides (DAK Pumas and CW Humbers) are considered recon units.



2.0 IMPULSE SYSTEM

Totensonntag does not use a rigid sequence of play. Instead, each turn consists of a number of "couplets", during which each player will receive

one impulse. An impulse allows each unit of the acting player to take one action. Once four couplets are complete, the turn is over and night (8.0) falls.

Resolve the night impulse and then begin the next turn. If there are no more turns left in the game, check the Victory Conditions (9.0) to see who won.

2.1 ACTIVATION ROLL



Each time a new couplet is begun, each player rolls 1d6 to generate his Activation Number (AN); track it on the map with the markers provided for this purpose.



The player with the higher AN receives the first impulse of the couplet. On a tie, the DAK player acts first.

A high AN (after modifiers) might affect a player's next AN:

- After rolling, and if his previous roll was a 5, he can decide to increase or decrease his AN by one. If both players possess this option, the DAK player chooses first—secretly.
- Rather than roll, if his previous AN was a six, he can select his next AN; he selects his AN secretly before the other player rolls.
- These options carry over from one turn to the next.
- The lower the AN, the more units a player can activate (3.1). Consequently, there is a trade-off between going first and going with more units.

2.2 FIRST TURN SURPRISE

On the game's first couplet of Turn 1, the CW player can select his Activation Number; he does this before the DAK player rolls. Conduct the remaining couplets of the turn normally.

3.0 ACTIONS & ACTIVATIONS

When a player receives an impulse, some or all of his units are activated and can perform one action each. Units are always activated individually.

3.1 ACTIVATION

For a unit to activate it must have an Initiative Factor (IF) equal to or greater than the player's Activation Number.

3.2 ACTIONS

When a unit is activated it can move or Assault; it cannot do both. A unit can also choose to pass and do nothing.

- Armor and recon units can move and make Overrun attacks (7.5) in the same impulse.
- Artillery units can move or fire a Barrage.
- Units that did not activate must pass.

3.3 GERMAN COMBINED-ARMS TACTICS



German motorized-infantry and engineer units increase their IF by one (+1; from 3 to 4) if they begin an impulse stacked with a Panzer III unit.

Their IF has a C-superscript, to indicate they are eligible for the combined-arms bonus. When entering reinforcements (6.1), one eligible unit can receive this bonus for each Panzer III battalion entered.

3.4 COMMONWEALTH STUART TANKS



The Stuart tanks (nicknamed "Honeys") used by the 4th Armoured Brigade often needed to stop to refuel. Their IF is considered a 3 for move/Overrun actions and a 5 for initiating Assault actions. Hence, on a CW AN of 4, Stuart battalions can attack adjacent units but cannot move/Overrun.

4.0 STACKING



Stacking is checked at the end of every impulse, at which point a hex can contain up to three units. If, when checked, a hex exceeds the stacking limit (is overstacked), any excess units are destroyed (owning player's choice). Due to actions during an impulse, a hex might exceed the stacking limit and become overstacked.

A player can rearrange his stacks anytime during a friendly or night impulse (even if his AN is a 6).

The order of stacks is important as Assault and Overrun (but not Barrage) combat (7.0) is fought against the top unit in the stack. In the picture above, the New Zealand Matilda battalion would bear the brunt of DAK Assault and Overrun attacks; either the Matilda or the motorized-infantry battalion could be targeted by a Barrage.

5.0 ZONES OF CONTROL

All combat units project a Zone of Control (ZOC) into the six hexes surrounding them. This reflects their ability to interdict enemy movement in their vicinity.

- A unit must stop moving on entering a hex containing an enemy ZOC. Exception: it can spend Movement Points (MPs) to make an Overrun attack.
- A unit can move from a hex containing an enemy ZOC to another hex containing an enemy ZOC, but must stop and cannot make an Overrun attack.
- Terrain has no effect on projecting a ZOC.
- Artillery units cannot enter enemy ZOCs.

