

El Alamein Overlord Campaign

24th of October to 04th of November 1942

At the end of summer 1942, British troops had stopped the advance of Axis troops of Generalfeldmarschall Rommel at El Alamein, just some kilometers of Alexandria. General Montgomery, the new commander of the 8th Army had prepared patiently and methodically his troops for the decisive battle. In the night of 24th of October, British infantrymen advanced in the Axis minefields to open the way of the tanks, it was Operation Lightfoot. This operation failed and became an attrition battle, heavy costly in lives. Rommel, back from Germany where he was in convalescence, went back to his command of all Axis troops and ordered a counter-attack with the tanks. It was not a success and cost a lot of irreplaceable tanks. It was time for Montgomery to launch a new offensive, Operation Supercharge, who finally broke the Axis lines. Rommel had the choice between the withdrawal and the total destruction of his army. Despite Hitler's orders, he chose the withdrawal, Montgomery had won the battle. Prime Minister Winston Churchill said about this victory: « This is not the end, this is not even the beginning of the end, but it is, perhaps, the end of the beginning. »

The battle of El Alamein is the theme of the 2nd Memoir'44 Overlord Campaign played in three successive scenarios.

Jdrommel



To play El Alamein Overlord campaign, you need two base game, two Desert/Winter boards, two Mediterranean Theater expansions, one Terrain pack expansion, one Operation Overlord expansion and secondarily one Pacific Theater expansion and one Winter Wars expansion (for some Badges and rules).

Campaign Notes

This campaign is played in the chronological order of the three scenarios:

- 1 – Operation Lightfoot (n°5197)
- 2 – Rommel is back (n°12267)
- 3 – Operation Supercharge (n°12271)

It is an Overlord campaign, it means it could be best to play by team composed with a general-in-chief and three subordinate generals on each side.

The general-in-chief organizes his command: he decides which subordinate general is in charge of each sector (right, center, left) according to the tactical objectives (scenario) or strategic objectives (campaign) and to the experience of his generals (attacking or defender, experienced veteran or young commander). The general-in-chief can change the sector of a subordinate general between two scenarios.

There is no reinforcement unit in the 1st scenario: for the Axis, all troops are in their defensive positions and for the Allies, all available means are planned for the operation.

For the two following scenarios, the general-in-chief has at his disposal a little reserve of reinforcement units that he can use according to the tactical situation in some sector. Before the beginning of each scenario, the general-in-chief chooses one reinforcement unit in his Army reserve and allocates it to a subordinate general. Each reinforcement unit could be used only one time in the campaign.

Axis Army reserve: 1 Italian infantry unit, 1 German tank unit, 1 heavy antitank guns unit (88mm).

Allied Army reserve: 1 engineer unit, 1 tank unit, 1 mobile artillery unit.

Victory Conditions

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

The team who gains the higher number of Victory points is the winner of the campaign. The general-in-chief winner of the campaign is promoted Field Marshall, the loser is appointed to a new command in the General Staff as inspector of the training camps for the Reserve Army. Subordinate generals of the winner team are awarded in front of troops, subordinate generals of the loser team are shot in front of troops or ordered to an early retirement according the habits and customs of their country.

Victory Points Counter Sheet

(Allied maximum: more than 46 VP, Axis maximum: 44 VP)

<i>SCENARIO</i>	<i>ALLIES</i>	<i>AXE</i>
Operation Lightfoot	(15)	(13)
Rommel is back	(15)	(15)
Operation Supercharge	(16+)	(16)
Total	(46+)	(44)
	VP	VP

Bibliography

- Magazine Historica hors-série n°85 – Victoire dans le désert.
- Album Historique 21.PanzerDivision - Ed. Heimdal.
- Magazine Batailles & Blindés hors-série n°8 – Afrika Korps tome 2.
- Militaria Magazine hors-série n°16 – Opération Supercharge.
- « Afrika Korps » - Paul Carell.