

## Blade Force Scenario for Flames of War V4

### 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.

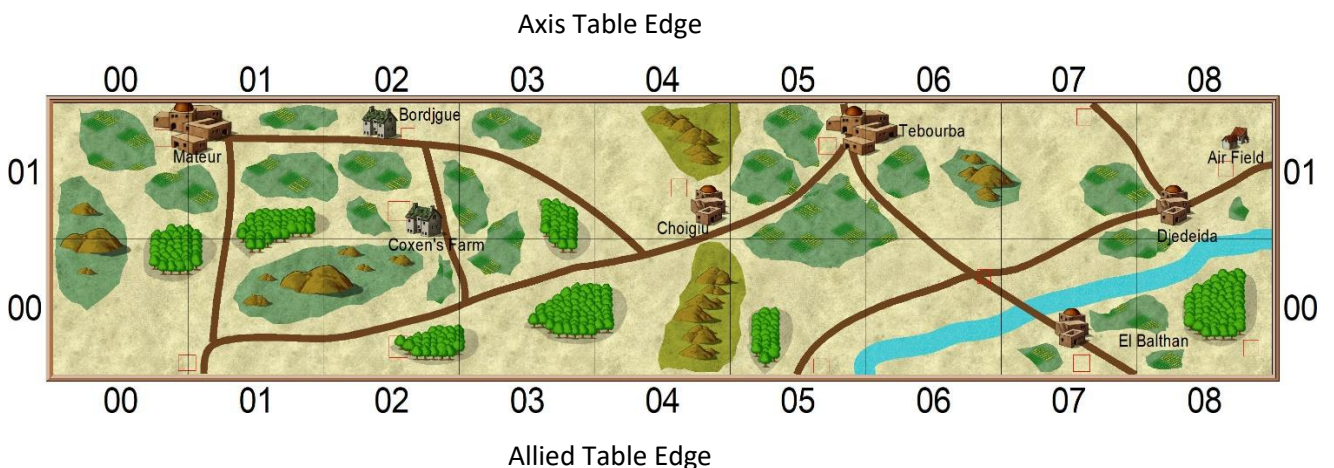
Following the landings the advance on Tunis was undertaken on three main routes. 36<sup>th</sup> Brigade took the route closest to the coast, 11<sup>th</sup> brigade in the south would advance through Beja and Medjez al Bab and Blade Force commanded by Colonel Richard Hull would take the middle road to the Chouigui 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



The table is 18 feet by 4 feet. The hilly areas are all Steep or Rocky (Terrain, Tall, Cross). There are woods (Terrain, Tall, Cross). The farmland areas are a mixture of ploughed fields (Terrain, Flat), crop fields (Terrain, Short), vineyards (Terrain, Short, Cross) and orchards (Terrain, Tall, Cross). Here is the area around Tebourba:

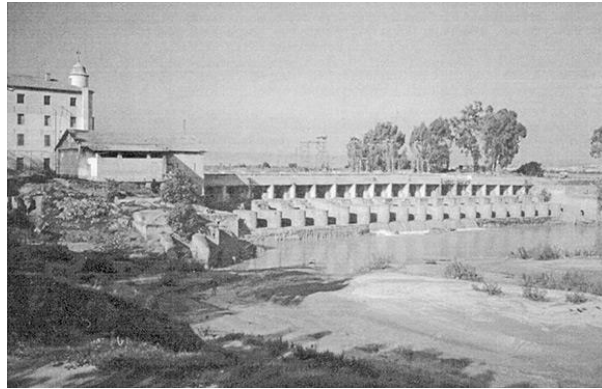


Mateur and Tebourba were fairly substantial towns. Both were ruined by bombing. This is Mateur:



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 counts as a Shallow River.

The red squares on the map represent objectives. The axis deployment zone is their half of the table. The allies deploy with 8" of their table edge. There is a 16" gap between the axis and allied deployment areas.

### Forces

Assuming we will have 6 players (3 axis and 3 allied) each with a force of 200 points.