6.0 MOVEMENT

An activated unit receives movement points (MPs) equal to the player's activation number. Motorized, artillery, armored and recon units receive an extra MP. A unit moves by expending one MP for each hex entered. It can continue to move until its MPs are exhausted. MPs cannot be saved from one impulse to the next.

- Escarpment hexes can only be entered by infantry units. Motorized infantry pay an extra MP to enter.
- Rough hexes can be entered by any unit. Motorized and mechanized units pay an extra MP to enter.
- Minimum-Movement Rule: Regardless of the number of MPs available, a unit can always move at least one hex.
- Units can never enter hexes occupied by enemy units or prohibited terrain. The minimum-movement rule does not override this prohibition.

6.1 ENTRY OF REINFORCEMENTS

Throughout the game, the players will receive reinforcements (10.3 & 10.4)

Reinforcements must be activated to enter the map. They pay all normal movement costs to enter their entry hex and then can continue moving if (a) they have MPs remaining and (b) they have not entered an enemy ZOC.

If all possible entry hexes are occupied by enemy units or ZOCs, reinforcements can enter via the closest hex along the same map edge not occupied by an enemy unit or ZOC.

- A player can delay his reinforcements for as long as he wants.

6.2 EXITING THE MAP

The Commonwealth player, as a part of the relief of Tobruk (9.2), can exit units from the map. To exit, a unit must move to hex Q2 and then expend two MPs. Once exited, it cannot return to the game.

7.0 COMBAT

Activated units can attack enemy units. There are three types of attacks: Assaults, initiated by non-moving units; Barrages, initiated by artillery; and Overruns, initiated by moving armor and recon units.

- In an Assault, an activated unit (plus any supporting Recon unit (7.6)) must be adjacent to the defender's hex to attack.
- In a Barrage, artillery units can participate out to their range provided they have a spotter (7.4).
- In an Overrun, only moving armor and recon units can participate as attackers.
- Note that units can Assault or Barrage hexes they cannot enter, but cannot Overrun them.
- Units always attack individually. A hex can be attacked any number of times during the combat phase.

7.1 CALCULATING FIREPOWER

In an Assault or Overrun, an activated unit can fire at the top unit in any adjacent stack of enemy

units. In a Barrage (7.4), an artillery unit can attack any unit in the enemy stack.

For all attacks, generate Firepower (FP) for the firing unit. A unit's FP is normally equal to its current Strength Point (SP) total (its initial SP reduced by hits (1.1)).

- A German panzer unit adds one (+1) to all attacks.
- A German panzerjäger adds two (+2) when firing at armor or recon units.
- CW armor or recon units firing at a German panzer or panzerjäger unit subtract one (-1).
- A unit making an Overrun attack against a recon unit subtracts one (-1).
- Infantry firing at armor subtracts one (-1).
- If the target occupies an Escarpment or Entrenchment hex, subtract one (-1).

7.2 RESOLVING FIRE

Once the FP total is generated, the attacker rolls 2d6 and adds his FP. If the final attack roll is equal to or greater than the target's Protection Factor (PF), the target suffers a hit (1.1). Flip the unit over for its first hit, then use Hit markers for additional hits. A unit that loses all of its SPs from hits is destroyed.

7.3 ADVANCING AFTER COMBAT

If an Assault or Overrun results in all defending units being eliminated, any unit Assaulting or Overrunning the defending hex that impulse can advance into it. ZOCs do not prevent the advance.

- Units cannot advance into hexes they could not enter during the movement phase.
- Assaulting units cannot advance from an overstacked hex.

7.4 ARTILLERY SUPPORT



Artillery units can attempt to conduct a Barrage at a distance greater than one hex through indirect fire.

To conduct a Barrage, an activated artillery unit must (a) be in range of the target hex, (b) have a friendly unit to act as a Spotter and (c) successfully Range-in.

