Operational Combat Series:

Tunisia

A Complete Copy of Tunisia Includes:
1x Box
1x OCS Series Rulebook (v2.0i)
1x Game Specific Rulebook
2x OCS v2.0i Charts & Table Booklets
2x Dice (one red, one white)
2x 22x 34" Maps
2x 560-counter countersheets (Sheet 1 & 2)
1x 80-counter countersheet (Sheet 3)
1x 140-counter countersheet (Sheet 4)
1x Registration Card
1x Current Price List
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

Table of Contents

Introduction

Tunisia is an *Operational Combat Series* game covering the campaign in Northwest Africa from November, 1942 through May, 1943. It covers the end of the Axis presence on the African continent as well as the death of the Afrika Korps.

1.0 General Special Rules
1.1 Map and Turn Handling Notes

1.1a The Railroads. Each player can use the railnets on the **Tunisia** maps. Any railroad hex can be used by either player provided the hex is "owned" by the player. To own a rail hex, the player must have been the one who last moved an attack-capable unit in Move or Combat Mode through the hex. Mark the extent of rail hex ownership using Railhead Markers. The ownership of rail hexes at the beginning of play is listed in each scenario.

Once the railnet to A1.15 has been put under the ownership of the Allied player, an owned railroad exists all the way from Algiers onto the map at that point.

The Allied Player has a rail capacity he can use to move SPs and units using the rail net; the Axis Player has no rail capacity and can only use the rail net for supply trace purposes.

"Point of Interest" hexes (villages and Birs too small to rate being called villages) are Detrainable hexes.

There are two railnets on the **Tunisia** maps—the Standard Gauge Railnet and the Narrow Gauge Railnet. The Standard net is colored Red and consists of the normal Single-Track railways. The Narrow net is colored Black and is considered to be Low Capacity railways. The Narrow net hexes cannot be converted into Standard net hexes.

➡ Rail hexes **cannot** be damaged in this game, **but** they **can** be interdicted.

The Gamers

1.1b The Mareth Line. The Mareth Line is a pre-war construction of French pillboxes. It is printed on the map as Level 2 Hedgehogs. While these hexes **can** be improved to Level 3 or 4; they **can never** be reduced below Level 2 and **cannot** have an actual Hedgehog marker placed on them until they are improved to Level 3 or 4. Otherwise, they function like regular Hedgehogs.

1.1c Air Entry Points. Around the coast are numerous "Air Entry Points" (AEPs). These are hexes where air units from the various Holding Boxes can enter the play area. Each AEP lists one or more Holding Box names and each has a number of hexes attached to it. A given AEP is only attached to the Holding Boxes it lists. To move from the Holding Box to a given AEP (or vice versa) requires the expenditure of the listed number of hexes. Air units must always have the required number of hexes of range in order to use the AEP. The straight-line flight path of air movement is from the hex of the AEP. A player can only use AEPs to travel to a Holding Box that his side controls.

For instance, an AEP lists "Tripoli: 25" which means that an air unit which enters the AEP's hex must expend 25 hexes of range to make it to either air base in the Tripoli Box. In reverse, an air unit could start in either Tripoli air base and be placed into the AEP's hex for a cost of 25 of its range. Air units with ranges less than 25 or which have less than 25 of their range remaining cannot make the trip at all.

1.1d Air Unit Stationing and AEPs. No air unit can be put on station in an AEP hex and no air unit can be intercepted in such a hex. There is no way to block the flight of air units from off map before they "appear" in the AEP's hex.

1.1e The Turn Labeling System. **Tunisia** uses a two-tiered method of turn recording. A Month Marker is used to designate the current month. Each month contains a number of "Half-Week" turns based on the normal calender. Each Half-Week each represents one game turn and is recorded using the Turn Marker on the Half-Week Record Track. Place the Turn

Marker in the first Half-Week for the month (usually the 1st, unless the scenario begins during a month) and advance that marker around the track until you play the last Half-Week for that month. Then advance the Month Marker and reset the Half-Week Marker accordingly.

Half-Weeks are labeled using the date of the first day of the Half-Week. Be careful to avoid the "29 Feb" turn as February 1943 ended on the 28th!

1.1f Multiple Terrain Hexes. There are numerous hexes on the map which contain more than one terrain type (low hills, rough and mountains, for instance), in all such cases, the hex is considered to be the *best* terrain of those present for the defender (for combat and barrage purposes) and the *worst* MP cost (for movement purposes). This effect is true **regardless** of the amount of the terrain type present in the hex.

1.1g Mountain Symbology. Mountains in this game are rpresented by **either** the dark brown symbol OR the red-orange symbol. The presence of either makes a hex a Mountain Hex—there is no requirement for the red-orange "mountain top" to also be present.

1.2 Weather Determination

Weather in **Tunisia** traverses through a winter rainy season and on into spring. Each turn, the players must roll for the weather.

1.2a On the Weather Determination Table roll two dice (11..66, red die is the first digit, white die is the second: red 5, white 3 is 53) during the Weather Determination Segment. The result will be Flight, No Flight or No Flight & Mud.

1.2b Every turn requires the weather roll, including the first turn of any scenario.

1.3 Mud

During a Mud Turn, apply the following: play one combined Player Turn with the restricted Turn Sequence below. **Do not** roll for first player, **both** players execute each phase simultaneously. These effects only last until the next Weather Determination Phase.

➡ Stacking is not in effect until the end of the next non-mud turn's Movement Phase.

❏ Air Unit Return Phase (Also, any Air Units on a Level 1 air base must become inactive)

❏ Air Unit Refit Phase (Only Level 2 and Level 3 air bases can refit during Mud Turns)

❏ Reinforcement Phase

Rebuilding of units is allowed. Variable Reinforcement rolls are normal. Place reinforcements normally.

❏ Movement Phase

There is no regular movement, but Shipping and Rail Movement are allowed.

Mode change is allowed.

No Construction is allowed (Building Hedgehogs, Air Bases, etc.)

❏ Clean Up Phase

Regardless of the situation, there is no Supply Phase, expenditure of SPs for units which cannot trace, or Attrition rolls to be made during Mud turns. There is no Supply Phase during these turns at all—units continue in whatever supply condition they might have been in before the Mud began. The lack of a Supply Phase can continue for as many turns as you have Mud without further ill effects.

Design Note: Mud effectively shut down the Tunisian Theater for about half of January 1943. The above sequence is designed to get players through their Mud Season with as little expenditure of play time as possible. Other abbreviated sequences were tried, but the player time expended was not worth what little players could do during these turns. The final result of playtesting was that the best way to handle Mud was the above—basically a quick administrative cycle to get reinforcements into play. As the design developed, I came to the conclusion that the best Mud sequence (both in terms of historical accuracy and speed of play) was the idea above which allows players to all-but-skip Mud turns in order to get to the more interesting parts of the game. The lack of attrition during Mud turns eliminates the premium which existed on placing the enemy out of supply right before a potential Mud turn (when he could do nothing about it). This was game gimmick which had no basis in reality—so the sequence eliminates the reward for such activities. It does come with the cost of sometimes watching units live through prolonged Mud periods while cut-off. When that happens, remember the troops are not engaged in active operations at the time so their subsistence needs are minimal.

1.4 First Turn & Set Up Special Rules

1.4a Set Up. The German player **always** sets up first.

1.4b First Player. Each scenario specifies the first player and that player is guaranteed initiative on the first turn. Thereafter, the regular die roll determines initiative. The first player roll is not made on Mud turns.

1.4c Axis Reserve Marker Allocation. The Axis player has 10 Reserve Markers to use at start. Additional Reserve Markers enter with the DAK HQ.

1.4d Allied Reserve Marker Allocation. The Allied player has 8 Reserve Markers to use at start. Additional Reserve Markers enter with the 8th Army.

1.5 Shipping and Holding Boxes

Each turn, both players receive a Shipping Allowance (given in terms of SPs on the Shipping Allowance Charts on Map A). This allowance is used to move units and SPs to and from the Holding Boxes to the map's port hexes. Players can use their Shipping Capacity to ship from one player-held port to another (see also OCS rule 19.0a for information about loading). A turn's Shipping Allowance must be used in that turn and cannot be saved if unused. The player is free to allocate his Shipping Allowance as he sees fit (with the additional Axis constraints in 2.4).

1.5a The player can ship to the port of his choice provided the port's printed Port Capacity (to include any damage) is not exceeded.

1.5b Units **must** be shipped in Move Mode (**never** in Reserve Mode) and cannot move in the same phase they ship, as per the Series rules.

1.5c Holding Boxes. An infinite number of Supply Points are available in the player's Holding Boxes and the player is only constrained by his shipping and air lift assets as to the number he can bring into play. Units and air bases in the Holding Boxes are always supplied and can always function at full capacity. Air units leaving from the air bases in a box can fly together (as if they came from one base). Air units can switch from one Holding Box air base to another in the same Box simply by moving the counter from one box to the other. Holding Box Airbases cannot be upgraded. Transport air units can transport SPs (from the nominal infinite dump in the box) and ground units (from the Awaiting Transfer Box) from a Holding Box's air bases to the air bases on the map. Only the player currently owning a Holding Box can use it—no combat is allowed in such Boxes.

➡ Units from one side remaining in a Holding Box when the Box switches sides are destroyed. For example, German air units can use the Tripoli Box until the 19 Jan turn—any such air units still in that Box at the end of that turn would be destroyed—even if active at that time.

➡ Units cannot be rebuilt in Holding Boxes; rebuilding can only occur on the playing map.

1.6 Engineer Capabilities

All HQ units and the German KG Witzig have full engineer capabilities.

1.7 Ending the Game

Tunisia's Campaign ends either with an Allied Sudden Death win (see 5.0) or after concluding the 29 May turn.

1.8 Counter Colors & Ownership

The Axis player controls all German Army (Tan), Italian (Pale Green), and Luftwaffe (Light Blue) units. The Allied player controls all British Army (Red Brown), New Zealand (Taupe), Indian (Brown), American (Olive-Drab), US Air force (Green), French (Light Blue), and RAF (Ochre) units. The "P.Afrcn" French unit is controlled by the Axis player, even though it is technically French. Truck and Reserve markers are colored for each side and can be used by any of a player's units—regardless of exact nationality.

1.9 Effects of Nationalities

A player can use any nationality under his command in any way he desires. The different nationalities on each side can stack and attack together freely, utilize each other's trucks and HQs, and otherwise function completely as if they were all one nationality. Repl units for a side can be used by any of the side's nationalities.

Identical air units of a side can combine (if reduced) even if they are of different nationalities.

1.10 French Charcoal Trucks

Both sides have French Chain-Driven Charcoal Truck points available at the beginning of the game. These were local vehicles commandered by both sides to make up for shortages of real transportation. These trucks can be identified by the French flag on the counter as well as the 10 Movement Allowance. These trucks cannot be exchanged for regular trucks.

2.0 Axis Special Rules

2.1 Hip Shoots

The German Luftwaffe **can** conduct hip shoots. The Italian Air Force **cannot** do so.

2.2 The Sicily Holding Box

The Sicily Holding Box is the main Axis Holding Box. It is the primary support base and jump-off point for supplies and units being used in the Tunisian Theater of Operations.

2.3 Tripoli

The Axis player can use the Tripoli Holding Box until the 19 Jan 43 turn (inclusive). Until the end of that turn, it can be used by the Axis player much like the Sicily Box (except that no ground reinforcements can be placed there). While owned by the Axis player, Tripoli is considered to be an infinite supply dump (whose SPs can only be moved by airlift and shipping—not overland).

2.4 Reinforcement Handling and Supply Sources

Most Axis reinforcements must be placed in the Sicily Holding Box at first and then transported to Tunisia by shipping or air transport. Repl units from the Axis Variable Reinforcement Table **must** first be placed in the Sicily Box. All SPs the Axis player gets come from the nominal infinite dumps in Sicily and Tripoli (while available, see 2.3) and the amount he gets is determined by the transportation resources he allocates to the task. Some Axis reinforcements appear directly on Entry Areas in Tunisia. Any reinforcement without an assigned Entry Area (to include most Air Units) must first be placed in the Sicily Box and then later moved into Tunisia.

2.4a Reinforcement Groups. Axis reinforcements (except Air Units, and units being sent directly to Tunisian Entry Areas) come in big batches classified in two groups (A and B). Place these in either the A or B

3.0 Allied Special Rules
3.1 Hip shoots

Only the Desert Airforce (see 3.3) **can** make Hip Shoot attacks.

3.2 Reinforcement Entry, The Algiers Holding Box, and Supply Sources

Most Allied reinforcements must be placed in the Algiers Holding Box, the Tripoli Holding Box (when under Allied control), or Entry Area A.

Arriving **Allied Variable Reinforcments** can be brought on at **any** Allied Supply Source (3.2a), but rebuilding cannot occur in a Holding Box.

3.2a Supply Sources. Allied Supply Sources in Tunisia are the port of Bône (A17.26) and hex A1.15. When the 8th Army arrives on the map, hex B62.07 is added. Small scenarios (those which do not include these hexes within their play area)

area of the Sicily Box's Ground Units Awaiting Transfer Box as required by the Axis Reinforcement Chart. **Always place Repl Units in the A area.** The Axis player must empty the A area by shipping or air transport to Tunisia BEFORE **any** B units can be shipped. Furthermore, each new batch of Group A units will interfere with the shipping of any **previous** Group B units which have yet to be shipped out of the box. However, Group B "leftovers" never interfere with the shipment of Group A units. Neither reinforcement group interferes with the shipment of SPs. Group A and B designations do not affect or interfere with the shipment of units by **airlift** from Sicily.

2.4b Supply Sources. Axis Supply Sources in Tunisia are the ports of Tunis and Bizerte. Small scenarios (those which do not include these hexes within their play area) have supply sources which are any rail hex the play owns at the beginning of play along the edge of the usable play area.

2.4c New Trucks. All Organic and regular trucks entering play do so loaded with SPs. This includes the trucks coming in from Entry Area E.

2.5 Dumb Ways to Stop the 8th Army

To avoid typical silliness, automatically destroy any Axis unit finishing its movement in or east of the 62.xx hexrow on or after the 15 Feb turn.

2.6 Non-Air Droppable Axis Units

In addition to those units **unable** to airdrop according to the series rules, the following units **cannot** conduct airdrops:

• Motorized Parachute Infantry Regiment Barenthin
• Brandenburg Commando Kampfgruppe von König

2.7 The "Phalange Africaine"

This unit arrives at the beginning of April 1943 directly in Tunis. Players should be careful to note that the French flag in the unit symbol does not make this a mech unit for Special Modifier purposes.

have supply sources which are any rail hex the play owns at the beginning of play along the edge of the usable play area.

3.2b The Algiers Holding Box. Algiers is available to the Allied player from the very beginning of the game. It has a nominal infinite Dump and can act as an entry point for reinforcements (which can then be shipped to the map using the Allied Shipping Capacity). (SPs only automatically show up on the map according to 3.5b and when Truck Points enter play via the map edge.)

3.2c Railing Supply & Reinforcements from Algiers. Unlike the other Holding Boxes, the Allied Rail Capacity can be used to ship SPs and units to and from the Algiers Box directly to the map (via the Railroads entering at Entry Area A) and this can be used to supplement the shipping to the map.

3.2d New Trucks. All Organic and regular trucks entering play do so loaded.