### Allies

Allied forces are drawn from the Armoured Fist and Fighting Fist. The following formations (in bold) and support are allowed:

#### *Armoured Fist*

- **Death or Glory Squadron (Valentine)**
- **Rifle Company**
- **Motor Company**
- **Mailed Fist Armoured Car Squadron (from Command Card)**
- 25 Pdr Field Troop
- Universal Carrier Patrol
- 6 Pdr Anti-Tank Platoon
- Bofors Light AA Troop
- Hurricane Tank Busting Flight
- Kittyhawk Fighter Bomber Flight
- Valentine III Death or Glory Troop
- Rifle Platoon
- Motor Platoon
- Crusader III Death or Glory Troop
- Mailed Fist Armoured Car Troop (From Command Card)

British forces represented consist of 36 Brigade (8<sup>th</sup> Argyle and Sutherland Highlanders, 5<sup>th</sup> the Buffs, 6<sup>th</sup> Queens Own Royal West Kents) and Blade Force (17/21<sup>st</sup> Lancers Squadrons, Derbyshire Yeomanry).

#### *Fighting Fist*

- **M3 Lee Tank Company**
- **M3 Stuart Tank Company**

- **Armoured Rifle Company**
- **M3 GMC Tank Destroyer Company (pdf)**
- Armoured Recon Patrol
- M7 Priest Artillery Battery
- T28 37mm AA Platoon
- M3 Stuart OP Observation Post
- P-40 Warhawk Fighter Flight
- M3 Lee Tank Platoon
- M3 Stuart Tank Platoon
- Armoured Rifle Platoon
- M3 75mm Tank Destroyer Platoon (pdf)

See [https://www.flamesofwar.com/Default.aspx?tabid=109&art\\_id=5780](https://www.flamesofwar.com/Default.aspx?tabid=109&art_id=5780) for details of the M3 tank destroyer. US forces consist of 1<sup>st</sup> Armoured Division Combat Command B. This was the first time the US forces saw action as thus the following Command Cards are not allowed: Courageous and Faithful, It Shall Be Done, Regulars by God!, Old Ironsides, Unity is Strength, Always Prepared, No Mission Too Difficult and Commando Kelly.

#### Axis

Axis forces are drawn from Avanti and Iron Cross. The following formations (in bold) and support are allowed:

#### Avanti

- **Bersaglieri Rifle Company**
- **Tank Company**- without M14/41 Tank Platoons
- All support available including allowed German allies except:
  - M14/41 Tank Platoon

Italian forces consist of 10<sup>th</sup> Bersaglieri and DLVII Gruppo Semoventi.

#### Iron Cross

- **Any non-allied Formation**
- Any non-allied Support Except:
  - 15cm Nebelwerfer Battery
  - Tiger Heavy Tank Platoon
  - Ju87 Stuka Tank Hunter Flight

German forces consist of T1 and T2/160 Grenadiers, Kampfgruppe Hudel, Kampfgruppe Luder and Kampfgruppe Djedeida.

#### Special Rules

The following special rules are used:

- Delayed Reserves
- Ambush

### Deployment

Starting with the axis each player chooses one table to deploy on then on each table. Each axis player selects up to 50% of the points of their force to be initially on table; the rest in Delayed Reserve. The initially deployed force may not contain any model with a top armour of 1+ other than an observer. Each axis player then deploys their force keeping back one unit in Ambush. Each allied player selects up to 60% of the points of their force to be initially on table; the rest in Delayed Reserve. The allied reserve may not contain any model with a top armour of 1+ other than an observer.

### Formation Last Stand and No Formations Left

Each player has their own force and the support units of that force are lost when that player has no formations left.

### Victory

The game ends when time runs out or one side has no forces left. If one side has no forces left the other side wins. Otherwise each side gets 2 VP for each objective they hold at the end of the game. For each objective in their opponent's deployment zone that they do not hold at the end of the game they get 1 VP if they held it at any time in the game. The allies win if the VPs are tied.