

# The Road to Tebessa

20th February, 1943

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This fictional battle represents an action that took place instead of the conflagration at Kasserine. Mixed Axis units attacked from the Thelepte area northwards, along a road up a valley, with the aim of capturing Tebessa. They were halted by French defenses in the towns of Bordj Oum Ali (to the south) and El Ma el Abiod (to the north), reinforced by British and American mixed units.

## Rules and Scale

This scenario was designed for our *Hail of Lead* rule set, but could be adapted for *Command Decision*, *Spearhead*, or any other system designed for platoon-level games.

The map represents a rectangular game table with dimensions of 1.8 x 2.4 meters (6 x 8 feet).  
1 cm = 20 meters (1 inch = 50 yards).

Each infantry stand or vehicle model represents a platoon.

## Map Terrain

Light green areas represent clear terrain.

Light brown and dark brown area are hills and hilltops, respectively. Hill terrain is considered to be Difficult terrain for movement purposes.

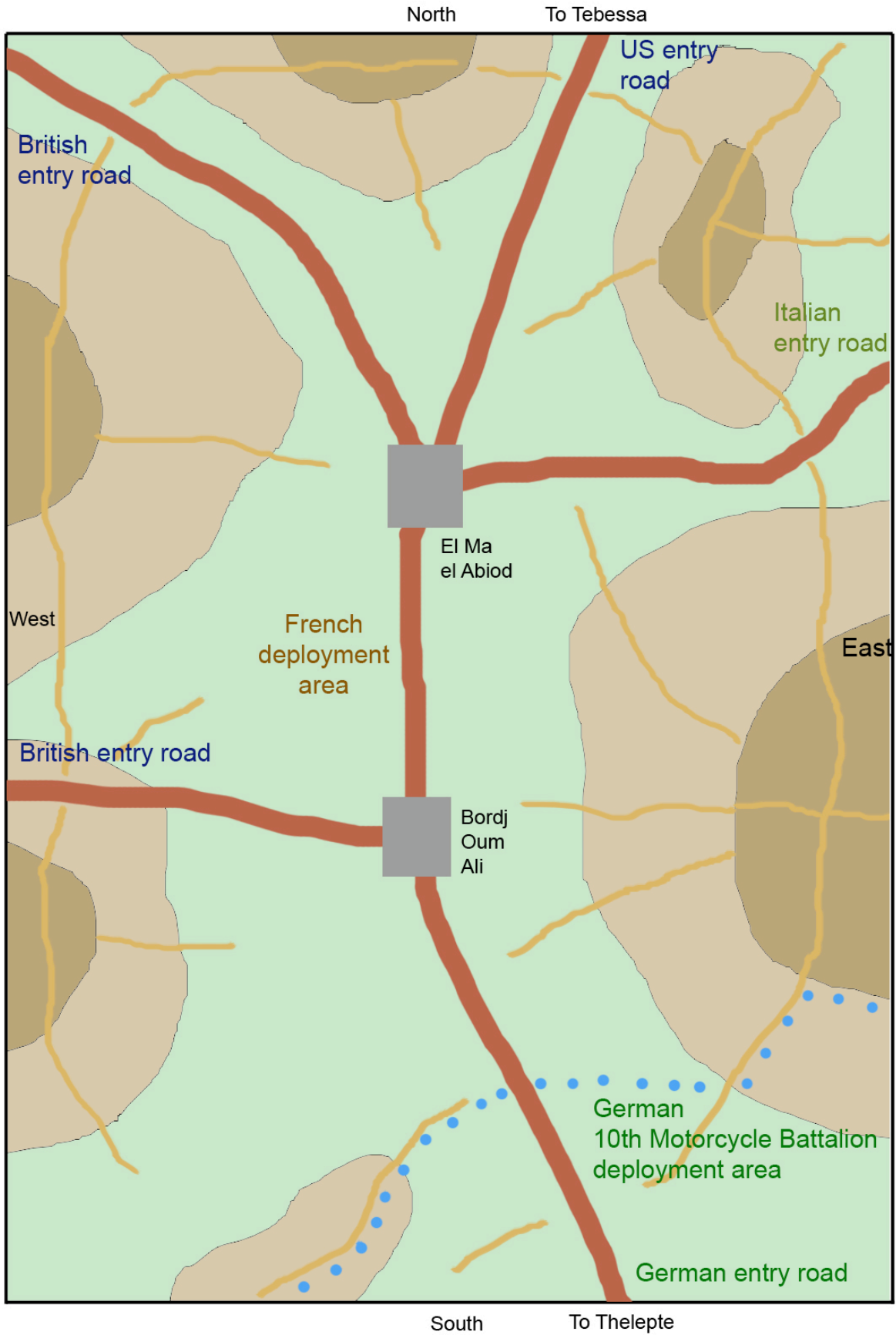
Ochre-yellow lines show crestlines. These block LOS at the same elevation; units at higher elevation can easily see over crestlines below them. Crestlines do not hinder movement in any way. Turreted AFVs may take up Hull Down positions behind crestlines. You may choose to allow non-turreted vehicles to get the Hull Down benefit, but at the cost of not being able fire their weapons.

