Battalion Combat Series:
Baptism by Fire

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Baptism by Fire
The Bloody Beginning Kasserine, 1943

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Introduction

Baptism by Fire is the second game in the *Battalion Combat Series* (*BCS*) covering the battles leading into and including the Battle of Kasserine Pass, February 1943 which exposed the command failures of the US Army in a way that allowed the development of the superb fighting force it would become in 1944-45.

1.0 Common Special Rules
1.1 Weather & Air Points

Roll one die each turn to determine the Weather. The result will either be Rain or No Rain. Apply the below based on that roll. Place the Weather marker in the appropriate box on the map to show the current game turn's Weather. The Weather is always No Rain for the first turn of any scenario starting on 14 Feb.

Rain. Make no rolls for Air Points. Use the Rain MP costs on the Terrain Effects Chart. No Formation can get a SNAFU result better than a Partial.

No Rain. Each player rolls one die to determine the number of Air Points he has available for the turn. Use the normal MP costs on the Terrain Effects Chart and Full SNAFU results are possible.

Visibility is always 4 hexes.

> **Historical Note:** *During the real battle, it rained the 18, 19, and 20 Feb turns. The result was flash floods and extensive mud during those days. To play historically, skip the Weather Table and just use Rain on those three days.*

1.2 Supply

1.2a <u>Axis Supply Sources.</u> Hexes marked with the Axis Supply Source designator.

1.2b <u>Allied Supply Sources.</u> Hexes marked with the Allied Supply Source designator.

1.3 Buddies

Formations in the same row below do not apply Coordination (4.4), Mixed Formations (10.1e), or Crossing the Streams (10.2e) to each other. They do not apply Unit Traffic (5.1h) to each other if the option is used.

Allied:
All Combat Commands of 1 Arm Div are Buddies with all Allied Formations.

Axis:
21 Pz (KGs Schutte and Stenkhoff) and KG DAK
21 Pz with itself (KGs Schutte and Stenkhoff)
10 Pz with itself (KGs Lang, Gerhardt, and Reimann)

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1.4 Recon Unit Types

Only those allowed by *BCS* rule 4.3d can do Recon in this game.

1.5 Recon Screens

Actual screening missions are not currently a feature of BCS where Formations Attack, Move, or Defend. While there is a form of mobile defense embedded in the v1.1 Retreat rules (for units defending without Prepared Defense or Key Terrain), there was no status that allows trading space for time and limited losses. This rule provides a mechanic to do so.

1.5a <u>Who can Screen?</u> Any unit designated as Recon in *BCS* 4.3d. The ability to Screen (or enter Screen) is unaffected by SNAFU results.

1.5b <u>How to Mark Screening.</u> At the start of any Activation of the unit's Formation, place (or remove) a Screen marker onto the desired Recon unit. The unit must be on its Move Side to acquire the marker.

1.5c <u>Effects on the Screening Unit.</u> The unit marked as Screen…

…can Move, establish OBJ markers, and spot Barrages normally,

…**but cannot** Attack, Assist, or Initiate Engagements.

Additionally, a unit cannot end any movement or Retreat STACKED with any other unit (including one also marked as Screen), should this happen, remove the Screen marker from all involved units.

Note that since they are unable to Initiate an Engagement, they must **STOP** if in a situation requiring a Stopping Engagement.

1.5d <u>Effects on the Enemy: Combat</u>.

While Screening units cannot initiate Engagements, they can be fired upon using the Engagement Table. Convert any **Both Loss** result into **Target must Retreat, no Losses** instead.

Units marked as Screening **cannot** be Attacked on the *Combat Results Table* or by Barrage. Instead, Screening units automatically retreat 3 hexes if any enemy unit moving using *Deployed Leg MA* enters their hex. Ignore the Screen unit's ZOC effects if a Leg MA unit is moving into its hex (that is they do not get stuck in the hex adjacent to the unit and are unable to enter the hex).

1.5e <u>Effects on the Enemy: Movement</u>. Screening units retain their normal ZOCs, but also have a Screen Zone that includes the normal ZOC hexes as well as all others up to 3 hexes away from the unit (inclusive). Ignore enemy units and terrain for purposes of the Screen Zone.

Effects of the Screen Zone:
Enemy units moving on their Move Side pay +1 MP per Screen Zone hex entered. There is no effect at all on enemy units moving using their Deployed side or on any friendly unit.

Design Note: *This rule is a Series Optional available for all* BCS *games (if you use it in* **LB***, use the Screen markers from here or any desired substitute). It is presented here only as a game specific rule. In* **LB***, NO US unit (not even the 14 Cav Grp) sets up on 16 Dec with a Screen marker. In all non-16 Dec start scenarios in that game, Recon units are allowed to set up with a Screen marker if the player chooses.*

1.6 Not Trained to Support

No US or Italian AV unit can go into Support.

German and British non-Dual AV units can be put into Support of their Formations.

1.7 Replacement Points

Both sides obtain Replacement Points from the *Replacement Points Tables* and schedule. Apply these according to the series rules (9.4).

Do not roll for Replacement Points on the first turn of any scenario. They have already been installed in the set up.

1.8 MSRs and Victory Point Hexes

Neither side can trace an MSR through a Victory Point hex (of either side) unless that side currently controls that VP hex as per the rules in 4.1.

1.9 Counter Colors

1.9a <u>Axis.</u> The Axis player controls all German 5th Panzer Army (Dark Tan), German DAK (Tan), Luftwaffe (Sky Blue), and Italian (Blue-Green) units.

1.9b <u>Allied.</u> The Allied player controls all US (Green), British (Brown), British Guards (Red), and French (Blue) units.

Within each side there are no nationality restrictions beyond the limitation on Rommel in 2.1.

2.0 Axis Special Rules
2.1 Rommel

After his arrival on the 19th, Rommel must be assigned to one of the three major German Formations (DAK, 10 Pz, 21 Pz). In each turn's Assignment Phase. Simply place the Rommel marker in the desired box in the 'Rommel Will Affect' display on Map B.

For the entire turn, and each Formation listed in the box chosen, Rommel has the following effects:

+1 to any SNAFU Roll
+1 to any Second Activation Roll

Note that 10 Panzer and 21 Panzer Divisions include more than one named Kampfgruppen Formations. To help track which Panzer Division is which for this purpose, the 10 Pz is a tan color while 21 Pz has the yellowish tint of the rest of the Afrika Korps.

Rommel cannot be assigned to the Italian Centauro Division.

2.2 Kampf-gruppen (KGs)

Except for the needs of the Rommel rule (2.1) and Buddy Exclusion (1.3), each of the five Panzer Division KGs are their own Formation and function independently of each other.

3.0 Allied Special Rules
3.1 Mines

The US player gets three Minefield counters to place as 'reinforcements' according to the OOA.

3.1a Placement. The Mines are placed in the Reinforcement and Weather Phase of the arrival turn (un-Breached side up) in any hex of the US player's choosing that is at or with the Command Radius of the Stark TF HQ which is at least 4 hexes from any Axis unit. No Allied unit need be in the area to place Mines.

3.1b Breaching. Only Axis units can breach mines and Axis units cannot move through or attack from a minefield until it is breached. Breached and Unbreached Mines have the same effect on Allied units (3.1c).

Only Axis units with an Assault Arrow and a Leg MA currently showing can breach mines.

Axis units breach a Minefield by the following procedure:

a) One Axis unit which must be moving by Leg MA enters the Minefield hex and is Finished. Only the Breaching unit can do so.
b) Flip the Minefield over to its Breached side at the end of the current Activation.

Once Breached, Mines remain so for the rest of play. Breaches have no orientation (the breach symbol on the marker is merely for color)—They 'work' in all directions.

3.1c Minefield Effects. See Table on the Terrain Effects Chart.

3.2 9 ID Divarty

3.2a There are no flexible Arty Asset Points in this game, but the US player does have the Divarty of the US 9th Infantry Division available.

Its Arty Points are assigned like any other Arty Point, but All Points must be assigned to a single Formation. Otherwise, they are Arty Points the same as any other.

3.2b "Red" Irwin. Any Formation the 9 ID Divarty is assigned to can apply 2 Arty Points per target hex (instead of a maximum of one) in non-Attack situations with all its available Arty Points (including the 9 ID's contribution).

