

Battle of the Kasserine Pass

Background

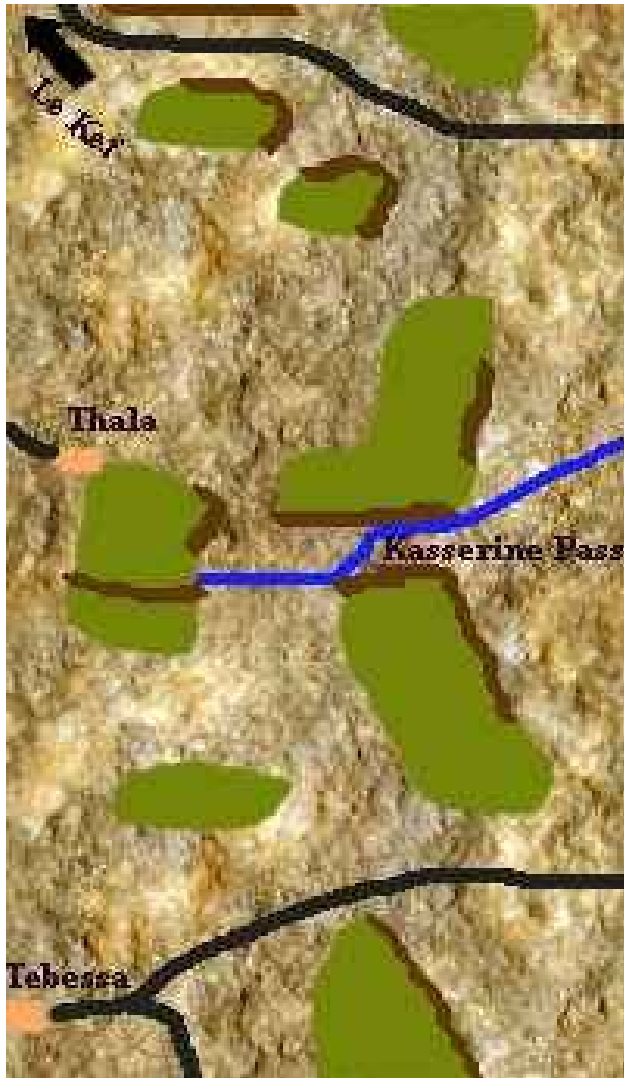
The allied army that landed in Morocco and Algeria is closing in on Tunisia. The Axis armies turn on the untried Americans and their badly equipped French allies. This scenario simulates the height of that battle where the Axis forces were halted close to triumph.

Victory conditions

The Axis player wins by fulfilling 2 of the following 3 objectives:

1. Capture and hold Tebessa until the end of the scenario
2. Capture and hold Thala until the end of the scenario
3. Exit 3 units off the map along the road to Le Kef in the Northwest corner

Scenario Length: 5 days long (19th Feb to 23rd Feb 1943 inclusive), 3 turns per day. Weather starts as clear.



The map is oriented so that North is up, East is Right, etc.

The map is 40km from East to West and 70km from North to South.

The main terrain is Rough for movement purposes

Black lines are tracks, which count as clear for movement

Green areas are hills. They count as mountain for movement and give 1 cover bonus to units remaining stationary in them.

Brown linear features along hills are cliffs. They are impassable for movement and combat.

The blue linear feature is a river. It counts as a level 0 for movement.

Tebessa and Thala are towns. They give a 1 cover bonus to units remaining stationary in them.

Allied Forces

These consist of the US II Corps and the French XIX Corps.

