

DEVIL'S GARDEN

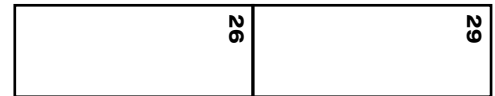


SCENARIO DR7



SOUTH OF EL ALAMEIN, EGYPT, 24 October, 1942: The fall of Tobruk was a "shattering and grievous loss" for the British, who now were in danger of losing the war in North Africa. To save the day came Lieutenant-General Montgomery. Rommel tried repeatedly to breach the Alamein line, but failed and was forced to the defensive. Much better supplied, "Monty" soon attained a 2-to-1 advantage in men and materiel. This allowed him to strike first at the ailing Axis armies. The first step in his offensive would be to breach the mile deep minefields to his front - the Devil's Garden.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The British win by Scoring 40 Victory Points (VP) more than the Italians. Points are scored for exiting units off the west edge of the map and for eliminating enemy units. All vehicles are valued at 3 VP; otherwise A26.2 applies. Italians may not exit before turn 8.

TURN RECORD CHART

ITALIAN Sets Up and Moves First [84] [222]	1	2	3	4	5	6	7	8	9	10	END
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Forward Company of Trento Division [ELR: 2] set up on board 26: {SAN: 6}

4-4-7 6	3-4-7 6	2-2-8 2	8-1 2	8-0 2	7-0 2	2 4-10 2	1 2-5 2	1-12 2
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AT M10 50L [75] 10	Trench OVR, OBA: +4 Other: +2 5	Sangar IS or Gun OBA: +3* Other: +1* 6
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Devil's Garden
on board 29 west
of row W (100
factors are Known):

Minefield Factors: 200 200 factors

Elements of the 51st Highland Division [ELR: 4] enter anywhere along the east edge on Turn 1: {SAN: 2}

6-4-8 6	4-5-8 6	4-5-7 6	9-2 2	9-1 2	8-1 2	8-0 2	7-0 2	2 4-12 2	1 2-7 6
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MTR 51 [2-11] 8	Radio 8 8	Sangar Via Bombardier 8 6 6 X12 CS-2 Stun=Recall sD7 3
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Elements of the 1st Armored Division
enter on Turn 1 on
the east edge:

Sherman 13 8 4 875 ft 37LL* 2/4 3	Sherman 15 4 3 57L -/4 3
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Enter on Turn 2
on the east edge:

Sherman 13 4 4 75 2/4 2
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Scenario design: Panzer Press
Scenario layout: Joakim Ruud

SPECIAL RULES:

- EC are dry, with no wind at start. Due to darkness and sand churned up by artillery bombardment, LOS is limited to 8 hexes and moderate dust is in effect. Italians may set up concealed, and the British player may use cloaking.
- Unknown mines may be exchanged for AT-mines and boobytraps normally.
- The Valentine (8 MF side up) is a flail tank (B28.7). 6-4-8/3-4-8 are Sappers (B28.8). The British receive one module of 150+mm OBA.
- At the end of the British RPh on Turn 1, a bombardment of either board (British player's choice) takes place.
- Use German counters for Italian ATRs, AT gun and crew. Treat them as Italians for all purposes and reduce the AT gun's ROF to 2.

AFTERMATH: Most of the British troops made it through the minefields only to encounter stiff Italian resistance. The heavily outnumbered Italians were eventually overcome, but the British had been held long enough for the German 15th Panzer Division to counterattack. Both sides suffered heavily in the ensuing armored clash. The British, however, could replace their losses. The Germans could not.