3.3 The Desert Air Force

The Desert Air Force (DAF) is supporting the operations of the 8th Army when it enters play. As the air bases around Tripoli become operational after the capture of the city, the DAF begins operations along the southern flank of the Tunisian theater in preparation for Monty's arrival.

The air units of the DAF are color coded with a blue band to differentiate them from other Allied air units. Because they are still tasked with support of the 8th Army, their use after entry is restricted.

3.3a After Entry, Before Release. When the DAF enters play, but before it is released (see 3.3b), the only air bases it can use are the two Tripoli Box air bases. DAF air units must always conduct their return flights back to the Tripoli Bases and can never become inactive at air bases in some other location. This rule has no effect on the ability to station air units elsewhere, only on the endpoint of return flights.

3.3b Release. The DAF is released the moment the 8th Army enters play (with a successful dice roll, see 3.5). Once released, the DAF is free from the restrictions of 3.3a.

3.4 Tripoli

The Allied player can use the Tripoli Holding Box on or after 29 Jan 43 (neither player owns this box on the 22 and 26 Jan turns). On or after that turn, it can be used by the Allied player like the Algiers Box.

3.5 The 8th Army's Entry

The 8th Army is following up its victory at El Alemein in pursuing Rommel through Libya. However, Monty (being what he is) allowed the bulk of the Afrika Korps to break loose and have a period of time to attempt to smash the Allies in Tunisia before he could threaten the Tunisian southern flank. Because of this, the entry of the 8th Army is uncertain.

3.5a 8th Army Entry. Beginning with the Allied Reinforcement Phase of the 15 Feb turn, the Allied player rolls two dice. On a 9 or more, the 8th Army enters that turn through Entry Area E. When they enter, the entire 8th Army does so at once with all Organic Trucks loaded with SPs (these SPs are in addition to the 6 SPs entering with the army). On an 8 or less, Monty fails to move and the dice roll is attempted again on the following turn. If it is never successful, Monty never moves and never enters play.

If the 8th Army succeeds with its entry dice roll on a Mud turn, the army enters in the next non-Mud turn.

3.5b 8th Army Supply. Each turn beginning with the turn the 8th Army arrives on the map, 3 SPs per turn **automatically** appear in hex B62.07. These SPs are in addition to those brought in by shipping, rail transport, and airlift depending on the situation. No shipping (etc.) is expended in getting these SPs to hex B62.07.

3.6 Dumb Ways to Stop the DAK

As is the case in 2.5, to avoid typical silliness, automatically destroy any Allied unit finishing its movement in or east of the 62.xx hexrow before the 15 Feb turn.

3.7 The Strategic Air Forces (*Optional*)

The Allied Strategic Air Force (B-17's and B-24's) concentrated on reducing Axis shipping at the source in Italy and Sicily. That effort was reasonably successful and reduced the Axis shipping somewhat over the course of the campaign. Players may want to see the effect of diverting this effort toward ground forces support instead of strategic interdiction.

3.7a Optional Reinforcements. Allow the Allied heavy bomber reinforcements to enter play as per the Order of Arrival and be used as the player sees fit.

3.7b Effects on the Axis. The trade-off to using the Allied bombers in this manner (instead of their historical role) is the

following. Mulitply the Axis Shipping Allowance each turn by 2.

3.7c <u>Requirements</u>. This option must be agreed to by both players **before** beginning the game and cannot later be revoked.

3.7d <u>Restrictions</u>. Now that the players have taken the strategic bombers off port interdiction, this restriction is required: The strategic bombers **cannot** be used to bomb Axis ports.

4.0 Minor Variants

Use these to tailor the game to taste and to make up for differing player abilities.

4.0a <u>Non-Variable 8th Army Entry</u>. Do not make the die rolls for the entry of the 8th Army. It arrives automatically on the 22 Feb turn.

<u>Cost :</u> There is no cost for this option.

4.0b <u>No Allied Cooperation</u>. No French unit can stack or fight with Commonwealth units. French units can only draw supply from either the French or American HQ, never from a Commonwealth HQ. The units of the 8th Army can never be supplied from non-8th Army HQs. When the 2 US Corps HQ arrives into play, US units must draw supply exclusively from it and can no longer use Commonwealth HQs. Lastly, Commonwealth units can only draw supply from Commonwealth HQs.

<u>Cost :</u> This option shifts the level of victory one level in favor of the Allies.

4.0c <u>Amphibious Raid</u>. The Allied player can make one Amphibious Raid during the game. Only British Commando and the US Ranger units are eligible to conduct this raid. The raiding force must consist of one battalion and 3T of supply. The raiding force must be in either a freindly port hex or in the Algiers Box at the end of an Allied Movement Phase in order to embark on the raid. Once embarked, the raid must occur during the **next turn's** Allied Movement Phase. Place the raiding force in any coastline hex anywhere on the map. Once landed, the raiding unit can move fully during that phase and begins to function normally and the special raid rules end.

<u>Cost :</u> There is no cost for this option.

4.0d <u>Forget the 6th Army</u>. Players who own a copy of **Enemy at the Gates** can explore this option. In this version of reality, Hitler decides to forego assisting the trapped German 6th Army at Stalingrad and instead uses some forces he actually committed there to reinforce Tunisia.

Allow all units from the following formations to become B Group reinforcements on the given dates:

Units	B Group On:
11 Panzer Div	5 Dec 42
7 Panzer Division, 3x He111h	1 Jan 43
GD Mtr Div, 1x Fw-200c	15 Jan 43
SS Pz Corps[1], 1x Hs-129b	15 Feb 43

[1](includes: SS Corps HQ, SS-AH, SS-DR and SS-T Pz Divisions, 2x Truck Points)

<u>Cost :</u> This option shifts the level of victory two levels in favor of the Allies.

4.0e <u>Forget Tunisia</u>. This is the inverse of 4.0d and also requires ownership of **Enemy at the Gates**. In this one, Hitler resists the temptation to open the Tunisian Theater in the first place and ships all the reinforcements he wasted here to attempt to relieve Stalingrad. Panzer Army Afrika and its Italian reinforcements are withdrawn from Africa after El Alamein and used instead to prepare Sicily and Italy for potential Allied landings later in 1943.

Set up at start German Tunisia units at or within 10 hexes of any hex of Kharkov. Allow all German **Tunisia** Reinforcements to appear in **Enemy at the Gates** instead. Convert dated turn arrivals to EatG turn PLUS ONE. (15 Dec 42 equals EatG turn 9). This includes only those ground and air units which arrive in Tunisia via Sicily.

<u>Cost :</u> There is no cost for this option.

4.0f Forget the Mediterrainen. This option takes 4.0e one step further, in this case, even DAK is shipped to Russia to assist the relief attempt on Stalingrad. (We all assume they traded in their tropical garb for equipment more suited to the Russian winter before arriving in the Ukraine...)

Set up at start German Tunisia units at or within 10 hexes of any hex of Kharkov. Allow all **Tunisia** Reinforcements (German and Italian, air or ground) to appear in **Enemy at the Gates** instead. Convert dated turn arrivals to EatG turn PLUS ONE (as above) for units arriving via Sicily, converted entry date PLUS THREE is used for Entry Area E units (15 Feb 43 equals EatG turn 29). Ignore reinforcments not slated for either Entry Area E or Sicily.

Cost : There is no cost for this option.

4.0g Additional Me-323. Since this is probably the only game ever to have this beast in play, why not go all out... Here, the Luftwaffe has invested heavily in the Me-323 and enough aircraft are available to generate two air units for the Tunisian airlift. On 19 Nov 42, instead of getting one Me-323, the Axis player gets **two** of them.

Cost : There is no cost for this option.

4.0h Uncoordinated American Air Power. The US Army Air Corps had much to learn about close air support when the campaign of Tunisia—so much so that the military's self-analysis of its lack of air coordination was the subject of several major studies. To reflect these problems, only one US Air Unit can be involved in any single GS attack which will be resolved on the Barrage Table. Any number of Air Units can be used in GS vs. Facility Table attacks.

Cost : Shift the victory level one level in the favor of the Allied player if this option is used.

4.0i Better Transportation. This option makes for a wilder, more fast-paced game. Substitute real Truck points for both side's Charcoal Truck Points at the beginning of play and enjoy the ride!

Cost : There is no cost for this option.

Design Note: 4.0a is there for those who want the game to happen very historically and for those who fear they might never roll for the 8th Army's entry. 4.0b exacerbates the minor friction between the Allied forces (especially the French) to much more noticible levels. 4.0c actually recreates the Commando Landing the British did execute near Bizerte. The real raid's effect was very limited, so I made it an option to be able to let the Allied player waste his time with it—but then, if Bizerte or Tunis is left ungarrisioned, it might just win the war for

him. The next three allow players to explore the strategic options availble to Hitler in the winter of 1942. Many forget that the Torch landings and the explosive disasters on the southern Eastern Front occured concurrently. Hitler reacted to both in his usual fashion of shipping a little of the reasources available to each and didn't (as usual) decide which was more important strategically—he chose not to decide. The result was two enormous disasters instead of one—Hitler pumped enough men into the Tunisian Theater to make it equivelent to Stalingrad in terms of the numbers of precious troops lost. These options allow the player to see for himself what differing strategic choices could (or could not) bring as results. The last options allow players to tweak the game in a number of different ways. Enjoy!

5.0 Victory

Sudden Death: On or before 15 Feb 43 only, if the Allied player occupies both Tunis and Bizerte at the end of the turn—the Allied player wins a Massive Victory.

End of Game Conditions:
• Allied Major Victory
	Allied player controls Tunis and Bizerte (but after Sudden Death Ends)
• Allied Minor Victory
	Allied player controls Tunis OR Bizerte (but not both)
• Draw
	Other
• Axis Minor Victory
	Axis player controls Tunis, Bizerte, Mateur, and Sfax
• Axis Major Victory
	Axis player controls Tunis, Bizerte, Mateur, Sfax, Gafsa and **either** Tebessa **or** Bône
• Axis Massive Victory
	Axis player controls Tunis, Bizert, Mateur, Sfax, Gafsa, Tebessa, AND Bône

"Control" is defined as the player currently occupying the hex with an attack capable unit, or the last to move an attack capable unit through the hex.

Scenario 1: The Race for Tunis

This scenario deals with only the initial moves to establish the Tunisian Theater. It is best used as a warm up for the campaign—for players to use in order to prepare their opening moves for maximum speed and efficiency. That way players can get off to an excellent start on their campaign.

For those who just want to run the scenario for its own sake, they will be rewarded with a situation they can build from the ground up.

General Information
Map Area: Map A (only)
First Turn: 15 Nov 42
Last Turn: 29 Dec 42
Total Game Length: 14 Turns
First Player: Allied

Axis Information
Reserve Markers Available at Start: 10

Dead Pile: None

Set Up: (All units are German unless stated otherwise)
A41.28: 5-4-3 It Inf Rgt (10.Brs)
A36.28: 5-5-8 Abn Engineer KG (Witzig)
A39.26: 3-3-6 It AG Bn (557)
w/i 1 A44.31: 2-3-3 March Bn (T.2), 2-3-3 It Marine Bn (Bafile, Grado), 1 SP
w/i 3 A48.24: 6-5-8 Pz Bn (190), 3-4-3 It Para Inf Bn (1.ReA), 2-2-3 March Bn (T.1), 3-3-3 March Bn (T.3), Superga It Inf Div (101, 136 AG Bn), 2 SP, 2x Charcoal Truck Point
A41.22: 2-4-3 Para Inf Bn (1-5 FJ)
A44.23: 2-4-3 Para Inf Bn (2-5 FJ)

In the Sicily Box, Group B:
2-4-3 Para Inf Bn (3-5 FJ)
6-5-3 Para Inf Rgt (Barenthin)
Superga It Inf Div (92 Inf Rgt)

Air Bases:
Level 2: A44.31, A48.24
Level 1: A21.05, A19.06, A12.10, A30.20, A41.28, A42.29, A45.26, A51.16, A54.11

Sicily Holding Box Air Bases 1 and 2

Air Units: (Set up at any Axis Air Base)
German:
1x Fw.190a
1x Me.109g
1x Hs.129b
1x Ju.52

Italian:
1x MC.202
1x CR.42
1x G.50
1x SM.82

Reinforcements: As per the Order of Arrival (Ignore reinforcements arriving at Entry Area E).

Variable Reinforcements: As per the Variable Reinforcement Table.

Allied Information
Reserve Markers Available at Start: 8

Allied Controlled Ports: (All remaining Ports are Axis Controlled)
Philipeville, Bône, Tabarka

Allied Railheads: (All remaining Rail hexes are Axis Controlled)
Railroads between the following End Points have been cleared:
A26.25 to A17.26
A17.26 to A16.20
A17.26 to A15.25
A1.15 leading off-map is clear.

Dead Pile: None

Set Up: (All units are Commonwealth unless stated otherwise)
w/i 1 A30.26: 78 Inf Div (11, 36 Inf Bde, 138 Arty Bn)
A35.23: 3-4-3 Fr Inf Rgt (4 MZT), 2T
A17.22: 6 Arm Div (17/21 L Arm Bn, 1 Derby Arm Car Rgt, 12 RHA Arty Bn)
w/i 2 A17.26: 4-4-3 Para Inf Bn (3 Para), 4-5-3 Commando Bn (6 Cdo), 3-3-3 Fr Pol Bde (Gp Scw, Gp Mo), 78 Inf Div (1x Organic Truck), 6 Arm Div (1x Organic Truck), 3x Charcoal Truck Points, 3 SPs
A2.18: 3-3-3 Fr Pol Bde (Gp Reg)

In the Algiers Box:
4-4-3 Para Inf Bn (1 Para, 2 Para)
4-4-3 US Para Inf Bn (2-509)

Air Bases:
Level 2: A18.24
Level 1: A6.25

Algiers Holding Box Air Bases 1 and 2.

Air Units: (Set up at any Allied Air Base)
Commonwealth:
1x Spit.Vb
1x Hurri.II
2x Blen.V
1x Wellington

US:
1x Spit.Vb
1x P-38
1x P-40
1x A-20
1x B-25
2x C-47

Reinforcements: As per the Order of Arrival

Variable Reinforcements: As per the Variable Reinforcement Table.

Victory:
The Allied player wins if he occupies three of the following at the end of play:
Medjez el Bab (A41.22)
Mateur (A41.28)
Djedeida (A45.26)
Tunis (A48.24)
Bizerte (A44.31)

Scenario 2: The Battle for Kasserine Pass

The short scenario deals with only the bitter contest for the control of Sidi bou Zid and the passes leading to the American 2nd Corps rear areas. It is not a good situation for the Americans—but is hardly trivial for the Axis player given the forces at his command.

Because of the layout of the game map, this scenario requires both maps. Players with limited space can easily reduce the table coverage of this one by folding both maps in half.

Important: Be aware that the Algiers & Sicily Holding Boxes and the Tunis area air bases are used even though they are outside the technical play boundaries and that flight between them and the play area is allowed and cannot be interrupted.

