

TUNISIA II

Allied Arrivals (1.1)

All are CW unless stated otherwise. New units enter play per 2.1 and 2.2.

Those without a specified entry location have the option to arrive at either Entry A or the Algiers Box.

15 November

3-5-3 Commando Bn (1 Cdo)
34 US Inf Div (Arty Rgt)

19 November

1 US Arm Div (1-1, 1-13 Arm, 6 BG
x1)
(3)-2-5 US TD Bn (701)

22 November

6 Arm Div (38 Irish, 10 Rf Inf, Arty)
1 US Arm Div (2-13 Arm)
(3)-2-5 US TD Bn (601)
1x Truck Point (loaded)

Entry Hex B or Algiers Box:

12-0 Corps HQ (5)
24-2-3 Arty Grp (5 M)
12-2-3 Arty Grp (5 FA)
(5)-3-3 AT Grp (5 AT)
1x Mule Point ('F')

Algiers Box:

78 Inf Div (56 Rec AC, 1 Gds Inf)
6 Arm Div (2 Lo Arm)

26 November

1 US Arm Div (81 Recon, 2-1, 3-1,
3-13 Arm, 6 BG x1, 'F' Truck)
1x Truck Point (loaded)
8-0 Fr Corps HQ (19)
Alger Fr Inf Div (all 5 units)
2-2-6 Fr Arm Bn (Maz, Lép)
3-3-6 Fr AC Rgt (5 CdA)
4-4-3 Fr Inf Rgt (1 Lgn)

29 November

1x US C-47

1 December

DMC Fr Inf Div (all 5 units)
2-2-4 Fr Mixed Rgt (3 Sphs)
4-2-8 US Lt Bn (70)
1x Reserve Markers
2x Supply Cache Markers (option)

New Surge (Inactive):

1x US B-17
2x US P-38

5 December

New Surge (Inactive):
1x Wellington

12 December

1 US Inf Div (18 Inf)
20-2-3 US Arty Rgt (17)
1x US B-25

15 December

20-2-3 US Arty Rgt (36)

19 December

(3)-2-5 US TD Bn (813)
Maroc Fr Inf Div (1 TM, 7 Moc Inf)

22 December

1 US Arm Div (Arm Arty)

29 December

14-0 US Corps HQ (2)
4-2-3 US Eng Rgt (19)
3-3-7 US Recon Bn (91)
1x US B-26
Maroc Fr Inf Div (1 REC AC, 3 Lgn
Inf, Arty)

1 January

1 US Inf Div (26 Inf)
1x Truck Point (loaded)
3x US P-39
1x Reserve Markers
2x Supply Cache Markers (option)

New Surge (Inactive):

1x US B-24

5 January

46 Inf Div (139 Inf)
Add 1 step to any CW F-Type plane

12 January

1 US Inf Div (16 Inf, Arty)
46 Inf Div (128 Inf, Arty)

Remove: any 1 Truck Point (see 1.4c)

15 January

46 Inf Div (138 Inf)
4-3-3 Fr Inf Rgt (CFdA)

22 January

6-2-6 US Arm Bn (751, 752, 755)
(3)-2-5 US TD Bn (894)
1x Truck Point (loaded)

26 January

(5)-2-3 US TD Bn (1-213 CD)

29 January

6-2-6 US Arm Bn (756)

Tripoli Box (DAF, see 2.5):

3x US P-40 1x US B-25
3x Spit.V 2x Ktyhk
3x Ktyhk.II 1x Boston
1x Hurri.II (reduced)
2x Baltimore (1 is reduced)

Tripoli is now Allied

DAF basing is restricted to Tripoli

1 February

3-5-3 US Commando Bn (1 Rngr)
4-2-6 US TD Bn (776, 899)
1x Fr LeO.451
2x Reserve Markers
2x Supply Cache Markers (option)

5 February

34 US Inf Div (133, 135, 168 Inf)
7-2-5 Arm Bn (51 RTR, NIH)

8 February

(3)-2-5 US TD Bn (805)

Exchange:

6 Arm Div (2 Loth and 17/21 L Arm)
upgrade to "Lo+" and "L+".

12 February

7-3-5 Arm Bn (142)
24-2-3 Arty Grp (1 M)
12-2-3 Arty Grp (1 FA)
6-3-5 Arm Arty Bn (23)
9 US Inf Div (39 Inf)

Remove:

4-3-6 Fr Mech Rgt (Coutx)
2-2-6 Fr Arm Bn (Maz, Lép)

15 February

9 US Inf Div (47 Inf)

*Begin checks for 8th Army release!
(Optional fixed arrival is 19 February)*

19 February

6 Arm Div (16/5 L Arm)
9 US Inf Div (60 Inf, Arty)
1x Truck Point (loaded)

No turn on 29 February!

