

# ASLComp

# AFRIKAKORPS

AK003 ASLCOMP AFRIKAKORPS: BITTER ENDERS™

\$13.95

ASL  
Comp

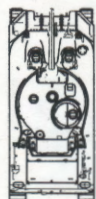


☙ GERMANS Set Up First

☆ AMERICANS Move First

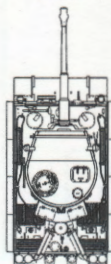
1 2 3 4 5 6

Elements of 2nd Battalion, 13th Armored Regiment and 2nd Battalion, 6th Armored Infantry Regiment enter on turn one along or later along the south edge as per SR #4 with all infantry as PRC:



1 6-6-6	2 5-4-6	8-0	1-4-9	HMG .50 cal. 5PP 3 8-16	MMG 3PP 2 4-10	M2 MTR 6 SPP (3-6) 3 60*	BAZ 43 1PP X10 8-4	CH 13 M1A1 1 75 2/4/4	CH 20 M2 1 75 T6 15PP •AAMG -/-/4	CH 19 M2 GMC 1 75
2	2							2	4	3

[ELR: 3]  
{SAN: 2}

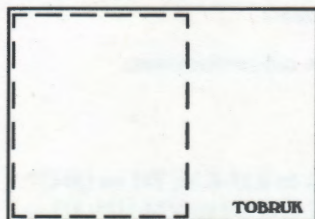


[ELR: 4]  
{SAN: 2}

Elements of *Schwere Panzer Abteilung* 501 and Mountain Regiment 756 enter on turn two along the north edge:

E 4-6-8	2-2-8	8-0	HMG 4PP 3 7-16	LMG 1PP 1 3-8	ATR 1PP 1-12	CH 12 Pz III 1 88L 3/5/2	CH 14 Pz IV 1 75L 3/5	CH 16 Sfz 1 77 15PP AAMG -/-/3	CH M10 1 20L AA	9-1
4						2	2	5		

### MAPLAYOUT:



(only hexrows A-DD are playable)



### VARIATIONS:

- ☙ Replace the 8-0 leader in the German OB with a 9-1.
- ☆ Replace the 8-0 leader in the American OB with a 9-1.

### SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the Southeast, and Light Dust are in effect at start.
- Place overlays as follows: **Tr1** on Q1-Q2; **Tr1** on Q10-Q11; **H8** on M9-L9; and **R5** on O16-O17.
- No APCR/APDS may be used in this scenario.
- Due to a local shortage of fuel, the American player makes a dr + 1 (FRU), prior to each of his turns. This result is the maximum number of vehicles that may enter play from offboard that turn. No more dr are made once all AFV are on board.

**OBJECTIVES:** The Germans win if there are no Good Order American MMC/AFV north of the track at Game End.

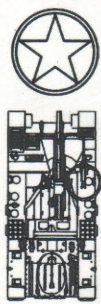
**BIR ELAALIA, TUNISIA, 21 January 1943:** On the 18th of January the Germans launched Operation *Eilbote* in an effort to shore up their southern defenses by recapturing the eastern Dorsals mountain range and the Kebir reservoir that supplied water to Tunis. Colonel Weber of the 10th Panzer Division was given elements of the 756th Mountain, 20th Flak, and 501st *Schwere Panzer Abteilung*. Group Weber drove for three furious days through the French sector, covering over 37 miles until it contacted Combat Command B of the US First Armored Division. Commanded by Brigadier General Robbinett and sent north to contain the German offensive, CCB hit the Germans just north of Bir el Aalia. Running short on fuel, but not on numbers, the First Armored attempted to stave off the German offensive. The Allies were able to contain the German attack in both the north and south of the Dorsal mountains. They did so only after the Germans had recaptured the Kebir reservoir, ensuring the continued supply of water to Tunis. This offensive saw some of the heaviest air operations during the African campaign, with both sides flying over 400 sorties each day. A specific effect of this operation occurred when the French were brought under the command of General Anderson, thereby revealing several command and control faults to the Allies. Recognition of these shortcomings helped the Allies to better coordinate the employment of their forces later in the campaign.