Historical Note: *BG Stafford LeRoy "Red" Irwin was commander of the US 9 ID Divarty and aggressively left his mark on the Kasserine battlefield by his effective and inspired use of his guns.*

3.3 Command Radius

Task Force Drake. Three units of the 168 Inf Rgt (shown under CCA in the game) are nominally commanded by their regimental commander Col. Thomas Drake.

These units are TF Waters, TF Drake, and 3/168 Inf Bn.

While these units Activate with their parent Formation (CCA), they are **exempt** from Command Radius and its effects. These units **always** have a Safe Path. This rule **ONLY** applies if the unit is *still in its scenario starting hex.*

All three units are non-rebuildable and have specially slow MAs to reflect their historical usage.

Other Out of Command Radius Units. There are other CCA and TF Stark units which begin the game outside of Command Radius. These are treated normally if they end up out of Command Radius at the end of their Formation's Activation.

4.0 Victory

Victory for the Axis counterattack at Kasserine is something that illustrates the confused nature of the command structure well beyond the battlefield itself. What was first an attempt to secure the Eastern Dorsal passes from Allied control opened the door to a much more extensive counteroffensive based on a limited window of opportunity caused by the approach of Montgomery's 8th Army from Libya.

As such, the Axis player does not know his own goals when play begins. Rather, he draws one Victory Objective marker from a cup at the start of the 19 Feb turn to determine what objective he has been assigned by the Italian *Comando Supremo*. The Axis player notes the result and places the counter, face down, on the map to retain that information in secret until the end of the game.

This objective will be one of two possibilities:

Tebessa. *Rommel's preferred Big Solution. This would strike right at the heart of the command and logistical base for the US and French Forces in southern Tunisia with an eye toward driving even deeper to do the same to the British Army in the north by striking to the coast at Bone.*

Exit Locations: Any Entry Area A hex.

Le Kef. *Here the idea is to drive a wedge between the forward Allied forces and their base, but to do so via a route west of the Western Dorsal.*

Exit Location: Entry Area B and/or C

Regardless of the objective assigned, the Axis wins if they exit all available Tac MA Axis units via the Entry Hexes listed above before the game ends. Each exiting unit must be in Command Radius and have its Combat Trains in a Legal hex at that moment.

4.1 Victory Point Hexes

Each VP hex gives the Axis player 1 VP if it is under Axis control and if it lists the drawn Axis Victory Objective. Some say "Either" which means they count for VPs regardless of the Victory Objective drawn.

Lack of control awards no VP.

Control is defined as being the side that occupies, or is last to occupy, the hex with a non-HQ, non-Combat Train friendly unit that is both in Command Radius and has a successful MSR at that moment. The player initially controlling each VP hex will be listed in the scenario.

Important: If a VP hex is controlled by the enemy, no friendly unit can enter the hex in any manner unless that hex contains a friendly OBJ marker. In an exception to BCS rule 4.3b, players can place any OBJ marker on any enemy controlled VP hex even if it does not contain an enemy unit.

Regardless of Victory Points, the Axis Player 'wins' if he fulfills the exit requirements of his Victory Objective in 4.0. Otherwise, the game is 'won' on points.

If the Axis holds the following of the 14 VP possible hexes applicable to the Victory Objective, the result is….

9 or more	Axis Victory
8	Draw
7 or less	Allied Victory

5.0 Scenarios

5.1 Kasserine Campaign

This scenario covers the entire campaign.

First Turn: 14 Feb 43
Last Turn: 23 Feb 43
Game Length: 10 Turns
First Player on Turn 1: Axis

Dead Pile: Prov Arm Bn

Allied Set Up:
CCC Arm Bde:
B42.06: CCC Arm Bde HQ (Fat-0 marker), 2/1 Arm Bn (CCC), 3/6 Arm Inf Bn (CCC Arm)
B38.13: CCC Arm Combat Trains

CCA Arm Bde:
B14.09: CCA Arm Bde HQ (Fat-1 marker), 3/1 Arm Bn (-) (CCA Arm), 701 TD Bn (CCA)
B4.10: 81 Arm Cav Bn (CCA, Screen marker)
B19.07: G/1 Arm Co (CCA)
B10.06: Drake Inf TF (CCA)
B22.06: Waters Inf TF (CCA)
B11.02: 3/168 Inf Bn (CCA)
B23.16: Kern Arm Inf TF (CCA), CCA Arm Combat Trains

Stark Inf TF:
A8.26: Stark Inf TF HQ (HQ is Done, Fat-0 marker), 805 TD Bn (Stark), 1/26 Inf Bn (Stark)
A25.12: A,D/19 Eng Bn (-) (Stark), E,F/19 Eng Bn (-) (Stark)
A14.26: Stark TF Combat Trains

Formation Activation Markers in Play:
CCA Arm, CCC Arm, Stark Inf TF

Axis Set Up:
None

Victory Conditions:
Use the campaign victory conditions, 4.0.

5.2 Operation Spring Wind

This scenario covers the initial attack by the two German Panzer Divisions codenamed *Operation Frühlingswind*.

Playing Area: Map B only
First Turn: 14 Feb 43
Last Turn: 17 Feb 43
Game Length: 4 Turns
First Player on Turn 1: Axis

Trace Supply Source:
Allied: Entry Area C, B32.35, and B3.35
Axis: use the ones listed in 1.2a in the playing area

Allied Set Up:
Same as Scenario 5.1 for units on Map B

Allied Reinforcements:
The Allies get all units on the Allied Order of Arrival that can arrive in the playing area. No minefields can be placed as Stark Inf TF HQ is not in play.

Formation Activation Markers in Play:
CCA Arm, CCC Arm

Axis Set Up:
None

Axis Reinforcements:
The Axis get all units on the Axis Order of Arrival that can arrive in the playing area.

Victory Conditions:
The Axis player wins if he controls Sidi bou Zid (B14.09), Kern's Crossroads (B23.16), Sbeitla (B30.29) and at least one other Victory Hex location at the end of the scenario. The Allied player wins if he controls Sbeitla and Kern's Crossroads at the end of the scenario. Any other result is a draw.

5.3 Mid-Campaign Start

This scenario starts with the Americans entrenched in Kasserine Pass and forming the defenses north at Sbiba. The Italian *Comando Supremo* is about to issue its directive given "a unique opportunity is now offered to force a decisive success in Tunisia."

Playing Area: Both maps
First Turn: 19 Feb 43
Last Turn: 23 Feb 43
Game Length: 5 Turns
First Player on Turn 1: Axis

Reminder: Remember to draw one Victory Objective marker at the start of this scenario

Dead Pile: Prov Arm Bn, CCA Arm Bde (3/1 Arm Bn), CCC Arm Bde (2/1 Arm Bn)

Allied Set Up:
CCB Arm Bde:
A56.33: CCB Arm Bde HQ (Fat-2 marker), 2/13 Arm Bn (CCB)
A56.34: 601 TD Bn [1] (CCB), 2/6 Arm Inf Bn (CCB)
A55.35: CCB Arm Combat Trains (Ghost mode)

CCC Arm Bde:
A35.19: CCC Arm Bde HQ (Fat-1 marker), 3/6 Arm Inf Bn (CCC)
A42.17: CCC Arm Combat Trains

Stark Inf TF:
A33.17: Stark Inf TF HQ (Fat-0 marker, Prepared Defense)
A31.16: 1/26 Inf Bn (Stark)
A30.16: 805 TD Bn (Stark), A,D/19 Eng Bn (-) (Stark)
A30.17: E,F/19 Eng Bn (-) (Stark)
A29.16: Minefield marker
A29.17: Minefield marker
A30.15: Minefield marker
A39.19: Stark TF Combat Trains

CCA Arm Bde:
A24.34: CCA Arm Bde HQ (Fat-3 marker), 81 Arm Cav Bn [1] (CCA)
A25.35: 1/13 Arm Bn (-) (CCA), 3/13 Arm Bn (-) [2] (CCA)
A26.35: 701 TD Bn [1] (CCA), Kern Arm Inf TF (CCA), CCA Arm Combat Trains (Ghost mode), Welvert TF Combat Trains