A unit spots all enemy units adjacent to it. Units in

Escarpment hexes spot all enemy units within two hexes. Units on Point hexes spot all enemy units within three hexes.

To determine if an artillery unit is in range of the defender's hex, count the number of hexes between the unit and the defender's hex, being sure to add one for the defender's hex. If this is equal to or less than the artillery unit's Range (# in NATO symbol), the artillery can support the attack.

To range-in, roll 1d6 for each enemy unit in the target hex. On a die roll of 1-3, the artillery unit fails to range in and may not fire at that unit this impulse. On a die roll of 4-6, the artillery unit may fire. If an artillery unit does not successfully range in on any units, then it may not fire this impulse. If an artillery unit successfully ranges in on more than one unit, it must pick one to barrage.

- Subtract one (-1) from the Range-in roll if the Spotter moved this impulse.
- Add one (+1) to the Range-in roll if the Spotter is in a Point hex.

Note that artillery units can participate in combat against adjacent units in an Assault, contributing their full FP, or in an indirect role, firing a Barrage.

- Artillery units firing a Barrage subtract one (-1) from their FP.
- Artillery units firing a Barrage at armor units subtract an additional one (-1), for a total of minus two (-2) from their FP.

7.5 OVERRUNS

Armor and recon units can attack enemy units as part of their movement. To carry out an Overrun, the units must move adjacent to the defender's hex and then pay a number of MPs equal to the cost of the defender's hex. Resolve the attack normally (7.2).

- Moving units can only attempt to Overrun defenders occupying hexes the moving units could legally enter.

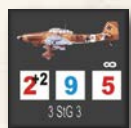
If the Overrun eliminates all defending units, any or all participating attacking units can advance into the defender's hex. ZOCs do not prevent the advance. The attacking units cannot move any farther this impulse.

7.6 OPTIONAL RECON UNITS SUPPORTING ASSAULTS

Instead of making an Assault, an activated recon unit (all armored-car units) can choose to support other units' Assault actions. The recon unit foregoes its own attack for the impulse to add one (+1) to the FP of each supported attack. The recon unit must be adjacent to the defending unit under attack.

A recon unit can support a number of attacks equal to its number of Strength Points (SPs). Recon units can only support units of its nationality—same color counter.

7.7 OPTIONAL AIRCRAFT RULES



At the start of every day couplet, aircraft units begin off of the map. Whenever a player's AN is equal to or lower than the aircraft unit's IF, the aircraft unit can activate that impulse. Aircraft are not available during the night couplet.

If only one player's aircraft can activate during a couplet, that player can place it on the map, during his impulse, wherever he wishes; there are no limits as far as movement (see infinity symbol above IF) or stacking (4.0). Aircraft units cannot be attacked by ground units.

To attack an enemy ground unit, an aircraft unit must be in a hex adjacent to its target. If the target hex contains a stack, the attacker can choose which unit to attack. For ground attacks, the black +/- modifier by the aircraft's SF is used against armor targets. The attacking player rolls once for hits and then the aircraft unit leaves the map, to be used in a future impulse.



If the players' ANs allow for both of them to activate aircraft in the same couplet, they must secretly write down each aircraft unit's destination, and then reveal and place them before either side conducts an impulse. If two enemy aircraft units are sent to the same area (within six hexes of each other) they must immediately fight each other instead of attacking a ground unit; this combat occurs before either side performs an impulse. For air-to-air combat, the (blue) Protection Factor and the blue +/- modifier by the aircraft's SF is used. Apply hits after both sides have attacked each

other. After the air battle, undestroyed units exit the map, to be used in a future impulse.

If both players have aircraft on the map that are not in the same area, the aircraft conduct their ground attacks before either side performs an impulse; the side that will conduct the first impulse that couplet performs its attack first. The aircraft are removed from the map after their attacks, to be used in a future impulse.

Aircraft units that suffer a hit are flipped over. There are no recovery rolls (8.1) for aircraft. A second hit destroys the aircraft. Aircraft units can pass, if desired.

