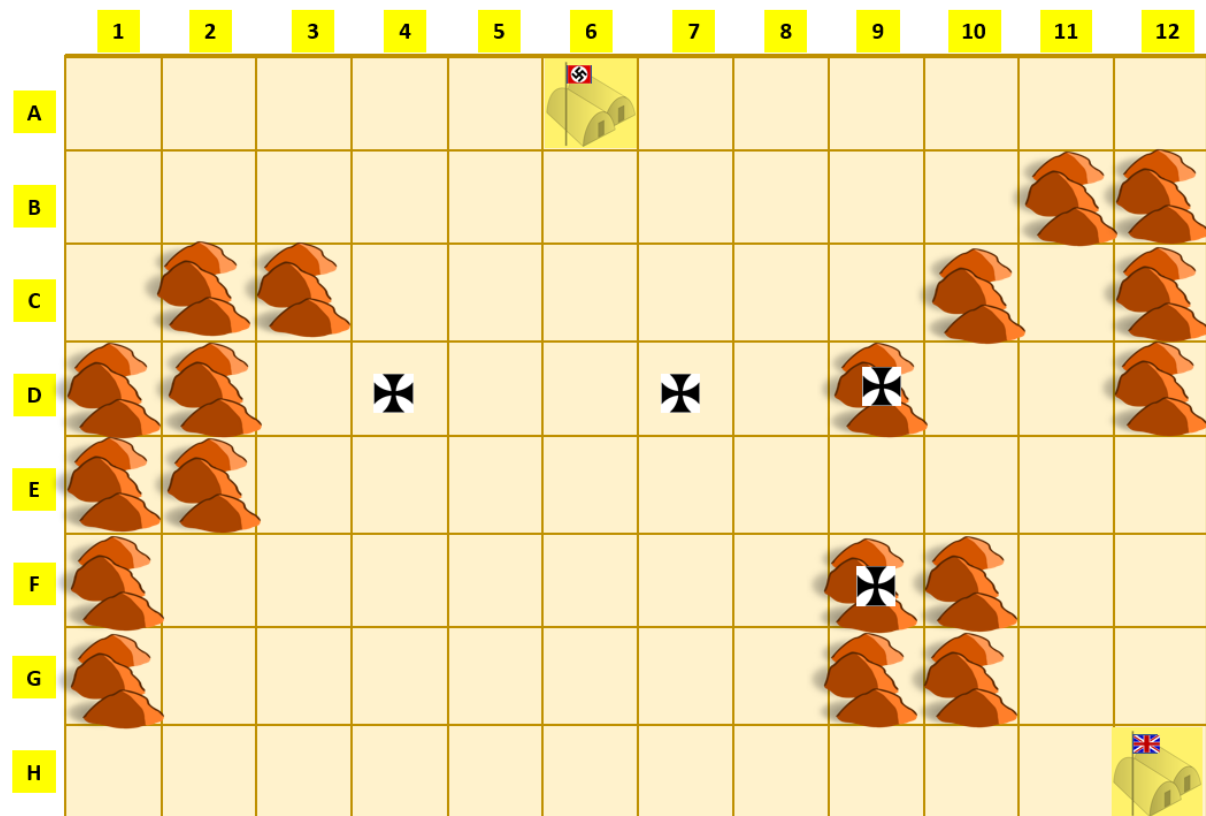


**Tebaga Gap March 1943**



The weather is clear. All units start in supply. The Allied 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.  
 Both sides start with 6 Ops.

**Description:**

The Axis forces were holding the Mareth Line, a strong defensive position which blocked 8<sup>th</sup> Army's attempts to advance and link up with the allied 1<sup>st</sup> Army in Tunisia. In order to break through this line General Montgomery sent the New Zealand Corps [a reinforced division] to push through behind the Axis defenders and cut them off whilst the rest of the 8<sup>th</sup> Army attacked the line frontally. To do this the New Zealanders had to get through the Tebaga Gap. There were a number of battles over several days in this gap before Montgomery sent reinforcements and the gap could be carried.

**Victory:**

The game is a standard single day of 16 moves. The Allies must capture, and hold until the end of the day, at least 3 objectives to win. Any other result is an Axis victory.

**Elements:**

The Axis have 3 Elements. Parts of the German 21<sup>st</sup> Panzer and 164<sup>th</sup> Light Divisions and the Italian Saharan Group.

The Allies have 3 Elements. The 6<sup>th</sup> New Zealand Brigade, the 5<sup>th</sup> New Zealand Brigade and the 8<sup>th</sup> Armoured Brigade.

## ROMMEL SCENARIO

### Set Up:

The Italian Units deploy in Rows A to D. Additionally three stands can be in the objective at F9. The 164<sup>th</sup> Light deploys in Row A. The Allies deploy in Row H.

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

The Axis have 6 prepared defences they can place, but no more than 2 per square. They can also designate 2 squares, not in Row H, not on the Axis supply square and not in an objective square, as mine fields. Allied units cannot run a supply line through the minefields. If an Axis unit can move more than one square in a phase then it can pass through the mine field without throwing for losses however Axis units will suffer minefield effects if they end a phase in a mine field square.

### Reinforcements:

Axis. The 21<sup>st</sup> Panzer is placed anywhere in Row A in the Axis marker phase of turn 4.

Allied. The 8<sup>th</sup> Armoured Brigade is placed anywhere in Row H in the Allied marker phase of turn 3.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>New Zealand Corps</b>			
<b>6<sup>th</sup> New Zealand Brigade</b>			
9 x New Zealand Infantry	4-3-2		Motorised
<b>5<sup>th</sup> New Zealand Brigade</b>			
9 x New Zealand Infantry	4-3-2		Motorised
<b>8<sup>th</sup> Armoured Brigade</b>			
4 x Sherman	4-3-2	4	
1 x Grant	4-3-2	2-3	
3 x Crusader	4-3-2	2	
<b>Army Support</b>			
2 x 25 pdrs	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>164<sup>th</sup> Light Division</b>			
7 x German Infantry	4-3-2		Motorised
1 x German Infantry	4-3-2		Motorised, anti tank
<b>21<sup>st</sup> Panzer Division</b>			
2 x Panzer IV	5-4-3	4	
2 x Panzer III	5-4-3	3	
2 x Panzergrenadier Units	5-4-3		Motorised
<b>Italian Saharan Group</b>			
2 x Italian Infantry	3-4/2-3/1-2		Leg
1 x Italian Infantry	3-4/2-3/1-2		Leg, anti tank
7 x Italian Infantry	3-2-1		Leg
1 x Light Tank	3-4/2-3/1-2	1	
<b>Army Support</b>			
2 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery