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AK005 ASLCOMP AFRIKAKORPS—OPERATION TORCH™

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A
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TOASTED IN TUNIS

ver. 1.1

AK #35

GERMANS Set Up First ALLIES Move First	1	2	3	4	5	6	7
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Elements of the 18th Infantry Regiment [ELR: 3] set up in any full hex of overlays H21, W14, and/or H8:



[ELR: 3]
{SAN: 2}

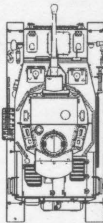
 E 6-6-7 7	 1 6-6-6 4	 1 3-4-6 3	 2-2-7 2	 9-2	 9-1	 8-0	 7-0	 6+1	 HMG 50 cal. 5PP 3 8-16	 MMG 3PP 2 4-10	 M2 MTR 5PP [3-45] 3 60*	 BAZ 43 1PP X10 8-4
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Algerian *Tirailleurs* attached to B Company, 18th Infantry Regiment [ELR: 3] set up in any full hexes of overlay H35:

CH M12 3 37LL AT 2

 1 4-5-7 6	 2 4-3-7 4	 9-1	 8-1	 7-0	 HMG 5PP B11 3 6-12	 LMG 1PP B11 1 2-6	 MTR 5PP [3-42] 3 60*	 Trench OVR, OBA: +4 Other: +2 4
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Elements of Kampfgruppe Lang enter along the east edge on turn one or later:

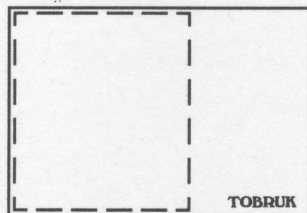


[ELR: 4]
{SAN: 2}

 E 4-6-8 8	 1 4-6-7 6	 E 2-4-8 2	 10-2	 9-2	 1-4-9	 HMG 4PP 3 7-16	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 MTR 5PP [2-13] 3 50*	 CH 14 P. INJ 6 1 75L 3/5	 CH 13 P. INJ 6 1 75* 3/5
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CH P. INJ 13 2 50L 3/5	CH P. INJ 13 1 BMG 2-/-	CH M1 30 1 AAMG -/3
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MAPLAYOUT:



(only hexrows A-Y are in playable)

VARIATIONS:

- Remove the AFV exit portion of the VC.
- Replace the 9-1 leader in the French OB with a 10-2.

SPECIAL RULES:

- EC are Moderate with no Wind at start. The weather is Overcast (E3.5).
- The Germans receive one module of 105mm OBA (HE and Smoke) and one module of 88mm OBA. Both German modules are spotted by OP tanks.
- Place overlays as follows: **H21** on I19-J19; **W14** on D9-E9; **R5** on H10-H9; **H8** on G4-H4; and **H35** on R8-S9. Overlays **H8** (Level 1), **H21** (Level 1 and 2) and **H35** (Level 1 and 2) H21 are hills and not hillocks, with Level 1 and Level 2 heights (i.e., H35 has four level two hexes, H21 has two, H8 has only Level 1 hexes).

OBJECTIVES: The Germans win if they Control ALL Level 2 hexes on overlay H35 and ≥ 1 Level 1 or 2 hill hex on overlay H8 OR H21 (i.e., not both overlays) and have exited ≥ 1 AFV off the west edge at Game End.

LONGSTOP HILL, TUNISIA, 25 December 1942: Despite his force being badly reduced, Colonel Lang decided to throw caution to the wind and hurl his Kampfgruppe against Longstop Hill on Christmas morning. The attack was set for first light on the 25th, and would be personally led by Lang. His panzers and panzergrenadiers were to swing around the hill to the north, while other German units tied down the defenders frontally. Directly in Lang's path lay more than a hundred Algerian *tirailleurs* and their horses, attached to the American 18th Infantry's Company B. Not one of the Algerians spoke English. Worse, the French lacked any anti-tank weapons. At 0700 hours German shelling began. Ten panzers soon picked their way past the mud north of the hill and slammed into the French. The *tirailleurs* broke and ran, exposing the American left flank, itself short of anti-tank weapons and unable to reply beyond some desultory mortar fire. The right flank also failed under attack by Lang and his panzergrenadiers. At 0900 hours, as rain began to fall, orders were issued authorizing retreat from Longstop. Allied losses were heavy. The Coldstream Guards lost 178 men; American losses were 9 officers and 347 enlisted men; few if any of the French remained combat effective. In Tunisia the celebrations included toasts of Tunisian red wine by Arnim, goblets raised in honor of Lang's Kampfgruppe. Longstop Hill was promptly re-named by the Germans, *Weihnachtshügel*, 'Christmas Hill'.



