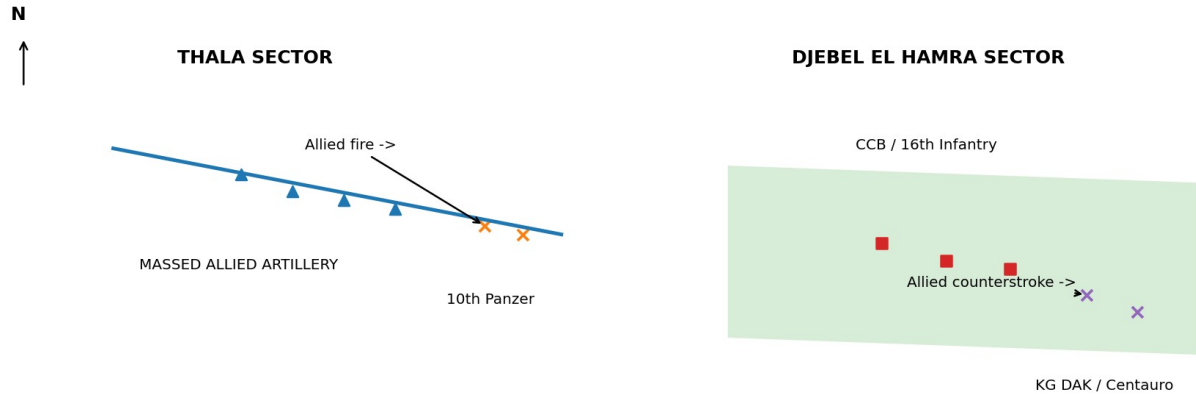


KASSERINE PASS CAMPAIGN

Day Four: The Offensive Breaks

22 February 1943 - 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

By 22 February Rommel's offensive had reached its culminating point. The drive toward Tebessa had been stopped at Djebel el Hamra. South of Thala, Kampfgruppe von Broich faced a defensive system stiffened overnight by the arrival of the 9th Infantry Division artillery after a forced march from western Algeria. Allied guns were placed on a common fire-control system and massed with British artillery. The result was a level of concentrated fire that the Axis had not encountered during the first days of the offensive.

The day did not begin with a simple, clean Allied advance. Local counterattacks, infiltrating Axis troops, artillery barrages, and uncertainty continued across the front. But the strategic balance had changed. By the afternoon Rommel concluded that continued attacks offered little prospect of success and ordered the offensive broken off. Axis forces began withdrawing toward Kasserine Pass, leaving mines and delaying parties behind.

How to use this daily packet

Day Four contains two short linked scenarios. The first represents the artillery-dominated crisis south of Thala. The second represents the American counterstroke and local fighting around Djebel el Hamra. Together they determine the campaign conclusion. Either may also be played independently.

Scenario 4A - Guns at Thala

Scenario at a glance

Item	Setting
Table	6 x 4 feet
Game length	10 turns
Allied objective	Prevent renewed Axis penetration and inflict enough disruption to force a withdrawal
Axis objective	Survive the artillery storm, seize the final line, and keep an attack option open
Historical result	Axis attack stalled; withdrawal followed

Allied forces

Formation	Suggested tabletop representation	Notes
British blocking force	2 armored units; 5 infantry; 2 anti-tank; 1 HMG; 2 HQ CV 8	Represents the battered but still organized final line
9th Infantry Division artillery	3 off-table artillery assets plus 1 heavy-artillery asset	Represents massed divisional fires; scenario-specific concentration rule below
Other British artillery	2 off-table artillery assets	Adds to the common fire plan
Local armored counterattack	1 armored unit	May begin in reserve

Axis forces

Formation	Suggested tabletop representation	Notes
10th Panzer command	1 CO CV 9; 2 HQ CV 8	Campaign survivors from 21 February
Panzer grenadiers	6 infantry; 2 HMG; 1 mortar; 1 engineer	Reduced/attrited from previous day
Armor	3 panzer units, Panzer III/IV mix	No Tigers
Support	1 Marder III; 1 armored recon; 2 artillery assets	Limited ability to sustain the attack

Special rules - Thala

Massing the guns

Before Turn 1, the Allied side places four preregistered reference points. During Turns 1-3, one successful artillery request each turn may combine up to three Allied artillery assets against a single reference point or spotted target, subject to normal BKC restrictions. This represents centralized fire control rather than additional gun strength.

Dawn barrage

Before the first Axis command phase, resolve one Allied artillery concentration against a nominated Axis formation. The attack cannot destroy an HQ directly; command stands displaced by bombardment are moved to the nearest legal position.

Interrupted Axis timetable

The Axis may not make a general advance on Turn 1. Units may fire, rally, redeploy locally, or respond to initiative. Normal offensive orders begin on Turn 2. This represents the disruption caused by the unexpectedly heavy Allied fire.

Rommel's decision

At the end of each Axis turn beginning Turn 6, calculate Axis combat-unit losses. If at least 30 percent of starting Axis combat units are destroyed or suppressed at that moment, the Axis side may declare Withdrawal. All surviving units may then leave by the southern edge; successfully exiting units count as preserved for campaign purposes.

