

First Alamein – Late July 1942

Background

Rommel's initial attempts to break through the Commonwealth forces around El Alamein had failed. British General Auchinleck decided that he had a chance to attack the weakened Afrika Korps and regain lost ground around Ruweisat Ridge. To this end he launched a series of operations. Rommel meanwhile had been building up strength and planning a few operations of his own to improve the Afrika Korps position. This scenario represents the situation around the time of Operations Bacon and Splendour in late July.

Scenario Specific Rules

The British move first.

Night Recovery

Normal night recovery rules apply at the end of days 1 and 2. The Allies have 6 brigades. The German and Italian recovery points are treated separately. Four regiments for the Germans and 2 for the Italians.

Move Status

No unit can go to Dig In status. The best defensive posture that can be adopted is Hold.

Artillery

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

Minefields

There are a number of mine field hexes. When entering a minefield throw 4D6 causing hits on a throw of 6 or double five. A maximum of 2 hits. If you take losses you fall back to the hex you entered the minefield from, ending that stands move. You cannot halt in a minefield. 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.

23rd Armoured

The 23rd Armoured Brigade units cannot call in artillery or air support. This reflects the lack of operational communication equipment carried by the newly arrived brigade. The stands are represented as being weaker than usual to reflect the lack of experience of the units which had been flung into battle with little desert combat training.

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.

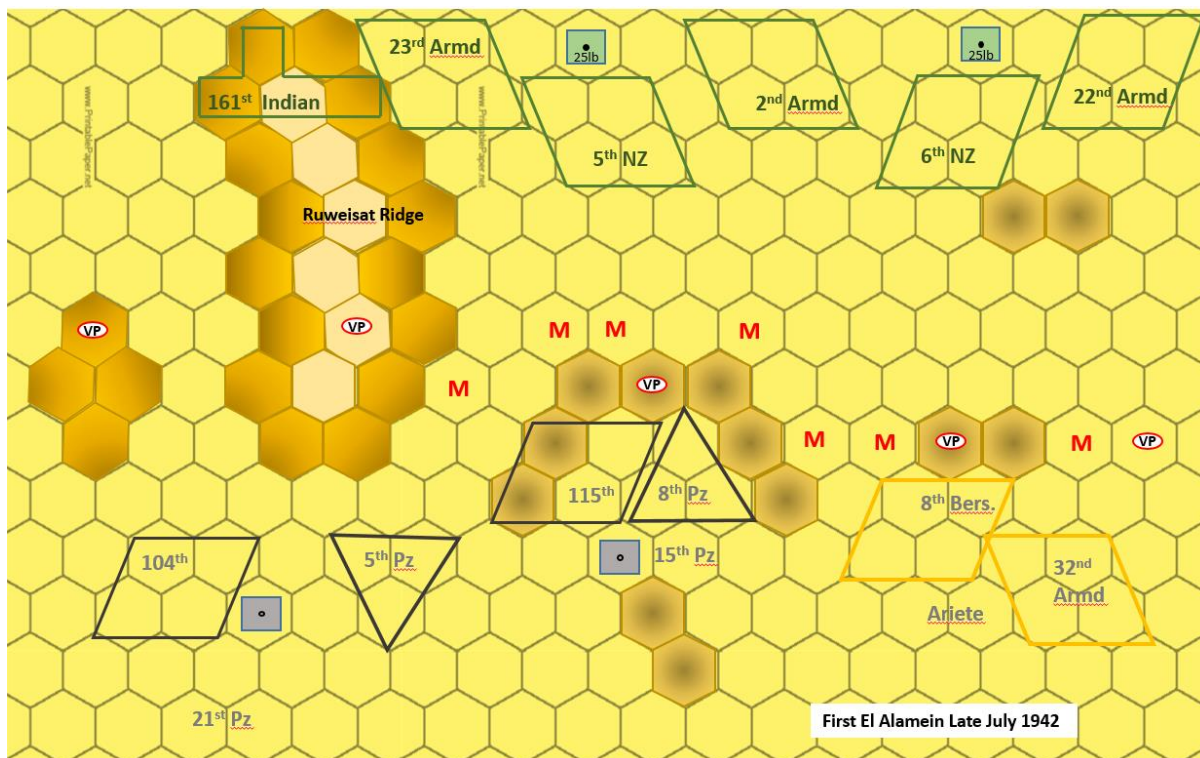
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Commonwealth Forces	Core Stands	Strength Points	Fighting Strength.	Support Stands
161 st Indian Motor Brigade [Motorised]	3 x Infantry 1 x HQ	3 6	3 1	1 x FS 1 x AT
23 rd Armored Brigade	3 x Valentine 1 x HQ	3 6	3 1	
6 th New Zealand Brigade	3 x Infantry 1 x HQ	5 6	3 1	1 x FS 1 x Engineers
5 th New Zealand Brigade	3 x Infantry 1 x HQ	5 6	3 1	1 x FS 1 x AT 1 x Engineers
2 nd Armored Brigade	1 x Stuart 1 x Crusader 1 x Grant 1 x HQ	3 4 4 6	3 3 4 1	
22 nd Armored Brigade	1 x Stuart 1 x Crusader 1 x Grant 1 x HQ	3 4 4 6	3 3 4 1	
Artillery Support	2 x 25lb batteries	4	2	
Axis Forces.				
21st Panzer Divison				
5 th Panzer Regiment	1 x Pz IV 1 x Pz III 1 x HQ	5 4 6	4 4 1	
104 th Infantry	3 x Motorised Infantry 1 x HQ	5 6	3 1	1 x FS 1 x AT 1 x Engineers
15th Panzer Division				
8 th Panzer Regiment	1 x Pz IV 1 x Pz III 1 x HQ	5 4 6	4 4 1	1 x AT
115 th Infantry	3 x Motorised Infantry 1 x HQ	5 6	3 1	1 x FS 1 x AT 1 x Engineers
Ariete Armoured Division				
32 nd Armoured Regiment	3 x M14/41 1 x HQ	3 6	3 1	
8 th Bersaglieri Regiment	3 x Infantry 1 x HQ	4 6	3 1	1 x FS 1 x AT
Axis Artillery Support	2 x Medium	4	2	

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

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DEPLOYMENT MAP



Standard Map Symbols

	Hillside Hexes		Town
	Hilltop or plateau hexes.		Airfield
	Small hill or sand dunes. [Block visibility to stands behind them]		Victory Hex
			Reinforcements
			Artillery Battery
			Minefield