

















First El Alamein – Ruweisat Ridge 1 July 1942

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

The weather is clear. All units start in supply. The Axis forces move first. The minefield is Allied. The Axis supply line may not run through the Allied minefield. Both sides use their mid war ops files. The ridge running from E5 to E2 is the Ruweisat Ridge.

Starting Ops:

The Axis start with 6 Ops and the Allies 3 Ops. Both sides use their mid war ops. The Allies cannot use their Dig In event in this battle.

Description:

After being defeated by Rommel at Gazala, then losing Tobruk, the Commonwealth forces were in full retreat back into Egypt. The CinC Middle East, General Auchinleck, took personal command of 8th Army. He determined to make a stand and hoped to stop Rommel on a line from El Alamein to the Quattara Depression. Rommel realised that his only hope was to keep up the impetus and bounce the Allies out of the position before they could get more reinforcements. The 21st and 15th Panzer Divisions of the Afrika Corps were sent to loop around inland via the Ruweisat Ridge whilst the 90th Light Division advanced on their Northern flank around the El Alamein box.

Victory:

The game is a standard single day of 16 moves. The Axis must capture, and hold until the end of the day, at least 3 objectives to win. Any other result is an Allied victory but only if the Allies still hold the objective on Ruweisat ridge [E7]. If they lose this and the Germans fail to meet their victory conditions the battle is a draw.

Elements:

The Axis have 3 Elements. The 15th and the 21st Panzer Divisions and advance elements of 90th Light Division.

The Allies have 4 Elements. The 1st South African Brigade, the 18th Indian Brigade and elements of the 4th and 22nd Armoured Brigades. Robcol is unattached and can work with any allied units without penalty. The Allied army level artillery can support any allied unit except the Indian Brigade.

Notes on the forces available:

The newly arrived Allied 18th Indian Brigade had been hurried out into the front line. They had no desert training, no combat experience, and they were right in the way of the most formidable force in North Afrika. Robcol was a small column of motorised infantry and 25lb guns used effectively in an anti-tank role. Rommel had not yet received his Panzer IV ‘Specials’ with the long barrelled 75mm and was still using short barrelled 75mm Panzer IV tanks.

Set Up:

Axis

The Axis forces are approaching from the West, they deploy anywhere in column 1.

Allied

The 1st Indian Brigade deploys anywhere in columns 3, 4 and 5 lines C to G. The First South African Brigade deploys in columns 11 and 12 North of Ruweisat Ridge. Robcol deploys anywhere on Ruweisat Ridge [E5 to E12]. 22nd Armoured deploys anywhere along columns 8 to 12 south of Ruweisat Ridge.

The Allies deploy all of their units first and then the Axis deploy theirs. No units are concealed. The Indian brigade can place six defensive works, but no more than 2 per square.

Reinforcements:

The Allied 4th Armoured arrives in the Marker Step of turn 6 anywhere in column 12.

The units of the 90th Light Division arrive in the Marker Step of turn 7 anywhere in line A1 to A9.

Axis	1	3	5	7R	9	11	13	15
Allied	2	4	6R	8	10	12	14	16

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
1st Indian Brigade			
8 x Green Indian Infantry	3-2-1		Motorised
1 x Matilda	4-3-2	2	
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
1st South African Brigade			
8 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
Robcol			
1 x Motor Rifle	5-4-3		Motorised, Anti-Tank
4th Armored Brigade			
1 x Grant	4-3-2	2-3	
2 x Valentine	4-3-2	3	
1 x Stuart	4-3-2	2	
22nd Armoured Brigade			
2 x Grant	4-3-2	2-3	
1 x Crusader	4-3-2	2	
Army Support			
1 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
15th Panzer Division			
1 x Light Armour	5-4-3	1	Recon
1 x Panzer IV	5-4-3	2	
3 x Panzer III	5-4-3	3	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti Tank
1 x Panzergrenadier Units	5-4-3		Motorised, Pioneer
3 x Panzergrenadier Units	5-4-3		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
21st Panzer Division			
1 x Light Armour	5-4-3	1	Recon
1 x Panzer IV	5-4-3	2	
3 x Panzer III	5-4-3	3	
1 x Panzergrenadier Units	5-4-3		Motorised, Anti Tank
4 x Panzergrenadier Units	5-4-3		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
90th Light Division			
6 x Infantry	4-3-2		Motorised