# DEAF FOREVER TO THE BATTLE'S DIN AK #20

★ AMERICANS Set Up First	1	2	3	4	5	6	7
☒ GERMANS Move First							

Elements of HQ Company and Company 'C', 6th Armored Infantry Regiment set up on/north of hexrow T:



1 6-6-6	2 5-4-6	2-2-7	8-1	8-0	7-0	1-4-9	HMG 50 cal. 5PP 3 8-16	MMG 3PP 2 4-10	M2 MTR 5PP (3-4) 3 60+	BAZ 43 1PP X10 8-4	?
8	4			2				3		3	6

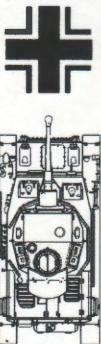
CH 20 T6 15PP -AAMG -/-/4	CH 19 M2 MTR 1 75	CH M12 M2 MTR 3 37LL AT
3		

Elements of 27th Armored Field Artillery Battalion and 13th Armored Regiment enter on turn two along the north edge and/or the west edge on/between hexrows A-Q:

CH 14 M2 MTR 1 105 -/-/4	CH 18 M2 MTR 1 37LL 2/4/2	CH 13 M2 MTR 1 875 BT 1 37LL 2/4/2
2	2	2

[ELR: 3]  
{SAN: 3}

Elements of Kampfgruppe Koch enter on turn one along the south edge in hexes numbered ≤ 11:



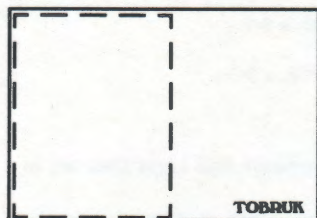
E 5-4-8	E 4-6-8	8-1	8-0	HMG 4PP 3 7-16	1PP LMG 1 3-8	1PP ATR 1-12	CH 13 Pz Inf 2 50L 3/5	CH 14 Pz Inf 1 75L 3/5	CH 16 SPW Div 1 T7 15PP AAMG -/-/3	9-1
4	4			3			2	2	2	

Enter on turn two along the south edge in hexes numbered ≥ 14:

E 5-4-8	8-1	7-0	1PP LMG 1 3-8	5PP MTR [2-13] 3 50+	CH 13 Pz Inf 2 50L 3/5	CH 14 Pz Inf 1 75L 3/5	CH 16 SPW Div 1 T7 15PP AAMG -/-/3
4			2		2	2	2

[ELR: 4]  
{SAN: 2}

## MAPLAYOUT:



(only hexrows A-Z are playable)

## VARIATIONS:

- ☒ Replace any LMG in the German OB with a HMG.
- ★ Add a 9-1 armor leader to the American turn two reinforcements.

## SPECIAL RULES:

- EC are Dry, with no wind at start.
- Place overlays as follows: W14 on T3-U3; T4 on K25-K24; Tr1 on Q6-Q7; Tr1 on Q1-Q2; and V6 on S13-T13; H35 on L7-M8; H8 on V24-U24; D9 on V19-W19; and R5 on O19-O20. Overlay H35 and H8 are treated as Hills with Level 1 and Level 2 heights.
- The Germans receive one Stuka '42 DB (with bombs) on turn two. This Aircraft is automatically Recalled (E7.24) after three turns in play.
- The Germans may utilize HIP for one squad-equivalent (plus any SMC/SW in the same Location).

