

## Blade Force Scenario

### Background

The ships carrying Blade Force left the River Clyde on 2nd November 1942 along with the follow up troops of 78<sup>th</sup> 'Battleaxe' Division. The two leading brigades of 78<sup>th</sup> Division (11<sup>th</sup> and 36<sup>th</sup>) had left earlier as part of the initial assault force.

Following the landings the advance on Tunis was undertaken on three main routes. 36<sup>th</sup> Brigade took the route closest to the coast, 11<sup>th</sup> brigade in the south would advance through Beja and Medjez al Bab and Blade Force commanded by Colonel Richard Hull would take the middle road to the Choigui Pass. US armoured units from Oran could be available in support.

In the three weeks following the landing the Germans managed to land 15 000 troops, 100 tanks, 60 field guns and 30 antitank guns in Tunisia to organise the makeshift XC Corps under General der Panzertruppe Walter Nehring.

### The Scenario

The scenario represents the fighting in the Mateur/Tebourba area between 25<sup>th</sup> November and 2<sup>nd</sup> December.

### The Map

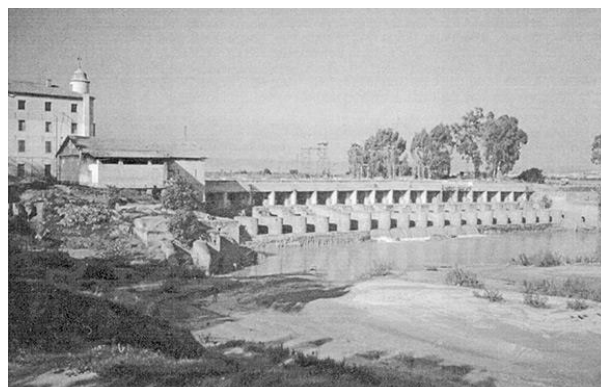
I'm assuming here that we will have four tables arranged in a stepped shape roughly like this but we'll see what we can fit in. The hilly areas are low but fairly rough (2+ to avoid bogging) apart from those with hill symbols near the Choigui Pass which are high and steep (skill test to avoid bogging). All the woods should be open. The farmland areas are a mixture of fields, olive groves, vineyards and orchards. Here is the area around Tebourba:



Mateur and Tebourba were fairly substantial towns. Both were ruined by bombing. This is Mateur:



Coxon's Farm and Bordjgue were prosperous French farms with walled compounds. El Bathan and Djeida were small villages. The Luftwaffe airfield was also quite substantial. There was a substantial bridge at El Bathan:



The river here was probably fordable by tracked vehicles but would require a skill test.

The red circles on the map represent objectives. The boxes show the deployment areas of the initially placed forces. The deployment boxes for 36 Brigade and 5<sup>th</sup> FJR should be 18" apart. The lines show where re-inforcements will enter.

## Forces

Assuming we will have 10 players each will have 2 companies – one initially deployed and one as reinforcements. The total points cost of the two companies is 3500. Axis companies initially deployed cannot cost more than 1500 points each. The following restrictions apply:

- No Sherman tanks.
- No Churchill tanks.
- No long barrelled Lee tanks.
- No M10 3in GMCs.
- US Armour must have more Stuarts than Lees.
- No 17/25 pounders.
- No Panzer IV G (Late) or H.
- No more than 2 Tiger IEs in total.
- No Bison (15cm sIG)
- No Grille (15cm sIG) H
- No 15cm (Sf) Lorraine Schlepper
- No Hummel
- No Diana
- No Marder II or IIIH
- No 15cm sFH18 howitzers
- No 15cm NW41 rocket launchers

Each player can choose their companies from the following lists (NB the allies select from the companies available – some won't be selected). I have recorded who I think is providing each one:

## Allies

### *36 Brigade Deployed*

8<sup>th</sup> Argyle and Sutherland Highlanders: British Rifle – Tunisia.

Hart Force: British Motor Company – Tunisia.

Hart Force: Recce Squadron – Tunisia (Mal).

### *36 Brigade Reinforcements*

5<sup>th</sup> The Buffs: British Rifle – Tunisia.

6<sup>th</sup> Queens Own Royal West Kents: British Rifle – Tunisia (Nash).

### *Blade Force Deployed*

17/21<sup>st</sup> Lancers Squadrons A and B: British Death or Glory Squadron – Tunisia (Nash).

Derbyshire Yeomanry and 17/21<sup>st</sup> Lancers Squadron C – British Armoured Car Squadron – Tunisia or British Death or Glory Squadron – Tunisia (Stuart).

