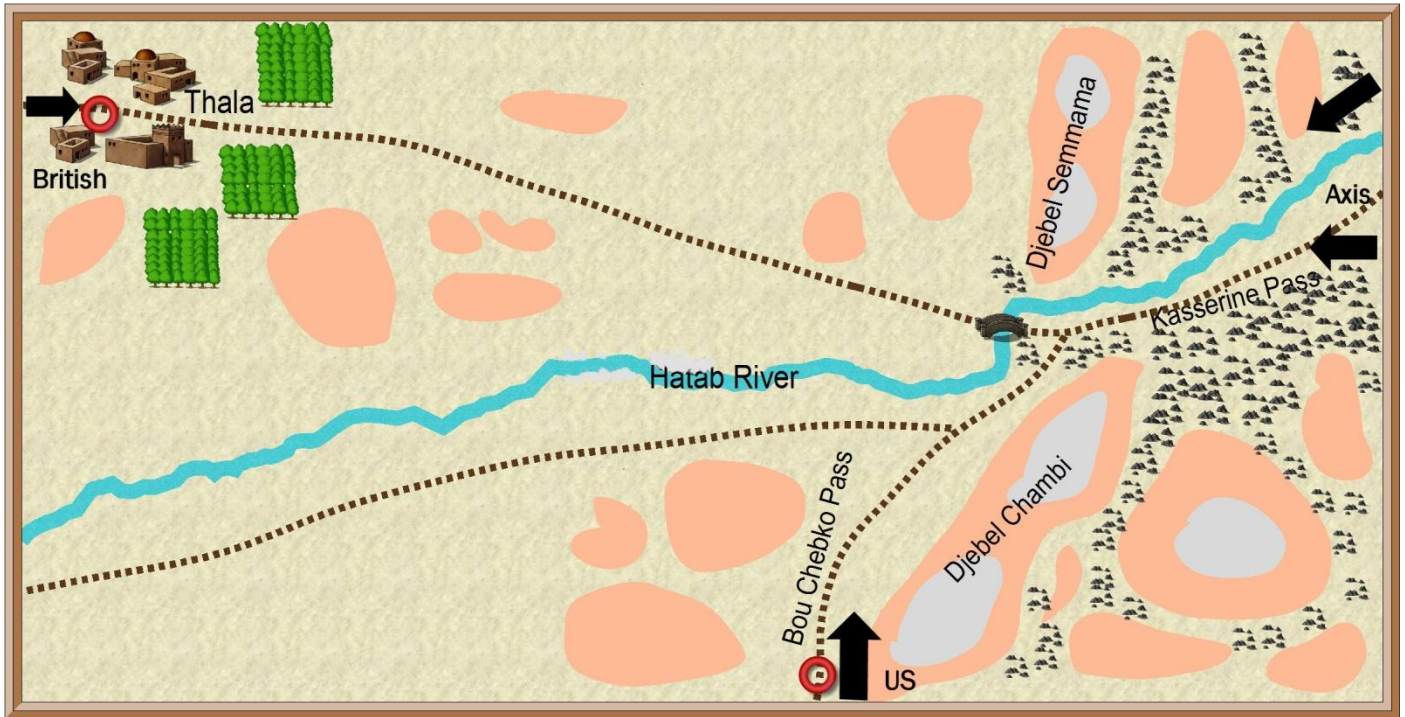


Kasserine Pass

This scenario is based on the Battle of Kasserine Pass.

Map

Three tables side by side (12' x 6') something like this:



The hills are steep and rocky (very difficult) and the hills with grey areas are mountainous and impassable to vehicles. The rocky areas in the Kasserine Pass are difficult. The orchards near Thala are difficult but troops can see and be seen at 12" and teams can fire artillery bombardments from inside or over it unhindered. The Hatab River is impassable except at the bridge (the river was in flood at the time of the battle and has very steep banks). The red circles mark the Axis objectives. The road through the pass to the town is Highway 17.

The US troops had tried to lay mines but the process had not gone well as they didn't know what they were doing. The allied player can place one 8" x 2" minefield more than 24" from the Axis table edge.

Objectives

At the end of the game each side scores 2 points for each objective held and 1 point for each objective contested.

Game Length

Two days game time.