Welvert French Inf TF
A22.32: Welvert French Inf TF HQ (Fat-1 marker, Prepared Defense)
A21.31: 1 Ranger Bn (Welvert)
A21.32: 1/168 Inf Bn (Welvert)
A23.28: 2/7 Alg French Inf Bn (Welvert)
A22.29: 3/7 Alg French Inf Bn (Welvert)
Welvert TF Combat Trains (see CCA Arm Bde set up)

34 Inf Div (-):
B55.32: 34 Inf Div (-) HQ (Fat-0 marker, Prepared Defense)
B51.31: 1/18 Inf Bn (34 Inf)
B50.30: 2/18 Inf Bn (34 Inf)
B50.29: 3/18 Inf Bn (34 Inf)
B51.29: 1/133 Inf Bn (34 Inf)
B52.28: 3/133 Inf Bn (34 Inf)
B53.31: 1/135 Inf Bn (34 Inf)
B53.28: 2/135 Inf Bn (34 Inf)
B54.27: 3/135 Inf Bn (34 Inf)
B63.34: 34 Inf Div (-) Combat Trains, 1 Gds Bde Combat Trains

1 Gds CW Inf Bde HQ
B54.32: 1 Gds CW Inf Bde HQ (Fat-1 marker, Prepared Defense), 72 RA AT Bn (1 Gds, Support), 93 RA AT Bn (1 Gds, Support), 16/5 L Arm Bn (1 Gds, Support), 2 Hamp Inf Bn (1 Gds)
B50.32: 2 Cold Gds Inf Bn (1 Gds)
B50.31: 3 Gren Gds Inf Bn (1 Gds)
1 Gds Bde Combat Trains (see 34 Inf Div (-) set up)

Formation Activation Markers in Play:
CCA Arm, CCB Arm, CCC Arm, Stark Inf TF, Welvert Inf TF, 34 Inf, 1 Gds Inf Bde

Allied Reinforcements:
Use the Allied Order of Arrival

Axis Set Up:
DAK Pz KG:
A19.18: DAK Pz KG HQ (Fresh marker)
A26.14: 33 Pz Recon Bn (DAK)
A25.14: I/8 Pz Bn (DAK)
A27.15: I/Afk Inf Bn (DAK), II/Afk Inf Bn (DAK)
A10.24: XVI Italian Arm Bn (DAK)
A10.25: XIV/5 Brs Italian Mot Inf Bn (DAK), DAK KG Combat Trains

Reim Pz KG:
B44.06: Reim Pz KG HQ (Fat-1 marker)
B42.06: 1/501 TGR Arm Co (Reim)
B43.08: 90 Mdr Arm Bn (Reim)
B44.07: II/86 Inf Bn (Reim)
B48.00: Reim KG Combat Trains, Lang KG Combat Trains

Lang Pz KG:
B46.05: Lang Pz KG HQ (Fresh marker), I/7 Pz Bn (Lang)
B45.05: 10 Krad Pz Recon Bn (Lang)
B46.04: I/69 Inf Bn (Lang)
B47.04: I/86 Inf Bn (Lang)
Lang KG Combat Trains (see Reim Pz KG set up)

Stnkoff Pz KG:
B30.29: Stnkoff Pz KG HQ (Fat-1 marker), II/5 Pz Bn [4] (Stnkoff), II/25 LW "88" Bn (Stnkoff, Support)
B31.31: 580 Pz Recon Bn (Stnkoff)
B29.28: I/104 Inf Bn (Stnkoff)
B30.28: II/104 Inf Bn (Stnkoff)
B26.21: Stnkoff KG Combat Trains (Ghost mode)

Scht Pz KG:
B28.24: Scht Pz KG HQ (Fat-1 marker), 39/609 Mdr Arm Bn (Scht, Support), I/5 Pz Bn (Scht)
B26.20: III/104 Inf Bn (Scht)
B28.23: IV/104 Inf Bn (Scht)
B25.20: 220 Pz Pio Bn (Scht)
B23.16: Scht KG Combat Trains (Ghost mode)

Formation Activation Markers in Play:
DAK KG, Reim KG, StnkoffKG, Scht KG

Axis Reinforcements:
Use the Axis Order of Arrival.

Victory Conditions:
Use the campaign victory conditions, 4.0 The following Victory Point Hexes are controlled by the Axis player, the remaining are still under Allied Control:

VC: Either:
Kasserine (A25.12)
Sbeitla (B30.29)

VC: Tebessa:
Thelepte (A10.25)

VC: Le Kef:
Hadjeb el Aioun (B42.06)

5.4 Between a Rock and a Hard Place
This scenario is the western portion of the mid-campaign start with TF Stark holding Kasserine Pass and Welvert's mixed TF defending the southern approaches at Djebel Dernaia.

Playing Area: Map A only
First Turn: 19 Feb 43
Last Turn: 23 Feb 43
Game Length: 5 Turns
First Player on Turn 1: Axis

Reminder: Remember to draw one Victory Objective marker at the start of this scenario

Trace Supply Source:
Allied: use the ones listed in 1.2b in the playing area
Axis: use the ones listed in 1.2a in the playing area and A32.01

Dead Pile: Prov Arm Bn, CCA Arm Bde (3/1 Arm Bn), CCC Arm Bde (2/1 Arm Bn)

Allied Set Up:
Same as Scenario 5.3 for units on Map A

Formation Activation Markers in Play:
CCA Arm, CCB Arm, CCC Arm, Stark Inf TF, Welvert Inf TF

Allied Reinforcements:
The Allies get all units on the Allied Order of Arrival that can arrive in the playing area.

Axis Set Up:
Same as Scenario 5.3 for units on Map A

Formation Activation Markers in Play: DAK KG

Axis Reinforcements:
Do not use the German Order of Arrival. Use the following Order of Arrival.

19 Feb 43:
Victory Chit Draw

H: DAK Pz KG (I/1Jg, II/1Jg LW FJ Bn)

20 Feb 43:
A32.01: Reim Pz KG (Reim Pz KG HQ, Fat-1 marker, 1/501 TGR Arm Co, 90 Mdr Arm Bn, II/86 Inf Bn, Reim KG Combat Trains, **Gerhdt Pz KG** (Gerhdt Pz KG HQ, Fat-1 marker, II/7 Pz Bn, II/69 PG Bn, 49 Pz Pio Bn, Gerhdt KG Combat Trains)

H: Centro Italian Arm Div (Centro Arm Div HQ (Fat-0 marker), XIV, XVII Italian Arm Bn, V/7 Brs, XII/7 Brs Italian Mot Inf Bn, Centro Div Combat Trains)

21 Feb 43:
A32.01: Lang Pz KG (Lang Pz KG HQ, Fresh marker, 10 Krad Pz Recon Bn, I/7 Pz Bn, I/69. I/86 Inf Bn, Lang KG Combat Trains)

H: Centro Italian Arm Div (DII Italian "90" Bn, XVIII Italian Pol Bn, Aosta Italian MG Bn)

Victory Conditions:
Use the campaign victory conditions, 4.0 If Le Kef is selected as the Victory Objective, only Entry Area B counts as the Exit Location and the Axis adds 4 to its total Victory Points at the end of the scenario. If the Victory Objective drawn is Tebessa, the Axis adds 1 to its total Victory Points at the end of the scenario. The following Victory Point Hexes are controlled by the Axis player, the remaining are still under Allied Control:

VC: Either:
Kasserine (A25.12)

VC: Tebessa:
Thelepte (A10.25)

5.5 End Campaign Start

This scenario is the last attacks in the campaign as Rommel has broken through Kasserine Pass only to face stiffening resistance and the attacks of Sbiba have stalled as higher command's interests wane.

