

El Alamein

Decision in Desert



EL ALAMEIN BATTLE General Rules

1.0 – INTRODUCTION:

The Battle of El Alamein marked the "turning of the tide" against Nazi Germany. After two years of costly and confused fighting, the Panzerarmee Afrika (German and Italian units), commanded by Field Marshal Erwin Rommel, and the British 8th Army, commanded by General Bernard L. Montgomery, met for the final duel at El Alamein. The front was bounded to the north by the sea and to the south by the Qattara Depression, an impassable salt marsh. The 8th Army attacked on the night of 23/10/42, preceded by a violent artillery preparation. The fighting was fierce and uninterrupted, with heavy casualties on both sides. After ten days, the Axis line finally collapsed, and the Italo-German forces were forced to retreat to Tunisia.

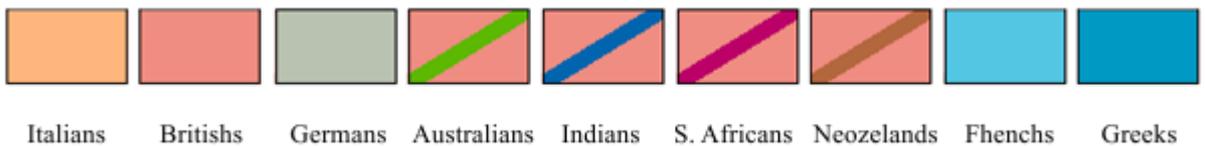
A peculiarity of the terrain, the absence of landforms (except for a few ridges) caused the defensive lines on both sides to be infested with mines and booby traps. Allied air supremacy was undisputed throughout the battle, a prelude to what Allied air power would accomplish in the years to come. The precarious supply situation, especially of gasoline, and the lack of reserves made the situation of the Axis increasingly critical.

However, the fight was difficult, and the victory will certainly fall to the one who best exploits its resources.

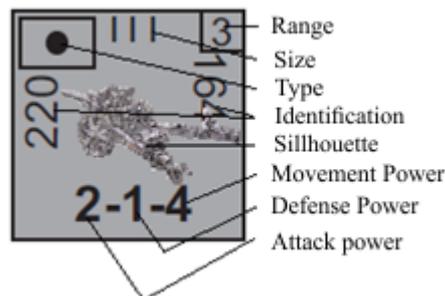
2.0 – MATERIAL:

2.1 – Map → Represents the Egyptian region from El Alamein to the Qattara Depression, in a total of 378 hexagons.

2.2 – Cardboard Counters → A total of 86 pieces (excluding markers), 28 Italian, 24 British, 16 German, 4 Australian, 4 Indian, 4 South African, 3 New Zealander, 2 French and 1 Greek. The nationalities of the pieces are identified by the colors listed below:

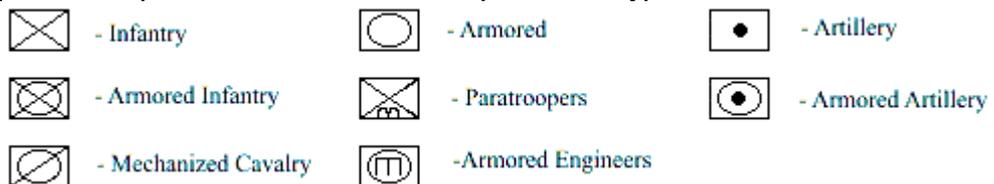


2.2.1 – Characteristics of the Counters:



Unit Size: All wargames, in general, should have an equivalence between the pieces of both contenders regarding their "size" or "level". Wargames can be Company (I), Battalion (II), Regiment (III) - Brigade (X), Division (XX) or Army Corps (XXX) level. This simulation is regiment/brigade level.

Unit Type: It is the "emphasis" of elements that make up a unit. The types used in this simulation are as follows:



Artillery Range: This is the limit of the range, in hexes, of the attack power of artillery units.

Unit Identification: It is the identification of the part. In this simulation, the number on the right represents the division to which the regiment (in the case of Germans and Italians) or brigade (in the case of the Allies) belongs, and the number on the left represents the regiment/brigade itself. Normally, a division is made up of three regiments/brigades, but in this simulation almost all divisions have only two "maneuver" elements (excluding artillery). French units are marked "FFL" (Free French Forces). In Allied units, the marking "AD" (Divisional Artillery) indicates the organic artillery units of divisions, while the pieces representing the Corps artillery are identified by the Corps number in Roman numerals. The German unit identified as "15 zbV" is a task force formed by the reconnaissance battalions of the Panzer and 90th Light Divisions with the mission of patrolling south of the line, near the Qattara Depression.

