



DESERT HEAT

The Axis and Allies Armies struggle for control of North Africa ★

SECOND EDITION
NATIONS AT WAR

PLATOON-LEVEL COMBAT IN WORLD WAR TWO

SPECIAL SCENARIO

THE DEVIL'S GARDEN



LOCK 'N LOAD
PUBLISHING

SPECIAL: THE DEVIL'S GARDEN

Miteirya Ridge October 23rd 1942

The Germans were determined to drive the British out of Egypt but had to stay on defense for time being. Rommel had his forces prepared to plug any holes that the British may penetrate knowing the defensive net of wire and mines would not hold for long



-Sean Druelingner



Commonwealth

Set up second in any hexes between Rows M and T on Maps 12 and 13.

7th Desert Rats:

- » 1 x HQ
- » 4 x Crusader
- » 3 x Matilda
- » 2 x Humbar
- » 5 x Mtz Infatnry
- » 4 x Portee (Attached)
- » 1 x 7th Desert Rats Formation Counter

14th Infantry (see SR4):

- » 1 x HQ
- » 6 x Arm Infantry
- » 2 x Sappers (Attached)
- » 1 x 14th Infantry Formation Counter

8th Hussars:

- » 1 x HQ
- » 6 x Crusader
- » 3 x M3 Grant
- » 1 X Designated Formation Counter
- » 1 x 8th Hussars Formation Counter

Support

- » 3 Fate Points
- » Lt. Cole (Place with any one unit in any British formation)
- » 3 x 34 Barrages
- » 1 x Blenheim - Place in cup on turn 6



Germans

Setup first in any hexes between Rows A and I on Maps 12 and 13

15th Pz:

- » 1 x HQ
- » 4 x Panzer IIIj
- » 4 x Mtz Infantry
- » 1 x Matilda Captured (Attached)
- » 1 x Marder III (Attached)
- » 1 x 22nd Pz Formation Counter

90th Pz:

- » 1 x HQ
- » 4 x Panzer IIIj
- » 5 x Arm Inf
- » 1 x Crusader Captured (Attached)
- » 1 x 125th Pzg Formation Counter

Support

- » 1 X Rommel (see SR3)
- » 1 Fate Points
- » 6 x Mines (see SR1)
- » 6 s Wire - place during setup (see SR1)
- » 5 x Anti-Tank Ditch place during setup (see SR1)



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SCENARIO ESSENTIALS

Playable Area

Map 12 and 13. Place hex K1 of Map 13 adjacent to Hex K11 of Map 12

Length

Eleven turns. Use two End Turn markers in the cup. Add a Dust marker into the cup. Add a Chaos marker to the cup at the beginning of Turn 6 and remains in the cup for the rest of the game.

Victory Conditions

The British Player must control Hex C3 on Map 13 and Road Hexes, rows A-E on Map 12.



Special Rules

1. All hexes between rows L and J on both maps 12 and 13 are the only hexes that may have mines, wire or anti-tank ditches placed onto them.
2. The first 5 turns of the game is conducted during the early morning near dawn. Visibility is only 4 hexes. At the beginning of turn 6 there are no visibility restrictions.
3. Rommel was recuperating from illness and entered the battle late. Starting on Turn 3 roll a d6 at the beginning of each turn. If the d6 is equal to or lower than the turn number Rommel enters the battlefield on row A.
4. Withhold the 14th Infantry's Formation counter from the cup. They will activate first on Turn 1