Playing Area: Both maps
First Turn: 21 Feb 43
Last Turn: 23 Feb 43
Game Length: 3 Turns
First Player on Turn 1: Axis
Victory Objective Draw: The Axis player draws one Victory Objective marker per 4.0 at the start of this scenario

Dead Pile: CCA Arm Bde (3/1 Arm Bn), CCC Arm Bde (2/1 Arm Bn), Stark Inf TF (1/26 Inf Bn, E,F/19, A,D/19 Eng Bn(-)

Allied Set Up:
CCB Arm Bde:
A44.31: CCB Arm Bde HQ (Fat-1 marker)
A44.30: 894 TD Bn (Assigned to CCB)
A43.31: 2/13 Arm Bn (CCB)
A46.29: 601 TD Bn [1] (CCB), 2/6 Arm Inf Bn (CCB)
A49.32: Prov Arm Bn [2] (Assigned to CCB)
A55.35: CCB Arm Combat Trains

Stark Inf TF:
A50.26: Stark Inf TF HQ (Fat-2 marker)
A46.26: 3/39 Inf Bn [4] (Stark)
A57.21: Stark TF Combat Trains (Ghost mode), Nick TF Combat Trains

CCC Arm Bde:
A40.32: CCC Arm Bde HQ (Fat-2 marker), 3/6 Arm Inf Bn [4] (CCC)
A41.35: CCC Arm Combat Trains (Ghost mode)

Nick CW Arm TF:
A44.17: Nick CW Arm TF HQ (Fat-1 marker, Prepared Defense)
A43.19: 17/21 L CW Arm Bn (Nick)
A42.17: 10 Rifle CW Arm Inf Bn (Nick)
A41.16: 2 Loth CW Arm Bn (Nick)
A39.19: Gore CW Arm Inf TF [1] (Assigned to Nick)
Nick TF Combat Trains (see Stark Inf TF set up)

1 Inf Div (-):
A31.32: 1 Inf Div (-) HQ (Fat-1 marker), 1 Eng Bn (1 Inf)
A34.30: 1/16 Inf Bn (1 Inf), 2/16 Inf Bn (1 Inf)
A33.31: 3/16 Inf Bn (1 Inf)
1 Inf Div (-) Combat Trains (see CCA Arm Bde set up)

CCA Arm Bde:
A24.34: CCA Arm Bde HQ (Fat-2 marker), 81 Arm Cav Bn [1] (CCA)
A25.35: 1/13 Arm Bn (-) (CCA), 3/13 Arm Bn (-) [2] (CCA)
A26.35: 701 TD Bn [1] (CCA), Kern Arm Inf TF (CCA), CCA Arm Combat Trains, 1 Inf Div (-) Combat Trains (Ghost mode), Welvert TF Combat Trains

Welvert French Inf TF:
A22.32: Welvert French Inf TF HQ (Fat-0 marker, Prepared Defense)
A21.31: 1 Ranger Bn (Welvert)
A21.32: 1/168 Inf Bn (Welvert)
A24.28: 1/7 Alg French Inf Bn (Welvert)
A23.28: 2/7 Alg French Inf Bn (Welvert)
A22.29: 3/7 Alg French Inf Bn (Welvert)
Welvert French Combat Trains (See CCA Arm Bde set up)

34 Inf Div (-):
B55.32: 34 Inf Div (-) HQ (Fat-0 marker, Prepared Defense)
B51.31: 1/18 Inf Bn (34 Inf)
B50.30: 2/18 Inf Bn (34 Inf)
B50.29: 3/18 Inf Bn (34 Inf)
B51.29: 1/133 Inf Bn (34 Inf)
B52.28: 3/133 Inf Bn (34 Inf)
B53.31: 1/135 Inf Bn (34 Inf)
B53.28: 2/135 Inf Bn (34 Inf)
B54.27: 3/135 Inf Bn (34 Inf)
B63.34: 34 Inf Div (-) Combat Trains, 1 Gds Bde Combat Trains

1 CW Gds Bde:
B54.32: 1 Gds Bde HQ (Fat-0 marker, Prepared Defense), 72 RA AT Bn (1 Gds, Support), 93 RA AT Bn (1 Gds, Support), 16/5 L Arm Bn (1 Gds, Support), 2 Hamp Inf Bn (1 Gds)
B50.32: 2 Cold Gds Inf Bn (1 Gds)
B50.31: 3 Gren Gds Inf Bn (1 Gds)
1 Gds Bde Combat Trains (see 34 Inf Div (-) set up)

Formation Activation Markers in Play:
CCA Arm, CCB Arm, CCC Arm, Nick Arm TF, Stark Inf TF, Welvert Inf TF, 1 Inf, 34 Inf, 1 Gds Inf Bde

Allied Reinforcements:
Use the Allied Order of Arrival

Axis Set Up:
DAK Pz KG:
A30.16: DAK Pz KG HQ (Fat-1 marker)
A33.20: 33 Pz Recon Bn [5] (DAK), I/8 Pz Bn (DAK)
A32.19: I/Afk Inf Bn [4] (DAK), II/Afk Inf Bn [4] (DAK)
A32.18: XVI Italian Arm Bn (DAK), XIV/5 Brs Mot Inf Bn [5] (DAK)
A29.16: I/Jg LW FJ Bn (DAK), Minefield marker (Breached)
A28.15: II/Jg LW FJ Bn (DAK)
A29.17: Minefield marker (Breached)
A30.15: Mindfield marker (Breached)
A25.14: DAK KG Combat Trains (Ghost mode)

Gerhdt Pz KG:
A25.12: Gerhdt Pz KG HQ (Fat-1 marker), II/7 Pz Bn (Gerhdt)
A25.11: II/69 PG Bn (Gerhdt)
A26.10: 49 Pz Pio Bn (Gerhdt)
A29.05: Gerhdt KG Combat Trains (Ghost mode), Reim KG Combat Trains (Ghost mode)

Reim Pz KG:
A28.09: Reim Pz KG HQ (Fat-2 marker), 90 PJ Mdr Arm Bn (Reim, Support), 1/501 TGR Arm Co (Reim)
A28.08: II/86 Inf Bn (Reim)
Reim KG Combat Train (see Gerhdt Pz KG set up)

Lang Pz KG:
A30.04: Lang Pz KG HQ (Fresh marker), 10 Krad Pz Recon Bn (Lang)
A30.03: I/7 Pz Bn (Lang)
A31.03: I/69 Inf Bn (Lang)
A31.02: I/86 Inf Bn (Lang)
A32.01: Lang KG Combat Trains (Ghost mode)

Centro Italian Arm Div:
A17.27: Centro Italian Arm Div HQ (Fat-1 marker)
A20.29: XIV Italian Arm Bn (Centro), V/7 Brs Italian Mot Inf Bn (Centro)
A20.28: XVII Italian Arm Bn (Centro), XII/7 Brs Italian Mot Inf Bn (Centro)
A10.25: Centro Div Combat Trains

Scht Pz KG:
B51.22: Scht Pz KG HQ (Fat-2 marker), 39/609 Mdr Arm Bn (Scht, Support), 220 Pz Pio Bn (Scht)
B51.24: I/5 Pz Bn (Scht)
B50.25: III/104 Inf Bn [5] (Scht)
B51.25: IV/104 Inf Bn [5] (Scht)
B49.18: Scht KG Combat Trains (Ghost mode)

Stnkoff Pz KG:
B43.30: Stnkoff Pz KG HQ (Fat-2 marker), II/25 LW "88" Bn (Stnkoff, Support)
B48.26: 580 Pz Recon Bn (Stnkoff)
B47.29: II/5 Pz Bn [4] (Stnkoff)
B47.30: I/104 Inf Bn [5] (Stnkoff)
B47.31: II/104 Inf Bn [5] (Stnkoff)
B36.32: Stnkoff Pz KG Combat Trains

Formation Activation Markers in Play:
DAK KG, Lang KG, Gerhdt KG, Reim KG, Stnkoff KG, Scht KG, Centro Div

Axis Reinforcements:
Use the Axis Order of Arrival

Victory Conditions:
Use the campaign victory conditions, 4.0 The following Victory Point Hexes are controlled by the Axis player, the remaining are still under Allied Control:

VC: Either:
Bordj Chambi (A30.16)
Kasserine (A25.12)
Sbeitla (B30.29)

VC: Tebessa:
Thelepte (A10.25)

VC: Le Kef:
Kef el Ahmar (B49.18)
Hadjeb el Aioun (B42.06)

5.6 High Water Mark

This scenario covers the western portion of the end campaign start. The Americans get a second wind and deploy their depleted forces to defend the passes west of Kasserine. The British forces set up a screen south of Thala with the weight of the German effort bearing down.

