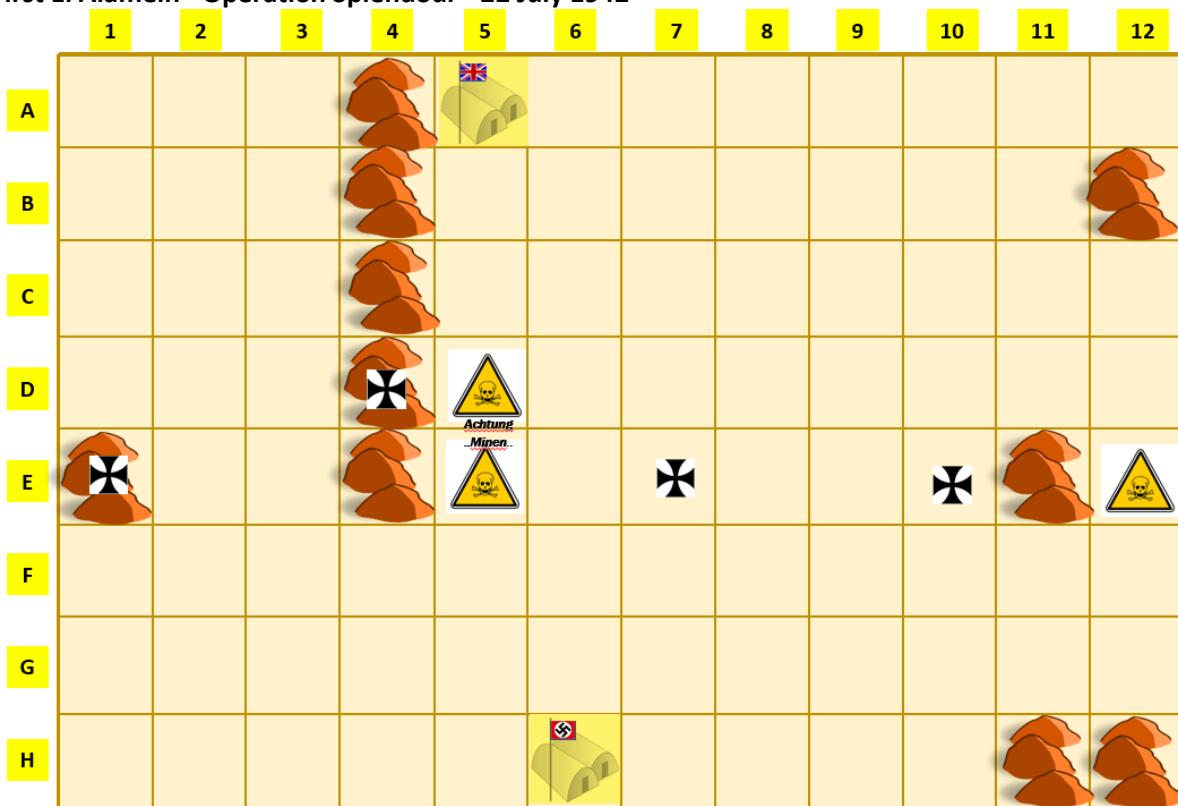


## First El Alamein - Operation Splendour - 22 July 1942



The weather is clear. All units start in supply. The Allied forces move first. The mines are Axis. Both sides use mid war ops, additionally the Allies can use the early war Dig In op.

**Starting Ops:**

The Allies start with 6 Ops and the Axis with 3.

**Description:**

Having brought Rommel's Afrika Korps to a halt in the early El Alamein fighting General Auchinlek was now under pressure from British Prime Minister Churchill to go onto the attack. To this end the British organised a number of offensives. In Operation Splendour the New Zealand Brigade advanced at night to a position from where it could rapidly advance and seize its objectives under the noses of the Germans. They were to dig in and hold these positions. It was rightly expected that this would lead to a German counter attack at which point the Allies would use their more numerous tanks to destroy the German armour as it advanced. Despite there being three British armoured brigades in the vicinity only one, the newly arrived and untrained 23<sup>rd</sup> advanced to the fray.

**Victory:**

The game is a standard single day of 16 moves. The side holding the most objectives at the end of the days wins.

**Elements:**

The Axis have 2 Elements. The 15<sup>th</sup> and the 21<sup>st</sup> Panzer Divisions. The DAK reserve can support any Axis unit without penalty.

The Allies have 3 Elements. The 6<sup>th</sup> New Zealand Brigade, the 161<sup>st</sup> Indian Motor Brigade and the 23<sup>rd</sup> Armored Brigade. The Allied army support artillery can support any allied unit without penalty.

**Set Up:**

The Axis 15<sup>th</sup> and 21<sup>st</sup> Panzer Divisions forces deploy anywhere in rows G and H.

The 161<sup>st</sup> Indian Brigade deploys between A1 and A6 in row A. The 6<sup>th</sup> New Zealand Brigade deploys anywhere between A9 and A12.

The Axis deploy all of their units first and then the Allies deploy theirs. No units are concealed.

**Reinforcements:**

The Allied 23<sup>rd</sup> Armoured Brigade arrives in the Marker Step of turn 7 anywhere between A1 and A7 in row A.

The Axis DAK reserve arrives in the Marker Step of turn 6 anywhere in row H.

**Notes:**

The Allies cannot run their supply line through the Axis mine fields. If an Axis unit can move more than one square in a phase then it can pass through the mine field without throwing for losses however Axis units will suffer minefield effects if they end a phase in a mine field square.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>161<sup>st</sup> Indian Motor Brigade</b>			
8 x Indian Infantry	4-3-2		Motorised
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
<b>6<sup>th</sup> New Zealand Brigade</b>			
9 x New Zealand Infantry	5-4-3		Motorised
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
<b>23<sup>rd</sup> Armoured Brigade</b>			
8 x Valentine [Green]	3-2-1	3	
<b>Army Support</b>			
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>15<sup>th</sup> Panzer Division</b>			
1 x Panzer IV	5-4-3	3	
3 x Panzer III	5-4-3	3	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti-Tank
5 x Panzergrenadier Units	5-4-3		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
<b>21<sup>st</sup> Panzer Division</b>			
1 x Panzer IV	5-4-3	3	
3 x Panzer III	5-4-3	3	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti-Tank
5 x Panzergrenadier Units	5-4-3		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
<b>DAK Reserve</b>			
4 x Panzergrenadier Units	5-4-3		Motorised