

KASSERINE

At the dawn of 14 February 1943 Germans launched their attack on the position of the 168 Infantry Regiment. Their goal was to surround and destroy this American unit that blocked the only way to Kasserine, making the further march impossible. Americans fortified their positions and had an artillery support, but their flanks were open wide. And that's where Germans made their armored divisions to attack. Bound by the enemy, Americans started a very difficult retreat. To support them, some tanks of the 1 Armored Division were sent with an order to perform counterattacks on the flanks. After defeating 168, Germans

attacked on Kasserine and Sbeitla. Both towns were captured after a brief fights. But in the meantime the Allies managed to secure mountain passes and quickly gathered more and more troops there, making further Axis advances impossible.

Attack on Kasserine was the last Axis offensive attempt at the north Africa and turned out to be a Pyrrhic victory, since their units weren't able to destroy American troops. Following days proved that German and Italians couldn't change the fate of that campaign and turn the scale of victory onto their favor.

INITIAL SET UP:

AXIS:		ALLIES (FORTIFIED):	
DAK Rommel	X	II Corps	
10 ArmDiv., 580 Recon.	X	HQ	1417
1/502	X	1 DY/6 ArmDiv. (br.)	1432
21 ArmDiv.	Z	34 InfDiv.	
200 Recon./21	4535	I/168 InfReg.	5228
Reinforcements:		II/168 InfReg.	5627
16 II: 131 ArmDiv.	W	III/168 InfReg.	5726
17 II: 1, 2 Art., 7 Nbw	X	4 Art./II	5425
Airpower:		InfDiv. „Oran” (fr.)	
14 II: 7 Strength Points		1 LC	5510
15 II: 6 SP		2 InfReg.	5512
16 II: 5 SP		6 InfReg.	5811
17 II: 4 SP		15 InfReg.	5906
18 II: 3 SP		1 ArmDiv.	
19 II: 2 SP		13 ArmReg.	4822
20 II: 1 SP		R	3618
334 Infantry Division may enter the game from the F zone at the same turn when the Axis will capture Fondouk (5906). Three battalions are entering the game per turn.		1 InfDiv.	
		16 InfReg.	5205
		18 InfReg.	2133, 2135
		Reinforcements:	
		15 II: I, II, III/6 / 1 ArmDiv.	A
		15 II: 1 ArmReg. / 1 ArmDiv.	A
		16 II: 26 InfReg. / 1 InfDiv.	J
		17 II: 135 InfReg. / 34 InfDiv.	H
		18 II: 69 ArmReg.. / 1 ArmDiv.	A
		6 ArmDiv.	
		1 GrdBrig. (2 CG, 3 GG, 3 WG)	J
		Units of the 1 GrdBrig. are entering the game only if the hex 2620 is captured by the Axis.	
		26 ArmBrig.	K
		(2 LBH, 10 RB, 16/5, 17/21)	
		Units of the 26 ArmBrig. are entering the game only if the hex 3618 is captured by the Axis.	

NOTES:

- **Initiative:** Axis
- **Supply:** Axis - E, S; Allies - W, N
- **3900 (2)** -units can be set up in the 2 hexes range from the hex 3900.
- **17 II: 26 InfReg. 1 InfDiv. F** - 26 Infantry Regiment of the 1 Infantry Division enters the game at 17 February from the F zone.
- Set up abbreviations: **Inf** - infantry, **Arm** - armored, **Div** - division, **Brig** - brigade, **Reg** - regiment, **Grd** - Guards, **Art** - artillery, **Nbw** - Nebelwerfer
- Scenario takes place between 14 and 25 February 1943 (13 turns)
- To mark the number of the victory points, use turn track.
- For every day with bad weather, Axis player gains 1 additional Victory Point.

