RELIEF COLUMN
Reinforcements have been dispatched to relieve the defenders. Your job is to get them into the fort and drive the enemy away.

At the start of each turn, the Italian player counts up the number of platoons still held off the table.
If the number is four or more, then two platoons will arrive this turn, otherwise only one will.
When each platoon arrives from reserve, the Italian player rolls a die to determine from which corner it will arrive. 
Arriving platoons enter from the table edge within 16”/40cm of the table corner.
On a roll of 5 or 6, the platoon arrives in a table corner of the Italian player choice.

HOLD THE FORT
Help is on the way, but until then you have to hold out at all costs. The fort cannot be allowed to fall into enemy hands!

The Italian force is not required to take any necessary Company Morale Checks until the beginning of the Italian turn three. However, the defender’s platoons must still take Platoon Morale Checks as normal.

Rocky Outcroppings
Large rocky outcroppings, often referred to as Jebels, These are treated like hills, but are generally Very Difficult or vehicles.

Palm Grove
Palm groves dotted the Kufra Oasis. These are treated as area terrain, just like normal wood.

Wadi
Wadis cut through the terrain and provide some areas for manoeuvre.

Oasis
The Kufra Oasis is actually a large collection of oases, each fed from an underground water source. These are impassable for vehicles, but infantry can try to cross them if needed.

Village
There are two settlements around the Kufra Oasis. They were both guarded by a Mitraglieri company. These buildings start the game under French control, but there is a Mitraglieri about, which might counterattack here.

Desert Fort
Forte el-Taj guarded the Kufra Oasis from attack. It was nestled into the nearby hills overlooking El Giof and the nearby oasis. This is the major objective for the French. They must secure the fort and expel the Italians from the oasis.

Taking the fort is no easy task. The walls are tall and impassable to all teams, though infantry can attempt an old-fashioned assault on the walls while the rest of the army sits back and lays siege.

The defenders can use the thick walls to protect their troops until the last possible moment where they will man the walls and throw the invaders back.
Kufra is the key to the Libyan Sahara and the key to Kufra is the Italian garrison of Forte El-Taj. Whoever controls this critical oasis has complete access to the Mediterranean coastline. While extremely remote, the Battle of Kufra will have a big impact on the entire North African campaign.

The Battle of Kufra scenario uses the *Hold the Fort, Prepared Positions*, and *Relief Column* special rules.

**YOUR ORDERS**

**FRENCH**
The Italians hold Forte El-Taj which is the key to capturing the Kufra Oasis. This oasis is well guarded by the Mitraglieri and you will need to move fast. Your orders are to secure the fort and drive the Autosahariana away before they can reinforce the garrison.

**ITALIANS**
We have intercepted radio traffic that reveals that Leclerc’s French are coming to capture Kufra. Our aviation section has also detected LRDG patrols in the region and the Autosahariana have chased the British away. But the French are still marching and it is up to you to hold Forte El-Taj against the invaders long enough for the Autosahariana counterattack to break the French.

**PREPARING FOR BATTLE**
1. Set up the table as shown in the scenario map.
2. The Italian player deploys one Mitraglieri platoon and the Sahara Anti-tank platoon inside the fort or within 4”/10cm of the fort. The remaining platoons are held off the table as a Relief Column.
3. The French player deploys their entire force anywhere on the table at least 12”/30cm away from any enemy team.
4. Beginning with the defender, both players now place their Independent teams in their respective deployment areas.

**BEGINNING THE BATTLE**
1. The both players’ forces begin the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. The French player make Reconnaissance Deployment moves with any of their Découverte de Combat Platoons.
3. The French player has the first turn.

**ENDING THE GAME**
The battle ends when either:
- The Italian player starts any of their turns with three platoons completely inside the fort, or
- The French player starts their turn with no Italian platoons and at least one of their own teams in the fort.

**DECIDING WHO WON**
The Italian player wins if they start any turn with three platoons in the fort. Having successfully reinforced the garrison, there is little hope the small French attack force will be able to capture the fort. They must retreat to try again another day.

Otherwise the French player wins. The fort has fallen under their control. The Italian reinforcements have been cut down before the walls of the fort, leaving them no choice but to surrender it to the enemy. The Allies are now free to build up their raiding forces in the region to strike Italian and German troops on the Mediterranean coastline.