

— DECISION AT —
KASSERNE

ROMMEL'S LAST CHANCE
Rules Booklet

**Designer
Signature
Edition**



**Game Design
Vance von Borries**

Compass Games
New Directions in Gaming

TABLE OF CONTENTS

1.0	Introduction	2	11.0	Air Power	18
2.0	Game Equipment	3	12.0	Combat	20
3.0	Basic Concepts	6	13.0	Combat Results	21
4.0	Starting the Game	8	14.0	Strongpoints	23
5.0	The Strategic Segment	9	15.0	HQ Units and Rommel	24
6.0	Supply	10	16.0	Special Units	25
7.0	Ground Unit Movement	11	17.0	Comprehensive Example of Play	28
8.0	Special Ground Movement	14	18.0	Scenarios	30
9.0	Pre-Combat Actions	15	19.0	Designer's Section	33
10.0	Artillery	17		Expanded Sequence of Play	40

1.0 INTRODUCTION

When the Allied forces landed on the coast of Algeria and Morocco on November 8, 1942 (Operation Torch), it seemed that the war in North Africa would last only a few weeks. The Axis defeat seemed inevitable. Instead, German and Italian reinforcements rushed to Tunisia creating a new front that stopped the Allied advance. In addition, veterans of Rommel's Panzerarmee Afrika withdrew from Libya to join hands with troops already in Tunisia, thereby giving Axis forces an opportunity for strategic advantage. Axis Command thought it had a realistic chance for victory with unified forces by separating and defeating each Allied army in succession starting with the inexperienced US forces. On Valentine's Day 1943 the most dangerous of these Axis offensives began. Had the German-Italian (Axis) army succeeded, the war in North Africa would have been lengthened, possibly delaying the Allied invasion of Europe. This offensive offered the Axis a chance at a major battlefield success to offset the disaster at Stalingrad just two weeks before and it proved to be the last realistic chance for the Axis to reverse their fortunes in North Africa.

Decision at Kasserine is an operational level game of the WW II German and Italian offensive in central Tunisia which took place in February 1943. The game is intended for two players. One player controls the Axis forces, while his opponent controls the Allied forces of US (Americans), British, and French. The two players maneuver their units across the map and conduct combat according to the rules of play.

The Axis player wins the game by capturing and holding various objectives according to his set of victory conditions. The Allied player wins by preventing the Axis player from achieving his victory conditions.

This is the *Designer's Signature Edition* of Vance von Borries' *Decision at Kasserine* game, published by World Wide Wargames (3W) in 1983. This edition features upgraded components and updated rules in addition to the original design. It also provides bonus material within the framework of the original rules as a

reflection of the considerable body of historical material newly available or accessible since the original publication. All materials added or modified follow the historical events and enhance variability in the game without affecting the basic nature and high playability of the original game.

The rules are numbered and presented in sets of major sections, each section divided into multiple major and secondary cases. A rules case may cross-reference another rules case by using (parentheses); so for example you will see, "5.2.3 Reinforcement units have movement supply (6.4.1) ...," meaning more information about Case 5.2.3 can be found in Case 6.4.1. The rules of this game have been arranged both to ease comprehension on the first reading and to ease referencing later.

You will find a few rules marked Optional. Players can add these by mutual agreement before play starts.

To familiarize yourself with this game, first look at the playing pieces, then give the rules a quick read through. Try the "Faid Pass" scenario (18.1) while following the Expanded Sequence of Play (see separate player aid card) where the general course of play is described. As questions arise just refer back to the rules in this Rules Book; rules memorization is not required. After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

On line support is available for this game.

Visit us on the web: <http://www.compassgames.com>

By email: sales@compassgames.com

We also recommend you visit the official game discussion topic on Consimworld to share your play experiences with others. You can find the *Decision at Kasserine* game topic by visiting <http://talk.consimworld.com> and navigating to Era: World War II, North Africa/Med Front, *Decision at Kasserine*. You can also find us on BoardGameGeek.

ABOUT THIS DESIGNER SIGNATURE EDITION

The “*Designer Signature Edition*” (DSE) treatment aims to represent the final word, or “be all end all” version of a game by a noted designer. The focus is on delivering completely redesigned components, with full-color graphics throughout and player friendly enhancements to make the game as enjoyable as possible.

Decision at Kasserine is designed by Vance von Borries and was originally published by World Wide Wargames (3W) in 1983. It is best known for its uncertain victory conditions and its powerful depiction of motorized warfare. We chose to revamp the game system, to modernize its presentation, and to make it compatible with the later published games in the series it initiated.

About this Designer Signature Edition of *Decision at Kasserine*:

- Super-sized components featuring 5/8” counters and two game maps with larger hexes
- Game map information is updated and includes all-new map artwork
- Supporting charts convey more information at a glance for ease of play
- Enhanced ergonomics are built into the set up and reinforcement charts
- The updated OoB and the original deployment are based on new information and analysis
- The rules treatment is all-new with a full re-write backed by many illustrations, an index, and clarifications and examples of play to reduce potential questions. Some rules were simplified, others enhanced.
- Rules include a redesigned treatment on air units, armor bonus, and strongpoints in combat and a clarified treatment on the artillery rules
- New rules cover infiltration movement, combat evasion, and more
- New rules cover the considerable Allied command limitations and problems
- Many all-new historical notes can be found throughout the rules presentation

Enjoy the game! – John Kranz

2.0 GAME EQUIPMENT

This game contains:

- Two color maps, each 22" x 34"
- Three sheets of 5/8” die-cut counters
- Three set up cards (Axis and Allied)
- Two sets of two 8.5" x 11" player aid cards
- Expanded Sequence of Play 8.5" x 11" player aid card
- This Rules Book
- Two six-sided dice

If any of these are missing or damaged, please contact Compass Games by e-mail at sales@compassgames.com. *The component list on box back is incorrect; component list above is correct.*

2.1 Game Map

The map has a grid of hexagons (hereafter called “hexes”) to facilitate the movement and positioning of the playing pieces. A game piece occupies only one hex at a time. Each hex has a four-digit identification number, used for game reference purposes. Each hex on the map represents about 2.0 miles (3.2 km) of terrain from side to side.

2.2 Playing Pieces

2.2.1 There are three types of playing pieces.

Combat units: The military units that fought in the historical campaign. They have a printed movement allowance and combat values.

Non-Combat units: These are air units and the Rommel unit. Each has a silhouette and printed values related to its type.

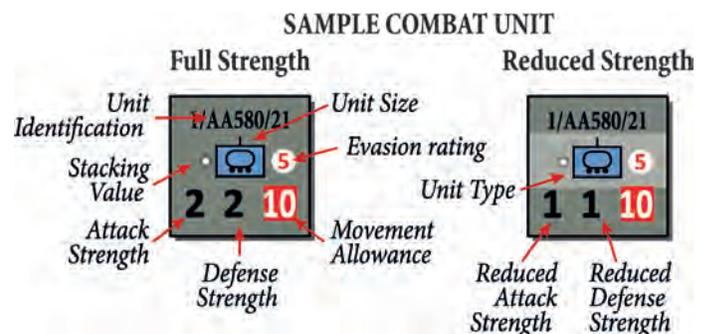
Player Aid markers: These are all remaining pieces. They are used to assist game play. There is enough of each type provided with the game. Please note, however, that the number of strongpoints constitutes a design limit.

2.2.2 Nationality. The background color on each unit indicates its nationality. This affects play.

Nationality	Color	
US (Americans)	olive drab	
British	light brown	
French	light blue	
German	feldgrau	
German Luftwaffe	blue	
Italian	grass green	

While the reduced side on each unit shows a lighter shade and a color stripe, it remains the same nationality.

2.2.3 Explanation of ground unit values:



Attack Strength is a combat unit’s strength when attacking.

Defense Strength is a combat unit’s strength when defending.

Movement Allowance (MA) is the maximum number of clear terrain hexes a unit can enter in one Movement Phase using normal movement procedures.

Stacking Value is the amount of space a combat unit occupies in a stack of units.

No-ZOC Band indicates the unit does not project a Zone of Control (3.2.4) into any adjacent hex.

Unit Identification is the historical name (or number) of a unit. Each is unique. See 19.1 for a list of how to interpret the abbreviations.

Evasion Rating indicates the value of the unit's ability to retreat before combat (9.2).

Set Up Codes are printed on the Tried side of Untried combat units. These are for historical reference. They have no game function.

Example of an Untried Unit:



Untried

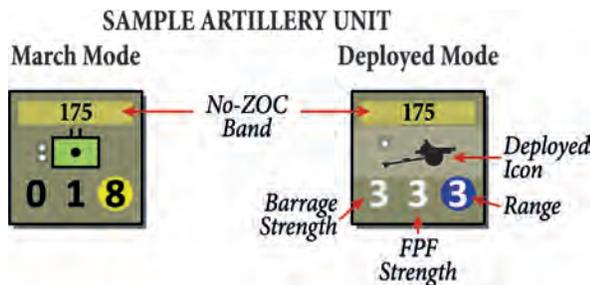


Tried

2.2.4 Explanation of artillery unit values:

These are the same as a ground unit but with the following additions (or changes)

Example of an Artillery Unit:



Artillery is any combat unit with a range value.

Range is the maximum number of hexes an artillery unit can be from a Defender hex and still provide Fire Support [10.1].

Barrage Strength is the support value of an artillery unit when computing strength for attacking. It is not attack strength.

FPF Strength is the support value of an artillery unit when computing strength for defending. It is not defense strength.

Special notations on the back of some armor/artillery units:

- AT** Final Protective Fire Strength is used only against armored units (16.1.5).
- SP** Self-propelled (7.6.3) (also found on the front of the unit)

2.2.5 Unit size symbols

- I** company (or artillery battery)
- II** battalion
- III** regiment

Note: Headquarters units are not given unit size symbols.

2.2.6 Unit type symbols

GROUND UNIT TYPE SYMBOLS

- Armor
- Armored car
- Armored anti-tank
- Armored artillery/Assault gun
- Field Artillery
- Rocket artillery
- Anti-aircraft
- Anti-tank
- Cavalry
- Reconnaissance
- Mechanized infantry
- Motorized infantry
- Motorcycle infantry
- Infantry
- Mountain infantry
- Bicycle infantry
- Headquarters
- Air base unit
- Double box unit type symbol

Notes:

1. A double box unit type symbol indicates two like-sized historical units combined into one game unit.
2. For historical reference we have identified certain groups of units by "Formation," usually a division. Each Formation has a different color-coding in their unit type symbol. Units with a white unit type box are not part of a Formation. They are "Army" units.

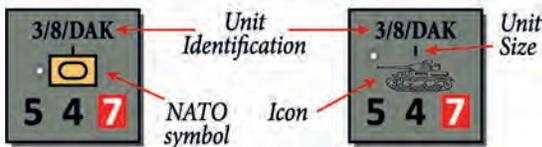
Vehicle pictures (icons) on armored units

VEHICLE PICTURES (ICONS)

-  Sherman
-  Grant
-  Stuart
-  Halftrack w/75mmAT
-  Halftrack w/75mm cannon
-  M7 Priest
-  D-I
-  Somua
-  Armored car (French)
-  Crusader
-  Churchill
-  Valentine
-  Armored car (British)
-  Tiger I
-  PzKw IV
-  PzKw III
-  StuG III
-  76mm SP AT
-  Marder I
-  Armored car (German)
-  M-14/41
-  Semovente 75/18

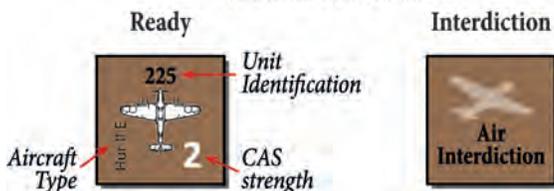
Note: We provide two different unit styles for all armored units: one set with the icons illustrated above, and the other set with the standard standard NATO unit type symbols. Players select the one style they would like to use for play. Use one or the other.

ARMOR NATO SYMBOL vs. ARMOR ICON



2.2.7 Air units

SAMPLE AIR UNIT



Close Air Support (CAS) strength consists of points used as combat die roll modifiers.

Air Interdiction is allowed when the air unit is so marked on its reverse side.

2.2.8 Player Aid Markers

-  **Artillery Fire Support**
-  **Attack Objective (Assault)**
-  **Attack Objective (Mobile)**
-  **Control (Allied)**
-  **Control (Axis)**
-  **Garrison Release**
-  **Out of Supply**
-  **Reserve**
-  **Rommel Combat Bonus**
-  **Strongpoint (active)**
-  **Strongpoint under-construction**
-  **Victory Plan**
-  **Weather (placed on Turn Record Track)**

Artillery Support markers are printed with a lighter unit nationality color.

2.3 Player Aid Cards

Various visual aids are provided to simplify and display certain game functions. Some of these have been printed on the map

while others are on Player Aid Cards. Place these to the side of the map(s) for easy reference. The use of each chart or table is explained in the appropriate rules section.

2.4 The Die

The game uses a six-sided die. To perform many game functions, you will roll the die to obtain a result. Sometimes you will modify that die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

2.5 Frequently Used Abbreviations

AT	Anti-tank	16.1
CAS	Close Air Support	11.3
CRT	Combat Results Table	13.0
DRM	Die Roll Modifier	2.4
FPF	Final Protective Fire	10.2.1
GT	Game Turn	4.3
HQ	Headquarters	15.0
MA	Movement Allowance	2.2.3
MP	Movement Point	7.1.1
OoS	Out of Supply	6.1.4
SP	Self-propelled	7.6.3
TEC	Terrain Effects Chart	5.1.2
TRT	Turn Record Track	4.1.5
ZOC	Zone of Control	3.2

3.0 BASIC CONCEPTS

3.1 Terminology

3.1.1 Friendly and Enemy

- **Units** If you are the Allied player, all Allied units are friendly; all Axis units are enemy units. The situation is reversed for the Axis player.
- **Segments and Phases** A turn divides into Segments that further divide into Phases. During some both players conduct activities; during others, only one player, called the active, or friendly, player can perform activities. If his opponent conducts activities that phase, then the opponent is the non-active, or enemy, player. Axis phases are friendly phases to the Axis player, and enemy to the Allied player. Allied phases are friendly phases to the Allied player, and enemy to the Axis player.
- **Hexes and Supply Sources** Those last occupied or controlled by an Axis combat unit are friendly to the Axis

player; those last occupied or controlled by an Allied combat unit are friendly to the Allied player.

3.1.2 Controlled and Contested Hexes A hex is controlled by one player if:

- One (or more) of his combat units occupies the hex, or
- One or more of his combat units currently projects an uncontested Zone of Control (3.2) into the hex.

3.1.3 If both enemy and friendly units project a Zone of Control into a vacant hex, both zones co-exist and the hex is contested. Neither player controls a contested hex.

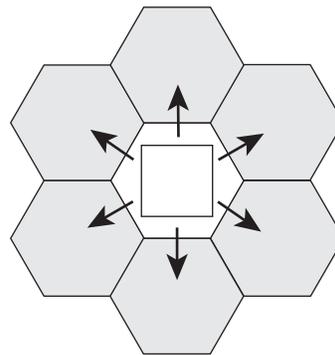
3.1.4 Contiguous Hexes This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

3.1.5 Control Markers are available to show ownership of a hex where this might be questioned. These are strictly for convenience. They have no other game function.

3.2 Zone of Control

General Rule All combat units have a Zone of Control (ZOC). An enemy ZOC affects tracing a friendly Supply Route (6.2), inhibits the movement of friendly units (7.2), and restricts a unit's retreat (13.35 and 13.4) or advance after combat (13.5).

Example of a ZOC:



3.2.1 The hex a combat unit occupies and the six hexes adjacent to it constitute that unit's ZOC. A combat unit projects a ZOC at all times. It always controls the hex it occupies (even when an adjacent enemy unit projects its ZOC into it).

3.2.2 A unit projects its ZOC into, and out of, all hex types and across all hexsides, except those prohibited to its movement (see the Terrain Effects Chart), regardless of the movement cost to enter the adjacent terrain or of the presence of an enemy unit in that hex.

3.2.3 There is no additional effect when more than one unit projects a ZOC into a hex. A friendly unit's ZOC does not affect the movement of other friendly units.



3.2.4 Limited ZOC. A unit with a No-ZOC band does not project a ZOC into any of the six adjacent hexes. It controls only the hex it occupies. If at least one combat unit in a hex projects a ZOC (it does not have the No-ZOC band), then all combat units in that hex project a ZOC into the adjacent hexes.

3.2.5 Non-combat units and player aid markers never have a ZOC.

3.3 Stacking

Stacking refers to placing more than one combat unit in a hex at the same time. The position of a unit within a stack has no effect on play.



Example of Stacking: A legal stack with a total of eight stacking points (dots)

3.3.1 Each combat unit has a stacking point value (shown as a number of dots). A few combat units have a stacking value of zero (no dots). These can be added to stacks without limit. Markers and non-combat units have no stacking point value and do not affect stacking.

3.3.2 A maximum of eight (8) stacking points (dots) can occupy a hex at the end of any game phase. Units currently moving or retreating can pass through stacks of friendly units without regard to the stacking limit.

3.3.3 If a stack exceeds the stacking limit at the end of any phase, the owning player immediately eliminates the excess.

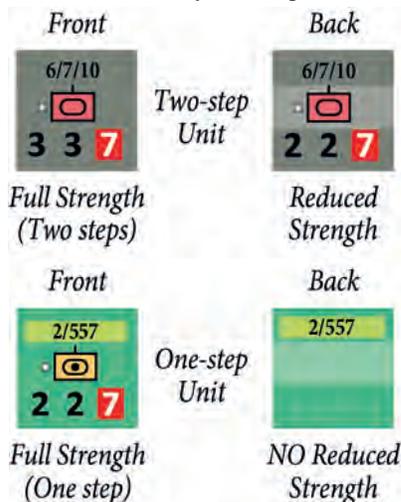
3.3.4 Players can freely inspect enemy stacks during all game phases but neither player can examine the strength of Untried units (until they are engaged in combat). Game markers should be placed on top of the combat unit they affect.

3.3.5 There is no stacking limit in a holding box.

3.4 Unit Steps

Steps represent the durability or staying power of combat units. Units lose steps as a result of combat (13.2).

3.4.1 Combat units have either one or two steps of strength. A unit with strengths printed on both its sides has two steps; its front shows the unit at full strength, and its reverse represents the unit at reduced strength. The reduced strength side has a stripe to distinguish it from the full strength side. A unit with strengths printed only on its front has only one step.



Note: Some units will have only identification on their reverse side. This is strictly for convenience in organizing units for placement. It does not represent a step of strength.

3.4.2 HQ and artillery units have only one step. The reverse side of an Axis HQ unit indicates only that the HQ has provided Emergency Supply (6.6). The reverse side of an artillery unit shows it is in “Deployed” mode to indicate that the artillery unit can engage in Artillery Fire Support (10.1).

