

TAC NEWS

July-August 1995

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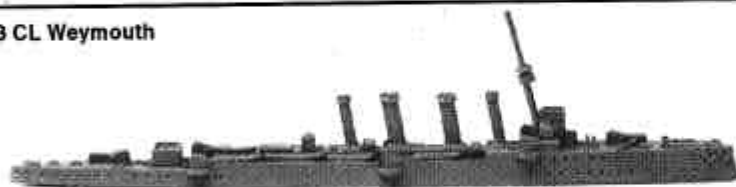
28100 Woodside Road
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!NEW RELEASES!

JN39 CV Hiryu



GWB13 CL Weymouth



FR8 R-39



FR9 H-40



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TAC NEWS GOES BI-MONTHLY

The 1995 Tac News series now puts into your hands three times the amount of information provided in past years. As a new feature, Tac News now includes historic unit organizations. Each organization is formatted to aid both the novice and expert in building a complete wargaming army or collection. Even with all this new stuff Tac News is still free. To get a copy simply place a mail order and the current Tac News will be included in the package. This is now the only way to get Tac News. To be sure of obtaining the latest issue, simply place a mail order at least every other month to GHQ.

AFRIKA KORPS ORGANIZATION

Deutsches Afrika Korps (DAK) unit organizations differed significantly from the rest of the Wehrmacht. While the vast majority of the German army was straight-leg infantry with horse-drawn guns and wagons, the Afrika Korps enjoyed the expensive luxury of being completely mechanized. Furthermore, a full-strength motorized Afrika Korps unit generally mustered more vehicles than its standard Wehrmacht counterpart. On the other hand, DAK formations generally lacked company and battalion-level anti-aircraft elements.

By late 1942, two years of see-saw campaigning had also uniquely stamped DAK organization. Much of the Korps' material had been replaced by foreign equipment for the following reasons:

1. Special-built British and Italian equipment was superior to German models. (Rommel personally insisted his most critical supplies be carried on

British trucks because their wider tires gave superior flotation on desert sand)

2. The British, having cracked German codes, knew the schedules of supply convoys coming out of Italy. These convoys were mercilessly bombed and most German material bound for Africa ended at the bottom of the Mediterranean Sea. Lacking their own resources, the German made do with Italian equipment and war booty.
3. Rommel headquartered in a captured command vehicle. On the other side, the Australians fielded an armored squadron of captured Italian tanks. These examples represent more of a nose-thumbing than an absolute need for equipment; excellent grist for the propaganda newsreel.

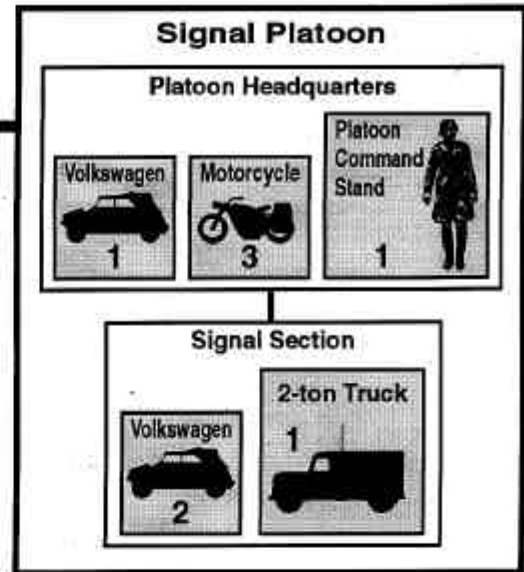
Considering this, a DAK quartermaster's job must have been a nightmare. Motor pools resembled used car lots from hell, while artillery parks comprised a mixed lot

of calibers. But, even in chaos, there was some attempt at order. On the platoon-level, gun calibers and prime movers were always consistent. Maintenance was accomplished by cannibalizing spare parts. When a platoon used itself up, it was refitted or the personnel cadred.

