

FEPT1

NOT GONNA BE EASY



Mareth Tunisia, February 24, 1943:

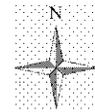
TO BE PROVIDED

VICTORY CONDITIONS: The German player wins at game end if he has gained more DVP than the British player.

BALANCE:



BOARD CONFIGURATION:



	26
	30

TURN RECORD CHART

	GERMAN Moves First	1	2	3	4	5	END
	BRITISH Moves Second						

ORDER OF BATTLE

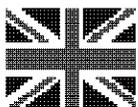


Recon Elements of the 10th Panzer Division: Enter on the west edge on Turn 1 having expended 1/2 (FRD) MP prior to entry:

[ELR: 4]

[SAN: 2]

				SPW	SPW	SPW
4-6-7	9-1	8-0	LMG	251/1	250/11	251/10
7			2	4		3



Advance Elements 8th Army: Enter on/after Turn 1 on the east edge:

[ELR: 4]

[SAN: 2]

					Stuart Recce (a)	Stuart I (a)	Daimler SC	M5 (a) ht
4-5-7	9-1	8-0	LMG	ATR				
7					2	2	2	5

SCENARIO SPECIFIC RULES:

- EC are Dry with no wind at start.
- Add Overlays **Hi1** on 26E3, **Hi2** on 30G8-G9, **Hi3** on 26K5-K4, **Hi4** on 30J4-J5, **Hi5** on 30L8-L7, **H1** on 26T3-T4, **H2** on 26Z2-Z3, **H3** on 30R2-R3 and **H4** on 30Y6-X6.
- Both sides enter as Passengers and may deploy as needed.
- The SPW 250/11 is the SPW250/1 armed with a 2.8cm sPzB 41. Use a SPW 250/9 with a 2.8cm sPzB41 as its MA. The MA may only fire through the VCA and is NT and IFE is NA, the MA is not AA and the AAMG can only fire through the RVCA.