Red lines are roads.

Grey squares indicate towns.

## Weather

The skies are clear; maximum LOS is 100cm, increased to 125cm for units on the tops of hills looking down.



# Orders of Battle

The following units have been adapted from Greg Novak's *Race for Tunis* campaign booklet (written for the Command Decision rules).

## France

### 43rd Colonial Regiment

*Regular 4-6, Rally 4-6*

#### Regimental Headquarters

1 command stand (2 rolls/25cm)

1 car

1 staff telephone wagon (2 rolls/100cm phone lines)

#### 1st Battalion, 43rd Colonial Regiment

*Regular 4-6, Rally 4-6*

##### Headquarters

1 command stand (2 rolls/25cm)

##### 1st Infantry Company

Command (1 roll/25cm)

2 rifle stands

1 MMG stand

##### 2nd Infantry Company

Command (1 roll/25cm)

2 rifle stands

1 MMG stand

##### 3rd Infantry Company

Command (1 roll/25cm)

2 rifle stands

1 MMG stand

#### *Attached*

#### 62nd Antitank Company

*Regular 4-6, Rally 4-6*

Command (1 roll/25cm)

1 47L53 AT gun

1 gun crew stand    OOOOO

1 25L72 AA gun

1 gun crew stand    OOOOOO

2 light trucks

#### *Attached*

#### 7th (Tank) Squadron, 4th Chasseurs d'Afrique

*Regular 4-6, Rally 4-6*

Command (1 roll/25cm)

1 Char D1    OOOOOOO

1 Char D1    OOOOOOO

1 Char D1    OOOOOOO

#### *Attached*

#### 5th Battery, 62nd African Artillery Regiment

*Regular 4-6, Rally 4-6*

Command (1 roll/25cm)

1 75L36 field gun

1 gun crew stand    oOOOO

1 limber

1 ammo cart    75L36 ammo: oOOOO

Deployment: All units except the 7th Tank Squadron begin on the battlefield. On-board units must be deployed within 25cm of either town; the 5th Artillery Battery may be placed within 50cm of either town. Each town must have

a garrison of at least 1 company/battery. All stationary personnel stands in open terrain are considered entrenched. The 7th Tank Squadron enters on the southwest road on turn 1.

## Britain

### Bladeforce

#### Headquarters

*Regular 4-6, Rally 4-6*

1 command stand (2 rolls/25cm)

1 car

1 staff radio truck (2 rolls/100cm)

#### Attached

##### Elements, 84th Light Antiaircraft Battery

1 40L56 AA gun

1 gun crew stand OOOO

1 light truck

1 medium ammo truck OOOO

### B Squadron, 1st Derbyshire Yeomanry

*Regular 4-6, Rally 3-6*

1 command Daimler II armored car (1 roll/25cm)

1 recon Daimler II armored car (1 self-roll)

1 recon Humber II armored car (1 self-roll)

2 recon Daimler scout cars (1 self-roll each)

1 recon jeep with MG (1 self-roll)

### C Squadron, 17/21 Lancers

*Regular 4-6, Rally 3-6*

Command (1 roll/25cm)

1 Crusader III OOOOOOOO

1 Crusader III OOOOOOOO

1 Valentine III OOOOO

1 Valentine III OOOOO

### B Company, 10th Rifle Brigade

*Regular 4-6, Rally 4-6*

Command (1 roll/25cm)

2 rifle stands with integral Boys ATRs

1 MMG stand

3 light trucks

2 recon carriers (1 self-roll each)

### 254th Battery, 72nd Antitank Regiment

*Regular 4-6, Rally 4-6*

Command (1 roll/25cm)

4 6-pounder AT guns

1 gun crew stand OOOOO

1 gun crew stand OOOOO

1 gun crew stand OOOOO

1 gun crew stand OOOOO

4 light trucks

1 medium ammo truck with 1 ton of 6-pounder ammo OOOOO

#### Attached, Off-Board

### C Battery, 12th RHA Regiment

1 25-pounder field gun ooOOOOO

1 25-pounder field gun ooOOOOO

Deployment: All units start off-board. Recon squadron enters on turn 1 on southwest road. Thereafter, the commander may bring 2 units of his choice on the battlefield per turn on either the southwest or northwest roads. Units may be held back, but all remaining units must enter the battlefield on turn 6.