Attack Power: This is the combat value of this unit when it attacks. In artillery units, it is also the power with which it supports ranged combat.

Defense Power: This is the combat value of this unit when it is attacked.

Movement Power: This is the value of the unit's displacement during the game (V.4.0).

The unit in the example is the 220th Artillery Regiment of the German 164th Infantry Division (gray color). Your Attack Power is 2, Your Defense Power is 1, Your Movement Power is 4, and Your Range is 3.

2.3 – Tables (See last page) → This simulation has 4 tables: "Combat Effects Table", "Terrain Effects on Movement and Combat Table", "Bombardment Table" and "Vulnerability Table". Their jobs are explained below.

2.4 – Auxiliary Markers →

2.4.1 – Turn Marker: These are the squares numbered from 1 to 12 on the upper left side of the board, each turn representing a day of the real period (representing the period from 23/10/42, the beginning of the British attack, to 03/11/42, the beginning of the Axis retreat).

2.4.2 – Air Power Marker: These are the squares numbered from 1 to 10 (allies) and from 1 to 6 (Axis) on the upper right side of the board. Its use is explained below.

2.4.3 – Dices: This simulation uses two dices to solve the fights. The dice is NOT used in moving the parts.

3.0 – SEQUENCE:

In each turn, the first to move is the allied player, who moves as many of his units as he wants, in the so-called "Movement Phase" ally; then comes the Allied "Combat Phase", when the Allied player executes the attacks against the German units he engaged in his "Movement Phase". Once the allied "Combat Phase" is over, comes the Axis "Movement Phase", when the Axis player moves his units and engages them (or not) with the allied units; then comes the Axis "Combat Phase", where the engagements of the German "Movement Phase" are resolved. Then, the shift is changed, restarting the sequence.

4.0 – HANDLING:

To move, units use their Movement Power. This is given in the form of movement points, which are spent when the unit moves from one hexagon to another, according to the type of terrain. The points spent, by terrain type, are given in the "Table of Effects of Terrain on Movement and Combat" (V.).

From the table, crests (mountains) hinder the movement of units, while the hexagons of the Qattara Depression are impassable for any type of unit. Exceptionally in this simulation, armored vehicles can transit through mountain hexagons (crest).

EXAMPLE: A British infantry unit 3-4-6 leaves Tel El Eisa (hexagon 0805), traverses the minefield at hex 0705 (1 point through the open terrain and 1 more point through the minefield), enters the Kidney crest (hex 0606 – plus 2 points) and moves into hex 0406 through two hexagons of open ground (2 more points), thus completing 6 points (1 + 1 + 2 + 2), then having to stop.

OBSERVATIONS:

- + A unit can NEVER exceed its movement power in its respective "Move Phase".
- + Units are not required to use their full movement power, and may spend less points than the total allowed per "Movement Phase".
- + Unspent Movement Points by a unit can NOT be accumulated for other turns.
- + Movement Points not spent by one unit can NOT be transferred to other units.
- + When two or more units move together, their movement power is NOT added together.

4.1 – Restrictions on the Movement →

4.1.1 – Friendly Units: Both allies and Germans can concentrate a maximum of 3 (three) units in the same hexagon. However, even if the hex reaches the maximum number of units, other non-enemy units can pass through it without stopping at it.

4.1.2 – Enemy Units: Every unit has an "engagement zone" referring to the 6 (six) hexagons that surround it. When an enemy unit moves into one of the hexagons of its "engagement zone", it is required to stop (it is said to have "engaged").

At the start of your "Movement Phase", if your unit is engaged with an enemy unit and the player does not want to engage in combat, the player can remove your piece from the enemy "engagement zone", as long as you spend 1 extra movement point to "break contact".

If, on the other hand, your unit is on "Dominant Ground" in relation to the enemy piece(s) that are engaging it, it is not obligated to disengage. "Dominant Terrain" is the terrain that has the greatest advantage, in combat, in number of columns.

If a unit, for whatever reason, cannot disengage or is in "Dominant Terrain", it will have to attack.

