

Operation Supercharge, 1942

Flames of War Mega-Game Scenario

The climax of the Second Battle of El Alamein came during Operation Supercharge, as Montgomery committed massed armor to create a final breakthrough in the deep position Rommel's Army was defending. After an initial penetration of the heavy minefields with a series of infantry assaults, the supporting armor was unleashed for the final breakthrough.

The final Axis positions were clustered along the Rahman track, a key supply route leading from the coastal highway south along the rear of the Axis line toward the Qattara Depression.

This scenario concentrates on the armored battle that followed, with large British armored formations with artillery support attacking the final Axis gun line, supported by the remaining Axis armor. It offers an interesting historical situation to utilize the recently updated mid-war desert forces.

Special Terrain rules:

- Buildings – the few buildings present in the area were used by both sides for defensive cover. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Ridges – most of this area was flat, open desert interspersed with areas of soft sand. The few areas of high ground were of great tactical significance and tended to see heavy fighting. Line of sight may be traced to or from a ridge area, but not through it. Ridge areas are difficult tall terrain, and provide concealment to infantry and man packed gun teams within them.
- Depressions – the southern end of the el Alamein defile featured a number of “deirs” – depressions with sandy bottoms. A depression is difficult terrain and troops may not dig in while in a depression. Any team or vehicle in or touching a depression is concealed.
- Rocky ground – treat areas of rocky ground as difficult, flat terrain. Flat terrain offers no concealment nor cover to troops.
- Soft Sand – the area where the battle was fought had scattered areas of soft sand. Soft sand is flat terrain that is impassable to wheeled vehicles and jeeps, and counts as difficult terrain for tracked and half-tracked vehicles. Troops cannot dig in while in soft sand.
- Roads and trails – negate other terrain penalties for areas they traverse, and are roads for movement purposes.

Deployment:

The game starts with some Axis forces initially deployed on the table, and others in reserve. British forces will take the first turn, entering from their assigned deployment areas.

Axis Forces –

Axis forces are selected from the Afrika Korps book, at 100 points each. This is in addition to the area defenses in their sector (see below).

Area Defences (North Table): each Axis player may deploy 4 minefields and one dug-in 88mm battery of I team anywhere in their deployment zone and within 12” of the western table edge.

Area Defences (South Table): each Axis player may deploy 4 minefields and one dug-in 88mm battery of I team anywhere in their deployment zone and within 48” of the western table edge.

Each Axis force will enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone.

Restricted Units – no Tiger or Panzer III (7.5cm) are allowed, neither vehicle was available yet.

Allied Forces –

Allied forces are selected from the Desert Rats book, or the additional units in this scenario, at 100 points each. This is in addition to the Artillery Support noted below.

Each Allied force will enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone.

Artillery Support: each Allied player is supported by a 4 gun 25-pounder battery off table to their rear. They may purchase an observer team normally, or they may utilize their command teams to spot for any bombardments. Measure the range of the battery from any point on the eastern table edge in their deployment area.

Restricted Units – no 17-pounder units are allowed, this gun was not available yet.

Weather / Time of Day:

The weather during this period was generally good. Weather plays no role in the game.

Additional Units:

The following units are additional choices for each side (see cards at back):

- British Sherman Tank Platoon – by the time of Supercharge many British tank units had been re-equipped with the Sherman tank. Allied players may replace any Grant platoon they take in their force for a Sherman platoon at +2 points per vehicle.
- Italian M14 Tank and Semovente 75/18 Platoons – the Axis forces during Supercharge Axis players may field 0-2 Italian M14 Tank Platoons and 0-1 Semovente 75/18 Platoon as support choices at the points indicated on the cards.

Airpower:

The Allied Air Forces secured total control of the air over the battlefield during Operation Supercharge. Only Allied players may purchase air support for this scenario.

Winning the Game:

The Axis forces were by this point heavily outnumbered and trying desperately to hold on and grind down the Allied forces. Once they were forced to retreat from the Alamein line there were no defensive positions with closed flanks all the way back through Egypt and Libya. The Allies were right on the cusp of a breakthrough, they simply had to penetrate this final Axis line and their enemies would be forced to abandon the position entirely. The critical area was the north table, but succeeding in their supporting assault on the south table would increase the magnitude of any breakthrough in the north.

