

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

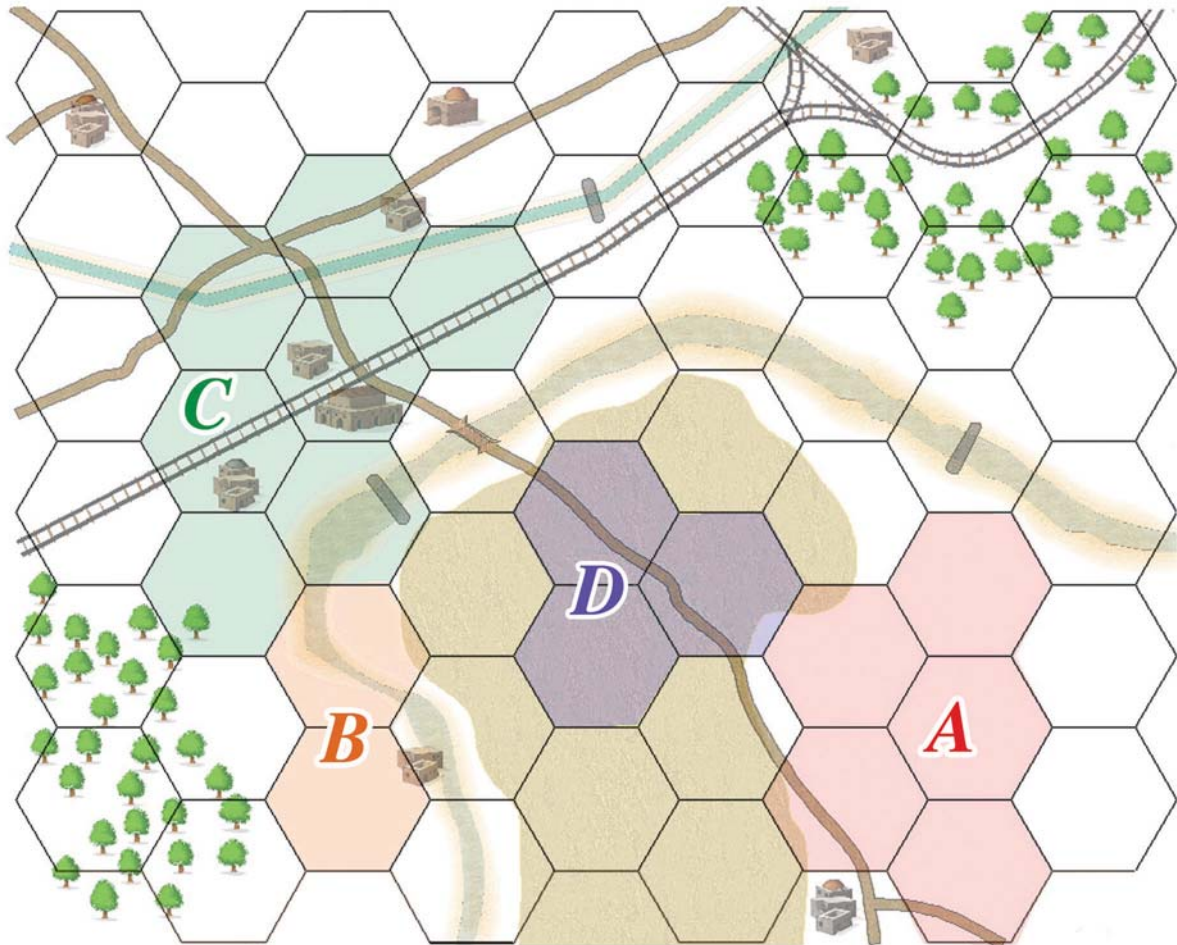
COUNTERATTACK AT BLED ZAFRANE

FEBRUARY 10, 1948

The battle of Wadi el Ahmar had a sobering effect on the Wehrmacht's North African expeditionary force, which was now using the designation Deutches Afrika Korps, (a name with powerful emotional connections for them). After a period of relative quiescence, during which both sides underwent extensive reorganization and reinforcement, the German commander (Field Marshal Rommel) obtained permission to go over to the offensive with the aim of blunting a major American drive east over the Djebel Tebaga to the Mediterranean shore at Gabes, a move that would cut Tunisia off from Italian Libya. In early February, 2nd SS Panzer Division attacked the left flank of the U.S 2nd Armored Division deployed along the irrigation canal in the vicinity of Bled Zafrane. The Americans were taken completely by surprise.

