

### **First Alamein –Ruweisat Ridge 1 -2 July 1942**

#### Background

After being defeated by Rommel at Gazala, then losing Tobruk, the Commonwealth forces were in full retreat back into Egypt. The CinC Middle East, General Auchinleck, took personal command of 8<sup>th</sup> Army. He determined to make a stand and hoped to stop Rommel on a line from El Alamein to the Quattara Depression. Rommel realised that his only hope was to keep up the impetus and bounce the Allies out of position before they could get more reinforcements. The 21<sup>st</sup> and 15<sup>th</sup> Panzer Divisions of the Afrika Corps were sent to loop around inland via the Ruweisat Ridge. They met more opposition than expected.

#### **Scenario Specific Rules**

##### Night Recovery

Standard night recovery rules apply for the Allies. At the end of Day 1 the Allies count as having 6 battalions on the board and receive recovery points on that basis. Robcol does not count as a battalion, but can receive recovery points over night.

##### Artillery

All artillery receives 3 shots per round. The Indian Artillery can only support battalions of its own brigade and the 18<sup>th</sup> Indian cannot call in any other artillery or air support.

##### Minefields

There are a few mine field hexes. When entering a minefield throw 4D6 causing hits on a throw of 6 or double five. A maximum of 2 hits. An engineer platoon that commences adjacent to a minefield hex can clear the minefield if the engineers do not leave the hex during the turn. The core stand that the engineers are attached to must stay in the hex with them. The core stand can fire but cannot initiate close combat if you want to clear the minefield. At the end of that battalions turn the minefield hex is cleared.

##### Terrain

It is not possible to Dig In on the top or slopes of Ruweisat Ridge. Hold is the best defensive order that can be adopted.

##### **Allied Unit Rules**

18<sup>th</sup> Indian Brigade and the 1<sup>st</sup> South African Brigade both commence in Dig In status and will stay under those orders for the first turn. The Indians were newly arrived and fairly green troops without their full equipment hence their low rating.

##### Allied Reinforcements

Elements of the 4<sup>th</sup> and 22<sup>nd</sup> Armored Brigades arrive during the night move at the end of day 1. They can be placed on any of the specified reinforcement hexes marked on the map. If they can only enter adjacent to enemy hexes the enemy stands are pushed back to retain a 1 hex clear space in front of the arriving units. The Allied armored reinforcements were a fairly mixed group of regiments and tank varieties which I have represented as 2 armored regiment strength units.

##### Allied Air Support

The Allies can have 1 Air Support attack per round. If not used during the round the air attack can be used like unfired artillery shots to attack an enemy hex. This can be against any hex on the board, not just ones which can be spotted by ground troops. Only 1 strength point of damage can be caused by this attack.