Playing Area: Map A only
First Turn: 21 Feb 43
Last Turn: 23 Feb 43
Game Length: 3 Turns
First Player on Turn 1: Axis
Victory Objective Draw: The Axis player draws one Victory Objective marker per 4.0 at the start of this scenario

Trace Supply Source:
Allied: use the ones listed in 1.2b in the playing area
Axis: use the ones listed in 1.2a in the playing area and A32.01

Allied Set Up:
Same as Scenario 5.5 for units on Map A

Formation Activation Markers in Play:
Nick TF, CCA Arm, CCB Arm, CCC Arm, Stark TF, 1 Inf Div (-), Welvert TF

Allied Reinforcements:
The Allies get all units on the Allied Order of Arrival that can arrive in the playing area.

Axis Set Up:
Same as Scenario 5.5 for units on Map A. Rommel can affect 10 Pz or KG DAK at the start of this scenario.

Formation Activation Markers in Play:
DAK KG, Lang KG, Gerhdt KG, Reim KG, Centro Div

Axis Reinforcements:
The Axis get all units on the Axis Order of Arrival that can arrive in the playing area.

Victory Conditions:
Use the campaign victory conditions, 4.0 If Le Kef is selected as the Victory Objective, only Entry Area B counts as the Exit Location and the Axis adds 3 to its total Victory Points at the end of the scenario. If the Victory Objective drawn is Tebessa, the Axis adds 1 to its total Victory Points at the end of the scenario. The following Victory Point Hexes are controlled by the Axis player, the remaining are still under Allied Control:

VC: Either:
Bordj Chambi (A30.16)
Kasserine (A25.12)

VC: Tebessa:
Thelepte (A10.25)

Abbreviations

88	88mm Anti-Aircraft Gun
Afk	Afrika
Alg	Algerian
Arm	Armor/Armored
Art/Arty	Artillery
AT	Anti-Tank
Bde	Brigade
Bn	Battalion
Brs	Bersaglieri
Cav	Cavalry
CCA/B/C	Combat Command A/B/C
Centro	Centauro
Cold	Coldstream Guards
Co	Company
DAK	Deutsches Afrikakorps
Div	Division
FJ	Fallschirmjager
Gds	Guards
Gerhdt	Gerhardt
Gren	Grenadier Guards
Inf	Infantry
Hamp	Hampshire
Jag	Jager
KG	Kampfgruppe
Krad	Kradschutzen (was Motorcycle, now mechanized)
L	Lancers
Le	Leicestershire
Loth	Lothians & Border Horse (Yeomanry)
LT	Light
LW	Luftwaffe
Mdr	Marder II
MG	Machine Gun
Nick	Nickforce
Pio	Pioneer
PJ	Panzerjager (AT)
Pol	Polizia (Police)
Pz	Panzer
RA	Royal Artillery
RAC	Royal Armoured Corps
Rifle	Rifle Brigade
Rgr	Ranger
Rgt	Regiment
Reim	Reimann
Scht	Schutte
Spt	Support
Stnkoff	Stenkhoff
TD	Tank Destroyer
TF	Task Force
TGR	Pz VIE Tiger I
Tk	Tank

Designer's Notes

Designing **Baptism by Fire** was a very straightforward process. With the team in place that tested and help develop **Last Blitzkrieg**, this went extremely smoothly. **Carl Fung** played an incredibly important role as *Ace Researcher* and all around great guy (fielding obscure OOB trivia requests and questions as if they were child's play)—frankly, I don't know how he does it, and has to be the best researcher I have ever had the pleasure of working with. All this while having his first son, too. To say I'm impressed and grateful would be an incredible understatement. Thank you, Carl.

The design work here centered around three central concerns: a) The Limited Road Net, b) Getting German Force Levels Right, and c) Making sure the Axis Command Confusion was properly shown in the Victory Conditions.

The Limited Road Net

Unlike the Ardennes, where the roads aren't very good and the terrain between them very difficult—but there are tons of roads all over the place. Tunisia offered some very few roads with open desert between them. Admittedly, stories abound about the hideous mud conditions which limited major formation movement to the road net.

This situation created a bit of a 'Raider' problem. 'Raiders' being our inside baseball term for the little units that run out to leap on enemy supply lines to generate major effects. It didn't take a genius to spot the couple of points on the map where one could force a choke hold on the bad guys.

One solution that was tried but seriously backfired (though one would not think it would) was to allow all or part of the Formation's MSR to be off-road. This allowed much more freedom to ignore the road net entirely (not something the real forces could do at all) and led to some rather entertaining trace paths to avoid the Crossing the Streams DRM.

The next solution was to identify key LOG nodes and make them VP hexes. This worked by requiring significant effort (at least an OBJ marker) to take a road junction away from the MPs detailed to guard it below the game scale. But, as you can already guess, this was actually an excessive amount of effort for the tiny forces involved. Also, while taking the more efficient road junction location was preferred, stepping on the roads individually accomplished the same thing.

In the end, the VP hexes which remain in the game are there for more strategic reasons (locations important to the overall campaign in its various forms) not for such minor reasons as road junction control for supply purposes.

The final solution was to re-evaluate the base maps (very, very detailed maps of this area exist) and identify more track features which, while they aren't much as roads, allowed for more ways to redirect LOG traffic (at least from the Combat Trains to the HQ) which eliminated the issues of 'too few' roads that generated the problem in the first place.

German Force Levels

In spite of the initially successful offensive against Sidi bou Zid, the German advance to Sbeitla featured a pause and seeming indecision that no gamer would ever exhibit. Beyond the shifting Axis High Command thoughts on what they were trying to accomplish, the use of 10 Pz was hardly unrestricted. First, one KG was held in reserve, then another was dispatched to a side show at Fondouk.

Originally, we had the division as a whole removed from play and then return a few days later. This, of course, over-stated the degree of the strength sent off to Fondouk, but it also had the usual features of players burning the division out (because it was going to be removed) and how to handle those losses and Fatigue when it returns. Lastly, and more annoying, was that its departure meant (usually) that the spearhead that took Sbeitla (way too soon) would just depart and the Allied player would stroll back into town to retake it against no opposition. A very odd look.

The solution first tried was to leave the division in play, but to withdraw their tanks. This allowed them to hold anything they had taken, but not be quite the offensive force they were before. This didn't defang them very much and player's soon found that they could get a lot of mileage out of a rump ~~Panzer~~ Mech Infantry Division.

Refining the OOB into the German KGs allowed a much finer display of the division's capabilities. Having Lang (the reserve) arrive late for use degraded the division's fire power in the opening turns. Pulling Gerhardt shows them going off on their wild goose chase.

The result of this fine tuning is to make the force ratio at Sbeitla work to give the fight there the time it really took and keeps the Germans from going crazy in both VC directions way too soon for the Allies to try to deal with it historically.

Axis Command Confusion

In addition to the Force Ratio issue above, once the attacks along the east map edge end on the 2nd or 3rd turn, we find the combination of Rommel, Kesselring, v. Arnim, and the Italian Comando Supremo in a deep argument as what to do next. Rommel, of course, wanted a big splashy solution, taking Tebessa in the Allied Rear, in an attempt to turn back the Allied forces in Tunisia (as well as restore his image after being beaten at El Alamein and chased across Libya). Others argued for less 'risky' shorter ranged goals for various purposes. Once a decision (of sorts) was made, Rommel probed his way toward Tebessa attempting to generate a *fait accompli*, but found his usual energy flagging with the toughened Allied defenses. He had to give up the attempt, making little useful progress.

The upshot of this confusion was to leave the commanders on the ground in doubt as to what they were supposed to be doing until several critical days had passed. The Victory Conditions do that to the player here. No Axis player has the situation and power to fulfill both sets of conditions, and one can little afford to

lay the ground work of both 'just to be ready'. This leaves him in the position of resting his forces for a brief time while things sort themselves out.

As a side effect, this indecision affects the Allied player as well. He cannot concentrate his defenses all in one zone or the other. He, too, has to be ready for both. As a result, both avenues are in about the right level of defenses for the Axis attack to have a sporting chance (running everyone one way or the other makes it lopsided…it is important for the Axis player to keep the Allies guessing even after the choice is made.