Photo Credit: National Archives

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IMMEDIATE THRUST

ver. 1.1

AK #36

<input checked="" type="radio"/> FRENCH Set Up First <input type="radio"/> AMERICANS Move First	1	2	3	4	5	6	7	8
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Elements of the 1st Battalion Landing Team, 70th Tank Battalion and a Special Raider Detachment enter on turn one along the south edge:

1 6-6-6 7	2 5-4-6 2	1 3-4-6 2	9-2 2	8-0 2	7-0 2	1-4-9 2	MMG 3PP 2 4-10	M2 MTR 5PP [3-45] 3 60*	CH 18 4 1 37LL 2/4/2 2	CH 19 0 1 75 2
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Enter along the east edge on turn one or later:

1 6-6-6 5	8-0 5	1-4-9 5	HMG .50 cal. 5PP 3 8-16
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Enter along the north edge on turn one or later:

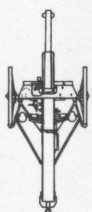
1 6-6-6 4	2 5-4-6 4	9-2 4	8-1 4	7-0 4	6+1 4	MMG 3PP 2 4-10	Radio 1PP 8
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[ELR: 3]
{SAN: 4}



Elements of the 1st Moroccan Infantry Regiment set up anywhere on the map:

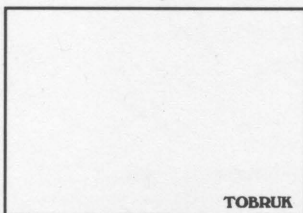
E 4-5-8 6	1 4-5-7 8	E 2-4-8 5	2-2-8 6	9-1 6	8-1 6	8-0 6	7-0 6	HMG 5PP B11 3 6-12	LMG 1PP B11 1 2-6	INF 5PP [60] 2 37*	MTR 5PP [3-42] 3 60*	? 7 morale
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Radio Cnct: 8 2	CH M8 75 mls 1857 1 75 ART 2	CH M10 500 APX 40 3 47L AT 2	Trench OVR, OBA: +4 Other: +2 6
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[ELR: 2]
{SAN: 4}

MAPLAYOUT:



VARIATIONS:

- Add a 9-1 Armor Leader to the American 70th Tank Battalion OB.
- French OBA has Plentiful Ammunition (C1.211).

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place overlays as follows: **D9** on F11-G11; **H8** on T8-U9; **RR10** on A17-B17 and I21-J21; **Tr1** on M12-N12 and (on top) on W13-V13; **Tr1** on SS18-RR17; **T5** (on top) on HH11-HH12; **Tr1** on EE1-EE2; and **V6** (on top) on GG7-HH7. Treat all Scrub hexes as Inherent Woods. The railroad art depiction on both RR10 overlays are treated as Level 1 Embankment RR terrain (B32.12). The criss-crossing Tr1 overlays represents an airfield as is treated as Runway (B7). Overlay **H8** (Level 1) is treated as a HILL, not a Hillcock.
3. The Americans receive one module of 81mm Battalion Mortar OBA (HE and Smoke) directed by the radio. The Americans also receive one module of 120mm OBA directed by an Observation Plane (E7.6).
4. The French receive one module of 105mm OBA (HE only).

OBJECTIVES: The Americans win if they Control ≥ 4 building hexes AND all Level 1 hexes on overlay H8 AND the French cannot fire on any airfield hex with ≥ 24 FP at Game End. For Victory Condition purposes, assume a die roll of '7' (i.e., before applying any TH DRM) for all To Hit attempts that could be made at airfield hexes.