8.0 NIGHT



Night allows units to recover Strength Points lost to hits. Beginning with the Commonwealth (CW) player, players can make recovery rolls to try and return lost SPs to play.

8.1 RECOVERY ROLLS

Any unit that has lost at least one SP to a hit is eligible to make a recovery roll. Roll 1d6 for each hit the unit has taken; thus if a unit has suffered two hits you roll 1d6 twice, one for each hit:

- German panzer, panzerjäger and recon units recover on a die roll of 4-6.
- CW and German infantry and artillery units recover on a die roll of 4-6.
- CW armor and recon units recover on a die roll of 5-6.
- All Italian units recover on a die roll of 6.

Subtract one (-1) from the die roll if the unit is currently occupying an enemy ZOC. Note the Italian units will not be able to recover SPs if occupying an enemy ZOC.

Destroyed units can never be returned to play by recovery.

9.0 VICTORY

The Commonwealth player wins if he scores at least one Victory Point (VP) at the end of the game (Turn 6).

- 1 VP for controlling Sidi Rezegh (hex M7)
- 1 VP for controlling Gambut (hex N16)

- 1 VP for controlling El Adem (hex N3)
- 1 VP for each Axis division shattered (9.1)
- 2 VP for relieving Tobruk
- -2 VPs British 7th Armoured Division shattered
- -1 VP 1st South African Division shattered
- -1 VP 2nd New Zealand Division shattered

A player controls a hex if he either occupied the hex with a combat unit or was the last side to occupy the hex.

9.1 SHATTERED STATUS

- A DAK division is considered shattered if it has lost at least four units. Each German panzer battalion eliminated counts as two units for calculating shattered status. The two Arty Command 104 units are not part of a division and do not count toward one being shattered.
- The British 7th Armoured Division is considered shattered if it has lost at least ten units.
- The 1st South African Division is considered shattered if it has lost at least five units.
- The 2nd New Zealand Division is considered shattered if it has lost at least four infantry and/or artillery units. Armored units do not count toward this total.

9.2 RELIEVING TOBRUK

The CW player relieves Tobruk if, over the course of the game, he exits infantry, armor and recon units totaling at least nine SPs (after hits) via hex Q2. Exited artillery units do not count toward this total.

10.0 SETUP

Each player sets up his own units. The DAK player sets up first.

10.1 DAK SETUP INFORMATION

ITALIAN ARIETE DIVISION:

Set up in or within one hex of F2 (Bir el Gubi); no more than two units per hex:

- 3 M13/40 Armor Battalions: (7/132, 8/132, 9/132)
- 3 Motorized Infantry Battalions: (3/8, 5/8, 12/8)
- 2 Artillery Regiments: (2x 132)

GERMAN 15TH PANZER DIVISION:

Set up anywhere in hexrow E – O, inclusive:

- Puma Recon Battalion: (33/15 Pzd)

GERMAN 21ST PANZER DIVISION:

Set up in or within one hex of J18 (Gasr al Ared):

- 2 Panzer III Battalions (1/5/21 Pzd, 2/5/21 Pzd)
- 3 Motorized Infantry Battalions (II/104/21 Pzd, 8 MG/21 Pzd, 200 Pio/21 Pzd)
- 1 Artillery Regiment (155/21 Pzd)

Set up anywhere in hexrows E – O, inclusive:

- Puma Recon Battalion (3/21 Pzd)

GERMAN AFRIKA DIVISION:

Set up in hexrow O in hexes numbered 1–6; one battalion can be set up in hex K7 and another in L10:

- 7 Infantry Battalions (1/155/AD, 2/155/AD, 3/155/AD, 3/247/AD, 3/255/AD, 1/361/AD, 2/361/AD)
- 1 Panzerjäger Battalion (PzJ/605)

OPTIONAL LUFTWAFFE SUPPORT (7.7):