3.4.3 Untried units have only one step, the side with the combat values.

3.5 Halving and Rounding

3.5.1 Attack strength and movement allowance can be halved, defense strength cannot. Halve attack strength for:

- Attacking while Out of Supply (6.5.2)
- Armored units attacking mountain terrain (see TEC)
- Attacking across escarpment hexside (in either direction) (see TEC)
- Allied armor attacking an Axis strongpoint

3.5.2 Some units can be subject to halving while others are not. Total the strength of affected units, then halve that total and drop the fraction. Now add their remaining strength to friendly units that are not halved. A unit can be halved more than once in the same combat.

3.5.3 Because fractions are dropped, a unit’s attack strength may be reduced to zero. If reduced to zero, its participation in attacking is cancelled, even if it is with units that can attack. It cannot attack alone.

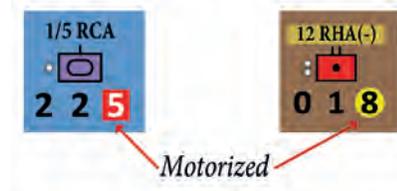
3.5.4 If Movement Allowance (MA) is halved, retain a remaining half MP (it can be used on roads). Halving of MAs is not cumulative.

Example: A stack of Allied units consisting of two armored units (with attack strengths of 4 and 3) and a motorized infantry unit attacks a strongpoint (4.2.4). Only the armored units are halved due to the strongpoint. Their attack strengths of 4 and 3 are added together for a total of 7, and then halved (rounding down) to 3. The motorized infantry unit is not halved.

3.6 Movement Classes

All units are either motorized or non-motorized.

3.6.1 Non-motorized units are units with a plain black movement allowance.



3.6.2 Motorized units are all units with their movement allowance shown in either a yellow circle or a red box.

3.6.3 All units with a vehicle icon are armored units and are also motorized. This includes their non-icon unit (NATO symbol) equivalent (2.2.6) which can be used for play instead.

4.0 STARTING THE GAME

4.1 Setting Up

4.1.1 Choose which scenario to play, and then locate the required game components.

4.1.2 Set up and align the map, scenario set up cards, and any needed player aid cards.

4.1.3 Arrange Scenario Units. Players place all their units and markers on their respective scenario set up cards on the unit representations. Units begin the game at the strength level shown on the set up card. Those units starting the scenario at reduced strength are so indicated.

4.1.4 Place Scenario Units Examine the At Start section of your set up card for the scenario you have chosen. Transfer units to the map onto the hex location marked under it and according to instructions on the set up cards. The Allied player places his units first, unless the scenario indicates otherwise. Units begin the game at the strength level shown. Some units may be at a reduced strength level.

- Place Untried units with their Untried side face up and with the actual strength unknown to either player
- Place your artillery units (10.0) in either Deployed or March mode (7.6) and artillery Fire Support markers within range, as you desire
- Place your available air units (Allied first) on Interdiction missions, as you desire

4.1.5 Place markers

- Place all strongpoints (14.0) as indicated by the scenario set up card
- Place the Weather marker on the Turn Record Track (TRT) as indicated by scenario instructions
- Red-box MA units may be placed in Reserve (8.2.2)
- Place Garrison Release markers as indicated by scenario instructions

4.1.6 Reinforcement units (5.2) are left on the set up cards until their indicated arrival turn, when they can arrive during the Reinforcement Phase. Not all units are used in every scenario

4.1.7 Scenario Special Rules Each scenario includes special rules applying only to that scenario, or exceptions to the standard rules. Take some time to review these before beginning play.

4.1.8 Once placement of is complete, play begins. Play follows the Sequence of Play (4.3.1).

4.2 Untried Unit Placement

4.2.1 Some units start play in Untried status. The back side of the unit represents its Untried mode and shows unknown values. These are denoted by the “?” symbol.

4.2.2 The front side is the Tried mode and shows its actual unit strength values. Players cannot inspect the Tried side. Its values remain hidden from view until it is engaged in combat. Once revealed, it remains revealed for the rest of the game.

Note: The hex location or entry turn marked on the Tried side of each Untried unit is only for historical reference for Scenario 2.

4.2.3 At the start of each scenario place all Untried units into an opaque cup. Draw them randomly, one at a time, and place them in the At Start or Reinforcement sections of the scenario set up card. Always place an Untried unit in its Untried mode (back side up).

Note: An alternative method is to turn all to their Untried side, mix them around while keeping the Untried side face-up, and then place these onto the set-up card. The term “opaque cup” is the short way to describe the process.

4.3 Turn Outline

General Rule *Decision at Kasserine* is played in successive Game Turns (GTs) (hereafter called “turns”), each composed of the segments and phases outlined below. Examine the Expanded Sequence of Play (separate Player Aid) for a more detailed listing of the events within each Phase.

4.3.1 Sequence of Play

A. STRATEGIC SEGMENT

1. Weather Phase

2. Supply Status Phase

3. Reinforcements Phase

4. Joint Air Phase

B. AXIS OPERATIONS SEGMENT

1. Axis Movement Phase

2. Axis Combat Declaration Phase

3. Allied Reaction Phase

4. Axis Combat Phase

5. Axis Reserve Movement Phase

C. ALLIED OPERATIONS SEGMENT

1. Allied Movement Phase

2. Allied Combat Declaration Phase

3. Axis Reaction Phase

4. Allied Combat Phase

5. Allied Reserve Movement Phase

D. REORGANIZATION SEGMENT

1. Recovery Phase

2. Victory Determination Phase

4.3.2 Follow the Sequence of Play each turn until the end of the final turn of the scenario. At that time evaluate the players' performance according to scenario victory conditions to determine the winner.

Note: Some scenarios have victory conditions which can cause the scenario to end prior to the last turn.

5.0 THE STRATEGIC SEGMENT

5.1 Weather Phase

Commentary Weather tends to favor the defense by limiting movement and air operations. The Kasserine battles were fought at the late end of normal wet winter conditions in Tunisia. Yet because these battles were fought in the desert-like terrain of central Tunisia, the soil dried quickly.

General Rule Game weather is determined each turn. It affects supply, movement, air unit arrival, and various other game functions. The game rules are written assuming Dry weather.

5.1.1 Weather Conditions

There are three possible weather conditions:

Dry, Cloudy, Rain

Determine the turn's weather condition during the Weather Phase. Roll the die and consult the Weather Boxes of the current turn, as shown on the Turn Record Track (TRT). There are no DRMs. The weather condition for the current turn applies to the entire scenario area. Weather does not affect holding boxes. Place the Weather marker on the Turn Box on the TRT to indicate the current turn and the weather condition result for the turn.

5.1.2 Most weather effects are changes in terrain movement point costs (7.3). See the TEC for weather effects on combat. These changes take effect immediately when the weather changes.

Example: If a Dry weather turn follows a Rain weather turn, use the Dry column on the Terrain Effects Chart (TEC).

5.1.3 Dry Weather Effects

- Use the Dry Weather column on the TEC for terrain movement point costs

- Use the Dry Weather column on the Air Unit Arrival Table (11.1.6)

- Air units can conduct any air mission

5.1.4 Cloudy Weather Effects

- Use the Dry Weather column on the TEC

- Use the Cloudy Weather column on the Air Unit Arrival Table

- Air units can conduct only CAS missions

5.1.5 Rain Weather Effects

- Use the Rain weather column on the TEC

- A Supply Line decreases from seven to four hexes in length (6.2.2)

- Wadi hexsides become prohibited to movement by all motorized units, except across a bridge

- Trails have no effect for either movement or supply purposes, but bridges located along trail can still be used

- Use the Rain Weather column on the Air Unit Arrival Table

- Air units can conduct only CAS missions

- Use the Assault CRT for all combat

Note: The movement point costs may differ between motorized and non-motorized units.

5.1.6 Optional: Historical Weather. Players can choose to use historical weather for the entire game. The historical weather condition is marked "H" for each turn on the Turn Record Track.

Design Note: Most players request this option in games if only as a means of comparison to the historical campaign.

5.2 Reinforcements Phase

General Rule Both players receive reinforcements. These are new units arriving from areas outside the game area. All are received during the Reinforcements Phase.

5.2.1 Place reinforcement units on the scenario's set up card prior to the start of play. Each unit has a designated turn and location. This is the earliest turn it can be brought onto the map. Place arriving air units in the Ready Box.

5.2.2 Units are not required to enter play on their scheduled turn of appearance. A player can choose to delay the arrival of any of his units to any later turn to arrive at the same location. A delay is required of a unit if enemy combat units occupy all of its possible entry hexes. It can enter later once an entry hex is clear of enemy units.

5.2.3 All reinforcements have movement supply (6.4.1) during their turn of entry.

5.2.4 Map Edge Entry. Units enter through the map edge only during their Movement Phase. Place the unit at the map edge adjacent to the hex it will enter first. A unit:

- Can enter stacked with other units
- Pays the terrain entry cost for the first hex entered. There is no cost for placement.
- Can enter using the appropriate road movement rate (7.3.2)
- Cannot enter using infiltration movement (8.1)
- Cannot be in Reserve (8.2) while off the map
- An artillery unit always enters play in March mode

5.2.5 Artillery and Headquarters (and Rommel) reinforcements cannot function in any manner until they are on the map.

5.2.6 Withdrawals. A scenario set up card may indicate that units are withdrawn from play.

- On the designated turn pick up the indicated unit from the map during the Reinforcement Phase and place it out of play
- If a withdrawing unit has been removed already as a combat loss (13.2), no other unit is withdrawn in its place; ignore its withdrawal

5.3 Joint Air Phase

5.3.1 Each player stores his air units in his Ready Box or Used Box whenever they are not in use, depending on their status. The capacity of each box is unlimited.

5.3.2 During the Joint Air Phase, move all air units from the Used Box to the Ready Box.

5.3.3 An air unit is not able to conduct a mission unless it is in the Ready Box. An air unit in the Used Box cannot conduct an air mission until it returns to the Ready Box.

5.3.4 If not used on a mission an air unit can remain in the Ready Box indefinitely.

6.0 SUPPLY

General Rule Supply status affects a combat unit's movement and combat abilities. Supply is required to be able to move and fight without penalty. To avoid penalties a unit traces a Supply Route consisting of a Supply Line, usually to a Supply Road, that leads to a friendly Supply Source.

6.1 Supply Status

6.1.1 Judge a combat unit as either Supplied or Out of Supply (OoS) for:

- Movement of motorized units (6.4)
- Combat for all units (6.5)

6.1.2 A unit is supplied if it can trace a Supply Route (6.2) through a path of hexes to a friendly Supply Source (6.3).

6.1.3 For combat judge a unit's supply status at the moment of combat. If it cannot trace a Supply Route it will conduct combat with a penalty (6.5).

Note: An artillery unit judged as OoS can still provide Fire Support (10.1) if its Fire Support marker is in the Ready Box.

6.1.4 A unit is Out of Supply if it cannot trace a Supply Route. A player can choose to leave units in an Out of Supply (OoS) position. A unit cannot be eliminated solely through lack of supply.

6.2 Supply Routes

General Rule A Supply Route is a designated path of contiguous hexes that contains no enemy combat units and no hex is contested or enemy controlled. It consists of a Supply Line traced from the unit either directly to a Supply Source (6.3) or to a Supply Road that then leads to a friendly Supply Source.

6.2.1 A Supply Line is a path of contiguous hexes not more than seven (7) hexes long, traced from the unit to a Supply Road (do not count the hex the unit occupies). A Supply Line cannot include:

- Escarpment hexside
- Wadi hexside during Rain turns (except at bridges)
- A mountain hex (unless tracing along the path of a road or trail). A unit on a mountain hex can trace a Supply Line if the only mountain hex is the one that unit occupies.
- An active enemy strongpoint

Note: Because ford becomes prohibited to movement during Rain, a Supply Line (or Route) cannot include ford during Rain weather.

6.2.2 A Supply Line is only four (4) hexes when:

- Using one (or more) trail hexes as part of the Supply Road
- It crosses a wadi hexside without a bridge or ford during Dry weather
- The weather is Rain

6.2.3 Supply Road

- This is any network of connected main road, minor road, or trail free of enemy ZOC that leads to a friendly Supply Source
- The network can be of any length. It does not matter if an individual unit can trace to more than one Supply Source.
- A Supply Road cannot cross a wadi hexside without a bridge

6.2.4 A Supply Route can be traced through a hex in an enemy ZOC if a friendly combat unit occupies that hex.



Example of a Supply Route:

The Axis unit in hex 2326 is supplied because it can trace a Supply Line around the Allied unit in hex 2630 and its ZOC and around the mountain in hex 2430, of seven hexes to hex 2632, regardless of terrain. The seven-hex length is without regard to terrain (assuming all is passable and friendly). Hex 2632 contains a road that serves as a Supply Source because it leads, without interruption, to the Supply Source in hex 2533.

6.3 Supply Sources

6.3.1 Supply Sources friendly to each player are marked on the map. A Supply Source friendly to one player will not be friendly to the other player, even if captured. If captured, a Supply Source will cease being a Supply Source. If recaptured by the friendly player, it will again be a friendly Supply Source beginning the next friendly Supply Status Phase, if it is still friendly.

6.3.2 Units available for play but currently off the map or in a friendly holding box are supplied while there. Any unit entering the map is in movement supply (6.4) during the turn it enters the map.

6.4 Movement Supply

Commentary To operate efficiently, mechanized forces of both sides were restricted to an area that could be supplied. Because of the great vulnerability of supply units, logistics staffs were loathe to allow combat movement out of such a zone. German units are not prohibited from moving out of a supplied area because their commanders were likely to take greater risks. Non-motorized units of all sides are exempt because they do not have the same need for fuel as do motorized units.

6.4.1 Movement Supply restrictions apply only to motorized units, not non-motorized units. All motorized units judged as Out of Supply lose two (2) MPs from their printed MA during their Movement, Reaction, or Reserve Movement phases.

Note: We provide Out of Supply markers for your convenience in marking movement supply status and all other supply situations for combat units. These are not required for game use.

6.4.2 No Allied motorized (any nationality) or Italian motorized unit can voluntarily move to an OoS hex position from a supplied position. For Allied or Italian units check the supply status of the

hex at the moment the unit will be moved. If the unit is already judged as out of supply (the unit has an Out of Supply marker) it can enter any other OoS hex position, as desired. Any German unit can voluntarily move to an OoS position.

6.5 Combat Supply

6.5.1 At the instant combat is to be resolved, a participating combat unit is supplied if it can trace a Supply Route to a friendly Supply Source, regardless if it is attacking or defending. If not, apply rules 6.5.2 and 6.5.3.

6.5.2 Attack Supply Total the attack strength of all non-artillery units that are OoS and then halve that total (drop fraction), cumulative with all other effects. Artillery units are not halved.

Note: Some attacking units can have Supply while others do not. Only those OoS are halved.

6.5.3 Defense Supply If any defending unit is OoS, the attacker applies a (-1) DRM to his combat die roll, cumulative with all other effects.

Note: A defending unit may become surrounded by units advancing in earlier combats and thereby be unable to trace a Supply Line the moment its combat is resolved. If so, the attacker applies the (-1) DRM.

7.0 GROUND UNIT MOVEMENT

General Rule During his Movement Phase a player can move any number of his ground units that he desires. They move through contiguous hexes in any direction or combination of directions. Movement is affected by weather, terrain, supply, enemy ZOC, and enemy air interdiction. During the Reaction and Reserve Movement phases (8.2) only certain designated units can move. Combat Evasion (9.2), Retreating (13.3), and Advancing (13.5) are not “movement,” and use no MPs.

7.1 How to Move Units

7.1.1 Move units (or stacks of units) one at a time from hex to adjacent hex. A unit cannot jump over a hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex. The Terrain Effects Chart (TEC) lists the costs in MPs for the various types of terrain. There is no limit to the number of units that can move through a single hex.

7.1.2 Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the unit with the lowest MA in that stack. Stacks cannot pick up or add units while moving. Once a stack has ceased moving, other units can move into its hex (within the stacking limit if they remain). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away individually, or in smaller stacks.

7.1.3 A unit can move only once during a Movement, Reaction, or Reserve Movement phase. It cannot spend more MPs than its total MA and cannot enter a hex if it does not have sufficient MPs remaining to pay the MP cost to enter the hex and cross the hexside. Unused MPs cannot accumulate for future turns or transfer to other units. A unit is never forced to move.

7.1.4 A unit cannot enter a hex containing an enemy combat unit. It can enter or move through friendly occupied hexes at no limit or extra MP cost. There is no limit to the number of units that can move through a single hex.

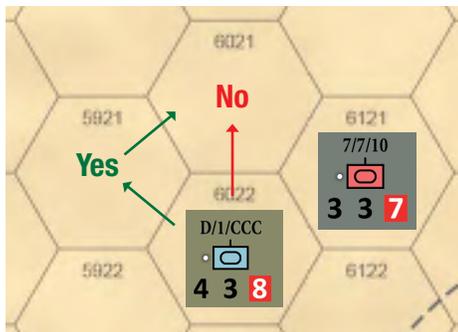
7.1.5 Yellow-circle MA units use the same column as motorized units on the TEC for the MP costs of the various terrain types. They are not eligible to conduct Reaction Movement or Combat Evasion.

7.1.6 Untried units can move using the MA shown on their Untried side and still remain Untried.

7.2 ZOC Effects on Movement

7.2.1 A unit stops movement immediately upon entering an enemy ZOC. It costs no additional MPs to enter or leave an enemy ZOC. Friendly ZOCs do not affect the movement of friendly units.

7.2.2 A unit occupying a hex in an enemy ZOC at the beginning of its Movement Phase can leave that hex and enter another hex in an enemy ZOC, but only if it first moves into a hex that is not in an enemy ZOC. A unit can move directly from one hex in an enemy ZOC to another only by Infiltration movement (8.1).



Example of ZOC Effects:

The Allied unit in hex 6022 cannot move directly to hex 6021 because of the ZOC from Axis unit in hex 6121. It can get to 6021 if it first moves to 5921

which is outside of Axis ZOC. (exception: see 8.1 Infiltration Movement)

7.3 Terrain Effects on Movement

General Rule The Terrain Effects Chart (TEC) identifies all the types of map terrain and lists the differing MP costs a unit spends to enter each terrain type. A unit spends MPs to cross these hexsides in addition to the cost to enter the terrain in the hex itself.

7.3.1 Each hex contains one or more terrain types. Where a single hex contains more than one type of terrain the whole hex is assumed to consist of the terrain that has the highest MP cost. Units not moving along roads pay the highest MP cost of the terrain types within the hex. If the hex contains an enemy strongpoint, units pay the MP cost for the strongpoint, in addition to the terrain cost.