US II Corps:

Corps Troops (assign to any Division in Corps):

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
A/Car	British		A/Car	4	3	0	0	0	4

1 LOG

34th US Infantry Division (Deploy South of Kasserine Pass, not in Pass)

LOG = 2, Engineering Points = 2, AA = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry			Truck	1	0	1	0	1	3
Infantry			Truck	1	0	1	0	1	2
Infantry			Truck	1	0	1	0	1	2
Guns	105mm	Range 11km	Truck	0/11	0	3	0	2	3

1st US Armoured Division – Remains of CCA and CCC (deploy within 10km of Kasserine Pass)

LOG = 3, Engineering Points = 3, AA = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tanks	Grant		Med. Tank	5	0	2	2	1	3
Tanks	Stewart		Fast Tank	5	1	1	1	0	2
Infantry			Halftrack	3	1	1	0	1	2
Sp Gun	M3 GMC	Support	Halftrack	5	0	2	0	1	2

French XIX Corps

1st US Infantry Division (deploy North of the Le Kef Road)

LOG = 3, Engineering Points = 2, AA = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry			Truck	1	0	1	0	1	3
Infantry			Truck	1	0	1	0	1	3
Infantry			Truck	1	0	1	0	1	2
Guns	105mm	Range 11km	Truck	0/11	0	3	0	2	3

French Constantine/Welvert Division (Deploy anywhere)

LOG = 1, Engineering Points = 1, AA = 0

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry			Leg	1	0	0	0	0	3
Infantry			Leg	1	0	0	0	0	3
Infantry			Leg	1	0	0	0	0	2
Guns	75mm	Range 11km	Leg	0/11	0	2	0	1	2

6th British Armoured Division (Deploy in Thala)

LOG = 1, Engineering Points = 3, AA = 3

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tanks	Sherman		Med. Tank	6	0	2	2	1	4

Air

May be used by either corps – units can be used once per day each. None are available on the first day.

Type	Equipment	Ability	Movement	Init	Recce	GS	INT	AB	CAP
Fighter	P 39	Support	Air	13	2	2	Yes	0	2
Fighter	P 39	Support	Air	13	2	2	Yes	0	2
Fighter	P 38	Support	Air	13	2	1	Yes	0	2
Fighter	Spitfire	Support	Air	13	2	1	Yes	0	3
Bomber	B 25	Support	Air	13	1	0	Yes	2	0

Reinforcements

Each Corps receives 1 LOG per overnight turn, starting overnight 19th to 20th Feb.

20th Feb & 21st Feb – the 6th British Armoured Division and CCB of the 1st US Armoured Division arrive. One arrives on each day, the player may decide which arrives on which day:

6th British Armoured Division (Enters at Le Kef road in Northwest)

LOG = 5

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tanks	Crusader II		Fast Tank	5	0	1	1	0	4
Tanks	Valentine		Slow Tank	5	0	1	2	0	4
Infantry		Support	Truck	1	1	0	0	0	1
Sp Guns	2pdr portee	AT	Truck	5	0	1	0	0	3
Guns	25 pdr	Range 12km	Truck	0/11	0	2	0	2	2

CCB 1st US Armoured Division (Enters at any point from Tebessa to Thala)

LOG = 5

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tanks	Grant		Med. Tank	5	0	2	2	1	3
Tanks	Grant		Med. Tank	5	0	2	2	1	3
Tanks	Stewart		Fast Tank	5	1	1	1	0	3
Infantry			Halftrack	3	1	1	0	1	2
Sp Gun	M3 GMC	Support	Halftrack	5	0	2	0	1	2
Guns	105mm	Range 11km	Truck	0/11	0	3	0	2	4

22nd Feb

French Constantine/Welvert Division (Enters Anywhere West of hill on Northern Map edge)

LOG = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tanks	H39/Somua		Slow Tank	5	0	1	1	0	2

US II Corps Troops – Assign to any Division in Corps (Enter on Southern Edge between the hill and Tebessa)

LOG = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry	Rangers		Leg	1	2	1	0	1	3
Cavalry	French		Cavalry	0.5	2	0	0	0	1

6th British Armoured Division (Enters at Le Kef road in Northwest)

LOG = 2

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry	Guards		Truck	1	1	1	0	0	5
Tanks	Churchill	Support	Slow Tank	5	0	1	3	0	3

