

V19⁰² CACTUS FARM

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HISTORICAL ACCOUNT

LOCATION: Peters Corner/Cactus Farm, Tunisia

DATE: 29 April 1943

COMMENTARY: The Allied forces in Tunisia were now attacking continually all along the front, with the port of Tunis being the primary objective. As part of Operation Vulcan the 4th Infantry Division was tasked with breaking out of the hill country into the plain below. Obstructing their path were the elite paratroops of the Hermann Goering Parachute Division. The breakout was proving exceeding costly as attacks in the two days previous had been repulsed with heavy losses.

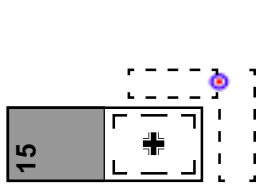
As the British force approached Cactus Farm it was met with a withering defensive fire from the well concealed Fallschirmjaeger. The Churchill tanks of 12 Royal Tank Regiment continued to advance without their infantry support whereupon they were then close assaulted by the defenders using molotov cocktails and teller mines. As a consequence some 12 tanks were knocked out. In some cases their crews were rescued from the burning wrecks by their assailants. Oberfeldwebel Heinrich Schafer, the German commander earned the ritterkreuz for his part in the defence of Peters Corner and Cactus Farm.



TURN RECORD CHART

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

THE BATTLEFIELD AND CONDITIONS



Only hexrows P-GG are playable. Place overlay X2 on 15R8 and X5 on 15Q8 at level 1. These, as well as building 15S10, are 'farm' buildings.

All buildings are stone

All woods hexes are brush. Grain exists and is in effect.

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The player who Controls most farm buildings at game end wins.

SCENARIO SPECIFIC RULES:

- 1 German MMC have Molotov cocktail and ATMM capability.
- 2 The Germans receive a module of 88mm OBA with scarce ammunition.
- 3 To represent the Churchill's excellent hill climbing ability, elevation changes to a higher level cost only 2MP (EX: 1MP when using a road), rather than 4MP.

Elements 3rd Battalion, 5th Fallschirmjaeger Regiment, Hermann Goering Parachute Division set up within 5 hexes of 15R8. May set up HIP in Concealment Terrain.

Balance: add a HMG to the German OB.

ELR: 5
SAN: 4

5 ² 4-8	2-2-8	1PP 3-8	5-2	9-1	1PP 8	1 AT	M II	M II	Trench
3	2	3			10		1	1	4

Elements 2nd Battalion Royal Fusilers, and 'B' Squadron, 12 Royal Tank Regiment enter between hexes 15Y1 and 15GG5 inclusive. The infantry may enter mounted as riders.

Balance: add a 9-1 Armour Leader to the British OB.

ELR: 4
SAN: 3

4 ^E 5-7	2-4-8	1PP 2-7	2PP 4-12	2PP 2-11	8-1	8-0	7-0	Churchill IV
9	3	3		3				6