

# V12 NOCTURNAL ATTRITION

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## HISTORICAL ACCOUNT

**LOCATION:** Sidi Rezeg, Libya

**DATE:** 7/26 November 1941

**COMMENTARY:** Operation Crusader was boiling around the Sidi Rezeg area, and General Freyberg's New Zealand 6th Brigade was dangerously exposed. The Kiwis were perched on the Sidi Rezeg ridge and airfield, sandwiched between the German 155 Infantry Regiment on the next ridge to the south and the 9th Bersaglieri and Trieste Division to the north and west. Beyond the Italians lay the 4th New Zealand, more Italians, then finally the British forces that had recently broken out of the Tobruk perimeter.

For Operation Crusader, the key to this 'sandwich' situation was the Ed Duda position, held by Trieste. British plans for November 26 called for the link-up to be completed. Accordingly, units of 1st Essex and 32nd Tank Brigade took the Ed Duda feature just to the northwest during the day.

Meanwhile, Freyberg held a brigade conference in the open desert, with each officer flat on his stomach with maps spread in front of him to avoid the usual intense enemy fire upright movement attracted. Once again the Kiwi plan was for a straight-forward night attack, westward along the crest of the Sidi Rezeg escarpment.

Bayonets fixed, the 24th and 26th Battalions set out at 2300 hrs, weary but glad not to be "spending the night shivering in shallow holes". The night was so dark that the Kiwi platoons were forced to travel in close formation to maintain contact.

The defending Bersaglieri opened fire at close range, filling the air with tracers and flares, firing AT guns, mortars and machine guns at short range. Grenades burst among the tightly-packed attackers, who responded with Bren guns and rifles. The Bersaglieri fought with skill and nerve, keeping their guns in action to the last, but were shown no mercy by the determined Kiwis, who cleared every position with grenades and bayonets.

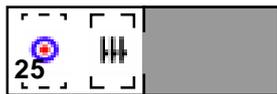
Survivors of the attack described this fight as "the hardest, bloodiest and most deadly every staged by our unit". And although successful, retaking the escarpment was even more costly than the fight for Point 175 only three days earlier.



## TURN RECORD CHART

ITALIAN Sets Up First	1	2	3	4	5	6	END
NEW ZEALAND Moves First							

## THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

EC are Wet with a Mild Breeze from the north west at start.

Night rules are in effect with an initial NVR of 1, partly cloudy conditions and a partial moon. The NVR may not decrease to 0.

## VICTORY CONDITIONS

The Kiwis win if at game end they Control hexes L6 and P6 or immediately by accumulating 18CVP without losing > 15. Prisoners do not count for VP purposes.

## SCENARIO SPECIFIC RULES:

None

**Elements of 9th Bersaglieri** set up on/west of hexrow L. The Italians are the Scenario Defender, and are considered Normal.

**ABS BALANCE:** I1 - Add a LMG to Kiwi OB  
I2 - I1 and change VC to 16CVP/15  
I3 - I2 and lower Italian ELR to 1

**ELR:** 2  
**SAN:** 4

3-4-7 8	2-2-7 2	9-2	8-1	7-0	MMG 4-10	LMG 2-5	MTR 45* [2-13]	AT M 12 3 Cannone da 47/32 47	Foxhole 5 OUR_OBA: +4 Other: +2	Songar 1S or Gun OBA: +3* Other: +1*
						2		2	2	2

**Elements 24 Battalion, 6 New Zealand Brigade** set up on/east of hexrow H. The New Zealanders are the Scenario Attacker and are considered Normal.

**ABS BALANCE:** K1 - Change two 458 to 457  
K2 - K1 and add 1 Trench to Italian OB  
K3 - K2 and Italian SAN is 5

**ELR:** 3  
**SAN:** 2

4-5-8 5	4-5-7 6	9-1	8-1	8-0	LMG 2-7
					2