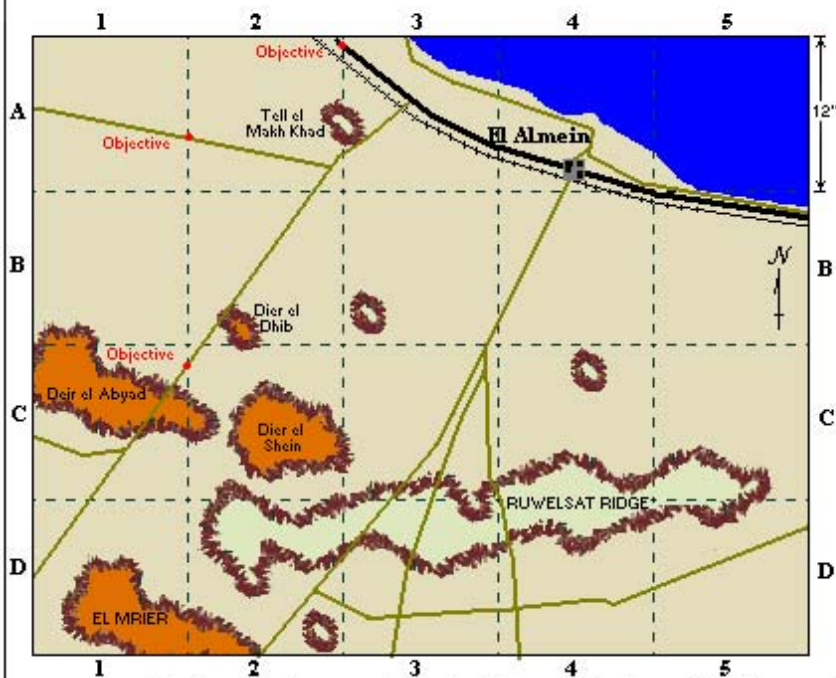


Scenario #3 -- El Almein: Operations Lightfoot and Supercharge



October, 1942

At the battle of Alam Halfa Rommel's German and Italian finally ran out of steam. Cairo, the Suez Canal and the oilfields of the Middle East were safe, at last. But it still remained for the British 8th Army to defeat its foe. Throughout the late summer and fall, Montgomery waited, patiently building up his forces, especially in 6 pound anti-tank guns and new Sherman tanks. By mid October, he was ready.

The German player receives the German 15th Panzer Division and four other cards. The British player receives the 2nd New Zealand Infantry Division and four other cards.

Historical Scenario: cards G4201, G4202, G4204, G4205, G4206, B4201, B4201, B4201, B4201, B4201

Instead of the random terrain set-up, use the map above. The German player sets up anywhere within 24" of the west edge of the table. The British player sets up anywhere within 24" of the east edge of the table.

The British objectives are already set (in red print). Before the game the British player secretly assigns 10 Victory Points; 20 Victory Points and 30 Victory Points to each of the objectives. The game ends after 10 days.

Special Rules.

1. Use the "Warm and Clear" column of the weather chart. On the first day there is a -1 modifier to the weather roll.
2. Rommel had lost many of his tanks and had little petrol for the rest of the armour. All German Divisions play with one less tank battalion as is listed on their Division card and no Self-Propelled Artillery, even if listed on the card.
3. The Axis troops were exhausted, out-gunned and almost out of supplies. Except for the 15th Panzer Division all Axis divisions are played as one level lower than is listed on the card. Add one (+1) to their Resolve Number.
4. The Axis player may lay out eight sections of 6' by 1' minefields. However, these are mostly anti-tank mines so any infantry crossing the field adds one (+1) to his die roll.
5. By the summer of 1942 the RAF had tipped the balance, and was winning the desert air war. Subtract one (-1) from all German Air Support rolls (both Divisional and Corps). Add one (+1) to all British Air Support rolls (both Divisional and Corps) Note: these modifiers affect the number of air strikes allowed, only. Do not apply it to the Air Strike table