

### **First Alamein –Ruweisat Ridge 1-3 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 whilst the 90<sup>th</sup> Light Division was sent to attack the South Africans defending El Alamein.

#### **Scenario Specific Rules**

##### Night Recovery

Standard night recovery rules apply for the both sides at the end of day 1. Both sides receive only 1 Core Stand Strength Point per unit at the end of day 2. They still receive 1 Support Point recovery per unit. The Allies receive points for 4 Brigades at the end of day 1 and 6 at the end of day 2. The Axis receive points for 7 Regiments. The 18<sup>th</sup> Indian cannot recover or rebuild any of its stands. It can recover support stands normally.

##### Artillery

All medium artillery receives 3 shots per round in Days 1 and 2. The Axis forces are reduced to only 1 shot per round on day 3. 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.

The Allies have an offboard Heavy Artillery unit which fires in from the artillery hex marked on the map up to 10 hexes. The starred hex being the first hex counted. It can support any of South African infantry brigades with 3D6. Heavy artillery only receives 1 shots per round.

##### 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 or Miteirya Ridges. Hold is the best defensive order that can be adopted. El Alamein hex counts as cover.

#### **Allied Unit Rules**

The 1<sup>st</sup> and 3<sup>rd</sup> South African and the 18<sup>th</sup> Indian Brigades commence in Dig In status and will stay under those orders for the first turn. The 18<sup>th</sup> Indian Brigade had only recently arrived and they were fairly green troops without their full equipment hence their low rating. Robcol is a small scratch force.

#### **Reinforcements**

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 anywhere up to 2 hexes in from the Allied base line. If they enter adjacent to enemy hexes the enemy stands are pushed back to retain a 1 hex clear space in front of the arriving 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**

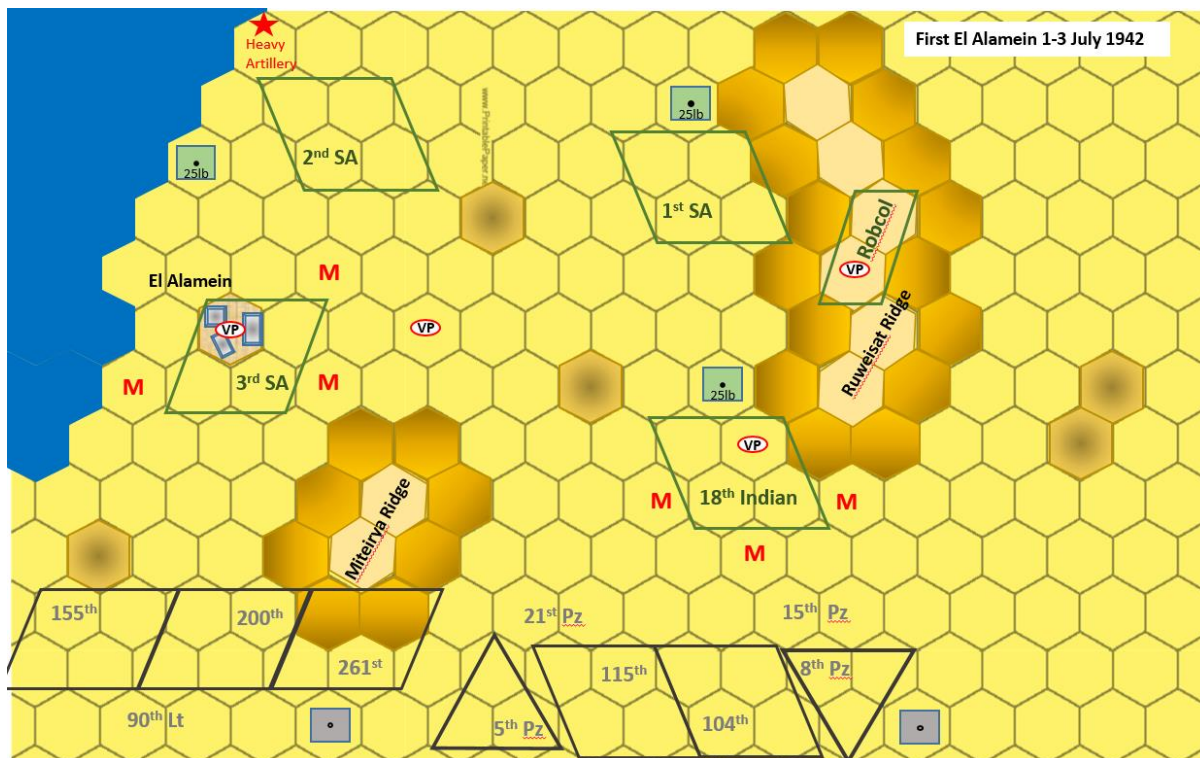
Holding the most victory points at the end of the last turn.

## Two Star General - WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
18 <sup>th</sup> Indian Brigade	3 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support
Artillery Support	1 x Medium	4	2	
<b>South African Division</b>				
1 <sup>st</sup> South African Bd	3 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support 1 x AT 1 x AA
2 <sup>nd</sup> South African Bd	3 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support 1 x AT
3 <sup>rd</sup> South African Bd	3 x Infantry 1 x HQ	3 6	3 1	1 x Fire Support 1 x AT 1 x AA
<b>1<sup>st</sup> Armoured Division</b>				
4 <sup>th</sup> Armoured Brigade	1 x Grant 1 x Valentine 1 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	
<b>Robcol</b>	1 x Motorised Inf 1 x HQ	5 6	3 1	1 x Fire Support 1 x AT
Artillery Support	2 x Medium 1 x Heavy	4	2 3	Off board
<b>Axis Forces.</b>				
<b>21<sup>st</sup> Panzer Divison</b>				
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
104 <sup>th</sup> Motorised Infantry Regiment	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1x AT 1 x Engineers 1 x AA
<b>15<sup>th</sup> Panzer Division</b>				
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 AT
115 <sup>th</sup> Motorised Infantry Regiment	3 x Elite Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1x AT 1 x Engineers
<b>90<sup>th</sup> Light Divison</b>				
155 <sup>th</sup> Infantry Regiment	2 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1x AT 1 x Engineers
200 <sup>th</sup> Infantry Regiment	2 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1x AT 1 x AA
361 <sup>st</sup> Infantry Regiment	2 x Infantry 1 x HQ	5 6	3 1	1 x Fire Support 1x AT
Artillery Support	2 x 105mm	4	2	

1/7/1942	1	2	3	4	Night
2/7/1942	5	6	7	8	Night
3/7/1942	9	10			

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### Standard Map Symbols

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