

KASSERINE PASS



INTRODUCTION

This is the **Kasserine Pass** short scenario, beginning in mid February 1943. It starts with the 'Früelingswind' (Spring Wind) German offensive in southern Tunisia, led by the DAK (Deutsche Afrika Korps) and his commander, Marshall Rommel, against the Allied forces guarding the Tunisian mountain ridges, and in particular near the city of Kasserine, commanding access to Algeria.

The battle of Kasserine Pass was the first major engagement between U.S. and Axis forces in Africa. Numerically superior but inexperienced and poorly led American troops suffered many casualties and were quickly pushed back over 50 miles (80 km) from their initial positions.

- The **Allies** have numerous forces but they are scattered and disorganized, French are ill-equipped and American forces lack experience. The Air Force is not yet up to full strength, so the beginnings are hard.
- The **Axis** has Rommel and the Afrika Korps, a major offensive and enough resources to reach the objectives and, possibly, penetrate deep into Algeria.

The scenario starts with the Axis trying to break through the various passes. Can they reach Kasserine and, beyond, Tebessa? Can the Allies overcome their poor initial setup and survive the Afrika Korps onslaught?

The game Cards and Events allow full replay ability thanks to the numerous various situations that they create on the environmental, diplomatic, military, or political fields.

DURATION

Duration: 2h+

Favored Side: Axis

Most Difficult Side to Play: Allies

The **Kasserine Pass** scenario lasts 2 turns with each turn representing 1 week, starting February 16, 1943. This is a small introductory scenario.

The **Axis** player always plays first.



FORCES

The Allied forces include British, French, American Army and American Army Air Force units.

The Axis forces include German Army, Italian Army, Luftwaffe and Regia Aeronautica units.

MAPBOARD

The usable portion of the map in the scenario roughly covers the central part of Tunisia, between Sousse in the north and Gabes in the south.

Regions that cannot be entered in the scenario (usually in the north or far south) are grayed out.

An important feature is Mountain Ridges, shown on the map by brownish border between regions: they can be crossed, but this costs an extra +1 movement point.

AIR STACKING: in this scenario it is limited to 4 points of stacking in all regions except off-map boxes, where it is unlimited. Most air units of both sides have a 1 point stacking value, except the Allied Fighter Wings (cost 2)



VICTORY

IMMEDIATE VICTORY

The Allied player wins if he controls Gabes, Sfax and Sousse, with units in supply, at anytime.

The Axis player wins if he controls ALL the cities (not villages) in Algeria, with units in supply, at anytime.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

END GAME BONUS VP

The Allied player earns 2 VP each for the control of: Kairouan, Gafsa and Kasserine

The Allied player earns 5 VP each for the control of: Gabes, Sfax and Sousse

The Axis player earns 2 VP each for the control of: Feriana, Kasserine, M'Fila, Canrobert and Kairouan

The Axis player earns 10 VP for the control of: Aïn Beida

Both sides receive 10 VP for the control of Tebessa.

Each side receives 1VP for each enemy Armored unit destroyed.

REINFORCEMENTS

ALLIES

Nationalities: FR: French - GB: British and Commonwealth - US: American - RAF - USAAF

[Turn 1] February 16-21, 1942

Northeastern map region with roads (4 possibilities): GB: 1st Guards Mec

[Turn 2] February 22-28, 1943

Northeastern map region with roads (4 possibilities): British 6th Armored Division

GB: 26th Arm, 10th RF Mec, 38th Irish Inf, 1st Derbyshire Rec, 2nd Indep Arty, 1st Supply

AXIS

No reinforcements in this scenario.

SPECIAL RULES

WEATHER

At the time of this scenario and this part of Tunisia, the weather is supposed to be generally fair. Therefore the usual weather events of the grand campaign do not apply. Bad weather could however occur via the draw of cards.

REPLACEMENTS

Most replacements and constructions are handled by cards. Each side may receive free replacements each turn according to the scenario rules.

In this scenario, 2 per turn for the **Allies** and 1 for the **Axis**

SPECIAL RULES

CARDS

There are two cards drawn each turn in this game, and players may keep up to 12 of them in hands.

SUPPLY SOURCES

- For the **Allied** units: Constantine (NE in Algeria),
- For the **Axis** units: Gabes and Sousse



FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those). To observe the enemy content, you need to play a Reconnaissance card (Air or Land).

BREAKTHROUGHS

Only Armor and Leaders can initiate a Breakthrough.



Mechanized units, Artillery, some motorized units and Fighters, Fighter-Bombers and Dive-Bombers Air units may accompany a breakthrough.

OPERATION FRÜLINGWIND (SPRING WIND) CARD

In this scenario, the **Axis** player has that card in hands and must play it on Turn 1 (NB: different from the grand campaign game where the card is drawn randomly and played when the player decides to).

US UNPREPAREDNESS TO WAR

This campaign is the first engagement of US forces in Europe. It quickly showed that they were not yet ready to fight on par with the enemy.

In the game, the US Land units will receive a **-1 Morale penalty** in all battles for the duration of this scenario