**JEBEL EL GUESSA, TUNISIA, 6 December 1942:** The Germans kept the pressure on the Allied High Command in Tunisia, keeping the initiative well in hand during early December 1942. Kesselring and Nehring allowed their bloodied adversaries no rest. Early on the morning of 1 December a strong counterattack came out of Djedeida. In two columns spearheaded by forty tanks and supported by deadly dive bombers, the German-Italian attackers hit Blade Force, sending its units into a hasty withdrawal south. The road quickly became congested with vehicles of all types, which only made a more inviting target for enemy artillery and dive bombers. In the first four days of December the Germans and their Italian allies built up momentum and pushed the Allies back from Djedeida, securing it as an Axis strong-point, then farther west to take Tebourba. After a brief pause the Germans resumed their offensive, taking Djebel el Guessa, a key hill mass four miles south of Tebourba, and in the process mauling elements of the U.S. 6th Armored Infantry Regiment. Still the German tanks and dive bombers came and for the next four days pushed the Allies farther west. Finally on the 10th, Allied units held a defensive line just east of Medjez el Bab. The string of defeats in December cost them dearly: over 1,000 missing (prisoners of war), and 73 tanks, 432 other vehicles, and 70 artillery pieces lost.



# SAVING FRENCH BACON

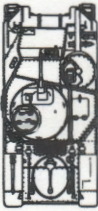
AK #21

GERMANS Set Up First

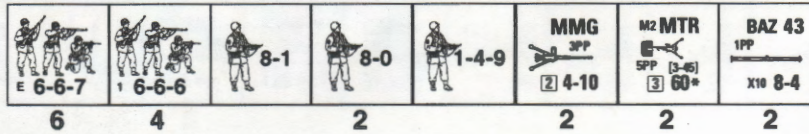
AMERICANS Move First

1 2 3 4 5 6 7

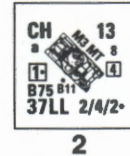
Elements of the 2nd Battalion, 6th Armored Infantry Regiment set up on/south of hexrow L:



[ELR: 3]  
{SAN: 3}



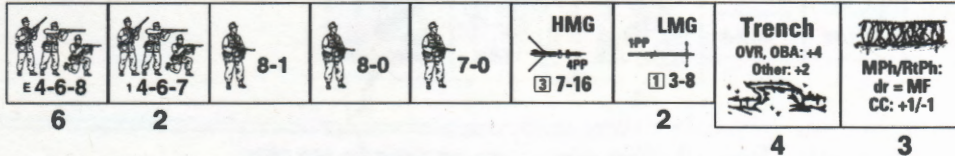
Elements of 2nd Battalion, 13th Armored Regiment enter on turn one along the south edge:



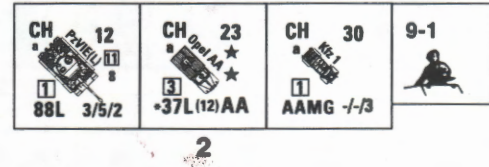
Elements of 2nd Battalion, Panzergrenadier Regiment 69 set up anywhere (including half-hexes) on overlays V6 and V17:



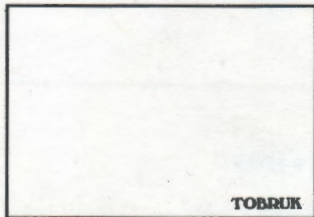
[ELR: 4]  
{SAN: 4}



Elements of Kampfgruppe Lueder enter along the west edge on turn two:



MAP LAYOUT:



VARIATIONS:

- GERMANS: Add three more Wire OR 12 Known AP Mine Factors to the German OB.
- AMERICANS: Replace one 8-0 leader in the American OB with a 9-2.

SPECIAL RULES:

- EC are Dry, with no Wind at start.
- Place overlays as follows: V6 on Z21-A22; T5 on X12-X11; V17 on X13-Z13; S6 on EE14-FF14; H21 on T1-U2; Tr1 on T9-S9; Tr1 on K5-J4; Sd9 on K8-L8; H35 on O20-N19; and W13 on BB6-CC7.
- No APCR/APDS may be used in this scenario.

