

# **Ruweisat Ridge scenario – First battle of El-Alamein (revised version 1.1)**

*by Pavel „Artemis“ Dushek*

## **Summary of changes in the scenario**

- a) Removed and replaced some strategy decks for both players. It is possible now to use 2 leadership decks for each side (under an appropriate commander).
- b) Made changes in a number of specialization tokens for both players. Added Demolitions specialization (from *Normandy*).
- c) Added weather deck and using of crater tokens.
- d) The scenario can be played with and without *Normandy* features (leadership decks, weather deck, demolitions spec. and charges, crater tokens are not then used ).

## **Historical context**

*July 1942, Egypt, First battle of El-Alamein*

*On the 2nd July Rommel ordered the resumption of the offensive, intending for Afrika Korps to drive over the Ruweisat ridge to outflank the South African (one British division) positions at Alamein.*

*By this time Afrika Korps strength was just 37 tanks, while the British defence of the ridge relied on an improvised formation called Robcol, comprising regiment each of field artillery and light anti-aircraft artillery and a company of infantry. Robcol was able to buy time, and by late afternoon two British armoured brigades joined the battle. They drove back repeated attacks by the Axis armour, who then withdrew before dusk. The British reinforced the Ruweisat on the night of the 2nd July. The now enlarged Robcol became Walgroup. All this time the Royal Air Force subjected the Axis units to heavy air attacks.*

*The next day, the 3rd July, Rommel resumed the attack on the Ruweisat ridge. This time the Italian XX. Motorised Corps led, an indication of the exhaustion and low strength of Afrika Korps. Within the morning, the combination of British artillery fire and constant air attacks halted Afrika Korps advance. Although the British had succeeded in halting Afrika Korps, the Italian Ariete armoured division initially made good progress along the Ruweisat ridge until they met the more numerous and better armed British tanks of the 4th Armoured brigade.*

*(Text was taken from the Wikipedia)*

This scenario is inspired by the official scenario *Assault on Kidney Ridge* from the *DotF* expansion and tries to simulate events that occurred during those 2 mentioned days.

## Objectives

The Axis has to neutralize British defensive positions on the Ruweisat Ridge in order to secure an unobstructed advance of their forces towards El-Alamein. If Axis player manages to capture and control by the end of the scenario all 4 victory hexes, he wins. Otherwise a winner is determined via distributing of VPs as stated below.

**Rounds:** 8

**Starting initiative:** Axis (Germans)

**Actions per turn:** 3 or 4 (see below)

### Used *DotF* components:

- a) *Desert Tactics* strategy deck
- b) 2 *Alpha* and 2 *Bravo* unit specialization tokens
- c) 4x QF 6 pounder AT guns and 4x Panzer III tanks (plus additional 4 tanks as a substitution of *Semovente* tanks, in case of not having *Normandy* expansion)
- d) British soldier and vehicle miniatures
- e) *Panzer IV Ausf. E* operations card
- f) *DotF* map tiles

### Used *Normandy* components:

- a) Commander cards for *B. Montgomery* and *E. Rommel* and leadership decks: *Tactician*, *Hero*, *Blitzkrieger* and *Assaulter*
- b) *Satchel charges* and *Thermite explosive* operations cards
- c) Weather cards (3x Clear skies, 1x Extreme heat). Meteo-check occurs at the beginning of every second round.
- d) 2x *Demolitions* special. token, 2x American and 2x German charge tokens
- e) Crater tokens (as a result of an artillery fire or air bombing)
- f) 4 other German tanks representing Italian *Semovente* tanks (either StuGs or Jagdpanzers)

## **Terrain modifications**

- a) All hills on map tiles 19A and 13A have level 2.
- b) Used 4x minefield, 3x tank traps, 12x entrenchments, 11x barbed wire.
- c) If a normal (area) artillery or air bombing attack (inflicted via an appropriate strategy card) would cause at least 2 hits, put a crater token on that hex.
- d) Both hill hexes level 2 on the map tile 13A, marked with crater tokens, are considered normal (unaccessible) hill hexes level 2 WITHOUT road, which is printed on original hexes.