General Information
Map Area: The area bounded by Bxx.20, Axx.11, 20.xx, and 46.xx (inclusive)
First Turn: 15 Feb 43
Last Turn: 22 Feb 43
Total Game Length: 3 Turns
First Player: Axis

Axis Information
Reserve Markers Available at Start: 6

Dead Pile: None

Set Up: (All units are German unless stated otherwise)
w/i 1 A46.08: Superga It Inf Div (1, 136 AG Bns, 91 Inf Rgt) (Note: These units are in supply if they can trace to A46.08)
w/i 1 B43.34: 10 Pz Div (10 Recon Bn, 1-7 Pz Bn, 69 PG Rgt, 86 Inf Rgt, 90 PJ Bn, 90 Arty Rgt, 2x Organic Trucks), 19-3-3 Werfer Bn (2-71), 8 SPs
w/i 1 B40.28: 21 Pz Div (3 Recon Bn, 1-5 Pz Bn, 155 Arty Bn, 1x Organic Truck), 9-3-3 Arty Bn (4-2), 1 SP
B44.27: 4 SPs
B41.27: 14-0 Corps HQ (DAK)
B35.26: 4-5-8 PJ Bn (605 PJ)
w/i 1 B33.23: 15 Pz Div (33 Recon Bn, 1-8 Pz Bn, 115 PG Rgt, 33 Arty Rgt, 1x Organic Truck), Centro It Pz Div (14 Pz Bn, 5.Brs Inf Rgt, 131 Arty Bn), 8-5-3 Para Inf Bde (Ramcke), 10-5-3 Inf Rgt (Afrika), (7)-5-3 PJ Bn (1-33), 19-3-3 Werfer Bn (1-71), 9-3-3 Arty Bn (2-115), 18-2-2 It Arty Rgt (24), 3 SPs

Air Bases:
Level 2: A44.31, A48.24
Level 1: B43.34

Sicily Holding Box Air Bases 1 and 2

Air Units: (Set up at any Axis Air Base)
German:
2x Fw.190a
2x Me.109g
3x Ju.87d

Reinforcements: 1 SP per turn directly at B43.34

Variable Reinforcements: None

Allied Information
Reserve Markers Available at Start: 4

Rail Capacity for scenario: 1/2

Allied Controlled Ports: (All remaining Ports are Axis Controlled)
Not Applicable

Allied Railheads: (All remaining Rail hexes are Axis Controlled)
Railroads west of the following End Points to the west map edge have been cleared (to include all lateral conections along the way):
B30.24,
A41.05,

Dead Pile: None

Set Up: (All units are Commonwealth unless stated otherwise)
w/i 1 A36.11: 1 US Arm Div (1-1, 2-13 Arm Bn, 6 Mech Inf Rgt, 27 Arm Arty Bn, 1x Organic Truck), 34 US Inf Div (133 Inf Rgt, 125 Arty Bn), 1 SP
w/i 1 A41.10: 8-0 Fr Corps HQ (19), 2-3-6 Fr Arm Bn (Gp Lép, Gp Maz), 6-2-6 US Arm Bn (752), 3 SPs
A44.07: 34 US Inf Div (135 Inf Rgt), 5-3-8 US TD Bn (899)
A43.07: 34 US Inf Div (175, 185 Arty Bn, 1x Organic Truck), 1 SP
A41.05: 1 US Arm Div (1-13 Arm Bn), 6-1-5 US Arm Arty Bn (65), 5-3-8 US TD Bn (776)
w/i 1 A21.05: 14-0 US Corps HQ (2), 4-2-8 US Arm Bn (70), 4-4-3 US Para Inf Bn (2-509), 10-1-3 US Arty Bn (2-17), 3-3-3 Fr Pol Bde (Gp Scw), 1x Truck Point, 7 SPs
A29.02: 3-3-3 Fr Pol Bde (Gp Mo)
A35.02: 6-2-6 US Arm Bn (760)
A31.01: 3-3-5 US Recon Bn (91)
B27.34: 3-3-3 Fr pol bde (Gp Reg)
B27.32: 4-5-3 US Commando Bn (1 Rngr), 2-2-3 Fr Pol Bn (Gp Jur)
B23.33: 1 US Arm Div (81 Recon Bn, 3-13 Arm Bn, 68 Arm Arty Bn, 1x Organic Truck), 1 SP
B23.32: 2-2-3 Fr Pol Bn (Gp Brg)
B40.34: 34 US Inf Div (168 Inf Rgt), (3)-3-6 US TD Bn (701)
B40.33, B41.33, B39.33 and/or B39.34: 1 US Arm Div (2-1, 3-1 Arm Bn, 91 Arm Arty Bn), 6-1-5 US Arm Arty Bn (58, 62), (7)-3-3 US TD Rgt (213 CD)

Air Bases:
Level 1: B28.32, A21.05, A20.05

Algiers Holding Box Air Bases 1 and 2.

Air Units: (Set up at any Allied Air Base)
US:
2x Spit.Vb
2x P-38
2x P-39
1x P-40
1x A-20
1x B-25
1x B-26

Reinforcements:
2 SPs each turn at A21.05 plus

15 Feb:
A41.11: 78 Inf Div (1 Gds Inf Bde, 132 Arty Bn)

19 Feb:
A27.11: 6 Arm Div (2 Loth, 17/21 L Arm Bn, 10 Rfl Inf Bn, 1x Organic Truck), 1 SP

Variable Reinforcements: None

Victory:

The German player wins if he exits at least two Panzer Battalions and one infantry Regiment (Motorized or PG) north out of the play area via hex A27.11 AND occupies Tebessa (A21.05) by the end of play. The Allied player wins if these conditions are not met.

Scenario 3: The Tunisian Campaign

This scenario is the entire campaign in Tunisia—the big one. Starting with the Race for Tunis, this one covers the entire action all the way until either the Axis collapses or the Allies are crushed. Enjoy!

General Information
Map Area: All
First Turn: 15 Nov 42
Last Turn: As per 1.7
Total Game Length: 58 Turns or less
First Player: Allied

Axis Information
Reserve Markers Available at Start: 10

Dead Pile: None

Set Up: (All units are German unless stated otherwise)
A41.28: 5-4-3 It Inf Rgt (10.Brs)
A36.28: 5-5-8 Abn Engineer KG (Witzig)
A39.26: 3-3-6 It AG Bn (557)
w/i 1 A44.31: 2-3-3 March Bn (T.2), 2-3-3 It Marine Bn (Bafile, Grado), 1 SP
w/i 3 A48.24: 6-5-8 Pz Bn (190), 3-4-3 It Para Inf Bn (1.ReA), 2-2-3 March Bn (T.1), 3-3-3 March Bn (T.3), Superga It Inf Div (101, 136 AG Bn), 2 SP, 2x Charcoal Truck Point
A41.22: 2-4-3 Para Inf Bn (1-5 FJ)
A44.23: 2-4-3 Para Inf Bn (2-5 FJ)
B57.30: 2-0-3 It Static Reg (34 CD), 3-1-3 It MG Bn (25)
B48.17: 2-0-3 It Static Reg (280 CD), 3-1-3 It MG Bn (340)

In the Sicily Box, Group B:
2-4-3 Para Inf Bn (3-5 FJ)
6-5-3 Para Inf Rgt (Barenthin)
Superga It Inf Div (92 Inf Rgt)

Air Bases:
Level 2: A44.31, A48.24
Level 1: B54.10, B48.17, B30.24, B57.30, B43.34, B28.32, A21.05, A19.06, A12.10, A30.20, A41.28, A42.29, A45.26, A51.16, A54.11

Sicily Holding Box Air Bases 1 and 2
Tripoli Holding Box Air Bases 1 and 2

Air Units: (Set up at any Axis Air Base)
German:
1x Fw.190a
1x Me.109g
1x Hs.129b
1x Ju.52

Italian:
1x MC.202
1x CR.42
1x G.50
1x SM.82

Reinforcements: As per the Order of Arrival

Variable Reinforcements: As per the Variable Reinforcement Table.

Allied Information
Reserve Markers Available at Start: 8

Allied Controlled Ports: (All remaining Ports are Axis Controlled)
Philipeville, Bône, Tabarka

Allied Railheads: (All remaining Rail hexes are Axis Controlled)
Railroads between the following End Points have been cleared:
A26.25 to A17.26
A17.26 to A16.20
A17.26 to A15.25
A1.15 leading off-map is clear.

Dead Pile: None

Set Up: (All units are Commonwealth unless stated otherwise)
w/i 1 A30.26: 78 Inf Div (11, 36 Inf Bde, 138 Arty Bn)
A35.23: 3-4-3 Fr Inf Rgt (4 MZT), 2T
A17.22: 6 Arm Div (17/21 L Arm Bn, 1 Derby Arm Car Rgt, 12 RHA Arty Bn)
w/i 2 A17.26: 4-4-3 Para Inf Bn (3 Para), 4-5-3 Commando Bn (6 Cdo), 3-3-3 Fr Pol Bde (Gp Scw, Gp Mo), 78 Inf Div (1x Organic Truck), 6 Arm Div (1x Organic Truck), 3x Charcoal Truck Points, 3 SPs
A2.18: 3-3-3 Fr Pol Bde (Gp Reg)

In the Algiers Box:
4-4-3 Para Inf Bn (1 Para, 2 Para)
4-4-3 US Para Inf Bn (2-509)

Air Bases:
Level 2: A18.24
Level 1: A6.25

Algiers Holding Box Air Bases 1 and 2.

Air Units: (Set up at any Allied Air Base)
Commonwealth:
1x Spit.Vb
1x Hurri.II
2x Blen.V
1x Wellington

US:
1x Spit.Vb
1x P-38
1x P-40
1x A-20
1x B-25
2x C-47

Reinforcements: As per the Order of Arrival

Variable Reinforcements: As per the Variable Reinforcement Table.

Victory:
As per 5.0.

Scenario 4: The Tunisian Campaign— Battle of Kasserine Starting Point

This starts the campaign with the Battle of Kasserine. It eliminates the warm up and Mud months so that players can dive right in on the meat of the action—admittedly with a situation not of their making or choosing. Players must balance the play time savings of the later start with the no-so-hot Allied situation they have been handed. Have fun!

General Information
Map Area: All
First Turn: 15 Feb 43
Last Turn: As per 1.7
Total Game Length: 32 Turns or less
First Player: Allied

Axis Information
Reserve Markers Available at Start: 15

Dead Pile: (All units are German unless stated otherwise)
2-4-3 Para Inf Bn (1-5 FJ, 2-5 FJ, 3-5 FJ)
4-5-3 Oasis Bn (300zvb)
(7)-4-3 PJ Bn (2-25, 1-43)
10 Pz Div (2-7 Pz Bn)
15 Pz Div (2-8 Pz Bn, 33 PJ Bn)
21 Pz Div (2-5 Pz Bn, 104 PG Rgt, 39 PJ Bn)
90.Le Inf Div (155 Inf Rgt, 1x Organic Truck)
GGFF It Inf Div (GGFF Inf Rgt, 136 Arty Rgt)
Pistoia It Inf Div (350 MG Bn)
LaSpez It Inf Div (125 Inf Rgt)

Set Up: (All units are German unless stated otherwise)
A38.29: 5-4-3 It Inf Rgt (10.Brs), (7)-2-3 It PJ Bn (Milmart)
A39.30: 25-2-2 It Arty Rgt (8)
A42.29: 3-3-6 It AG Bn (557), 1-3-3 It Motorcycle Bn (5.Brs)
A39.28: 6-5-3 Para Inf Rgt (Barenthin), (7)-4-3 PJ Bn (1-54)
A41.28: 5-5-8 Para Engineer KG (Witzig), 334 Inf Div (334 Arty Rgt), 8-3-3 Arty Bn (Afrika 2)
A41.27: 8-5-5 Pz Bn (501), 6-5-8 Pz Bn (190), 1-2-3 March Bn (A.26)
A41.26: 334 Inf Div (755 Inf Rgt)
A42.25: 334 Inf Div (334 Füs Bicycle Bn)
w/i 2 A44.31: 2-3-3 It Marine Bn (Bafile, Grado), 3-0-3 It MG Bn (Prov), 2-3-3 March Bn (T.2)
A43.25: 334 Inf Div (754 Inf Rgt), 3-5-3 Commando Bn (v.Könen)
A45.26: HG Pz Div (Gren Inf Rgt)
A44.23: 334 Inf Div (756 Mtn Inf Rgt), HG Pz Div (Jäger Mech Inf Rgt)
w/i 3 A48.24: 8-0 Corps HQ (90), 2-2-3 March Bn (T.1), 1-2-3 March Bn (A.20), 334 Inf Div (1x Organic Truck), 1-1-3 It Inf Bn (T Aslt), 1-0-3 It Static Rgt (T Vol), 3 Truck Points, 2 Charcoal Truck Points, 6 SPs
A46.21: 2-3-3 It Motorcycle Bn (Brs)
A47.21: 3-3-3 March Bn (T.3)
A45.19: 3-4-3 It Para Inf Bn (1.ReA), 4-3-3 It MG Bn (70.Brs), 12-2-2 It Arty Rgt (29)
A46.17: 2-3-3 March Bn (A.24)
A49.17: 1-2-3 March Bn (A.27), 1-0-3 It Territorial Bn (112)
A51.16: 3-2-3 It Flamthrower Bn (2), 1-0-3 It Territorial Bn (111)
A45.12: Superga It Inf Div (101 AG Bn, 92 Inf Rgt)
A54.11: 8-0 It Corps HQ (30 It), Superga It Inf Div (1x Organic Truck), 2-0-3 It Static Rgt (280 CD), 3 SPs
A48.09: Superga It Inf Div (5 Arty Rgt), 3-3-6 It Pz Bn (15)
w/i 1 A46.08: Superga It Inf Div (1, 136 AG Bns, 91 Inf Rgt)
w/i 1 B43.34: 10 Pz Div (10 Recon Bn, 1-7 Pz Bn, 69 PG Rgt, 86 Inf Bn, 90 PJ Bn, 90 Arty Rgt, 2x Organic Trucks), 19-3-3 Werfer Bn (2-71), 8 SPs
w/i 1 B40.28: 21 Pz Div (3 Recon Bn, 1-5 Pz Bn, 155 Arty Bn, 1x Organic Truck), 9-3-3 Arty Bn (4-2), 1 SP
B44.27: 4 SPs
B41.27: 14-0 Corps HQ (DAK)
B35.26: 4-5-8 PJ Bn (605 PJ)

w/i 1 B33.23: 15 Pz Div (33 Recon Bn, 1-8 Pz Bn, 115 PG Rgt, 33 Arty Rgt, 1x Organic Truck), Centro It Pz Div (14 Pz Bn, 5.Brs Inf Rgt, 131 Arty Bn), 8-5-3 Para Inf Bde (Ramcke), 10-5-3 Inf Rgt (Afrika), (7)-5-3 PJ Bn (1-33), 19-3-3 Werfer Bn (1-71), 9-3-3 Arty Bn (2-115), 18-2-2 It Arty Rgt (24), 3 SPs
B57.30: 3-1-3 It MG Bn (25), 2-0-3 It Static Rgt (34 CD)
B53.27: 3-1-3 It MG Bn (340)
B44.17: 1-0-3 It Inf Bn (GAF)
B48.17: 8-0 It Corps HQ (20 It, 21 It), 2-0-3 It MG Bn (330.GAF), 2 SPs
B50.15: 3-4-8 PJ Bn (606)
B46.07: 164.Le Inf Div (220 Recon Bn)
B46.10: 164.Le Inf Div (382, 433 Inf Rgt)
B46.11: 164.Le Inf Div (220 Arty Bn)
B49.10: 164.Le Inf Div (125 Inf Rgt)
B52.14: GGFF It Inf Div (9 Inf Bn), 3-1-3 It MG Bn (281), 2-0-3 It Inf Rgt (350)
B51.15: 10-2-2 It Arty Rgt (Prov)
B51.14: 90.Le Inf Div (200 Inf Rgt), Trieste It Inf Div (65 Inf Rgt), 1-1-3 It Inf Bn (Savona), 2-4-6 It Arm Car Bn (Lodi)
B50.14: GGFF It Inf Div (Prov Arty Bn), LaSpez It Inf Div (Prov Arty Bn), Trieste It Inf Div (21 Arty Rgt), 8-2-2 It Arty Bn (16)
B49.14: LaSpez It Inf Div (80 Arty Rgt), Pistoia It Inf Div (Prov Arty Rgt)
B50.13: 90.Le Inf Div (Kolbeck Inf Bn), LaSpez It Inf Div (126 Inf Rgt, 6 Blk Bn), 1-1-3 It Blk Bn (5)
B49.13: 2-0-3 It Inf Rgt (Pavia), Pistoia It Inf Div (35, 36 Inf Rgt)
B53.13: GGFF It Inf Div (8.Brs Inf Rgt), 2-3-6 It Arm Car Bn (Nizza)
B52.11: 7-5-3 Inf Rgt (47), 90.Le Inf Div (580 Recon Bn, 361 Inf Rgt)
B52.12: (7)-5-3 PJ Bn (1-18), Trieste It Inf Div (66 Inf Rgt)
B51.11: 5-3-3 It Inf Rgt (7.Brs), LaSpez It Inf Div (39 Arm Car Bn)
B51.12: 17-3-3 Arty Rgt (Afrika 1), 13-2-2 It Arty Rgt (290)
B51.13: 90.Le Inf Div (190 Arty Bn), 17-3-3 Arty Rgt (104)
B50.10: 2-3-3 It Marine Bn (S.Mrco), Pistoia It Inf Div (31 Assault Engineer Bn)
B50.11: Pistoia It Inf Div (3 Arty Rgt)
B54.10: 2-3-6 It Arm Car Bn (Novara), 1-2-6 It Arm Car Bn (Mnfrto), 2-2-3 It Cavalry Bn (Aosta)

