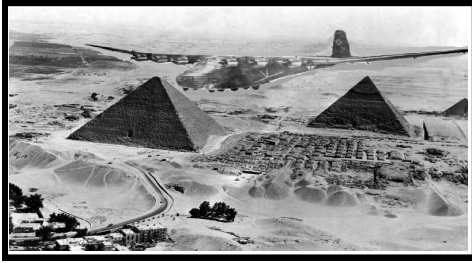


"Dawn of a new Pharaoh"



Ma'diyah, Egypt — November 27th, 1942

The Battle of El Alamein had been a great victory for the Afrika Korps. And now in November, Rommel's vaunted force was moving to capture Cairo and complete the defeat of the British 8th Army in Egypt. But even as Rommel, threatened the city, British units were moving quickly from Cairo and from as far north as Port Said towards Suez to board waiting ships to take the 8th Army to safety in East Africa. Determined to stop this exodus, Rommel dispatched Ramcke's Parachute Brigade to interdict the Sweetwater Canal and seize the bridge and railroad depot at Ma'diyah and cut off the British retreat towards Suez. Ramcke's men would make a daring, dawn glider assault on the British Landing Ground 215 and then storm Ma'diyah and secure their objectives before the British knew what was occurring.

Board Configuration:

VICTORY CONDITIONS: Both players receive CVP as normal and the player amassing the most CVP at game end is the scenario winner. In addition, the player controlling the following victory locations receives an additional 10 VP respectively for each of these three victory locations: Building L7 on Board 26, the Board 29 Bridge in hexes Q4-Q5 and Building T2 on Board 30.



26	27	28	29	30
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British Player sets up first	1	+	2	3	4	5	6	7	8	9	10
German Player moves first											

Elements of Ramcke Brigade (ELR 5) (SAN: 2) (Setup: enter Turn 1 on gliders and must attempt to land on Board 26)

2 2 18 6 2 2 2 21

Battery Section A, Glider Artillery, Ramcke Brigade (ELR 5) (Setup: enter on the Turn following Ramcke's successful radio contact)

3 3 3 3

Glanders represent ME 323 Gigant Transport Planes. These planes will attempt to land at the British Landing Ground 215 after approaching from the south edge of Board 26. Each plane requires a clear 5 hex stretch of desert on which to land and can then taxi an additional 2 hexes to clear the runway. Each plane must complete a successful landing DR by rolling less than 10, an 11 or 12 result in the plane crashing upon landing. The contents of the aircraft will deplane in the next Friendly movement phase at the cost of half the deplaning units movement factors. These planes will be visible and vulnerable to the good order British 40MM Bofors guns.

RAF Flight Mechanic Section 21 of Landing Group 215 (ELR 3) Setup: on Board 26 in a building hex)

3 2

Elements of 15th (Isle of Man) Light Anti Aircraft Regiment (ELR 4) (SAN: 3) (Setup: on Board 29 within 7 hexes of Q6)

8 2 2 2 2 2 2

Railroad Depot Security Detachment (ELR 2) (Setup: onboard 30 within 2 hexes of T2)

3 2

Camel Canal Patrol (ELR 5) (Setup: enter per SSR 6)

4 4

Special Rules/Notes:

- EC are moderate, with no wind at start. Turn 1 is Dawn and therefore the NVR (E1.1) is 4 hexes. Normal visibility is restored beginning on Turn 2.
- German 10-3 represents Hermann-Bernhard Ramcke. In the event that he is killed, at the beginning of the next Rally Phase all German units must take a Pin Check and if they fail are Pinned for the remainder of that turn.
- The German radio is used to notify the ME323 Gigant's that they can proceed with landing at the LG216. If the German radio is lost, the Gigants will not land.
- The British Radio represents one module of 90mm OBA from British armed Merchant ship in the Suez Canal to the east edge of Board 30.
- The building on Board 29 in hex N8 is a Mosque with a 4 Level Minaret, which is accessible by a SMC.
- The British Camel Canal Patrol (Horse counters represent Camels) is returning to base following their night patrol of the Sweetwater Canal. On Turn 4, they enter from the North Board Edge of Board 28, 29, or 30.
- A paved road exists along the entire length of Row Q across all boards.
- Place overlays as follows: Board 26: X10 in Hex 09, X15 in L7-M8, and X9 in J6 // Board 27: H2 in N5-N6, H1 in U8-T7 // Board 28: H5 in Z6-Y6, H4 in J5-K5, X5 in K4, X3 in K2, X4 in M3, X2 in M1 // Board 29: River Overlay on BB5-CC5, X8 on N8, O1 on P9, X7 on P7, X14 on R6-S7, O2 on T8-U8, O4 on Y4-X4, X11 on T2-U3, X13 on N3-M4, O5 on M2-M1, O3 on K3-L2, X18 on I5-I4 and Bridge Counters in Q4-Q5 // Board 30: RR8 on AA8-Z7, RR7 on P2-Q3 and X24 on T2-S2.



Aftermath: Ramcke's gliders landed in the pre-dawn darkness and caught the mechanics at the isolated British Landing Ground 215 by complete surprise. Ramcke quickly radioed for three ME323 Gigants to land at the captured landing ground. With the successfully landed artillery and captured British vehicles, Ramcke quickly moved on to seize Ma'diyah. The British garrison troops and Egyptian AA gunners put up surprisingly stiff resistance and bloodied Ramcke's attacking paratroopers. But despite the resistance, Ramcke's men succeeded in capturing both the Sweetwater Canal bridge and the Suez Railroad depot. Rommel's encirclement of British forces trapped in Cairo would be complete.