PORT-LYAUTEY, FRENCH MOROCCO, 10 November 1942: Two hundred twenty miles up the Moroccan coast another Navy convoy debarked three landing teams to take Mehdiya-Port-Lyautey and secure the northern flank of the Western Task Force. Major General Lucian K. Truscott's Sub-Task Force GOALPOST consisted of the 60th Infantry, 9th Infantry Division; the 1st Battalion, 66th Armored Regiment, 2nd Armored Division; elements of the 70th Tank Battalion (Separate); and seven coast artillery batteries. With support units, GOALPOST totaled 9,079 officers and men. Its main objectives were airfields at Port-Lyautey and at Sale, 25 miles south, near Rabat. To reach them the troops would first have to take the coastal village of Mehdiya and the town of Port-Lyautey five miles inland on the Sebou River. This would be no easy task. The French responded with fire and counter-attacked with tanks from the 1st African Chasseurs, and eventually forced the Americans back.



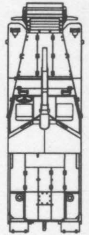
ROLLING THUNDER

ver. 1.1

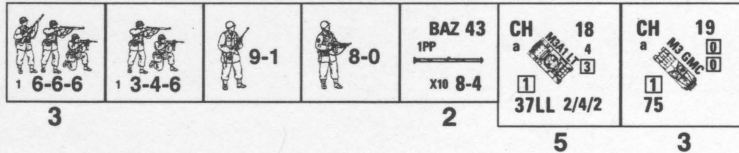
AK #37

☉ FRENCH Set Up First	1	2	3	4	5	6	7	8
☉ AMERICANS Move First								

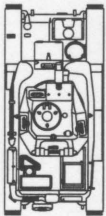
Elements of the 16th RCT and CCB, 1st Armored Division enter along the north edge on turn one (see SSR #4):



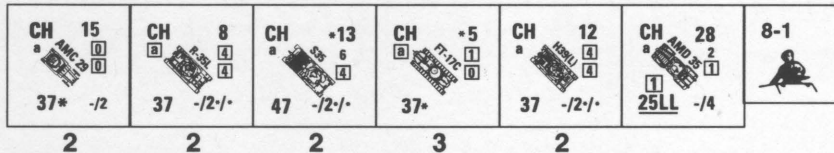
[ELR: 3]
{SAN: 4}



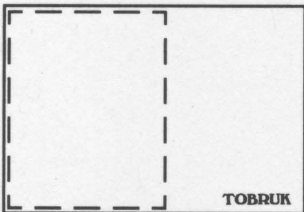
Elements of the 1st Régiment de Chasseurs d'Afrique enter along the south edge on turn one as per SSR #3:



[ELR: NA]
{SAN: 2}



MAPLAYOUT:



(only hexrows A-V are in play).

VARIATIONS:

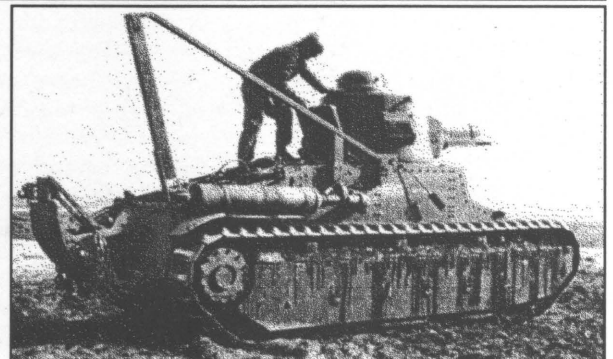
- ☉ Add a 9-2 Armor Leader to the American OB.
- ☉ The French receive normal EVP for units exited.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place overlays as follows: **Sd11** on N18-O18; **H3** on O5-O6; **D9** on E18-F17; **W14** on G7-H6; **R3** on Q14-Q15; and **H8** on O9-P9. Treat all Scrub hexes as Inherent Woods. All Sand Dunes are Low (F7.5).
3. As the first action of each French Player Turn MPH the French player makes a secret DR to determine how many of his vehicles may enter play from off board each turn. A minimum of three vehicles may enter each turn (i.e., ignore die rolls of '2').
4. The TK # for all American AP ammunition [EXC: BAZ TK is not reduced] is reduced by one.

OBJECTIVES: The side that earns the most Victory Points at Game End is the winner. In addition to CVP, the French also receive 1/2 the normal EVP value for vehicles exited off the north map edge.