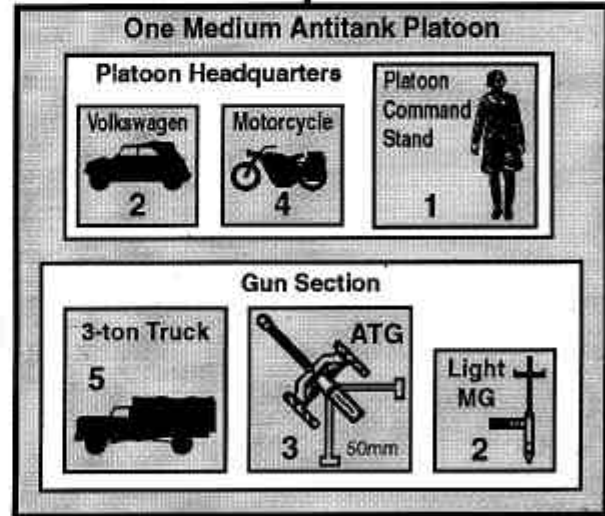
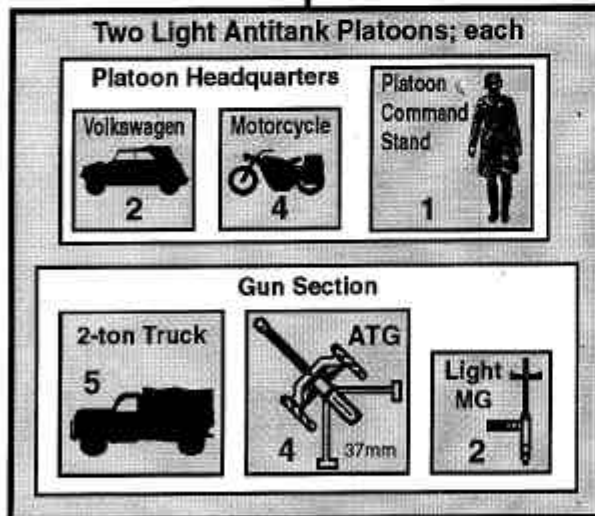
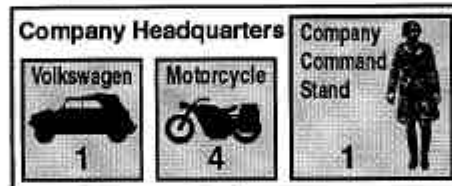
What does this mean to the wargamer? By using basic Wehrmacht organizations and these simple guidelines the wargamer can play a campaign with a fascinating collection of units or units that are fascinating collections.

Finally, most all Afrika Korps units were motorized. Even the 21st and 10th Panzer Divisions had motorized panzergrenadier, panzerjäger, and artillery elements. What follows is the table of organization of the 1941 Panzerjäger Abteilung (motorized). Since desert formations of this size lacked an AA element, the battalion's self-propelled AA company is listed in text only..

1941 PANZERJÄGER BATTALION (Motorized)



Three Motorized Antitank Companies; each



One Self-Propelled Antiaircraft Company

Company Headquarters:

4 motorcycles, 2 cars

Signal Detachment:

Headquarters Section: 1 car

Light Telephone Section: 1 car

Three Pack Radio Sections: Total transport for all three sections, 1 car

Two Antiaircraft platoons; each

Headquarters Section: 3 motorcycles, 2 cars, and 1 light machine gun

Gun Section: 4 SdKfz 10/4 (20mm Flak 38) with ammunition trailers

One Antiaircraft platoon:

Headquarters Section: 4 motorcycles, 1 car, and 1 light machine gun

Ammunition Section: 2 SdKfz 7 (3-ton prime movers)

Gun Section: 2 SdKfz 7/1 (20mm quad Flak 38)

STATS, SPECS, AND FACTS



N113 AMX-13 (90mm)

