

TAC NEWS

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GORE FORCE

WWII MICRO SQUAD SCENARIO

Gore Force depicts the assault on February 20th, 1943 by elements of the DAK Assault Group and 10th Panzer Division against Gore Force, an ad hoc battalion-sized unit formed from elements of the 26th Armored Brigade. Gore Force was a truly combined arms formation, with a tank company fielding seven Valentine and four Crusader tanks, a motorized infantry battalion, a battery of 25-lb guns, and an anti-tank gun troop.

SPECIAL RULES

- 12.1 Unit Determination
- 12.2 The Hot Shot!
- 12.3 Intuitive Action
- 12.6 It's Jammed!
- 12.9 Fire Support Allocation

SCENARIO LENGTH - 20 TURNS

INITIAL DEPLOYMENT

1. All German units except the 190th Artillery Battalion may enter the map anywhere along the south edge of the board on game turn one or after.
2. The German 190th Artillery Battalion is deployed off either the south or east edge of the map.
3. The German player must plot all indirect artillery fire for game turns 1–6. This must be done before any U.S. units are placed on the map. He may designate 2 additional stands as FO stands.
4. All British and U.S. units are placed on the table anywhere on or north of the British set-up line (see map).
5. The Allied player may deploy up to 14 light improved positions
6. Battery F, 2nd Royal Horse Artillery, is deployed off the north edge of the map.
7. The British player must plot all indirect artillery fire for game turns 1–6. This must be done before any German units enter the map on game turn 1. He may designate 2 additional stands as FO stands.
8. All GHQ and HQ stands serve as Forward Observer (FO) stands.
9. Both sides may designate any additional infantry stand to serve as a Forward Observer (FO) stand.

BRITISH FORCES

Cohesion = 14
Break Point = 98

GORE FORCE

C Squadron, 2nd Lothians

1st Troop: 4 x Crusader III
2nd Troop: 3 x Valentine IX
3rd Troop: 3 x Valentine IX
Squadron HQ: 2 x Valentine IX,
1 x Valentine IX HQ (FO)

Company C, 10th Battalion, Royal Buffs

1st Platoon: 2 x Infantry '39
2nd Platoon: 2 x Infantry '39
3rd Platoon: 2 x Infantry '39
MG Platoon: 2 x MMG, 2 x Bren Carrier
Scout Platoon: 8 x Bren Carrier
ATG Troop: 4 x 6-lbr ATG, 4 x Light Truck
Company HQ: 1 x Infantry HQ (+1 GHQ - FO),
1 x 3" Mortar (1),
2 x Light Truck

Battery F, 2nd Royal Horse Artillery - Off Board
8 x 25-lbr (6 fire missions each - 48 fire missions total - a maximum of 8 fire missions per turn)

Elements, U.S. 805th Tank Destroyer Battalion
5 x M-3 GMC

VICTORY CONDITIONS

The Allied player (British and U.S. forces) must prevent the German player from exiting 20% of his stands off north edge of the board as long as possible. Empty German halftrack and truck stands do not count towards this requirement.

Levels of victory are:

- < 11 Turns - Decisive German Victory
- < 16 Turns - Tactical German Victory
- < 20 Turns - Minor German Victory
- > 10 Turns - Minor Allied Victory
- > 15 Turns - Tactical Allied Victory
- > 19 Turns - Decisive Allied Victory

GERMAN FORCES

Cohesion = 16

ELEMENTS, 10TH PANZER DIVISION

1st Bttn, 8th Panzer Regt. (Break Point = 71)

1st Company: 10 x PzIIIJ, 1 x PzIIIJ HQ
2nd Company: 9 x PzIVF2, 1 x PzIVF2 HQ
3rd Company: 4 x MarderII
Battalion HQ: 1 x PzIVF2 (+1 GHQ - FO)

Elements, 10th Motorcycle Battalion

(Break Point = 118)