1 March

2x US B-25
3x Reserve Markers
2x Supply Cache Markers (option)

New Surge (Inactive):

1x US B-17

DAF basing is now unrestricted

8th Army

Arrives at Entry E over several turns

Turn of release

7 Arm Div (11 H AC, 4 CLY, 1 KDG,
1 RD, 1 RTR, 5 RTR Arm, 1 Rfl,
1 KRRC, 131 Inf, Arty, 'F' Truck)

One turn after release

2 NZ Inf Div (all 11 units)

Two turns after release

51 Inf Div (all 5 units)

Three turns after release

12-0 Corps HQ (10, 30)
6-3-4 Arm Bn (40 RTR, 50 RTR)
2-3-3 Inf Bn (11 KRRC)
6-3-5 Arm Arty Bn (121)
6-4-3 Inf Bde (201 Gds, L Force)
24-2-3 Arty Grp (8 M, 10 M, 30 M)
12-2-3 Arty Grp (8 FA)
(5)-3-3 AT Grp (10 AT, 30 AT)
4 Truck Points (loaded)

Four turns after release

50 Inf Div (all 4 units)

Five turns after release

1 Arm Div (all 8 units)

Six turns after release

4 Ind Inf Div (all 4 units)

5 March

6-2-3 US Eng Rgt (20)
20-2-3 US Arty Rgt (178)
6-2-5 US Arm Arty Bn (58, 62, 65)

Tripoli Box:

1x Hudson

Add to Dead Pile:

7 Arm Div (Greys)
6-3-4 Arm Bn (46 RTR)

Latest possible turn of 8th Army release!

12 March

Remove: any 1 Truck Point (see 1.4c)

22 March

1x Truck Point (loaded)

Entry Hex B or Algiers Box:

12-0 Corps HQ (9)
24-2-3 Arty Grp (9 M)
12-2-3 Arty Grp (9 FA)
(5)-3-3 AT Grp (9 AT)
1x Mule Point ('F')

Exchange:

6-2-6 US Arm Bn (752) becomes a
4-2-6 US Arm Bn (2642).

26 March

1 Inf Div (all 4 units)

29 March

6-3-6 Fr Arm Bde (Blindé)

1 April

2x US B-26
2x Supply Cache Markers (option)

5 April

4 Inf Div (all 7 units)

15 April

2x US P-40
Oran Fr Inf Div (all 4 units)

Remove:

3-5-3 US Commando Bn (1 Rngr)
3-4-3 US Para Bn (2-509)
3-4-3 Para Bn (1, 2, 3)
DMC Fr Inf Div (all 5 units)
3-3-6 Fr AC Rgt (5 CdA)

19 April

Entry Area E:
56 Inf Div (all 3 units)

1 May

2x Supply Cache Markers (option)

5 May

3 US Inf Div (all 4 units)

12 May

Remove: any 1 Truck Point (see 1.4c)

Last turn is 29 May!

Allied Repl Table

<i>Roll</i>	<i>Repls</i>
2 - 6	None
7 - 8	Faction
9 - 12	Pax, Eq, Air, Special

-1 to above roll if a Mud turn

Faction: Roll to see which Faction can rebuild a ground unit and one step of aircraft:

1-3 = Commonwealth
4-5 = American
6 = French

Special: Refit 3 Surge planes and place an Air Strip.

Allied Shipping Chart

<i>Month</i>	<i>Sea Cap</i>	<i>Rail Cap</i>
Nov-Dec	1	2
Jan-Feb	1	3
Mar-May	2	4

Note SP also arrive (per 2.4b)
at Entry E (3 SP)

Common Rebuild Chart

These Combat Units Cost 1 Eq:

all "Armor" (Yellow-symbol)
all "Mech" (Red-symbol)
all Artillery, AT, and Flak

These Combat Units Cost 1 Pax:

all other combat units
(HQ, inf, etc.)

Specialty Types:

Eq/Pax = no rebuilds
Truck/Wagon = see OCS 13.5e
Planes = each Air rebuilds 2 steps

See 1.4 for details