

## ROMMEL SCENARIO

### Battle of Tel El Eisa 10 July 1942

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												

The weather is clear. All units start in supply. The Allies move first.

The minefields are Axis. The Allies cannot trace a supply line through a mined square.

#### Starting Ops:

The Allies start with 6 Ops and the Axis with 3 Ops. The Axis forces use the Mid War German Command Post. However, Italian units of the Sabratha Division cannot benefit from the Replacement Battalion rule even if sharing a square with German infantry who are using it.

#### Description:

Rommel's push for Egypt had been halted and British General Auchinleck was attempting to improve his position by a series of aggressive operations. In particular he launched attacks against the less formidable Italian divisions. One such operation was an attempt to capture the hills overlooking the El Alamein box. The heaviest artillery barrage yet seen in the desert was laid down on the Italian positions along the coastal hills. The Australian Brigade advanced along the narrow coastal strip in the dark and launched an attack on the shattered Italians at dawn. As Rommel was away at the Southern end of the front planning an attack his Chief of Staff Von Mellenthin took charge and put together the available local forces for a counter attack.

#### Victory:

The game is a standard single day of 16 moves. The Allies must capture at least 3 objectives, and hold them until the end of the day, to win. Any other result is an Axis victory.

### Elements:

The Axis have 4 Elements. The Sabratha Division, the 7<sup>th</sup> Bersaglieri, Kampfgruppe Mellenthin and the 1/382<sup>nd</sup> Infantry. Kampfgruppe Mellenthin uses 'unified command' rules in relation to its mix of Italian and German units.

The Allies have 2 Elements. The 1<sup>st</sup> South African Brigade and the 9<sup>th</sup> Australian Brigade.

The Army support artillery can support any allied unit without penalty.

### Set Up:

The Italian Sabratha Division deploys anywhere in the area from D9 to H9 back to D1 to H1. Additionally they must deploy at least 2 units in each of the two objective squares in Row B.

Any units deployed in the objective squares in row B will be 'shaky' to simulate the effects of the massive artillery barrage. The 7<sup>th</sup> Bersaglieri deploy in Column 1 between C1 and H1.

The objective squares in row B have 1 prepared defence each whilst those in D5 [El Alamein station] and F9 have 2 prepared defences each.

The Australian 9<sup>th</sup> Brigade deploys in Row A anywhere between row A7 and A12. The 1<sup>st</sup> South African brigade deploys anywhere in column 12.

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

### Reinforcements:

The German 1/382<sup>nd</sup> arrives in the Marker Step of turn 6 anywhere in column 1.

Kampfgruppe Mellenthin arrives in the Marker Step of turn 8 in row H anywhere from H1 to H9. Reinforcements may not arrive in squares occupied by enemy units.

**ROMMEL SCENARIO**

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>9<sup>th</sup> Australian Brigade</b>			
8 x Australian Infantry	5-4-3		Motorised
2 x Crusader	4-3-2	2	
1 x Valentine	4-3-2	3	
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
<b>1<sup>st</sup> South African Brigade</b>			
10 x South African Infantry	4-3-2		Motorised
1 x Matilda	4-3-2	2	
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
<b>Army Support</b>			
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>Italian Sabratha Division</b>			
16 x Italian Infantry Units	3-2-1		Leg
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>7<sup>th</sup> Bersaglieri</b>			
3 x Bersaglieri	4-3-2		Motorised
1 x 75mm	8 / 2 / [0-1]		Towed Artillery
<b>German 1/382<sup>nd</sup> Infantry</b>			
2 x Infantry Units	5-4-3		Motorised
1 x Infantry Units	5-4-3		Motorised, Anti Tank
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>Kampfgruppe Mellenthin</b>			
2 x Panzergrenadier Units	5-4-3		Motorised
1 x Bersaglieri	4-3-2	3	Motorised
1 x M14/40	4-3-2	2	
1 x Panzer III	5-4-3	3	

<b>ALLIED</b>	1	3	5	7	9	11	13	15
<b>AXIS</b>	2	4	6 R	8 R	10	12	14	16