

# Turn Chart

The turns represent 2 hours of real time as follows:

Turn	Time	Event
Before Battle	Feb 18 <sup>th</sup>	Deploy US 1st Infantry Division 1/26th Infantry and 19th Engineers plus support troops in Kasserine Pass. They must be more than 32" from the Axis table edge and are in <b>Prepared Positions</b> and <b>Gone to Ground</b> . US 9 <sup>th</sup> Infantry Division 3/39 <sup>th</sup> and Gore Force deploy within 12" of Thala. They cannot initially move more than 12" from the objective,
Before Battle	0600 Feb 19 <sup>th</sup>	Sunrise. Deploy DAK 33 <sup>rd</sup> Recon Battalion and Panzer Regiment Afrika within 12" of the Axis table edge.
1	1000 Feb 19 <sup>th</sup>	1 <sup>st</sup> turn begins with Axis. 1 <sup>st</sup> Luftwaffe (Ju 87D) Flight available. 2 <sup>nd</sup> Luftwaffe Flight (Me109) available.
2	1200 Feb 19 <sup>th</sup>	Panzer Battalion Stotten moves on.
3	1400 Feb 19 <sup>th</sup>	US 1 <sup>st</sup> Armoured 3/6 <sup>th</sup> Infantry moves on. US 9 <sup>th</sup> Infantry Division 3/39 <sup>th</sup> and Gore Force can now move away from Thala.
4	1600 Feb 19 <sup>th</sup>	
5	1800 Feb 19 <sup>th</sup>	<b>Night.</b>
6	2000 Feb 19 <sup>th</sup>	<b>Night.</b>
7	2200 Feb 19 <sup>th</sup>	<b>Night.</b>
8	0000 Feb 20 <sup>th</sup>	<b>Night.</b>
9	0200 Feb 20 <sup>th</sup>	<b>Night.</b>
10	0400 Feb 20 <sup>th</sup>	<b>Night.</b>
11	0600 Feb 20 <sup>th</sup>	Sunrise. <b>Wet weather:</b> no air attacks. Kampfgruppe DAK Centuaro Division moves on. British 6 <sup>th</sup> Armoured Division, 26 <sup>th</sup> Armoured Brigade 17/21 <sup>st</sup> Lancers move on. 26 <sup>th</sup> Armoured Brigade aren't allowed in the Axis third of the table,
12	0800 Feb 20 <sup>th</sup>	<b>Wet weather:</b> no air attacks.
13	1000 Feb 20 <sup>th</sup>	<b>Wet weather:</b> no air attacks.
14	1200 Feb 20 <sup>th</sup>	<b>Wet weather:</b> no air attacks. 10 <sup>th</sup> Panzer 1/Pz Rgt 8 and Kampfgruppe 10th Panzer 69 <sup>th</sup> Panzergrenadier Regiment move on.
15	1400 Feb 20 <sup>th</sup>	3 <sup>rd</sup> Luftwaffe Flight (Ju 87 D) available. 1 <sup>st</sup> Desert Air Force Flight (Spitfire IX C) available. 1 <sup>st</sup> US Air Force Flight (P40 Warhawk) Available (Deployment of US 1 <sup>st</sup> Armoured CCB.
16	1600 Feb 20 <sup>th</sup>	US 1 <sup>st</sup> Infantry Division 3/16 <sup>th</sup> Infantry move on. British 6 <sup>th</sup> Armoured Division, 26 <sup>th</sup> Armoured Brigade, 10 <sup>th</sup> Battalion The Rifle Brigade and 16 <sup>th</sup> /5 <sup>th</sup> Lancers move on.
17	1800 Feb 20 <sup>th</sup>	<b>Night.</b>
18	2000 Feb 20 <sup>th</sup>	<b>Night.</b>
19	2200 Feb 20 <sup>th</sup>	<b>Night.</b>

Turn	Time	Event
20	0000 Feb 21 <sup>st</sup>	<b>Night.</b>
21	0200 Feb 21 <sup>st</sup>	<b>Night.</b>
22	0400 Feb 21 <sup>st</sup>	<b>Night.</b>
23	0600 Feb 21 <sup>st</sup>	British 6 <sup>th</sup> Armoured Division, 26 <sup>th</sup> Armoured Brigade, 2 <sup>nd</sup> Lothians move on. 2 <sup>nd</sup> Desert Air Force Flight (Hurricane IIC) available. 4 <sup>th</sup> Luftwaffe Flight (Ju 87 D) available.
24	0800 Feb 21 <sup>st</sup>	
25	1000 Feb 21 <sup>st</sup>	British 6 <sup>th</sup> Armoured Division, 139 <sup>th</sup> Infantry Brigade, 5 <sup>th</sup> Leicesters move on.
26	1200 Feb 21 <sup>st</sup>	
27	1400 Feb 21 <sup>st</sup>	
28	1600 Feb 21 <sup>st</sup>	British Unattached Sherman Battalion moves on.
30	1800 Feb 21 <sup>st</sup>	<b>Night</b>
31	2000 Feb 21 <sup>st</sup>	<b>Night.</b> US 9 <sup>th</sup> Infantry Division, Divisional Artillery moves on.
32	2200 Feb 21 <sup>st</sup>	<b>Night.</b>
33	0000 Feb 22 <sup>nd</sup>	<b>Night.</b>
34	0200 Feb 22 <sup>nd</sup>	<b>Night.</b>
35	0400 Feb 22 <sup>nd</sup>	<b>Night.</b>
36	0600 Feb 22 <sup>nd</sup>	3 <sup>rd</sup> Desert Air Force Flight (Hurricane IIC) and 4 <sup>th</sup> Desert Air Force Flight (Hurricane IIC) available.
37	0800 Feb 22 <sup>nd</sup>	
38	1000 Feb 22 <sup>nd</sup>	
39	1200 Feb 22 <sup>nd</sup>	
40	1300 Feb 22 <sup>nd</sup>	Game ends.