**OUSSELTIA, TUNISIA, 22 January 1943:** German mechanized units began a spoiling attack in January as part of Operation *Eilbote I*. The French Oran Division had moved into the Ousseltia Valley, presenting the Germans with an opportunity to trap them. Major Lueder of 10th Panzer Division moved down the valley from the north with four Tigers, six other Panzers, some infantry and light AA units. The French colonial troops, with the exception of the Foreign Legion, went from an unenthusiastic advance to disordered retreat. To restore the situation, Combat Command B of 1st U.S. Armored Division was put under command of the French. In the meantime, Kampfgruppe Lueder had been reinforced with engineers and another four Tigers. On 21st January, CCB probed towards the positions previously held by the French near Ousseltia village, finding the Germans dug-in at the Kairouan Pass to the east. There was a major effort the next day with artillery preparation and air support, but gradually the situation bogged down. The commander of 2/6th Infantry, Lieutenant Colonel Ringsock, was confident his troops could take their objectives, but the American force first had to watch the last French units being driven off the spur above the pass. At 1430 hours, 2/13th Armored swept boldly up the valley only to meet 'stiff resistance', suffering at long range from German anti-tank gunnery. Both sides took losses: the Yank newcomers were not always easy prey. The Germans withdrew on January 23rd. The actions of Combat Command B prevented the destruction of the isolated French troops.



☆ AMERICANS Set Up First	1	2	3	4	5	6	7
☩ GERMANS Move First							

**Elements of the 3rd Battalion, 6th Armored Division set up on/west of hexrow X:**

 E 6-6-7 2	 6-6-6 3	 2-2-7 3	 8-1	 8-0	 7-0	 -4-9	 MMG 3PP 2 4-10	 M2 MTR SPP [3-5] 3 60+	 BAZ 43 1PP X10 8-4	 Radio Cnct 8	 ? 7 morale 4
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**Elements of the 899th Tank Destroyer Battalion enter on turn three along the west edge:**

 CH M11 3 81* MTR	 CH M13 6 875 511 37LL 2/4/2	 CH M12 3 37LL AT	 CH M15 2 76L -/4	 8-1
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**Elements of 1st Armored Division enter on turn one along the west edge:**

 E 6-6-7 3	 9-1	 MMG 3PP 2 4-10	 BAZ 43 1PP X10 8-4	 CH 20 T6 15PP AAMG -/4	 CH 13 T6 15PP AAMG -/4	 CH 20 T6 15PP AAMG -/6
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[ELR: 3]  
{SAN: 4}

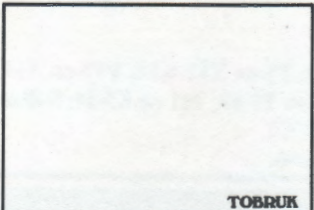
**Elements of Kampfgruppe Pfeiffer, 21st Panzer Division enter on turn one along the east edge:**

 E 4-6-8 7	 4-6-7 3	 10-2	 8-1	 8-0	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 ATR 1PP 1-12	 MTR [2-13] 3 50+	 Radio 1PP 8	 CH 12 T1 88L 3/5/2	 CH 14 T1 75L 3/5
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 CH 13 2 50L 3/5	 CH 16 3 9PP 37L -/3	 CH 18 T3 9PP AAMG -/3	 CH 16 T7 15PP AAMG -/3	 9-2
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[ELR: 4]  
{SAN: 2}

**MAPLAYOUT:**



**OBJECTIVES:** The side with the most Victory Points at Game End wins. In addition to normal CVP, each building is worth two VP and each Hillock hex of overlay H8 is worth one VP.

**VARIATIONS:**

- ☩ Replace one MMG in the German OB with a HMG
- ☆ Replace the 9-1 leader in the American OB with a 9-2.

**SPECIAL RULES:**

- EC are Dry, with no Wind at start.
- Place overlays as follows: Tr1 on S21-T21; T5 on P18-P19; Tr1 on P2-P3; Tr1 on P0-P1; V17 on O11-R11; R3 on S8-S9; S5 on K8-L8; W14 on W4-X3 and H8 on X13-Y14.
- No APCR/APDS may be used in this scenario. The German armor leader must set up in the PzKw III.
- The Germans receive one module of 75mm OBA (HE only). The Americans receive one module of 75mm OBA (HE and Smoke).