## **1) Information for Axis player**

### ***Axis forces (Germans and Italians)***

#### **a) 21st Panzer division (Germans)**

12 squad bases  
27 regular infantry  
12 elite infantry  
3 officers  
2 mortar crews  
1 MG crew  
4 SdKfz 251 halftracks  
4 Opels Blitz  
4 Panzer IV tanks  
4 Panzer III tanks

#### **b) Ariete div. and XX. Motoriz. Corps (Italians)**

6 squad bases  
19 regular infantry  
1 officer  
1 mortar crew  
1 MG crew  
2 SdKfz 251 halftracks  
2 Opels Blitz  
4 Semovente tanks\*

*\* use any other tank miniatures  
(see their stats below)*

#### ***Specializations:***

1x Medic  
1x AT  
2x Engineers  
1x Alpha unit  
1x Demolitions  
(2 satchel charge tokens)

1x AT  
1x Engineer  
1x Alpha unit

**Starting strategy cards:** 0 (spec.)

**Strategy decks:** *Command, Ground support* and **shared** *Desert tactics*.

**Leadership decks:** both *E. Rommel* decks, i.e. *Blitzkrieger* and *Assaulter*.

**Operations cards:** *Seize the initiative, Merciless assault, Clear mines, Clear TTs, Elite tank crew* – only for tanks of the 21st Panzer division, *Lay smoke, Panzer IV Ausf. E* and *Satchel charges*.

## ***Special rules for Axis player***

### *Italian tanks*

Italian division receives 4 *Semovente* tanks. For their representation use any available German tank miniatures (Tigres, StuGs, Panthers...).

These tanks have following stats:

Movement: 6, Armour: 3,  
Fire against infantry: 5, (normal) range: 5  
Fire against vehicles: 7, (normal) range: 6

These datas are taken from detailed stats summary of military units for ToI, author is *Klaus Fritsch*. This summary file is available on FFG web pages, the scenario section.

### *Strategy decks*

The Axis player puts away one *Rapid mobilization* card from *Command* deck and *Medical support* card from *Ground support* deck. In a case if British player would not use *American air support deck*, then Axis player puts away also both *AA support* cards.

The Axis player puts during a setup following cards to his play area: *Critical objective* and *Suppressive support*.

### *British deploy zone restriction*

No Axis unit may during Status phase of rounds 3, 4 and 5 be situated on any hex reserved for a deployment of British forces (Division 2), i. e. on any hex marked with a smoke marker on the map tile 18A. In this case you may not use the rule concerning blocking of reinforcements.

## ***Axis player deployment zone***

The German *21st Panzer division* deploys in two steps:

During a setup the Axis player deploys any 4 his tanks together with any 6 his squads loaded whatever way in (an adequate number of) his transport vehicles.

During a Status phase of the round 1 he deploys the other half of his division (in a similar way). Deploying occurs on any hexes on the map tiles 19A and 13A marked with smoke markers.

*Italian division* also deploys in two steps:

Italian tanks deploy during a Status phase of the round 5, while the rest of Italian forces deploys (with all squads loaded in their transport vehicles) during a Status phase of the round 3. Deploying occurs on the same hexes where deployed Germans.

## 2) Information for British player

### *British forces*

#### a) *10th Indian division*

12 squad bases  
27 regular infantry  
6 elite infantry  
3 officers  
3 mortar crews  
2 MG crews  
4 QF 6 pounder AT guns  
2 Bren carriers  
  
4 concealed squad markers

#### b) *4th Armoured brigade and reinf.*

4 squad bases  
9 regular infantry  
2 elite infantry  
1 officer  
1 MG crew  
1 mortar crew  
2 Bedford trucks  
3 Matilda tanks  
3 Crusader tanks

#### *Specializations:*

1x Medic  
1x AT  
1x Bravo unit  
1x Demolitions  
(2 thermite charge tokens)

1x AT  
1x Bravo unit

**Starting strategy cards:** 0 (spec.)

**Strategy decks:** *American air support*, *Artillery 1* and **shared** *Desert tactics*.

**Leadership decks:** both *B. Montgomery* decks, i.e. *Tactician* and *Hero*

**Operations cards:** *No surrender*, *Desperate defenders*, *Inspiring leadership* and *Thermite explosives*.

## ***Special rules for British player***

### *AT guns*

Each AT gun is deployed during a setup on each victory hex and may not be later moved. Remember that any AT on a hex with at least one entrenchment receives +1 cover.

### *Concealed squads*

British concealed squads are not (automaticaly) revealed, even if they are on victory hexes. But if they fire as a squad or assault etc., they become normally revealed.

Moreover remember that a squad operating an AT may:

- a) fire an AT, even if the squad is in an entrenchment.
- b) if such a squad contains an officer or is on the same hex as an officer, it may fire an AT (at a halffirepower), although it is pinned.
- c) if it is concealed and fires an AT, it does not become revealed (in this scenario not even if it is in a victory hex).