Two enemy units can NEVER occupy the same hex at the same time.

5.0 – COMBATS:

At the end of the "Move Phase", when enemy units are occupying adjacent hexes, they are considered to have "engaged", with the last one to move being considered the attacker.

5.1 – Combat Resolution → To solve the combats, the "Combat Effects Table" is used, through the combat powers of the units. The sequence is as described below:

5.1.1 – Relationship of Forces:

1st - The ATTACK powers of the attacking units are added.

2nd - The powers of DEFENSE of the units that are being attacked are added.

3rd - Divide the value obtained in the 1st step by the value obtained in the 2nd step, disregarding the non-integer part of the result (for example, $11 \div 4 = 2.75 \rightarrow$ disregarding 0.75, the power ratio will be 2-1 (two to one)).

OBSERVATIONS:

+ The attacker can NOT check the defense points of the units he will attack before declaring how many points he will attack with.

+ Once the defender warns how many they will defend with, there can be NO further changes from either party (this is especially important in simulations where both contenders have air power).

5.1.2 – Terrain Influence: Certain terrains favor defense, but none favor offense. The benefits of terrain for defense are given in the form of "columns", which is verified in the "Table of Effects of Terrain on Movement and Combat". Once the balance of forces has been determined (V.5.1.1), the terrain where the defending unit is located is checked and, if it favors the defense, how many columns on the left! In this simulation, in addition, the "Mine-

sweeper" (V.9.0) is introduced.

OBSERVATION:

+ When, in the defender's hexagon, there are two or more types of terrain influencing the combat, the terrain that provides the highest number of columns on the left is always considered.

5.1.3 – Siege: If a defending unit is engaged in such a way that it cannot retreat to a hexagon free of enemy "engagement zones", these defenders are considered to have been surrounded. This gives the attacker the advantage of a right-hand column in the "Combat Effects Table".

5.1.4 – Unity of Command: Every time a division participates in a combat (attacking or defending) with all its elements (including artillery), it "gains" a column (to the right when attacking or to the left when defending).

OBSERVATIONS:

+ All Italian divisions, the two German armored divisions (Panzers), the British armored divisions and the New Zealand division have only two "maneuver elements" (infantry and/or armored regiments/brigades), but despite this, they receive the bonus per divisional unit.

+ The British 50th Infantry Division, by contrast, lost one of its brigades months earlier and is in fact depleted, NOT receiving the command unit bonus.

+ Exceptionally in this simulation, the organic artillery units of the divisions must participate in the combats, even if from a distance, so that the division is entitled to the bonus per divisional unit.

5.1.5 – Armored vs. Infantry: Armored units attacking any infantry or paratrooper units in open terrain or mine-field hexagons are given one more column on the right (for combat purposes, road, track, and rail are considered open terrain).

5.1.6 – Determination of the Line: Once the previous steps have been completed, the column has been determined; Now, you determine the line from the data; The purpose of the dice is to symbolize all the imponderables of the combat. The two dice are rolled, and the result is the sum of them (for example, 2 in one and 3 in the other gives 5 as a result).

5.1.7 – Results of Combat:

DE - Defense Eliminated. One defending unit is eliminated (at the discretion of the defending player) and the others, if any, are required to retreat UNDER ANY CIRCUMSTANCES.

DRB - Defense Retreats with Casualties. All defending units retreat one hex (barring special rules) and ONLY ONE OF THEM SUFFERS CASUALTIES (at the discretion of the defending player).

DRI - Defense retreats intact. All defending units retreat one hex (barring special rules).

DVB - Defense Wins with Kills. All attacking units retreat one hex and one of the defending units suffers a casualty (at the discretion of the defending player).

DVI - Defense Wins Intact. All attackers retreat one hex.

AVI - Attack Wins Intact. All defending units move back one hex (if the result is not DE) and the attacking player may or may not occupy the hex abandoned by the defenders.

AVB - Attack Wins with Kills. As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).

ARI - Attack retreats intact. All attacking units retreat one hex.

ARB - Attack Retreats with Kills. All attacking units retreat one hex and one of them takes casualties (at the discretion of the attacking player).

AE - Attack Eliminated. All attacking units retreat one hex and one of them is eliminated (at the discretion of the attacking player).