To reflect this, there are seven objectives on the north table reflecting key areas of the final Axis positions. To hold their position, the Axis forces must retain at least four north table objectives at the end of turn seven to secure a marginal victory. If they retain control of all the north table objectives, they win a significant victory.

Although the southern sector saw only supporting attacks, any breakthrough here would require the commitment of additional Axis reserves, jeopardizing any success in the north. If the Allied players manage to secure two south table objectives by the end of turn seven, this requires each Axis player on the north table to immediately withdraw tank units with a current point value of at least 20, from the table. This represents committing reserves to reinforce the south.

If the Axis player fails to secure at least a marginal victory, the game ends with an Allied victory. If the Allies also control two south table objectives, the result is an overwhelming Allied victory.

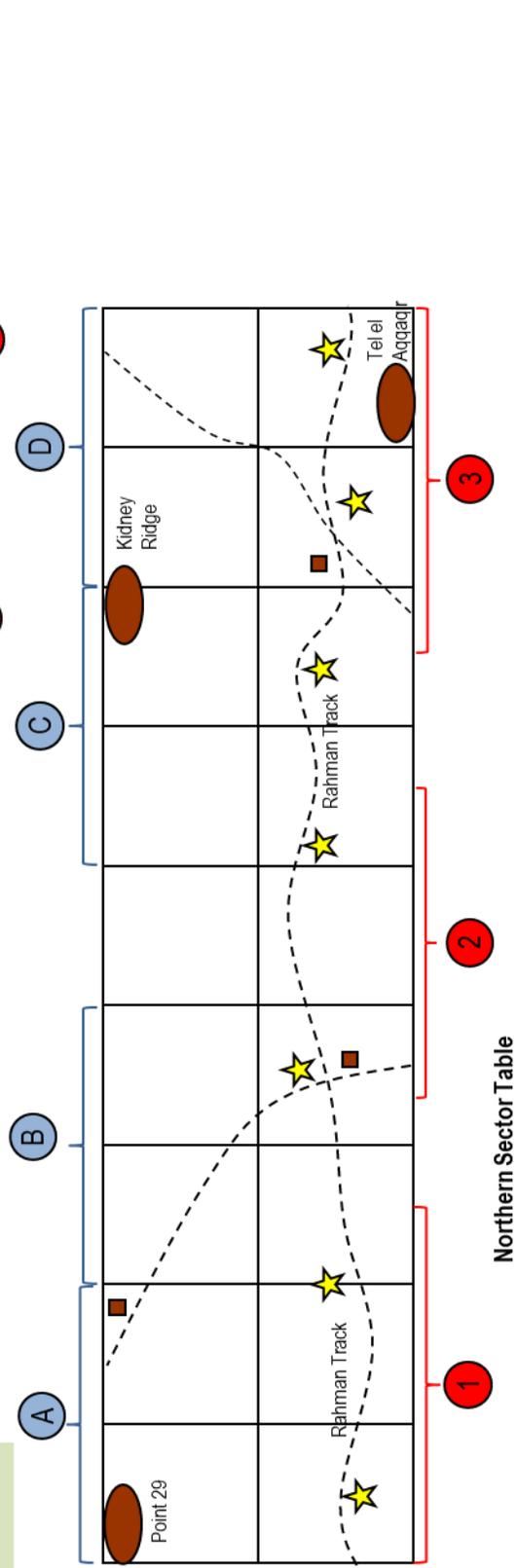
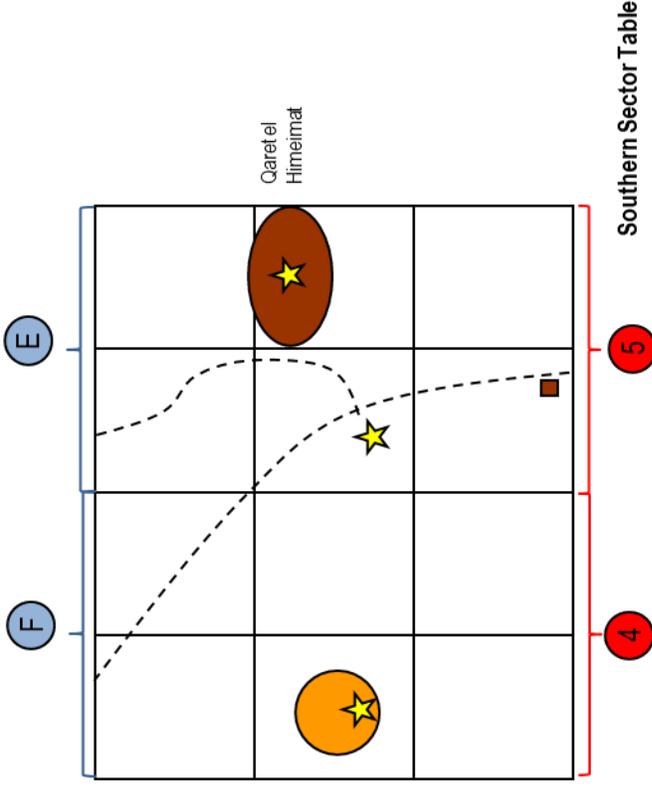
Map:

FOW Mega-Game Supercharge – El Alamein, 1942



	Ridge		Buildings
	Track		Objective
	Deir - Depression		Entry Area

Note – scattered areas of soft sand and rocky ground should be present across the battlefields.



Additional Unit Cards:

Here are cards for the additional units allowed for the scenario.

M14 Armored Platoon

Armored Platoon:

- 5x M14/41 20 pts
- 4x M14/41 16 pts
- 3x M14/42 12 pts

Add to all tanks:
improvised armor +1 pt total

Special Rules

Improvised Armor – may always make an armor save on a 6 against weapons with 5+ or 6+ firepower

M14 Armored Platoon

Motivation

- Confident 4+
- Last Stand 5+

Skill

- Veteran 3+

Tank Unit



Hit on 4+

Armor

- Front 3
- Side 2
- Top 1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	18"	20"	3+

	Range	Halted	Moving	AT	FP	Notes
47mm gun	24"	2	1	7	4+	
MGs	16"	5	5	2	6	self-defense AA

Self-Propelled 75/18 Platoon

Assault Gun Platoon:

- Carro Commando + 21 pts
- 4x Semovente 75/18 17 pts
- 3x Semovente 75/18 17 pts
- 2x Semovente 75/18 12 pts

Add to all tanks:
improvised armor +1 pt total

Special Rules

Improvised Armor – may always make an armor save on a 6 against weapons with 5+ or 6+ firepower

Self-Propelled 75/18 Platoon

Motivation

- Confident 4+
- Last Stand 5+

Skill

- Veteran 3+

Tank Unit



Hit on 4+

Armor

- Front 4
- Side 2
- Top 1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	18"	20"	3+

	Range	Halted	Moving	AT	FP	Notes
Sem 75/18 gun	24"	2	1	9	3+	hull-mounted
Sem MGs	16"	3	3	2	6	self-defense AA
Carro MGs	16"	3	3	3	5+	self-defense AA

Sherman Armoured Troop

Armoured Troop:

- 3x Sherman 27 pts

Special Rules

Smoke – unit may fire smoke

Self-defense AA – may fire at aircraft at ROF 1

Stabilizer – +1 to hit for moving ROF

Sherman Armoured Troop

Motivation

- Confident 4+
- Last Stand 5+
- Remount 3+

Skill

- Trained 4+

Tank Unit



Hit on 4+

Armor

- Front 6
- Side 4
- Top 1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	18"	20"	3+

	Range	Halted	Moving	AT	FP	Notes
75mm gun	28"	2	2	10	3+	smoke stabilizer
50 cal MG	20"	3	2	4	5+	self-defense AA
MGs	16"	2	2	2	6	