

## Alam Halfa, 1942 – El Alamein Action

### *A Flames of War Mega-Game Scenario*

Rommel's final attempt to break through the El Alamein position resulted in the action at Alam Halfa. His failure to achieve a breakthrough doomed the Axis invasion of Egypt, forcing him back onto the defensive where his forces were slowly and methodically ground down by Montgomery.

This scenario allows a large table to accommodate a scaled down version of the fateful clashes during Rommel's assault. It provides an opportunity to field large armored forces with almost the best equipment available in the Mid-War period.

#### Special Terrain rules:

- Open Desert – the open desert areas in this region were flat and hard. Treat open desert areas with no other terrain as road for movement purposes.
- Ridges – the various rocky ridges in this area were critical features in the otherwise relatively flat and open terrain in the El Alamein bottleneck. Ridge areas are difficult going, and provide bulletproof cover for stands in / touching them and concealment for vehicles in / touching them.
- Depressions – the southern end of the el Alamein defile featured a number of “deirs” – depressions with sandy bottoms. A depression is difficult going and troops may not dig in while in a depression. Any team or vehicle in or touching a depression is concealed.
- Soft Sand – treat areas of soft sand as difficult going. Troops cannot dig in while in soft sand.
- Rocky ground – treat areas of rocky ground as difficult going
- Buildings – the few buildings in the area were stoutly constructed, mostly tombs. Any stand in contact with a building is considered to be in bulletproof cover.
- Desert Track – vehicles may add 1” to their movement if it is entirely along a desert track. It is otherwise treated as normal cross-country movement.

#### Deployment:

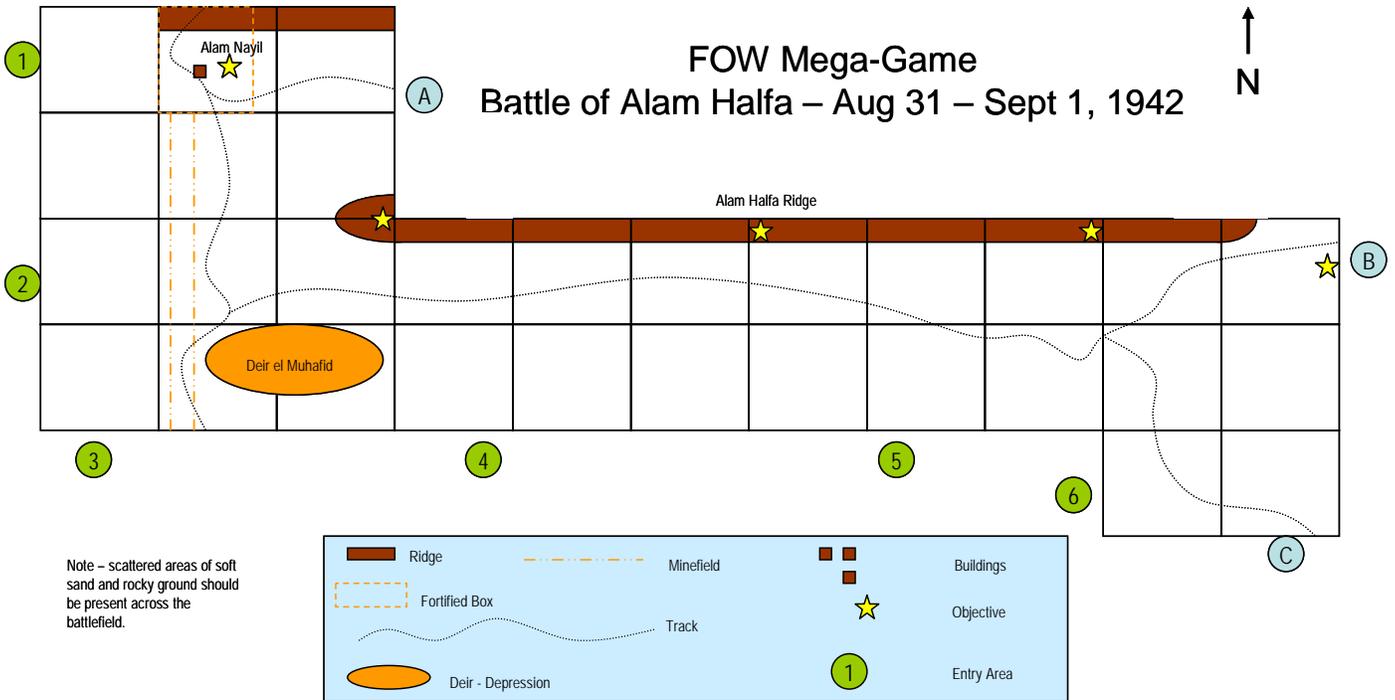
The Commonwealth forces listed as on the table are deployed first, followed by the Axis forces. The Axis take the first turn.

#### Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. For simplicity, they will arrive on this turn.

*Optionally, reinforcement arrivals may be randomized - the owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.*

Map:



Forces:

Axis Forces –

- 21<sup>st</sup> Panzer Division > represented by two 1,500 point panzer companies with the restrictions noted below. They enter the table on turns 1 and 2 from entry area 4.