Near TAFARAOU AIRFIELD, FRENCH MOROCCO, 9 November 1942: On 9 November the French mounted more determined opposition to General Allen's troops. A strong infantry attack hit the 16th Team at the eastern end of Beach Z, while a lesser assault slowed the 26th Team between Beach Y and Oran. Both thrusts were turned back by midafternoon with less difficulty than expected. A more serious threat developed near Tafaraoui airfield, where French tanks met Oliver's armor. A platoon of tank destroyers proved of decisive advantage to the Americans; the French withdrew, leaving fourteen ruined tanks. Shortly after this action, at La Senia airfield the French flew away most of their planes and left a nominal defense. American elements took the airfield with no losses. The Center Task Force now held both airfields.



SHORT OF THE GOAL LINE

AK #38

☉ FRENCH Set Up First	1	2	3	4	5	6	7
☼ AMERICANS Move First							



Elements of the 1st Battalion Landing Team enter along the west edge on turn one or later:

1 6-6-6 7	2 5-4-6 5	1 3-4-6 3	9-2	9-1	8-1	8-0	MMG 3PP 2 4-10 2	M2 MTR 5PP [3-45] 3 60* 3
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[ELR: 3]
{SAN: 2}



Local Garrison Elements set up on/east of hexrow G:

1 4-5-7 3	4 4-3-7 4	1 2-3-7 2	8-1	8-0	7-0	1-4-9	HMG 5PP B11 3 6-12 2	LMG 1PP B11 1 2-6 3	? 7 morale 5	Trench OVR, OBA: +4 Other: +2 1+3+5 3
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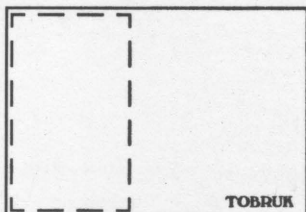


[ELR: 2]
{SAN: 3}

VARIATIONS:

- ☼ The Americans win by exiting ≥ 6 EVP.
- ☉ Replace the 8-1 leader in the French OB with a 9-2.

MAPLAYOUT:



(only hexrows A-P are playable)

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: **D42** on K12-L12; **Sd17** on D20-E21; **S6** on D14-E15; **S4** on F5-F6; **Sd7** (on top) on C4-D4; **Sd9** (on top) on J4-K5; **W14** on O2-P1; and **S5** (on top) on C9-D9. Treat all Scrub hexes as Inherent Woods. Treat all Deir Locations on overlay **D42** are treated as Ponds (B21.13). All Sand Dunes are Low (F7.5).

OBJECTIVES: The Americans win immediately upon exiting ≥ 10 EVP off the east edge.

ALGERIA, FRENCH MOROCCO, 8 November 1942: The GOALPOST operational plan was more complex than that for BLACKSTONE because of local geographic peculiarities. Even before H-hour, set for 0400 hours, 8 November 1942, a long succession of problems began. Approaching the coast the previous night, Navy transports lost formation. H-hour was then delayed to allow boat crews to improvise assault waves. Heavy seas further slowed debarkation. As at Sari, all landing teams were to go ashore in darkness, but only the first three waves of the 2d Battalion Landing Team had landed before dawn. Later waves were not only late but off course. The 1st and 3rd Battalion Landing Teams missed their assigned beaches by 2,800 yards and 5 miles, respectively. French opposition, much stronger than at Safi, caused more confusion and delays. At dawn French planes strafed the beaches and bombed transports. A strong coast artillery concentration at a fortress near Mehdiya rained a heavy volume of fire on transports offshore. To the south the 1st Battalion Landing Team struggled in the sand for over five hours to regain its beach, to round the lagoon, and to start toward the airfield only to be pinned down by machine-gun fire the rest of the day.



Photo Credit: National Archives

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FAID FADEAWAY

ver. 1.1

AK #39

FRENCH Set Up First	1	2	3	4	5	6	7
GERMANS Move First							



Elements of the 21st Panzer Division enter on turn one or later anywhere along the north and/or east edge in hexes numbered ≤ 10 and/or west edge on/between hexes A5-A7:

E 8-3-8	E 4-6-8	E 3-3-8	10-2	9-1	8-0	1-4-9	3PP 2 5-12	1PP 1 3-8	13 a P-III 6 2 50L 3/5	13 a P-III 6 2 50L 3/5	14 a P-III 6 1 75L 3/5	
7							3		2		2	