Historical Notes
by Carl Fung

Myth vs. Reality
I'll admit that my first knowledge of Kasserine Pass came from the movie Patton. Let's see—Americans get trounced, Rommel mocks them, and Patton gets revenge by reading Rommel's book at el Guettar… next scene. This is, of course, before I got involved with **Baptism by Fire**.

While American performance at Kasserine Pass (used here as the catchall for the entire campaign from Sidi bou Zid to the Thala and Sbiba passes) was not stellar at the tactical and operational level, it wasn't totally incompetent or compensated by sheer bullheaded bravado. Generals Lloyd Fredendall (II Corps) and Orlando Ward (1st Armored Division) do deserve blame for the confused Allied positioning and planning in which the battle was fought. Leaving aside Fredendall's literal man-cave and leading from the rear, many of the formations fought piecemeal and only at the end of the battle did a more coherent defense form and subsequently tested before the Axis withdrew.

Individual unit performances between American formations and their constituents varied. The lower rung performances included Alger's 2/1 Arm Bn who led CCC's counterattack at Sidi bou Zid on 15 Feb. The battalion attacked in near textbook formation and was easily destroyed by the combined arms defense of the Panzer Divisions.

Next, there is nary a mention of active participation from 1st Armored Division's Armored Infantry beyond 3/6 Armored Infantry Battalion's assistance of Stark at Kasserine Pass. They were mostly relegated to back up positions and did not work closely as combined arms teams with the tankers with the exception of Kern's 1/6 Arm Inf Task Force who had only a company of Stuarts. Another limitation was the American half-tracked tank destroyers that were obsolete and had improper tank destroyer doctrine even before they landed in North Africa. Lastly, the engineers under Stark were true REMF's (Rear Echelon… I'll let you figure out what MF stands for). They were volunteered to defend and lay mines but were never fully up to the task demanded from them.

The rest of the American forces, however, performed well enough, if not well indeed. The best performing American unit was Gardiner's 2/13 Arm Bn of CCB. They performed admirably against the Panzers twice (at Sbeitla and then at Dejebel el Hamra), even though equipped with the obsolete M3 Medium Tank. Hightower's 3/1 Arm Bn of CCA fought well at Sidi bou Zid despite going against two panzer divisions. It was virtually destroyed on the first day of battle but considering the odds, this wasn't unexpected. The 1st and 34th Division's defenses at Bou Chebka Pass and Sbiba, respectively, deserve credit. The German forces were stymied in their efforts against both formations. Likewise, Stark's defense at the pass, while not masterful, delayed the Axis effort long enough for recovering and reinforcements to set up. Finally, a special recognition goes to "Red" Irwin's Artillery, a rushed reinforcement consisting of the majority of the 9th Infantry Division's guns. It was sent forward to support the British and contributed greatly to stopping the Axis thrust to Thala.

The majority of the British forces fought well. Their forces were not the veterans of Montgomery's 8th Army, but instead newly arrived forces with the majority of them not having seen combat before. Nickforce performed well on defense and the 1st Guards Brigade did very well buttressing the Americans at Sbiba. The notable exception was the 2/5 Leicestershire that had just debarked from ships before rushing ahead into their first combat. This was its debut combat and it suffered many casualties.

Welvert's enemy-turned-ally Vichy troops was poorly equipped and of questionable quality, but they were acclimated to the terrain and Welvert inserted himself forcefully when others dawdled.

Learning to Fight: Allied Order of Battle Notes
There is strong representation of non-American forces at the Kasserine battle where most of the popular histories usually just regard the battle as American (or rather the humiliation of American forces).

For the Americans, there were three divisions in the battle, the 1st Armored, 1st Infantry, and 34th Infantry, but none of them fought as whole formations.

Keen observers will note that the 1st Armored Division's Combat Commands are A, B, and C, while not having a CCR. In the pre-"light" armor division organization later in 1943, there were no combat command HQ's, usually relying on existing Armor or Armored Infantry Regiment HQ's for the ad hoc combat commands. Ward had gone one step further and actually had a CCD operating right up until the German offensive. This was one of the reasons critics fault him as he had split off 1st Armored into so many operating units as to dilute the fighting power.

CCA was centered around Sidi bou Zid but had elements scattered all the way back to Sbeitla to the west. CCB was located around Maktar way north off map. CCC was in between at Hadjeb el Aioun. The 2/1 Tank Bn in the CCC formation actually starts with CCB but was immediately assigned to CCC for the counterattack on 15 Feb and hence is shown as belonging to CCC. A Provisional Tank Bn was formed from the remnants of the various destroyed tank battalions

from the actions at Sbeitla and Sidi bou Zid. They consisted of repaired or newly arrived tanks with surviving or ad hoc crews.

CCA had attached two battalions of the 168th Regiment of the 34th Infantry Division in three groups atop hills around Faid pass. Waters Task Force was based on 2/168 Inf Bn minus Company E with G/1 Tank Company supporting it. Drake's Task Force was E/168 along with miscellaneous rear echelon troops. They were to be stranded in those hills and were defeated when they were surrounded and tried escaping out (in game terms isolation effect).

The rest of the 34th Infantry Division, the 133rd and 135th Infantry Regiments (minus the 2/133 which remaining off map) would form the defenses around Sbiba along with the 18th Infantry Regiment of the 1st Infantry Division that was also located in the Maktar area. The divisional command would fight alongside the British 1st Guards Brigade.

The remaining battalion of the 34th Division, the 1/168, would fight with Major General Welvert's mixed Task Force. The recently enemy-turned-ally quickly rallied his forces to fight against the Germans. He nominally commanded the Constantine Division but only a portion of it fought at Kasserine, mostly the 7th Algerian Infantry Regiment (RTA - 7e Régiment de Tirailleurs Algériens). These units, along with the Constantine division, were scattered through Tunisia, but the Algerians concentrated at the Dernaia pass to block the southern attempts towards Tebessa. Also with Welvert was the 1st Ranger Battalion, which by all accounts fought well but without any great distinction. Just to note, a battalion of the American 1st Inf Div (3/26 Inf Bn as Task Force Bowen) and the 1st Derbyshire Yeomanry Reconnaissance Regiment were covering passes further south off the map. These two units appear on situation maps of the battle and deserve some mention.

The 1st Infantry Division would fight as the most scattered of the American divisions, with the aforementioned 18th Inf Rgt under the 34th Inf Div. Col.

Stark, commander of the 26th Infantry Regiment, commanded the ad hoc forces centered around his 1/26 Inf Bn to defend Kasserine Pass. He commanded the 19th Engineer Regiment (4 companies) that were of limited frontline capacity but were able to lay down mines before the Germans arrived. He would eventually also command two Tank Destroyer Battalions, a 1st Armored Division tank company, the 3/6 Armored Infantry Battalion from CCC, and a battalion of the 9th Infantry Division just coming into Tunisia.

The rest of the 1st Infantry Div, really the 16th Inf Rgt, 2/26 Inf Bn, and other forces and artillery not assigned elsewhere, was used to shore up the pass at Bou Chebka protecting Tebessa.

The 9th Divisional Artillery under "Red" Irwin (future 5th Infantry Division commander) was composed of the 34th Field Artillery Battalion (155mm), the 60th and 84th Field Artillery Battalions (105mm), and the 47th and 60th Regimental Cannon Companies (Pack 75mm). It was assigned to Nickforce.

Moving to the British, the 1st Brigade (Guards) landed in North Africa during the Operation Torch landings assigned to the 78th Infantry Division. In the battle it operated as a separate formation. It contained two Guards Infantry units (2nd Coldstream Gds and 3rd Grenadier Gds) and one non-Guards unit (2nd Hampshire). The 2nd Hampshire Regiment only has 4 steps instead of the normal 6 because of the action at Tebourba from 29 Nov to 1 Dec, 1942. It lost 2/3 of its men and was slowly rebuilding its strength by the time it was committed to Sbiba.

Fighting alongside the Brigade was an attached tank regiment from the 26th Armoured Brigade (16th/5th Lancers) as well as a Churchill tank regiment from the 25th Tank Brigade (142nd RAC - Royal Armoured Corps). It also had attached two independent Anti-tank regiments, the 72nd and 93rd armed with the very good 6pdr (57mm equivalent).