- 1 Ju-87 (3 StG 3)
- 1 Me-109 (JG 27)

10.2 COMMONWEALTH SETUP INFORMATION

BRITISH 7TH ARMOURD DIVISION:

4th Armoured Brigade; set up in hex A17 (Gabr Seleh):

- 3 Stuart Battalions (3 RTR/4A, 5 RTR/4A, 8 HUSSARS/4A)

Set up within one hex of A17:

- 1 Humber Recon Battalion (KDG)
- 1 Motorized Infantry Battalion (2 SCOTS Gd/4A)
- 1 Artillery Regiment (2 RHA/4A)

7th Armoured Brigade; set up in hex G9:

- 3 Crusader Battalions (7 HUSSARS/7A, 2 RTR/7A, 6 RTR/7A)

Set up within one hex of G9:

- 1 Humber Recon Battalion (4 SA ARM CAR RGT)

22nd Armoured Brigade; set up in hex A3:

- 3 Crusader Battalions (3 CLY/22A, 4 CLY/22A, 2 RGH/22A)

Set up within one hex of A3:

- 1 Humber Recon Battalion (11 HUSSARS)

7th Support Group; set up in or within one hex of E10:

- 2 Motorized Infantry Battalions (1 KRRC/7SG, 2 RIFLE Bde/7SG)
- 2 Artillery Regiments (4 RHA/7SG, 60 Field/7SG)

OPTIONAL RAF SUPPORT (7.7):

- 1 Hurricane (187sq/RAF)
- 1 Spitfire (194/RAF)

- 1 Artillery Regiment (6 FIELD/6 Bde)
- 1 Valentine Squadron (C/8 RTR/6 Bde)

4th Brigade; enter on Turn 5 via hex J19:

- 3 Motorized Infantry Battalions (18/4 Bde, 19/4 Bde, 20/4 Bde)
- 1 Artillery Battalion (4 FIELD/4 Bde)
- 1 Valentine Squadron (A/8 RTR/4 Bde)
- 1 Matilda Battalion (44 RTR/4 Bde)

10.3 DAK REINFORCEMENTS INFORMATION

GERMAN 15TH PANZER DIVISION:

Enter on Turn 2 via hexes Q13 – Q15, inclusive:

- 2 Panzer III Battalions (1/8/15 Pzd, 2/8/15 Pzd)
- 4 Motorized Infantry Battalions (I/115/15 Pzd, II/115/ Pzd, 2 MG/15 Pzd, 33 Pio/15 Pzd)
- 1 Motorcycle Infantry Battalion (15 Krad/15 Pzd)
- 1 Artillery Regiment (33/21 Pzd)

ARTILLERY COMMAND 104:

Enter on Turn 3 via hexes Q1 – Q12, inclusive:

- 2 Heavy Artillery Regiments (2x Arty Command 104)

10.4 COMMONWEALTH REINFORCEMENTS INFORMATION

1ST SOUTH AFRICAN DIVISION:

1st Brigade; enter on Turn 2 via hexes A4 – A8, inclusive:

- 3 Motorized Infantry Battalions (1 DEO RIFLE/1 Bde, 1 RNC/1 Bde, 1 TS/1 Bde)
- 1 Artillery Battalion (4 Field)
- 1 Humber Recon Battalion (3 SA ARM CAR RGT)

5th Brigade; enter on Turn 3 via hexes A4 – A8, inclusive:

- 3 Motorized Infantry Battalions (1 SAI/5 Bde, 2 RB/5 Bde, 3 TS/5 Bde)
- 1 Artillery Regiment (3 Field)

2ND NEW ZEALAND DIVISION:

6th Brigade; enter on Turn 4 via hex J19:

- 3 Motorized Infantry Battalions (24/6 Bde, 25/6 Bde, 26/6 Bde)

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The First Battle of Sidi Rezegh

TOTENSONNTAG

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Why We Do What We Do

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family and friends for their support.



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