**SBEITLA, TUNISIA, 16 February 1943:** The Germans in Tunisia, while caged, were not close to being tamed. Despite surrendering the strategic initiative, they carried out a number of counter-attacks and local attacks. One such operation was Operation *Fruehlingswind* (Spring Wind), which had as one of its objectives the town of Sbeitla. The morning of 16 February witnessed American armored units counter-attacking to try and push back two aggressive German columns. A pitched battle ensued, with strong armored forces, artillery and aircraft engaged by both combatants. A stiff toll was exacted from the German defenders. However, the veteran Panzer leaders finally forced the battered American attackers to withdraw. All the Americans left on the battlefield were the charred wrecks of tanks and the bodies of the fallen, strewn among the cacti.



# REGULARS, BY GOD!

<b>AXIS</b> Set Up First	1	2	3	4	5	6	7
<b>AMERICANS</b> Moves First							

**Mixed Axis elements of the 8th Bersaglieri Regiment [ELR: 2] 'corset laced' with German reinforcements [ELR: 4] set up on/between hexrows D-V:**

6	2		2	2	2	2				5*

**Elements of the 334th Reconnaissance Battalion enter on turn one along the north edge:**

2	2	2

**CH -33**  
  
 2

\*\*\*? must be ALL either German OR Italian.

**Elements of the 6th Armored Infantry Regiment and Company 'I', 13th Armored Regiment enter on turn one along the south edge:**

7	2					2	2			3	2

**CH 20**  
  
 2

[ELR: 4]  
 {SAN: 3}

**MAPLAYOUT:**



**VARIATIONS:**

- Replace any LMG in the Axis OB with a HMG
- Replace either the 8-1 leader or Armor Leader in the American OB with a 9-2.

**SPECIAL RULES:**

- EC are Dry, with a Mild Wind from the east at start. Heat Haze (F11.62) is in effect. All Railroads are GLRR (B32.1)
- Place overlays as follows: **RR10** on S25-S24; **RR10** on S6-S7; **RR10** on S1-S2; **T5** on O18-O17; **H3** on J21-K22; **V17** on P18-Q19; **D42** on D17-E18; **Tr1** on A13-B13; **V6** on I16-H16; **S5** on N10-O11; and **W13** on F8-G9.
- The Americans receive one module of 100+mm OBA, directed by an Offboard Observer (C1.63) located at Level 3 in a pre-recorded south edge hex.

**SENED STATION, TUNISIA, 24 January 1943:** One of the oldest military units in United States history, the Sixth Infantry reached maturity on the battlefields of innumerable campaigns in ten separate wars. It also has the distinction of having been commanded by Colonel Zachary Taylor, who later became the twelfth president of the United States of America. The present Sixth United States Infantry traces its lineage back to 11 January 1812, when the Congress authorized a strengthening of the regular Army in preparation for the threatening conflict that became known as the War of 1812. On 5 July 1814, against the British at the Battle of Chippewa, British commander Major General Phineas Riall saw the gray coats of the soldiers and happily concluded that he was up against "Buffalo Militia." Suddenly realizing that the Americans were coming through his artillery fire with unflinching precision, he blurted, "Those are regulars, by God!" In 1843, Brevet Brigadier General Zachary Taylor became Colonel of the Sixth United States Infantry. The Regiment was attached to General Winfield Scott's Army during the Mexican War in 1846. The unit later served in the American Civil War. In its modern incarnation the 6th was organized as armored infantry and in October 1942, under new regimental commander Robert I. Stack, preparations were made for the invasion of North Africa. On 8 November 1942, the regiment invaded North Africa with Combat Command B. The 1st Battalion was part of a group attacking west of Oran, while the 2nd Battalion attacked east of Oran at Arzew. The 3rd Battalion was on two small boats (Walney and Hartland) to attack Oran Harbor and secure ships and facilities from sabotage. The 1st and 2nd battalions landed with minimal difficulties, but the 3rd battalion received direct fire from French ships and shore batteries. Casualties included 9 officers and 180 enlisted killed, 5 officers and 152 enlisted wounded. The 3rd battalion was later cited for this action, and was awarded the Distinguished Unit Award. The Regiment earned the Campaign Streamer ALGERIA - FRENCH MOROCCO, WITH ARROWHEAD, and the Presidential Unit Citation for Oran, Algeria. LTC George G. Marshall, commander of the 3rd battalion, was killed during this battle. Combat Command A, in England, received movement orders and began moving on 10 December. Despite heavy bombing at the port at Liverpool, and the constant threat of German U-boats, they arrived at Oran, Algeria on 21 December. On 22 December, they linked up with the survivors of the 3rd battalion, and awaited the arrival of armored vehicles from England. During this time, many new replacements were received. In January 1943, the Regiment left Oran and headed for Tunisia to fight the superb Afrika Korps. 1st and 2nd battalions were with Combat Command B, while 3rd battalion and the regimental HQs were with Combat Command A. On 18 January, 3rd battalion moved forward to a pine grove near Gafsa. German Stukas dominated the air, while a few P-38s seemed to be the only support. On 24 January, elements of the regiment participated in a raid on enemy positions at Sened Station. Supported by a column of tanks and artillery, the raid was successful, resulting in a large number of enemy killed, wounded, or dispersed. Some 96 men were captured.