EMP - Tie. The defending player eliminates one or more pieces of his choice; Add up the defense power of the eliminated units and the attack loses at least an equal number of attack power points on eliminated units (at the discretion of the attacking player). The remaining defending pieces are forced to retreat.

IMP - Stalemate. All units, both defenders and attackers, remain where they are.

5.2 – Advancement after Combat → When the attacker wins a combat, he can occupy the hex abandoned by the defender or advance one more hex, depending on the type of the attacking unit; motorized units (armored vehicles, motorized infantry, mechanized artillery, etc.) can advance two hexes (from the hexagon abandoned by the defender) and non-motorized units (infantry, PQD, etc.) only one. Artillery cannot advance. The attacker does not necessarily need to advance, nor do he need to advance all the hexes to which he would be entitled; It's up to you to decide.

5.3 – Retreat Rules → When, after a fight, one or more units are forced to retreat, they may not stop at a hexagon occupied by enemy units or at a hexagon belonging to the "engagement zone" of an enemy unit. If this is not possible, they will be deleted.

5.3.1 – Chain Retreat: When a unit retreats to a hexagon occupied by three friendly units, the player can retreat one of the surplus pieces to another hexagon (respecting the rule above) and make any 3 pieces remain in that hexagon.

5.3.2 – Retreat Under Siege: When a unit (or more) is surrounded and is forced to retreat, it will go into a hexagon fatally within an enemy "engagement zone". As one can never end an engaged recoil, she/she will be forced to retreat to another hex and, in this 2nd move, he/she must receive kills (all pieces). If this new hex is again from the enemy "engagement zone", all units that retreat are eliminated.

OBSERVATIONS:

+ Any unit that retreats into the sea or the Qattara Depression is considered destroyed.

+ Units that retreat across the West edge of the board are not considered destroyed but cannot be returned to the game.

+ Axis units that exit from the East Edge are considered destroyed. Friendly units that leave through the East Ledge are not considered destroyed but cannot return to the game.

+ If a retreating besieged unit has suffered casualties because of combat, it is automatically eliminated unless it can retreat through a hex occupied by friendly units. In this case, she doesn't suffer any casualties on the 2nd move.

6.0 – AIR POWER:

Air power points represent the relative influence of the respective air forces on ground combat. In this simulation, both contenders possess air power. The allied player has 50 points for the entire match, while the Axis player has 6 points on turns 1 to 4; 3 points in turns 5 to 8 and 0 from the 9th turn onwards.

6.1 – Use of Air Power → Both players have an Air Power marker on the board and two pieces marked "X10" and "X1" (the Axis player only has the "X1" marker). When he starts his turn, he puts the pieces on the numbers related to his air power as described above. When the player wants to support a fight, he simply deducts the points he wants from the scoreboard. Thus, he can use his power points both attacking (his Combat Phase) and defending (enemy Combat Phase). The air power marker is always manipulated in such a way that it always shows how many points the player has left.

6.2 – Air Strikes → In this simulation, it is allowed to carry out attacks only with air power, using the "Bombardment Table". In simple bombing (without the involvement of other types of units), the air power committed is multiplied by the sum of the vulnerability indices of the units on the target, according to the "Table of Vulnerability" (V.). Once the final value has been found, the corresponding column is checked in the "Bombardment Table" (also considering the effects of the terrain) and the two dice are rolled. The meaning of the results is attached to the table.

EXAMPLE: Two German infantry units and one armored unit concentrate on a hexagon. The friendly player decides to launch an air strike with 9 points. The vulnerability index on the target will be 4 ($2 \times 1 + 2$). Therefore, the attack will have a value of 36 (9×4). In the table, this corresponds to column 25-36. If the defenders are in a fortification hexagon in open ground, they "win" a column to the left, and therefore the column used will be 13-24.

OBSERVATIONS:

+ Air Power Points not used in one turn do NOT roll over to the following turns.

- + When announcing the value of an attack, it should include air power. Likewise for defense.
- + Terrain effects are considered normal.
- + In this simulation, a minimum of 3 points and a maximum of 10 points must be used to carry out air strikes.

7.0 – CASUALTIES:

These "casualties" are related to losses of material and men, combat "stress" and disorganization (temporary or not) of the units.

When a unit suffers casualties in combat, it is flipped over, facing backwards. As long as you're like this, you'll have your combat powers reduced. If it suffers new casualties, it is eliminated. Kills do not affect movement power.