To the west, Nickforce was based on the bulk of the 26th Armoured Brigade from

the 6th Armoured Division (minus the tank regiment with 1st Guards Bde). It was named after Brigadier Cameron Nicholson of the 6th Armoured Division. The task force also contained a green Territorial (similar to American National Guard) unit, the 2/5th Bn, Leicestershire Regiment. This battalion had just arrived on the continent and hurried forward from its parent 46th Division.

A portion of Nickforce was split off and moved forward to join Stark's task force at Kasserine Pass. Named Goreforce after a commander in the 10th Bn, Rifle Brigade, it consisted of a tank squadron (company in British terms) from the 2nd Lothians & Border Horse and a company from the 10th Rifle Bde. There were seven Valentine III's and four Crusader III's both armed with 6pdr guns.

Muddled Hierarchy: Axis Order of Battle Notes

The Axis forces were all veteran forces but hampered by higher command peculiarities, confused objectives, the weather, and stubborn resistance. *Kampfgruppe DAK* was a mixture of forces from the remnants of the famous corps. The 33rd Recon Bn and I/8 Panzer Bn were from the 15th Panzer Division. The reduced *Afrika* Regiment (former *Sonderverband* 288) was from the 90th Light Division. The Luftwaffe 1st *Jäger* Brigade were renamed from the remnants of the famous Ramcke *Fallschirmjäger* Brigade. Two Italian battalions were attached to *Kampfgruppe DAK* during the battle, the XVI Armor battalion from the 32nd Armor Regiment (the regiment is left off the counter for space considerations) and the XIV motorized infantry battalion from the 5th *Bersaglieri* Regiment. It was tasked to take Gafsa, Feriana, and Thelepte before its big action at Kasserine Pass.

The 21st Panzer Division was the famous veteran division that had fought with Rommel since spring 1941. It was formed into two *Kampfgruppen*, Stenkhoff and Schütte, with some references to a *Kampfgruppe Pfeiffer*, but as far as I can discern, it fought as two *kampfgruppen*

where Schütte may or may not have been renamed to Pfeiffer after Sidi bou Zid. It had been battered at El Alamein and rebuilt to zip ahead to take care of the situation in Tunisia. The II/5 Panzer Bn was renamed from the independent 190 Panzer Bn, with the original II/5 transferred to the 15th Panzer Division as II/8 (not present in the battle).

The 104th *Panzergrenadier* Regiment is unique in that it consists of four battalions (sometimes referenced as regiments 104A and 104B in reports of two battalions each). The I/104 PG Bn was originally the 8th Motorized MG Bn as the original I/104 was captured at Halfaya Pass at the conclusion of Operation Crusader. Likewise, the 15th *Kradschützen* Bn was renamed the III/104 PG battalion. None of the *panzergrenadier* battalions had enough halftracks to be equipped as such.

The 10th Panzer Division was refitting in France after campaigning on the Eastern Front when it was sent to Tunisia after the Torch landings. It fought well and did not have to acclimate to hot desert conditions because the winter in Tunisia was generally wet and cold. It served under von Arnim's 5th Panzer Army, causing Rommel to do the dance between various commands to commandeer it to fulfill his objectives. It operated as three *kampfgruppen*: Reimann, Gerhardt, and Lang, with the last as a reserve force. Note that the removal of KG Gerhardt was the sideshow commitment to Fondouk only to have it reverse course two days later.

The 131st *Centauro* Division was a late arrival to Rommel's forces, having missing the El Alamein battles. The harried nature of the retreat across the desert caused the division to already be somewhat depleted by the time it was committed alongside KG DAK for the southern thrust. Researching the components of the reorganized division during the Kasserine was a bit difficult as different sources conflicted slightly, but I am confident in what is in the game. The division contained one armor battalion each from the 31st and 32nd Regiments (XIV and XVII respectively).

Centauro's infantry was centered on two battalions of the 7th *Bersaglieri* Regiment (V and XII). The *Bersaglieri* were the black-feathered better trained troops in the Italian army whose motorized regiments were found in the Armor and Motorized divisions. Rounding out the infantry was the "XVIII Btg CC.RR." (18th Royal *Carabinieri* Battalion) which was a national gendarmerie unit. There was also the VI *Aosta* Machine Gun Battalion.

The division was supported by the DII Gr.C.A (*Gruppo Autocannone*) anti-aircraft unit that used a truck mounted 90mm L/53 gun used in the anti-tank role much like the famous 88mm. The Italian gun had very similar penetration numbers as the German gun but rarely got the headlines.

The Gear

The primary tank used by the Americans was the ubiquitous 75mm Sherman. At this point, there was only one battalion remaining in all of 1st Armored Division that still had the M3 Medium Tank (2/13 Tank Bn). These obsolete tanks were being phased out after losses since the Torch landings and were replaced by Shermans. The tank destroyers, really just WWI era 75mm guns (the famous French 75's) mounted on halftracks, were wholly ineffective with inadequate Armor Piercing shells and awkward deployment not being fully tracked and with severely limited traverse.

The main British Armoured Battalions had a combination of Crusader Mark III's and Valentine Mark III's within each squadron (company-sized equivalent). It's an interesting mix for the British that drew distinctions between their Cruisers and their Infantry Tanks. The Crusader Mark III was armed with the adequate 6pdr while the thick armored and slow Valentine was still armed with the 2pdr. These units' movement allowance is rated on the slow side to follow the adage that you are only as fast as your slowest member. The sole Churchill tank unit

(142 RAC) had the tank with as much armor as the German Tiger tank. The unit used the Mark III version mounting the very good 6pdr gun, but this was not strong enough to penetrate the Tiger but was strong enough to take on the other German tanks.

The Germans' primary tank was the Panzer III armed with the long barreled 50mm L/60. I would suspect they were mostly the J/1 or re-designated L variant but could also have included M variants. To be clear, there were Panzer IV armed with the 75mm L/43 (Ausf. G) but these were not the dominant model in proportion to the Pz III lang (long). For example, 10th Panzer Division's had between 19-21x Pz II (used more in recon and auxiliary capacity), 89-105x Pz III long, 8-16 Pz IV long, and perhaps 4 Pz IV short (the snub-nose 75mm L/24). Note the range of vehicles depends on the source where the smaller number may reflect the vehicles in service at the time of battle and the larger number the nominal number given the standard organization. The ratio of about 8:1 Pz III to Pz IV isn't enough to have the superior 75mm L/43 up the Armor Value. The two Panzerjager battalions were armed at least in part with the Marder III, a Czech Pz 38 mounting Soviet 76.2mm Anti-Tank guns.

The Tiger I makes its appearance in the form of a company from the 501st Heavy Panzer Battalion. This early Tiger organization consisted of 20x Tiger I's and 25x Pz III armed with the 75mm L/24 as support before late war configuration designated 45x Tiger's in the battalion. There is very little mention of the Tiger's impact on the battle with some wild claims that it destroyed 20 Shermans.

The Italians were armed with the M14/41, which was only a slight improvement over the obsolete M13/40. This was to be the last tank type used in combat before Italy signed the armistice. Also present were a handful of Semovente 75/18 and 47/32 but not enough to be represented as units.

