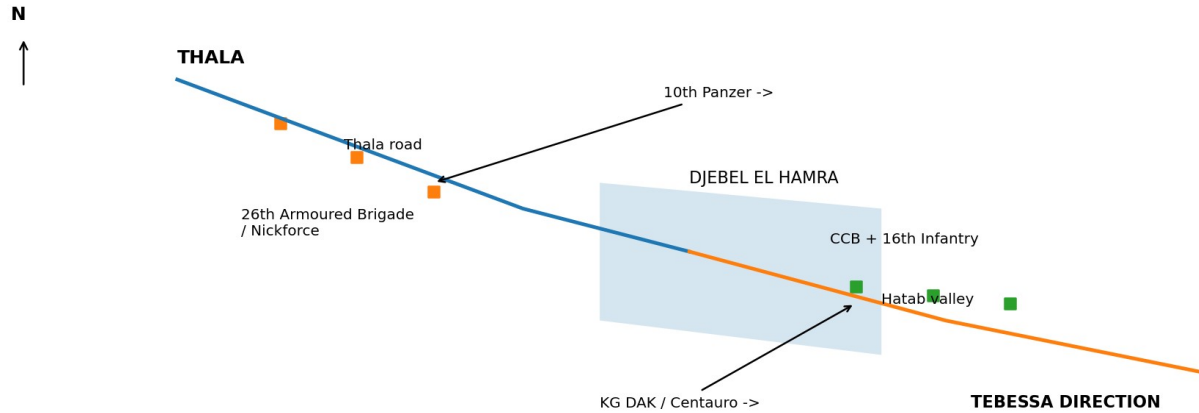


KASSERINE PASS CAMPAIGN

Day Three: The Roads Beyond Kasserine

21 February 1943 - Djebel el Hamra and the road to Thala



21 February packet contains two linked scenarios: Thala and Djebel el Hamra.

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

With Kasserine Pass forced, the Axis advance separated onto two main axes. Kampfgruppe DAK and Italian elements moved along the Hatab valley toward the approaches to Tebessa. Farther north, Kampfgruppe von Broich of 10th Panzer Division advanced toward Thala. The two thrusts met very different Allied defenses, but both ran into formations that had been given the time needed to organize.

At Djebel el Hamra, Brigadier General Paul Robinett's Combat Command B of 1st Armored Division combined tanks, armored infantry, tank destroyers, and artillery with elements of the 16th Infantry, 1st Infantry Division. Panzergrenadier-Regiment Afrika seized Hill 812 but became pinned under heavy artillery fire, while supporting Axis armor and Centauro assault guns failed to break the prepared anti-tank defense. On the Thala road, 26th Armoured Brigade conducted a costly delaying action before falling back to a final line south of the town. The packet therefore contains two linked scenarios representing the two arms of the breakthrough.

How to use this daily packet

- Scenario 3A - Djebel el Hamra: the Axis attempts to force the Tebessa approaches.
- Scenario 3B - The Road to Thala: 10th Panzer tries to smash the British blocking force before Allied artillery can consolidate.
- For a full campaign, both scenarios should be played. They may be played simultaneously on separate tables if four or more players are available.
- If only one table is available, play 3A and 3B in either order. Results from both feed the 22 February packet.

Scenario 3A - Djebel el Hamra

Battlefield and length

Item	Setting
Table	6 x 4 feet, long axis east-west
Game length	12 turns
Terrain	Rocky ridges, shallow wadis, open fire lanes, limited road net
Axis objective	Seize the passes west of Djebel el Hamra and open the road toward Tebessa
Allied objective	Hold the prepared combined-arms line

Allied forces - CCB and attached infantry

Formation	Suggested tabletop representation	Notes
CCB command	1 CO CV 9; 2 HQ CV 8	Robinett's command is cohesive by this stage
2/13 Armored Regiment	3 M4 Sherman units; 1 light/recon tank unit	Use hull-down/defilade positions where terrain permits
2/6 Armored Infantry	5 armored infantry; 3 half-track transport; 1 HMG; 1 mortar	Veteran/Regular according to preferred BKC list
16th Infantry elements	5 infantry; 1 HMG; 1 mortar; 1 HQ CV 8	1st Infantry Division support
Tank destroyer elements	2 M3 GMC or other historically appropriate early TD units	Scenario abstraction of attached TD strength
Artillery	3 off-table field-artillery assets; 1 self-propelled artillery asset	Strong, preregistered support is central to the defense

Axis forces - Kampfgruppe DAK / Centauro

Formation	Suggested tabletop representation	Notes
DAK command	1 CO CV 9; 2 HQ CV 8	Campaign survivors replace standard force where applicable
Panzergrenadier-Regiment Afrika	6 panzergrenadier; 2 HMG; 1 mortar; 1 engineer	Main assault force
I./Panzer-Regiment 8	3 panzer units, mix of Panzer III/IV	Tabletop compression
Centauro support	1 M14/41; 2 Semovente 75/18; 3 Bersaglieri	Assault gun and infantry support
Reconnaissance	1 armored recon; 1 recon infantry	Forward screen
Artillery and air	2 artillery assets; 1 limited air-support mission	Axis had air support but the ground defense proved difficult to dislodge