### *US 1<sup>st</sup> Armoured CCB Deployed*

US 1<sup>st</sup> Armoured CCB: US Tank Company (Brad).

### *1 Para Reinforcements*

1 Para: British Parachute Company – Tunisia (Stuart).

### *11 Brigade Reinforcements*

1<sup>st</sup> Guards Brigade/2<sup>nd</sup> Hampshire – British Rifle Company (Guards) – Tunisia (Brad).

5<sup>th</sup> Northamptonshire – British Rifle Company – Tunisia (Mal).

1<sup>st</sup> East Surrey – British Rifle Company – Tunisia

2<sup>nd</sup> Lancashire Fusiliers – British Rifle Company - Tunisia

### *1 and 6 Commando Reinforcements*

1 and 6 Commando: British Commando - Tunisia

## Axis

### *Fallschirmjäger Battalion XI Deployed*

T1 Fallschirmjäger – Fallschirmjägerkompanie – Tunisia (Jim).

T2 Fallschirmjäger – Fallschirmjägerkompanie – Tunisia (Ade Garbett).

### *10<sup>th</sup> Bersaglieri Deployed*

10<sup>th</sup> Bersaglieri – Battaglione Bersaglieri – Tunisia (Dan).

### *160 Grenadier Regiment Deployed*

T1/160 Grenadiers – Grenadierkompanie – Tunisia (Mark).

T2/160 Grenadiers – Grenadierkompanie – Tunisia

### *190<sup>th</sup> Panzer Regiment - Reinforcements*

190 PzRgt – Panzerkompanie – Tunisia (No Tigers) (Dan).

### *KG Hudel - Reinforcements*

KG Hudel – Panzerkompanie – Tunisia (Jim).

### *KG Luder- Reinforcements*

KG Luder – Panzergrenadierkompanie – Tunisia (Mark).

### *KG Djedeida- Reinforcements*

KG Djedeida – Marschkompanie – Tunisia

### *KG Koch- Reinforcements*

KG Koch – Fallschirmjägerkompanie – Tunisia (Ade Garbett).

## Special Rules

The following special rules are used:

- Prepared Positions – all troops except those from 190<sup>th</sup> Panzer Regiment are deployed in prepared positions.

- Ambush – 1 platoon from the each of the Fallschirmpioneerkompanies and 1 platoon from the Bersaglieri can be held in ambush.
- Off Table Artillery - Any indirect fire artillery (not mortars) with a calibre over 75mm can be held off table. It is then assumed to fire (for determining indirect fire range) from the centre of its reinforcements entry line. It can deploy its forward observers on the table but otherwise spots as though from anywhere on its entry line. It cannot use direct fire. It can't be targeted by enemy units. It counts as neither destroyed nor on the table for company morale. If it wished to enter the battlefield it can do so if it has transports and gun tractors. It enters on its reinforcement line limbered up and can then move onto the table. It cannot shoot on the turn it enters from off table.

## Deployment

All Axis forces deploy in their deployment areas as normal and then all allied platoons in the usual manner.

## Reinforcements

The times of arrival for reinforcements are as follows:

Day 1 at 1 PM: 190 Pz Rgt.

Day 1 at 3 PM: all British reinforcements.

Day 2 at 9 PM: all Axis reinforcements.

## Air Support

Each company can have its own air support which can be used anywhere on the table. All air support pools are refreshed at the start of Day 2.

If the allies hold or contest the airfield objective at any time in the game the Axis immediately lose two dice from each of their air support pools (to a minimum of 1) and when refreshed they refresh with one less dice.

## Broken Companies

Any companies broken during Day 1 can reappear as reinforcements at the start of Day 2. This will be on their reinforcement starting lines except those initially deployed. For these:

- Fallschirmpioneer Battalion XI and 10<sup>th</sup> Bersaglieri start on KG Hidel, Luder, 190<sup>th</sup> Pz/Rgt line.
- 160 Grendier Rgt starts on the KG Djedeida Line.

If the company lost its CiC or 2iC then they are replaced by swapping them out for similar team if possible or if not by swapping them with any team. Any other team which was lost by being broken rather than destroyed is allowed back on. If two platoons of the same kind come back on they can be consolidated into one platoon as long as this wouldn't be larger than allowed. In this case swap any

surplus command teams with normal teams of the same kind if possible. When a company comes back on in this way its number of platoons (for breaking it again) is equal to the new number of platoons that it has.

### Victory

Allies get 2 VP for each objective they held at the any time in the game and 1 VP for each objective that they did not hold but contested at any time in the game. Axis get 2 VP for each objective they hold at the end of the game. Allies win on ties.