Example of Movement:

The 1/3 RSA unit (non-motorized cavalry) begins its Movement Phase on hex 3622. It spends 1/2 MP to move along the road to 3623, then 1MP to move into the clear terrain hex 3624, then 2 MP to enter the hills terrain hex 3625. The Allied player now wants to move it onto hex 3626 which costs 3MPs because it is a mountain hex (It contains clear, hill, and mountain terrain, so use the mountain terrain MP cost to enter the hex). However, its remaining one and a half MPs are not sufficient to then move onto hex 3625, so it has completed its Movement Phase in hex 3625 because the Allied player does not wish to move the unit to any other hex where the entry cost is less.

7.3.2 Road There are three types of road:

Main road, Minor road, Trail

- A unit moving from one road hex directly into another adjacent road hex through a hexside crossed by that road spends MPs according to that road's rate, ignoring other terrain in the hex

- If moving along trail during Dry or Cloudy weather, the unit pays 1/2 MP to enter a clear hex (that can also contain town or city) and 1 MP for entering a hex containing another terrain type (woods, rough, etc), except for "OT" terrain (see TEC)

- During Rain weather trail has no effect on movement costs but still allows motorized units to ignore the +1 MP for entering woods terrain (7.3.6) and allows armored and artillery units to enter mountain (7.3.5)

7.3.3 Wadi. All units spend MPs to cross wadi hexside (regardless of direction) in addition to the cost of the terrain entered.

- During Dry or Cloudy weather a red-box MA unit can cross wadi, but without a bridge or ford (7.3.4) a yellow-circle MA unit cannot

- During Rain weather no motorized unit can cross wadi hexside without a bridge

- An armored unit cannot cross wadi hexside without a bridge or ford, regardless of weather

Design Note: While streams held little water during the dry season, the sides of the stream could present a serious obstacle, one that would become impossible to cross after rain, and there could be soft sand in the stream bed. French colonial authorities called many streams "rivers." The Arabic term is "wadi" and the Tunisia variation is "Oued." You will find a mix of this terminology depending on your source book or map.

7.3.4 Bridge and Fords

All bridges and fords are marked on the map where they cross a wadi.

- Where a bridge is present, a unit moves along the road at the road movement rate and disregards the wadi MP cost. If a bridge is not present, the road does not cross the wadi and the unit spends the MP cost to cross the wadi plus the non-road cost of the terrain in the opposite hex.
- A ford reduces the MP cost to cross wadi to the cost shown on the TEC for ford. It does not negate the cost (as does a bridge). During Rain weather a ford does not allow any motorized units to cross a wadi hexside.

7.3.5 Mountains and Escarpment

- Non-motorized units stop movement, retreat, or advance upon entering a mountain hex or crossing an escarpment hexside, unless moving along a road or trail
- Armored and artillery units cannot move, evade, retreat, or advance into a mountain hex or across an escarpment hexside except through a hexside containing a road
- Other motorized units can enter, but stop movement. They cannot move or advance to a second hex (or cross escarpment hexside) in the same phase, except through a hexside containing a road. They retreat or evade without additional restrictions.

Design Note: Escarpment represents abrupt changes in elevation of 200-500 feet that were impossible for trucks or tanks to cross.

7.3.6 Woods The terrain MP cost for woods is always in addition to the other terrain in the hex. Ignore the effect of woods when moving along a road, regardless of weather effects. *Note that Groves are the same as woods.*

Examples: The cost to enter the hex during Dry weather:

Clear plus woods is 1 + 1 MP = 2MP

Rough plus woods is 2 + 1 MP = 3MP

In Rain weather for motorized units: Rough plus woods is 3 + 1 MP = 4MP

7.3.7 The following features have no MP cost or direct effect on ground movement; use the MP cost of the other terrain in the hex: **Supply Source, Assembly Area, Town, City**

7.4 One-Hex Movement

7.4.1 A unit can conduct one-hex movement during only its Movement Phase.

7.4.2 If it has not already spent MPs during its Movement Phase, it can spend all its MPs to move just one hex, even if it does not have sufficient MPs to enter the hex. It then ceases to move for the rest of the phase (Exception: Infiltration movement, 8.1).

7.4.3 A unit cannot conduct one-hex movement onto or across terrain prohibited to it.

7.5 Weather Effects on Movement

7.5.1 Use the column on the TEC that corresponds to the current turn's weather condition.

7.5.2 Within each TEC weather column use the sub-column corresponding to the unit movement class (3.6), either motorized or non-motorized.

Example: If the weather condition result for the current turn is Rain, use the Rain column on the TEC. The cost for motorized units to enter rough terrain increases from 2 MPs to 3 MPs.

7.5.3 When moving along a trail during Rain weather, ignore the MP benefit of the trail (half the “other terrain” cost), and use only the other terrain in hex (ignore woods) to determine the entry cost of the hex, plus any applicable hexside costs.

7.6 Movement of Artillery and Anti-tank Units

General Rule Artillery units are in either “March” or “Deployed” mode. Their mode determines the functions the unit can perform. Anti-tank (AT) units that have a Deployed mode (not all have this) move in the same manner as artillery units.

7.6.1 An artillery unit cannot move unless it is in March mode. Artillery units in March mode move as do non-artillery units.

7.6.2 Changing Mode

- In the same Operations Segment an artillery unit can both move and change mode, but it can change mode only once per Segment. It can remain in either mode indefinitely

• It can change to March mode and leave an enemy ZOC only if another friendly unit is present in its original hex (which can then move out of that enemy ZOC that same Movement Phase if it has not already moved)

- If alone in a hex, an artillery unit can change to March mode while in an enemy ZOC but it cannot move during that Movement Phase

• It can enter an enemy ZOC only if a friendly unit is already present in that hex. It cannot change mode in that hex when it enters.

- An artillery unit spends 2 MPs to change mode

- An SP artillery unit spends 1 MP to change mode

7.6.3 Self-propelled Artillery. Self-propelled (SP) artillery units are marked “SP” (on both sides).

- An SP unit entering an enemy ZOC can attack with its attack strength (March mode) or can change to Deployed mode and attack with its Barrage strength

- It can change mode twice in a single Segment
- It can enter or leave an enemy ZOC without another friendly unit being present in that hex. See also 13.3.9 and 13.5.5.

8.0 SPECIAL GROUND MOVEMENT

8.1 Infiltration Movement

Commentary Infiltration is a tactic of special movement that was employed by both sides. It derives from advanced tactical methods first used during the Great War consisting of detecting and then advancing through gaps in the enemy line. Better defended locations are thereby by-passed. It also proved effective in dislodging strong enemy positions during WW II.

8.1.1 An eligible unit starting its Movement Phase in an enemy ZOC can move directly from there to an adjacent hex also in an enemy ZOC (from the same or any other enemy unit), by spending all its MA. It then stops its movement for the rest of that phase.

8.1.2 All units with a printed MA of 5, or more, are eligible for infiltration movement, regardless of supply status. Artillery units (excluding SP) cannot conduct infiltration movement.

8.1.3 A unit conducting Infiltration movement must have an MA sufficient to cover the normal terrain MP cost to enter the hex.

8.1.4 Infiltration movement cannot be into a hex containing an active enemy strongpoint.

Design Note: This rule is new to the game system. As the Commentary suggests, it is needed in order to break impossible positions.

8.2 Reserve Status and Movement

At the end of his Movement Phase a player has the option to place eligible units into “Reserve” status.

8.2.1 Only those eligible units designated as in Reserve can move during either the Reaction or Reserve Movement phases. Place a Reserve marker on units designate as in Reserve. Once they have completed their movement, during either of these phases, remove the Reserve markers.

8.2.2 A unit is eligible to be in Reserve if all the following conditions apply:

- It is a red-box MA unit
- It is currently within four hexes of a friendly HQ unit (of any Formation)
- It is not in an enemy ZOC
- It has not moved more than half its current MA during this Movement Phase

8.2.3 A unit in Reserve controls only the hex it occupies; its ZOC does not extend out to any adjacent hex.

8.2.4 During his Reserve Movement Phase a player can move all, some, or none of his Reserve designated units at up to one-half of their then current MA. They conduct movement, but for all units during this phase:

- Reinforcements cannot enter the map
- Units cannot be designated as in Reserve
- One-hex movement is not allowed
- Infiltration movement is not allowed

8.2.5 A unit loses its Reserve status:

- Immediately when it moves
- The moment it is in an enemy ZOC

8.2.6 A unit that moves during a Reaction Movement Phase cannot enter enemy ZOC unless a friendly combat unit is already in that hex. It then stops all its movement.

8.2.7 An SP artillery unit can be placed in Reserve. During the Reserve Movement Phase it can either move or place its Artillery Support marker on another unit.

8.3 Holding Boxes

General Rule Holding boxes (sometimes just “box”) represent large geographical regions adjoining the game map. The Allied player can freely move units to and from friendly holding boxes. The Axis player does not have any friendly holding boxes.

8.3.1 Units in a holding box are “in play” even though they are not on the hex-grid playing area. Units in storage areas (Example: a set up card) are not actively in play although they are available for play. Units enter, or exit, the map playing area through a map edge Entry hexside. A unit cannot enter an enemy holding box.

8.3.2 The stacking limit does not apply in a holding box. A ground ZOC or air ZOI does not extend into or out of a holding box. Units cannot attack or be attacked while in a holding box.

8.3.3 Moving Box to Map

- Units enter the map through entry hexsides at the map edge that are colored for entry and correspond to their box. They can leave during their Movement Phase.

• There is no additional MP cost to enter the map. Each unit counts the first map hex as the first hex entered and pays the regular terrain MP cost to enter that hex.

• A unit can enter using the appropriate road movement (on a connected road)

• A unit cannot enter the map at a particular hex if an enemy combat unit occupies that hex. However, it can enter a hex in an enemy ZOC.

8.3.4 Moving Map to Box

- A unit can leave the map during its Movement Phase through an Entry hexside designated for that friendly holding box. It stops there for the rest of the turn.

- A unit spends 1 MP to leave the map. It cannot enter the holding box unless it spends the MP. It cannot retreat into a holding box.

8.3.5 Moving from Box to Box

A unit spends its entire MA to move from a holding box to a connected holding box. Directional arrows are printed on the map to show which boxes are connected. Next turn the unit can either:

- Return to the original box,
- Move to another box,
- Move onto the map, or
- Remain where it is

9.0 PRE-COMBAT ACTIONS

Combat resolution is preceded by a series of actions that set the stage for combat:

- Attack Declaration
- Combat Evasion
- Reaction Movement

9.1 Attack Declaration Phase

Combat takes place during the Combat Phase between adjacent opposing combat units. Combat cannot take place unless it is declared.

9.1.1 Attacking is voluntary. When an attack is declared, all attacking units in that one combat are required to be adjacent to all defending units. Not all combat units adjacent to enemy units are required to attack. Several friendly combat units can be adjacent to an eligible Defender hex, but the attacker is not required to include all of them in a Declared Attack on the hex.



Example:

Friendly units A, B, C, and D are adjacent to an eligible Defender hex. An attack is declared utilizing units B and D. Units A and C, also adjacent, are not required to participate.

9.1.2 During the Combat Declaration

Phase the active player declares all combats he desires. He designates those hexes his units will attack. A hex under attack is called the “Defender hex.” On each Defender hex he places an Attack Objective marker, either “Assault” or “Mobile,” to indicate the CRT to be used (12.4).

9.1.3 No unit can attack more than once or be attacked more than once each Combat Phase. Combats are later resolved (12.0), one at a time in any order the attacker desires. Once an eligible attack is declared, it is required.

Note: An attack is still required even though your air units do not arrive and enemy units react into the Defender hex.

9.1.4 Combat cannot be declared if the initial combat odds (12.3.1) are worse than 1-6 when using the Mobile CRT, or 1-5 when using the Assault CRT. Where the defender has Untried units, assume each has a defense strength of one (1) for determination of initial odds. Calculate initial combat odds before attacking artillery has been committed and prior to the defender’s reaction movement (9.3).

9.1.5 Hexes Eligible to be Attacked

- The enemy occupied hex contains terrain that allows adjacent friendly combat units to enter the hex and the hexside can be crossed
- An attacking unit can choose to ignore adjacent enemy (defending) units in different hexes whose ZOC does not extend into the attacker’s hex

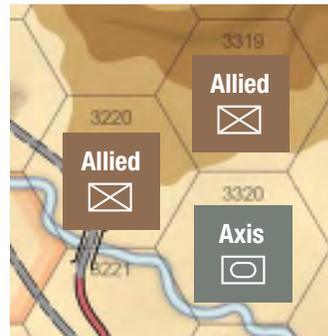


Example:

It is Rain weather and hexes A and B are potential Defender hexes. Because the ZOC of the Allied armor units in hex A and B does not extend across wadi hexside, the Axis unit in Hex C can attack either of the Allied units without being required to attack both. The Axis unit can cross this type of hexside and enter the hex when vacated.

9.1.6 Hexes Not Eligible to be Attacked

- A unit cannot attack an unoccupied hex
- A unit cannot attack a hex that the TEC prohibits it from entering
- A unit cannot attack across a hexside that the TEC prohibits it from crossing



Example:

The Axis armored unit in hex 3320 desires to attack hex 3320 but because a ZOC extends from the Allied infantry unit in hex 3319 into 3320, another Axis unit must engage 3319. The armored unit cannot because it is not allowed to attack mountain terrain (unless attacking along

the path of a road). If none other can, then an attack from 3320 to 3320 is not allowed.

9.1.7 Required Attacks When a friendly unit attacks, all enemy combat units that project a ZOC into the attacking unit's hex are required to be attacked by either the friendly attacking unit in question, or by another eligible friendly attacking unit. If a stack of friendly units is adjacent to multiple enemy units projecting ZOCs into the friendly stack's hex, as long as minimum initial odds are met, any friendly unit is free to attack any or all of the adjacent enemy units.

9.1.8 Multiple Hex Attacks Two or more Defender hexes can be targeted in a single declared attack if:

- It is an eligible attack, and
- All attacking units are adjacent to all defending units, and
- All attacking artillery units are in range of one or more Defender hexes

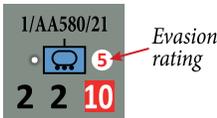


Example: In the figure above, the Axis unit in hex B could be designated to attack the Allied units in A, C and D because it is adjacent to all three units (and it meets the other prerequisites for attack). The Axis unit in hex F could not participate in this attack because it is adjacent to only one of the three enemy units (the armored unit in hex A). Because the Allied unit in hex C does not project a ZOC into hex B, it can be ignored or attacked.

9.2 Combat Evasion

Commentary “Only the Enemy in Front; every other beggar behind” This was the unofficial motto of the British Reconnaissance Corps. By 1943 combat operations of all armies included units equipped mainly to fulfill the needs for scouting and being the point of first contact with enemy forces. By doctrine, and unless concentrated, they were not expected to be assault troops or firmly hold any front line position. All such units generally represent the elite of each army; and considering their mission, they had to be.

General Rule Certain units might not participate in a combat situation. Combat evasion (or just “Evasion”) is not movement. It is a retreat by eligible units. They follow rules 13.3 and 13.4 concerning retreating, except as noted below.



9.2.1 After all combats are declared, eligible defending units can attempt to retreat before any combat is resolved. If the attacker has not declared any combats, Evasion is not allowed.

Note: An Army unit is eligible for Evasion because this is not movement. It requires activation only for movement.

9.2.2 Only defending units with an evasion rating are eligible for Evasion, regardless of supply status. Evasion is allowed only if all units in the Defender hex have an evasion rating.

9.2.3 Evasion Procedure Conduct Evasion separately for each Defender hex.

- The owner rolls the die for the evading unit(s)
- He adjusts the die roll by a (+1) DRM if the attacking enemy units include a unit with a higher evasion rating than the best evading unit
- He compares the final die roll result with the evasion rating of the best evasion-rated unit in the Defender hex.

9.2.4 Results are:

Pass If the die roll is equal to or less than the evasion rating, the evading unit(s) retreat three hexes

Fail If the die roll is greater than the evasion rating, the unit (or stack) remains in the Defender hex and it defends in combat

9.2.5 An evading unit is eliminated immediately if:

- It ends its retreat in a hex that is under a Declared Attack
- It retreats through a vacant hex in an enemy ZOC

9.2.6 Attacking units can advance (13.5) to occupy a hex vacated by Evasion and from there can advance one additional hex if they do not move through an enemy ZOC. The first hex advancing units enter must be the first hex vacated by evasion. The attacking units that advance (regardless if one or two hexes) cannot participate in other Declared combats during this Combat Phase (in effect, their combat has already been resolved).

9.3 Reaction Movement

General Rule The defending (non-active) player conducts reaction movement with his eligible units during the friendly Reaction Phase after all Combat Evasion.

9.3.1 Reaction movement by non-active units is allowed only when the opposing player declares a combat.

9.3.2 The non-active player can move all, some, or none of his Reserve designated units. They move at up to one-half of their (current) MA (Note: OoS status will reduce printed MA by 2 MPs). If a unit does not conduct reaction movement, it remains in its original hex in Reserve status. Other units cannot move.

9.3.3 A unit conducting reaction movement cannot move adjacent to an enemy unit or into an enemy ZOC unless a friendly combat

unit already occupies that hex. It then stops immediately. Reaction movement is not required to be toward any combat.

9.3.4 No more than one unit can conduct reaction movement into each Defender hex.

9.3.5 One-hex movement is not allowed.

10.0 ARTILLERY

General Rule Artillery units participate in combat either from adjacent or non-adjacent hexes. Deployed artillery units do not have attack strength, but instead have support strength that is used to supplement the attack or defense strength of other friendly units. Artillery units must be within range of the Defender hex any time they conduct artillery Fire Support, attacking or defending.

10.1 Fire Support



General Rule Fire Support consists of using artillery Barrage Strength when attacking or Final Protective Fire (FPF) Strength when defending. Each artillery unit has a corresponding Fire Support marker (with the same unit identification) that is placed to show its Fire Support strengths.

10.1.1 Only eligible artillery units can conduct Fire Support. Artillery is not required to contribute its support strength.

10.1.2 Each artillery unit has a range, expressed in hexes. When counting artillery range, do not count the hex occupied by the supporting artillery unit, but do count the Defender hex (enemy or friendly).

10.1.3 Eligibility Requirements:

- The unit is within range of the Defender hex
- The unit is Deployed
- The unit's Fire Support marker is available
- If an enemy unit projects a ZOC into the hex occupied by the artillery unit at the moment of combat then its eligibility is restricted (10.2.3 and 10.3.6)

10.1.4 An artillery unit can conduct Fire Support in combat only in conjunction with friendly non-artillery combat units. A single artillery unit supports only one combat within range per turn; it

cannot split its strength, lend unused points to other artillery units, or accumulate unused points for use on a later turn.

10.1.5 Terrain Effects

- Artillery can conduct Fire Support across mountains
- Fire Support strength is not halved when firing across escarpment hexside. Escarpment does not block Fire Support
- Artillery can conduct Fire Support over intervening units, friendly or enemy

10.1.6 If there is more than one Defender hex in a single combat, an artillery unit can support the combat (FPF or Barrage) even though its range reaches only one of those hexes.

