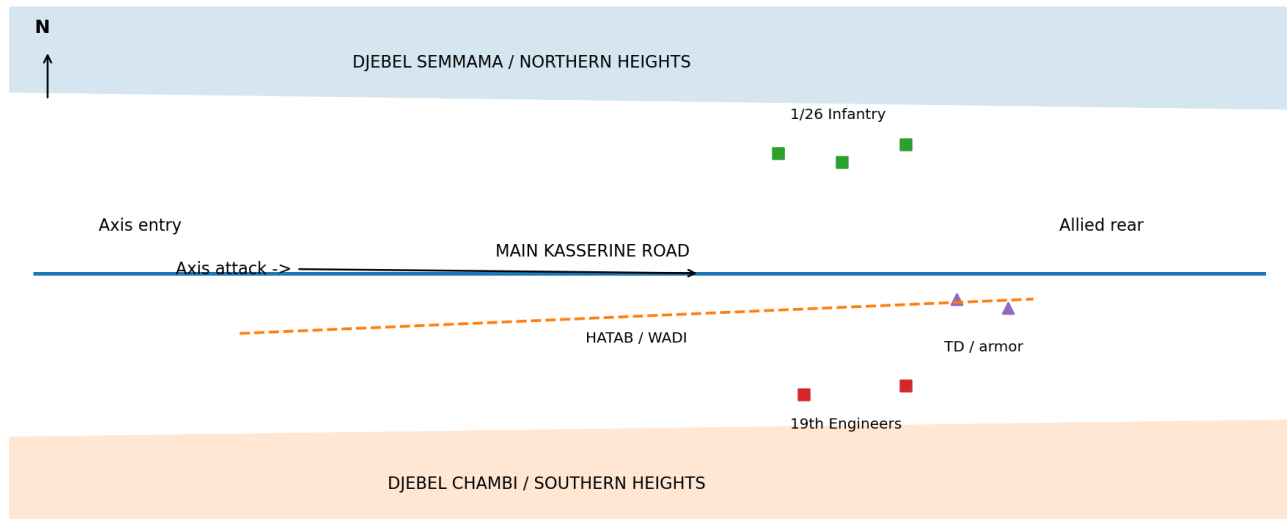


KASSERINE PASS CAMPAIGN

Day One: The Pass Holds

19 February 1943 - Kasserine Pass, Tunisia



Schematic battlefield orientation - not a topographic reconstruction.

Rules compatibility

Written for Blitzkrieg Commander IV. Use the current published army lists for normal unit profiles and weapon statistics. Only scenario-specific command values, special rules, deployment instructions, and victory conditions are given here. This is an unofficial fan-created scenario and is not affiliated with the rules publisher.

Historical situation

By dawn on 19 February the Axis counteroffensive in central Tunisia had driven Allied forces back toward the Western Dorsal. Kasserine Pass was one of the principal openings through the mountains. Beyond it lay the road network leading toward Tebessa and Thala. Colonel Alexander N. Stark assumed responsibility for an improvised defense built around the 1st Battalion, 26th Infantry, elements of the 19th Engineer Combat Regiment, artillery, tank destroyers, and a small armored detachment.

The first Axis attempt was made by Kampfgruppe DAK under Generalmajor Karl Buelowius. Reconnaissance troops probed the pass early in the morning, followed by Panzergrenadier-Regiment Afrika and tanks from I./Panzer-Regiment 8 of 15th Panzer Division. The defense held throughout the day. The important historical correction for this scenario is that 21st Panzer Division was not the principal attacking formation in Kasserine Pass on 19 February; it was engaged farther north toward Sbiba.

Scenario at a glance

Item	Setting
Players	Two; optional team play
Table	6 x 4 feet; Axis enters from the eastern short edge
Game length	12 turns
Primary Axis objective	Open the pass and exit a combat group to the west
Primary Allied objective	Delay the attack and keep the road contested
Historical result	Allied delaying success - the pass remained closed on 19 February

Battlefield

The table represents the eastern and central portions of Kasserine Pass. Djebel Semmama dominates the northern side; rough slopes associated with Djebel Chambi and its foothills dominate the south. The main road runs east-west through constricted ground. The Hatab wadi, swollen by winter rain, complicates movement. Steep mountain slopes are impassable to tanks except at designated tracks. Rough ground should be common enough that the road matters.

Allied forces - Stark Force

Formation	Suggested tabletop representation	Notes
Stark Force HQ	1 CO (CV 8); 2 HQ (CV 7)	Improved command from several formations
1/26 Infantry	6 infantry; 1 HMG; 1 81mm mortar	Principal trained infantry on northern heights
19th Engineer Combat Regiment	5 engineer/infantry; 1 HMG	Fight as regular infantry unless performing an engineering task
Tank destroyer detachment	2 M3 75mm GMC	Fragile vehicles with useful anti-tank firepower; no M10s
Armored detachment	1 M4 Sherman unit	Represents a small reinforcing tank group
Artillery	2 off-table 105mm assets; 1 French 75mm asset	Field artillery support available from the start

Axis forces - Kampfgruppe DAK

Formation	Suggested tabletop representation	Notes
Command	1 CO (CV 9); 2 HQ (CV 8)	More experienced command network
Aufklaerungs-Abteilung 33	2 reconnaissance; 1 armored recon; 1 motorcycle/recon infantry	Initial probe
Panzergrenadier-Regiment Afrika	6 panzergrenadier; 2 HMG; 1 mortar; 1 engineer	Use trucks where transport is required
I./Panzer-Regiment 8	1 Panzer III L; 1 Panzer III N; 1 Panzer IV G	Tabletop compression of the armored commitment
Artillery	1 off-table 105mm asset; 1 mortar support asset	Deliberately limited in the first-day scenario

Deployment

All Allied units begin on the table. Infantry, engineers, HMGs, mortars, and tank destroyers may begin dug in. The Sherman may begin concealed but not dug in. Place six minefield sections; four are normal and two are incomplete. The incomplete sections count at half normal effect or grant the Axis a favorable breaching modifier, according to the normal rules procedure selected before play.