Air Bases:
Level 2: A44.31, A48.24
Level 1: B54.10, B48.17, B57.30, B43.34, A41.28, A42.29, A45.26, A51.16, A54.11

Sicily Holding Box Air Bases 1 and 2

Air Units: (Set up at any Axis Air Base)
German:
2x Fw.190a
4x Me.109g
1x Hs.129b
2x Ju.52
4x Ju.88a
1x Me.109f
2x Me.110f
1x Me.323
4x Ju.87d

Italian:
2x MC.200
2x MC.202
2x CR.42
1x G.50
1x SM.79
1x SM.82

Reinforcements: As per the Order of Arrival

Variable Reinforcements: As per the Variable Reinforcement Table.

Allied Information
Reserve Markers Available at Start: 8

Allied Controlled Ports: (All remaining Ports are Axis Controlled)
Philipeville, Bône, Tabarka

Allied Railheads: (All remaining Rail hexes are Axis Controlled)
Railroads west of the following End Points to the west map edge have been cleared (to include all lateral conections along the way):
B30.24,
A41.05,
A38.27,
A41.18,
A40.22,
A39.26

Dead Pile: None

Set Up: (All units are Commonwealth unless stated otherwise)
A6.25: Algiers Fr Inf Div (1 Zouv Inf Rgt)
w/i 7 A16.19: 9 US Inf Div (39 inf Rgt), 6-2-6 US Arm Bn (755, 756), 4-5-3 Fr Inf Rgt (1 Legn), Algiers Fr Inf Div (1 Alg, 9 Alg Inf Rgt, 3 Spahis Arm Car Bn, 65 Fr Arty Bn), Oran Fr Inf Div (2 Alg, 6 Alg, 15 Sen Inf Rgt, 62 Fr Arty Bn), 3 Truck Points, 3 Charcoal Truck Points, 12 SPs
A30.26: 4-4-3 Fr Inf Rgt (CFdA)
A36.28: 18-2-3 Arty Bn (54 Hvy)
A37.29: 4-5-3 Commando Bn (6 Cdo), 7-2-3 Arty Bn (23, 102)
A38.27: 46 Inf Div (139 Inf Bde), 7-3-5 Arm Bn (Prov C)
A37.28: 46 Inf Div (Arty Rgt)

A39.26: 46 Inf Div (128 Inf Bde), 4-5-3 Commando Bn (1 Cdo)
A38.25: 7-2-3 Arty Bn (140)
A37.25: 18-2-3 Arty Bn (56 Hvy)
A35.23: 46 Inf Div (1x Organic Truck), 1 SP
A30.20: 12-0 Corps HQ (5), 5 SPs
A41.24: 46 Inf Div (138 Inf Bde), 78 Inf Div (17 Arty Bn)
A31.15: 5-2-3 Arm Bn (51 RTR)
A31.16: 6-2-6 US Arm Bn (751)
A40.22: (3)-3-6 US TD Bn (894), 10-1-3 US Arty Bn (2-36)
A41.22: 78 Inf Div (11, 36 Inf Bde)
A38.20: 78 Inf Div (138 Arty Bn, 1x Organic Truck), 1 SP
A36.19: 1 US Inf Div (18 Inf Rgt, 33 Arty Bn), (3)-3-6 US TD Bn (813), 10-1-3 Arty Bn (1-36)
A41.20: 6 Arm Div (1 Derby Arm Car Bn, 38 Irish Inf Bde)
A39.19: 6 Arm Div (17/21 L, 2 Loth Arm Bn, 10 Rfl Inf Bn, 1x Organic Truck), 1 SP
A38.17: 6 Arm Div (12 RHA, 152 Arty Bn), 4-4-3 Para Inf Bn (2 Para)
A41.18: 4-4-3 Para Inf Bn (1 Para)
A41.17: 4-4-3 Para Inf Bn (3 Para)
A44.15: 1 US Inf Div (26 Inf Rgt, 7, 32 Arty Bn)
A43.13: 78 Inf Div (1 Gds Inf Bde, 132 Arty Bn)
A44.12: 1 US Inf Div (16 Inf Rgt, 5 Arty Bn), (3)-3-6 US TD Bn (601)
A44.11: 5-4-3 Fr Inf Bde (Coutx), Morocco Fr Inf Div (Tabors Inf Rgt)
A43.09: Morocco Fr Inf Div (67 Afr Arty Bn)
A44.08: 4-5-3 Fr Inf Rgt (3 Legn), 3-4-3 Fr Inf Rgt (4 MZT)
A44.06: Morocco Fr Inf Div (7 Moc Inf Rgt)
w/i 1 A36.11: 1 US Arm Div (1-1, 2-13 Arm Bn, 6 Mech Inf Rgt, 27 Arm Arty Bn, 1x Organic Truck), 34 US Inf Div (133 Inf Rgt, 125 Arty Bn), 1 SP
w/i 1 A41.10: 8-0 Fr Corps HQ (19), 2-3-6 Fr Arm Bn (Gp Lép, Gp Maz), 6-2-6 US Arm Bn (752), 1 US Inf Div (1x Organic Truck), 3 SPs
A44.07: 34 US Inf Div (135 Inf Rgt), 5-3-8 US TD Bn (899), Morocco Fr Inf Div (4 Chas Inf Rgt)
A43.07: 34 US Inf Div (175, 185 Arty Bn, 1x Organic Truck), 1 SP
A41.05: 1 US Arm Div (1-13 Arm Bn), 6-1-5 US Arm Arty Bn (65), 5-3-8 US TD Bn (776)
w/i 1 A21.05: 14-0 US Corps HQ (2), 4-2-8 US Arm Bn (70), 4-4-3 US Para Inf Bn (2-509), 10-1-3 US Arty Bn (2-17), 3-3-3 Fr Pol Bde (Gp Scw), 1x Truck Point, 7 SPs
A29.02: 3-3-3 Fr Pol Bde (Gp Mo)
A35.02: 6-2-6 US Arm Bn (760)
A31.01: 3-3-5 US Recon Bn (91)
B27.34: 3-3-3 Fr pol Bde (Gp Reg)

B27.32: 4-5-3 US Commando Bn (1 Rngr), 2-2-3 Fr Pol Bn (Gp Jur)
B23.33: 1 US Arm Div (81 Recon Bn, 3-13 Arm Bn, 68 Arm Arty Bn, 1x Organic Truck), 1 SP
B23.32: 2-2-3 Fr Pol Bn (Gp Brg)
B40.34: 34 US Inf Div (168 Inf Rgt), (3)-3-6 US TD Bn (701)
B40.33, B41.33, B39.33 and/or B39.34: 1 US Arm Div (2-1, 3-1 Arm Bn, 91 Arm Arty Bn), 6-1-5 US Arm Arty Bn (58, 62), (7)-3-3 US TD Rgt (213 CD)

Air Bases:
Level 2: A18.24
Level 1: A6.25, B30.24, B28.32, A21.05, A19.06, A12.10, A30.20

Algiers Holding Box Air Bases 1 and 2. Tripoli Holding Box Air Bases 1 and 2

Air Units: (Set up at any Allied Air Base)
Commonwealth:
2x Spit.Vb
2x Hurri.II
2x Blen.V
1x Wellington
1x Balt.III
1x Beaufgtr

US:
2x Spit.Vb
2x P-38
2x P-39
1x P-40
1x A-20
1x B-25
1x B-26
3x C-47

Desert Air Force Air Units: (Set up in Tripoli Box Airbases)
Commonwealth:
3x Spit.Vb
1x Hurri.II
1x Balt.III
1x Beaufgtr
1x Ktyhk.I
2x Ktyhk.II
1x A-20

US:
2x P-40
1x B-25

Reinforcements: As per the Order of Arrival.

Variable Reinforcements: As per the Variable Reinforcement Table.

Victory:
As per 5.0.

Scenario 5: The Battle for the Mareth Line

This small scenario examines the entry of Montgomery's 8th Army into the Tunisian theater. The 8th Army has just entered the battle area and Rommel has prepared a sharp counterattack against them. After the Axis offensive has taken its course, the 8th Army is left to reduce the Mareth Line so that it can continue to advance to the north.

This scenario makes a good warm-up for players into the OCS itself as well as the armies involved in **Tunisia**.

General Information

Map Area: Map B only, play confined to that area East of B38.xx and South of Bxx.20, inclusive
First Turn: 5 March 43
Last Turn: 29 March 43
Total Game Length: 8 Turns
First Player: Axis

Axis Information

Reserve Markers Available at Start: 8

Dead Pile: None

Set Up: (All units are German unless stated otherwise)
B44.17: 1-0-3 It Inf Bn (GAF)
B48.17: 8-0 It Corps HQ (20 It, 21 It), 2-0-3 It MG Bn (330.GAF), 5 SPs
B50.15: 3-4-8 PJ Bn (606)
B46.08: 164.Le Inf Div (220 Recon Bn)
B46.10: 14-0 Corps HQ (DAK), 164.Le Inf Div (382, 433 Inf Rgt)
B46.11: 164.Le Inf Div (220 Arty Rgt)
B47.09: 164.Le Inf Div (125 Inf Rgt)
B52.14: GGFF It Inf Div (9 Inf Bn), 3-1-3 It MG Bn (281), 2-0-3 It Inf Rgt (350)
B51.15: 10-2-2 It Arty Rgt (Prov)
B51.14: Trieste It Inf Div (65 Inf Rgt), 1-1-3 It Inf Bn (Savona), 2-4-6 It Arm Car Bn (Lodi)
B50.14: GGFF It Inf Div (Prov Arty Bn), LaSpez It Inf Div (Prov Arty Bn), Trieste It Inf Div (21 Arty Rgt), 8-2-2 It Arty Bn (16)
B49.14: LaSpez It Inf Div (80 Arty Rgt), Pistoia It Inf Div (Prov Arty Rgt)
B50.12: 19-3-3 Werfer Bn (1-71, 2-71)
B50.13: 90.Le Inf Div (Kolbeck Inf Bn), LaSpez It Inf Div (6 Blk Bn), 1-1-3 It Blk Bn (5)
B49.13: LaSpez It Inf Div (126 Inf Rgt), Pistoia It Inf Div (3 Arty Rgt)
B49.12: 2-0-3 It Inf Rgt (Pavia), Pistoia It Inf Div (35, 36 Inf Rgt)
B53.13: GGFF It Inf Div (8.Brs Inf Rgt), 2-3-6 It Arm Car Bn (Nizza), 2-2-3 It Cavalry Bn (Aosta)

B52.11: 7-5-3 Inf Rgt (47), 90.Le Inf Div (580 Recon Bn, 361 Inf Rgt)
B52.12: (7)-5-3 PJ Bn (1-18), 2-3-6 It Arm Car Bn (Novara), 1-2-6 It Arm Car Bn (Mnfrto), Trieste It Inf Div (66 Inf Rgt)
B51.11: 90.Le Inf Div (200 Inf Rgt), 5-3-3 It Inf Rgt (7.Brs), LaSpez It Inf Div (39 Arm Car Bn)
B51.12: 17-3-3 Arty Rgt (Afrika 1), 13-2-2 It Arty Rgt (290)
B51.13: 90.Le Inf Div (190 Arty Bn), 17-3-3 Arty Rgt (104)
B50.10: 2-3-3 It Marine Bn (S.Mrco), Pistoia It Inf Div (31 Assault Engineer Bn)
B50.11: 15 Pz Div (33 Recon Bn, 115 PG Rgt, 33 Arty Rgt, 1x Organic Truck), 1 SP
B49.11: 21 Pz Div (3 Recon Bn, 1-5 Pz Bn, 155 Arty Bn, 1x Organic Truck), 1 SP
B48.09: 10 Pz Div (10 Recon Bn, 1-7 Pz Bn, 69 PG Rgt, 86 Inf Rgt, 90 Arty Rgt, 2x Organic Trucks), 2 SPs
B49.10: 9-3-3 Arty Bn (4-2, 2-115)

Air Bases:
Level 1: B48.17

Air Units: (Set up at the Axis Air Base)
German:
1x Fw.190a
2x Me.109g
2x Ju.87d

Reinforcements:
2 SPs per turn at B48.17

Variable Reinforcements: None

Allied Information

Reserve Markers Available at Start: 6

Allied Controlled Ports: No ports are used in play.