WARUNKI ZWYCIĘSTWA:

- Victory points are marked on the board. Their number is counted for the Axis only.
- 1-13 VP** Very bad, that's not the way you could make any career, we're sending you at Leningrad, hope you won't screw anything there.
- 14-17 VP** Not bad, but nothing spectacular as well, you should learn some more, since we expect much better command skills.
- 17-21 VP** Very good, we're impressed. Just keep it up!
- 22+ VP** Amazing. How could we never noticed such a genius among our officers? You're gonna be a commander of our entire forces in Africa and in the future, who knows, maybe even a high commander of our armies?

2nd CORPS

Soon after the battle, Axis, unable to push the Allies to Algeria, finished their offensive, Allied HQ decided that the time for the counterattack had come. Marshall Montgomery was the one who insisted on that the most. He was afraid that the Axis might withdraw and attack his positions at Medina, while Americans will remain passive.

American II Corps was ordered to attack, while other units were moved elsewhere. Allies used an opportunity,

since the majority of the Axis forces were transferred in front of the British positions. The only Axis unit that remained there was 334 Infantry Division, supported by the tanks of the 7 Armored Regiment. Germans focused on blocking key points and slowing enemy's advance down. The most important thing for them was to gain as much time as possible.

INITIAL SET UP:

AXIS (FORTIFIED):			
DAK HQ	3618	2 Art.	2822
334 InfDiv.		I HG enters the game from H zone if Kasserine is captured by the Allies.	
I/754 InfReg.	2012	II HG enters the game from X zone if Sbeitla is captured by the Allies.	
II/754 InfReg.	2118		
III/754 InfReg.	2620	ALLIES:	
I/755 InfReg.	5308	II Corps HQ, 1 Art./II	1417
II/755 InfReg.	5906	III/6 MotReg./I ArmDiv.	1730
III/755 InfReg.	5512	1 ArmDiv.	1014 (1)
I/756 InfReg.	3512	(without 1 and 13)	
II/756 InfReg.	1830	34 InfDiv.	3308 (1)
III/756 InfReg.	2133	(without 168 InfReg.)	
I/7 ArmReg.	2133	2 Art./II	3308 (1)
II/7 ArmReg.	2134	26 InfReg./I InfDiv.	1518
1 Flak, 7 Nbw	3618	18 InfReg./I InfDiv.	1715
200 Recon./21	3618	9 InfDiv.	1906 (1)
1 Art.	2620	3 Art./II	1906 (1)

NOTES:

- Scenario takes place between 28 February and 10 March 1943 (11 turns).
- **Initiative:** Allies
- **Supply:**
Axis – E, S
Allies – W, N
- All the Axis units are fortified.
- To mark the number of the victory points, use turn track.

WARUNKI ZWYCIĘSTWA:

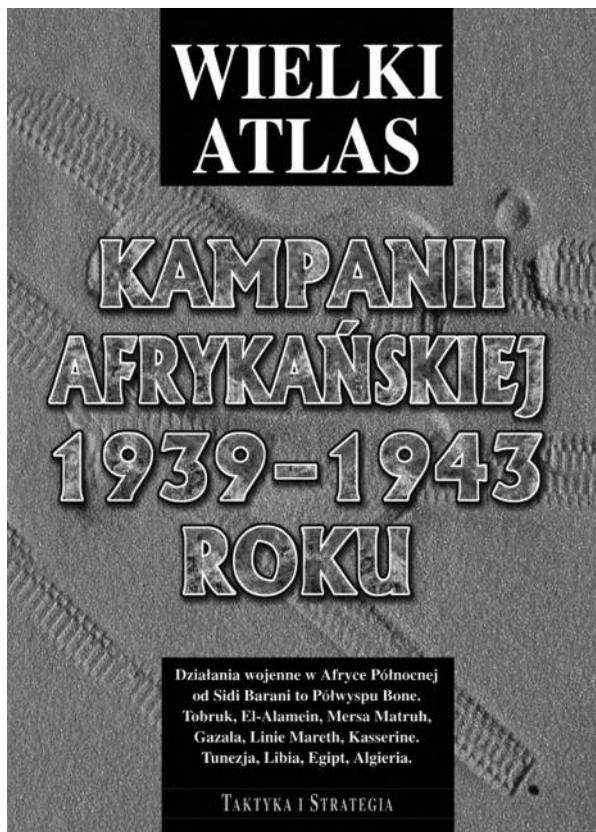
Victory points are marked on the board. Their number is counted for the Allies only.