SPECIFICATIONS

WEIGHT:	15 tonnes
HULL LENGTH:	16 feet
WIDTH:	8 feet, 2-1/2 inches
SPEED:	37 mph (road speed)
RANGE:	220-250 miles
MAIN GUN:	90MM
AMMUNITION:	HE, HEAT, and Smoke

The AMX-13 was designed by the Atelier de Construction d'Issy-les-Moulineaux following the end of World War II. The designation "13" refers to the original specification design weight of 13 tons. A prototype was finished in 1948, and by 1983 some 3,000 vehicles were built. The hull was also modified into a number of variants, including self-propelled artillery and infantry fighting vehicles. The AMX-13 was widely exported and has seen considerable combat service. Originally armed with a 75mm gun, all French Army AMX-13s were refitted with 90mms after the 1967 Middle East War demonstrated the 75mm incapable of penetrating the frontal armor of Egyptian T-54s and T-55s.

USN62 CVE Gambier Bay



SPECIFICATIONS (incorporating modifications)

DISPLACEMENT:	8,200 tons
SPEED:	19 knots
RANGE:	10, 200 nautical miles at 15 knots

ARMAMENT

Eight twin-40mms, thirty 20mm, and twenty eight aircraft consisting of: nine F4Fs, and eighteen SBD dive bombers or TBF torpedo planes

By 1942 the pattern of the Atlantic and Pacific campaigns were well evident. There was a desperate requirement for a light carrier to shuttle replacement aircraft over the vast expanse of the Pacific. In the Atlantic, more escort carriers were needed to provide air cover for convoys. To meet the demand, Henry Kaiser stepped forward and proposed building fifty such ships based on the S4 merchant hull. All fifty were built at one yard over the course of twelve months.

The *Casablanca* Class suffered its first battle loss on November 24, 1943. Within weeks of its commissioning, *Liscombe Bay* was torpedoed off the Gilberts and sunk with most of her crew. *Gambier Bay* was lost off Samar on October 25, 1944. She was sunk by gunfire from the Japanese cruisers *Chokai*, *Hogura*, and *Noshiro*.

!COMING SOON!

BB Kaiser

Coming in September



SPECIFICATIONS (as built)

DISPLACEMENT:	24,333 tons
SPEED:	21 knots
ARMOR:	13.8 to 7.1-inch belt, 11.8-inch turrets

ARMAMENT

Ten 12-inch guns, fourteen 5.9-inch guns, eight 3.5-inch guns, and five 19.7-inch torpedo tubes

Laid down in 1909, the *Kaiser* Class was Germany's response to the British *Orions*. In terms of firepower, however, the *Kaisers* were out matched by the *Orions*: 13.5-inch main battery. The *Kaiser's* gun layout was similar to the *Colossus* Class with two super-firing turrets forward, one aft, and two diagonally offset wing turrets. The *Kaiser* was the first German warship to have turbine machinery and supplementary oil burners.

The following ships completed the class: *Friedrich der Grosse*, *Kaiserin*, *Prinzregent Luitpold*, *Konig Albert*. These ships were heavily engaged during the war, with *Kaiser* being hit twice at Jutland. All the afore mentioned survived the war only to be scuttled at Scapa Flow.

BBAV Hyuga

Coming in September



SPECIFICATIONS (as built)

DISPLACEMENT:	29,980 tons
SPEED:	23 knots
ARMOR:	12 to 3-inch belt, 12 to 8-inch turrets

ARMAMENT

Twelve 14-inch guns, twenty 5.5-inch guns, four 3-inch guns, and six 21-inch torpedo tubes

Laid down in 1915, the *Hyugas* were projected as modified *Fuzos*. However, the new design differed so radically in its turret configurations as to constitute a new class. *Hyuga* and sister ship *Ise* featured two super-firing turrets amidships, with another two forward and aft. Between the wars the ships were extensively modified with the addition of a "pagoda" forecast and increased AA armament. After the loss at Midway, both ships were converted into hybrid carriers by replacing the aft turrets with a large hanger capable of housing 22 seaplanes. Although the *Hyugas* saw action in this configuration, due a pilot shortage they never carried aircraft into combat. Both ships were sunk by bombs at Kure during July 1945.