Axis entry is staged: Turn 1 - Aufklaerungs-Abteilung 33; Turn 2 - Panzergrenadier-Regiment Afrika; Turn 4 - the Panzer battalion representation. Axis artillery is available when the first panzergrenadiers arrive.

Scenario rules

Cold rain and mist

Turns 1-2: maximum visibility 12 inches. Turns 3-4: maximum visibility 24 inches. Turn 5 onward: normal visibility. The effect is intentionally simple; weather should shape the attack without becoming a separate mini-game.

Mud and bogging

Vehicles leaving roads for designated soft ground make the normal movement test chosen for the scenario. A failed test stops the unit. A second consecutive failure bogs it until a later successful command frees it. Tracked vehicles receive a favorable modifier over wheeled vehicles.

Surprise probe

Before Turn 1, the Axis reconnaissance group may make one free movement action. It may not fire during that movement. The free move ends as soon as a reconnaissance unit encounters enemy fire, a minefield, or an enemy unit within normal spotting distance.

American command confusion

The first time an Allied HQ fails a command roll, roll 1D6. On 4-6 that HQ may issue no further orders in the current turn. Apply this event only once in the scenario. The rule represents a fragmented command network, not a blanket penalty to American troops.

Late-day infiltration

Beginning Turn 8, Axis infantry in rough mountain terrain and outside Allied line of sight may make a half-speed infiltration move. Armored vehicles may not use this rule.

Scattered reinforcement

Beginning Turn 7, roll 1D6 at the start of each Allied turn. On 5+, one infantry unit and one medium-tank unit enter from the western edge. Only one reinforcement roll can ever succeed.

Victory conditions

Result	Requirement
Axis major victory	At least 5 Axis combat units exit the western edge, including 1 armored unit, and the main road is open.
Axis minor victory	Axis holds the central road junction and adjacent shoulders; no undisrupted Allied combat unit is within 8 inches of the main road at game end.
Allied minor victory	Allies still contest the central road, a principal shoulder, or the western exit, and fewer than 5 Axis combat units have exited.
Allied major victory	No Axis combat unit exits the western edge and the Allies retain control of the main road at the end of Turn 12.

Campaign carryover

- Each destroyed Axis panzer unit rolls after the game: 1-3 permanent campaign loss; 4-5 returns on 21 February; 6 repaired for 20 February.
- Surviving Allied infantry, engineers, tank destroyers, and armor may appear on 20 February. A formation reduced below half its starting combat units enters the next day Worn.
- Allied major victory: one additional prepared position and one additional artillery fire mission on 20 February.
- Axis minor victory: one free reconnaissance move before the 20 February scenario.
- Axis major victory: up to 25 percent of the 20 February Axis force may begin inside the eastern third of the battlefield.

Design notes

This scenario is not a literal company-by-company reconstruction. It compresses the force structure so that the tabletop problem remains recognizable: an experienced Axis combined-arms force attempts to force restrictive ground against an improvised but determined defense. The Allied task is time. The Axis task is passage. Casualty totals alone do not decide the game.

Sources and historical basis

Source	Link
George F. Howe, Northwest Africa: Seizing the Initiative in the West, U.S. Army Center of Military History, 1957 (chapters "Rommel's Thrust Through Kasserine Pass" and "The Enemy Is Turned Back").	https://www.govinfo.gov/content/pkg/GOVPUB-D114-PURL-gpo86236/pdf/GOVPUB-D114-PURL-gpo86236.pdf
U.S. Army Center of Military History, Tunisia campaign brochure.	https://history.army.mil/Portals/143/Images/Publications/Publication%20By%20Title%20Images/C%20img/campaigns-wwii/pdf/38.pdf
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Kasserine Pass Battles: Staff Ride Background Materials, U.S. Army Maneuver Center of Excellence.	https://mcoecbamcoepwprd01.blob.core.usgovcloudapi.net/library/ABOLC_BA_2018/Research_Modules_C/Sidi_Bou_Zid/CMH_Staff_Ride_Guide.pdf
National WWII Museum, "Kasserine Pass: German Offensive, American Victory."	https://www.nationalww2museum.org/war/articles/kasserine-pass-german-offensive-american-victory
U.S. Army Field Artillery Branch history, King of Battle: A Branch History of the U.S. Army's Field Artillery.	https://www.govinfo.gov/content/pkg/GOVPUB-D101-PURL-gpo89177/pdf/GOVPUB-D101-PURL-gpo89177.pdf

Historical unit strengths changed rapidly during the fighting and surviving accounts differ in some details. The orders of battle in this packet compress formations to a practical tabletop scale while preserving the main historical organizations, command problems, terrain constraints, and operational objectives.