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Rocky Ground
Rough Terrain -2

Railroad
Poor Road

Bridge

A C

River Bed
Soft Sand

Irrigation Canal
Soft Sand

Temporary
Bridge

B D

Map by
Sven Luger

Scale 1" = 100 meters on a
24" x 39" Skirmish Board

COUNTERATTACK AT BLED ZAFRANE

GERMANS

Base Cohesion Level: 18
Break Point: 109

1st Battalion/
Grenadier Regt 304: 1x Infantry GHQ/SdKfz.351/1,
9x Infantry/SdKfz.351/1,
3x SdKfz.351/9(1),
3x 120mm SdKfz.351/24(1)
3x Med. MG/SdKfz.351/16,
1x 120mm SdKfz.351/24(2),
1x 75mm E.10,
1x SdKfz.351.21

Flakartillerie
Abteilung 273(-): 6x 88mm Waffentrager.II

1st Battalion/
Pz Artillerie Regt 74: 1x Infantry HQ/SdKfz.351/1,
2x 170mm Geschutzwagen.VI(2),
1x 37mm Waffentrager.I

#2 Company/
Engineer Bn 2: 3x Engineer/SdKfz.351/7,
1x 120mm SdKfz.351/24(2),
1x 88mm E.25

DEPLOYMENT

German forces may enter anywhere along the North edge of the map beginning on turn one (1).

SCENARIO LENGTH

This scenario ends after the completion of turn 15.

SPECIAL RULES

Demolitions - American Engineer stands may attempt to destroy any bridge using the following procedure:

The engineer stand must begin a movement phase on (or adjacent to) the bridge. The player must then make three (3) successful Cohesion die-rolls on three separate turns. After the third successful roll, the bridge is considered destroyed.

Notes:

1. The three turns need not be consecutive.
2. If the engineer stand is Suppressed or Disorganized, the die-rolls are modified for this condition.
3. Multiple engineer stands may speed up the process. Example - Three engineer stands might complete the demolition of a bridge in a single turn if all three roll successfully.

AMERICANS

Base Cohesion Level: 14
Break Point: 87

Combat Command "R"/
2nd Armored Division: 1x Infantry(A) GHQ/M.39

2nd Battalion/
41st Infantry Regt: 1x Infantry(A) HQ/M.39,
9x Infantry(A)/M.39,
4x Infantry Support/Truck,
1x 105mm M.7 'Priest'(1),
1x 81mm M.21(1),
1x Jeep/75mm RcR,
1x Jeep/50cal.[R]

17th Engineer Bn(-): 7x Engineer/Halftrack
(unarmed)

48th Medical Bn(-): 8x Infantry,
8x .75 Ton Weapons Carrier,
20x .75 Ton Ambulance,
8x 2.5 Ton Truck,
4x Jeep

195th Anti-Aircraft
Artillery Battalion: 7x 40mm M.42 'Duster'

DEPLOYMENT

2nd Bn/41st Inf + GHQ: Deploy anywhere within hexes designated "A".

17th Engineer Bn(-): Deploy anywhere within hexes designated "B".

48th Medical Bn(-): Deploy anywhere within hexes designated "C".

195th AA Arty Bn: Deploy anywhere within hexes designated "D" in 'Light' Improved Positions.

VICTORY CONDITIONS

Victory is awarded based on the number of American stands which escape from the battlefield before the end of turn fifteen (15) by exiting along its South edge.

1. If 24 or more stands escape, award the Americans a Marginal Victory. If fewer than 23 stands escape, award the Germans a Decisive Victory.
2. If 48 or more stands escape, award the Americans a Tactical Victory. If 24 - 47 stands escape, award the Germans a Tactical Victory.
3. If 72 or more stands escape, award the Americans a Decisive Victory. Anything less than a Tactical Victory for the Germans is a Defeat!