

# V20 DEATH OR GLORY

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## HISTORICAL ACCOUNT

**LOCATION:** Fondouk Pass Tunisia

**DATE:** 9 April 1943

**COMMENTARY:** With the Axis forces of the First Italian Army in full retreat the 6<sup>th</sup> 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 17/21<sup>st</sup> 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 17/21<sup>st</sup> 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 10<sup>th</sup> Panzer Division. But they were too late to intercept the main force of the First Italian Army. The 17/21<sup>st</sup> 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

⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	END
🎯 BRITISH Moves First								

## THE BATTLEFIELD AND CONDITIONS

GT3	GT1		26	27	28	29
			30	31	32	33
			34	35	36	37
			38	39	40	41



## 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.

## SCENARIO SPECIFIC RULES:

1 Crew Survival is NA.

Only hex rows A-P are playable on mapboards 26, 27, 28, and 29.

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.



**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.

ELR: 5  
SAN: 4

2-2-8	1-5	1 RT	AT M8	AT M10	AA M3	Trench
5	20	Mines	PaK 40	PaK 38	FlaK 18	OUR, OBA: +4 Other: +2
			2 75L	3 50L	2 88L	
			2	2		5



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

**Balance:** increase the game length by 1 Game Turn.

ELR: 4  
SAN: 3

1	13 9-1
Sherman II(a)	4
75	24
	16

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

1	13 9-1
Sherman II(a)	4
75	24
	8