In this simulation, only the friendly player has a chance to recover kills. It is enough for the unit to be disengaged for one turn, out of a minefield, and to be able to "describe" any unimpeded "line" of enemy "engagement zones" and minefields to El Alamein (i.e., free of the siege situation) at the end of its Movement Phase. It can then be unturned.

8.0 – ARTILLERY:

This unit moves like a regular infantry unit (mechanized artillery units, of course, move like armored units) and has the special characteristic of being able to attack enemy units without engaging them. The number above the silhouette on the piece indicates how far in hexagons the unit can attack the enemy unit (interpreted as the range of the guns). If engaged, it suffers the effects of terrain and combat normally.

In simple bombardment (without the involvement of other types of units), the attack power of the committed artillery units is added and multiplied by the sum of the vulnerability indices of the units on the target, according to the "Table of Vulnerability" (V.). Once the final value is found, the corresponding column is checked in the "Bombardment Table" (also considering the effects of the terrain – except for the river) and the two dice are rolled. The meaning of the results is attached to the table.

EXAMPLE: Two Allied 3-2-4 artillery units focus on bombarding a hexagon that contains two German units, one armored and one infantry. The attack power will be 6 (2x3) and the vulnerability index will be 3 (1 + 2). Therefore, the attack will have a value of 18 (6x3). In the table, this corresponds to column 13-24.

More than one artillery unit may be concentrated in the same combat or bombardment, but an artillery unit may not be used in more than one combat per phase.

OBSERVATIONS:

- + When supporting a ranged attack, the range of the artillery piece must always reach the defender's hex (whether attacking or defending).
- + You can't use artillery units to support airstrikes and vice versa.
- + It is not allowed to attack the same target hex twice in the same turn, even if from two different types of attacks.

9.0 – MINEFIELD:

As already said, the Germans deployed huge minefields protecting their lines and this could not fail to be represented in this simulation.

Unlike natural landforms, minefields do not favor defense, but rather hinder attackers. This is represented in several ways:

9.1 – Movement → Allied units moving through minefield hexes pay 1 additional Movement Point on top of the normal terrain cost. When allied units enter a minefield hexagon, a die is rolled: being an infantry unit, dropping 1, the unit suffers casualties. If the unit is armored, dropping 1 or 2, the unit suffers casualties. This is repeated for each unit that enters the hexagon.

9.2 – Combat → If, in a combat, ALL allied attacking units are on minefields, the attacker "loses" a column in the "Combat Effects Table" (considered a column on the left). Allied units in a minefield hex "lose" a column in any type of attack they suffer (considered a right column), whether by engagement, artillery bombardment, or air strike.

Any Axis unit on any terrain type has "Dominant Terrain" advantage over allied units in a minefield hex.

9.3 – Casualties → Allied Units in minefield hexes do NOT recover casualties.

9.4 – Armored Engineering → The allies have an Armored Engineering unit, which is intended to "clear" minefields. To do this, the unit must be posted disengaged on a minefield hex, and on the next turn, allies can place a "Clear Field" marker. From then on, the hexagon is considered open ground.

10.0 – FORTIFICATIONS:

On the board are marked the fortifications built by the Axis forces on the El Alamein line. Fortifications do not affect the movement of any of the contenders but give the defender an extra column to the left in the "Combat Effects Table", in addition to the benefits that come with the terrain itself.

OBSERVATION:

+ Fortifications do NOT have "nationality". They have the same value no matter who is occupying it.

11.0 – PREPARATION:

Montgomery's plan of attack, dubbed "Operation Lightfoot," was a masterpiece of "tidy" battle: it was hoped to open two corridors through the Axis minefields at the northern end of the line, using mainly its excellent infantry as a spearhead. Their armored vehicles would then pass through these corridors, occupy defensive positions on the ridges of the "Rim" and Miteiriya, and defeat the German armored personnel carriers when they attacked.

Subsidiary attacks in the south would keep the remainder of the Axis forces prevented from moving north. Once this was done, the infantry would oversee annihilating the Italian garrisons to the north and south of the penetration. Montgomery planned a three-stage battle: penetration, dogfight, and disruption and pursuit of the enemy.