Allied Order of Arrival

Turn	Entry Area	Units
16 Feb 43	B, C or D	**CCB Arm Bde** (CCB Arm Bde HQ (Fat-0 marker), 601 TD Bn, 2/13 Arm Bn, 2/6 Arm Inf Bn, CCB/1 Arm Combat Trains)
	A or H	**Welvert Inf TF** (Welvert Inf TF HQ (Fat-1 marker), 1 Ranger Bn, 1/168 Inf Bn, 2/7 Alg, 3/7 Alg French Inf Bn, Welvert Combat Trains)
17 Feb 43	CCA/1 HQ or A	**CCA Arm Bde** (1/13 Arm Bn, 3/13 Arm Bn (-))
	Per 3.1a	3x Minefield Markers
	C	**34 Inf Div** (34 Inf Div HQ (Fat-1 marker), 1/18, 2/18, 3/18, 1/133, 3/133 Inf Bn, 34 Inf Combat Trains)
		1Gds CW Inf Bde (1 Gds CW Inf Bde HQ (Fat-1 marker), 72 RA AT Bn (Support), 93 RA AT Bn (Support), 16/5 L Arm Bn, 3 Gren, 2 Cold Gds Inf Bn, 2 Hamp Inf Bn, 1 Gds Combat Trains)
18 Feb 43	C	**34 Inf Div** (1/135, 2/135, 3/135 Inf Bn)
19 Feb 43	-	*German Victory Chit Draw*
	At Stark TF HQ or A	**Stark Inf TF** (I/13 Arm Co, 3/39 Inf Bn)
	B or C	**Nick CW Arm TF** (Nick Arm TF HQ (Fat-1 marker), 17/21 L, 2 Loth Arm Bn, 10 Rifle Arm Inf Bn, Nick Combat Trains)
20 Feb 43	At HQ Assigned	Gore Arm Inf TF **Independent** (894 TD Bn)
	At Welvert TF HQ or A	**Welvert Inf TF** (1/7 Alg French Inf Bn)
	A	**1 Inf Div** (1 Inf Div HQ (Fat-1 marker), 1/16, 2/16, 3/16, 2/26 Inf Bn, 1 Eng Bn, 1 Inf Combat Trains)
21 Feb 43	At 1 Gds HQ or C	**1Gds CW Inf Bde** (142 RAC Arm Bn)
	At Nick HQ or B or C	**Nick CW Arm TF** (2/5 Le Inf Bn)
22 Feb 43	At HQ assigned	9 Inf Arty Assets

Axis Order of Arrival

Turn	Entry Area	Units
14 Feb 43	F	**Reim Pz KG** (Reim Pz KG HQ (Fresh marker), 1/501 TGR Pz Co, 90 PJ Mdr Arm Bn, II/86 Inf Bn, Reim KG Combat Trains)
		Gerhdt Pz KG (Gerhdt Pz HQ (Fresh marker), II/7 Pz Bn, II/69 PG Bn, 49 Pz Pio Bn, Gerhdt KG Combat Trains)
	G	**Scht Pz KG** (Scht Pz KG HQ (Fresh marker), I/5 Pz Bn, 39/609 Mdr Arm Bn, IV/104 Inf Bn, Scht KG Combat Trains)
		Stnkoff Pz KG (Stnkf Pz KG HQ (Fresh marker), 580 Pz Recon Bn, II/5 Pz Bn, II/104 Inf Bn, II/25 LW 88 Bn, Stnkf KG Combat Trains)
15 Feb 43	F	**Scht Pz KG** (III/104 Inf Bn, 220 Pz Pio Bn)
		Stnkoff Pz KG (I/104 Inf Bn)
16 Feb 43	F	**Lang Pz KG** (Lang Pz HQ (Fresh marker), 10 Krad Pz Recon Bn, I/7 Pz Bn, I/69 PG Bn, I/86 Inf Bn, Lang KG Combat Trains)
17 Feb 43	H	**DAK Pz KG** (DAK Pz KG HQ (Fresh marker), 33 Pz Recon Bn, I/8 Pz Bn, I/Afk, II/Afk Inf Bn, DAK KG Combat Trains)
	Remove	**Gerhdt Pz** KG (Gerhdt Pz HQ, II/7 Pz Bn, II/69 PG Bn, 49 Pz Pio Bn, Gerhdt KG Combat Trains)
18 Feb 43	H	**DAK Pz KG** (XVI Italian Arm Bn, XIV/5 Brs Italian Mot Inf Bn)
19 Feb 43	-	*Victory Chit Draw*
	Available	Rommel
	E	**Gerhdt Pz KG** (Gerhdt Pz HQ, II/7 Pz Bn, II/69 PG Bn, 49 Pz Pio Bn, Gerhdt KG Combat Trains)
		Gerhdt Pz KG returns with a Fat-1 marker and no step losses (any dead units are rebuilt).
	H	**DAK Pz KG** (I/1 Jg, II/1 Jg LW FJ Bn)
20 Feb 43	H	**Centro Italian Arm Div** (Centauro Arm Div HQ (Fat-0 marker), XIV, XVII Italian Arm Bn, V/7 Brs, XII/7 Brs Italian Mot Inf Bn, Centro Combat Trains)
21 Feb 43	H	**Centro Italian Arm Div** (DII Italian "90" Bn, XVIII Italian Pol Bn, Aosta Italian MG Bn)

Bibliography

Blumenson, Martin. *Kasserine Pass: Rommel's Bloody, Climactic Battle for Kasserine.*

Blumenson writes a very readable account of the battle. This is easily the go-to book for the battle.

U.S. Army Center of Military History. *Kasserine Pass Battles: Staff Ride Background Materials.* <http://www.history.army.mil/books/Staff-Rides/kasserine/kasserine.htm>

Part of the Staff Ride Series, this collection has American and German unit reports to derive lessons learned. This is a one-stop shop for original material on the battle.

Atkinson, Rick. *An Army at Dawn.*

Rick Atkinson is the new Stephen Ambrose, telling very personal stories about the American experience in war with this first volume on the involvement in North Africa. For my money, I'd stick with Blumenson, but go for it if you're getting the three-volume set.

Pallud, Jean-Paul. *Kasserine. After the Battle Number 134.*

A very comprehensive account of the battle considering this was an article in a magazine. As the sections are broken down by each date, its easy to look up what happened on a particular day.

Gillono, Claude. *Panzers of Kasserine: The Afrika Korps in Tunisia: Campaign Series.*

A very nicely presented book that showcases previously unpublished photos of German forces in Tunisia in the early months of 1943. The introduction presents some very good information and numbers of the German and Italian armor involved. The most surprising in the book are the many images of captured American vehicles used by the Germans.

Weather *(One Die)*

Weather is automatically No Rain on 14 Feb.

Die	Result
1-2	Rain
3-6	No Rain

Air Points Available *(One Die each)*

Do NOT Roll for Air Points on Rain Turns

	Air Points for the Turn
Allies	One Die -2 (if less than 0, use 0)
Axis	One Die

Axis Replacement Points *(One Die)*

Do NOT Roll for Repl Points on the first turn of any scenario.

Die	Result
1-2	0/0
3-5	1/1
6	2/2

AV Repl Points / Non-AV Repl Points

Allied Replacement Points *(One Die)*

Do NOT Roll for Repl Points on the first turn of any scenario.

Die	Result
1-2	0/0
3-4	1/1
5-6	2/2

AV Repl Points / Non-AV Repl Points

Game Specific SNAFU DRMs

	Feb		
	14	15-17	18+
Axis	+1	-2	+0
	All Turns		
Allies	+0		

Terrain Effects Chart

Terrain	Movement Type			Terrain for Combat/Barrage?	Blocking Terrain?	Key Terrain?
	Leg	Tac	Truck			
Open	1	1	2	-	-	-
Secondary Road	1/2	1/2	1/4	-	-	-
Track	1/2	1	1	-	-	-
RR	1/2	1	1	-	-	-
Palms	1	1	1	Yes	Yes	-
Marsh	2	4	P	Yes	-	-
Rough	2	5	P	Yes	Yes	-
Mountain	All	P	P	Yes	Yes	Yes
Wadi	ot	+1	+2	-	-	-
Stream	+1 [P]	+1 [P]	+4 [P]	Yes (1)	-	Yes
Village	ot	ot	ot	Yes	Yes	-
Point of Interest	ot	ot	ot	-	-	-
Minefields (2) **Effects on Allied Units**	+1	+2	+2	See (3)	-	Yes (4)
Effects on Axis Units						
UnBreached	See 3.1b	P	P	See (3)	-	-
Breached	+1	+2	+2	See (3)	-	-

ot = use other terrain in the hex for this purpose.
[X] = Rain MP Cost
P = Prohibited

Notes:

(1) Apply the Hexside Terrain DRM on the *Combat Table* for these Terrain Features if the Attack unit is attacking across it. These never apply to Engagements, Attack by Fire, or Barrages.

(2) Roads of any sort do not negate Minefield hexes, but once Breached, a road can be used to traverse that hex normally.

(3) If a unit is in a Minefield hex (Breached or not), apply a 1 DRM against it on the Combat, Engagement, and Barrage Tables. If a unit ends a Retreat in a Minefield hex (Breached or not), apply one additional Step Loss.

(4) Applies if the Allied unit is adjacent to the Minefield hex (Breached or not) and the Attacking unit is in it.