

# El Guettar: Patton's First Victory

Tunisia- 11 July 1943

El Guettar: Patton's First Victory depicts the German 10th Panzer Division's attack on elements of the U.S. 1st Infantry Division near El Guettar on March 23rd, 1943. At this time, the 1st Infantry Division was engaged driving Italian forces out of mountainous terrain east of that town. The German 10th Panzer Division, the only available Axis reserve unit opposing the U.S. advance, was ordered to counterattack. German commanders expected a quick and decisive victory over U.S. forces, which had broken and fled before them just weeks before...



Germans 10th Panzer Division Cohesion  
**17**

Division HQ: 1 x GHQ (+1) (FO),  
1 x 20mm AAA, 2 x Light Tractor

1st battalion/7th Panzer Regiment  
Battalion HQ: 1 x PzIVf2/HQ (FO), 1 x SdKfz7/2 37mm

#1 Co: 4 x PzIVf2  
#2 Co: 4 x PzIIIj  
#3 Co: 4 x PzIIIj

1 x "Forward Observer" may be assigned to any stand of the player's choice.

2nd Battalion/7th Panzer Regiment (-)  
#1 Co: 4 x PzIVf2

2nd Battalion/69th Panzergrenadier Regiment  
Battalion HQ: 1 x Headquarters (FO), 1 x 251/10 Halftrack

#1 Co: 3 x '39 Infantry, 3 x 251/1 Halftrack  
#2 Co: 3 x '39 Infantry, 3 x 251/1 Halftrack  
#3 Co: 3 x '39 Infantry, 1 x Infantry Support,  
1 x 8cm Mortar (1), 3 x Heavy Truck  
#4 Co: 2 x '39 Infantry, 1 x Infantry Support,  
1 x 8cm Mortar (1), 2 x Heavy Truck

Support Co: 1 x 251/9 Halftrack, 1 x 120mm Mortar (2),  
1 x Light Tractor

1 x "Forward Observer" may be assigned to any stand of the player's choice.

2nd battalion/86th Panzergrenadier Regiment  
Battalion HQ: 1 x Headquarters (FO), 1 x Heavy Truck

#1 Co: 3 x '39 Infantry, 1 x Infantry Support,  
1 x 8cm Mortar (1), 3 x Heavy Truck  
#2 Co: 3 x '39 Infantry, 1 x Infantry Support,  
1 x 8cm Mortar (1), 3 x Heavy Truck  
#3 Co: 2 x '39 Infantry, 1 x Infantry Support, 3 x Heavy Truck

Support Co: 1 x 120mm Mortar (2), 1 x Light Tractor

1 x "Forward Observer" may be assigned to any stand of the player's choice.

10th Motorcycle Battalion  
Battalion HQ: 1 x Headquarters (FO), 1 x 251/10 Halftrack

#1 Co: 3 x '39 Infantry, 3 x 251/1 Halftrack  
#2 Co: 2 x '39 Infantry, 2 x 251/1 Halftrack  
#3 Co: 3 x Motorcycle Infantry, 1 x Infantry Support,  
1 x Light Truck

#4 Co: 3 x Motorcycle Inf, 1 x Inf Support, 1 x Light Truck  
Support Co: 1 x 251/9 Halftrack, 1 x 120mm Mortar (2),  
1 x Light Tractor

Recon Co (R): 2 x 231/8rad A/C

1 x "Forward Observer" may be assigned to any stand of the player's choice.

Inf Gun Co/69th Panzergrenadier Rgt: 1 x 150mm SIG (Bison) (3)

4th Battalion /90th Artillery Regiment  
#1 Battery: 1 x 88mm Flak 36, 1 x Heavy Tractor,  
1 x 20mm AAA, 1 x Light Tractor

#2 Battery: 1 x 88mm Flak 36, 1 x Heavy Tractor  
#3 Battery: 3 x StugIII



Americans Elements, Cohesion  
1st Infantry Division **15**

INITIAL FORCES: (see sketch map)

Command Center: 1 x GHQ (+0) (FO), 1 x Light Truck,  
1 x Jeep/.50 cal (FO)

Elements, 16th RCT  
3 x '42 Infantry, 1 x Infantry Support,  
1 x 37mm ATG, 1 x Jeep

1 x "Forward Observer" may be assigned to any stand of the player's choice.

Elements, 18th RCT  
4 x '42 Infantry, 2 x Infantry Support,  
1 x 37mm ATG, 1 x Jeep

1 x "Forward Observer" may be assigned to any stand of the player's choice.

601st Tank Destroyer Battalion (-)  
Battalion HQ: 1 x Headquarters (FO), 1 x M3 Halftrack

#1 Co: 3 x M3 GMC, 1 x M3 Scout Car  
#2 Co: 3 x M3 GMC, 1 x M3 Scout Car  
#3 Co: 2 x M3 GMC  
Recon Troop: 2 x Jeep/.50 cal (FO)

Elements, 899th Tank Destroyer Battalion  
3 x M10, 1 x M3 Scout Car

Regimental Cannon Company (-)/18th RCT  
1 x T30 75mm HMC (2)

33rd Artillery Battalion 3 x 105mm How (2)

Elements, 5th Field Artillery Battalion 1 x 155mm How (2)

Field Works:  
40 x Standard Minefields,  
17 x Light Improved Positions

### SPECIAL RULES

A. Optional rules to be used:

- 12.1 The Hot Shot!
- 12.2 The Communications Breakdown!