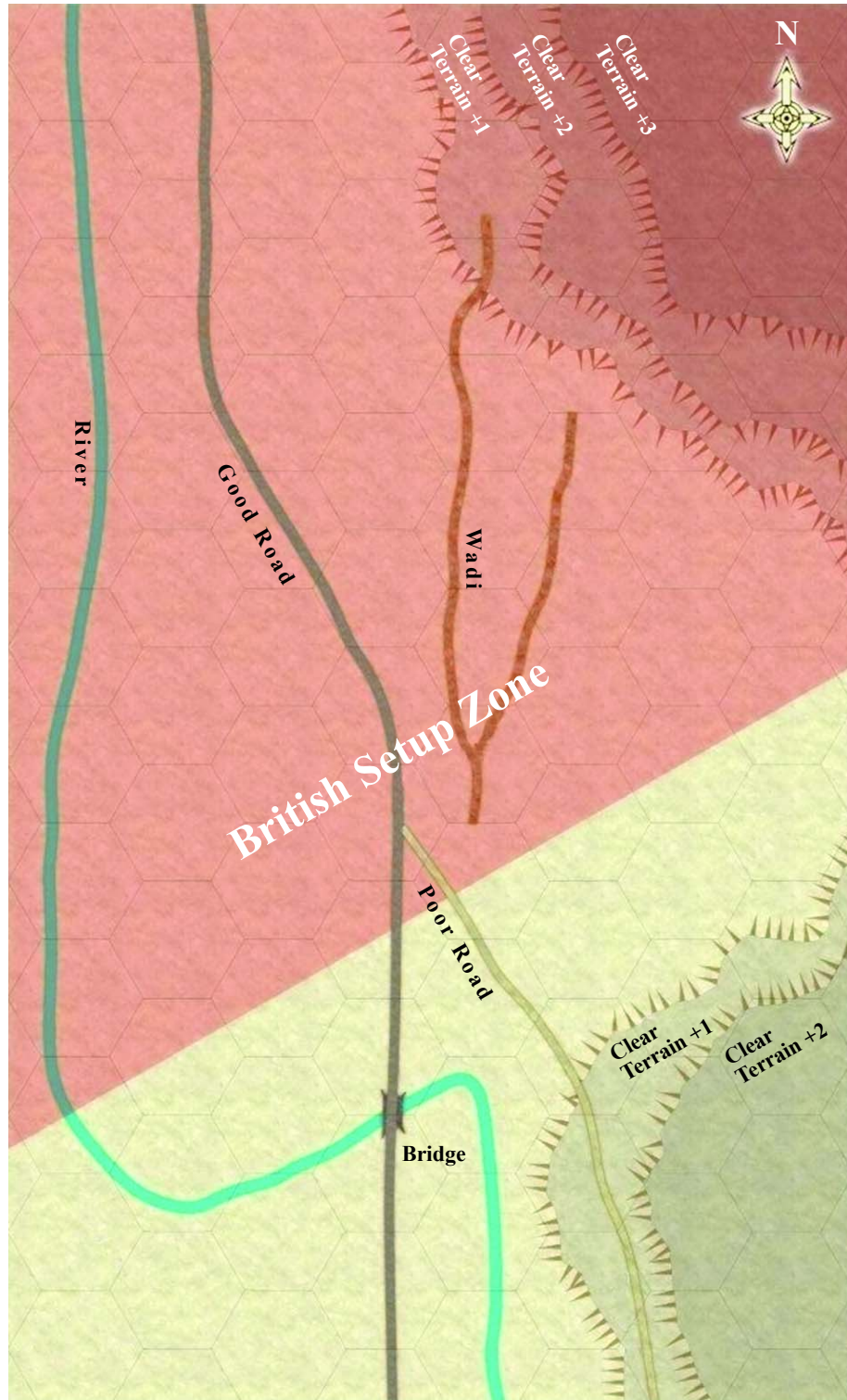
1st Company: 8 x Motorcycle Infantry,
1 x Motorcycle MMG,
1 x 81mm Stummel Mortar (2),
1 x Motorcycle HQ,
1 x Light Truck
2nd Company: 7 x Motorcycle Infantry,
1 x Motorcycle MMG,
1 x 81mm Stummel Mortar (2),
1 x Motorcycle HQ,
1 x Light Truck
3rd Company: 7 x Panzergrenadier '41,
1 x Inf. HQ, 8 x SdKfz 251/1,
2 x SdKfz 251/2,
2 x SdKfz 251/9
Battalion HQ: 1 x Inf. HQ (+1 GHQ - FO),
1 x SdKfz 251/1

2nd Battalion, 86th Panzergrenadier Regiment (Break Point = 88)

1st Company: 7 x PzGren '41, 1 x MMG,
1 x 81mm Stummel Mortar (2),
2 x 50mm PaK38,
2 x Light Tractor, 1 x Inf. HQ
2nd Company: 5 x PzGren '41, 1 x MMG,
1 x 81mm Stummel Mortar (2),
1 x Inf. HQ, 2 x 50mm PAK38,
2 x Light Tractor
3rd Company: 6 x PzGren '41, 1 x MMG,
1 x Inf. HQ, 1 x 50mm PAK38,
1 x Light Tractor
Battalion HQ: 1 x Inf. HQ (+1 GHQ - FO),
1 x Light Truck

Elements, 190th Artillery Battalion - Off Board
8x 105mm Howitzer (13 fire missions each - 104 fire missions total - a max. of 8 fire missions per turn)

GORE FORCE ~ FEBRUARY 20, 1943



TERRAIN SUGGESTIONS

1. The map should be approximately 60" (North to South) x 36" (East to West)
2. The wadis are treated as depressions (one inch) wide.
3. Maximum sighting distance is 1500 yards (75 inches).
4. The river can only be crossed via the bridge.

BIBLIOGRAPHY

This is a short list of materials available on the battles fought during the Kasserine counter-offensive in February 1943.

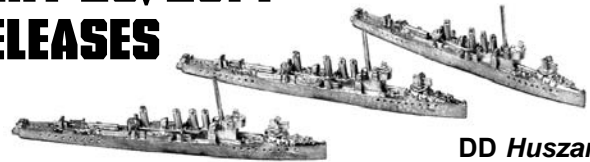
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- George Chrestensen

FEBRUARY 28, 2014 RELEASES

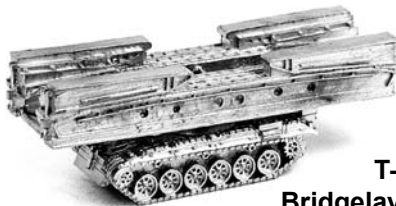


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*Photos not
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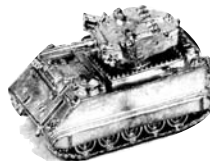
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