Victory - Thala

Result	Requirement
Axis major	Control the Allied final ridge and exit at least 3 combat units through the north edge.
Axis minor	Control the final ridge at game end without meeting the exit requirement.

Allied minor	Hold or contest the final ridge and force an Axis Withdrawal declaration.
Allied major	Hold the final ridge; no Axis unit exits north; at least one Axis armored unit is destroyed or abandoned.

Scenario 4B - Counterstroke at Djebel el Hamra

Scenario at a glance

Item	Setting
Table	6 x 4 feet
Game length	10 turns
Allied objective	Recover forward ground and break the Axis hold on the Hatab approaches
Axis objective	Hold long enough to withdraw in good order
Historical result	Allied pressure and artillery helped end the Axis drive toward Tebessa

Allied forces

Formation	Suggested tabletop representation	Notes
CCB command	1 CO CV 9; 2 HQ CV 8	Use campaign survivors
Armor	3 M4 Sherman units; 1 light/recon unit	Primary mobile striking force
Armored infantry	5 infantry; 3 half-tracks; 1 HMG; 1 mortar	CCB maneuver element
16th Infantry elements	5 infantry; 1 HMG; 1 mortar	Supports the counterstroke
Tank destroyers	2 TD units	Use campaign survivors or early-war substitutes
Artillery	3 off-table artillery assets	Strong coordinated fire support

Axis forces

Formation	Suggested tabletop representation	Notes
Kampfgruppe DAK / Centauro command	1 CO CV 9; 2 HQ CV 8	Use campaign survivors
Panzergrenadiers / Bersaglieri	6 infantry total; 2 HMG; 1 mortar	Mixed German-Italian defense
Armor / assault guns	2 panzer units; 1 Semovente 75/18	Reduced mobile reserve
Recon / anti-tank	1 recon; 1 anti-tank or Marder unit	Rear guard support
Artillery	2 off-table assets	Limited ammunition rule below

Special rules - Djebel el Hamra

Allied initiative

The Allied side moves first. Before Turn 1, up to two Allied combat units may redeploy up to 6 inches if the 21 February Djebel el Hamra scenario ended in an Allied major victory.

Axis infiltration residue

Before play, the Axis may place one infantry unit in rough terrain behind or to the flank of the Allied forward line, at least 10 inches from an Allied HQ. This represents the confused infiltration fighting still occurring around the sector. The unit may not assault on Turn 1.

Axis ammunition pressure

After each Axis off-table artillery asset has fired successfully three times, mark it Low Ammunition. Further requests by that asset suffer a -1 command/fire-support modifier appropriate to the normal BKC procedure used at the table.

Rear-guard withdrawal

Beginning Turn 7, Axis units may exit the eastern edge. A unit that exits is preserved. Units still on the table at Turn 10 count as captured or abandoned only if cut off from the eastern edge by Allied combat units or impassable terrain.

Victory - Djebel el Hamra

Result	Requirement
Axis major	Hold both forward ridge objectives and preserve at least 70 percent of surviving starting combat units.
Axis minor	Hold one ridge objective and preserve at least half of surviving starting combat units.
Allied minor	Take both forward ridge objectives but fail to cut off the Axis rear guard.
Allied major	Take both ridge objectives and prevent at least 4 Axis combat units from exiting east.

Campaign conclusion

The campaign result is based on operational objectives rather than a simple sum of destroyed units. Compare the four daily results after both 22 February scenarios are complete.

Campaign outcome	Condition
Axis operational success	Axis achieved a major victory on 20 February, at least one major victory on 21 February, and at least one Axis victory on 22 February.
Axis limited success	Axis broke the pass on 20 February but failed to convert that breakthrough into a sustained advance on 21-22 February.
Allied recovery	Axis broke or contested the pass, but Allied forces achieved at least two major victories across the 21-22 February sector scenarios.
Allied decisive defense	Axis failed to achieve even a minor victory on 20 February, or the breakthrough was completely contained with Allied major victories in both 22 February scenarios.

The historical campaign most closely resembles Axis limited success at the Kasserine tactical level followed by Allied recovery at the operational level. The Axis opened the pass and inflicted serious losses, but the exploitation toward Tebessa and Thala was stopped. On 22 February Rommel ended the offensive and began withdrawing toward Kasserine.

After the battle

The fighting around Kasserine exposed serious weaknesses in Allied command arrangements, training, reconnaissance, and combined-arms coordination. It also demonstrated that American formations could recover quickly when command, artillery, armor, infantry, and anti-tank weapons were brought together coherently. The battle should therefore not be reduced to a simple story of early American failure or late Allied success. The campaign changed character over several days, and the tabletop sequence is designed to show that transformation.

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
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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	https://www.govinfo.gov/content/pkg/GOVPUB-D101-PURL-

History of the U.S. Army's Field Artillery.	gpo89177/pdf/GOVPUB-D101-PURL-gpo89177.pdf
Evert E. Strong, "Thala Engagement: February 21-24, 1943," Field Artillery Journal, August 1943.	https://tradicfcoeccafcoepfwprod.blob.core.usgovcloudapi.net/fires-bulletin-archive/1943/AUG_1943/AUG_1943_FULL_EDITION.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.