VICTORY CONDITIONS
The British player must exit at least 4 tanks with functioning MA off the east edge of mapboards 15/30/31/25 by game end.

HISTORICAL ACCOUNT
LOCATION: Fondouk Pass Tunisia
DATE: 9 April 1943
COMMENTARY: With the Axis forces of the First Italian Army in full retreat the 6th Armoured Division was ordered with all haste to force their way through the Fondouk Pass to intercept them; this meant that there was no time for proper reconnaissance. The 17/21st Lancers, lead regiment of the division, prepared to execute the corp commander’s wishes to “attack now” without infantry or artillery support down a valley flanked by hills on either side. On receipt of their orders one squadron commander’s response was “Goodbye gentlemen we shall all be killed”.

The 17/21st Lancers advanced with two squadrons abreast into the valley in much the same way as their forebears had done at Balaclava in the Crimean War. Their unsupported tank attack was defeated by a combination of mines and well sited anti tank guns of Kampfgruppe Fullriede; some 30 tanks were destroyed in a matter of minutes.

The Lancers’ sacrifice was not totally in vain as the 16/5 Lancers supported by the Rifle Brigade were able to outflank the defended positions via a concealed wadi in time to meet the rearguard of the 10th Panzer Division. But they were too late to intercept the main force of the First Italian Army. The 17/21st Lancers had maintained their regimental tradition embodied in their cap badge: a skull and cross-bones inscribed by their motto ‘Or Glory’.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

Elements of Kampfgruppe Fullriede set up on any whole hexes of map boards 15 or 25. AT mine factors must be deployed in units of 2 factors per hex on mapboards 15, 25, 30 or 31.

Balance: the British must exit at least 5 AFVs with functioning MA to win.

Elements of 17/21st Lancers, 26th Armoured Brigade, 6th Armoured Division enter on GT1 anywhere on the west edge of map boards 26-29.

Balance: increase the game length by 1 Game Turn.

Reinforcements enter on GT3 on the west edge of mapboards 26-29.

SCENARIO SPECIFIC RULES:
1 Crew Survival is NA.

Roads, buildings and walls do not exist and are treated as Open Ground.
Treat all woods, brush and orchard hexes as scrub.
EC are Dry with no Wind at start.

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