

### **First Alamein –Operation Splendour 22 July 1942**

#### Background

Rommel's attempts to break through the Commonwealth forces around El Alamein had failed. Auchinleck decided that he had a chance to destroy the weakened Afrika Korps. To this end he launched a series of operations.

#### **Scenario Specific Rules**

##### Night Recovery

There is no night recovery. The scenario covers one long day of fighting starting with a night approach by the New Zealand and Indian Brigades.

##### Artillery

All artillery receives 3 shots per round. Artillery cannot fire during the night moves.

##### 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. Mines can be cleared by engineers attached to stands in Hold status but not by Dig In stands.

##### 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 Rues

The 23<sup>rd</sup> Armoured Brigade units cannot call in artillery or air support this was caused by the dearth of operational communication equipment carried by the brigade. The stands are represented as being weaker than usual to reflect the lack of experience of the units who had been flung into battle with little desert combat training.

##### Reinforcements

The 40<sup>th</sup> RTR arrive at the start of Turn 4. The 46<sup>th</sup> RTR arrive at the start of Turn 5. Moving into the marked reinforcement arrow points is hex 1 of the move of the first two stands to arrive in those hexes and hex 2 of the next 2 stands to arrive [ie the first 2 to arrive can move 4 hexes into the board and the next 2 can only move 3 having moved 1 hex off board already].

#### **Night Rules**

Only the New Zealand and Indian Brigades can move during the initial night turns. They cannot move strategically. Only close combat is allowed and no artillery fire can be called in. All Axis units commence in Dig In status. They cannot issue new orders in the first turn. Core Stand and Support Stand shuffling is available during the night moves.

##### Air Support

Both sides can have 1 Air Support attack per round during daylight hours. 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

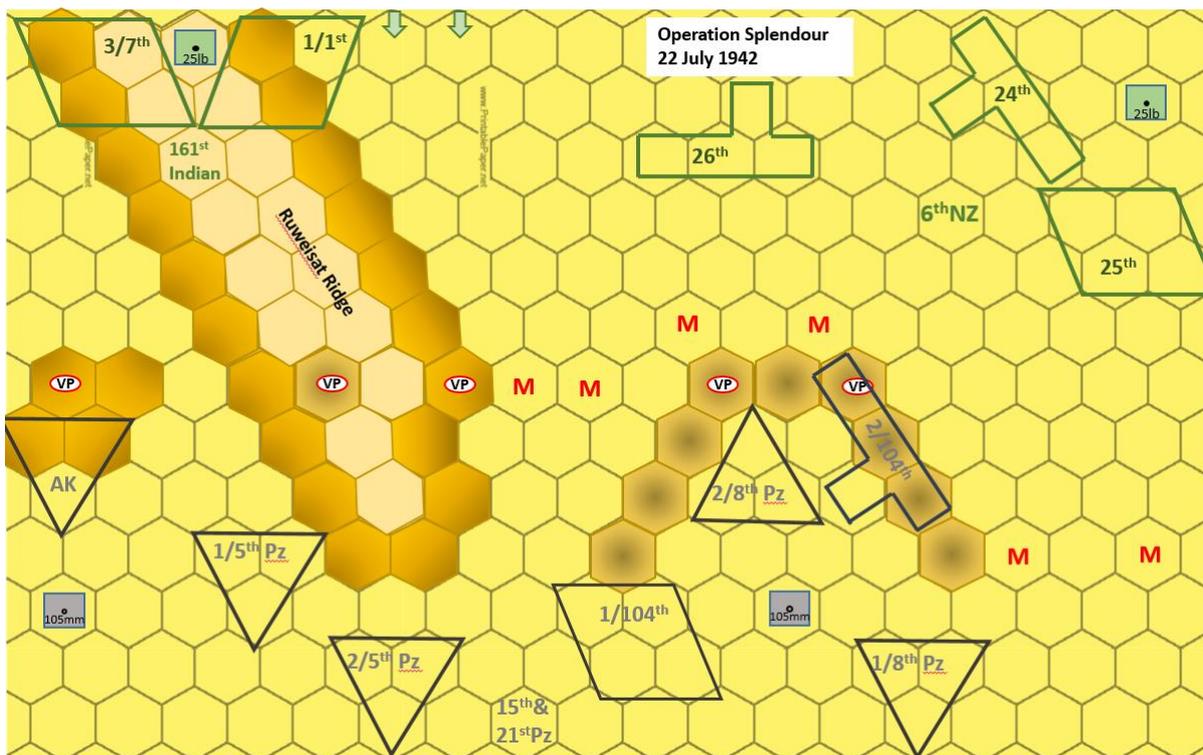
Holding the most victory points at the end of the last turn.

## Two Star General - WW2 Scenario

Commonwealth Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
<b>161<sup>st</sup> Indian Motor Brigade</b>				
1/1 Punjab	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x LA [Mortar]
3/7 Rajput	3 x Infantry 1 x HQ	3 6	3 1	1 x AT 1 x LA [Mortar]
<b>6<sup>th</sup> New Zealand Bd</b>				
26 <sup>th</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT 1 x Engineers
24 <sup>th</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x Engineers
25 <sup>th</sup> Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
<b>23<sup>rd</sup> Armored Brigade</b>				
40 <sup>th</sup> RTR	3 x Valentine 1 x HQ	3 6	3 1	
46 <sup>th</sup> RTR	3 x Valentine 1 x HQ	3 6	3 1	
Artillery Support	2 x 25lb batteries	4	2	2 x AA
<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 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 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
Corps Artillery Support	2 x 105mm	4	2	1 x AA
Afrika Korps support troops	2 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Inf gun] 1 x Engineers

Night 1	Night 2	Night 3	4	5	6	7
8	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