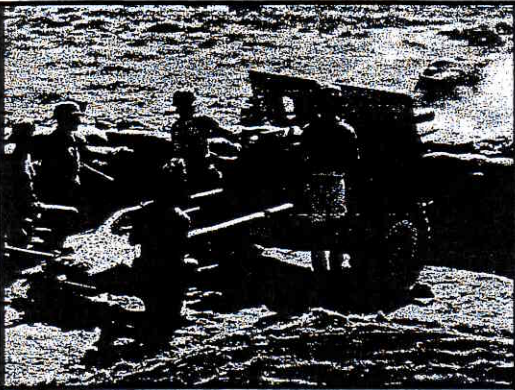


No Respite

JEBEL ABIOD, TUNISIA, November 21, 1942: On November 17th *Kampfgruppe Witzig* had failed to rest control of the important crossroads of Djebel Abiod from the British 36th Brigade, losing eight of its Panzer IVs in the process. The *kampfgruppe* did however control the strategic high ground overlooking the road junction, which enabled them to block the further advance of the British column, in spite of having the *panzer kompanie* and heavy weapons withdrawn. The next three days saw Major Witzig's 1st *Fallschirmjäger Bataillon* engaged in fierce fighting trying to hold the British back, resulting in heavy casualties amongst the veteran paratroopers. In an effort to give Witzig's weary men some respite, they were reinforced by a battalion of Italian paratroops.



Historical Result: The *Fallschirmjäger* were withdrawn for some much needed rest, their defensive positions taken over by the 1st Parachute Battalion of the crack *Amedeo d'Aosta* Air Assault Regiment. As soon as the Italian paratroops had assumed control they immediately began to assault the British in an abortive attempt to grab the village and intersection. The *Paracadutisti* attacked with great élan, but had little support and as a result were repulsed with heavy losses. Badly weakened, the *Amedeo d'Aosta* battalion had to be pulled from the line, and Witzig's tired para-engineers had to turn around and rush back to their old positions.

BOARD CONFIGURATION:

Only hexrows A-P on the north board and R-GG on the south board are in play.

VICTORY CONDITIONS:

The Italian wins at game end by Controlling 4 of the 6 building hexes in the British setup area.

BALANCE:

- Italian:** Add a MMG to the Italian OB.
- British:** In the British OB replace one 8-0 leader with an 8-1.

British Sets Up First

Italian Moves First

1

2

3

4

5

END

Elements of the 36th Brigade, 78th Division [ELR:3]: setup within 4 hexes of hex V1; units in Concealment Terrain may set up Concealed and Vehicles may set up in Motion [SAN:4]:

4-5-7	2-4-7	2-2-8	9-1	8-0	HMG	LMG	51 MTR
9	2			2		2	2



88 ART 25 pdr	Humber II AC	Daimler AC
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Carrier B 2	Foxhole 1S 4	Sangar
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Elements of the 1st Battaglione Paracadutisti, 1^o Reggimento d'Assalto *Amedeo d'Aosta* [ELR:3]: setup on/ east of Hexrows F/BB [SAN:2]:

4-4-7	2-4-7	2-2-7	9-1	8-1	8-0	7-0
15	2	2				



MMG	LMG	45* MTR	DC	FT
	3	2	2	

47 AT 47/32	SMV L40 47/32	Foxhole 1S	Sangar
2	2	4	2

SPECIAL RULES:

#1 - EC are moist, no wind. Place overlays X5 on I1 and X4 on U2. Orchard hexes V1, W1 and Y4 are Olive Groves (F13.5); all other Orchard hexes are Cactus Patch (F13.4).

#2 - Prior to setup place one Burnt-Out Wreck each in hexes BB0, AA1, Z0, Z1 and Y1, after which the Italian Player may place three additional Burnt-Out Wrecks anywhere on the map.

#3 - The British may use HIP for ≤ 1 squad/equivalent (and SMC/SW stacked with it); E1.16 applies to any Sangar or Foxhole containing HIP British personnel.

#4 - The Italian may designate ≤ 3 squads as having Assault Engineer capabilities (H1.22).