Allied Railheads: None

Dead Pile: None

Set Up: (All units are Commonwealth unless stated otherwise)
B55.13: 51 Inf Div (Arty Rgt, 1x Organic Truck), 1 SP
B54.12: 51 Inf Div (152, 153 Inf Bde), 4-2-3 Arm Bn (40 RTR)
B53.12: 7 Arm Div (131 Inf Bde), 51 Inf Div (154 Inf Bde), 4-2-3 Arm Bn (NIH)
B55.12: 7 Arm Div (1 RTR, 5 RTR Arm Bn, 1 Rfl Inf Bn)
B54.11: 7 Arm Div (11 Hus Recon Bn, Arty Rgt, 2x Organic Trucks), 7-2-3 Arty Bn (166), 2 SPs
B53.11: 2 NZ Inf Div (Maori Inf Bn), 6-4-3 Inf Bde (201 Gds)
B56.11: 12-0 Corps HQ (30), 4 Ind Inf Div (161 Inf Bde)

B55.11: 9-2-3 Arty Bn (7 Med, 64 Med, 69 Med)
B53.10: 2 NZ Inf Div (5 Inf Bde), 4-2-3 Arm Bn (50 RTR)
B54.10: 12-0 Corps HQ (10), 2 NZ Inf Div (6 Inf Bde)
B53.09: 2 NZ Inf Div (2 Cav Arm Bn, 4 Inf Bde)
B54.09: 2 NZ Inf Div (27 MG Bn, Arty Rgt, 1x Organic Truck), 1 SP
B56.10: 4 Ind Inf Div (7 Inf Bde)
B56.09: 4 Ind Inf Div (5 Inf Bde)
B56.08: 7 Arm Div (KDG, Royals, 4 CLY Arm Bn, 2 KRRC Inf Bn)
B57.10: 4 Ind Inf Div (Arty Rgt, 1x Organic Truck), 1 SP
B58.09: 5-3-6 Arm Bn (Notts, Staffs, 3 RTR)
B59.09: 1 Arm Div (12 Lanc Recon Bn, 9 Lanc Arm Bn, 7 Inf Bde)
B59.08: 1 Arm Div (10 Hus, Bays Arm Bn, Yk Dg Inf Bn)
B60.08: 12-0 Corps HQ (13), 1 Arm Div (Arty Rgt, 2x Organic Trucks), 2 SPs
B61.08: 50 Inf Div (151 Inf Bde)
B61.07: 50 Inf Div (69 Inf Bde)
B62.06: 50 Inf Div (1 Greek Inf Bde, Arty Rgt)
B62.07: 12-0 NZ Corps HQ (NZ), 50 Inf Div (1x Organic Truck), 6-5-3 Fr Inf Bde (L Force), 4 Truck Points, 5 SPs

Air Bases:
Level 1: B54.10

Tripoli Holding Box Air Bases 1 and 2

Air Units: (Set up at any Allied Air Base) (All are **Desert Air Force** Air Units)
Commonwealth:
3x Spit.Vb
1x Hurri.II
1x Balt.III
1x Beaufgtr
1x Ktyhk.I
2x Ktyhk.II
1x A-20

US:
2x P-40
1x B-25

Reinforcements: As per 3.5b only.

Variable Reinforcements: None

Victory:

The Allied player wins if he occupies all printed Hedgehog hexes of the two Mareth defense lines AND/OR if he occupies Gabès (B48.17) at the end of play.

The Axis player wins if neither Allied victory condition is met.

Scenario 6: The End in Africa

This scenario looks at the bitter end of the Axis presence in Africa. Here the Allied armies have hemmed in the Axis ground forces in a tight perimeter around northeast Tunisia. The campaign is all but over, it is up to the Axis player to keep his bridgehead intact for as long as possible. Impossible assignment? Yes, it is...but we know defensive specialists which will really get a kick out of trying.

Let's face it—the Axis army in Africa has had it by the time this scenario begins. To approach this in any sense of "balance" would be a mistake. Players looking for a balance here are best advised to play the game twice once on each side and see who finishes off the Axis the quickest.

General Information
Map Area: Map A, only
First Turn: 22 April 43
Last Turn: as per 1.7
Total Game Length: 11 Turns or less
First Player: Allied

Axis Information
Reserve Markers Available at Start: 15

Axis Controlled Ports: (All remaining Ports are Allied Controlled)
Bizerte, Tunis, Kelibia, Hammamet

Dead Pile:
The following are all German:
1x Fw.190
1x Me.109g
1x Ju.87d
1x Ju.88a
1x Me.110f
8-5-3 Para Inf Bde (Ramcke)
2-2-3 March Bn (T.1)
1-2-3 March Bn (A.20)
4-5-3 Oasis Bn (300zvb)
5-5-8 Para Engineer KG (Witzig)
7-5-3 Inf Rgt (47)
(7)-4-3 PJ Bn (2-25, 1-43)
(7)-5-3 PJ Bn (1-18, 1-33)
2-4-3 Para Inf Bn (1-5FJ, 2-5FJ, 3-5FJ)
10-5-3 Inf Rgt (Afrika)
17-3-3 Arty Rgt (Afrika 1, 104)
19-3-3 Werfer Bn (1-71)
9-3-3 Arty Bn (4-2)
4-5-8 PJ Bn (605 PJ)
8-5-5 Pz Bn (501)
10 Pz Div (1-7, 2-7 Pz Bn, 90 PJ Bn, 1x Organic Truck)
15 Pz Div (1-8, 2-8 Pz Bn, 33 PJ Bn, 1x Organic Truck)
21 Pz Div (2-5 Pz Bn, 104 PG Rgt, 39 PJ Bn, 1x Organic Truck)
90.Le Inf Div (Kolbeck Inf Bn, 155 Inf Rgt, 1x Organic Truck)

The following are all Italian:
1x CR.42
1x G.50
1x SM.79
1x SM.82
1x MC.200
1x MC.202
8-0 Corps HQ (20 It, 21 It, 30 It)
2-2-3 Cavalry Bn (Aosta)
2-4-6 Arm Car Bn (Lodi)
2-3-6 Arm Car Bn (Novara)
1-2-6 Arm Car Bn (Mnfrto)
1-0-3 Territorial Bn (111, 112)
2-0-3 Inf Rgt (350, Pavia)
5-3-3 Inf Rgt (7.Brs)
1-1-3 Inf Bn (Savona)
1-0-3 Inf Bn (GAF)
2-3-3 Motorcycle Bn (Brs)
1-3-3 Motorcycle Bn (5.Brs)
4-3-3 MG Bn (70.Brs)
3-1-3 MG Bn (25, 281, 340)
3-0-3 MG Bn (Prov)
2-0-3 MG Bn (330.GAF)
3-3-6 Pz Bn (15)
3-2-6 AG Bn (359)
1-1-3 Blk Bn (5)
2-0-3 Static Rgt (34 CD, 280 CD)
18-2-2 Arty Rgt (24)
13-2-2 Arty Rgt (290)
10-2-2 Arty Rgt (Prov)
8-2-2 Arty Bn (16)
Pistoia Inf Div (350 MG Bn)
Trieste Inf Div (66 Inf Rgt)
LaSpez Inf Div (125, 126 Inf Rgt, 6 Blk Bn, Prov Arty Bn, 80 Arty Rgt)
Superga Inf Div (1, 101 AG Bn, 570 Blk Bn, 1x Organic Truck)
GGFF Inf Div (GGFF Inf Rgt, 9 Inf Bn, Prov Arty Bn, 136 Arty Rgt)
Centro Arm Div (14 Pz Bn, 5.Brs Inf Rgt, 131 Arty Bn)

Set Up: (All units are German unless stated otherwise)
A37.30: 2-3-3 March Bn (A.24)
A37.29: (7)-4-3 PJ Bn (1-54), 5-4-3 It Inf Rgt (10.Brs)
A40.30: 1-2-3 March Bn (A.27)
A38.28: 3-3-3 March Bn (A.33)
A38.27: 6-5-3 Para Inf Rgt (Barentin)
A39.27: 334 Inf Div (754 Inf Rgt)
A39.26: 334 Inf Div (755 Inf Rgt), 6-5-8 Pz Bn (190)
A40.26: 8-3-3 Arty Bn (Afrika 2), 334 Inf Div (334 Arty Rgt, 1x Organic Truck), 1 SP
A40.25: 334 Inf Div (334 Füs Bicycle Bn, 756 Mtn Inf Rgt)
A42.29: 1-0-3 It Static Rgt (T Vol), 2-3-3 It Inf Bn (51.Brs)
A41.28: 2-3-3 It Marine Bn (Bafile, Grado)
A44.31: 3-3-3 March Bn (T.3), 2-3-3 March Bn (T.2), 1-2-3 March Bn (A.26), 4 SPs
A45.29: 2-3-3 It Inf Bn (50.Brs)
A41.24: 999.Ak Inf Div (961, 962 Inf Rgt)

A42.24: 999.Ak Inf Div (999 Arty Rgt)
A43.24: 15 Pz Div (33 Arty Rgt)
A43.23: 15 Pz Div (33 Recon Bn, 115 PG Rgt)
A44.22: HG Pz Div (Jäger PG Rgt, 1-HG PJ Bn)
A44.21: HG Pz Div (HG Recon Bn, Gren Inf Rgt)
A45.24: HG Pz Div (1-HG Pz Bn), 3-3-6 It AG Bn (557)
w/i 2 A48.24: 14-0 Corps HQ (DAK), 8-0 Corps HQ (90), 3-5-3 Commando Bn (v.Könen), 2-4-3 Inf Bn (P.Afrcn), 4-3-3 Arab Rgt (DAL), (7)-2-3 It PJ Bn (Milmart), 3-4-3 It Para Inf Bn (1.ReA), 1-1-3 It Inf Bn (T Aslt), 2-1-3 It Inf Rgt (52), 2-3-3 It Marine Bn (S.Mrco), 2 Charcoal Truck Points, 3 Truck Points, 8 SPs
A45.21: 10 Pz Div (10 Recon Bn, 69 PG Rgt)
A45.19: Superga It Inf Div (136 AG Bn, 91 Inf Rgt)
A45.18: 21 Pz Div (3 Recon Bn, 1-5 Pz Bn)
A45.17: 3-3-3 It Para Inf Bn (Loreto), 3-1-3 It MG Bn (60), 2-1-3 It MG Bn (252)
A46.21: 10 Pz Div (90 Arty Rgt), 1x Organic Truck), 1 SP
A46.20: 10 Pz Div (86 Inf Rgt)
A46.19: Superga It Inf Div (92 Inf Rgt, 5 Arty Rgt), 12-2-2 It Arty Rgt (29)
A46.18: Trieste It Inf Div (21 Arty Rgt), 25-2-2 It Arty Rgt (8)
A46.17: LaSpez It Inf Div (39 Arm Car Bn), Trieste It Inf Div (65 Inf Rgt)
A47.20: 21 Pz Div (155 Arty Bn)
A47.19: Pistoia It Inf Div (36 Inf Rgt)
A48.19: Pistoia It Inf Div (3, Prov Arty Rgt)
A48.17: Pistoia It Inf Div (31 Assault Engineer Bn)
A48.18: Pistoia It Inf Div (35 Inf Rgt)
A49.17: GGFF It Inf Div (8.Brs Inf Rgt), 3-2-3 It Flm Bn (2), 2-3-6 It Arm Car Bn (Nizza)
A49.18: 164.Le Inf Div (220 Arty Bn), 19-3-3 Werfer Bn (2-71)
A50.17: 164.Le Inf Div (382, 433 Inf Rgt), 3-4-8 PJ Bn (605)
A50.18: 9-3-3 Arty Bn (2-115)
A51.18: 164.Le Inf Div (220 Recon Bn, 125 Inf Rgt)
A52.19: 90.Le Inf Div (190 Arty Bn)
A52.18: 90.Le Inf Div (580 Recon Bn, 200, 361 Inf Rgt)

In the Sicily Box, Group B:
8-5-5 Pz Bn (504)

Air Bases:
Level 2: A44.31, A48.24
Level 1: A41.28, A42.29, A45.26

Sicily Holding Box Air Bases 1 and 2

Air Units: (Set up at any Axis Air Base)
German:
1x Fw.190a
3x Me.109g
1x Hs.129b
2x Ju.52
3x Ju.88a
1x Me.109f
1x Me.110f
1x Me.323
1x Hs.129b
3x Ju.87d

Italian:
1x MC.200
1x MC.202
1x CR.42

Reinforcements: As per the Order of Arrival

Variable Reinforcements: As per the Variable Reinforcement Table.

Allied Information
Reserve Markers Available at Start: 13

Allied Railheads: (All remaining Rail hexes are Axis Controlled)
Railroads west and south of the following End Points to the map edge have been cleared (to include all lateral conections along the way):
A35.28,
A38.25,
A41.23,
A43.18,
A51.16

Dead Pile:
4-5-3 Fr Inf Rgt (3 Legn)
4-4-3 US Para Inf Bn (2-509)

Set Up: (All units are Commonwealth unless stated otherwise)
A17.26: 3-3-3 Fr Pol Bde (Gp Mo, Gp Reg), 4-1-6 US Arm Bn (2642 Repl), 2 Truck Points, 3 Charcoal Truck Points, 5 SPs
A19.17: 6-2-6 US Arm Bn (751)
A28.23: 5-3-8 US TD Bn (899)
A30.26: 2-2-3 Fr Pol Bn (Gp Jur)
A30.20: 6-2-6 US Arm Bn (755, 757), 7 Truck Points, 10 SPs
A33.27: 10-1-3 US Arty Bn (2-36)
A34.28: 9 US Inf Div (26, 60, 84 Arty Bn, 1x Organic Truck), 1 SP
A35.28: 3-3-3 Fr Pol Bde (Gp Scw), 9 US Inf Div (34 Arty Bn), 6-2-6 US Arm Bn (760), (3)-3-6 US TD Bn (813), 6-1-5 US Arm Arty Bn (65), 10-1-3 US Arty Bn (2-17)
A36.30: 4-5-3 Fr Inf Rgt (1 Legn), 4-4-3 Fr Inf Rgt (CFdA)