10.1.7 Artillery units conducting Fire Support and that are not adjacent to enemy combat units do not retreat or suffer step loss, regardless of results received in the combat they support.

10.2 Attacking: Barrage Fire Support

10.2.1 An artillery unit uses its barrage strength to conduct Barrage Fire Support. Pick up its Fire Support marker from the Ready Box during the Combat Phase and place it with its unknown strength side face up on the enemy units within range being attacked. Place all Barrage Fire Support markers before the first combat is resolved. Once placed, the Fire Support marker cannot be removed or changed. If its marker is not in the Ready Box, an artillery unit cannot conduct Fire Support.

10.2.2 An artillery unit supporting an attack against a Defender hex from an adjacent hex is subject to retreat as a result of combat. It is subject to a step loss only if it is in the Defender hex. Artillery units cannot advance after combat.

10.2.3 While in an enemy ZOC, an artillery unit can support an attack only on the enemy units projecting their ZOC onto it (owner's choice if there is more than one attack).

10.2.4 Once a combat is concluded, place all the Fire Support markers from both sides that participated in that combat in the Ready Box if they can trace a Supply Route, or in the Used Box if they cannot trace a Supply Route (to indicate they are no longer available for the turn).

10.3 Defending: FPF Fire Support

10.3.1 A defending artillery unit uses either its FPF Support strength or its defense strength in a single combat, not both.

10.3.2 When an artillery unit is attacked while alone in a hex (or stacked solely with other artillery or HQ units), use its defense strength, not its FPF Support strength. Move its Fire Support marker to the Used Box after that combat.

10.3.3 When an artillery unit occupies a Defender hex with any non-artillery combat unit:

- It conducts artillery FPF Fire Support only for the defense of its hex
- It does not lend its defense strength to the total defense strength of the hex

- It uses its defense strength if its marker is already in the Fired Box

- An artillery unit in a Defender hex is subject to all combat results

10.3.4 Place artillery FPF Fire Support markers during the friendly Reserve Movement Phase. Place them with the unknown side up; the known side cannot be examined by the opposing player until determining combat odds (12.4.2) on the hex.

10.3.5 An Allied FPF marker can remain in position through the next turn. It can be changed to Barrage Fire if still present during the Allied Operations Segment (since it has not yet fired)

10.3.6 FPF Support is immediately cancelled and is not included in that combat (unless supporting its own hex) if at any time an enemy combat unit moves adjacent to the artillery unit before the battle it is supporting is resolved. The owner picks up the corresponding Fire Support marker and places it in the Ready Box (since it has not yet fired).

10.4 Recovery

10.4.1 An artillery unit cannot conduct Fire Support when its Fire Support marker is in the Used Box.

10.4.2 During the Supply Status Phase move the Fire Support markers from the Used Box to the Ready Box for all artillery units that can trace a Supply Route.

Note: The Ready and Used boxes are also used to hold air units to denote their status (11.1.3).

10.5 Artillery Limits

10.5.1 Participation Limit Artillery units can combine their Fire Support strength in a single combat. Whether attacking or defending, the total Fire Support strength points counted in combat odds determination (12.5.2) cannot exceed the friendly (unadjusted) non-artillery strength. Excess points of the same unit are (temporarily) lost for the calculation of combat odds and cannot be applied to any other combat.

10.5.2 Nationality Limit No more than one US or French artillery unit can conduct FPF (10.3) fire support for any one combat, but any number can combine to conduct Barrage Fire (10.2) support. Any number of British artillery units can combine, with themselves for FPF fire support, but no more than one with a US or French unit.

Example: A single British artillery unit can combine with only one US artillery unit for FPF in a single combat.

Design Note: While artillery employment did not stand out among the many Allied doctrinal difficulties, the Americans still experienced problems in coordination due to a confused command structure. By 1943 much of French artillery was out classed and lacked supporting communications equipment.

10.5.3 Allied Concentrated Artillery Fire. For each twenty (20) artillery Barrage strength points the Allied player commits to a single Declared Attack, he can apply a (-1) DRM to the combat die roll, cumulative with other effects.

- All firing units must be within command range of the same US or British HQ

- Barrage strength points not counted as combat strength points (10.5.1), will count for this rule

- This DRM does not apply for FPF Fire Support

11.0 AIR POWER

Commentary The air units represent only the tactical air forces that participated in the Kasserine battles. The Allies also deployed considerable strategic air forces to North Africa but these were mainly employed against supply lines, port entry, and in air superiority. Axis strategic ability had been largely neutralized. While tactically the Luftwaffe certainly had not yet been defeated, Kasserine turned out to be their last great offensive effort in Africa.

11.1 Air Missions

Air units are used on two possible missions: **Interdiction or Close Air Support.**

11.1.1 Air units do not require supply.

11.1.2 When not in use, store air units in either the Ready Box or the Used Box to show their status. The capacity of each box is unlimited.

11.1.3 Air Readiness During the Air Readiness Phase turn all air units back to their aircraft icon side and move them from the Used Box to the Ready Box. No die rolls are required. Air units unused from the prior turn remain in the Ready Box until used on a future turn. They can remain in Ready status indefinitely.

11.1.4 Only air units in the Ready Box can be selected for missions. Each unit in the Ready Box is available to perform only one air mission in a turn. An air unit is not available to perform a mission unless it is in the Ready Box. Air units are not required to conduct missions.

11.1.5 An air unit can perform an air mission on any hex desired on the map that is eligible for that mission. This is the Mission hex. Pick up the air unit from the Ready Box and place it there, regardless of terrain or the presence of enemy ground units or enemy ZOC. Air units are not affected by enemy ZOCs. Air units do not count range.

11.1.6 Air Unit Arrival To conduct an air mission, use the Air Unit Arrival Table to determine if the air unit arrives at the Mission hex. Adjust the die roll by applicable DRMs. Results are:

- A** The air unit arrives at the Mission hex and conducts the mission
- R** The air unit does not arrive; return it to the Ready Box
- U** The air unit does not arrive; place it in the Used Box

11.1.7 When an air unit completes its mission, place it in the Used Box. The capacity of the Used Box is unlimited.

11.2 Interdiction Mission

11.2.1 Only those air units with “Interdiction” marked on their reverse side can perform an Interdiction mission. A player places all his Interdiction mission air units first, before determining whether any arrive. He can place no more than one air unit on a hex to conduct an Interdiction mission.

11.2.2 Conduct air Interdiction missions during the Joint Air Phase (of the Strategic Segment). The Allied player allocates his air units first, and then the Axis player. Place them face down to show the Interdiction side. Air units of both sides can interdict the same hexes (thereby causing Interdiction effects (11.2.6) to apply to both sides).

11.2.3 After placement of all air units use the Air Unit Arrival Table to see if the air unit arrives at the Mission hex. Only arriving units can conduct Interdiction; turn those air units over to their reverse side to show Interdiction in progress. Cloudy or Rain weather prohibits Interdiction mission.

Note: A unit not arriving for Interdiction might still be available for CAS mission (11.3) if the Air Unit Arrival Table puts it back into the Ready Box.

11.2.4 An air unit conducting Interdiction remains in its Mission hex until the Recovery Phase. At that time pick it up and place it in the Used Box.

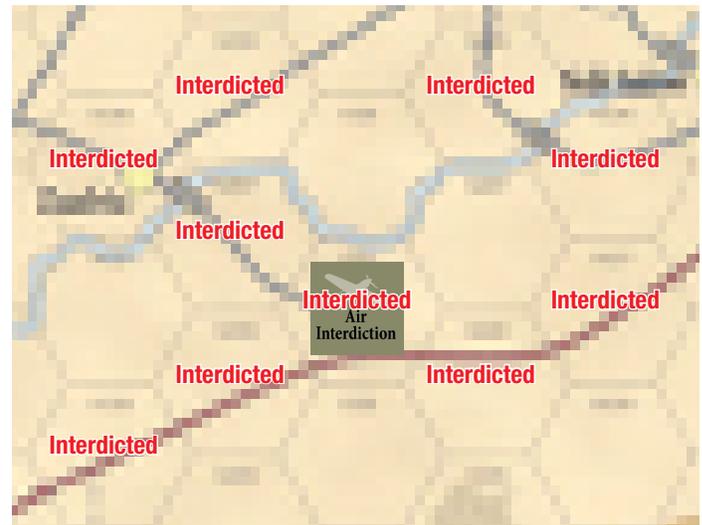
11.2.5 Each air unit on Interdiction creates a Zone of Interdiction (ZOI). The ZOI is the Mission hex plus all road hexes within 2 hexes of that Mission hex, including roads not connected to the interdicted hex. There is no additional effect where ZOIs overlap.

11.2.6 Interdiction effects on enemy units

- Do not use road movement rate. Instead, use the MP cost of the other terrain in the hex. Armored units can move onto a mountain hex if moving along the path of a road but pay the motorized MP cost for mountain.
- Artillery spends 4 MPs to change mode; SP artillery spends 2 MPs to change mode. These are temporary changes to the MP costs listed in 7.6.2.

11.2.7 Interdiction has no effect in woods terrain. Bridges in or adjacent to a ZOI are not affected. ZOI has no effect in a holding box.

Example of Interdiction:



Design Note: It is true that bridges are a choke point in transportation patterns and are a preferred target, but a penalty for crossing would not seriously affect decision making in this game and would become an annoyance. Historically, alternate crossing points may be nearby.

11.3 Close Air Support Mission

11.3.1 Air units can perform Close Air Support (CAS) missions anywhere on the map, on any Defender hex, regardless of terrain or the presence of enemy ground units. The mission hex must be within command range (15.1.1) of a friendly HQ unit. Air units from both sides can be in the same combat. There is no air combat.

11.3.2 At the beginning of each combat resolution, first the Allied player, then the Axis player, picks up air units from the Ready Box and places them in that combat (Exception: 11.3.6). CAS missions can be placed on mission hexes that contain no enemy CAS mission units. Each player can assign up to two air units to CAS in a single combat.

11.3.3 After placement of air units, both sides use the Air Unit Arrival Table (11.1.6). Only arriving units can conduct CAS.

11.3.4 Each arriving attacking CAS point provides a (-1) DRM. Each arriving defending CAS point provides a (+1) DRM. Attacking and defending CAS points are then netted.

11.3.5 Air units cannot be taken as step losses, regardless of the combat result. At the end of each combat put the CAS air units used there into the Used Box.

11.3.6 The Allied player cannot assign air units to CAS for defense of hexes which contain only French units or as CAS for attacks made entirely by French units.

Design Note: Not only did Allied forces suffer air doctrine problems but the American II Corps commander flatly refused to offer air support to the French, even when requested. This foolishness was corrected later in the war.

12.0 COMBAT

General Rule When combat occurs, the active player is the Attacker; the non-active player is the Defender, regardless of the overall game situation. The attacker resolves his Declared attacks individually, in any order he desires.

12.1 Attack Requirements

12.1.1 A unit can attack as many adjacent enemy hexes as desired in any single combat. It can be attacked by as many units as can be positioned in the six adjacent hexes. All units in the Defender's hex defend together as a combined defense strength. The defender cannot withhold a unit in a hex under attack.

12.1.2 As each combat is to be made, the attacker designates which friendly units will attack each adjacent enemy hex. Individual units in a stack can attack different adjacent hexes. Unoccupied hexes cannot be attacked.

12.1.3 Each attack within a set of required attacks is resolved in any order the attacker wishes. Air support is not applied until the time each individual combat is resolved. A combat can be resolved before required combats because the attacker resolves combats in any order he desires.

12.1.4 If a non-active combat unit has only non-attacking enemy units in its ZOC, then it is not attacked. A combat unit can remain in an enemy ZOC without attacking, even if another unit stacked with it attacks that enemy unit.

12.1.5 A unit with zero (0) attack strength cannot attack. Any unit (or stack) whose total attack strength has been reduced to less than one (1) attack strength point because of halving (3.5.3) cannot attack and does not participate in attacking.

12.1.6 An Untried unit can be included in combat, attacking or defending. Turn an Untried unit to its Tried side at the moment final combat odds are calculated. Once turned to Tried, it remains Tried for the rest of the game.

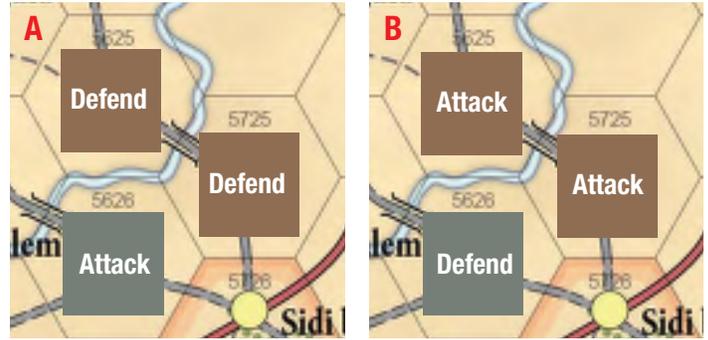
12.2 Terrain Effects on Combat

12.2.1 A defending unit benefits from the terrain in the hex it occupies, and from the terrain on the hexside(s) it is being attacked through (see TEC).

12.2.2 The defender receives the following cumulative benefits for hex and hexside terrain.

- The defender receives only the most favorable defense terrain in the hex, where more than one terrain type exists
- The defender (when in a single hex) receives the hexside terrain, if all attacking non-artillery ground units are attacking through that type of hexside
- When the defender is in more than one hex, the hexside benefit is received if any one of the defending hexes faces only attackers coming across the hexside feature

Example of Terrain Effects on Combat:



A. If hexes 5625 and 5725 are the defending hexes, and the attacker is on 5626, then the defender receives the hexside benefit.

B. But if hex 5626 is the defender hex and attackers are on 5625 and 5725, the defender does not receive the hexside benefit.

12.2.3 Terrain in hexes occupied by attacking units has no effect on combat.

12.2.4 A unit cannot attack across a hexside through which the TEC prohibits it from moving. A unit cannot attack an unoccupied hex.

12.2.5 Cumulative Effects Halving and doubling due to terrain effects and supply status are all cumulative for each attack. Any attacking unit, or stack, reduced to less than one strength point cannot attack.

12.2.6 Restrictions on Motorized Units

- An armored unit cannot attack a mountain hex or across an escarpment hexside (either direction) unless attacking through a road (or trail) hexside
- A non-armored motorized unit can attack a mountain hex or across an escarpment hexside without use of road (or trail). It can advance after combat (13.5) onto that mountain hex and stays there (unless advancing along a road or trail).

12.2.7 Wadi

- Dry or Cloudy Weather. When all attacking units (motorized or non-motorized) are attacking across a wadi hexside, apply a (+1) DRM to the combat die roll

- During Rain weather apply a (+2) DRM. Motorized can attack across wadi, but armored cannot

- If any attacking unit in that combat does not attack through wadi hexside, the DRM does not apply. Bridge, or ford, does not negate the combat DRM

- Artillery can conduct Fire Support across wadi hexside without incurring the DRM

12.3 Attack Restrictions

12.3.1 Minimum initial odds for any attack (before allocation of any artillery Fire Support) are required (12.5.3); otherwise, the attack is not allowed.

12.3.2 No unit can attack or defend more than once per Combat Phase.

12.3.3 A unit cannot divide its attack strength among different combats, or lend it to other units.

12.3.4 Artillery units alone cannot attack a combat unit.

12.4 Choosing the Combat Results Table

Only one of the two Combat Results Tables (CRTs) will be used in each combat situation. The Assault CRT is used in every combat where the Mobile CRT cannot be chosen.

12.4.1 The Assault CRT is required when defending units occupy a hex containing:

- Strongpoint
- Hill, mountain, or city terrain
- When attacking across an escarpment hexside

12.4.2 The Assault CRT is required when weather is Rain.

12.4.3 Whenever using the Assault CRT is not required, the attacker can choose the Mobile CRT if at least one adjacent attacking unit is armored (excluding armored artillery).

12.5 Combat Procedure

The attacker follows the sequence below.

12.5.1 Combat Allocations

- The attacker allocates Barrage Fire Support markers (10.2.1)
- First the attacker and then the defender allocate their air units to Close Air Support

12.5.2 Determine Final Combat Odds

- Total the attack strength of all attacking units (after applicable halving) and attacker's Barrage Fire Support strength
- Total the defense strength and FPF Support strength
- Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio. Always round off the ratio in favor of the defender to the nearest ratio listed on the CRT.

Examples: 10 attack strength points against 2 defense strength points is 5-1 odds; 10 to 3 is 3-1 odds; 10 to 4 is 2-1 odds; 10 to 5 is 2-1 odds; 10 to 6 is 3-2 odds.

12.5.3 If final combat odds are less than 1-6 on the Mobile CRT, or less than 1-5 on the Assault CRT, use the 1-6 or 1-5 columns respectively and apply a (+2) DRM (see also 9.1.4).

Note: This situation may arise because reaction movement and artillery FPF Fire Support may cause there to be inadequate attack strength to meet minimum combat odds.

12.5.4 Odds greater than 7-1 on the Assault CRT are treated as 7-1; odds greater than 8-1 on the Mobile CRT are treated as 8-1.

The attacking player cannot voluntarily reduce the combat odds of any given attack. For example an Attacker cannot declare 2-1 odds when he has 3-1 odds.

12.5.5 Determine DRMs for:

- Lack of Combat Supply (6.5)
- Concentrated Artillery Fire (10.5.3)
- Attacker and defender Close Air Support (CAS) (11.3)
- Terrain (both hex and hexside) (12.2)
- Certain combat odds (12.5.3)
- Strongpoint in Defender hex (14.2.2)
- Rommel (15.5.2)
- German Combined Arms Bonus (16.2)
- Mountain Units (16.6.3)

12.5.6 Netting DRMs Net all attacker and defender DRMs. Each +1 DRM offsets a -1 DRM. The positive or negative DRM total remaining after offsetting is the final DRM. Final DRMs are limited to not greater than +3 or less than -3; disregard final DRM value beyond these limits.

12.5.7 The attacker now rolls the die and adjusts the die roll number by the net DRM to arrive at a final die roll number. Cross-index the die roll number with the odds column on the appropriate CRT. to obtain a combat result. Apply the combat result to the involved units before going on to any other combat.

13.0 COMBAT RESULTS

General Rule After declaring all combats and the opposing player has conducted all reaction movement, the active player obtains a combat result for each combat he declared. Combat results include advancing, retreating, reduction, and removal of units in play.

13.1 The Combat Results Table (CRT)

13.1.1 Results are:

- A** Result applies to the attacking units
- D** Result applies to the defending units
- E** Eliminated: Remove all the affected units from play
- 1, 2** The affected force loses one (or two) step(s). Apply step losses before applying retreat results.
- R** All affected units retreat (13.3)

13.1.2 Apply all results to the defending units first, attacking units second.

13.1.3 Non-adjacent artillery units of either side suffer no combat results; they are not eliminated, retreated, or advanced after combat.

13.1.4 Remove Declared Attack markers as each combat is concluded.

13.2 Combat Losses

General Rule When a loss of combat strength is required, the owner removes the number of steps indicated by the CRT from his participating group of units, not from each unit in that group.