On the right, the 30th Corps, with 5 infantry divisions (9th Australian, 51st Scottish, 1st South African, 2nd New Zealand, and 4th Indian), would take charge of the main attack. On the left, the 13th Corps, with two infantry divisions (44th and 50th) and an Armored (7th), would make the diversionary attack. In the rear awaited the 10th Corps, with two Armored Divisions (1st and 10th), reinforced with elements of the 8th Armored Division and the 44th Infantry Division. In all, 220,000 troops, 1,351 tanks (including 285 of the new Shermans, 246 Grants, and 421 Crusaders), 1,400 antitank guns (850 6-pounder and 550 2-pounders), and 884 guns (52 medium guns and 832 field guns). The Air Force of the Desert (of the Air Vice-Marshal Sir Arthur Tedder) had 880 modern aircraft (including American units), which had achieved total air supremacy over the battlefield.

By mid-October, the Germans had built a 72-kilometer line, with two minefields (half a million mines were laid, mostly anti-tank mines) and a depth of 8 kilometers. These camps were conveniently nicknamed the "Devil's Gardens," and they still contained many traps. On the coast were the 90th Light Division and the 164th Infantry Division, both German. To the south was the Italian 21st Corps (Bologna and Trento infantry divisions), reinforced with the German Ramcke Parachute Brigade. Further south was the Italian 10th Corps (Brescia and Pavia infantry divisions and the paratrooper Folgore). In the rear, but close to the front due to lack of fuel, was the armored reserve, the veteran 15th and 21st Panzer Divisions, and the Italian 20th Motorized Corps (Armored Divisions Ariete and Littorio and the Motorized Trieste), concentrated in three mixed groups. For the next battle, the "Panzerarmee Afrika" had 489 tanks, of which 278 were Italian (poorly armed and armored) and only 30 were Panzer IVF2s (known to the British as the "Mark IV Special"). Their human potential amounted to 53,000 German and 55,000 Italian soldiers. It had 522 field guns, but only 24 of the fearsome 88mm anti-tank guns (all hampered by ammunition shortages), and in the air the Axis had 129 German and 216 Italian planes, the latter mostly obsolete.

This was the situation on 10/23/42.

10.1 – Initial Placement (Game Options) → This simulation offers two possibilities to be played, Options I and II. In Option II, the initial placement is completely free, for both sides, respecting the respective original lines (i.e. it is not allowed to place allied units behind the original German line and vice versa), with the Axis player being the first to arrange his pieces. Under Option I, the initial placement of the units is as follows:

10.1.1 – Axis Initial Placement:

90th Light Division	155th Motorized Infantry Regiment	0201
	200th Motorized Infantry Regiment	0202
	361st Motorized Infantry Regiment	0301
	190th Artillery Regiment	0402
164th Infantry Division	125th Infantry Regiment	0703
	382nd Infantry Regiment	0606
	433rd Infantry Regiment	0808
	220th Artillery Regiment	0608
	PQD Ramcke Brigade	0811
15th Panzer Division	8th Panzer Regiment	0405
	115th Panzergrenadier Regiment	0404
	33rd Artillery Regiment	0406
21st Panzer Division	5th Panzer Regiment	0512
	104th Panzergrenadier Regiment	0514
	155th Artillery Regiment	0513
	15th zbV	0516
Trento Infantry Division	61st Infantry Regiment	0707
	62nd Infantry Regiment	0604
	46th Artillery Regiment	0505
Bologna Infantry Division	39th Infantry Regiment	0810
	40th Infantry Regiment	0810
	205th Artillery Regiment	0710
Brescia Infantry Division	19th Infantry Regiment	0813
	20th Infantry Regiment	0813
	1st Artillery Regiment <i>Celere</i>	0713
Pavia Infantry Division	27th Infantry Regiment	0817
	28th Infantry Regiment	0817
	26th Artillery Regiment	0715
Folgore Paratrooper Division	186th Parachute Regiment	0915
	187th Parachute Regiment	0915
	185th Artillery Regiment	0815
Ariete Armored Division	132nd Armored Regiment	0615
	8th Bersaglieri Regiment	0715
	132nd Artillery Regiment	0714
Littorio Armored Division	133rd Armored Regiment	0407
	12th Bersaglieri Regiment	0408
	3rd Artillery Regiment <i>Celere</i>	0508
Trieste Motorized Infantry Division	65th Infantry Regiment	0103
	66th Infantry Regiment	0104
	21st Artillery Regiment	0204
	7th Bersaglieri Regiment	0703
	9th Bersaglieri Regiment	0914
	8th Artillery Regiment	0507
	16th Artillery Regiment	0614