A36.29: 9 US Inf Div (39, 60 Inf Rgt)
A36.28: 9 US Inf Div (47 Inf Rgt), (3)-3-6 US TD Bn (601, 894), 4-2-8 US Arm Bn (70)
A36.27: 34 US Inf Div (133, 135 Inf Rgt)
A36.26: 34 US Inf Div (168 Inf Rgt)
A35.26: 34 US Inf Div (125, 175, 185 Arty Bn, 1x Organic Truck), 1 SP
A35.25: 14-0 US Corps HQ (2), (3)-3-6 US TD Bn (701), 3-4-3 Fr Inf Rgt (4 MZT), 1 US Inf Div (1x Organic Truck), 1 US Arm Div (2x Organic Truck), 6 SPs
A36.25: 1 US Inf Div (16 Inf Rgt, 5, 7, 32, 33 Arty Bn), 10-1-3 US Arty Bn (1-36)
A37.26: 3-3-5 US Recon Bn (91), 1 US Inf Div (18, 26 Inf Rgt)
A35.24: 6-2-6 US Arm Bn (752)
A36.23: (7)-3-3 US TD Rgt (213 CD), 6-2-6 US Arm Bn (756)
A37.25: 1 US Arm Div (27, 68, 91 Arm Arty Bn), 6-1-5 US Arm Arty Bn (58, 62)
A38.25: 1 US Arm Div (1-1, 2-1, 3-1 Arm Bn), 5-3-8 US TD Bn (776)
A39.25: 1 US Arm Div (81 Recon Bn, 1-13, 2-13, 3-13 Arm Bn, 6 Arm Inf Rgt)
A40.24: 4-5-3 Commando Bn (1 Cdo)
A40.23: 78 Inf Div (11, 36 Inf Bde)
A40.22: 12-0 Corps HQ (5), 78 Inf Div (1x Organic Truck), 4 SPs
A41.23: 78 Inf Div (1 Gds Inf Bde, 17, 132, 138 Arty Bn), 4-5-3 Commando Bn (6 Cdo)
A41.22: 1 Inf Div (Arty Rgt, 1x Organic Truck), 7-2-3 Arty Bn (140), 1 SP
A41.21: 18-2-3 Arty Bn (54 Hvy, 56 Hvy)
A42.22: 4 Inf Div (145 RAC Arm Bn), 1 Inf Div (2, 24 Inf Bde), 5-2-3 Arm Bn (51 RTR)
A43.22: 4 Inf Div (48 RTR Arm Bn), 10, 12 Inf Bde)
A39.19: 12-0 Corps HQ (9), 4 Inf Div (1x Organic Truck), 6 Arm Div (1x Organic Truck), 46 Inf Div (1x Organic Truck), 6 SPs
A42.21: 4 Inf Div (12 RTR Arm Bn, Arty Rgt)
A42.20: 6 Arm Div (1 Derby Arm Car Bn, 2 Loth, 16/5 L Arm Bn, 12 RHA, 152 Arty Bn)
A43.21: 6 Arm Div (17/21 L Arm Bn, 10 Rfl Inf Bn)
A43.20: 7-3-5 Arm Bn (Prov C), 6 Arm Div (38 Irish Inf Bde), 7-2-3 Arty Bn (23, 102)
A42.19: 1 Arm Div (Bays, 9 Lanc, 10 Hus Arm Bn, 7 Inf Bde, Yk Dg Inf Bn)
A42.18: 1 Arm Div (12 Lanc Recon Bn, Arty Rgt, 2x Organic Truck), 46 Inf Div (Arty Rgt), 2 SPs
A43.19: 4-4-3 Para Inf Bn (1 Para), 46 Inf Div (128, 138 Inf Bde)
A43.18: 4-4-3 Para Inf Bn (3 Para), 46 Inf Div (139 Inf Bde)
A43.17: 4-4-3 Para Inf Bn (2 Para)
A42.15: Oran Fr Inf Div (2 Alg Inf Rgt)
A42.14: Oran Fr Inf Div (62 Fr Arty Bn)
A41.11: 8-0 Fr Corps HQ (19), 5-4-3 Fr Inf Bde (Coutx), 2-2-3 Fr Pol Bn (Gp Brg), 2 SPs
A43.13: Algiers Fr Inf Div (3 Spahis Arm Car Bn, 65 Fr Arty Bn), 6-4-6 Fr Arm Bde (Blindé)
A43.15: Oran Fr Inf Div (6 Alg, 15 Sen Inf Rgt)
A44.15: Morocco Fr Inf Div (4 Chas, 7 Moc, Tabors Inf Rgt)
A44.14: Morocco Fr Inf Div (67 Afr Arty Bn)
A45.15: Algiers Fr Inf Div (1 Alg, 9 Alg, 1 Zouv Inf Rgt)
A46.16: 6-4-3 Inf Bde (201 Gds)
A47.17: 51 Inf Div (153 Inf Bde)
A48.16: 51 Inf Div (152, 154 Inf Bde)
A48.15: 51 Inf Div (Arty Rgt)
A49.16: 6-5-3 Fr Inf Bde (L Force), 4-2-3 Arm Bn (40 RTR)
A50.16: 2 NZ Inf Div (5, 6 Inf Bde)
A50.15: 12-0 Corps HQ (13), 7-2-3 Arty Bn (166), 9-2-3 Arty Bn (7 Med, 64 Med, 69 Med)
A51.17: 4-2-3 Arm Bn (NIH), 2 NZ Inf Div (27 MG Bn, Maori Inf Bn, 4 Inf Bde)
A51.16: 12-0 NZ Corps HQ (NZ), 2 NZ Inf Div (2 Cav Arm Bn, 1x Organic Truck), 5-3-6 Arm Bn (3 RTR, Notts, Staffs)
A52.17: 50 Inf Div (1 Greek, 69, 151 Inf Bde), 4-2-3 Arm Bn (50 RTR)
A52.16: 50 Inf Div (Arty Rgt), 2 NZ Inf Div (Arty Rgt)
A51.11: 12-0 Corps HQ (30), 50 Inf Div (1x Organic Truck), 51 Inf Div (1x Organic Truck), 2 Truck Points, 7 SPs
A48.11: 12-0 Corps HQ (10), 4 Ind Inf Div (5, 7, 161 Inf Bde, Arty Rgt, 1x Organic Truck)
w/i 2 A48.09: 7 Arm Div (11 Hus Arm Car Bn, 4 CLY, KDG, Royals, 1 RTR, 5 RTR Arm Bn, 1 Rfl, 2 KRRC Inf Bn, 131 Inf Bde, Arty Rgt, 2x Organic Trucks)

Air Bases:
Level 2: A18.24
Level 1: A6.25, A21.05, A19.06, A12.10, A30.20, A51.16, A54.11

Algiers Holding Box Air Bases 1 and 2. Tripoli Holding Box Air Bases 1 and 2

Air Units: (Set up at any Allied Air Base)
Commonwealth:
2x Spit.Vb
2x Hurri.II
2x Blen.V
1x Wellington
1x Balt.III

1x Beaufgtr

US:
2x Spit.Vb
2x P-38
2x P-39
2x P-40
1x A-20
3x B-25
2x B-26
3x C-47

Desert Air Force Air Units: (Set up at any Allied Air Base)
Commonwealth:
3x Spit.Vb
1x Hurri.II
1x Balt.III
1x Beaufgtr
1x Ktyhk.I
2x Ktyhk.II
1x A-20

US:
2x P-40
1x B-25

Reinforcements: As per the Order of Arrival plus 3 SPs per turn at A56.01.

Variable Reinforcements: As per the Variable Reinforcement Table.

Victory:

As per 5.0.

Designer's Notes

After the horrific time I had developing and playtesting **Enemy at the Gates**, **Tunisia** came together almost easily. From the initial playtests, the playtesters had a great time and only minor corrections suggested themselves. None of the hair-pulling of **EatG** occurred. With design projects like this, I might manage to live long enough to get to old age—the stomach turners like **EatG** left that issue in doubt.

For as unusual a corner theater of the war as Tunisia was, sources for this game abounded. Several good books were dedicated more or less exclusively to the topic. The best of these for overview purposes was *The Campaign for North Africa* by Coggins. Belying its title, Coggins spent only an introductory chapter on the rest of the campaign while the rest of the book dealt almost exclusively with Tunisia. A well-illustrated (if not exhaustive) source, I recommend Coggins' book to those looking for a decent read on the topic.

Both the British and US governments released excellent official histories of the campaign. The US one suffers slightly in that it handles the Kasserine fiasco with kid gloves (the British volume gives more detail about the American disaster...) and the volumes maps are less than satisfactory. The US Army did produce an excellent and detailed little book on the advance of II Corps to Bizerte at the end of the campaign, but that is, unfortunately, the only topic covered. Finally, there were a couple of detailed studies available covering the investigation into the unresponsiveness of American air power during the campaign.

For the Italians, I was once again helped by the indefatigable Mauro De Vita who poured over Italian official accounts to produce what must be the most accurate Italian Order of Battle ever produced for this campaign. It was he who uncovered the Tunisian Volunteer Regiment (Italians living in Tunisia who signed up to defend Tunis) and the Tunisian Assault Battalion (same as the regiment only with "more" training) What is more, he has already generated the same level of work for the more ambitious **DAK** project.

The Germans were assembled from the numerous excellent sources available covering the entire history of the Afrika Korps. As usual, final say was reserved to come from the outstanding series of books by Georg Tessin. Dirk Blennenmann (from **Moments in History**) also lent a hand in determining some of the stickier items of the German OB—such as the availability of halftracks and the like.

You will note the minor differences between the different German PJ units. These were done to show both their historical weapons and differing training. Especially noticable is the 88 Flak Battaions of the old DAK—these units are offensive capable when in Move Mode, a point which reflects their extensive experience and doctrine of desert warfare.

A few OB items were intentionally altered to make the units match their historical condition. For instance, several German artillery regiments were designated battalions to reflect their dilapidated state (after the retreat from El Alamein). This is a change in the normal series procedure of showing losses using dead **units** to show losses (with the idea being that a dead unit can be rebuilt using replacements, whereas a unit with its combat strength degraded cannot) because I felt there was no way the required replacements in artillery would be available to rebuild them.

A few of the Allied divisions (e.g. 6 British Armored) have their artillery regiments broken down into battalions, while most have a composite artillery regiment. This was done in order to allow these units to show up in the tiny driblets in which they actually did. At the time these units enter, the available units must be able to be used in penny packets so as to allow them to function along the seveal axes they must cover.

When playing the game, great care must be taken with respect to the use of terrain (as opposed to the earlier Russian Front games where there was very little of it). Mountain passes are often critical and proper troop positioning can spell the difference between disaster and success. The Allied armies are underdogs in the Action Rating arena—and one must be especially careful with the placement of the handful of excellent units they have at their disposal. The Americans especially need stiffening.

Some might comment that they expected the Americans to have better Action Ratings at the end of the campaign than at the beginning. I disagree. US Action Ratings should not increase until the Sicilian Campaign (if not during it). What did happen in Tunisia was the change in commanders from Fredendall to Patton and Bradley. In other words, the Allied player himself changed from poor to good.

I hope you have as much fun playing this game as we did!

Order of Battle and Counter Manifest

Axis: German Forces
• DAK HQ
• 90 Corps HQ

10 Panzer Division
  • 10 Arm Recon Bn
  • 1-7 Panzer Bn
  • 2-7 Panzer Bn
  • 69 PG Rgt
  • 86 Inf Rgt
  • 90 PJ Bn (Marders)
  • 90 Artillery Rgt
  • 2x Organic Trucks

15 Panzer Division
  • 33 Arm Recon Bn
  • 1-8 Panzer Bn (consolidated Pz III, only)
  • 2-8 Panzer Bn (consolidated Pz IV, only)
  • 115 PG Rgt (single three Bn PG Rgt)
  • 33 PJ Bn (halftrack mounted Russian AT Guns)
  • 33 Artillery Rgt
  • 1x Organic Truck

21 Panzer Division
  • 3 Arm Recon Bn
  • 1-5 Panzer Bn (consolidated Pz III, only)
  • 2-5 Panzer Bn (consolidated Pz IV, only)
  • 104 PG Rgt (single three Bn PG Rgt)
  • 39 PJ Bn (halftrack mounted Russian AT Guns)
  • 155 Artillery Bn
  • 1x Organic Truck

Hermann Göring Panzer Division (HG.Pz, partial)
  • HG Arm Recon Bn
  • 1-HG Pz Bn
  • Jäger PG Rgt (a unit formed from the 5 FJ Rgt)
  • Gren Inf Rgt
  • 1-HG PJ Bn (88's)

90 Light (90.Le) Division
  • 580 Arm Recon Bn
  • 155 Inf Rgt
  • 361 Inf Rgt
  • Kolbeck Inf Bn
  • 190 Artillery Bn
  • 1x Orgnaic Truck

164 Light (164.Le) Division (This division lost many of its trucks to other DAK units during the retreat)
  • 220 Arm Recon Bn
  • 125 Inf Rgt
  • 382 Inf Rgt
  • 433 Inf Rgt
  • 220 Artillery Bn

334 Infantry Division
  • 334 Füsilier Bicycle Bn
  • 754 Inf Rgt
  • 755 Inf Rgt
  • 756 Mountain Inf Rgt
  • 334 Artillery Rgt
  • 1x Orgnaic Truck

999 Afrika (999.AK) Division (a former Penal unit only partially formed when sent to Tunisia)
  • 961 Inf Rgt
  • 962 Inf Rgt
  • 999 Artillery Rgt

Von Manteuffel (Von Broich before 7 Feb 43) Infantry Division
  • 10.Brs It. Mtrd Inf Rgt
  • 4-2 Arty Bn
  • Barenthin FJ Rgt
  • T.3 March Bn
  • A.20 March Bn

5 FJ Para Infantry Rgt
  • 1-5 FJ Para Inf Bn
  • 2-5 FJ Para Inf Bn
  • 3-5 FJ Para Inf Bn

Afrika March Battalions
  • A.24 March Bn
  • A.26 March Bn
  • A.27 March Bn
  • A.33 March Bn

Tunisia March Battalions
  • T.1 March Bn
  • T.2 March Bn

Independent Artillery Units
  • Afrika 1 Artillery Rgt
  • Afrika 2 Artillery Bn
  • 1-71 Nebelwerfer Bn
  • 2-71 Nebelwefer Bn
  • 104 Artillery Rgt
  • 2-115 Artillery Bn

Independent Antitank Units
  • 1-18 PJ Bn (88's, old DAK doctrine)
  • 2-25 PJ Bn (88's)
  • 1-33 PJ Bn (88's, old DAK doctrine)
  • 1-43 PJ Bn (88's, old DAK doctrine)
  • 1-54 PJ Bn (88's)
  • 605 PJ Bn (Pz I chassis with 47mm Pak)
  • 606 PJ Bn (Halftrack mounted 50mm Pak)

• 190 Panzer Bn
• 501 Panzer Bn (Tiger I tanks)
• 504 Panzer Bn (Tiger I tanks, in the process of being shipped to Tunisia when the theater collapsed)
• Ramcke Para Inf Bde (also known as the 1 Luftwaffe Jäger Bde—especially in US sources)
• Afrika Inf Rgt (previously the 288 Sonderverband)
• 47 Inf Rgt (previously part of the 22 Air Landing Division)
• DAL Arab Rgt (The German Arab Legion, previously the 287 Sonderverband)
• 300 zvb Oasis Bn (a mixed group of motorized weapons companies)
• v. Könen Commando Bn (an expanded Brandenburger Kampfgruppe)
• P.Afrcn French Bn (see rule 2.7)
• Witzig Para Engineer Kampfgruppe

Axis: Italian Forces
• 20 It Corps HQ
• 21 It Corps HQ
• 30 It Corps HQ

Centauro Panzer Division
  • 14 Pz Bn
  • 5.Brs Inf Rgt
  • 131 Artillery Bn

GGFF Infantry Division
  • GGFF Inf Rgt
  • 8.Brs Inf Rgt
  • 9 Inf Bn
  • Prov Artillery Bn
  • 136 Artillery Rgt

La Spezia Infantry Division
  • 39 Arm Car Bn
  • 125 Inf Rgt
  • 126 Inf Rgt
  • 6 Blackshirt Bn
  • Prov Artillery Bn
  • 80 Artillery Rgt

Pistoia Infantry Division
- 35 Inf Rgt
- 36 Inf Rgt
- 31 Assault Engineer Bn
- 350 MG Bn
- Prov Artillery Rgt
- 3 Artillery Rgt

Superga Infantry Division
- 1 AG Bn
- 101 AG Bn
- 136 AG Bn
- 91 Inf Rgt
- 92 Inf Rgt
- 570 Blackshirt Bn
- 5 Artillery Rgt
- 1x Organic Truck

Trieste Infantry Division
- 65 Inf Rgt
- 66 Inf Rgt
- 21 Artillery Rgt

50 Special Brigade (also called "Brigade Imperiali" after its commander)
- Brs Motorcyle Bn
- T Aslt Inf Bn
- T Vol Static Rgt
- 60 MG Bn
- 330.GAF MG Bn
- Prov MG Bn
- Aosta Cav Bn
- 5 Blackshirt Bn
- 15 Tank Bn
- 557 AG Bn

San Marco Marine Regiment
- Bafile Marine Bn
- Grado Marine Bn
- S.Mrco Marine Bn (with the DAK since August 42)

Sahara Group (Remnants of the Italian Army with Rommel)
- 350 Inf Rgt
- Savona Inf Bn (remains of the Savona Division)
- Pavia Inf Rgt (remains of the Pavia Division)
- GAF Inf Bn
- 290 Arty Rgt
- Novara Arm Car Bn

