

First Alamein –Tel el Eisa 10-11 July 1942

Background

Rommel's initial attempts to break through the Commonwealth forces around El Alamein had failed. British General Auchinleck planned a number of minor operations to improve his position. In particular he decided to attack the less formidable Italian divisions where possible. One such operation was launched in front of the El Alamein defensive box to capture the hills that dominated the box near the coast.

Scenario Specific Rules

The Italians and the South Africans all commence turn 1 on Hold. The Commonwealth forces move first. On the second day one of the 2 German units moves first.

Artillery

On board artillery receive 3 shots per turn, except in the first turn where the Italians only receive 1 shot per battery. The allied of board guns receive 1 shot per turn.

Night Recovery

Standard night recovery rules apply for the Allies. At the end of Day 1 the Australians and the South Africans count as having 3 battalions each on the board. South African points cannot be used for Australian battalions and vice versa. The Italians count as having 5 and the Germans 1 which cannot be swapped with each other.

Terrain

Given the hard and rocky nature of the area it is not possible to Dig In anywhere. Hold is the best defensive order that can be adopted. Tel el Eisa station counts as cover.

Reinforcements

Reinforcements appear at the marked points at the start of the turn they are specified to appear. They are in Move status and will not move, or initiate combat in the turn they arrive. They will respond if attacked. The German 1/382nd Motorised infantry arrive at the start of turn 4 in the marked reinforcement and the German Battle Group appears overnight and is available to move on day 2.

Air Support

Both sides can have 1 Air Support attack per round during daylight hours. The Axis do not get air power in the first turn. 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.

Combat Rules

For combat factor purposes the German recon vehicle counts as a tank if fired upon. The recon vehicle and the British tanks only get additions in combat for firing on enemy infantry in the open at close range.

Minefields

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 regiments turn the minefield hex is cleared.

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.	Support Stands
9th Australian Brigade				
2/48 th Infantry	2 x Infantry 1 x Armd Inf 1 x HQ	5 5 6	3 3 1	1 x MG [Bren carrier] 1 x LA [Mortar] 1 x AT
2/24 th Infantry	2 x Infantry 1 x Armd Inf 1 x Valentine [slow] 1 x HQ	5 5 4 6	3 3 3 1	1 x MG [Bren carrier] 1 x LA [Mortar] 1 x AT
Divisional Cavalry	1 x Armd Inf 1 x Crusader 1 x HQ	5 4 6	3 3 1	1 x MG [Bren carrier]
1st South African Brigade				
1 st Battalion	3 x Infantry 1 x Matilda [slow] 1 x HQ	5 4 6	3 3 1	1 x MG 1 x AT
2 nd Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x Engineers
3 rd Battalion	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
Artillery Support	2 x25lb batteries 1 x off board	4	2 3	
Axis Forces.				
Italian Sabratha Dvision				
1/85 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x AT
2/85 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG
1/86 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x LA [mortar]
2/86 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG
7th Bersaglieri Battalion	3 x Motorised Inf 1 x HQ	5 6	3 1	1 x MG 1 LA [mortar] 1 x AT 3 x Truck
Germans				
1/382 nd Infantry	3 x Motorised Inf 1 x HQ	5 6	3 1	1 x MG 1 x Engineers 1 LA [inf gun] 1 x AT 3 x Truck
15 th Panzer Battle Group	1 x Armd Inf [elite] 1 x Recon 1 x Pz III 1 x HQ	5 3 4 6	3 3 4 1	1 x MG [half track] 1 x Engineers 1 LA [inf gun] 1 xAT
Corps Artillery Support	2 x 105mm	4	2	

Day 1	1	2	3	4 R	5	Night R
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