CV Wasp

Coming in September



SPECIFICATIONS (as built)

DISPLACEMENT:	14,700 tons
SPEED:	29.5 knots
RANGE:	12,000 nautical miles at 15kts

ARMAMENT

Eight 5-inch guns and eighty four aircraft

Launched on April 4th, 1939, *Wasp* was a one-off design born of the Washington Naval Treaty. With a 15,000 ton provision left to bring its carrier force up to maximum possible size, the US Navy squeezed in a light-weight carrier incorporating many of the features found on the *Yorktown*. The result was an thin-skinned ship; a design flaw that was to prove fatal.

The *Wasp* distinguished herself during the relief of Malta. In two trips she ferried in approximately 100 Spitfires from Britain. Transferred to the Pacific, she was struck by three torpedoes while operating off Guadalcanal on September 15, 1942. Within minutes she was ablaze, with destroyer *Lansdowne* delivering the *coup de grace*.



Kasserine Mini-Campaign Part 2: Attack!

The Battle of Kasserine Pass commenced on February 14th, 1943. Kampfgruppe Schuette, coming through the Maizla Pass, approached Sidi Bou Zid from the southeast. Kampfgruppe Stenkhooff hooked wide and attacked from the southwest. The 10th and 21st Panzer kampfguppen directly forced the Faid Pass.

The Germans were first met by a screen of light tanks. These were easily brushed aside and the full weight of the assault fell on Sidi Bou Zid. With his supporting artillery silenced by Stuka dive bombers, Lt. Col. Louis Hightower, commanding CCA, resorted to a series of delaying actions. Although Hightower commanded with deft brilliance, he was hopelessly overmatched. By day's end CCA had lost 44 of its 55 tanks. As Hightower fell back, Kampfgruppe Gerhardt swung around Djebel Lessouda and

linked-up with Kampfgruppe Reimann. This move isolated Task Force Waters holding the high ground just north of Sidi Bou Zid.

TACTICAL SITUATION

To American player, remain patient. In the opening rounds of this extended fight you are going to take a beating. Do not get too attached to your miniatures. Just remember, your dead pile will return as reinforcements. Take every opportunity to bleed the German, because his stuff, once gone, isn't coming back.

To the German player, now is your time to make hay. Suppress the Americans with artillery fire and air attack, then root them out with infantry close assaults. Your panzers are better armored and armed. Don't throw away this advantage with close range exchanges of cannon fire. Next issue, Counterattack!

LEGEND

The map's top half is north. The town of Faid lies just off the east edge of the map by the highway. The Faid Pass itself lies some six hexes beyond that.

The hill is a level three elevation. It was a gentle rise, covered with stone outcroppings and scrub vegetation. Wadi El Fekka, which bisects the northwest corner of the board, is a minus one depression.

AMERICAN

Lt. Col. Hightower's CCA sets-up south of the east-west highway within four hexes of a building. Task Force Waters sets-up on any elevation hex.

GERMAN

The Germans move first. Kampfgruppe Schuette enters on any southern edge hex. Kampfgruppe Stenkhooff enters from any western edge hex. Kampfgruppe Reimann enters from the east edge, Kampfgruppe Gerhardt from the north edge. (Kampfgruppe Ziegler was at this moment consolidating the Faid Pass.)

During the battle the Germans achieved local air superiority. During each turn, the German player makes one Stuka attack.

VICTORY CONDITIONS

The game consists of twelve one-hour turns. To win, the German must clear the Americans from all wadi, ground-level, and level one hexes. If you are playing the complete Kasserine campaign game, German losses carry over to each of the next two scenarios, "Counterattack!" and "Kasserine Pass".