##### Victory Conditions

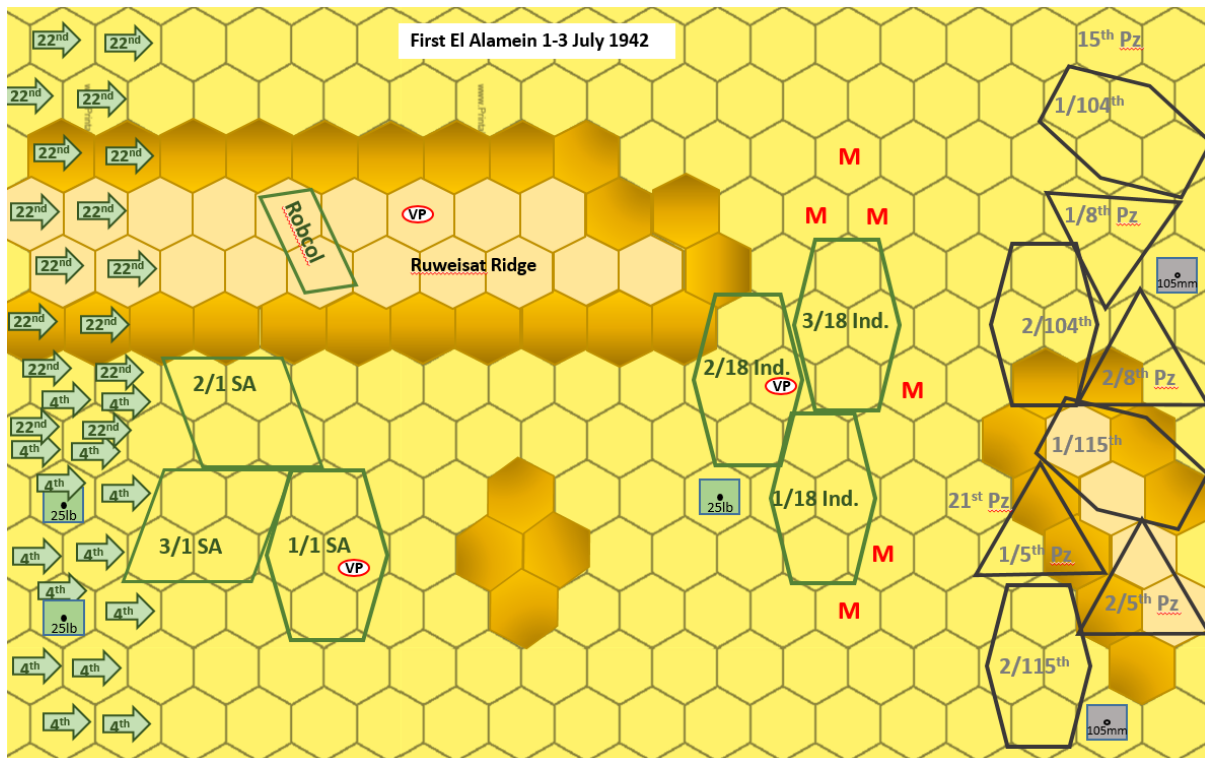
Holding the most victory points at the end of the last turn.

## Two Star General - WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
<b>18<sup>th</sup> Indian Brigade</b>				
1 <sup>st</sup> Battalion	3 x Infantry 1 x HQ	3 6	3 1	1 x MG
2 <sup>nd</sup> Battalion	3 x Infantry 1 x HQ	3 6	3 1	1 x AT
3 <sup>rd</sup> Battalion	3 x Infantry 1 x HQ	3 6	3 1	1 x MG
Artillery Support	1 x25lb batteries	4	2	
<b>1<sup>st</sup> South African Bd</b>				
1 <sup>st</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT
2 <sup>nd</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
3 <sup>rd</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AA
Robcol	1 x Motorised Infantry 1 x HQ	5 6	3 1	1 x AT 1 x LA [25lber] 1 x Truck
<b>Armored Forces</b>				
4 <sup>th</sup> Brigade	1 x Grant 1 x Valentine 1 x Stuart 1 x HQ	4 4 3 6	4 3 3 1	1 x AT
22 <sup>nd</sup> Brigade	1 x Crusader 2 x Grant 1 x HQ	4 4 6	3 4 1	
Artillery Support	2 x25lb batteries	4	2	
<b>Axis Forces.</b>				
<b>21<sup>st</sup> Panzer Divison</b>				
1/5 <sup>th</sup> Panzer Regiment	1 x Pz IV 1 x Pz III 1 x HQ	5 4 6	4 4 1	1 x AT
2/5 <sup>th</sup> Panzer Regiment	2 x Pz III 1 x HQ	4 6	4 1	1 x AT
1/104 <sup>th</sup>	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x AT 1 x Engineers
2/104 <sup>th</sup>	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x AA 1 x Engineers
<b>15<sup>th</sup> Panzer Division</b>				
1/8 <sup>th</sup> Panzer Regiment	1 x Pz IV 1 x Pz III 1 x HQ	5 4 6	4 4 1	1 x Pz II
2/8 <sup>th</sup> Panzer Regiment	2 x Pz III 1 x HQ	4 6	4 1	1 x AT
1/115 <sup>th</sup>	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x AT 1 x Engineers
2/115 <sup>th</sup>	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x AA 1 x Engineers
Corps Artillery Support	2 x 105mm	4	2	

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### DEPLOYMENT MAP



Day 1	1	2	3	4	5	Night
Day 2	6	7	8	9	10	

### Standard Map Symbols

	Hillside Hexes		Town
	Hilltop or plateau hexes.		Airfield
	Small hill or sand dunes.		Victory Hex
			Reinforcements
			Artillery Battery
			Minefield