### *Using strategy decks*

Following cards are put away from strategy decks during a setup: *Cut supply lines*, second *Air superiority*, *Air reconnaissance* and *Paratroopers (American air support)*.

The British player puts during a setup following cards to his play area: *Air superiority* and *Increased priority*. These cards are added to the cards taken from *Desert tactics* deck.

## ***British player deployment zone***

The British forces deploy first, despite the initiative.

*10th Indian* deploys normally during a setup on any hill hexes on any map tiles except tiles 19A and 13A. Each AT gun is deployed on one victory hex and may not be moved at all during a whole scenario.

British tanks of *4th Armoured* deploy during a Status phase of the round 4 and 5 on the hexes on the map tile 18A marked with squad morale tokens. If British player does not manage to deploy all his tanks during these 2 rounds, then he loses his remaining (yet undeployed) tanks.

British reinforcement squads (of the Division 2) with both Bedfords deploy on same hexes as tanks of the 4th Armoured during a Status phase of the round 3. They may be loaded (but do not have to) for free MPs in both Bedford trucks.

### 3) Rules for strategy decks and operations cards

#### *Using Desert tactics deck*

*Desert tactics* is a shared deck. The *Hidden minefield* card is put away from this deck before a setup.

During a setup following cards are put to (next to other cards mentioned in their own sections):

- a) the Axis player's HQ: 2x *Dust decoy*
- b) the Axis player's play area: *Dust cloud*
- c) the British player's HQ: 2x *Fill sandbags*
- b) the British player's play area: *Increased visibility*

After dealing above mentioned cards are remaining cards of this deck removed from game, i.e. are not anymore used in the scenario.

Additionally, both sides may play any *Desert tactics* card for free CPs (other strategy cards have to be normaly paid for :-)).

#### *Leadership decks*

Due to a fact that in this battle were engaged forces under a command of two commanders, who have their own commander cards – i.e. *B. Montgomery* and *E. Rommel* – then both player should use them, if they agree. They may also use only one of them and even none of them.

Moreover, if they agree to use them, then each of them may choose to use both leadership decks that a given commander card offers. Since they are 4 different leadership decks, there is no problem. So German player may use both *Assaulter* and *Blitzkrieger* deck, while the British player may use both *Hero* and *Tactician* deck.

If using *Blitzkrieger* deck, put away these cards: *Bombing run*, *Rapid mobilization*, and *Elite tank crew* and *Tank ace* operations cards.

If using *Assaulter* deck, put away *Rapid mobilization* card and *Merciless assault* operations card.

If using *Hero* deck, put away *Inspiring leadership* and *No surrender* operations cards.

If using *Tactician* deck, put away both *Stolen supplies* cards.

The reason for removing above stated operations cards is a fact, that these cards are represented in an appropriate leadership deck via similar cards, which have limited use (usually thrice).

## **4) Special rules for both players**

### *Number of actions per turn*

In the round 1 both players have 4 actions per turn. Since the round 2 British player has 3 actions, while Axis player has 4 actions per turn.

### *Distribution of CPs*

CPs are earned this way. During *Receiving CPs* step a player:

- a) receives 1 CP for each controlled victory hex. During a setup the British automatically gain control over any victory hex, where they have deployed at least one squad.
- b) receives an amount of CPs equal to the half of his (not yet destroyed) tanks (round up) – i.e in case of 7 tanks a player receives 4 CPs. German and Italian tanks add together.

These two sources are cumulative – i.e the Axis at the beginning does not control any victory hex but it has tanks. The British vice versa. During the scenario, tanks will be destroyed and deployed and victory hexes will change their owner.

### *Distribution of VPs (by the end of round 8):*

- a) for each controlled victory hex its controller receives 1 VP.
- b) for each destroyed enemy tank a player receives 1 VP.
- c) if the Axis player destroys or manages to capture any British AT, which survives till the end of scenario and Axis controls it, he receives 1 additional VP for each such an AT.
- c) the British player receives 1 VP for each AT gun, which survives till the end of the scenario and is under British control.



## 5) Map of the battlefield

The map tiles (only *DotF* map tiles) are ordered this way (from left to right) in two rows:

21A, 14A, 17A, 20A,  
19A, 13A, 15A, 18A

Minefields are placed on both bridges and on 2 road hexes (see the photo below).