Photo Credit: National Archives

# BENSON FORCE

AK #24

<b>AXIS Set Up First</b> <b>AMERICANS Move First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
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**Local Axis rearguard elements set up anywhere in hexes numbered ≤ 20:**

4-6-8 6	2-2-8 3	8-1 3	8-0 3	7-16 3	3-8 1	1-12 1	50+ 3	7 morale 5	88L AA 2	75L AT 2	50L AT 3
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**Trench**  
OVR, OBA: +4  
Other: +2

4

**Sangar**  
1S or Gun  
OVR, OBA: +3\*  
Other: +1\*

3

Reinforcements enter along the west edge on turn one:

14 20L (4) -/2 1	11 47 4-4 1
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[ELR: 4]  
{SAN: 4}

**Elements of 'Benson Force', 1st Armored Division and 'C' Company, 899th Tank Destroyer Battalion enter on turn one along the east edge:**

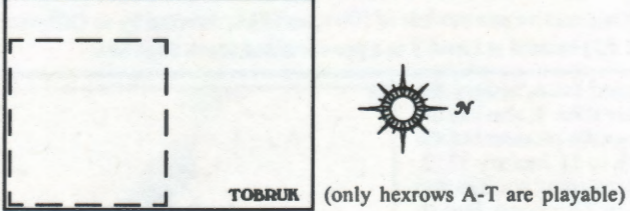
6-6-6 8	8-1 3	8-0 3	7-0 3	1-4-9 3	8-16 3	4-10 2	8-4 2	60+ 3	13 37LL 2/4/2 2	18 37LL 2/4/2 2
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15  
76L -/14  
2

8-1

[ELR: 3]  
{SAN: 3}

**MAPLAYOUT:**



**VARIATIONS:**

- Replace one LMG in the Axis OB with a MMG
- Replace the 8-1 Armor Leader in the American OB with a 9-1.

**SPECIAL RULES:**

1. EC are Dry, with no Wind at start.
2. Place overlays as follows: **W14** on I16-J15; **D4** on C19-C18; **H21** on E8-F8; **H8** on O9-R9; **R5** on O15-O14; **H3** on R18-R19; and **S4** on N21-N22. Overlays H8 and H21 are hills and not hillocks, with level one and level two heights (i.e., H8 has only level one hexes, H21 has two level two hexes).
3. The Germans may utilize HIP for one squad-equivalent (plus any SMC/SW in the same Location).

**OBJECTIVES:** The Americans win immediately upon exiting ≥ 1 Good Order AFV or squad-equivalent off of the west edge.

**EL GUETTAR, TUNISIA, 30 March 1943:** The 899th Tank Destroyer Battalion supported the 1st Armored's 'Benson Force' in the attempt to advance from friendly lines east of El Guettar toward Gabes. The M10s of 'C' Company had moved forward some 5,000 yards during the afternoon when the task force began to draw fire from enemy 88s, 75mm anti-tank guns, and as they closed the range, 50mm and Italian 47mm guns. One section of destroyers on the left flank drew fire from guns on the small hills on the left. While maneuvering and firing, one M10 tumbled on its side into a wadi. The crew scrambled out only to be met by an Italian officer and his men. 'C' Company lost another M10 when it was hit and set afire. On the other flank resistance was lighter and two Italian tanks were knocked out by M10s. 'C' Company also accounted for four "88's", three 75mm and six 47mm enemy anti-tank guns. Nevertheless, Benson Force was stymied until April 7th when Axis rearguards retreated up the coast with Montgomery hot on their tails.