[1] \_\_\_\_\_

[2] \_\_\_\_\_

- 15<sup>th</sup> Panzer Division > represented by two 1,500 point panzer companies with the restrictions noted below. They enter the table on turns 1 and 2 from entry area 5. the first company from 15<sup>th</sup> Panzer receives a platoon of 3 Mk III J (late) tanks at no point cost.

[1] \_\_\_\_\_

[2] \_\_\_\_\_

- 90<sup>th</sup> Light Division > represented by one 1,500 point Afrika Schutzen company with the restrictions noted below. They enter the table on turn 1 from entry area 2.

[1] \_\_\_\_\_

- DAK Recon Troops > represented by one 1,500 point Panzerspah company with the restrictions noted below. They enter the table on turn 3 from entry area 6.

[1]\_\_\_\_\_

*German force notes – all forces must follow the divisional force restrictions listed in North Africa. No schwere panzer platoons, rocket launcher batteries or Italian allied troops may be fielded.*

- Ariete Armored Division > represented by one 1,500 point carri company with no German allies. They enter the table on turn 1 from entry area 3.

[1]\_\_\_\_\_

- Littorio Armored Division > represented by one 1,500 point carri company with no German allies. They enter the table on turn 3 from entry area 3.

[1]\_\_\_\_\_

- Brescia Infantry Division > represented by a 1,500 point fucilieri company with no German allies. It enters the game on turn 1 from entry area 1.

[1]\_\_\_\_\_

#### Commonwealth Forces –

- New Zealand Division> represented by a 1,500 point New Zealand rifle company. They start on table, deployed anywhere within the Alam Nayil box. All of their teams start the game dug in, and they receive one FOW defenses box of defensive terrain to deploy anywhere within their deployment area.

[1]\_\_\_\_\_

- New Zealand Divisional Cavalry> represented by a 1,500 point New Zealand Divisional Cavalry Squadron. They enter the table on turn one from entry point A.

[1]\_\_\_\_\_

- 44<sup>th</sup> Home Counties (British) Division> represented by a 1,500 point 8<sup>th</sup> Army rifle company. They start on table, deployed anywhere on the Alam Halfa ridge. All of their teams may start the game dug in.

[1]\_\_\_\_\_

- 22<sup>nd</sup> Armored Brigade > represented by one 1,500 point heavy armored and one 1,500 point light armored squadron. 22<sup>nd</sup> Armored Brigade may only field Grant, Stuart and Crusader tanks. They start on table anywhere within 4” of the Alam Halfa Ridge.

[1] \_\_\_\_\_

[2] \_\_\_\_\_

- 23<sup>rd</sup> Armored Brigade > represented by one 1,500 point Valentine infantry tank squadron. It enters on turn 3 at entry area A.

[1] \_\_\_\_\_

- 8<sup>th</sup> Armored Brigade > represented by one 1,500 point heavy armored squadron. 8<sup>th</sup> Armored Brigade may only field Grant, Sherman and Crusader tanks. They enter on turn 4 at entry area B.

[1] \_\_\_\_\_

- 4<sup>th</sup> Light Armored Brigade > represented by one 1,500 point light armored squadron. 4<sup>th</sup> Armored Brigade may only field Grant, Stuart and Crusader tanks. The 4<sup>th</sup> Armored also receives 2 armored car platoons (North Africa pg. 151) at no cost. They enter on turn 2 from entry area C.

[1] \_\_\_\_\_

### Dummy Minefields

The Commonwealth forces had laid extensive minefields across the el Alamein gap, but also set up quite a few dummy minefields to slow the Axis forces down. There are two minefield lines deployed on the table, before the game start the CW player designates half of each 24” section of minefield as dummy (note on the umpire’s map). Whether a minefield is real or dummy is not revealed to the Axis until they attempt to cross or clear a section.

### Airpower:

The advance to El Alamein had outdistanced the Axis from their airfields and supplies. Coupled with bringing the action closer to the main Commonwealth bases, the result was that the Commonwealth enjoyed significant aerial superiority throughout the El Alamein actions.

No player may purchase air support for the battle. Instead, each turn the CiC for each side rolls a d6. Subtract the German die roll from the Soviet die roll and compare the results on the table below:

Differential	Outcome
-3 or less	German force receives 1x 1 plane air strike
-2	No air support for either side
-1 to 0	Commonwealth CiC receives 1x air strike
+1 or more	Commonwealth CiC receives 2x air strike

#### Weather:

The weather during the battles around Alam Halfa was variable, but generally good. On the first three turns, there is a chance for a khamsin (dust storm). To reflect this, the German CiC rolls a d6 at the start of each of the first 3 turns. On a roll of 6 a khamsin is present for the turn.

A khamsin reduces visibility for the turn to 12" and all rolls to spot, range in and hit receive an additional -2 modifier. No airpower is received by either side on a turn when there is a khamsin.

#### Winning the Game:

There are five objectives shown on the map. If the German side controls all three at any point during the game it immediately ends with an overwhelming victory for the Axis, and Mussolini will get that chance to ride his white charger into Alexandria! If the game does not end in this manner, fighting stops at the end of turn 8 due to darkness and if the Commonwealth controls all of the objectives at the end of the game it is a significant Commonwealth victory, if not the side which controls the majority of the objectives wins a marginal victory.