13.2.1 The process of applying each step loss to a unit varies.

- When a one step unit takes a step loss, remove it from play
- When a two-step unit takes its first step loss turn the unit over to its reduced strength side. A second step loss then removes the unit from play.

13.2.2 The following unit types have only one step of combat strength:

- HQ
- Artillery
- Combat units with unit strengths on only one side of the counter

13.2.3 When a combat result requires a unit to be eliminated, remove it from play. Any unit required to lose more steps of strength than it has, is removed from play.

13.2.4 Reduced Loss If one side has fewer steps to lose than shown by the combat result, the other side reduces its step losses by the number of steps which the defender did not lose.

13.3 Retreating

General Rule When a combat result requires units to retreat, the owning player immediately moves the affected units individually (or as a stack) away from the Defender hex. A unit unable to retreat within the restrictions given below is eliminated. Retreating is not movement and uses no MPs.

13.3.1 Length of Retreat

- Retreats caused by the Assault CRT are either one or two hexes, as the owning player desires, for each retreating unit
- Retreats caused by the Mobile CRT are two hexes
- Retreats caused by Combat Evasion (9.2) are three hexes

13.3.2 A unit can retreat in any direction or combination of directions. Required retreats of two hexes require the retreat to end two hexes away from the original Defender hex or be eliminated. Retreating stacks can split up and retreat to different hexes (Exception: 13.4.7).

13.3.3 All units required to retreat in a single combat do so at the same time [therefore, a unit cannot open a retreat route for another unit and then conduct its own retreat]. If the CRT requires a defender retreat, the retreat remains required even when no attacking unit will be left that could occupy the defender's hex.

13.3.4 A unit can retreat through a hex containing friendly units even if it (temporarily) exceeds the stacking limit while moving through. A unit cannot end its retreat in violation of the stacking

limit. If it does, it is eliminated. A player cannot remove units in a hex to make room for retreating units.

13.3.5 A unit can end its retreat in an enemy ZOC if the hex is already a friendly occupied hex. Remove the unit from play if it ends its retreat in a vacant hex in an enemy ZOC. A unit cannot retreat through a vacant hex in an enemy ZOC (Exception: 13.4).

13.3.6 A retreating unit cannot voluntarily end its retreat in a hex that is under a Declared Attack (that meets minimum attack odds). It instead retreats one additional hex; if that hex is also under a Declared Attack, then the retreating units are eliminated.

13.3.7 A unit cannot retreat across a terrain hexside prohibited to its movement or off the edge of the scenario area, or onto or over enemy combat units. It cannot retreat into a holding box.

Note: Some hexsides become prohibited terrain during Rain.

13.3.8 A unit retreats such that it either reduces, or does not increase (if it cannot decrease), the distance between it and the friendly Supply Source to which it traced a Supply Route for this combat. A unit cannot increase the distance or retreat to an Out of Supply position unless no alternate position exists (in which case any alternate position is allowed).

13.3.9 Retreating Artillery

- Artillery (other than SP artillery) can retreat only if in March mode. If required to retreat while in Deployed mode, it is eliminated instead.
- An SP artillery unit can retreat without regard to its mode. If it retreats, it immediately changes to Mobile mode and remains in Mobile mode at the end of the retreat.

13.4 Retreating Through an Enemy ZOC

General Rule A unit cannot retreat through an enemy ZOC, but when surrounded a unit can attempt a retreat through an enemy ZOC under the conditions below. Units not surrounded cannot conduct this procedure.

13.4.1 A unit required to retreat and that has no alternative but to retreat through a vacant hex in an enemy ZOC can do so if it is an eligible unit.

13.4.2 Only motorized units are eligible, except artillery units in Deployed mode. However, SP artillery becomes eligible because it can switch immediately to Mobile mode. Non-eligible units in the same hex are eliminated.

13.4.3 Determine retreat for each group of units as a whole, not for each unit. A group is all units in one hex.

13.4.4 Retreat Procedure

- The owning player declares that his units will attempt the Retreat. The group loses one step in addition to any CRT loss. Non-eligible units in the hex can absorb that loss (eliminate any that remain).

- Units now retreat one hex (the hex still in an enemy ZOC)
- The owning player rolls the die and consults the Retreat Table for the outcome that corresponds to that number result

13.4.5 Results are:

Pass The retreating unit (or group) continues its retreat

Fail The retreating unit (or group) is eliminated

13.4.6 If the unit (or group) passes, then retreat those remaining eligible units to a second hex (or third hex if 13.3.6 applies) if that hex is normally allowed (as in 13.3). If the retreating units are still in an enemy ZOC (without a non-retreating unit present), they are eliminated.

13.4.7 A stack of units retreating through an enemy ZOC remains stacked together throughout their retreat.



Example of Retreat through an Enemy ZOC The combat result on the Assault CRT calls for the defending Axis motorized unit in 5825 to retreat. Any other unit type would be eliminated because there is not a valid retreat route because it is surrounded by Allied units and ZOCs. Yet, it is still eligible for retreat because it is motorized and because the adjacent hex 5925 is vacant, even though it is in an enemy ZOC. The retreating unit first takes a one-step loss for the retreat through an enemy ZOC. Place the now reduced unit in hex 5925. Now determine success by using the Retreat Table. If it passes, it retreats to a hex adjacent to hex 5925 that is not in an enemy ZOC (hex 6026) or that is occupied by a friendly combat unit (hex 6025). It ends its retreat there. If it fails, it is eliminated. If hex 5925 were occupied by a friendly unit, the retreating Axis unit would be allowed a normal retreat (without extra loss) through 5925 because a friendly unit occupies 5925.

13.5 Advancing

General Rule When the Defender hex becomes vacant as a result of combat, the attacker has the option to advance attacking units into that hex, up to the stacking limit. Advancing is not movement and uses no MPs.

13.5.1 The attacker decides whether to advance, before resolving the next combat. A unit is never forced to advance. Advancing

units cannot attack again in that phase, even if by advancing they become adjacent to enemy units.

13.5.2 Only attacking units that participated in that combat can advance, non-participating units cannot, even if they are in the same attacking hex. Units can advance from any of the hexes from which the attack was made. Units that served only to block an enemy retreat cannot advance.

13.5.3 Advance Distance

- The first hex of any advance is into the hex that was attacked. Advancing units ignore enemy ZOC to enter this hex.

- When the combat used the Assault CRT, the attacking units can advance only into a vacant Defender hex

- When using the Mobile CRT, the attacking units have the option to advance a second hex. That hex can be any adjacent hex not occupied by an enemy unit, and it can be in an enemy ZOC. Units advancing to a second hex can ignore enemy ZOC. Only motorized units can advance into the second hex.

13.5.4 Units can advance to a hex that can be judged as Out of Supply.

13.5.5 SP artillery units in Deployed mode and artillery in either mode cannot advance after combat.

14.0 STRONGPOINTS

Commentary Strongpoints represent a variety of field works including bunkers, trenches, mines, and roadblocks prepared for defense from all directions. All together these presented an important feature of warfare in North Africa. Limiting the Allies was that Allied command had not yet deployed more than a few mines in central Tunisia. At the opening of the Axis offensive they realized the deficiency and ordered 20,000 mines to be brought from Algeria and Morocco to be used to block the passes. This number later grew to about 60,000. About 3000 mines were sent to Kasserine Pass but most of these were laid in hasty minefields that fooled no one. Many were not even buried. In terms of our game, strongpoint construction there was not completed. Historically, the Axis could "...establish solid defensive perimeters (with mines) in two hours," but US troops were "complacent" and would do it "tomorrow" (see Suggested Reading #10).

14.1 General Effects

14.1.1 A unit cannot trace a Supply Route through a hex occupied by an enemy strongpoint.

14.1.2 A unit spends two MPs in addition to the terrain cost to enter a hex containing an enemy strongpoint. Non-motorized units can continue moving to the limit of their movement allowance. All motorized units cease all movement when entering an enemy strongpoint, and they cannot continue an advance upon entry. They can exit during their next phase. A unit can use One-hex movement, but not Infiltration movement, to enter a hex with an unoccupied enemy strongpoint.

14.1.3 A ZOC does not extend into an active enemy strongpoint, including those not occupied by an enemy unit.

14.2 Combat Effects

14.2.1 The Assault CRT is required when the Defender hex includes a strongpoint, regardless of other terrain.

14.2.2 The attacker applies a (+1) DRM when the Defender hex contains an active strongpoint (Exception: 16.3.1), cumulative with other effects. There is no DRM when attacking out of a (friendly or enemy) strongpoint.

14.2.3 A strongpoint provides no benefit to an occupying enemy unit.

14.2.4 Allied armor strength attacking an active enemy strongpoint is halved.

14.2.5 A unit cannot retreat onto or through an active enemy strongpoint.

14.3 Strongpoint Construction

14.3.1 Eligible units of both players can build strongpoints. Players can build strongpoints an unlimited number of times but are limited by the counter-mix in how many can be in play at any one time.

14.3.2 All strongpoints have an “active” (or front) side and a “non-active” (or reverse) side.

- The active side shows a strongpoint completed for use
- The non-active side of the marker shows a strongpoint under-construction

14.3.3 A strongpoint can be built in any eligible hex. A hex is eligible if it is occupied by a friendly and eligible combat unit (14.3.4) and can trace a Supply Route at the moment it is chosen for construction. It can be in an enemy ZOC. It cannot contain another strongpoint. Only one strongpoint is allowed per hex.

14.3.4 Only the following unit types are eligible to construct a strongpoint:

- ☒ Infantry, ☒ Motorized Infantry,
- ☒ Mechanized Infantry, ☒ Mountain Infantry,
- ☒ Motorcycle Infantry, ☒ Bicycle Infantry

14.3.5 The constructing unit remains on the hex during the entire period of construction. It cannot move or attack, or be under a Declared Attack that meets minimum combat odds. Once the construction is complete, the constructing unit is free to move. The strongpoint does not have to be occupied by friendly units, or even remain Supplied, to remain in play. It remains on the map until it is removed (14.4).

14.3.6 Construction Procedure

- During the Supply Status Phase both players (Axis first) place a strongpoint under-construction marker on top of the constructing unit in desired eligible hexes
- At the end of the friendly Reserve Movement Phase turn each strongpoint under-construction to its active side

***Example:** An Allied infantry unit moves onto the desired hex on GT 9. During the Supply Status Phase of GT 10, the Allied player declares he will begin construction of a strongpoint on that hex. He places a strongpoint marker on that hex with its under-construction side showing. If the Allied infantry unit has remained there and not attacked or defended, turn the marker to the active side at the end of the Allied Combat Phase of GT 10. The infantry unit is free to move anytime during GT 11. In short, a qualified Allied unit could build one strongpoint per day.*

***Note:** Axis strongpoints are completed before the Allied player has a chance to attack them.*

14.4 Strongpoint Removal

14.4.1 Remove an enemy strongpoint when a friendly combat unit occupies its hex at the end of the Recovery Phase.

14.4.2 Remove a strongpoint under-construction immediately when the hex comes under attack (at minimum required odds, or better) or the constructing unit leaves the hex.

14.4.3 A player can voluntarily remove his own strongpoints during the Recovery Segment. Just pick them up. A combat unit is not required. Removed strongpoint markers can be reused.

15.0 HQ UNITS AND ROMMEL

General Rule Headquarters (HQ) units represent the formation staff and control units. Some formations have more than one HQ. HQs affect, or facilitate, various game functions within their command range.

15.1 Command Restrictions

15.1.1 Command Range

- Every HQ has a command range of four (4) hexes. Trace command range without regard to terrain, enemy units, or an enemy ZOC. When counting command range, do not count the hex occupied by the HQ unit but do include the hex to be affected (disregard range to other units).
- An HQ in a Defender hex can apply its command points to other hexes within command range, even though the HQ itself might be under attack

15.1.2 An HQ (or Rommel) cannot perform any function while in a holding box or on a set up card.

15.2 HQ Functions

15.2.1 A unit cannot enter Reserve status unless it is within command range of a friendly HQ (8.2.2). An HQ unit cannot be put into Reserve status.

15.2.2 An air unit cannot conduct a CAS (11.3) mission unless at least one Defender hex in that combat is within command range of a friendly HQ.

15.2.3 An Axis HQ can function as an Emergency Supply Source (15.4) for as many friendly units within command range as desired.

15.3 Rebuilding HQs

Historically, HQs can be quickly reestablished through the chain of command.

15.3.1 If an HQ unit is eliminated, roll the die and place it on the TRT a number of turns ahead equal to the die roll numerical result. It will arrive as a reinforcement on that turn.

15.3.2 On the turn of arrival, place it on any unit of its Formation (2.2.6), regardless of its supply status or location. It can be placed on reinforcement units of its Formation that have not yet entered play. If no unit remains, it is permanently eliminated. Otherwise, there is no limit to the number of times an HQ can be rebuilt.

15.4 Axis Emergency Supply

Commentary Most Axis major command formations carried with them enough fuel and ammunition to continue functioning for a short time even if cut off from their source of supply. It was a matter of doctrine. By contrast, US command preferred to have generously supplied bases generally nearby. It was not by chance that v.Arnim's objective included destruction of those Allied supply bases.

15.4.1 Axis units that can trace a Supply Line to a friendly HQ unit whenever friendly supply is judged, can be judged as Supplied. That HQ then acts as a Supply Source. It can provide supply to as many units as desired that can trace the Supply Line at that moment.

15.4.2 Turn the HQ over to its "Depleted" side to designate that it has been used as a Supply Source. Only an HQ with "Depl" printed on its reverse side can provide Emergency Supply (unless it has already been turned over to Depleted).

15.4.3 A Depleted HQ can perform all HQ functions (15.2), but cannot be a Supply Source until turned back over.

15.4.4 Return the HQ to its non-Depleted side at the end of any Supply Status Phase that it traces a Supply Route to a (non-HQ) Supply Source.

15.5 Rommel



General Rule The Rommel unit represents Field Marshal Rommel. It helps Reserve movement and combat but is not an HQ unit, and cannot be eliminated.

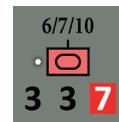
15.5.1 Any red-box MA unit stacked with Rommel and not in an enemy ZOC can conduct movement during its Reaction Movement Phase without being in Reserve status and if an enemy Declared Attack is within four (4) hexes.

15.5.2 Twice during the course of the game, if Rommel is stacked with an attacking unit, apply a (-1) DRM to that combat die roll result, cumulative with all other effects. Use the Rommel Bonus marker to record the number of Bonuses still available, whether two or just one. Only one bonus can be used per turn. There is no defense bonus.

15.5.3 Rommel does not have a ZOC is not subject to supply restrictions. He cannot be attacked when alone in a hex. He does not have a combat step and therefore cannot be taken as a step loss in combat. He can advance or retreat after combat if he is stacked with units that do so. If an enemy unit enters his hex, pick up Rommel and place him with the nearest supplied friendly combat unit (After all, he is the "Desert Fox").

16.0 SPECIAL UNITS

16.1 Anti-Tank Units



Mobile



Deployed

General Rule All units marked "AT" on the Deployed side of the counter function as anti-tank (AT) units. The German dual-purpose AA/AT gun (88mm) was the most important of these. Historically, it dominated the battlefield. These functioned differently than other artillery.

16.1.1 An AT unit does not have a range value. It attacks only adjacent enemy units; it defends only the hex it occupies. It does not have an artillery support marker. Its FPF strength is not artillery support strength.

16.1.2 When an AT unit is Deployed and adjacent to enemy armored units:

- When defending, use its FPF strength instead of its March mode defense strength. This is included with other friendly defending strength.
- When attacking, use its Barrage strength instead of its March mode attack strength. This strength is included with friendly attacking strength.

16.1.3 When in March mode, an AT unit uses its attack or defense strength, regardless of the types of enemy units.

16.1.4 When in combat against purely non-armored units, an AT unit uses its March mode attack or defense strength, regardless of its current mode.

16.1.5 AT Fire Combat An AT unit in Deployed mode can make a Declared Attack against adjacent enemy armored units while ignoring all other unit types and enemy FPF. It can engage as many adjacent armored units as desired (even if in different hexes). Additional adjacent AT units can join in the same combat. No other combat is required against ignored enemy units. AT Fire combat is not allowed across escarpment hexside.

- AT units attack using their Barrage strength

• A separate Declared Attack cannot be made against ignored units. An AT unit cannot also join in a Declared Attack after conducting AT Fire Combat.

- Both sides can apply CAS support

• Calculate combat odds and obtain a result from the Assault CRT

• All effects on the attacking AT units are ignored. Defending units are subject to retreat results.

• An attacking AT unit cannot advance (because it is in Deployed mode)

16.1.6 An AT unit's Barrage and FPF strengths do not count as part of the artillery Fire Support limit (10.5.1) or Concentrated Artillery Fire (10.5.3).

16.1.7 Defending FPF fire support can be added based on the AT unit's FPF strength when Deployed. When in March mode add FPF fire support based on the AT unit's defense strength.

Note: An SP artillery unit can move into an enemy ZOC, turn to Deployed mode, and then make a regular attack or AT Fire combat in the Combat Phase that same turn.

16.2 German Combined Arms Bonus

General Rule Under certain circumstances the Axis player is allowed a combat DRM if his attacking units qualify.

16.2.1 Combined Arms Bonus (CAB) requires at least one attacking German unit to be armored and that it attacks with at least one other eligible unit type. If so, the Axis player can apply a (-1) DRM to that combat, cumulative with other effects. Only one DRM for CAB is allowed for each Declared Combat.

16.2.2 The additional eligible unit for CAB must be at least one of the following German unit types. They are not required to be stacked together, but must attack the same Defender hex.

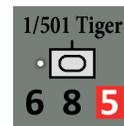
- ☒ Infantry, ☒ Motorized Infantry,
- ☒ Mechanized Infantry, ☒ Mountain Infantry,
- ☒ Motorcycle Infantry, ☒ Bicycle Infantry

16.2.3 The CAB does not apply when attacking:

- A hex with an active strongpoint
- A town hex
- A mountain hex
- If the armored unit attacks across an escarpment hexside
- A Defender hex that includes an armored unit (other than armored car) or an AT unit

16.2.4 German armored car units do not qualify for CAB. Defending German units cannot use CAB.

16.3 German Tiger Tanks



16.3.1 When an Axis Tiger tank unit attacks an Allied strongpoint the Axis player can choose before resolving that combat to disregard the strongpoint defense DRM. If he does so, the Tiger unit will take the first step of any attacker loss. The strongpoint still offsets CAB.

16.3.2 Beginning the first turn Rain weather occurs, a Tiger unit cannot leave main road or minor road for the rest of the game; all other terrain is prohibited to it. If a Tiger unit is not on a main or minor road when rain occurs, pick it up and remove it from the game.

Design Note: During 1943 Tiger tanks were underpowered and consequently notorious for their inability to operate in mud. When it rains this unit should be withdrawn from play, regardless of even whether it is on a road, but for purposes of play balance we allow the Axis player to keep it.

