

Sidi Bou Zid (2)
15th February, 1943
(NEAR Sidi Bou Zid, Tunisia)

A Rapid Fire 2 scenario V1.0.1 (6/4/07)
By Brad Smith

Background

In an effort to relieve American forces that had become encircled on the hills around Sidi Bou Zid in the previous day's fighting, elements of Combat Command C of the US 1st Armoured Division ran headlong into a trap laid by the German 10th and 21st Panzer Divisions.

The Wargame Scenario

The game is played on a 10' X 6' table. The game length is 8 moves starting with German turn 1. The terrain is dusty and hard. It is subject to high winds so smoke cannot be used. *Buildings* start intact. The *olive grove* is treated as open woods. The "*Cactus Patch*" is soft cover but do not block line of sight.

The *Germans* win if they obtain at least 120 points with a differential of not less than +20 points AND have at least 10 debussed panzer grenadiers north of the line E-F at the end of the game. The *US* wins if they obtain at least 100 points with a differential of not more than -20 points. If both sides achieve their objectives, or neither side does, it is draw.

Points are obtained for eliminated enemy forces as follows: medium tank - 8 pts; light tank / SPG / 88mm / artillery piece - 6pts; HT / ATG / truck - 4 pts; jeep - 2pts; figure - 1pt.

Sources

Kasserine Pass 1943 - (Osprey Campaign # 152) - Steven J Zaloga

Northwest Africa (US Army in WWII series) - Geoffrey W Howe

Sidi Bou Zid (Command Decision) - Bob McKenzie

http://homepage.ntlworld.com/bob_mackenzie/Sidi%20Bou%20Zid.htm

American Order of Battle - all regular
elements of Combat Command C, 1st Armoured Division

[on board]

2nd Battalion, 1st Armoured Regiment (test by AFV company)

HQ	1 x Sherman (75mm)
D, E & F companies	each 3 x Sherman (75mm)
Assault Gun Platoon	1 x T30 (75mm) SPG * (test as independent AFV)
Recon Platoon	3 figures, 1 x jeep (HMG)

701st Tank Destroyer Battalion

C Company	2 x M3 75mm SPG (test as AFV company)
Recon Platoon	3 figures, 1 x M3 Scout car (HMG)

6th Armoured Infantry Battalion (test @ 20 casualties)

HQ	CO + 5 figures, 60mm mortar, 1 x M3 HT (HMG)
A, B & C companies	each 9 figures, 1 x M3 HT (HMG)
Support Company	9 figures, HMG, MMG, 81mm mortar, M3 HT (HMG)
	6 figures, 2 x M3 HT, 2 x 37mm ATG

attached Assault Gun Platoon T30 (75mm) SPG (test as independent AFV)

attached Recon Platoon 3 figures, jeep (HMG)

68th Armoured Field Artillery Battalion (test as AFV unit)

Composite B & C batteries	2 x T19 105mm SPG, OP team (jeep)
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81st Recon Battalion

B Company	9 figures, M3 HT (HMG), Jeep (HMG)
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[air support - preordered turn 3]

P-39 Aircobra Fighter Bomber

* 3 figures towards infantry unit test

US forces start on table as per the scenario map. US forces must move 12" towards SIDI BOU ZID edge on turn 1. US air support arrives on turn 7 and lasts for 2 turns. Permitted targets are any enemy elements in the open. However if a selected target is within 12" of friendly forces, throw a D6 and a 1 or 2 means the nearest friendlies are attacked instead.

German Order of Battle - all regular elements 10th and 21st Panzer Divisions

[on board]

Kampfgruppe Gerhardt (10th Panzer Division) - initial

II Battalion, 69th Panzer Grenadier Regiment (test @ 20 casualties)

HQ CO + 4 figures, AT rifle, Sdkfz 251/1 HT (LMG)

1st, 2nd, & 3rd Companies each 8 figures, Sdkfz 251/1 HT (LMG)

HW company 9 figures, 2 x MMG, 81mm mortar, 2 Sdkfz 251/1 HT (LMG)
3 figures, Pak 38 (50mm) ATG, HT towing vehicle

attached SP company

Grille (150mm) SPG, Marder 1 SPG (test as AFV company)

Composite Company, 90th Panzerjager Battalion 2 x Marder III SPG

1st Battalion, 90th Artillery Regiment

105mm gun, medium truck, 4 figures, OP team (car)

Kampfgruppe Stenkoff (21st Panzer Division) - initial

1st, 2nd & 3rd Battalions, 155th Artillery Regiment

12 figures, 2 x 105mm guns, 1 x 105mm gun, 3 x medium trucks, OP team (car)

1st Flakamptruppe 5 figures, 88mm Flak, HT, 3 figures, 20mm SPG

[reinforcements]

Kampfgruppe Gerhardt (10th Panzer Division)

II Battalion, 7th Panzer Regiment (test by AFV company)

HQ Mk II (turn 2)

5th, 6th & 7th Companies each 2 x Panzer III (long 50mm)
(1 company turns 2, 3, 4)

8th Company Panzer IV (short 75mm), Panzer IV (long 75mm) - turn 3

Kampfgruppe Stenkoff (21st Panzer Division)

I Battalion, 5th Panzer Regiment (test by AFV company)

HQ Mk II (turn 3)

1st, 2nd & 3rd companies each 2 x Panzer III (long 50mm)
(1 company turns 3, 4 & 5)

4th Company Panzer IV (short 75mm), Panzer IV (long 75mm) - turn 4

[air support - preordered turn 3]

JU-87 "Stuka" Dive Bomber

^ 88mm AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

* 3 figures towards infantry unit test

German forces start deployed and concealed. 1st Company of the II Battalion, 69th Regiment is in Sidi Salem and the balance is in Sidi Bou Zid and adjacent weapon positions. 90th Panzer Jager is in the "Cactus Patch". The Flakamptruppe is in the Olive Grove and 90th Artillery Regiment is behind the grove. 155th Artillery is behind Sidi Bou Zid. The OP teams are anywhere selected by the German player.

All artillery pieces fire IDF separately. If a selected IDF target is within 12" of friendly forces throw a D6 and a 1 or 2 means the nearest friendlies are attacked. II / 7 Panzer enters from the eastern edge of the table between points A-B and I / 5 Panzer from the western edge between points C-D. II/7 and 1/5 Panzer cannot move to within 12" of US forces on their entry turn.

German air support arrives on turn 3 and lasts for 3 turns. Permitted targets are any enemy elements in the open. However if a selected target is within 12" of friendly forces, throw a D6 and a 1 or 2 means the nearest friendlies are attacked instead.

Deployment & arrivals