[ELR: 4]
{SAN: 2}



Elements of XIX Corps set up anywhere within the playing area:

E 4-5-8	1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	9-1	8-1	7-0	1-4-9	5PP B11 3 6-12	1PP B1 1 2-6	5PP [3-42] 3 60*	? 7 morale	
2		3		2		2		2		2		5	



M8 a 75 100 1 75 ART	M12 a Sd.I. mech 3 25LL [45] AT	Trench OVR, OBA: +4 Other: +2
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[ELR: 3]
{SAN: 4}

4

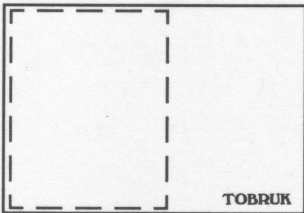
VARIATIONS:

- German Air Support automatically enters on turn one.
- The Germans do not receive Air Support.

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: **H3** on M23-M24; **H8** on E17-D17; **Sd11** (on top) on E20-F19; **Tr1** on I25-I24 and A6-B6; **T5** (on top) on I11-I10; **S4** (on top) on D5-E6; **R3** on E10-E11; **H35** on Q12-R12; **V17** (on top) on J11-K12; and **H21** on O5-P5. Overlays **H35** (Level 1 and 2), **H8** (Level 1), **H3** (Level 1), and **H21** (Level 1 and 2) are treated as HILLS, not Hillocks. All Sand Dunes are Low (F7.5).
- The building in hex J14 (on overlay V17) his treated as per AKSR9.2.
- The Germans receive Air Support (E7) in the form of one '42 DB.

MAPLAYOUT:



(only hexrows A-T are playable)

OBJECTIVES: The Germans must Control ≥ 10 buildings AND exit ≥ 1 AFV on/between hexes H25-J25 at Game End.

FAID PASS, TUNISIA, 30 January 1943: In their January attacks Axis units puzzled Allied commanders by limiting their own advances and abandoning key positions. Soon, however, the enemy displayed more determination. On 30 January the 21st Panzer Division blasted through French defenders at Faid Pass, then drove off an American relief column the next day. The attack on Faid interrupted preparations for an assault by the U.S. II Corps on Maknassy, thirty-two miles south. The attack went ahead on the 31st but was fatally compromised when Allied commanders argued whether American armor should be concentrated for the Maknassy operation or diverted to a counterattack on Faid. By 3 February von Arnim and Rommel had the results they wanted: the Allied counterattack on Faid had failed, the II Corps attack on Maknassy had been stopped and recalled and Allied units were withdrawing. As a bonus, dissension appeared in the Alliance when the French protested ineffective American support.



MOUNTAIN MEN

AK #40

⊙ FRENCH Set Up First	1	2	3	4	5	6	7
⊕ GERMANS Move First							



Reinforced elements of the 756th Gebirgsjäger Regiment enter on turn one or later along the west edge in hexes numbered ≤ 18 :

E 5-4-8 5	E 4-6-8 4	E 3-3-8	9-2	8-1	8-0	1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	MTR 5PP [2-13] 3 50*	CH 13 6 3 50L 3/5
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[ELR: 4]
{SAN: 2}



Elements of the 11th Company, 7th RTM set up on/east of hexrow F:

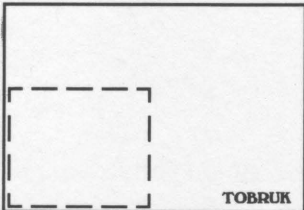
1 4-5-7 3	G 4-3-7 3	1 2-3-7 2	2-2-8	10-2	9-1	7-0	1-4-9	HMG 5PP B11 3 6-12	LMG 1PP B11 1 2-6	MTR 5PP [3-42] 3 60*	? 7 morale 5
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CH 3 25LL AT	Trench OVR, OBA: +4 Other: +2	1+3+5
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[ELR: 3]
{SAN: 4}

MAPLAYOUT:



(only hexes numbered ≥ 11 in hexrows A-U are playable)

VARIATIONS:

- ⊕ The German AFV is also counted toward EVP.
- ⊙ Add a 1-4-9 Hero to the French OB.0

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place overlays as follows: **H21** on I20-J20; **H3** (on top) on D18-D19; **H8** on F11-G12; **Tr1** (on top) on A14-B14 and J18-K19; **T5** (on top) on U25-U24; **W14** on Q19-Q20; and **Sd9** on P12-Q12. Overlays **H8** (Level 1), **H3** (Level 1), and **H21** (Level 1 and 2) are hills and not hillocks, with level one and level two heights (i.e., H21 has two level two hexes, H8 and H3 have only level one hexes). All Sand Dunes are Low (F7.5).