16.4 Optional: German Commando

The “vKoenen” unit is a special commando force. Its mission was to disrupt enemy command and control. By prior agreement players can add the following rules.

16.4.1 The “vKoenen” unit is not required to stop when entering an Allied ZOC. After starting its movement (regular or reserve) in an enemy ZOC, or entering the first hex in an enemy ZOC, vKoenen can move to a second (or third, etc.) hex in enemy ZOC. It must pass the Retreat Through Enemy ZOC Table (13.4) each time it moves to a new hex in an enemy ZOC after the first in the same phase. It is not subject to a step loss (12.4.4). It can use the road movement rate through an enemy ZOC. It cannot enter an enemy-occupied hex.

16.4.2 The “vKoenen” unit is not subject to any supply considerations.

Design Note: This rule is new to the game system and is not recommended. We include it for completeness.

16.5 French Units

French forces endured many systemic difficulties during the Tunisian campaign.

16.5.1 A French HQ cannot qualify to put British units into Reserve.

16.5.2 Use of a French unit does not qualify a combat for use of the Mobile CRT.

16.5.3 Each turn no more than one French unit of an eligible type (14.3.4) can begin construction of a strongpoint.

Design Note: While the French certainly had engineers, they lacked engineering equipment. The more crucial problem however, was the game-wise tactic of sending such weak units to the rear to build extensive fortified lines just to turn these over to the Americans or, mon Dieu, les anglais. Allowing the occasional construction by French units through this rule gives the French some ability to dig in for themselves.

16.5.4 French Supply. French units at all times have a Supply Line (6.2.1) of not more than four hexes (case 6.2.2 has no further effect).

Design Note: French transport depended upon mule carts and “ancient trucks.”

16.6 Mountain Units



16.6.1 Movement Mountain units need not stop when they enter a mountain hex or cross an escarpment hexside; they can continue moving to the limit of their remaining MA.

16.6.2 Mountain units spend 1 MP less to enter a mountain hex than the cost shown on the TEC.

16.6.3 Combat If any mountain unit participates in an attack on enemy units defending on a mountain hex or across an escarpment hexside, the attacker has the option to declare mountain effects. He applies a (-1) DRM to the combat die roll result, cumulative with all other effects.

16.6.4 If an attack with a mountain infantry unit using the mountain DRM suffers any attacker combat loss, the first step comes from that mountain infantry unit.

16.7 US XII ASC



Mobile



Deployed

This unique unit represents the main US air base in the area. Its movement, for whatever reason, is an abstraction that represents a command decision for relocation of all US air units in the game area.

16.7.1 This unit has a Deployed mode and a March mode. It moves in the same manner as a non-SP artillery unit (7.6.2).

16.7.2 As long as this unit is in March mode (or eliminated), the Allied player applies a (+3) DRM to all US air units using the Air Unit Arrival Table.



17.0 COMPREHENSIVE EXAMPLE OF PLAY

The Battle of Thala

With the breakthrough at Kasserine Pass completed by the 20th, Rommel's forces pursued without pause and made their most significant effort along the road leading to Thala. There British Brigadier Nicholson with a scratch force defending along the last ridge line in front of Thala declared Allied forces would no longer retreat. This final battle marks the highpoint of the Axis Kasserine offensive period and probably marks their last real chance for victory in Tunisia. This set-up shows unit dispositions following completion of Game Turn 15.

Design Note: Players should set up the units on map to follow this comprehensive example of play. The discussion below only roughly follows the historical battle. Liberties were taken to illustrate certain game functions.

Allied artillery FPF Fire Support was allocated in the preceding turn and the assignment is shown in the set up. Once placed, a Fire Support marker cannot be changed until the next time allowed in the sequence of play. Earlier, the Allied player had three artillery Fire Support markers he could place to provide FPF Fire Support for units in range. One must be placed on 2811 because that artillery unit occupies hex 2811 and an enemy unit is adjacent in hex 2812. While he can place more than one British Fire Support marker per combat, he chooses to place one on each of the three hexes.



ALLIED SET UP

2810

C-17/21L ● ○	90/23 Fd ● ○
3 3 7	2 2 3

Place in Reserve Deployed

2811

450/71 Fd ● ○	10 RB(-) ● ○	450/71 Fd ● ○	GT16 ● ○
2 2	3 4 7	2 2 3	

Fire Support assigned Deployed Placed

Used Box

84 A-20b 2	86 A-20b 2	379 B-25c 1	225 Hurricane 2
------------------	------------------	-------------------	-----------------------

2908

6a HQ	F/12 RHA ● ○
0 1 8	2 2 3

Deployed

2910

2/5 Lei(+) ● ○	90/23 Fd ● ○	GT16 ● ○
4 5 5	2 2	

Fire Support assigned Placed

3010

C-2 Loth ● ○	F/12RHA ● ○
3 3 5	2 2

Place in Reserve Fire Support assigned

AXIS SET UP

2812

7/7/10 ● ○	1/K10/10 ● ○
3 3 7	2 2 9

2912

2/K10/10 ● ○	1/90/10 ● ○	1/90/10 ● ○
2 2 9	0 1 8	1 1

Place in Ready Box

Group B

7Pz/10 HQ	5+8/7/10 ● ○	3+4/K10/10 ● ○	5+6/69/10 ● ○	7+8/69/10 ● ○
0 1 8	6 4 7	5 3 8	4 3 8	5 3 8

Group C

3111

86PzGr/10 HQ	11/86/10 ● ○	1/90PzJg/10 ● ○	19/90/10 ● ○
0 1 8	6 6 8	2 3 7	2 1 7

Group D

3112

11/90/10 SP	12/90/10 SP
2 1 8	2 1 8

Used Box

6/3 Ju-87D 2	7/3 Ju-87D 2	9/3 Ju-87D 2
--------------------	--------------------	--------------------

It is US Fire Support that is limited to one per hex. He expects the main Axis attack to be at 2910 and he places the “90/23 Fd” marker there, then “F/12 RHA” at 3010. Even though spread out, deception exists because all Fire Support markers are placed with only their unknown side showing to the Axis. So, the Axis player does not know (theoretically) that it is only a 2-point marker at hex 2910.

It is now the beginning of GT 16, the afternoon of February 21st. In the previous turn Allied forces suffered considerable losses in action against the 10th Panzer Division and dropped back to the ridge line in front of Thala. The Turn marker moves ahead to signal the start of this new turn. The Allied player rolls the die to determine the weather condition for the turn. He rolls a “3” which indicates a Cloudy result on the Weather Table. This applies for the entire turn throughout the scenario area.

Both players now simultaneously check the supply status of their combat units. All Allied units can trace a Supply Line to the main road (being either on it or within the 7-hex range across passable terrain) which leads to the Allied Supply Source at hex 2401. In a similar manner all Axis units can trace a Supply Line to the main road that leads south to hex 2533, or east to any of several Supply Sources. All Allied and Axis units are judged as supplied. Both players move any Fire Support markers for supplied artillery from the Used Box to the Ready Box.

The Allied player begins construction of strongpoints on hexes 2811 and 2910 (both already indicated in the set up). These units are the only ones eligible to do construction. Artillery is not eligible. Only one strongpoint is allowed per hex. The Axis player plans to move and attack, so none of his units will perform construction.

Only the Allied player receives reinforcements this turn. He places them in the Le Kef Holding Box (2401) awaiting his player turn to start moving them onto the map at hex 2401. Reinforcements will also arrive in hex 1016. No units withdraw.

In the Joint Air Phase both players move all their air units from the Used Box to the Ready Box. Either player could choose to assign air units to Interdiction mission, but both players decline. They plan to use these in combat.

Axis Operations Segment

Axis Movement Phase

The Axis player moves the “2/K10/10” unit from 2912 to 2812, except the “1/90/10” artillery. It does not move but spends 2 MPs to change to Deployed mode. It can change mode since it is not in an enemy ZOC. Group B moves to 2911 and Group C moves to 3011, except “1/90Pzjg” which is held in Reserve. Place a Reserve marker on it. Group D moves to hex 3110 and both SP units turn to Deployed (only SP units can do this). Because Axis units moved adjacent, the Allied “C-2 Loth” in hex 3010 loses its Reserve status immediately (Remove the marker) but thereby immediately regains its ZOC. No Axis reinforcements are available to enter the playing area. The Axis units opts to forego infiltration movement with units in 2812 to 2711 since it would place his units across an escarpment hexside with the Allied occupied hex 2811. The Axis player does not designate any of his units to be in Reserve. The Axis player now declares combat against the Allied occupied hex 2910 from 2911, but

since these attacking units are also in the ZOC of Allied units in 2811, that hex must also be attacked. He also declares an attack on 3010 in hopes that a big win there will allow his advancing units to cut off the retreat of hex 3010 (armor cannot enter 3009 because of the mountains). Declared Attack markers are placed on these three hexes.

Allied Reaction Phase

Because combat is declared the Allied player can conduct reaction. The “C-17/21” unit in hex 2810 conducts reaction movement to hex 2910 because he sees the main Axis effort to be there. The Allied player removes the Reserve marker because the unit has moved. There is no combat evasion because no Allied unit is rated for evasion.

Axis Combat Phase

The Axis player decides he will resolve the combat against hex 2811 first. It requires the Assault Table because of the hills terrain. The Axis player now decides that he will support this attack with Barrage Fire from hex 2912 and places his “1/90/10” Fire Support marker on the Defender hex. Now the Allied player decides whether to provide air support. He sends the Hurricane. The Axis player sends one Ju87 because he senses the Allies are piling on leaving his attacking units in need of at least some help. Now both players use the Air Unit Arrival Table to determine whether their air units arrive. No DRMs affect the Allied air unit. The Cloudy weather requires use of the Cloudy column on the Table. The Allied roll is a “3,” so the Hurricane does not arrive in support but goes to the Ready Box. The Axis player has no DRMs and rolls a “2,” so his air unit arrives and will apply its (-2) DRM to the combat die roll.

In calculating combat odds Axis strength is $(2+2+3 = 7)$, Allied strength is $(4 \text{ plus } 2 \text{ artillery} = 6)$. This is 7 against 6, or 1-1 odds. The combat die roll is “4” but with DRMs of (-2) for the air unit, (-1) for CAB, and a (+1) for hills, the net roll is “2.” The result reads “A1/D1R.” The attacker loses one step (chosen to be one step off the “7/7/10” armor unit). There is no attacker retreat. The Allied player chooses one step to lose. The artillery unit is lost because it cannot retreat when in Deployed mode. The “10 RB (-)” unit retreats two hexes to 2909. The Axis air unit goes to the Used Box and the “450/71 Fd” Fire support marker is set aside. The Strongpoint Under-Construction marker is also removed because its constructing unit defended in combat. Because of the defender retreat the Defender hex is now vacant thus allowing attacking units to occupy that hex. They advance only the one hex because the Assault CRT was used.

The Axis player now moves to the combat declared against hex 2910. Here too, the Assault Table is required because of the hills terrain. The Allied player decides to apply both of his A-20 air units and then the Axis player sends in both of his remaining Ju87 air units. All air units are subject to the Air Unit Arrival Table. Both Allied air units have a (+1) DRM (US air unit), a (-1) DRM (A-20 in Cloudy weather), and a (+1) DRM because at least two Allied air units are applied to this single combat. The die roll is “4” for the first air unit which nets to a “5” and the air unit goes to the Flown Box. The next has a “1” (becomes a “2”) and gets to participate. The Axis air units are not subject to any DRMs and the rolls are “2” and “3” where one participates and the second

goes to the Ready Box. Note that the air DRMs effectively cancel each other, so they can be disregarded from this point with no net combat effect.

The Allied “90/32 Fd” Fire support was lost because an Axis unit now has placed its ZOC onto the Allied artillery unit in hex 2810 due to the advance after the prior combat to hex 2811.

To calculate combat odds, the Axis strength is (Group B gives 20 plus 6 from Group C halved to 4 by the escarpment = 24), Allied strength is (5+3 plus no artillery = 8). This is 24 against 8, or 3-1 odds. The German Combined Arms Bonus applies because eligible units are present and the terrain does not prohibit it. The CAB effect offsets the hills effect for no net effect on combat. The combat die roll is “4” which stands as “4” since there are no net DRMs. The result reads as “A1/D2R.” The “C-17/21L” unit takes two steps of loss and is removed as eliminated. The “2/5 Lei (+)” retreats one hex to 2909. One step is taken from the Axis “7+8/89/10” unit. The Axis units in hex 2911 advance into the vacated hex 2910 and stop. They advance only the one hex because the Assault CRT was used. The Strongpoint Under-Construction is removed because of the combat and all Fire Support markers are placed in the Used Box along with the two air units that were used.

The third, and final, Axis Declared Combat now takes place against hex 3010. It too requires the Assault Table because of hills terrain. The Axis player has no remaining artillery to support this attack. Now the Allied player decides to provide air support with the Hurricane that was sent to the Ready Box earlier. The Axis player sends his one remaining Ju87 that had also been sent back to the Ready Box from earlier. Now both players use the Air Unit Arrival Table to determine whether their air units arrive. No DRMs affect the Allied air unit. The Allied roll is a “3” for the Hurricane, so it goes to the Ready Box. The Axis player has no DRMs and rolls a “2,” so his air unit arrives and applies its (-2) DRM to the combat die roll.

To calculate combat odds, Axis strength is (3+3 for the Deployed AT units = 6), Allied strength is (2 plus 2 artillery = 4). This is 6 against 4, or 3-2 odds. German CAB is not available because the mix of attacking units lacks an “infantry” type unit. The combat die roll is “1” which becomes a “2” because of the DRM for hills terrain. The result reads as “DR.” The “C-2 Loth” unit retreats to 2909. It is able to retreat only because a friendly unit occupies hex 2909. It cannot retreat onto or across a mountain hex (hex 3009). The Axis player cannot advance after combat into the vacant Defender hex because the two AA units are in Deployed mode.

Axis Reserve Movement Phase

The one Axis unit placed in Reserve has a choice of where to move. It can move to a hex in enemy ZOC only if already occupied by a friendly unit. The Axis player chooses hex 3110 to join the AT units located there. It would have preferred moving into 3010, but no friendly unit occupies that hex which is in an enemy ZOC. There are no unused Axis artillery Fire Support markers, so none can be assigned to FPF Support.

Allied Operations Segment

Because the victory conditions require the Axis player to capture Thala, it is likely the Allied player would do the most he could

to hold a line in front of Thala and not attack unless reinforced. Since strong reinforcements enter play within movement range, attacking becomes a consideration. At this point we leave this example of play.

18.0 SCENARIOS

General Rule *Decision at Kasserine* has three scenarios. If you are not familiar with this game, we suggest that you try Scenario 1 first because of its limited scope. The remaining scenarios are larger. During Prepare for Play for any scenario a player can, as desired:

- Place his artillery and AT units in either Deployed or March mode
- Place his red-box MA units in Reserve

Every scenario begins with the Strategic Segment.

Note: When placing artillery At Start in Deployed mode, do not forget to place their associated Fire Support markers. These can be placed on any desired friendly unit within range, or held off the map for Barrage Fire Support if you plan to attack.

18.1 Scenario 1: Faid Pass

During December 1942 French forces occupied the Faid Pass area as part of a general move to secure passes the whole of the eastern mountain range, known as the eastern “Dorsale,” in central Tunisia, preparatory to a move to the coast, scheduled as “Operation Satin.” Recognizing the danger to their Supply Lines Axis forces worked methodically to recapture each pass. On 30 January 1943 they turned against Faid Pass. This operation turned out to be a dress rehearsal of the Kasserine offensive.

18.1.1 Scenario Length There are six turns: GT 1 through GT 6. Use the Turn Record Track specifically provided for this scenario.

18.1.2 Scenario Area Use the map area east of hexrow 4000 and south of hexes ending in digits *xx17*.

18.1.3 Allied and Axis Placement. See set up cards.

18.1.4 Special Restrictions

- Neither player can build strongpoints
- The Allied “XII ASC” unit is Deployed (it is otherwise not present in this scenario)

18.1.5 Victory Conditions

- The Axis player wins if hex 6324 and any three of the following hexes are friendly on GT6: 6326, 6322, 6127, 5823, 5726, and 5228
- The Allied player wins by avoiding Axis victory conditions

18.2 Scenario 2: Kasserine Campaign

The campaign begins with Axis *Operation Fruelingswind*, the operation against Sidi bou Zid, and joins with Rommel's Operation Morgenluft, the attack on Gafsa (south of game area) and advance to Thelepte. It continued with the drive on the Allied rear area as decided historically on 19 February.

18.2.1 Scenario Length There are eighteen (18) turns: GT 1 through GT 18.

18.2.2 Scenario Area Use the entire map.

18.2.3 Allied Placement See Allied Set Up Card.

Allied Garrisons

Certain Allied units are indicated on the Set Up Card as Garrisons. Mark these units with the Garrison Release marker that shows the turn (or phase) of release. There are no Axis garrisons.



- A garrison unit cannot move until either its specific turn of release as shown on the Set Up Card, or a turn during which an enemy unit ends its movement or an advance after combat adjacent to the garrison unit

- Garrison units can be in Reserve and garrison artillery units can provide Barrage and FPF Fire Support. Eligible garrison units can construct strongpoints.

- Once released, a garrison unit can move and conduct combat as desired for the rest of the game

If an Axis unit releases any unit of the Allied Fondouk Group, the entire Allied Fondouk Group is released immediately.

18.2.4 Axis Placement See Axis Set Up Card.

After the Allied player has set up his units, the Axis player places his units. Some units start the game as indicated on the Set Up Card but two groups of units (the “10 Pz. Group” and the “21 Pz. Group”) start (or enter) in different areas according to the Axis Entry Options (see below). The Axis player chooses the Entry Option he desires. He then enters each Group on GT 1 as indicated. Entry of the units in these Groups cannot be delayed. Group units cannot be split between areas.

Axis Entry Options:

- The “10 Pz. Group” sets up as desired on Fondouk Assembly Area hexes and the “21 Pz. Group” sets up as desired on Faïd Assembly Area hexes
- The “10 Pz. Group” sets up as desired on any Faïd Assembly Area hexes and “21 Pz. Group” enters play through hex 6034

Note: Historically, the Axis player chose Option B.

18.2.5 Allied Reinforcements

- Some Allied groups enter the map through the south edge, hexes 1933 through 2933 (marked on the map in light gray). These units cannot remain on those entry area hexes on their turn of arrival. Allied units already on the map are prohibited from entering these hexes prior to Axis reinforcement entry in the same area.
- The French “XIX Corps Reserve” Group (6 units) enters play one unit per turn at Maktar and Ousseltia holding boxes (as indicated). The Allied player chooses the unit to enter each turn but cannot examine the strengths of the Untried units.