1-15 VP Very bad, that wasn't anything we'd call a good leadership. We decided to move you to Panama.

16-20 VP Well, since your friend interceded for you, you will stay in the army, but you're gonna be moved at Tasmania for some serious training.

21-25 VP Very good, we're impressed. Just keep it up!

25+ VP Splendid! How could we never noticed such a talented officer? You're gonna be commander of our forces in the invasion of Europe. Just take care of Patton...



COMBAT RESULT

	1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7 : 1	8 : 1	9 : 1	10 : 1
2	-1/-1D	-1/B1D	-1/B1D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B4D	-1/B4D	-1/B4D	-1/B4D	-1/B5D	-1/B5D
3	-1/-	-1/B1	●/B1	●/B2	●/B2-1	●/B3-1	●/B3-1	●/B3-1	●/B4-1	●/B4-1	●/B4-1	●/B4-1	●/B5-1
4	A1●/-	●/-1	●/B1	●/B1	●/B2	●/B3	●/B3	●/B3	●/B3	●/B4-1	●/B4-1	●/B4-1	●/B4-1
5	A1-1/-	-1/-	-1/-1	●/B1	●/B2	●/B2	-/B3	-/B3	-/B3	-/B3	-/B4	/B4	/B4-1
6	A1-1/-	A1●/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B3	-/B3	-/B3	-/B3	-/B4	-/B4-1
7	A2-1/-	A1/-	A1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B3	-/B3	-/B3-1	-/B3-1	-/B4
8	A2-2/-1	A1-1/-	A1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B2-1	-/B3-1	-/B3	-/B3	-/B3
9	A2-2/-	A2-1/-1	A1-1/-	-1/-	-1/B1	-/B1	●/B2-1	●/B2-1	●/B2	-/B2	-/B3	-/B3	-/B3
10	A2-2/-	A2-2/-	A2-1/-1	A1/-	-1/B1-1	-1/B1-1	-1/B2	-/B2	-/B2	●/B2	-/B3	●/B3	-/B3
11	A2-2/-	A2-2/-	A2-2/-	A1-1/-	-1/-1	-1/-1	-1/B1	-1/B2	-1/B2	-1/B2	-1/B2	-1/B2	●/B3
12	DA2-2/1	DA2-2/1	DA2-2/1	DA2-1/1	D-1/-1	D-1/-1	D-1/-1	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2

2 x D6

Modifications: terrain, HQ, tactical concentration, units' abilities

Examples:

-1 / -1 => both Players lose 1 SP

D2 -1 => defender must retreat by 2 hexes and loses 1 SP

-1 / D2 -1 => attacker loses 1 SP, defender retreats by 2 hexes

and loses 1 SP

-1 / D4D => attacker loses 1 SP, defender retreats by 4 hexes and

disorganize

AID => attacker retreats by 1 hex and disorganize

● => atroll for disorganization

DESORGANIZATION TABLE

2 x D6	nationality
11-12	Germans
11-12	Allies
8-12	Italians

TERRAIN INFLUENCE

terrain:	Movement		on Combat
	tank, artillery	non-motorized	
clear	3 (2)	2	-
main road	1/3 (1/2)	1/2	-
secondary road	1/2	1	-
hills	3	2	+2
village	2	2	+1
mountains	only by road	3	+3
stream	3	2	+1

- 1) Area made by 2 or more town hexes. Each city hex is connected with the other by main route.
- 2) Railway line not influence

Day:



Dice roll
5,6 – = bad weather
1-4 – = good wather



→ -2 Movement Points
 → +1 Victory Point

Kasserine 1943

System: Great Battles 1939-1945

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Inf – Infantry,
MG – Machine Guns,
Cav – Cavalry,
HQ – Headquarters,
Art – Artillery,
Div – Division,
Brig – Brigade
ID – Infantry Division