OBJECTIVES: The Germans win immediately upon earning ≥ 8 Exit Victory Points by exiting PERSONNEL from on/adjacent to hex U25.

On the road to OUSSELTIA, TUNISIA, 31 January 1943: In late December and mid-January the French took important gaps in the mountains near Ousseltia, but in a series of retaliatory attacks the Germans inflicted over three hundred casualties. A more serious challenge developed in late January when Axis units attacked at the juncture of the British and French sectors and pushed the line ten miles west. The French took the brunt of this assault, losing 21 tanks, 52 artillery pieces, and over 200 vehicles as well as 3,500 troops missing. By the 25th the situation settled down, partially due to the hilly nature of the terrain and also because of increased Allied pressure elsewhere on the front. German commanders continued to push hard along the road to Ousseltia. On 31 January they struck at the 11th Company, 7th RTM, positioned at Wadi Drijda. Mountain troops of the 756th Gebirgsjäger Regiment, augmented by Panzer support, worked from height-to-height and pushed the French back toward the Bou Saadia crossroads.



AN ARTILLERYMAN'S DREAM

ver. 1.1

AK #41

AXIS Sets Up First ALLIES Move First	1	2	3	4	5	6	7	8	9
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Elements of the D.A.K [ELR: 4] and the 5th Bersaglieri Battalion [ELR: 3] set up in road hexes on/between hexrows L-RR:

[ELR: 4, 3]
{SAN: 4}

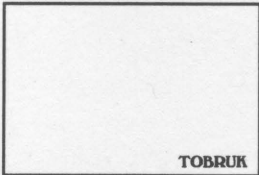
Elements of the 16th Infantry Regiment set up in Level 1 or higher HILL hexes:

[ELR: 3]
{SAN: 4}

Senegalese Riflemen set up in any hex of overlay W14:

Elements of CCB, 1st Armored Division set up in Level 2 hill hexes and/or enter on turn one along the west edge:

MAPLAYOUT:



VARIATIONS:

- The Germans earn 1 1/2 x the normal EVP for exited units.
- American AP TK# are not reduced.

OBJECTIVES: The side with the most Victory Points at Game End is the winner. In addition to CVP, the Axis also earns EVP for units exited off the west edge on/between hexes A1-A8.

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the west at start. Track overlays are treated as unpaved Roads.
- The Germans may not use APCR in this scenario. The Americans receive two modules of 105mm OBA (HE and Smoke) and one module of 155mm OBA (HE only, directed by an Observation Plane [E7.6]). The TK # for all American AP ammunition [EXC: BAZ TK is not reduced since it is HEAT]

- is reduced by one. All Sand Dunes are Low (F7.5).
- The Germans receive one module of 88mm OBA with Scare Ammunition (C1.211).
 - Place overlays as follows: **D42** on U4-V4; **H8** (on top) on O2-P2; **H3** on NN16-NN17; **W13** on HH6-GG6; **H21** (on top) on JJ8-KK9; **W14** on Z23-Z24; **H35** on G17-H16; **Sd17** on E9-F9; **S5** on P13-Q14; **Tr1** on A2-B2; and (on top) on J6-K7; **Tr1x3** (on top) on S11-T11; (and) LL20-KK20; and (on top) on SS24-RR23; and **V17** (on top) on DD17-CC18. Overlays **H8** (Level 1), **H3** (Level 1), **H21** (Level 1 and 2) and **H35** (Level 1 and 2) H21 are hills and not hillocks, with level one and level two heights (i.e., H35 has four level two hexes, H21 has two, H8 and H3 have only level one hexes).
 - The building in hex AA16 (on overlay V17) is treated as per AKSR9.2.