18.2.6 How to Win

The Axis player wins if he achieves any one set of the three sets of Victory Conditions below. If the Axis player does not fulfill any Victory Conditions set, then the Allied player wins the game. Each Victory Condition set requires the Axis player to hold at the end of the game a specified number or combination of victory locations. Count if held friendly, simultaneously, by the end of the turn for each Victory Condition set:

Victory Location

Bou Chebka (2123)

El Ala (5706)

Kasserine Pass (3119)

Sbeitla (4420)

Sbiba (4109)

Sidi bou Zid (5726)

Tebessa (1016)

Thala (2809)

Victory Condition Sets

- **GT 6 Conditions** The Axis player wins at the end of any turn through the end of GT 6 if the 10 Pz. Group enters play in the Fondouk Assembly Area and he holds El Ala (hex 5706) and any two of the other victory locations listed in 18.2.6. If the 10 Pz. Group does not enter in the Fondouk Assembly Area, then the Axis player cannot win under GT 6 conditions.
- **GT 10 Conditions** The Axis player wins at the end of any turn, through the end of GT 10, when he holds any four of the victory locations listed in 18.2.6
- **Final Victory Conditions** If the Axis player does not achieve the GT 10 conditions, he wins if he can achieve the victory conditions as shown by the Victory Plan (18.2.7)] he draws on GT 11

18.2.7 Axis Victory Condition Uncertainty

The Axis offensive stopped on about the 18th/19th with disagreement between Rommel and v.Arnim about how or even whether to continue. This sort of decision sits outside of the game players' control. Determine the Axis Final Victory Condition by drawing a Victory Plan, each being represented by a Victory Plan marker. Procedure:

- During the Reinforcements Phase of GT 11 the Axis player places all three Victory Plan markers in an opaque cup
- He draws one randomly. He then reads it and then inverts it and places it in view of the Allied player.
- The Allied player is not allowed to read it or the other markers except as in Decryption (18.2.8) or at the very end of the game

The Axis player will draw just one of three possible Victory Plans (A, B, or C):

A. The v.Arnim Plan

The Axis player wins if he holds simultaneously El Ala and any three of the other victory locations.

Design Note: Von Arnim hoped to break up Allied forward supply bases and air fields and control the mountain passes. His plan was the most realistic of the three but it would accomplish little to further long-term Axis control of Tunisia.

B. The Rommel Plan

The Axis player wins if he holds simultaneously Tebessa and any four of the other victory locations.

Design Note: Rommel hoped to unite all Axis armor in Africa into one command to capture the main Allied supply base at Tebessa and use it to fuel a push into Algeria to force the Allies to evacuate Tunisia. Once this was accomplished, he would then turn his armor south to deal with British 8th Army. This ambitious plan would depend on the psychology of warfare and the formidable reputation of Rommel himself, perhaps the most potent Axis advantage. Yet, this plan was likely beyond Axis means to supply it and Rommel could not know that the Allies had prepared the Tebessa supply dumps for demolition.

C. The Compromise Plan

The Axis player wins if he holds simultaneously either:

- Thala and any four of the other victory locations, or
- Sbiba and any four of the other victory locations.

Design Note: This is the Italian Commando Supremo plan. It set Le Kef, north of the game area, as the main goal. Italian command reasoned that capture of this Allied supply base would roll back the front line and disrupt Allied plans for operations. Historically, the Axis followed the Compromise Plan. It led them straight into the Allied strategic reserves which proved too much to overcome. To his credit, Rommel sensed that the moment of victory had passed and so on the 22nd he pulled out of the engagement at Thala and withdrew in good order back to strong defensive positions in the eastern Dorsale mountain range.

18.2.8 Enigma Decryption

During the Reinforcements Phase of each turn after GT 11, the Allied player rolls one die to obtain a result on the Allied Decrypt Table. Results are:

Yes The Allied player can now read the Axis Victory Plan marker that was drawn

No The Allied player cannot read it this turn.

Design Note: Allied command could read the Axis Enigma Code but the key changed often causing delays in decryption. Historically, there was a change in the key at this critical moment. That meant the message containing the final plan was not read by the Allies until the evening of 20 February.

18.3 Scenario 3: The Axis Decide

Because of the great success of the earlier operations, Rommel hoped to combine all available armor for a concentrated offensive. He had been scheduled to receive only the 21st Pz.Div. so he had to request 10th Pz.Div. from v.Arnim. When v.Arnim refused, Rommel appealed to Rome. At midnight 18/19 February, Rommel finally received his orders on where to strike the Allies. It would be toward Le Kef and to get there Rommel chose to go through Kasserine Pass and Thala.

18.3.1 Scenario Length There are eight turns: GT 11 through GT 18.

18.3.2 Scenario Area Use the entire map.

18.3.3 Allied and Axis Placement See set up cards.

18.3.4 Special Restrictions

- The Allied player receives all Scenario 2 reinforcements that begin with those on GT 11

- Weather for GT 11 is Cloudy. Use the Weather Table for all remaining turns

- At the start of the scenario the Axis player controls Sbeitla and Sidi bou Zid

18.3.5 Victory Conditions

Once placement is complete for both players, the Axis player draws his Victory Plan marker and the Allied player can immediately begin attempts to discover the Plan. Players now use Scenario 2 alternate Victory Conditions [18.2.7].

19.0 DESIGNER'S SECTION

19.1 Unit Identifications Abbreviations

Note: Some units have a (+) sign which means the unit is reinforced; other units have a (-) sign which means the unit has sent detachments elsewhere and is not at full strength.

GERMANS

- A** **Afrika Marsch** The quality of these field replacements units could vary. They were to be absorbed by front line units but expediency caused them to be committed to the front line well before the intended front line unit could be found.
- AA** **Aufklarungs Abteilung (reconnaissance battalion)** In the German army these units were well equipped, highly mobile, and staffed with many of a division's best personnel. For game purposes the armored car portion is shown separately and given a second step to account for the large number of armored cars present.
- Afr** **Afrika** This unit was built using the former Sonderverband (Special Purposes Unit) 288 as its cadre. It was an excellent unit, one of the few that were not burned out at El Alamein.
- B** **Bis**; second formation bearing the same number. The 104B Regiment was intended as a training formation but at Kasserine was used as a "covering force" because of the overall shortage of infantry. In late April it formed the basis for a second Panzer Grenadier Rgt. for the 21st Pz. Division.
- DAK** **Deutsches Afrika Korps (German Africa Corps).**
- Buhse** Lt.Col. Rudolf Buhse, unit commander. Normally, he would be the commander of 47th Grenadier Rgt., but emergency conditions required the formation of mixed battle groups over most of the front line. One of his battalions had been sent to Africa in October, so it remained with Rommel at Mareth. Buhse's force received some Italians as substitutes. After the war he was later a Brigadegeneral in the Bundeswehr.
- Jg** **Jaeger**; This was originally Col. Ramcke's brigade of paratroops, now led by Col. von der Heydte. Numbering over 1500 well-armed men it was a very efficient unit.
- K** **Kradschutzen** (motorcycle); a well-equipped and aggressive unit that even includes a few armored cars.
- vKoenen** Capt. Friedrich "Fritz" von Koenen, unit commander. This was a special commando style unit of 56 men of the Brandenburg Rgt. At Kasserine some of these men were dressed in American uniforms and helped capture US personnel around Sidi bou Zid. Koenen and some of his men managed to escape to Europe during the final Axis collapse in Africa. Koenen died a year later in action in Croatia.

- PG** **Panzer Grenadier**
- Pz** **Panzer**
- Pzjg** **Panzerjager (anti-tank)**

ITALIANS

- Ber** **Bersaglieri (sharpshooters)** Well regarded as among the better of the Italian troops they were trained for mobile operations, but the lack of trucks and fuel left many on foot. The Italian army was in bad condition for the Tunisian campaign.
- CCNN** **Camicie Nere (Blackshirts)** Before the war these units were expected to lead the attack but they proved wholly inadequate in both equipment and training, their political motivation notwithstanding. The 5th CCNN was called a "good unit," presumably to distinguish it, but it won no laurels in Africa.
- Centauro** **Centauro Armored Division**

AMERICANS

- a** **armored division**
- A,B,C,D** **company designations**
- E,F,G,H** **company designations**
- I,J,K,L** **company designations**
- cn** **cannon** Some US infantry regiments included a "cannon" company which included six half-track mounted 75mm howitzers of French 1918 pattern. While the infantry appreciated the firepower, the equipment was not suitable, being replaced later by towed weapons.
- CCA** **Combat Command A.** For Kasserine the US 1st Armored Division was divided into three Combat Commands (there once were four), whose sub-unit organization could change according to the task. The problem was a tendency to send the commands off on separate missions, which caused the division to lose effectiveness. The division suffered because it never underwent the desert training received by other US armored divisions before shipping to Europe. Kasserine was its first real test in combat as a full division.
- CCB** **Combat Command B**
- CCC** **Combat Command C**
- Drake** **Col. Thomas D. Drake**, unit commander. In command (from only two weeks earlier) of the 168th Infantry Regiment, he moved his headquarters and mixed units to Djebel Garet Hadid. Drake was captured the night of 16/17 February along with most of his command. He returned to the US in a prisoner exchange in 1944 due to his ill health (ulcers). Late in 1944 he served as Technical Advisor in the Hollywood film, "A Walk in the Sun."

Eng **Engineer** The 19th Engineers were inexperienced and not well prepared for combat in an infantry role but were well equipped with vehicles.

Rn **reconnaissance**

Repl **replacements**

Rngr **Ranger** This was part of the original "Darby's Rangers," perhaps America's finest outfit of the war. For the Kasserine period and the rest of the Tunisian campaign the unit was reinforced with a mortars unit.

v.Vliet **Lt.Col. John H. van Vliet**, unit commander. He commanded the 3rd Battalion/168th Infantry and various details, about 1000 men all told, on Dj.Ksaira. Their breakout attempt during the night of 16/17 February resulted in about 800 men captured, including van Vliet. That April he and a few other officer POWs were involuntarily taken to Katyn Forest in Russia to witness Germans unearthing Polish soldier massacre victims. Drake had refused the trip. Very late in the war van Vliet succeeded in escaping. His report to US authorities on the massacre was "lost," although years later he was summoned from Korea to testify before a congressional committee about Katyn.

Waters **Lt.Col. John K. Waters**. While actually the executive officer of CCA, he was surrounded on Dj.Lessouda along with 2nd Battalion/168th Infantry (Maj. Robert R. Moore) and various details. Under his command they attempted a breakout during the night of 15/16 February, but about half were captured. Maj.Moore made it out but had the distinct displeasure of having to tell Gen. George S. Patton that his son-in-law, Waters, had been captured. Late in the war Patton launched a raid into Germany, the "Hammelburg Raid," with the objective to secure the release of Waters and the rest of the POWs in that camp. After the conclusion of the Tunisian campaign Moore (now as Colonel) was sent back to the US to help with training. Waters returned to duty after the war and, promoted to General, he served in Korea and later in the Pacific.

BRITISH

a **Armored Division**

A,B,C **Squadron designations** "Squadron" is the same as "company" in the American army; the British retained the use of cavalry terminology for former horse units.

CGd **Coldstream Guards** Guards battalions were regular army and could be counted on to be steadfast in combat. They had suffered heavy casualties in December fighting in front of Tunis, but had recently been reformed and ranks filled with replacements. Guards units were traditionally special in every army and the British Army was no exception. The spit and polish tradition was so strong here that they entered battle with clean and freshly pressed uniforms.

DY **The Derbyshire Yeomanry**; an excellent unit, well led.

Fd **Field Artillery Regiment**

GGd **Grenadier Guards**

Hamp **The Hampshire Regiment** The Hampshires had suffered particularly heavy casualties in December fighting in front of Tunis, but had recently been reformed and ranks filled with replacements.

L **Lancers** Pre-war, they were cavalry; these units are each an amalgamation of regiments of a long history, including the Balaclava tradition.

Lei **The Leicestershire Regiment** This battalion, created in 1939, had not fought since France in 1940. Although reinforced with a heavy mortars unit, it suffered heavy losses at Thala. It would later see much action in the Italian Campaign.

Loth **Lothian and Border Horse** Pre-war this was very much a "gentleman's" cavalry unit. At Kasserine it fought well.

RB **The Rifle Brigade** (The Prince Consort's Own) The 10th was created in early 1941 in the UK from redesignation of the 2nd Tower Hamlet Rifles. It did not see combat until beginning in late 1942 in northern Tunisia.

Rn **Reconnaissance**

RE **Royal Engineers** Each was organized as a "field squadron," not a company, although at about the same strength. These squadrons fought mostly in an infantry role in the Kasserine battles.

RHA **Royal Horse Artillery**; the 12th was part of the former Honourable Artillery Company; in 1943 there was no difference in organization or equipment between the RHA and regular field artillery regiments.

RTR **The Royal Tank Regiment**

FRENCH

RTA	Regiment de tirailleurs algeriens
Gibert	Unit commander of a Moroccan Tabor.
GTM	Groupe de Tabors Marocains ; a grouping of "tabors" (battalion sized units) of Moroccan natives under French officers. They were much feared by Axis soldiers because of their habit of slitting the throats of unwary sentries at night and then cutting an ear off of the victim.
RACL	Regiment d'artillerie coloniale du Levant The personnel had been organized in the Levant and remained intact in the French army even after the British capture of Syria/Lebanon in 1941. Later reconstituted they briefly opposed American landings in Morocco in November 1942.
RCA	Regiment de chasseurs d'afrique
RMZT	Regiment Mixte Zouaves et Tirailleurs ; includes Europeans recruited in North Africa.
RSA	Regiment de spahis algeriens ; native Algerian cavalry.
RST	Regiment de spahis tunisiens ; native Tunisian cavalry.
RTM	Regiment de tirailleurs marocains
Sau	Saulnier ; unit commander of a Moroccan Tabor.
RTS	Regiment de tirailleurs senegalais This regiment was recruited in Senegal and had white officers; it fought well.
RTT	Regiment de tirailleurs tunisiens

19.2 Historical Command Organization

UNIT	COMMANDER
------	-----------

ALLIED

Br. 1st Army	Anderson
US II Corps	Fredendall
1st Armored Division	Ward
CCA	McQuillin
CCB	Robinett
CCC	Stack
1st Infantry Division	Allen
9th Infantry Division	Eddy
9th Div.art. (at Thala)	Irwin
34th Infantry Division	Ryder
Br. 6th Armoured Division	Keightly
Nick Force (at Thala)	Nicholson
Br. 26 Arm.Bde	Dunphie
Br. 1st Guards Bde.	Copland-Griffiths
Fr. XIX Corps	Koeltz
Fr. Constantine Division	Welvert

AXIS

OB Sued	Kesselring
5th Panzer Army	v.Arnim
Kampfgruppe Buhse	Buhse
Group Ziegler	Ziegler
10th Pz. Division	v.Broich
21st Pz. Division	Hildebrandt
Group Rommel	Rommel
DAK Assault Gp. (starting 18 Feb:)	v.Liebenstein
Centauro Tactical Group	Bonfatti

19.3 Suggested Reading

You can find many fine books, articles, and internet information about this campaign and its various aspects. Much was not available when this game was originally designed, but many of the new sources were consulted in order to assemble this game. While the original game included a more extensive bibliography, the sources listed below should provide good flavor and color. Research included archived US After Action Reports, captured Axis documents, and various unpublished manuscripts written by German officers after the war.

1. Atkinson, Rick. *An Army at Dawn, The War in North Africa, 1942 – 1943*, New York: Holt and Company, 2002.
2. Blaxland, Gregory. *The Plain Cook and the Great Showman*, London, 1977.
3. Blumenson, Martin. *Kasserine Pass*, Boston, 1967.
4. Howe, George F. *The Battle History of the 1st Armored Division*, Washington, 1954.
5. Howe, George F. *US Army in World War II, Northwest Africa: Seizing the Initiative in the West*, Washington, 1957.
6. Kelly, Orr. *Meeting the Fox*, New York: Wiley&Sons, 2002.
7. Playfair, I.S.O. *History of the Second World War, The Mediterranean and Middle East, Vol. IV, "The Destruction of the Axis Forces in Africa,"* London: HMSO, 1966.
8. Rolf, David. *The Bloody Road to Tunis*, London: Greenhill Books, 2001.
9. Schmidt, H.W. *With Rommel in the Desert*, New York, 1979.
10. Watson, Bruce Allen. *Exit Rommel, The Tunisian Campaign 1942-43*, Westport, CT: Praeger Publishers, 1999.

19.4 Designer's Notes

Many of you are already familiar with the original game I built so long ago. That game certainly experienced a journey through various developments. The game in front of you now reproduces most of the original but has experienced its own journey by absorbing pertinent details through experience with the series of games it spawned and a re-make that followed it. This package represents an important updating of the original game, not a reprinting.

An important aspect of the original Decision at Kasserine game was the intent to show the change from mobile warfare (Mobile CRT) to positional warfare (Assault CRT) and back again under variable combat conditions and the intent to distinguish the deployment of artillery. The essence of this remains unchanged from the original game system, but it needed some additional work. Added now are the concepts of Combat Evasion and Special Retreat (through enemy ZOC) taken from later games in the system.

Order of Battle research always interests me. This game topic puts on display armies that split just about every battalion into their component companies and then reformed these into temporary combat groups. The composition of these changed frequently and with a loss of combat efficiency. Ultimately, I created a company level OoB, one covering both sides, to get the nuances correct; and I am glad I did. In certain cases I did not hesitate to consolidate units for simplicity. My apologies to the purists. Regardless, this game features a considerably improved OoB for both sides over the original game, one benefiting from finding more published materials and a fresh critical review and analysis.

Some OoB choices were easy. For example, I do not show most service units, light anti-aircraft units, or engineers. It was more appropriate to give their general effect in the rules. I leave out the Allied Corps HQ unit, mostly because it was ineffective. I removed two French motorized cavalry companies since they were security troops and not intended for a front line role. Interestingly, the US 81st Armored Reconnaissance Battalion had a "D" company consisting entirely of Stuart tanks. I do not show that company because those tanks were parceled out to the recon companies. I changed other units to make sure there are no more zero defense strength units in the game. This simplifies game play. While it adds a number of "steps," these are for units that would not serve front-line duty anyway. Some US tank units are reduced in defense strength due to the poor tactics used by their crews.

If you look at the Abbreviations section [19.1], you will see that the US 168th Infantry Regiment has not been forgotten. I chose to show its 2nd and 3rd battalions as three task forces named for their commanders (Drake, van Vliet, and Waters). This gives us the opportunity to see more of the background of some of the personalities in the game. It also sets these units in a more proper tactical context without extra rules.

While there was no real reason to apply any more names to US units, two individuals stand out later. The US Combat Command C was commanded by then Col. Robert I. Stack. On 1 May 1945 as the assistant commander of 36th Infantry Division he was instrumental in the capture of FM Gerd von Rundstedt and then on 8 May he took the surrender of Hermann Göring. Separately, the 84th US Artillery Battalion was commanded by then Lt.Col. William C. Westmoreland, who well after the war commanded US forces in South Vietnam.

