



# WWII MICRO ARMOUR®: THE GAME

## Kasserine Impasse Tunisia- 19 February 1943



"Kasserine Impasse" depicts the initial assault by the Kampfgruppe DAK against "Stark Force", an ad hoc regimental-sized task force defending Kasserine Pass. Led by Colonel Robert Stark, the American force was augmented with 1 battery of 75mm guns from the French 67th African Artillery.

Historically, Colonel Stark deployed the majority of his forces along the lower slopes of the pass with most of his infantry and some of the tank destroyers occupying hastily built improved positions. Unaware of the the American dispositions, the DAK commander General Buelowius sent his forces barreling down the pass on both sides of the Hatab River, which effectively divided the pass in two. Intense American small arms, anti-tank, and artillery fire pinned down the German forces before they could close with the Americans. Round One went to Stark Force.

The American position in the pass was turned later that night by German units infiltrating the heights on either side of the American flanks. However, Stark Force had delayed the DAK Assault Group advance by a day and, in doing so, bought the Allies critical time to organize a defense further to the north and west of Kasserine Pass.

Players should be advised that this is a large and rather involved scenario. Most players will want to get a few scenarios under their belt before tackling this one. This scenario, due to its size, is also ideal for multiple players on each side.

### INITIAL DEPLOYMENT:

- A. Minefield placement : located at least 14 inches from the eastern edge of map. All minefields are placed on the map by the American player(s).
- B. Each road may have no more than 2 minefields placed along it.
- C. All U.S. units must placed at least 15 inches from the eastern edge of map
- D. German player(s) may set up his units up to 10 inches from the eastern edge of map. All German units must be placed on the level 1 terrain.
- E. Before play begins, the German player(s) may plot fire for his off-board artillery for Game Turns 1 and 2.

### SPECIAL RULES:

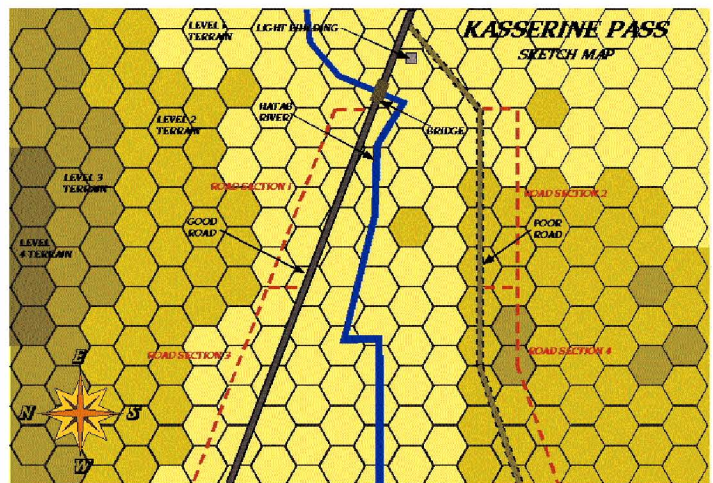
All of the basic rules will be used along with the following optional rules:

- The Hot Shot!
- The Communications Breakdown
- Charge for the Guns!
- Artillery Efficiency

### SCENARIO LENGTH: 15 TURNS

### TERRAIN SUGGESTIONS:

- The map should be approximately 60"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be features.



Map is shown in GHQ's Terrain Maker. 1 hex = 4" across.

### VICTORY CONDITIONS:

There were 2 roads leading west from Kasserine Pass. The paved (good) road led northwest from the pass towards the Tunisian town of Thala. The other road, unpaved (poor), led west from the pass towards Tebessa, an important logistical center deep in the American rear. The DAK Assault Group was ordered to blow a hole through the American positions in the pass so that succeeding forces could exploit the breakthrough and head towards either Thala, Tebessa, or both. There are 4 road sections which must be controlled by the German player at the end of the scenario. See the scenario set-up map. The German player is awarded control of a road section at the end of the game if:

- Friendly units were the last to pass through or occupy the entire road section.
- No enemy units occupy the road section.
- No enemy units are capable of direct fire onto the road section.

If the German player controls 3 or more of the road sections at the end of the scenario, he is declared the winner. Any other result is considered an American victory.