Deployment and special rules

- Allied infantry and anti-tank assets deploy in the western half of the table and may begin dug in. Tanks may begin hull-down if a legal terrain position exists.
- Axis forces enter from the eastern edge. One reconnaissance unit may make a free pregame move.
- Hill 812 is a major objective. Axis infantry controlling it receives observation over adjacent lower ground but no automatic combat bonus beyond normal high-ground rules.
- Preregistered fires: before play, the Allied side marks three reference points. Once per game per point, one artillery request directed at that point may reroll one failed request or deviation roll, according to the normal BKC procedure used at the table.
- Artillery trap: an Axis infantry unit on Hill 812 that is suppressed by off-table artillery may not make an initiative move in the following Axis turn. It can still receive orders normally if not otherwise prohibited.

Victory - Djebel el Hamra

Result	Requirement
Axis major	Control Hill 812 and exit 4 combat units from the western edge, including 1 armored unit.
Axis minor	Control Hill 812 and one western pass objective at game end.
Allied minor	Prevent an Axis exit of 4 units and retain one western pass.

Allied major	Retain both western pass objectives and prevent any Axis armored unit from exiting.
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Scenario 3B - The Road to Thala

Battlefield and length

Item	Setting
Table	6 x 4 feet, south-to-north along the Thala road
Game length	14 turns
Terrain	Series of ridges crossing the road; scattered rough ground; final line near north edge
Axis objective	Break the British delaying positions before night
Allied objective	Trade ground for time and keep a final line intact

Allied forces - 26th Armoured Brigade / Nickforce

Formation	Suggested tabletop representation	Notes
Command	1 CO/HQ CV 8; 2 HQ CV 8	British command is experienced but under severe pressure
2nd Lothians and Border Horse	3 Valentine/Crusader armored units	Use available historically plausible cruiser/infantry tank models
Motor infantry	5 infantry; 1 HMG; 1 mortar	Composite brigade infantry and reinforcements
Anti-tank	2 anti-tank gun units	Defensive backbone on ridge lines
Artillery	2 off-table assets initially	Additional U.S. artillery arrives only through the special rule below

Axis forces - Kampfgruppe von Broich, 10th Panzer

Formation	Suggested tabletop representation	Notes
Command	1 CO CV 9; 2 HQ CV 8	Rommel may appear through the command rule below
Panzergrenadiers	7 panzergrenadier; 2 HMG; 1 mortar; 1 engineer	Main assault infantry
Armor	4 panzer units, mix of Panzer III and IV	No Tigers
Anti-tank/recon	1 Marder III; 1 armored recon	Support elements
Artillery	2 off-table assets; 1 Nebelwerfer asset	Strong but not unlimited fire support

Deployment and special rules

- The British place one armored unit and up to two infantry/anti-tank units on the first ridge line; the remainder deploys on or behind the second and final ridges.
- Leapfrog withdrawal: once per Allied turn, one British formation that is not suppressed and has no enemy within 10 cm may make a single half-speed withdrawal move before issuing orders. The move must be generally toward Thala.
- Rommel takes a hand: once during Turns 6-10, one Axis HQ gains +1 CV for that command phase. If the first command roll fails, the bonus is lost.
- Nightfall pressure: Turns 11-14 use maximum visibility 18 inches. Close assaults and point-blank fighting remain possible.
- 9th Division artillery approaches: at the end of Turn 12, if the British still hold the final ridge, mark the position as Prepared for 22 February. This does not add guns during the 21 February game; it creates the next-day artillery bonus.

Victory - Thala road

Result	Requirement
Axis major	Break the final ridge and exit 4 combat units from the north edge, including 2 armored units.
Axis minor	Control the final ridge at game end but fail the exit requirement.

Allied minor	Final ridge remains contested and fewer than 4 Axis units exit.
Allied major	Allies retain the final ridge and no Axis armored unit exits the north edge.

21 February campaign carryover

- Each Axis major victory grants one extra artillery support asset in the corresponding sector on 22 February. Each Allied major victory grants one prepared position in that sector.
- If the Thala final ridge remains in Allied hands, the U.S. 9th Infantry Division artillery is considered fully deployed for the 22 February Thala scenario.
- If Djebel el Hamra ends in an Allied major victory, CCB receives one free pregame redeployment of up to two units on 22 February.
- Destroyed armored units follow the recovery procedure from 20 February. Infantry that survives on-table or exits in good order is automatically available on 22 February unless the scenario result specifically delays it.

Historical result

Both Axis thrusts were checked. At Djebel el Hamra, the prepared American combined-arms defense and concentrated artillery stopped the drive toward Tebessa. On the Thala road, the British force was pushed back almost to the town and suffered heavy losses, but it bought the hours needed for the 9th Infantry Division artillery to arrive and organize during the night. The operational meaning of 21 February was therefore larger than either local fight: the breakthrough had lost momentum.

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
U.S. Army Center of Military History, Chronology, 1941-1945.	https://history.army.mil/Portals/143/Images/Publications/Publication%20By%20Title%20Images/C%20Pdf/CMH_Pub_11-1.pdf
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.