The turns represent 2 hours of real time as follows:

Turn	Time	Event
Before Battle	Feb 18 th	Deploy US 1st Infantry Division 1/26th Infantry and 19th Engineers plus support troops in Kasserine Pass. They must be more than 32" from the Axis table edge and are in Prepared Positions and Gone to Ground . US 9 th Infantry Division 3/39 th and Gore Force deploy within 12" of Thala. They cannot initially move more than 12" from the objective,
Before Battle	0600 Feb 19 th	Sunrise. Deploy DAK 33 rd Recon Battalion and Panzer Regiment Afrika within 12" of the Axis table edge.
1	1000 Feb 19 th	1 st turn begins with Axis. 1 st Luftwaffe (Ju 87D) Flight available. 2 nd Luftwaffe Flight (Me109) available.
2	1200 Feb 19 th	Panzer Battalion Stotten moves on.
3	1400 Feb 19 th	US 1 st Armoured 3/6 th Infantry moves on. US 9 th Infantry Division 3/39 th and Gore Force can now move away from Thala.
4	1600 Feb 19 th	
5	1800 Feb 19 th	Night.
6	2000 Feb 19 th	Night.
7	2200 Feb 19 th	Night.
8	0000 Feb 20 th	Night.
9	0200 Feb 20 th	Night.
10	0400 Feb 20 th	Night.
11	0600 Feb 20 th	Sunrise. Wet weather: no air attacks. Kampfgruppe DAK Centuaro Division moves on. British 6 th Armoured Division, 26 th Armoured Brigade 17/21 st Lancers move on. 26 th Armoured Brigade aren't allowed in the Axis third of the table,
12	0800 Feb 20 th	Wet weather: no air attacks.
13	1000 Feb 20 th	Wet weather: no air attacks.
14	1200 Feb 20 th	Wet weather: no air attacks. 10 th Panzer 1/Pz Rgt 8 and Kampfgruppe 10th Panzer 69 th Panzergrenadier Regiment move on.
15	1400 Feb 20 th	3 rd Luftwaffe Flight (Ju 87 D) available. 1 st Desert Air Force Flight (Spitfire IX C) available. 1 st US Air Force Flight (P40 Warhawk) Available. Deployment of US 1 st Armoured CCB.
16	1600 Feb 20 th	US 1 st Infantry Division 3/16 th Infantry move on. British 6 th Armoured Division, 26 th Armoured Brigade, 10 th Battalion The Rifle Brigade and 16 th /5 th Lancers move on.
17	1800 Feb 20 th	Night.
18	2000 Feb 20 th	Night.
19	2200 Feb 20 th	Night.
20	0000 Feb 21 st	Night.
21	0200 Feb 21 st	Night.
22	0400 Feb 21 st	Night.
23	0600 Feb 21 st	British 6 th Armoured Division, 26 th Armoured Brigade, 2 nd Lothians move on. 2 nd Desert Air Force Flight (Hurricane IIC) available. 4 th Luftwaffe Flight (Ju 87 D) available.
24	0800 Feb 21 st	
25	1000 Feb 21 st	British 6 th Armoured Division, 139 th Infantry Brigade, 5 th Leicesters move on.
26	1200 Feb 21 st	
27	1400 Feb 21 st	
28	1600 Feb 21 st	British Unattached Sherman Battalion moves on.
30	1800 Feb 21 st	Night
31	2000 Feb 21 st	Night. US 9 th Infantry Division, Divisional Artillery moves on.
32	2200 Feb 21 st	Night.

Turn	Time	Event
33	0000 Feb 22 nd	Night.
34	0200 Feb 22 nd	Night.
35	0400 Feb 22 nd	Night.
36	0600 Feb 22 nd	3 rd Desert Air Force Flight (Hurricane IIC) and 4 th Desert Air Force Flight (Hurricane IIC) available.
37	0800 Feb 22 nd	
38	1000 Feb 22 nd	
39	1200 Feb 22 nd	
40	1300 Feb 22 nd	Game ends.

This means there are a maximum of 40 turns but 18 of those are night.

Special Rules

Both Sides

- **Off Table Artillery:** instead of moving or starting on the board artillery may deploy off-table. If so they count as firing from the point on the edge of the table where they would have entered. They must move their observer teams onto the board as normal.
- **Air Rules:** the rules for aircraft below replace the standard FOW rules.

At the start of each Axis turn roll for each available flight of both sides. On a roll on 4+ it will appear this turn and should be placed on the table. Each flight starts with three planes. Next the flights on the table fight for air superiority. The Axis chooses a flight and then the Allies match up a flight against it. Repeat this process until either side has no flights left. Then the side with extra flights can choose to add extra flights into each fight or keep them out of the air superiority battle. Each plane can attack one plane it is engaged with. The roll needed to destroy a target plane is shown in the table below. Planes attack in the following order: Spitfire, Me 109, Hurricane, Warhawk, Ju 87 D so some planes may be shot down before they can attack.

