Djedeida, Tunisia, 1942
Flames of War Mega-Game Scenario

After the success of Operation Torch, the Allied forces quickly moved to seize Tunisia from their new bases in Algeria. As confused fighting erupted between the Axis forces and the Vichy French garrison, US and British forces entered Tunisia from the west and drove on Tunis. This initial period of the Tunisian Campaign was referred to as the "Run for Tunis".

As Axis forces were hastily moved to the country, both sides raced to gain control of the vital routes to Tunis. Djedeida, just 30km west of Tunis, was the point that US and British forces planned to meet as they converged on the city. German and Italian forces were moving into the area from the east at the same time, leading to a series of fights critical to the attempt to seize Tunis quickly.

This scenario begins with US and British forces converging on the lightly defended area, while Axis reserves move up. It offers an interesting historical situation, what was in essence a meeting engagement where both sides intend to attack to ensure control of critical terrain.

Special Terrain rules:
- Buildings – the buildings present in the area were used by both sides for defensive cover. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Hills – the area east of the Chouigui Pass was coastal plain, with scattered fields interspersed with small olive groves. The areas of high ground were of great tactical significance. Line of sight may be traced to or from a hill area, but not through it. Hill areas are difficult tall terrain, and they provide concealment to infantry and man packed gun teams within them.
- Fields – the fighting took place in November, and the summer crops were already harvested. Fields are terrain, providing no concealment.
- Olive Groves – treat areas of olive grove as low terrain, providing concealment to any target where the LOS crosses it, and difficult, requiring a cross check.
- Roads and trails – negate other terrain penalties for areas they traverse, and they are roads for movement purposes.

Deployment:
The game starts with some Axis forces initially deployed on the table, and others in reserve. Allied forces will take the first turn, entering from their assigned deployment areas.

Axis Forces –
Axis forces are selected from the Afrika Korps or Avanti books, or the 90th Light box, at 100 points each. Any command cards from these books may also be used.

Added Units:
The following units from Iron Cross may be fielded in place of those in the Afrika Korps book:
- Panzergrenadier platoon (replaces an Afrika Rifle Platoon)
- Nebelwerfer battery (replaces a 10.5cm battery)

Deployment –
Up to one infantry unit from each Axis force may deploy on the table at the start, no more than 12" from its deployment zone. All of the remaining units are initially in immediate reserve.

Axis reserve units enter when they are rolled for, measuring their move from any point on the table edge within their assigned deployment zone.

Allied Forces –

Allied forces are selected from the Armoured Fist or Fighting First books, at 100 points each. Any command cards from these books may also be used.

Deployment –

Each Allied force will enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone.

Weather / Time of Day:

The weather during this period was generally good. Weather plays no role in the game.

Airpower:

The Luftwaffe generally maintained marginal air superiority during this phase of the campaign, as the Allied air forces struggled with Algerian bases further from the fighting. To reflect this, the German CiC receives a 1 plane ME109 flight which can be used for interception of any Allied airpower. The ME109 uses the same weapon stats as the British Hurricane Tank Buster flight.

In addition, each player may purchase air support as part of their force. A player's air support may not strike a target more than 24" from a unit of their ground forces.

Air Interception:

Any player's airpower may opt to intercept enemy air units during the opposing turn. To do so, roll for aircraft arrival as normal prior to resolving anti-aircraft fire. If the air unit arrives, it may be placed anywhere on the table, and may immediately make a shooting attack against any enemy air units within range.

Any surviving enemy air units may either continue their ground attack as normal, or they may loop behind the intercepting unit and make a shooting attack against that unit, using the normal shooting rules.

Winning the Game:

Both sides were fighting desperately for the key positions around Djedeida. To reflect this, there are nine objectives on the table reflecting key areas in the area. At the end of six turns, the side controlling the majority of the objectives achieves a strategic victory.

Any other result is a draw.

Map:

FOW Mega-Game
Battle for Djedeida – November, 1942

Axis Sector D

El Habibia

Djedeida Airfield

Djedeida

Axis Sector C

Al Battan

Allied Sector 4

Axis Sector B

Allied Sector 3

Allied Sector 2

Tebourba

Axis Sector A

Chouigui

Allied Sector 1

Chouigui Pass

Road
Trail
Hill

Airfield
Forest

Buildings
Objective