

# Kasserine Pass, Tunisia, 1943

## *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. After the Allies failed to seize Tunis by a coup de main during the “Run for Tunis”, the situation stabilized with Allied forces holding the western dorsal (mountain range).

As Axis forces increased, they faced a difficult situation with Allied forces closing in from all sides. Rommel recommended aggressive action, and a series of attacks were authorized to push the US forces back from the eastern dorsal, and to penetrate the western dorsal to threaten Allied supply lines. As the offensive progressed, Kasserine Pass became a critical location for both sides, and Rommel’s forces launched what would be his last major offensive in Africa.

This scenario begins with US forces holding the north end of the pass, and with US and British forces moving up in support. Rommel launched his attack, and the defenders held for a time, but as he added pressure a breakthrough was achieved. It was to be his last major victory.

### **Special Terrain rules:**

- Buildings – the buildings present in the area were capable of providing defensive cover. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Hills – the shoulders of the pass were rocky and cut with irregular ground and wadis. 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 gun teams within them.
- Rocky ground – treat areas of rocky ground 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.
- Hatab River – the Hatab River was steep sided and in high flow during the battle, and all of the bridges for miles had been demolished. It split both the Axis attack and the Allied defense during the battle. It is treated as impassable terrain.

### **Axis Forces and Deployment –**

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 and Ghost Panzers may be fielded in place of those in the Afrika Korps book:

Panzergranadier or Armored Panzergranadier platoon (replaces an Afrika Rifle Platoon)

Nebelwerfer battery (replaces a 10.5cm battery)

#### **Deployment –**

Each Axis 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.

## **Allied Forces and Deployment –**

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 –**

Up to two infantry or gun units from each Allied force may deploy on the table at the start, no more than 12" from its deployment zone. These units may be deployed in foxholes. All of the remaining units are initially in immediate reserve with 2 additional dice (roll 3 dice on turn one, 4 dice on turn 2, etc.).

### **Weather / Time of Day:**

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

### **Airpower:**

The situation in the air was relatively balanced at this point in the Tunisian campaign, with both sides able to call upon, but not rely upon, air support. To reflect this, the German CiC receives a 2 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. The Allied CiC receives a 2 plane Hurricane flight which can be used for interception of any Axis airpower.

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 the pass. To reflect this, there are eleven objectives on the table reflecting key areas in and near the pass.

At the end of six turns, the side controlling the majority of the objectives achieves a strategic victory. If neither side controls a majority of the objectives the Axis side achieves a significant victory.

Any other result is a draw.

Map:

# FOW Mega-Game Battle of Kasserine Pass – February, 1943