The few withdrawals represent unavoidable situations. For instance, the German air units are changing their mission to strategic air defense and would no longer be available for battlefield support.

One production disappointment occurred. After the counters were printed we discovered we overlooked the French 8th company of 2RTA. We hope you do not mind that we substituted the "I/1RTA" unit in its place. It has the same strengths although too much stacking value (which we deem as inconsequential for the scenario). Also, 1st company of 3RMZT should have had the numerical company designation in its unit ID, but all other aspects of the unit are correct. Alas, such errors do occur. It is not an error that you see units of US 2nd and 3rd battalions of 13th Armored Regiment at reduced strength. The full strength

side is retained in case we find an opportunity for a game variant. The difficult aspect was that both battalions were in the process of conversion from M3 Grants to M4 Shermans and entered the battle in this mode. We chose the Grant icon because it was still the predominant tank type.

I changed the styling of AT units to show "AT" on the back of the unit instead of range, a move for clarity. Back in the day I considered adding AT Fire as a separate function. It did not appear in the original DaK, but a modified version entered the system in later games. It is included here, even if not used often. You will use it more in other games of this series.

I changed artillery mode terminology to conform better to artillery parlance. A different style of icon is used for Deployed mode to better reflect the artillery function. The old icon was more evocative of 19th Century warfare. I continue to reject adding artillery bombardment as a separate function. Kasserine was a maneuver battle that included artillery, not a static battle that depended on artillery. More importantly, adding a bombardment phase risks slowing the game, never a good choice.

The game's ground unit and time scales allow only the general effect of artillery support, not a precise modeling. It is not the design intent that a single one-defense-point unit could call in some huge number of support points to aid its defense or attack. The experience of testing many other games over the years has confirmed this.

In keeping with time scales I dropped the concept of overrun found in the game series. Its inclusion was allowing too much performance in too short a time for armies of 1943. It also tended to unhinge other game functions.

Time scales also tie in with victory conditions. Play testing revealed the rumored victory condition problem with the original game. Fighting seems to concentrate around a few specific areas where the outcome will decide the game. A failure to break through early enough will mean a strategic loss for the attacker. For Kasserine, the difference is that despite the Axis failure to break the American defense at Kasserine in the first rush, Rommel hoped that he might still win if he could pursue strategic goals. The object of this game should then be to put emphasis on breakthrough battles. This meant dumping map exit victory requirements. Once this was removed, the game could be shortened (from the original) and some late arriving units could also be dropped from the game. These effects happily combined to help simplify the game.

I re-examined the use of airpower and determined right away the need for change. This shows up largely as OoB changes but mostly in the simplicity of changing the number of CAS points that can be applied. I considered the addition of an Air Strike mission, having tried it in a Kasserine game for another company. It does not work for this game package because if we use lower-complexity rules, players can pick on critical units with a dead-eye efficiency. Higher complexity rules here are not an option. Also considered and rejected was a simple air initiative system. Inclusion here turned out to be not worth the extra effort and would be potentially annoying.

After I translated the original Combat Result Table to a more modern format, I quickly realized it was not going to provide proper results. I had to make changes. Fortunately, not too many were required. The significant item was the addition of the possibility of an attacker loss at high odds. This need was pointed out by one of those fabulously all-knowing internet Geek critics whom you can't question. From the CRT I dropped the 3-hex extended advance that you find in the original. It rarely added to the game. Sometimes you must make hard choices about what should remain in the game.

Another choice involved a No Retreat rule. This rule appeared in the *Patton Goes to War* game, a later game using the DaK game system. It was needed there to allow the Axis to hold out longer in their heavy fortifications. This may sound great, but the problem is that for DaK a defender might use it to stand on an objective hex impossibly long, thereby denying victory to his opponent even though he is losing everywhere else. Since there are no heavy fortifications here, this would have become a rule in search of a problem.

Many infantry units should have more staying power for which I formerly used a REM (remnant) counter system. REM pieces require examining a chart to see which you get; we save pieces without them; and set-up time is quicker without them. I found that beforehand I was making some units into generic units when full strength, not a very desirable situation. I was doing this less so after the change. The two-step system reflects the rendering of a unit unfit for further immediate service when it takes casualties. Since the game subject covers only nine days, there is not sufficient time for an extensive and likely burdensome casualty and replacements system. If doing a long campaign, more steps might be required (depending on the overall game scope). Even so, I split some battalions into double companies to show more staying power.

The original game used minefields and then limited the number that could be built. This game simplifies by including minefields within the strongpoint markers, which are themselves limited.

US units would seem to be the first choice for Untried units, but they are well equipped, well supplied, usually fresh, and well paid (!). They put up a defense that did not fold upon first contact. They sustained casualties and sometimes would make almost suicidal attacks. Most French, by contrast, had already seen heavy combat against a superior enemy. This left many French battalions in uncertain condition from the viewpoint of the American II Corps commander, Fredendall.

Other than "Untried" units, Limited Battlefield Information as a game concept was left out. Generally, this refers to players not being able to view all their opponent's units. Game player tastes differ widely in our hobby with some players calling for limited intelligence rules where you can't inspect enemy units. Often, such rules can become quite stringent, stretching to apply to all turns and all units without regard to circumstances, making the revelation only during combat. While you could make the case that neither side could fully ascertain the exact enemy strength, the original game series worked well enough with full-view of units. You are playing systems and combat doctrines, not personal

combat. Since the game already has sufficient features that throw question into battle outcomes, we see limited-view as counter productive. Historically, the situation was about to turn around. After the Kasserine battles Allied command sacked its main intelligence officer. With the new team came better analysis and a quicker turn-around on decrypts of the Axis Enigma and related codes. They told a lot. Simultaneously, Axis reliance on spies, air recon, and radio intercepts was producing fewer results. A proper intelligence system for the game would risk overwhelming the players.

While reading about the Tunisian Campaign, you will likely notice the considerable doctrinal difficulties the Allies stumbled through. The Americans were only just now fully engaged against the Germans. Being still at the bottom of the learning curve, they will have game restrictions that the Germans do not have. We tried a command system to account for the differences, but the players regularly forgot the application and saw it as a burden to the game.

One factor remains constant through all games on this same topic; the situation holds an inherent interest. In many ways I equate the Kasserine battles as an early version of the Battle of the Bulge capped off with Waterloo at Thala (where, naturally, you find the British). It is the classic story of a cornered adversary who hopes to regain strategic initiative. In a sense, it is Rommel's last throw of the dice. In this game the Axis player can go almost anywhere he wants, but he will likely have to go to too many places to be able

to stay where he needs in order to win. Rommel lost to upper-level command indecision, bad weather, and a tenacious defense by his opponent. Axis plans were defeated, the Allies won. The US implemented many war-winning lessons from the Kasserine battles, more than from the Battle of the Bulge, thereby making Kasserine more important. It is still studied today.

Finally, let me thank John Kranz and the Compass Games team for the opportunity to revisit this fine topic; and a big thanks also to my playtesters.

- Vance von Borries

19.5 Game Credits

Compass Games Edition

<i>Design</i>	<i>Vance von Borries</i>
<i>Research</i>	<i>Vance von Borries</i>
<i>Artwork</i>	<i>Ilya Kudriashov</i>
<i>Project Director</i>	<i>John Kranz</i>
<i>Rules Editor</i>	<i>Michael Neubauer</i>
<i>Rules Layout</i>	<i>Kevin Melahn</i>
<i>Playtesting</i>	<i>Kevin Conway, Clair Conzelman, Keith Henige, Mike Metcalf, Gerry Palmer, Steven Takacs, Mike Updike</i>
<i>Produced by</i>	<i>Compass Games, LLC</i>



Two Panzer III Ausf. J on trail during Tunisia campaign, 1943 Permission to print granted by Bundesarchiv, Koblenz, Germany.

RULES INDEX

- A -		
About this Designer Signature Edition.....	3	Frequently Used Abbreviations [2.5].....
Advance Distance [13.5.3]	23	Friendly and Enemy [3.1.1].....
Advancing [13.5].....	23	- G -
Air Missions [11.1].....	18	Game Credits
Air Power [11.0].....	18	Game Equipment [2.0].....
Air Readiness [11.1.3]	18	Game Map [2.1].....
Air Unit Arrival [11.1.6].....	18	German Combined Arms Bonus [16.2].....
Air Units [2.2.7].....	5	German Commando [16.4].....
Allied Concentrated Artillery Fire [10.5.3].....	18	German Tiger Tanks [16.3].....
Armor Nato Symbol vs. Armor Icon [2.2.6]	5	Ground Unit Movement [7.0].....
Anti-Tank Units [16.1].....	25	- H -
Artillery [10.0].....	17	Halving and Rounding [3.5].....
Artillery and Headquarters (and Rommel) [5.2.5] ..	10	Hexes Eligible to be Attacked [9.1.5].....
Artillery Limits [10.5]	18	<i>illustrated example</i>
Nationality Limit [10.5.2].....	18	Hexes Not Eligible to be Attacked [9.1.6].....
Participation Limit [10.5.1].....	18	<i>illustrated example</i>
AT Fire Combat [16.1.5].....	25	Historical Command Organization [19.2].....
Attack Declaration Phase [9.1].....	15	Allied
<i>illustrated example</i>	15	Axis
Attack Requirements [12.1].....	20	Historical Weather [5.1.6].....
Attack Restrictions [12.3].....	20	Holding Boxes [8.3].....
Attack Restrictions on Motorized Units [12.2.6]	20	How to Move Units [7.1].....
Attack Supply [6.5.2].....	11	HQ Functions [15.2].....
Attacking: Barrage Fire Support [10.2].....	17	HQ Units and Rommel [15.0]
Axis Emergency Supply [15.4].....	25	- I -
- B -		Infiltration Movement [8.1]
Basic Concepts [3.0].....	6	Interdiction Effects on Enemy Units [11.2.6].....
Bridges and Fords [7.3.4]	13	Interdiction Mission [11.2]
- C -		<i>illustrated example</i>
Changing Mode [7.6.2].....	13	Introduction [1.0]
Choosing the Combat Results Table [12.4].....	21	- J -
Close Air Support (CAS) Mission [11.3]	19	Joint Air Phase [5.3]
Cloudy Weather Effects [5.1.4].....	9	- L -
Combat [12.0].....	20	Length of Retreat [13.3.1].....
Combat Allocations [12.5.1].....	21	Limited Zone of Control [3.2.4].....
Combat Evasion [9.2].....	16	- M -
Combat Losses [13.2].....	22	Map Edge Entry [5.2.4]
Combat Procedure [12.5].....	21	Mountains and Escarpment [7.3.5].....
Combat Results [13.0].....	21	Mountain Units [16.6]
Combat Results Table (CRT) [13.1]	21	Movement Classes [3.6]
Combat Supply [6.5].....	11	Movement of Artillery and Anti-tank Units [7.6]....
Command Range [15.1.1].....	24	Movement Supply [6.4].....
Command Restrictions [15.1].....	24	Moving Box to Box [8.3.5]
Comprehensive Example of Play [17.0].....	28	Moving Box to Map [8.3.3].....
Contiguous Hexes [3.1.4].....	6	Moving Map to Box [8.3.4].....
Control Markers [3.1.5]	6	Multiple Hex Attacks [9.1.8]
Controlled and Contested Hexes [3.1.2].....	6	<i>illustrated example</i>
Cumulative Effects on Combat [12.2.5].....	20	- N -
- D -		Nationality [2.2].....
Defending: FPF Fire Support [10.3].....	17	Netting Combat DRMs [12.5.6]
Defense Supply [6.5.3]	11	- O -
Designer's Notes [19.4].....	36	One-Hex Movement [7.4].....
Designer's Section [19.0]	33	- P -
Determine Combat DRMs [12.5.5]	21	Player Aid Cards [2.3]
Determine Final Combat Odds [12.5.2]	21	Player Aid Markers [2.2.8]
Dry Weather Effects [5.1.3]	9	Playing Pieces [2.2]
- E -		Pre-Combat Actions [9.0].....
Evasion Procedure [9.2.3].....	16	- R -
Explanation of Artillery Unit Values [2.2.4].....	4	Rain Weather Effects [5.1.5].....
Explanation of Ground Unit Values [2.2.3].....	3	Reaction Movement [9.3].....
- F -		Rebuilding HQs [15.3].....
Fire Support [10.1].....	17	Recovery from Fire Support [10.4]
Eligibility Requirements [10.1.3].....	17	Reduced Combat Loss [13.2.4]
Terrain Effects [10.1.5]	17	Reinforcements Phase [5.2]
French Supply [16.5.4]	27	Required Attacks [9.1.7]
French Units [16.5].....	26	Reserve Status and Movement [8.2].....
		Retreating [13.3].....
		Retreating Artillery [13.3.9]
		Retreat Procedure through Enemy ZOC [13.4.4]
		Retreating Through an Enemy ZOC [13.4].....
		<i>illustrated example</i>
		Road [7.3.2]
		Rommel [15.5].....
		- S -
		Scenario 1: Faid Pass [18.1]
		Scenario 2: Kasserine Campaign [18.2]
		Allied Garrisons [18.2.3]
		Axis Victory Conditions Uncertainty [18.2.7]...
		Enigma Decryption [18.2.8].....
		Victory Condition Sets [18.2.6]
		Scenario 3: The Axis Decide [18.3].....
		Scenarios [18.0]
		Setting Up [4.1].....
		Special Ground Movement [8.0].....
		Special Units [16.0]
		Stacking [3.3].....
		Starting the Game [4.0].....
		Strategic Segment [5.0].....
		Strongpoints [14.0].....
		Combat Effects [14.2]
		Construction [14.3]
		Construction Procedure [14.3.6].....
		Removal [14.4].....
		Suggested Reading [19.3].....
		Supply [6.0]
		Supply Road [6.2.3].....
		Supply Routes [6.1.2]
		<i>illustrated example</i>
		Supply Sources [6.3].....
		Supply Status [6.1].....
		- T -
		Terrain Effects on Combat [12.2]
		<i>illustrated example</i>
		Terrain Effects on Movement [7.3].....
		<i>illustrated example</i>
		The Die [2.4]
		Turn Outline [4.3]
		- U -
		Unit Identification Abbreviations [19.1].....
		Americans
		British
		French
		Germans
		Italians
		Unit Size Symbols [2.2.5].....
		Unit Steps [3.4].....
		Unit Type Symbols [2.2.6].....
		Untried Unit Placement [4.2].....
		US XII ASC [16.7]
		- V -
		Vehicle Pictures (Icons) [2.2.6]
		- W -
		Wadi [7.3.3]
		Wadi Effects on Attacking Units [12.2.7].....
		Weather Conditions [5.1.1].....
		Weather Effects on Movement [7.5].....
		Weather Phase [5.1]
		Withdrawals [5.2.6]
		Woods [7.3.6].....
		- Z -
		ZOC Effects on Movement [7.2].....
		<i>illustrated example</i>
		Zone of Control [3.2].....

EXPANDED SEQUENCE OF PLAY

A. STRATEGIC SEGMENT

1. Weather Phase

Determine the weather condition for the current turn by using the Weather Table (5.1)

2. Supply Status Phase

- Both players check all of their on-map combat units to determine whether they are supplied or out of supply (6.1).
- Turn Axis HQ units over to their “active” side if judged as supplied.
- Move Fire Support markers of supplied artillery units from the Used Box to the Ready Box (10.4.2).
- Both players (Axis first) place Strongpoint Under-Construction markers.

3. Reinforcements Phase

- Reinforcements. Players consult their set up cards and place available reinforcements in play (5.2). Place air units on the Air Unit Status Chart. Each player can choose to delay the arrival of any or all of his reinforcement units.
- Withdraw required units.
- Victory Condition Decision (scenarios 2 and 3).
 - On GT 11 the Axis player draws a Victory Plan marker.
 - Beginning GT 12 the Allied player uses the Allied Decrypt Table to determine whether he is allowed read that marker.

4. Joint Air Phase

- Both players move their air units from the Used Box to the Ready Box (5.3.2).
- Both players (Allied first) assign available air units to Interdiction Mission hexes (11.2). Place these on their mission hexes and determine Air Unit Arrival for each air unit (11.1.6).

B. AXIS OPERATIONS SEGMENT

1. Axis Movement Phase

- The Axis player moves all, some, or none of his combat units, as he desires (7.0). The Allied player cannot move his units.
- Reinforcements can enter the map.
- Conduct Infiltration movement (8.1).
- Designate units to be in Reserve (8.2).

2. Axis Combat Declaration Phase

The Axis player declares each combat (9.1) by placing an Attack Objective marker to indicate the appropriate CRT: Mobile or Assault (12.4).

3. Allied Reaction Phase

- Conduct Allied Combat Evasion (9.2).
- Conduct Allied Reaction Movement (9.3).

4. Axis Combat Phase

The Axis player conducts each combat [12.0] in any order he desires, one-by-one, and follows the sequence below separately for each combat:

- Turn over desired HQs to serve as Supply Sources (15.4).
- Place Fire Support markers for Barrage Fire (10.2.1).
- Both players (Allied first) assign air units to CAS. Determine Arrival. Those not arriving go to the Used Box or Ready Box depending on Air Unit Arrival Table results.
- Reveal all Untried units involved in the combat.
- Calculate the final Combat Odds, adjusting strengths for certain terrain and conditions.
- Find the correct column on the designated Combat Results Table for final combat results. Roll the die and adjust for applicable Axis and Allied DRMs (12.5.5). Read the combat result.
- Immediately apply the results to affected units.
 - Apply any step losses, defender first.
 - Conduct retreats (13.3), defender first, including retreat through enemy ZOC (13.4).
- If the Defender hex becomes vacant, surviving attacking units can conduct Advance after Combat (13.5).
- Place used CAS mission air units in the Used Box (11.3.5). Remove the Attack Objective marker.
- Place used Fire Support markers in the Ready Box (but see 10.3.2), or instead into the Used Box if Out of Supply.

5. Axis Reserve Movement Phase

- The Axis player moves any number of his Reserve designated units up to one-half of their MA (8.2.4). The Allied player cannot move his units.
- Turn friendly strongpoint under-construction markers over to their completed (active) side at the end of all combat.
- The Axis player assigns his Fire Support markers from Ready to his combat units as FPF, as desired.

C. ALLIED OPERATIONS SEGMENT

- Allied Movement Phase.** Same sequence as Axis.
- Allied Combat Declaration Phase.** Same sequence as Axis.
- Axis Reaction Phase.** Same sequence as Allied.
- Allied Combat Phase.** Same sequence as Axis.
- Allied Reserve Movement Phase.** Same sequence as Axis.

D. REORGANIZATION SEGMENT

1. Recovery Phase

- Players pick up all air units on Interdiction missions and place them in the Used Box (11.3.5).
- Remove enemy strongpoints occupied by friendly combat units (14.4.1); and voluntary strongpoint removal.

2. Victory Determination Phase

Check scenario victory conditions to see if the game ends.