10.1.2 – Allied Initial Placement:

9th Australian Infantry Division	20th Infantry Brigade	0805
	24th Infantry Brigade	0805
	26th Infantry Brigade	0805
	Divisional Artillery	0905
51st Division Scottish Infantry	152nd Infantry Brigade	0806
	153rd Infantry Brigade	0806
	154th Infantry Brigade	0806
	Divisional Artillery	0905

2nd New Zealand Infantry Division	5th Infantry Brigade	0906
	6th Infantry Brigade	0906
	Divisional Artillery	1006
1st Infantry Division South African	1st Infantry Brigade	1007
	2nd Infantry Brigade	1007
	3rd Infantry Brigade	1007
	Divisional Artillery	1006
4th Infantry Division Indiana	5th Infantry Brigade	1008
	7th Infantry Brigade	1009
	161st Infantry Brigade	1010
	Divisional Artillery	1108
English 50th Infantry Division	69th Infantry Brigade	1113
	151st Infantry Brigade	1013
	Divisional Artillery	1112
44th Division English Infantry	131st Infantry Brigade	1315
	132nd Infantry Brigade	1115
	133rd Infantry Brigade	1808
	Divisional Artillery	1215
7th Armored Division	4th Armored Brigade	1315
	22nd Armored Brigade	1315
	Divisional Artillery	1215
1st Armored Division	2nd Armored Brigade	1707
	7th Motorized Infantry Brigade	1707
	Divisional Artillery	1707
10th Armored Division	8th Armored Brigade	1808
	24th Armored Brigade	1808
	Divisional Artillery	1908
	9th Armored Brigade	0906
	1st Free French Infantry Brigade	1217
	2nd Free French Infantry Brigade	1112
	1st Greek Infantry Brigade	1012
	Artillery Brigade of the 13th Corps	1211
	Artillery Brigade of the 30th Corps	1105
	Engineering Brigade	LIVRE

10.2 – Objectives → Both contenders score 2 points per crest hex with fortification in their possession at the end of the game. In addition, the allied player scores the following points:

- German unit destroyed → 5 points.
- Italian unit destroyed → 2 points.
- Allied unit exiting from the West Edge → 2 points.

The Axis player scores the following points:

- Allied unit destroyed → 10 points.
- Intact Axis Unit remaining on the board → 5 points.

OBSERVATIONS:

+ If El Alamein falls into Axis power, even for only 1 turn, allies lose 30 points.

+ If Sidi Abd Rahman falls into the hands of allies, the Axis will no longer count points for units remaining on the board.

+ If any hex through which Rahman's lane passes falls into the hands of allies, the Axis will no longer count points for units remaining on the board south of that hex.

The winner is the one who scores the most points.

COMBAT EFFECTS TABLE:

DICES	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2-12	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVI	EMP
3-11	DVI ARI	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVI
4-10	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB
5-9	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB
6-8	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI
7	DVI AE	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	EMP	DRI AVB	DRB AVB	DRI AVI

TABLE OF TERRAIN EFFECTS ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	NO-MTZ	MTZ	
Clean	1	1	---
Crest	2	3	2 Columns
Road	1	0,5	---
Fortification	---	---	+1 Column
Trail	1	1	---
Railway	INFINITE	INFINITE	---
Se	FORBIDEN	FORBIDEN	---

BOMBING TABLE:

DICES	1 – 12	13- 24	25 - 36	37 - 48	49 - ∞
2-12	DB	DB	DB	DB	DB
3-11	DI	DB	DB	DB	DB
4-10	DI	DI	DB	DB	DB
5-9	DI	DI	DI	DB	DB
6-8	DI	DI	DI	DI	DB
7	DI	DI	DI	DI	DI

DI - Intact Defense
DB - Defense suffers Casualties (A defending unit, at your player's choice, suffers a casualty).

VULNERABILITY TABLE

UNITY TYPE	VULNERABILITY INDEX	
	AIR ATTACK	ARTILLERY
Infantry, Armored Infantry and Paratroopers.	1	2
Armored, Mechanized Cavalry, Armored Artillery and Armored Engineering.	2	1
Artillery	2	2