Independent Artillery Units
- Prov Artillery Regiment (composed of the 203, 205, 281 and Prov Artillery Battalions)
- 8 Artillery Rgt
- 16 Artillery Rgt
- 24 Artillery Rgt
- 29 Artillery Rgt

- 359 AG Bn
- Lodi Arm Car Bn
- Mnfrto Arm Car Bn
- Nizza Arm Car Bn
- 34 CD Static Rgt
- 280 CD Static Rgt
- 5.Brs Motorcycle Bn
- 1.ReA Para Inf Bn
- Loreto Para Inf Bn
- 2 Flamethrower Bn
- 7.Brs Inf Rgt
- 50.Brs Inf Bn
- 51.Brs Inf Bn
- 52 Inf Rgt
- Milmart PJ Bn (90mm AT mounted on trucks)
- 111 Territorial Bn
- 112 Territorial Bn
- 25 MG Bn
- 70.Brs MG Bn
- 252 MG Bn
- 281 MG Bn
- 340 MG Bn

Allied: Commonwealth Forces
- 5 British Corps HQ
- 9 British Corps HQ
- 10 British Corps HQ
- 13 British Corps HQ
- 30 British Corps HQ
- New Zealand Corps HQ

1 Armored Division
- 12 Lanc Arm Car Bn
- Bays Arm Bn
- 10 Hus Arm Bn
- 9 Lanc Arm Bn
- 7 Inf Bde
- Yk Dg (York Dragoons) Inf Bn
- Artillery Rgt
- 2x Organic Trucks

6 Armored Division
- 1 Derby Arm Car Bn
- 2 Loth Arm Bn
- 16/5 L Arm Bn
- 17/21 L Arm Bn
- 38 Irish Inf Bde
- 10 Rfl Inf Bn
- 12 RHA Artillery Bn
- 152 Artillery Bn
- 1x Organic Truck

7 Armored Division
- 11 Hus Arm Car Bn
- 4 CLY Arm Bn
- KDG Arm Bn
- Royals Arm Bn
- 1 RTR Arm Bn
- 5 RTR Arm Bn
- 1 Rfl Inf Bn
- 2 KRRC Inf Bn
- 131 Inf Bde
- Artillery Rgt
- 2x Organic Truck

1 Infantry Division
- 2 Inf Bde
- 24 Inf Bde
- Artillery Rgt
- 1x Organic Truck

4 Infantry Division
- 12 RTR Arm Bn
- 48 RTR Arm Bn
- 145 RAC Arm Bn
- 10 Inf Bde
- 12 Inf Bde
- Artillery Rgt
- 1x Organic Truck

46 Infantry Division
- 128 Inf Bde
- 138 Inf Bde
- 139 Inf Bde
- Artillery Rgt
- 1x Organic Truck

50 Infantry Division
- 1 Greek Inf Bde
- 69 Inf Bde
- 151 Inf Bde
- Artillery Rgt
- 1x Organic Truck

51 Infantry Division
- 152 Inf Bde
- 153 Inf Bde
- 154 Inf Bde
- Artillery Rgt
- 1x Organic Truck

78 Infantry Division
- 1 Gds Inf Bde
- 11 Inf Bde
- 36 Inf Bde
- 17 Artillery Bn
- 132 Artillery Bn
- 138 Artillery Bn
- 1x Organic Truck

• 3 RTR Arm Bn
• 40 RTR Arm Bn
• 50 RTR Arm Bn
• 51 RTR Arm Bn
• Notts Arm Bn
• Prov C Arm Bn (The first Churchill Tanks)
• Staffs Arm Bn
• 1 Para Inf Bn (collectively, these battalions became known as the 1st Para Bde)
• 2 Para Inf Bn
• 3 Para Inf Bn
• 1 Cdo Commando Bn
• 6 Cdo Commando Bn
• 201 Gds Inf Bde
• 23 Artillery Bn
• 102 Artillery Bn
• 140 Artillery Bn
• 166 Artillery Bn
• 7 Med Artillery Bn
• 54 Hvy Artillery Bn
• 56 Hvy Artillery Bn
• 64 Med Artillery Bn
• 69 Med Artillery Bn

2 New Zealand Infantry Division
   • 2 Cav Arm Bn
   • Maori Inf Bn
   • 4 Inf Bde
   • 5 Inf Bde
   • 6 Inf Bde
   • 27 MG Bn
   • Artillery Rgt
   • 1x Organic Truck

4 Indian Infantry Division
   • 5 Inf Bde
   • 7 Inf Bde
   • 161 Inf Bde
   • Artillery Rgt
   • 1x Organic Truck

• NIH (New India Horse) Arm Bn

Allied: American Forces
• 2 US Corps HQ

1 Armored Division
   • 81 Arm Recon Bn
   • 1-1 Arm Bn
   • 2-1 Arm Bn
   • 3-1 Arm Bn
   • 1-13 Arm Bn
   • 2-13 Arm Bn
   • 3-13 Arm Bn
   • 6 Mech Inf Rgt
   • 27 Arm Artillery Bn (Self-Propelled 105mm)
   • 68 Arm Artillery Bn (Self-Propelled 105mm)
   • 91 Arm Artillery Bn (Self-Propelled 105mm)
   • 2x Organic Trucks

1 Infantry Division
   • 16 Inf Rgt
   • 18 Inf Rgt
   • 26 Inf Rgt
   • 5 Artillery Bn (155mm towed by Halftrack)
   • 7 Artillery Bn (105mm towed by Truck)
   • 32 Artillery Bn (105mm towed by Truck)
   • 33 Artillery Bn (105mm towed by Truck)
   • 1x Organic Trucks

3 Infantry Division
   • 7 Inf Rgt
   • 15 Inf Rgt
   • 30 Inf Rgt
   • 9 Artillery Bn (155mm towed by Truck)
   • 10 Artillery Bn (105mm towed by Truck)
   • 39 Artillery Bn (105mm towed by Truck)
   • 41 Artillery Bn (105mm towed by Truck)
   • 1x Organic Truck

9 Infantry Division
   • 39 Inf Rgt
   • 47 Inf Rgt
   • 60 Inf Rgt
   • 26 Artillery Bn (105mm towed by Truck)
   • 34 Artillery Bn (155mm towed by Halftrack)
   • 60 Artillery Bn (105mm towed by Truck)
   • 84 Artillery Bn (105mm towed by Truck)
   • 1x Organic Truck

34 Infantry Division
   • 133 Inf Rgt
   • 135 Inf Rgt
   • 168 Inf Rgt
   • 125 Artillery Bn (105mm towed by Truck)
   • 175 Artillery Bn (105mm towed by Truck)
   • 185 Artillery Bn (155mm towed by Halftrack)
   • 1x Organic Truck

• 91 Arm Recon Bn
• 1 Rngr Commando Bn
• 2-509 Para Inf Bn
• 70 Arm Bn
• 751 Arm Bn
• 752 Arm Bn
• 755 Arm Bn
• 756 Arm Bn
• 757 Arm Bn

• 760 Arm Bn
• 2642 Repl Arm Bn
• 213 CD TD Rgt (A coastal defense unit (90mm) which mounted its guns on trucks and fought in a antitank role)
• 601 TD Bn (75mm AT mounted on Halftracks)
• 701 TD Bn (75mm AT mounted on Halftracks)
• 776 TD Bn (M10 Tank Destroyers)
• 813 TD Bn (75mm AT mounted on Halftracks)
• 894 TD Bn (75mm AT mounted on Halftracks)
• 899 TD Bn (M10 Tank Destroyers)
• 2-17 Artillery Bn (155mm towed by Truck)
• 1-36 Artillery Bn (155mm towed by Truck)
• 2-36 Artillery Bn (155mm towed by Truck)
• 58 Arm Artillery Bn (Self-Propelled 105mm)
• 62 Arm Artillery Bn (Self-Propelled 105mm)
• 65 Arm Artillery Bn (Self-Propelled 105mm)

Allied: French Forces
• 19 French Corps HQ

Algiers Infantry Division
   • 3 Spahis Arm Car Bn
   • 1 Alg Inf Rgt
   • 9 Alg Inf Rgt
   • 1 Zouv Inf Rgt
   • 65 Fr Artillery Bn

Morocco Infantry Division
   • 4 Chas Inf Rgt
   • 7 Moc Inf Rgt
   • Tabors Inf Rgt
   • 67 Afr Artillery Bn

Oran Infantry Division
   • 2 Alg Inf Rgt
   • 6 Alg Inf Rgt
   • 15 Sen Inf Rgt
   • 62 Fr Artillery Bn

Independent French Units
   • Groupement Schwartz (Gp Scw) Police Bde
   • Groupement Regnault (Gp Reg) Police Bde
   • Groupement Morlière (Gp Mo) Police Bde
   • Groupement Bergeron (Gp Brg) Police Bn
   • Groupement Jurion (Gp Jur) Police Bn
   • 4 Mélangé Zouves et Tirailleurs (4 MZT) Inf Rgt

- L (Le Clerc) Force Inf Bde
- Coutx Inf Bde
- Corps Franc d'Afrique (CFdA) Inf Rgt
- 1 Legn Inf Rgt
- 3 Legn Inf Rgt
- Groupement Mazoyer (Gp Maz) Arm Bn
- Groupement Lépinay (Gp Lép) Arm Bn
- Blindé Arm Bde

Abbreviations:

A or Ak—Africa
AG—Assault Gun
Arm—Armor
Arty—Artillery
Aslt—Assault
Bde—Brigade
Blk—Blackshirt
Bn—Battalion
Brg—Bergeron
Brs—Bersaglieri
C—Churchill
Cav—Cavalry
CD—Coastal Defense
Cdo—Commando
Centro—Centauro
CFdA—Corps Franc d'Afrique
CLY—County of London Yeomanry
DAK—Deutches Afrikakorps
DAL—Deutch-Arabische Legion
Div—Division
FJ—Fallshirmjäger
Flm—Flamethrower
Füs—Füsilier
GAF—Guardia Alla Frontiera
Gds—Guards
GGFF—Giovani Fascisti
Gp—Groupement
Gren—Grenadier
HG—Hermann Göring
Hus—Hussars
Hvy—Heavy
Ind—Indian
Inf—Infantry
It—Italian
Jur—Jurion
KDG—Kings Dragoon Guards
KG—Kampfgruppe
KRRC—Kings Royal Rifle Corps

L—Lancers
Lanc—Lancashire
Le—Leichte
Legn—Legion
Lép—Lépinay
Loth—Lothians
Maz—Mazoyer
Mnfrto—Monferrato
MC—Motorcycle
Med—Medium
MG—Machine Gun
Mo—Morlière
Mtn—Mountain
Mrch—March
MZT—Mélangé Zouves et Tirailleurs
NIH—New India Horse
Notts—Nottinghamshiren Yeomanry
NZ—New Zealand
Para—Parachute
PJ—Panzer Jäger
Pol—Police
Prov—Provisional
Pz—Panzer
RAC—Royal Armored Corps
ReA—Regia Aeronautica
Rec or Recon—Reconnaissance
Reg—Regnault
Repl—Replacement
Rfl—Rifle
RHA—Royal Horse Artillery
Rngr—Ranger
RTR—Royal Tank Regiment
Scw—Schwartz
S.Mrco—San Marco
Staffs—Staffordshire
T—Tunisia
TD—Tank Destroyer
Ter—Territorial
Yk Dg—York Dragoons
zvb— "Special Purpose Unit"

Allied Order of Arrival

All are Commonwealth unless stated otherwise. Units enter play as per 3.2, 3.3 and 3.5a.

15 Nov: 4-5-3 Commando Bn (1 Cdo), 6 Arm Div (38 Irish Inf Bde, 10 Rfl Inf Bn, 152 Arty Bn), 7-2-3 Arty Bn (140), 34 US Inf Div (175 Arty Bn)

19 Nov: 1 US Arm Div (1-1, 1-13 Arm Bn, 6 Mech Inf Rgt, 1x Organic Truck), (3)-3-6 US TD Bn (701), 1x Spit.Vb, 1x Balt.III, **Entry Hex B (automatically, does not count against shipping or port cap):** 12-0 Corps HQ (5)

22 Nov: 18-2-3 Arty Bn (56 Hvy), 1 US Arm Div (2-13 Arm Bn, 27 Arm Arty Bn), 1 US Inf Div (5 Arty Bn), 6-1-5 US Arm Arty Bn (62), (3)-3-6 US TD Bn (601), 1x Truck Point, 1x US Spit.Vb, 1x Beaufgtr, **Algiers Box (only):** 78 Inf Div (1 Gds Inf Bde, 17, 132 Arty Bn), 6 Arm Div (2 Loth Arm Bn)

26 Nov: 18-2-3 Arty Bn (54 Hvy), 1 US Arm Div (81 Recon Bn, 2-1, 3-1, 3-13 Arm Bn, 1x Organic Truck), 1x Truck Point, 8-0 Fr Corps HQ (19), 2-3-6 Fr Arm Bn (Gp Maz, Gp Lép), 4-4-3 Fr Inf Rgt (CFdA), 4-5-3 Fr Inf Rgt (1 Legn), Oran Fr Inf Div (2 Alg, 6 Alg, 15 Sen Inf Rgt, 62 Fr Arty Bn), 2-2-3 Fr Pol Bn (Gp Brg, Gp Jur)

29 Nov: 7-2-3 Arty Bn (102), 1x US C-47, OPTIONAL: 1x US B-17f

1 Dec: 7-2-3 Arty Bn (23), 4-2-8 US Arm Bn (70)

5 Dec: 6-1-5 US Arm Arty Bn (58), 1x US P-38

8 Dec: 4-5-3 Fr Inf Rgt (3 Legn), 5-4-3 Fr Inf Bde (Coutx), Algiers Fr Inf Div (3 Spahis Arm Car Bn, 1 Alg, 9 Alg, 1 Zouv Inf Rgt, 65 Fr Arty Bn)

12 Dec: 1 US Inf Div (18 Inf Rgt), 10-1-3 US Arty Bn (2-17)

15 Dec: 10-1-3 US Arty Bn (1-36, 2-36), 1x Hurri.II

19 Dec: (3)-3-6 US TD Bn (813), 1x US B-26

22 Dec: 1 US Arm Div (68 Arm Arty Bn)

26 Dec: 1 US Arm Div (91 Arm Arty Bn), OPTIONAL: 1x US B-24

29 Dec: 14-0 US Corps HQ (2), 3-3-5 US Recon Bn (91)

1 Jan: 1 US Inf Div (26 Inf Rgt, 33 Arty Bn, 1x Organic Truck), 1x Truck Point

8 Jan: 1x US P-39

12 Jan: 1 US Inf Div (16 Inf Rgt, 7, 32 Arty Bn)

19 Jan: 46 Inf Div (139 Inf Bde), 6-2-6 US Arm Bn (755), 1x Truck Point

22 Jan: 6-2-6 US Arm Bn (751, 752), (3)-3-6 US TD Bn (894)

26 Jan: 46 Inf Div (128 Inf Bde, Arty Rgt, 1x Organic Truck), (7)-3-3 US TD Rgt (213 CD), 1x US P-39

29 Jan: 46 Inf Div (138 Inf Bde), 6-2-6 US Arm Bn (756), Tripoli Air Bases Activated, Tripoli Holding Box becomes Allied, The Desert Air Force (all)