## United States

### 2nd Battalion, 1st Armored Regiment

*Regular 4-6, Rally 3-6*

#### Battalion Headquarters

1 command M3 Lee tank (2 rolls/25cm) 37L53 OOOOOOOOOOOO75L28 OOOOO

1 recon jeep with AAMG (1 self-roll)

1 M4 HTMC (81mm) ooOOOOOOOO

1 T30 HMC (75) oOOOOO

#### D Company

Command (1 roll/25cm)

1 M3 Lee medium tank 37L53 OOOOOOOOOOOO 75L28 OOOOO

1 M3 Lee medium tank 37L53 OOOOOOOOOOOO 75L28 OOOOO

1 M3 Lee medium tank 37L53 OOOOOOOOOOOO 75L28 OOOOO

#### Attached

#### A Company, 1st Battalion, 1st Armored Regiment

Command (1 roll/25cm)

1 M3 Stuart light tank OOOOOOO

1 M3 Stuart light tank OOOOOOO

1 M3 Stuart light tank OOOOOOO

#### Company B, 701st Tank Destroyer Battalion

Command (1 roll/25cm)

1 M3 GMC (75) halftrack OOOOOO

1 M3 GMC (75) halftrack OOOOOO

1 M6 GMC (37) truck OOOOO

1 T28 MGMC halftrack 37L54 OOOOO

2 recon jeeps with AAMG (1 self-order each)

#### C Company, 1st Battalion, 6th Armored Infantry Regiment

Command (1 roll/25cm)

2 mech-rifle stands

1 37L53 AT gun

1 gun crew stand OOOOOOOO

2 halftracks with MG

1 halftrack with AAMG

#### Attached Off-Board Support

#### A Battery, 175th Field Artillery Battalion

1 25-pounder field gun ooOOOOOOOO

Deployment: All units start off-board. 2 units may enter the battlefield on the north road per turn, starting on turn 1. Units may be held back, but all remaining units must enter the battlefield on turn 6.

## Italy

### XVI (16th) Battalion, 10th Bersaglieri Regiment

*Regular 4-6, Rally 3-6*

#### Headquarters

1 command stand (2 rolls/25cm)

1 car

1 recon motorcycle rifle stand (1 self-roll)

1 recon AB-41 (1 self-order) OOOOOOOOOO

#### Motorcycle Company

*Regular 4-6, Rally 3-6*  
Command (1 roll/25cm)  
3 motorcycle rifle stands  
1 motorcycle MMG stand

### Motorized Company

*Regular 4-6, Rally 3-6*  
Command (1 roll/25cm)  
3 rifle stands  
1 MMG stand  
2 medium trucks

### AT Company

*Regular 4-6, Rally 3-6*  
Command (1 roll/25cm)  
2 47L32 AT guns  
1 gun crew stand        OOOOO  
1 gun crew stand        OOOOO  
2 light trucks

### Attached

#### AA Battery

*Regular 4-6, Rally 3-6*  
1 command Autocannone 90 (1 roll/25cm) (truck-mounted 90L53)    OOOOOOOO

### 101st Semovente Battalion

*Regular 4-6, Rally 4-6*  
Command (1 roll/25cm)  
1 Semovente L40    OOOOOO  
1 Semovente L40    OOOOOO  
1 Semovente L40    OOOOOO  
1 Semovente L40    OOOOOO

### 103rd Company, 10th Arditi Regiment

*Veteran 3-6, Rally 3-6*  
1 command AS 42 Sahariana / 47 AT (1 roll/25cm)        OOOOO  
1 recon AS 42 Sahariana / 20 AA        OOOOO  
1 recon AS 42 Sahariana / 20 AA        OOOOO  
1 recon AS 42 Sahariana / 20 ATR        OOOOOOOO  
1 recon AS 42 Sahariana / 20 ATR        OOOOOOOO

### Note:

Each Sahariana may carry one small personnel stand. The crews may dismount to form:

- 1 command stand (1 roll/25cm)
- 2 recon *Arditi* assault engineer stands (1 self-roll each)

### (Off-Board)

#### 1st Battery, 5th "Superga" Artillery Regiment

1 75L18 howitzer    oOOOO

Deployment: The HQ, Motorcycle Company, 103rd *Arditi* Company may begin the game on the battlefield; they must be placed within 25cm of the east board edge and the east road. All other units may enter on the east road when the commander desires, but no more than 2 units may arrive in a turn. Units may be held back, but all remaining units must enter the battlefield on turn 6.