	Roll to Destroy Targets Below				
Attacker	Ju 87 D	Me 109	Warhawk	Hurricane	Spitfire
Ju 87 D	No	No	6+	6+	6+
Me 109	No	No	4+	4+	5+
Warhawk	4+	6+	No	No	No
Hurricane	4+	5+	No	No	No
Spitfire	3+	4+	No	No	No

After this any surviving planes are available for ground attack as normal during their player's turn except that no roll is required for the number of planes (it is the number that are left). Once a flight of planes has been used it is then unavailable for 2 turns (as it flies back to base, refuels and rearms). It then becomes available again. Any losses are not replaced.

Allies

- **Green:** most US troops had not faced combat before and following their defeat at Sidi Bou Zid had suffered and drop in morale. Only 1st Armoured Combat Command B was reasonably experienced.
Green troops must re-roll successful platoon and company morale tests.
- **Bunch Up:** US training and doctrine was ill-suited to warfare and this period and they tended to bunch up when faced with artillery fire.
Troops with this special rule have the same command distances as Conscripts.

- **Slit Trenches:** US troops had largely not learned to dig foxholes and soon gave up when digging in the stony ground of Tunisia.
When forced to make a firepower test because US troops are dug in re-roll all unsuccessful firepower tests.
- **Blow the Bridge:** the player controlling the 19th Engineers can chose to deploy one team of engineers within 2" of the bridge. As long as this team remains in place they can attempt to blow the bridge in any shooting step. To blow the bridge each turn they must make a skill test instead of shooting. They must re-roll successful skill tests if they are pinned down. If successful the bridge and any teams on it are destroyed.

In addition the following standard special rules for US forces do not apply:

- **Excellent Communications** (*US forces were badly lead and co-ordinated*).
- **Hit 'Em With Everything You've Got** (*artillery doctrine not yet developed*).
- **Time on Target** (*not yet developed*).
- **Under Command** (*not yet developed*).
- **Automatic Rifles** (*US troops were not yet equipped with these on the whole. Only troops from 1st Armoured get this rule*).
- **Send Transport to the Rear:** (*US forces did not do this hence the number of captured half-tracks*).

Germans

- **Captured Vehicles:** the Germans were short of tanks and transport and took vehicles from the Allies whenever possible. They used at least one captured Valentine in the battle and many captured US half-tracks:
If an Allied platoon breaks any bailed tanks or vehicles where the teams are dismounted are abandoned. If the Germans move a team into contact with the abandoned vehicle it is captured and can be used by the Germans next turn. The Germans are assumed to use spare crews to control the vehicle.
- **Gapping the Minefield:** US troops weren't used to laying mines and just scattered them on the surface without trying to hide them.
German pioneers can re-roll failed attempts to gap the mine field and other infantry don't have to re-roll successful attempts to gap the minefield.

Both

- **Companies Break Individually:** each company breaks separately. Other companies can fight on even if one breaks.

Night Fighting

Normal night fighting rules apply plus the following:

- **Hard to Organise:** it is hard for officers to organise night attacks.
Only companies with either a C-in-C or 2-in-C can move at night. If a company wishes to have any platoons move at night the commander must make a skill test each turn. The company does not begin moving until the first roll is successful and once the second roll is failed the company moves no further that night.
- **Lost:** if any unit tries to advance except along a road it may get lost. Both US and German forces got lost in night fighting in this battle.
Each platoon attempting a move at night except by road must make a skill test. Choose the location the platoon wishes to move to. If the test is failed roll randomly to see if the route deviated left or right by D6". If the route would take it into impassable terrain the platoon stops.
- **Bogged Down:** at night it is easy to blunder in bad-going.
Any vehicles moving at night must re-roll successful bogging checks.
- **Exhausted:** After too many night attacks troops lose their effectiveness.
Keep track of companies used (either to shoot or move) each day and each night. Any company used more than 3 times in a row is exhausted (for example you can use a company for a day attack, night attack and

day attack but not again the next night). An exhausted unit must re-roll all successful motivation checks (e.g. pinned down, morale, counterattack bailed out etc.). It must also re-roll the first successful roll to range in. To recover the company must not move or shoot for either one period of day or night.

Allied Reinforcements

British and US 9th Division re-enforcements enter at the British arrow. US 1st Armoured and 1st Infantry re-enforcements arrive at the US arrow.

Axis Reinforcements

Axis reinforcements arrive anywhere on the Axis table edge.