

ASSAULT ON KIDNEY RIDGE

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The second battle of El Alamein in October and November of 1942 was a slugfest that slowly ground down Panzer Army Afrika (which included the original Afrika Korps). But the price paid for victory by the attacking British 8th Army was huge. The second assault on Kidney Ridge on October 30th, a key Axis defensive position near the coast, was typical of the ferocious fighting.

OBJECTIVE:

The British immediately win if they control the victory objective marker on map 17A at the end of a game round **and** have moved four or more tanks off the blue hex on map 14A.

The Germans win if the British are unable to fulfill their objective by the end of game round 7.

Now [El Alamein] is not the end, it is not even the beginning of the end. But it is, perhaps, the end of the beginning.

—Prime Minister Winston Churchill

BRITISH SETUP

DIVISION 1

- 8 Squad Bases
- 20 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 2 Machine Gun Crews
- 1 Mortar Crew
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1



x1



x1



x1

DIVISION 2

- 7 Squad Bases
- 16 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 2 Machine Gun Crews
- 1 Mortar Crew
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1



x1



x1

- Starting Strategy Cards: 3

Strategy Decks

- American Air Support I
- Artillery I
- British Reinforcements I

Operations Card

- 022 Barrel Modifications
- 005 Clear Mines

Deployment Zone

- Division 1: Any hex with an orange border on maps 19B and 16B.
- Division 2: Any hex with an orange border on maps 18A and 13B.

GERMAN SETUP

DIVISION 1

- 6 Squad Bases
- 15 Regular Infantry
- 3 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
- 1 Flak 36 AT Gun



x2

DIVISION 2

- 6 Squad Bases
- 15 Regular Infantry
- 3 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
- 1 Flak 36 AT Gun



x2

- Starting Strategy cards: 3

Strategy Decks

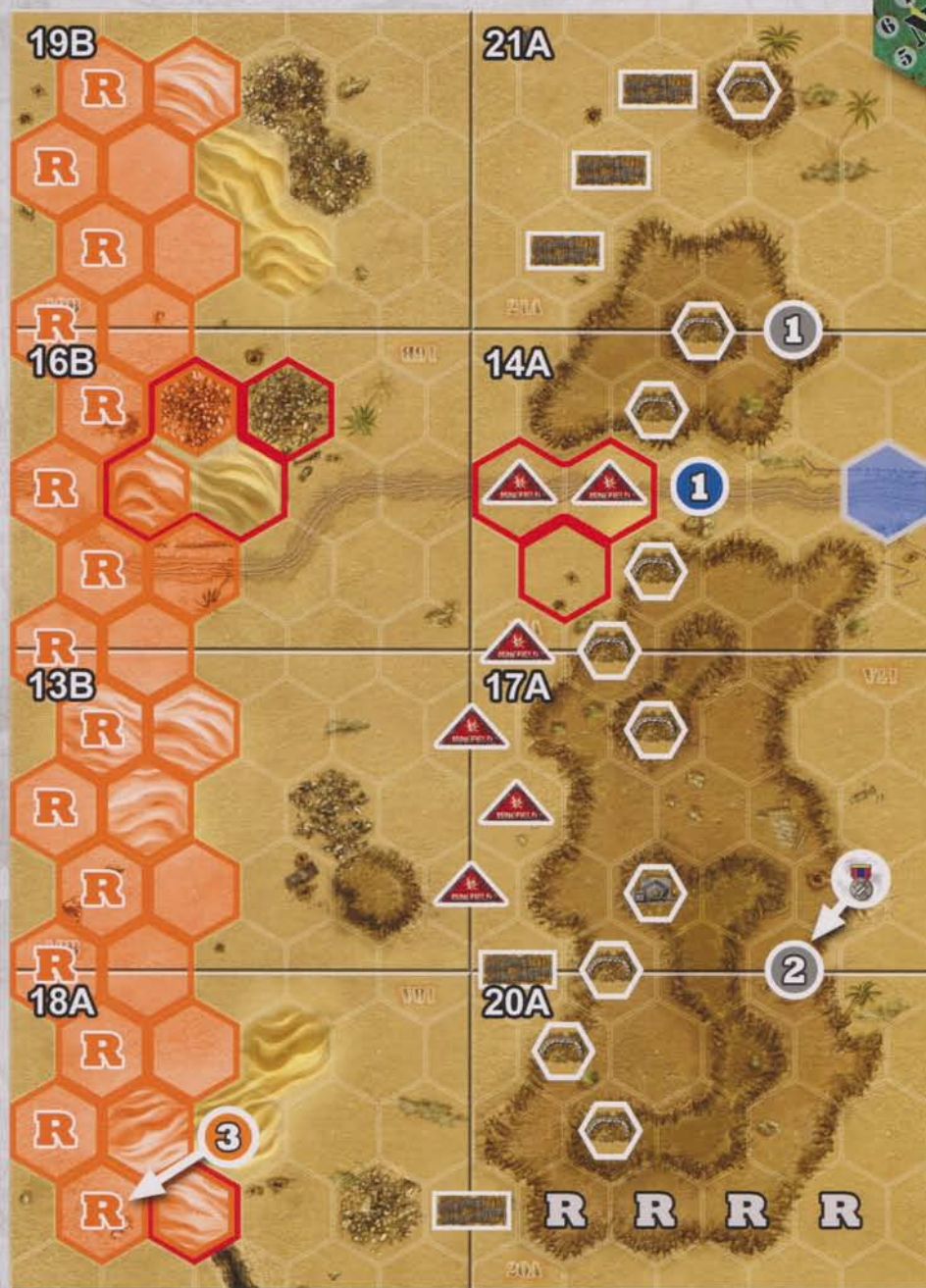
- Disruption I
- Morale II

Operations Cards

- 013 Desperate Defenders
- 003 Shattered Morale

Deployment Zone

- Any hill hex on maps 20A, 17A, 14A, and 21A.



SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:** British
- **Actions per Turn:** - 3 actions per nation

SPECIAL RULES

- In addition to the normal starting Strategy cards, the British start with the "Air Superiority" card from the American Air Support I deck and the "Increased Priority" card from the Artillery I deck in their play area.
- The blue shaded hex represents the exit point for the British vehicles. A vehicle on the blue shaded hex may spend 1 movement point to exit the board.
- If a Flak 36 AT Gun is placed in a hex with an entrenchment marker during set up, it receives +2 cover dice instead of +1.
- Pinned German Infantry may use equipment at half firepower, even if an Officer is not in the hex (as long as they are not fatigued).

REINFORCEMENTS

- Both sides receive reinforcements as noted below:

Status Phase 2:

British Division 1:

- 2 Sherman M4A1 Tanks

British Division 2:

- 2 Crusader Mk II Tanks

Status Phase 3:

British Division 1:

- 2 Sherman M4A1 Tanks

British Division 2:

- 2 Crusader Mk II Tanks

Either German Division:

- 2 Panzer III Tanks

TERRAIN FEATURES

- 9 Entrenchments
- 1 Pillbox
- 5 Razor Wire
- 6 Minefields