B. Minefield Destruction

Artillery may "neutralize" minefields. Any minefield is considered to have an "unarmored" defense strength of eight (8). Minefield markers are reduced in "concentration" each time they are "Eliminated" by artillery fire.

- A. "Defensive" minefields are reduced to "Standard" minefields.
- B. "Standard" minefields are reduced to "Hasty" minefields.
- C. "Hasty" minefields are "eliminated".

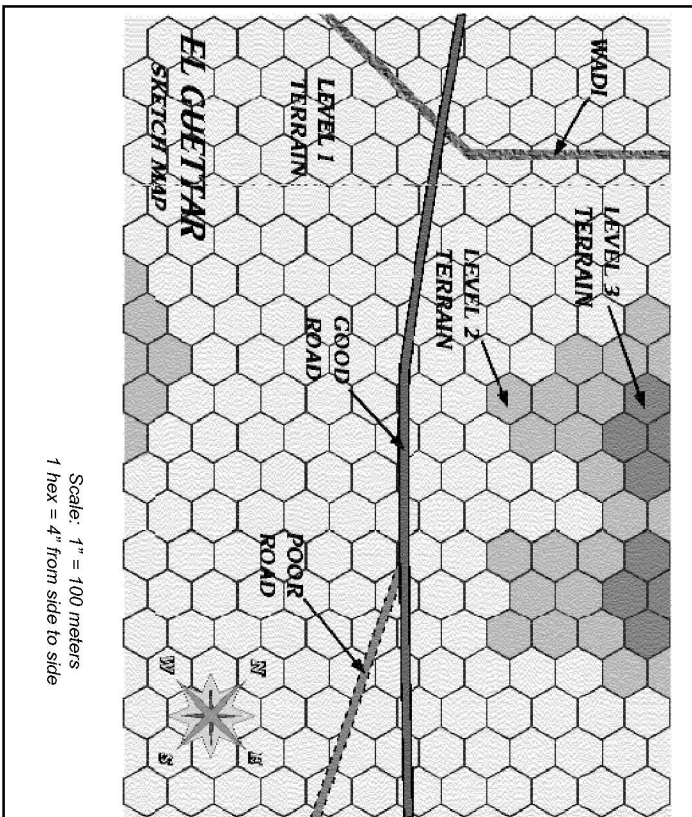
*Note: You are not allowed to attempt to remove any "S" or "D" markers a minefield suffers due to artillery fire during subsequent marker removal phases. (Minefields are not human beings and cannot "recover" or "rally!")*

C. Wadi Terrain Effects

The "wadi" is treated as "Rough Terrain 3" except that Lines-of-Sight are blocked only if a stand occupies the wadi. The wadi is 100 yards wide (1 inch). The good road crosses the wadi at the "Bridge". If two wreck markers are stacked together on the bridge, you must consider it "Blocked" and pay the "Rough Terrain 3" movement penalty if you wish to cross the "wadi" at this point.

### TERRAIN SUGGESTIONS:

- The map should be approximately 72" (East to West) x 48" (Northwest to Southeast)
- Terrain is "Open": Maximum sighting distance at ground level is 40"



### INITIAL DEPLOYMENTS

A. The U.S. Player deploys first. All U.S. units, including artillery stands, are placed on the table.

B. The U.S. player must locate all minefields within four inches of the east edge of the wadi.

C. U.S. units must be deployed at least 25 inches from the southeastern edge of the map.

D. The German player(s) may deploy units up to 12 inches from the southeastern edge of map.

E. The U.S. player(s) may plot indirect artillery fire for Game Turns 1 and 2.

(This must be done before any German units are placed on the map.)

### SCENARIO LENGTH: 15 TURNS

### VICTORY CONDITIONS:

German Victory:

Exit at least twelve (12) or more armed stands (empty truck, halftrack, or tractor stands do not count toward this total) off the northwest edge of the map by the end of turn 15. Suppressed and/or Disorganized stands may be used to fill this requirement.

American Victory:

Eliminate 30 or more armed German stands before the German player achieves his victory conditions. Once again, empty truck, halftrack, and tractor stands do not count toward this total.

### BIBLIOGRAPHY

This is a short list of materials available on the battles fought near El Guettar and Maknassy Pass in March and April of 1943.

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2. U.S. Army in World War II - Mediterranean Theatre of Operations - Northwest Africa: Seizing the Initiative in the West, George F. Howe, Center of Military History - United States Army, 1957.
3. Seek, Strike, and Destroy: U.S. Army Tank Destroyer Doctrine in World War II, Dr. Christopher R. Gabel, Combat Studies Institute, 1985.
4. Breakthrough to the Coast: The U.S. II Corps in the Battle of El Guettar and Maknassy, Vance von Borries, Strategy & Tactics No. 187, 1987.
5. Handbook on German Military Forces, U.S. War Department, Louisiana State University Press, 1990.