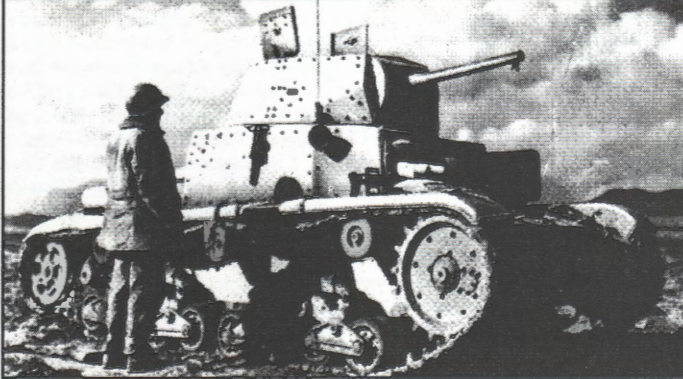


Photo Credit: National Archives

# JEFNA OUTFLANKED

AK #25

☠ GERMANS Set Up First ☆ AMERICANS Move First	1	2	3	4	5	6	7
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Elements of the 47th Regimental Combat Team, 9th Infantry Division enter along the west edge on turn one:

E 6-6-7 6	1 6-6-6 6	2 5-4-6 2	8-1 2	8-0 2	MMG 3PP 2 4-10 2	M2 MTR SPP (3-45) 3 60* 2	CH 20 b 8-0 T6 15PP •AAMG -/-/4 2	CH 20 b 8-0 T6 15PP •AAMG -/-/6 2
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[ELR: 3]  
{SAN: 3}



German rearguard elements set up in hexes numbered  $\geq 7$ :

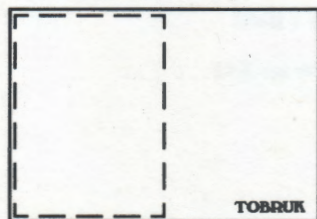
E 4-6-8 6	2-2-8 3	8-1 3	8-0 3	HMG 4PP 3 7-16	LMG 1PP 1 3-8	ATR 1PP 1-12	? 7 morale 3	CH M8 75L AT 2	CH M11 GWM 3 (2-60) 81* MTR 2	CH 23 On AA 3 37L (12) AA 6	Trench OVR, OBA: +4 Other: +2 6
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Sangar 1S or Gun OVR, OBA: +3* Other: +1* 3	Minefield 6 3 Known AP	Dummy Minefield 2
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[ELR: 4]  
{SAN: 2}

## MAPLAYOUT:



(only hexrows A-V are playable)

## VARIATIONS:

- ☠ Replace one Dummy minefield with a Known 6 factor AP Minefield.
- ☆ Replace the 8-1 leader in the American OB with a 9-2.

## SPECIAL RULES:

- EC are Dry, with no Wind at start.
- Place overlays as follows: H21 on Q18-P17; Tr1 on M12-M13; Tr1 on M17-M16; H35 on G12-H12; D4 on E7-E8; Tr1 on J0-J1; V6 on K10-J9; R3 on G10-G9; and R3 on D10-D9. Overlays H35 and H21 are hills and not hillocks, with Level 1 and Level 2 heights (i.e., H35 has four Level 2 hexes, H21 has two).
- The German must place all Known/Dummy minefields on the map. All Known Minefields must be 6 factors each. Once completed, the American player may not look at their strengths, but he may re-arrange them between the five set up hexes, so that neither player knows which minefields are real and which are Dummies.

