

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 78th 'Battleaxe' Division. The two leading brigades of 78th Division (11th and 36th) had left earlier as part of the initial assault force.

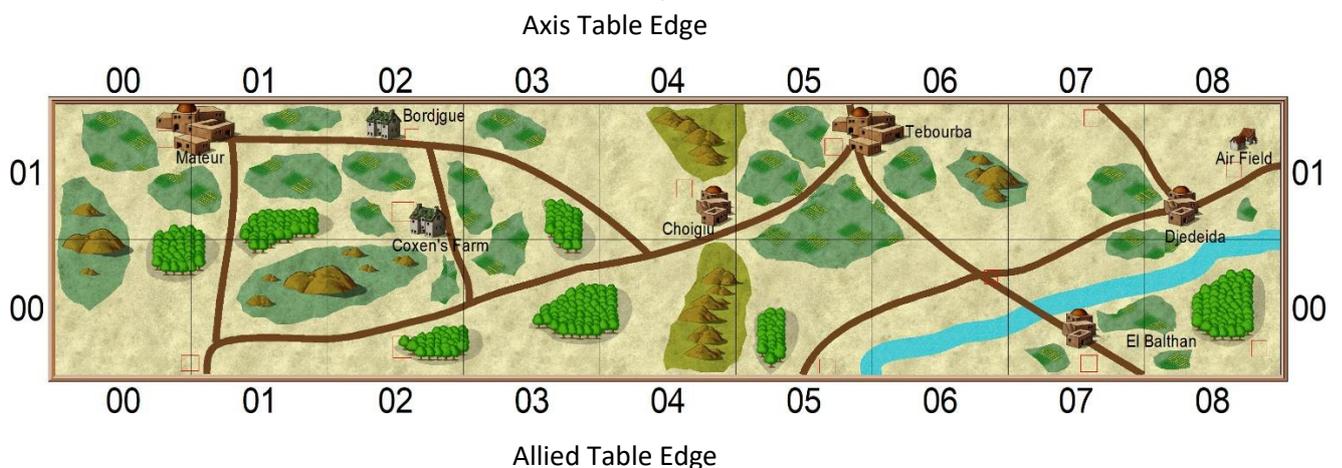
Following the landings the advance on Tunis was undertaken on three main routes. 36th Brigade took the route closest to the coast, 11th brigade in the south would advance through Beja and Medjez al Bab and Blade Force commanded by Colonel Richard Hull would take the middle road to the Chouigui Pass. 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 25th November and 2nd December.

The Map



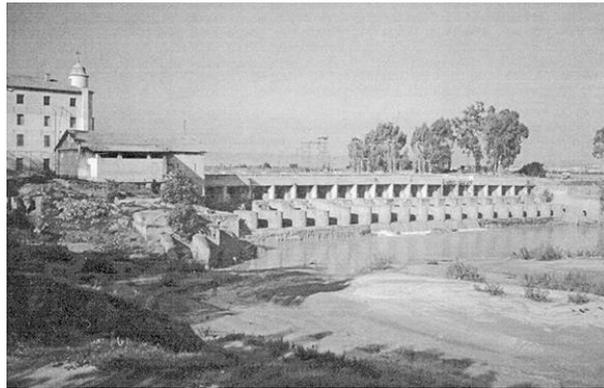
The table is 18 feet by 4 feet. Coxen's Farm is 4" from the centre line and is the furthest forward objective on the axis side. The hilly areas are all Steep or Rocky (Terrain, Tall, Cross). There are woods (Terrain, Tall, Cross). The farmland areas are a mixture of ploughed fields (Terrain, Flat), crop 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 not within 4" of the centre line. The allies deploy with 6" of their table edge. There is a 22" 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 First. 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

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- Motor Platoon
- Crusader III Death or Glory Troop
- Mailed Fist Armoured Car Troop (From Command Card)

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

Fighting First

- **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)
- T19 105mm GMC (pdf)
- Intelligence and Reconnaissance Platoon (pdf)

See https://www.flamesofwar.com/Default.aspx?tabid=109&art_id=5780 for details of the M3 tank destroyers. See https://www.flamesofwar.com/Default.aspx?tabid=109&art_id=5914 for details of the T19 105mm GMC. See https://www.flamesofwar.com/hobby.aspx?art_id=6350 for details of the Intelligence and Reconnaissance Platoon. US forces consist of 1st Armoured Division Combat Command B. This was the first time the US forces saw action and 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 10th 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: Allied reserves enter anywhere on the baseline of their table or up to the middle of the table on their left flank. Axis reserves enter anywhere on their baseline of their table or up to the middle of the table on their left flank. (NB: the first roll for reserves in Turn 3).
- Ambush (NB: not Large guns with 16" of enemy).

Deployment

Starting with the axis each player chooses one table to deploy on (no more than 1 axis and 1 allied player per table). Each axis player selects up to 100 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 or the HQ of a force where all other teams don't have top armour 1+. Each axis player then deploys their force keeping back one unit in Ambush. Each allied player selects up to 120 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 or the HQ of a force where all other teams don't have top armour 1+.

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 formations left the other side wins. Otherwise each side gets:

- Hold Objective: 6 VP for each objective in the enemy deployment area that they hold at the end of the game.
- Take Objective: 3 VP for each objective in their opponent's deployment area that they do not hold at the end of the game but held at some point in the game. Mark any objective that is held at any time.
- Scout Objective: 1 VP for each objective in the opponent's deployment area that they did not hold at any time but where a Spearhead unit started its turn within 8" of the objective.
- The allies win if the VPs are tied.