# Kasserine Impasse - Tunisia, 1943



**Germans** Elements:  
Kampfgruppe DAK

**Cohesion**  
**17**

Regimental HQ : 1 x GHQ (+1) (FO)  
1 x 37MM AAA  
2 x Light Truck  
1 x Kubelwagon (FO)

1st battalion/Afrika regiment  
Battalion HQ : 1 x Headquarters (FO), 1 x Heavy Truck  
1 x Kubelwagon (FO)

3 Companies:@ 3 x Infantry, 3 x Heavy Truck  
3 x Support,  
3 x 8cm Mortar (1)

Heavy Company: 1 x 75mm ATG, 1 x Light Tractor  
1 x 120mm Mortar (2), 1 x Light Tractor

2nd battalion/Afrika regiment  
Battalion HQ : 1 x Headquarters (FO)  
1 x 251/10 Halftrack  
1 x Kubelwagon (FO)

3 Companies:@ 3 x Infantry, 3 x 251/1 Halftracks  
Heavy Company : 1 x 75mm ATG, 1 x Light Tractor  
1 x 120mm Mortar (2), 1 x Light Tractor  
1 x 251/2 (1) Halftrack  
1 x 251/9 Halftrack

Infantry gun company: 1 x 150mm SIG (Bison) (3)

1st battalion / 8th panzer regiment  
Battalion HQ : 1 x PzIII (FO)  
#1 Co : 4 x PzIVf2  
#2 Co : 4 x PzIIIj

33rd recon battalion  
Battalion HQ : 1 x 263/8rad A/C (FO)  
#1 Co (R): 4 x 231/8rad A/C  
1 x 233/8rad A/C  
2 x 250/9 Halftrack

#2 Co (R): 4 X 231/8rad A/C  
1 x 233/8rad A/C  
2 x 250/9 Halftrack

#3 Co (R): 3 x Motorcycle Infantry  
1 x Motorcycle Support

Heavy Co : 1 x 50mm ATG  
1 x 75mm Inf Gun (1)  
1 x Engineer  
3 x Light Truck

33rd anti-aircraft BN : 2 x 88mm Flak 36, 2 x Heavy Tractor  
Nebelwerfer battery : 1 x 15cm Nebelwerfer (2), 1 x Lt Truck  
Panzerjager company : 3 x Marder II

OFF-BOARD ARTILLERY:  
190th Artillery Battalion : 3 x 105mm Howitzer (2)  
Afrika Korps Artillery BN: 1 x 170mm Howitzer (2)  
2 x 105mm Howitzer (2)



**American** "Stark" Force  
Elements: 2nd Corps  
1st Infantry Division

**Cohesion**  
**14**

Task Force HQ: 1 x GHQ (+0) (FO)  
1 x M3 Stuart  
1 x Light Truck  
1 x Jeep (FO)

1st battalion/26th infantry regiment  
Battalion HQ : 1 x Headquarters (FO)  
1 x Light Truck  
1 x Jeep (FO)  
1 x 37mm ATG

3 x Companies: @ 3 x Infantry, 1 x Support  
Support Company: 1 x 37mm ATG  
3 x Heavy Weapons  
1 x 81mm Mortar (3)

1st battalion/19th engineer regiment  
Battalion HQ : 1 x Headquarters (FO)  
1 x Heavy Truck  
1 x Jeep (FO)

3 x Companies: @ 3 x Infantry

805th Tank Destroyer battalion  
Battalion HQ : 1 x M3 Halftrack (.50 cal) (FO)  
3 x Companies: @ 3 x M3 GMC , 1 x M3 Scout

Car  
Regimental cannon company/26th Infantry Regiment :  
1 x T-30 75 mm HMC (3)

33rd Artillery Battalion: 2 x 105mm How. (3)  
1 bty/F.F. 67th African Art.: 1 x 75mm field gun (2)

AMERICAN FIELD WORKS :  
54 x Minefields (5 prepared, 34 hasty, 15 dummy)  
36 x Light Improved Positions

AMERICAN REINFORCEMENTS:  
1st battalion/39th infantry regiment  
Battalion HQ : 1 X Headquarters (FO)  
1 x Light Truck  
1 x Jeep (FO)  
1 x 37mm ATG

3 x Companies: @ 3 x Infantry, 3 x Heavy Trucks  
3 x Heavy Weapons  
3 x M3 Stuart

Support Company: 1 x 37mm ATG  
3 x Support  
1 x 81mm Mortar (3)  
5 x Heavy Truck

Company I/13th tank Rgt.: 4 x M3 Grant

U.S. reinforcements must be committed to entering the map on either side of the Hatab River at the start of the scenario. The U.S. commander may divide them up as he sees fit. U.S. reinforcements enter the map on Game turn 1 on a die roll of 1 or 2 using (1) six-sided die. They enter the map on Game turn 2 on a die roll of 1-4 and automatically enter the map on Game turn 3. They may enter the map on a road or cross-country. All U.S. reinforcements enter on the west edge of the map.