Scenario 39 SWEEP FOR BORDJ TOUM BRIDGE

BORDJ TOUM STATION, TUNISIA, December 10, 1942: As the Allies paused to gather their breath and resources for their attack on Tunis, the Germans struck first. The Fifth Panzer Army in an effort to expand its position around Tunis, sent the 86th Panzer Grenadier Regiment supported by armor from the 7th Panzer Regiment on a two-pronged attack along both sides of the Medjerda river. If the Germans were to gain control of the bridge near the Bordj Tum railroad station, Combat Command B would be in danger of being cut off on the eastern side of the river.

Board Configuration

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<th>6</th>
<th>7</th>
<th>15</th>
<th>2</th>
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VICTORY CONDITIONS

The German must have 10 victory points at game end. The German receives 1 victory point for each AFV with functioning ordnance and each unbroken squad (or two HS's, but not crews) within normal inherent range (the range of SW's is not considered) and having a clear LOS to any road hex from 6Y6 to 7Y1. The U.S. player wins by avoiding the German victory conditions.

Rules Introduced: 162–163

TURN RECORD CHART

<table>
<thead>
<tr>
<th>U.S. sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
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<tbody>
<tr>
<td>German moves first</td>
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Elements of 2nd Battalion, 6th Armored Infantry Regiment [ELR:3] set up anywhere on board 15 in or south of row U:

Elements of 1st Battalion, 6th Armored Infantry Regiment [ELR:3] set up anywhere on board 15 in or north of row T:

Elements of 16th Combat Engineers [ELR:4] set up anywhere on board 6 in or south of row G:

Elements of 2nd Battalion, 13th Armor Regiment set up within two hexes of 7W2:

Elements of 1st Battalion, 86th Panzer Grenadier Regiment and 2nd Battalion, 7th Panzer Regiment enter on any east edge hexes of board 2 on or north of row T and/or north edge on or east of 2A6:

Elements of 2nd Battalion, 86th Panzer Grenadier Regiment and 2nd Battalion, 7th Panzer Regiment enter on any north edge hexes of board 6:

Continued on back of Scenario 40
SCENARIO 39 ADDENDA

39.1 Due to soft ground conditions the COT of all off-road vehicular movement is increased by 1 MP per hex (or hexside in the case of VBP).

39.2 A two lane, vehicular stone bridge exists from 7AA6 to 7AA8. The river is deep and flowing north with a moderate current. There is no wind. Wheatfields are considered open ground. The allowable LOS through an orchard is 3 hexes (118.8).

39.3 Units may ignore enemy units on opposite sides of the river in determining directions of rout or berserk charges.

39.4 The battery access DR for the U.S. 105mm artillery is subject to a +1 DRM due to ammunition shortage.

39.5 All U.S. 37LL and 75 AP TO KILL DR's must add +1 due to use of obsolete AP ammunition intended solely for training.

39.6 If four players are available, split command authority between separate commanders on each side of the river.

AFTERMATH: As the Germans approached a roadblock on the west bank of the Medjerda, they were met by anti-tank guns and mines. A heavy engagement soon broke out with U.S. tank support arriving from the east river bank along with artillery fire from positions across the river. On the east bank, the second prong of the German attack was held back by a combination of skillful ridge line defense and soft ground. By nightfall the German drive had been stopped, although the bridge was still subject to enemy fire and the threat of a renewed attack.

G.I.: ANVIL OF VICTORY

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