Optional Rules

If using dummy counters, Divisions have the following number:

Initially deployed divisions = none

20th/21st Feb reinforcements: 6th Armoured and CCB 1st Armoured – One Dummy counter each

Axis Forces

These consist of the Africa Corps and the Italo-German Army

Africa Corps (Enters from the Southeast map corner between the Road and the hill)

German Africa Corps Group (Division)

LOG = 4, Engineering Points = 3, AA = 3

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tank	Pz IV F2	Support	Med. Tank	7	1	2	1	1	5
A/Car	Sdkfz		A/Car	5	3	1	0	0	4
Infantry			Halftrack	3	1	1	0	2	4
Infantry			Truck	1	1	1	0	2	4
Guns	105mm	Range 10km	Truck	0/11	0	3	0	2	3

Italian Centauro Armoured Division

LOG = 4, Engineering Points = 3, AA = 3

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tank	M13/41		Med. Tank	5	0	1	1	0	3
Infantry	Bersaglieri		Truck	1	0	1	0	1	4
A/Car			A/Car	4	3	1	0	0	2
SP Gun	Semovente	Support	Slow Tank	5	0	2	1	1	2
Guns	75mm	Range 8km	Truck	0/11	0	2	0	1	2

Italo-German Army

Italian Superga Infantry Division (Deploy Anywhere North and East of the Road and the hill in the Northeast corner)

LOG = 1, Engineering Points = 0, AA = 1

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Infantry	Italian		Leg	1	0	0	0	0	3
Infantry	Italian		Leg	1	0	0	0	0	3
Infantry	German		Leg	1	0	1	0	1	3

German 21st Panzer Division (Enters along the East edge North of the River)

LOG = 4, Engineering Points = 3, AA = 2

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tank	Pz IV F2	Support	Med. Tank	7	1	2	1	1	4
Tank	Pz III H	Support	Med. Tank	6	1	2	1	0	4
Infantry			Truck	1	1	1	0	2	5
A/Car	Sdkfz		A/Car	5	3	1	0	0	3
Guns	105mm	Range 10km	Truck	0/11	0	3	0	2	3

German 10th Panzer Division (Enters along the East edge North of the River)

LOG = 4, Engineering Points = 3, AA = 2

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tank	Pz III H	Support	Med. Tank	6	1	2	1	0	4
Infantry			Truck	1	1	1	0	2	4
Infantry	Motorbikes		A/Car	1	2	0	0	0	2
Guns	105mm	Range 10km	Truck	0/11	0	3	0	2	3
Guns	88mm	AT	Truck	0/10	0	3	0	1	3

Air

May be used by either corps – only 2 units can be used per day.

Type	Equipment	Ability	Movement	Init	Recce	GS	INT	AB	CAP
Fighter	ME 109	Support	Air	13	3	1	Yes	0	2
Fighter	FW 190	Support	Air	13	2	1	Yes	0	3
Bomber	JU 87	Support	Air	12	2	3	Yes	0	1

Reinforcements

21st Feb: Africa Corps = 1 LOG, Italo-German Army = 1 LOG

22nd Feb: 1 LOG – for either corps

From 20th Feb onwards, roll a dice for each of the following units. Each unit enters, with 1 LOG, on a roll of 5 or 6.

German 10th Panzer Division (Enters along the East edge North of the River)

Type	Equipment	Ability	Movement	Init	Recce	AT	Arm.	HE	Strength
Tank	Pz IV F2	Support	Med. Tank	7	1	2	1	1	4
Tank	Tiger I		Slow Tank	8	0	3	3	1	3
Infantry			Truck	1	1	1	0	2	4

Optional Rules

If using dummy counters, Divisions have the following number:

Africa Corps Group = Three

Centauro Armoured Division = One

Superga Division = None

10th Panzer Division = Two

21st Panzer Division = Two

If the Axis player fails to enter any reinforcements for the 10th Panzer Division, they may instead enter one dummy counter (only once).