BOU CHEBKA, TUNISIA, 21 February 1943: The Battle of Kasserine would turn on a Wehrmacht reconnaissance failure that led Rommel to attack along Highway 13, toward Djebel el Hamra. The area reportedly contained no substantial Allied forces. The report was wrong: the area fairly bristled with American soldiers, Senegalese rifleman, and a massive number of artillery tubes—fifty guns in all—under Allied commander Brigadier General Paul Robinett. From his command post near Highway 13, Robinett could gaze upon Kasserine Pass, some twenty miles away. On 21 February forty panzers acted on Rommel's command, and on the grave error the Desert Fox's orders emanated from. Alongside Panzergrenadiers were Italian troops from the 5th Bersaglieri Regiment, helmet plumes waving in the breeze as they moved at double-time to the shouts of their officers. On they came in massed formation until American artillery found the range. Massed howitzers destroyed man and machine. And for once the feared German 88's answer was feeble, outgunned and outnumbered and unable to render effective counter-battery fire. At 1800 hours the attack was broken off, well short of Djebel el Hamra. Ten smoking panzer hulks littered Highway 13. Robinett lost only one tank. Undeterred, the Germans would come again at dawn the following day, only to have the same scenario play out again as American artillery denied Rommel's hopes to enter Tébessa...twenty-three air miles short of his ultimate goal.



A GOOD SHOOT

ver. 1.1

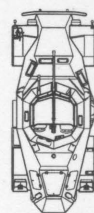
AK #42

☉ ☆ ALLIES Sets Up First ☙ ☙ GERMANS Move First	1	2	3	4	5	6	7
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Elements of the D.A.K. *Aufklärung Abteilung* enter along the east edge on turn one or later:

E 8-3-8 3	E 4-6-8 2	E 2-4-8	9-2	8-1	1-4-9	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8 2	CH +33 a BSW 22 1 B11 2 20L(4) -/5/+	CH 30 a KE-1 1 AAMG -/3	CH 18 b SPW 25/1 1 T9 9PP 1 AAMG -/3 2
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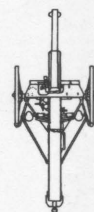


[ELR: 4]
{SAN: 2}



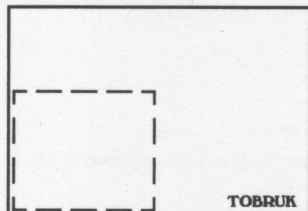
Elements of the 19th Engineer Battalion and a French 75 Battery, attached set up in any hexes of overlay H35:

7-4-7 3	3-3-7	2-2-8	2-2-7	9-1	7-0	MMG 3PP 2 4-10	BAZ 43 1PP x10 8-4	CH m11 a m11 21/1 3 81* MTR 3-71	CH m8 a m8 1 75 ART	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2
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[ELR: 5]
{SAN: 2}

MAPLAYOUT:



(only hexes numbered ≥ 14 in hexrows A-U are playable)

VARIATIONS:

- ☙ Replace the 9-2 leader in the German OB with a 10-2.
- ☉ Add another American 81* mortar and 2-2-7 crew to the Allied OB.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place overlays as follows: **H35** on F15-G16; and **W14** on S18-T18. Overlay **H35** (Level 1 and 2) is treated as a HILL, not a Hillock. Treat all Scrub hexes as Inherent Woods.
3. The M1897 Guns are French (i.e., use French crews). The US crew if Possessing/firing the French 81mm Mortar does not suffer Captured Use Penalties (A21).

OBJECTIVES: The Germans win at Game End if they Control ≥ 2 Level 2 hexes *OR* immediately upon exiting ≥ 4 EVP of Personnel and/or ≥ 1 vehicle off the west edge.

KASSERINE PASS, TUNISIA, 19 February 1943: The vulnerability of Kasserine Pass soon become obvious to Allied High Command. Major General Lloyd Fredenall detached a battalion from Terry Allen's 1st Division and hurled it forward, along with the 19th Engineers and a battery of French 75's and some tank destroyers. No sooner did the collection of men and weapons arrive than a German attempt was made at dawn to seize Kasserine pass in a *coup de main*. As the D.A.K. reconnaissance battalion crept forward the French gunners opened up, sending the Germans scurrying back in what was described as 'a good shoot'. The euphoria would not last long. At 1000 hours enemy artillery began falling and forty enemy trucks pulled up at 1015 hours, debarking coalscuttle helmeted soldiers in the hundreds.

