



















**Kasserine Pass Battles - Djebel el Hamra 22 February 1943**

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												

The weather is clear. All units start in supply. The Axis forces move first. No road movement is allowed into the mountain squares, these hills were basically trackless rubble piles that had to be negotiated very slowly.

**Starting Ops:**

The Allies use their Mid War ops file and the Axis use the Mid War German ops file. The Axis start with 6 Ops and the Allies with 3 Ops.

**Description:**

German Field Marshal Rommel launched an unexpected counter attack against the US forces in the Kasserine Pass area. Having overrun the defenders at Kasserine Pass Rommel split his force. Whilst a Kampfgruppe from the 10<sup>th</sup> Panzer Division advanced on Thala another strong Kampfgruppe of German and Italian units, KG DAK, moved on Tebessa. This latter group ran into US defenders in the passes near Djebel el Hamra. Allied reinforcements had been rushed into the area to prevent a major axis breakthrough.

**Victory:**

The game is a standard single day of 16 moves. The Axis side must capture 3 victory points and be holding them at the end of the day to win.

**Elements:**

The Axis have 1 Element. KG DAK composed of elements from a number of German and Italian formations.

The Allies have 2 Elements. The 16<sup>th</sup> Regiment from the US 1<sup>st</sup> Infantry Division and Combat Command B from the US 1<sup>st</sup> Armored Division with a few extra units attached.

## ROMMEL SCENARIO

### Set Up:

The American 16<sup>th</sup> Infantry [less 3 infantry units] deploys in columns 1 to 3 in lines A to F. CCB deploys anywhere from line A to line D in columns 4 through 12.

The Axis units deploy anywhere in line H.

The Allies deploy all of their units first and then the Axis deploy theirs. No units are concealed.

The Allies have 6 prepared defences they can place, but no more than 2 per square.

### Reinforcements:

The remaining 3 infantry units of the 16<sup>th</sup> US RCT arrive in the marker phase of turn 4 in any square in column 1 A-F that is not occupied by the enemy.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>16<sup>th</sup> RCT</b>			
9 x American Infantry	3-4/2-3/1-2		Motorised
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>CCB, 1<sup>st</sup> Armored</b>			
1 x Sherman	3-2-1	4	
3 x Lee	3-2-1	2-3	
1 x Stuart	3-2-1	2	
3 x M3 Tank Hunter	2-1-1	1-4	
6 x Armored Infantry	3-4/2-3/1-2		Armored
1 x Priest	12 / 3 / [0-2]		Self-Propelled Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>KG Dak</b>			
2 x Panzer IV	4-3-2	4	
4 x Panzer III	4-3-2	3	
2 x Panzergrenadier Units	5-4-3		Armored
1 x Panzergrenadier Units	4-3-2		Motorised, Anti-tank
3 x Panzergrenadier Units	4-3-2		Motorised
6 x Italian Bersaglieri	4-3-2		Motorised
3 x Semovente	4-3-2	2-3	
2 x M14/41	4-3-2	2	
<b>Army Support</b>			
2 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery

<b>Axis</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>13</b>	<b>15</b>
<b>Allied</b>	<b>2</b>	<b>4R</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>