**OBJECTIVES:** The Americans win if they Control  $\geq 3$  Level 2 hill hexes at Game End.

**DJEBEL EL MEHACHEM, TUNISIA, 2 May 1943:** The Jefna position was one of the strongest German defenses in all of northern Tunisia. It commanded the Mateur road and included two heavily fortified hills lying a mile and a half west of Jefna Station. The 47th Regimental Combat Team, replacing the British 138th Brigade in the line on 13 April, took up positions to exert pressure toward Jefna. German positions on 'Bald' and 'Green' Hills were subjected to air and artillery bombardment from 29 April to 2 May. Despite the bombardment, the enemy held out tenaciously in his well-prepared positions on the forward slopes of Green and Bald Hills. German prisoners captured on 2 May revealed that they had been ordered to withdraw toward Bizerte. American patrols confirmed this enemy retrograde movement. On 3 May the 47th R.C.T. occupied Bald and Green Hills, and reconnaissance of the Jefna-Mateur road confirmed it was free of enemy troops.





# BITTER ENDERS

AK #26

GERMANS Set Up First	1	2	3	4
AMERICANS Move First				

**Elements of the 91st Reconnaissance Squadron set up in any whole hex of overlay V6:**

[ELR: 3]  
 {SAN: 2}

 <b>6-6-6</b>	 <b>8-1</b>	 <b>8-0</b>	 <b>HMG</b> SPP <b>3 6-12</b>	 <b>MMG</b> SPP <b>2 4-10</b>	 <b>M2 MTR</b> SPP [3-45] <b>3 60+</b>
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**6**

**Fanatic remnants of the Hermann Goering Division set up in any whole hex of overlay H21 [EXC: A HS (and any SW/SMC in the same hex) + one Trench/Pillbox may set up in/adjacent to hex K22]:**

[ELR: 3]  
 {SAN: 3}

 <b>4-6-8</b>	 <b>2-4-8</b>	 <b>8-1</b>	 <b>8-0</b>	 <b>LMG</b> SPP <b>1 3-8</b>	<b>?</b> 7 morale	<b>Trench</b> OVR, OBA: +4 Other: +2	 <b>1+3+5</b>
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**3**
Wounded (see SR #3)
**2**
**3**
**3**

**MAPLAYOUT:**

**TOBRUK**

**VARIATIONS:**

- Replace one LMG in the German OB with a HMG
- No German units may set up in/adjacent to hex K22.

(only hexes numbered ≥ 14 in hexrows A-L are playable)

- SPECIAL RULES:**
1. EC are Dry, with no Wind at start.
  2. Place overlays as follows: **V6** on E24-D23; **T5** on D19-D18; **H21** on I15-J15; and **R5** on L21-L22. Overlays H21 is a hill and not hillock, with Level 1 and Level 2 heights (i.e., H21 has two Level 2 hexes).
  3. The German player may designate any one unit as being Fanatic (A10.8). The German 8-0 leader begins play Wounded (A17).

**DJEBELACHKEL, TUNISIA, 11 May 1943:** The threat of a US armored attack down the Tine Valley was undoubtedly a factor in forcing the German retreat on 2 May during the last phase in the fighting on the Tunis plain. Now, from the Mateur area the 1st Armored Division aimed a strike at the center of the new German line, where two key roads met, one from Mateur through Ferryville that intersected the Tunis-Bizerte highway and the other from Mateur to Djedeida. The German defense of these roads was based on two hill masses. The main enemy position was based on a 5-mile belt of hills between the Ferryville and Mateur-Djedeida roads. The second position was based on the imposing Djebel Achkel. The 91st Reconnaissance Squadron was assigned to take this isolated height, but ran into strong opposition when it moved out on 4 May. Nevertheless, by the afternoon of 5 May American troops had advanced about one-third of the way up the mountain and by nightfall had captured the western half, along with 80 prisoners. Fighting on the hill continued until 11 May, when more than 300 officers and men of the Hermann Goering Division finally surrendered—but not until they had verified the report that their general had surrendered on the 9th.



Photo Credit: National Archives