1 Feb: 6-2-6 US Arm Bn (760), 4-5-3 US Commando Bn (1 Rngr), 5-3-8 US TD Bn (776, 899), 6-1-5 US Arm Arty Bn (65)

5 Feb: 34 US Inf Div (133, 135, 168 Inf Rgt, 125, 185 Arty Bn, 1x Organic Truck), 5-2-3 Arm Bn (51 RTR)

8 Feb: Morocco Fr Inf Div (4 Chas, 7 Moc, Tabors Inf Rgt, 67 Afr Arty Bn)

12 Feb: 7-3-5 Arm Bn (Prov C), 9 US Inf Div (39 Inf Rgt)

15 Feb: 9 US Inf Div (47 Inf Rgt, 34, 60 Arty Bn, 1x Organic Truck)

19 Feb: 6 Arm Div (16/5 L Arm Bn), 9 US Inf Div (60 Inf Rgt, 84 Arty Bn)

22 Feb: 9 US Inf Div (26 Arty Bn)

Remove permanently from play or Dead Pile: 2-3-6 Fr Arm Bn (Gp Maz, Gp Lép)

5 Mar: 4x Truck Points

8 Mar: 1x US B-25

19 Mar: OPTIONAL: 2x US B-17f

22 Mar: 12-0 Corps HQ (9), 1 Inf Div (2, 24 Inf Bde, Arty Rgt, 1x Organic Truck), 4 Inf Div (12 RTR, 48 RTR, 145 RAC Arm Bn, 10, 12 Inf Bde, Arty Rgt, 1x Organic Truck), 6-2-6 US Arm Bn (757), 4-1-6 US Arm Bn (2642 Repl), 1x Truck Point

29 Mar: 6-4-6 Fr Arm Bde (Blindé), 1x US B-26

8 Apr: 1x US P-40

15 Apr: Remove permanently from play or Dead Pile: 4-5-3 US Commando Bn (1 Rngr)

22 Apr: 1x US B-26

1 May: 3 US Inf Div (15 Inf Rgt, 39, 41 Arty Bn, 1x Organic Truck)

5 May: 3 US Inf Div (30 Inf Rgt, 9, 10 Arty Bn), 1x US A-20

12 May: 3 US Inf Div (7 Inf Rgt)

Desert Airforce:
Upon entry, place in Tripoli Box.
Commonwealth:
3x Spit.Vb
1x Ktyhk.I
2x Ktyhk.II
1x Hurri.II
1x A-20
1x Balt.III
1x Beaufgtr

US:
2x P-40
1x B-25
OPTIONAL: 1x B-24

8th Army:
Enters through Entry Area E when released.
12-0 Corps HQ (10, 13, 30)
1 Arm Div (12 Lanc Arm Car Bn, Bays, 10 Hus, 9 Lanc Arm Bn, Yk Dg Inf Bn, 7 Inf Bde, Arty Rgt, 2x Organic Trucks)
7 Arm Div (11 Hus Arm Car Bn, KDG, Royals, 4 CLY, 1 RTR, 5 RTR Arm Bn, 1 Rfl, 2 KRRC Inf Bn, 131 Inf Bde, Arty Rgt, 2x Organic Trucks)
50 Inf Div (1 Greek, 69, 151 Inf Bde, Arty Rgt, 1x Organic Truck)
51 Inf Div (152, 153, 154 Inf Bde, Arty Rgt, 1x Organic Truck)
5-3-6 Arm Bn (Notts, Staffs, 3 RTR)
4-2-3 Arm Bn (40 RTR, 50 RTR)
6-4-3 Inf Bde (201 Gds)
9-2-3 Arty Bn (7 Med, 64 Med, 69 Med)
7-2-3 Arty Bn (166)
4x Truck Points
3 SPs (**all** Trucks come in loaded, this figure is in addition to those SPs)
5x Allied Reserve Markers

New Zealander:
12-0 Corps HQ (NZ)
2 NZ Inf Div (2 Cav Arm Bn, 4, 5, 6 Inf Bde, Maori Inf Bn, 27 MG Bn, Arty Rgt, 1x Organic Truck)

Indian:
4 Ind Inf Div (5, 7, 161 Inf Bde, Arty Rgt, 1x Organic Truck)
4-2-3 Arm Bn (NIH)

French:
6-5-3 Inf Bde (L Force)

Axis Order of Arrival

All are German unless stated otherwise.
Units enter play as per 2.4 unless stated otherwise.

15 Nov: A Group: Superga It Inf Div (1 AG Bn, 5 Arty Rgt), 1-2-3 March Bn (A.20), **B Group:** 8-5-5 Pz Bn (501)

19 Nov: Entry Area D: 8-0 Corps HQ (90), **B Group:** 10 Pz Div (10 Recon Bn), **Sicily Box:** 1x Me.109g, 1x Ju.52, 1x Me.323

26 Nov: B Group: 10 Pz Div (1-7, 2-7 Pz Bn, 90 PJ Bn, 90 Arty Rgt, 1x Organic Truck), **Entry Area D:** 2-3-3 It Motorcycle Bn (Brs), **Sicily Box:** 1x Me.110f

1 Dec: A Group: Superga It Inf Div (91 Inf Rgt, 1x Organic Truck), 1-3-3 It Motorcycle Bn (5.Brs), (7)-2-3 It PJ Bn (Milmart), 10 Pz Div (69 PG Rgt, 86 Inf Rgt, 1x Organic Truck), 2-3-3 March Bn (A.24), (7)-4-3 PJ Bn (1-54), 8-3-3 Arty Bn (Afrika 2), 1-2-3 March Bn (A.26), 1-0-3 It Ter Bn (111), **B Group:** 8-0 It Corps HQ (30 It), 334 Inf Div (754, 755 Inf Rgt, 756 Mtn Inf Rgt, 1x Organic Truck), 1x Truck Point

8 Dec: Sicily Box: 1x Ju.87d

12 Dec: Sicily Box: 1x Me.109g

19 Dec: Sicily Box: 1x Fw.190a

22 Dec: Entry Area E: 7-5-3 Inf Rgt (47)

26 Dec: Sicily Box: 1x Ju.88a

1 Jan: A Group: 334 Inf Div (334 Füs Bicycle Bn, 334 Arty Rgt), 3-5-3 Commando Bn (v.Könen), 19-3-3 Werfer Bn (1-71, 2-71), 12-2-2 It Arty Rgt (29), 25-2-2 It Arty Rgt (8), 4-3-3 It MG Bn (70.Brs), 1-0-3 It Ter Bn (112), 3-2-3 It Flm Bn (2), **B Group:** 2x Truck Point

5 Jan: Entry Area D: 3-3-6 It Pz Bn (15), **Sicily Box:** 1x It MC.202

8 Jan: Sicily Box: 1x Ju.88a

12 Jan: Sicily Box: 1x Ju.88a

15 Jan: Any Axis Air Base: 2x Ju.87d, 1x Ju.88a, 1x Me.110f, 1x It MC.200, 1x It CR.42, 1x It SM.79, **Entry Area D:** 1-0-3 It Static Rgt (T Vol), 1-1-3 It Inf Bn (T Aslt), **Entry Area C:** 3-0-3 It MG Bn (Prov), **Entry Area E:** 2-2-3 It Cav Bn (Aosta)

19 Jan: Any Axis Air Base: 1x Me.109f, 1x Me.109g, **Entry Area E:** 2-0-3 It MG Bn (330.GAF)

22 Jan: Add to Dead Pile: 15 Pz Div (1-8 Pz Bn), **Entry Area E:** 2-3-6 It Arm Car Bn (Novara), 1-0-3 It Inf Bn (GAF), 2-0-3 It Inf Rgt (350, Pavia), 1-1-3 It Inf Bn (Savona), 13-2-2 It Arty Rgt (290), 1-1-3 It Blackshirt Bn (5), 1-2-6 It Arm Car Bn (Mntrto)

26 Jan: Add to Dead Pile: 21 Pz Div (2-5 Pz Bn, 104 PG Rgt, 39 PJ Bn), (7)-4-3 PJ Bn (1-43), **Entry Area E:** 21 Pz Div (3 Recon Bn, 1-5 Pz Bn, 155 Arty Bn, 1x Organic Truck), 10-5-3 Inf Rgt (Afrika), 9-3-3 Arty Bn (4-2), 17-3-3 Arty Rgt (Afrika 1), 4-5-8 PJ Bn (605 PJ), (7)-5-3 PJ Bn (1-18), 5-3-3 It Inf Rgt (7.Brs), 3-1-3 It MG Bn (281)

29 Jan: Add to Dead Pile: Pistoia It Inf Div (350 MG Bn), Trieste It Inf Div (65 Inf Rgt), GGFF It Inf Div (GGFF Inf Rgt, 136 Arty Rgt), **Entry Area E:** Pistoia It Inf Div (35, 36 Inf Rgt, 31 Assault Eng Bn, 3 Arty Rgt, Prov Arty Rgt), Trieste It Inf Div (66 Inf Rgt, 21 Arty Rgt), GGFF It Inf Div (8.Brs Inf Rgt, 9 Inf Bn, Prov Arty Bn), 8-0 It Corps HQ (20 It), 8-2-2 It Arty Bn (16), 10-2-2 It Arty Rgt (Prov). 2-3-3 It Marine Bn (S.Mrco)

1 Feb: Add to Dead Pile: (7)-4-3 PJ Bn (2-25), LaSpez It Inf Div (125 Inf Rgt), **B Group:** HG Pz Div (Gren Inf Rgt), 1-2-3 March Bn (A.27), 1x Truck Point, **Entry Area E:** 14-0 Corps HQ (DAK), 8-0 It Corps HQ (21 It), 18-2-2 It Arty Rgt (24), LaSpez It Inf Div (39 Arm Car Bn, 126 Inf Rgt, 6 Blk Bn, 80 Arty Rgt, Prov Arty Bn) **Add to Axis Reserve Marker Pool:** 5x Reserve Markers

Exchange: Remove all of 1-5 FJ, 2-5 FJ, and 3-5 FJ from the game and place HG Pz Div (Jäger PG Rgt) in Tunis. If all three FJ Bns are not available on the map (not dead or in a Holding Box), this exchange is postponed until all three are in play. Otherwise, the situation of the FJ does not matter. The player can postpone this exchange until any later turn in which the conditions are fulfilled—or he can choose to never execute it. Place the exchanged 5 FJ Battalions into the dead pile and they are eligible for rebuilding.

5 Feb: Dead Pile: 4-5-3 Oasis Bn (300zvb), **Sicily Box:** 1x Ju.87d, **Entry Area E:** 164.Le PG Div (220 Recon Bn, 125, 433, 382 Inf Rgt, 220 Arty Bn), 2-4-6 It Arm Car Bn (Lodi), 8-5-3 Para Inf Bde (Ramcke), (7)-5-3 PJ Bn (1-33), 9-3-3 Arty Bn (2-115)

8 Feb: Dead Pile: 90.Le PG Div (155 Inf Rgt, 1x Organic Truck), **Entry Area E:** Centro It Pz Div (14 Pz Bn, 5.Brs Inf Rgt, 131 Arty Bn), 90.Le PG Div (580 Recon Bn, 200, 361 Inf Rgt, Kolbeck Inf Bn, 190 Arty Rgt), 2-3-6 It Arm Car Bn (Nizza), 17-3-3 Arty Rgt (104)

12 Feb: Add to Dead Pile: 15 Pz Div (2-8 Pz Bn, 33 PJ Bn), **Entry Area E:** 15 Pz Div (33 Recon Bn, 115 PG Rgt, 33 Arty Rgt, 1x Organic Truck), 3-4-8 PJ Bn (606), **Sicily Box:** 1x It MC.200

22 Feb: Sicily Box: 1x It MC.202, **Entry Area D:** 4-3-3 Arab Rgt (DAL)

1 Mar: A Group: 3-1-3 It MG Bn (60), 2-1-3 It MG Bn (252), 2-1-3 It Inf Rgt (52), 3-3-3 It Para Inf Bn (Loreto), 3-3-3 March Bn (A.33), **B Group:** Superga It Inf Div (570 Blk Bn), HG Pz Div (HG Recon Bn, 1-HG Pz Bn, 1-HG PJ Bn), 999.Ak Inf Div (961, 962 Inf Rgt, 999 Arty Rgt)

1 Apr: Entry Area D: 2-4-3 Inf Bn (P.Afrcn), **A Group:** 2-3-3 It Inf Bn (50.Brs, 51.Brs), 3-2-6 It AG Bn (359), **B Group:** 8-5-5 Pz Bn (504)

Common Rebuild Table

(Ignore Mountain and Motorization Designations)

Infantry-type Units	
Arab Rgt	2x Pax
Assault Engineer Bn	1x Pax
Bicycle Bn	1x Pax
Blackshirt Bn	1x Pax
Commando Bn	2x Pax
Flamethrower Bn	1x Pax
Infantry Rgt or Bde	2x Pax
Infantry Bn	1x Pax
Marine Bn	1x Pax
Mechanized or PG Rgt	2x Pax, 1x Eq
MG Bn	1x Pax
Oasis Bn	1x Pax
P.Afrcn or March Bn	1x Pax
Parachute Infantry Bn, or Rgt	2x Pax
Para Engineer Mech KG	1x Eq

Armor, Cavalry, Anti-Armor-type Units	
Armored Car Bn	1x Eq
Armored Recon Bn	1x Pax, 1x Eq
AG Bn	1x Eq
Cavalry Bn	1x Pax
Motorcycle Bn (Truck Mvt)	1x Pax
Tank Bde	2x Eq
Tank or Pz Bn	1x Eq
TD Rgt	2x Eq
TD or PJ Bn	1x Eq

Artillery-type Units	
Artillery or Armored Artillery Bn	1x Eq
Artillery Rgt	2x Pax, 1x Eq
Werfer Bn	1x Eq

Rear Area, Support-type Units	
HQ	3x Pax, 2x Eq, 1 Truck Point
Police Bde	2x Pax
Police Bn	1x Pax
Static Regiment	2x Pax
Territorial Bn	1x Pax

Terrain Effects Chart

Terrain	Combat	Special Combat Mods			MP Costs		
		Armor	Mech	Other	Track	Truck	Leg
Wadi	ot	[x1/2]	[x1/2]	x1	+3	+5	+1
Open	Open	[x2]	[x2]	x1	1	1	1
Salt Marsh	Close	x1/2*	[x1/2]*	x1	P	P	2
Rough	Close	[x1/2]	[x1/2]	x1	3	5	2
Mountain	Close	x1/3*	[x1/2]*	x1	P	P	All
Low Hills	Close	x1	x1	x1	1	2	1
Sec Road	ot	—	—	—	1/2	1/2	1/2
Railroad	ot	—	—	—	1	1	1
Primary Road	ot	—	—	—	1/3	1/3	1/3
National Border		no effects →					
MinorRiver	ot	[x1/2]	[x1/2]	[x1/2]	+3	+5	+1
Minor City	Very Close	x1/2	[x1/2]	x1	no additional effect		
Village	Close	x1	x1	x1			
Point of Interest	ot	no effects					
Entry Area		no effects					
Air Entry Point		no effects					
Port		no effects			no additional effect		
Lake Hexside	ot	no effects			P	P	P

Note: * For use when a road allows movement. [#] affects attack only, defense is x1.
Values not in brackets affect attack and defense.
ot= Use Other Terrain in the hex.

The Gamers