## Germany

### Kampfgruppe, 10th Motorcycle Battalion

*Veteran 3-6, Rally 3-6*

#### Headquarters Company

1 command stand (2 rolls/25cm)

1 kübelwagon  
1 staff radio truck (2 rolls/100cm)  
*Attached*  
1 FAC stand (1 self-roll)  
1 kübelwagon

**Scout Car Company**

1 command SdKfz 231 (1 roll/25cm) OOOOOOO  
1 recon SdKfz 222 (1 self-roll) OOOOOOO  
1 recon SdKfz 222 (1 self-roll) OOOOOOO  
1 recon SdKfz 222 (1 self-roll) OOOOOOO

**Panzer Grenadier Infantry Company**

Command (1 roll/25cm)  
3 mech-rifle stands  
3 SdKfz 251/1  
1 MMG stand  
1 SdKfz 251/10 OOOOOOOOOOO

**Heavy Company**

Command (1 roll/25cm)  
1 engineer stand  
1 light truck  
1 8cm mortar stand oOOOO  
1 75L46 AT gun  
1 gun crew stand OOOOO  
2 medium trucks

**Off-Board**

**3rd Battery, 90th Artillery Regiment**  
1 105L28 howitzer ooOOOOOOOO

Deployment: The entire *Kampfgruppe* must be deployed on the battlefield, no closer than 50cm to Bordj Oum Ali (the south town), no closer than 50cm to the west board edge, and no farther than 50cm from the south board edge.

**Kampfgruppe, 7th Panzer Regiment, 10th Panzer Division**

*Veteran 3-6, Rally 3-6*

**Headquarters Company**

1 command stand (2 rolls/25cm)  
1 kübelwagon  
1 recon Pz II F (1 self-roll) OOOOOOOOOOO

**1st Tank Company**

Command (1 roll/25cm)  
1 PzKfw III J2 OOOOOO  
1 PzKfw III J2 OOOOOO  
1 PzKfw III J2 OOOOOO

**4th Tank Company**

Command (1 roll/25cm)  
1 PzKfw IV F2 OOOOOOOOO  
1 PzKfw IV F2 OOOOOOOOO  
1 PzKfw IV F2 OOOOOOOOO

*Attached*

**1st Tank Company, 501st Heavy Tank Battalion**

Command (1 roll/25cm)  
1 Tiger I E OOOOOOOOO  
2 PzKfw III N OOOOOOO

**6th Company, 69th Panzer Grenadier Regiment**

**Command (1 roll/25cm)**

3 mech-rifle stands  
1 MMG stand  
2 medium trucks

**1st Battery, Hermann Göring Flag Regiment**

*Regular 4-6, Rally 3-6*

**Command (1 roll/25cm)**

1 88L56 AA gun  
1 gun crew stand    OOOOO  
1 heavy tractor  
1 20L113 AA gun  
1 gun crew stand    OOOOOO  
1 light truck

**Off-Board**

**7th Battery, 90th Artillery Regiment**

1 105L28 howitzer   ooOOOOOOOO

Deployment: The *Kampfgruppe* may enter the battlefield on the south road, 2 units per turn, starting on turn 1. Units may be held back, but all remaining units must enter the battlefield on turn 6.

**German Air Support**

Turn 0 (before turn 1)

4 Ju 87B "Stuka" dive-bombers will attack Bordj Oum Ali (the south town). They will either target visible entrenchments (that is, not inside the town) or the town itself if no enemy are visible.

Turn 4

2 Ju 87B "Stuka" dive-bombers are available. They may be directed against an FAC-spotted target, or against a map target. If the mission is against a map location, the German player will drop a square of paper over the battlefield from a height of 1 meter; the place the paper lands will be the target point of a General Support mission. If the paper lands off the board, the mission does not arrive after all.

Turn 8

2 Ju 87B "Stuka" dive-bombers are available. They may be directed against an FAC-spotted target, or against a map target. If the mission is against a map location, the German player will drop a square of paper over the battlefield from a height of 1 meter; the place the paper lands will be the target point of a General Support mission. If the paper lands off the board, the mission does not arrive after all.