

# TUNISIA II

## Axis Arrivals (1.1)

*All are German unless stated otherwise.*

*New units enter play per 3.1 and 3.2.*

### 19 November

#### **Sicily:**

1x He.111 (reduced)  
1x Fw-190A

#### **Sicily "B Group":**

10 Pz Div (10 Krd Bn)

#### **Entry Hex C or D:**

8-0 Corps HQ (90)

### 22 November

1x Bf.109G (reduced)

### 26 November

1x Me.323 (reduced)

#### **Sicily "B Group":**

10 Pz Div (I-7, II-7 Pz, 90 PJ, 90 Arty,  
'F' Truck)  
4-5-5 Tiger Co (1/501)

#### **Entry Hex C or D:**

3-3-3 It Motorcycle Rgt (T Brs)

### 1 December

1x It MC.202 (reduced)  
1x Reserve Markers  
1x Supply Cache Markers (option)

#### **Sicily "A Group":**

Superga It Inf Div (91 Inf, 'F' Truck)  
(6)-4-5 It PJ Bn (Mlmrt)  
10 Pz Div (69 PG, 86 Inf)  
21-3-3 Arty Grp (Broich)  
2-2-3 March Bn (A-26)  
2-3-3 March Bn (A-24)  
(7)-4-3 LW Flak Bn (II-52, I-54)

#### **Sicily "B Group":**

8-0 It Corps HQ (30)  
9-2-2 It Arty Grp (30)  
334 Inf Div (754, 755 Inf, 756 Mtn)  
1x Truck Point (loaded)

**Remove:** 1x Bf.109G, 1x He.111+Gldr

### 8 December

1x Ju.88

**Remove:** 1x He.111

### 15 December

#### **Any Axis Air Base:**

1x Hs.129 (reduced)

### 22 December

#### **Entry Area E:**

6-4-3 Inf Rgt (47)

### 26 December

Add 1 step to any It F-Type plane

### 1 January

1x It MC.200 (reduced)  
1x Reserve Markers  
1x Supply Cache Markers (option)

#### **Sicily "A Group":**

334 Inf Div (334 Bicycle, 334 Arty)  
2-5-3 Commando Bn (Könen)  
19-3-3 Werfer Bn (I-71, II-71)  
12-3-2 It Arty Rgt (29)  
16-2-2 It Arty Rgt (8)  
4-3-3 It MG Bn (70 Brs)  
2-0-3 It Inf Rgt (Ter)  
3-2-3 It Flm Bn (2)

#### **Sicily "B Group":**

4-5-5 Tiger Co (2/501)  
1x Truck Point (loaded)

**Remove:** 1x Ju.52, 1x It MC.202

### 5 January

1x It G.50 (reduced)

#### **Entry Hex C or D:**

3-3-6 It Pz Bn (15)  
1x Mule Point ('F')

### 12 January

**Remove:** any 1 Truck Point (see 1.4c)

### 15 January

#### **Entry Hex C or D:**

2-1-3 It Static Rgt (T Vol)  
3-0-3 It MG Bn (Prov)

#### **Entry Area E:**

2-2-3 It MG Bn (Aosta)

### 19 January

#### **Entry Area E:**

2-0-3 It MG Bn (GAF)

### 22 January

#### **Any Axis Air Base:**

1x Ju.87 (reduced)  
1x Bf.109F-4 (reduced)  
1x Fw-200 (reduced)  
1x It MC.200

Add 1 step to any LW F-Type plane

#### **Entry Area E:**

3-3-6 It Lt Bn (Novara)  
3-0-3 It Inf Rgt (350)  
2-1-3 It Inf Rgt (Pavia, Savona)  
3-1-3 Blk Inf Rgt (1)

### 26 January

#### **Entry Area E:**

21 Pz Div (3 Recon, I-5 Pz, 104 KG  
x1, 155 Arty, 'F' Truck)  
6-5-3 Inf Rgt (Afrika)  
15-3-3 Arty Rgt (Afr-1)  
4-5-8 PJ Bn (605)  
(7)-4-3 LW Flak Bn (I-18)  
5-4-3 It Inf Rgt (7 Brs)  
3-1-3 It MG Bn (281)

#### **Mostly Dead (see 1.4d):**

21 Pz Div (II-5 Pz, 104 KG x1)  
4-4-3 Oasis Bn (300zvb)  
(7)-4-3 LW Flak Bn (19\*)

### 29 January

#### **Entry Area E:**

Pistoia It Inf Div (all 4 units)  
GGFF It Inf Div (all 4 units)  
8-0 It Corps HQ (20)  
11-2-2 It Arty Grp (20)  
21-2-2 It Arty Rgt (Prov)  
3-3-3 It Marine Bn (S.Mrco)

### 1 February

#### **Any Axis Air Base:**

1x Bf.109G  
 1x It MC.202  
 1x It SM.82  
 5x Reserve Markers  
 1x Supply Cache Markers (option)

#### **Sicily "B Group":**

HG Pz Div (1, II/2 Inf)  
 2-2-3 March Bn (A-27)  
 1x Truck Point (loaded)

#### **Entry Area E:**

10-0 Corps HQ (DAK)  
 5-5-3 LW Para KG (Ramcke x1)  
 8-0 It Corps HQ (21)  
 15-2-2 It Arty Grp (21)  
 La Spezia It Inf Div (39 AC, 126 Inf, 80 Arty)  
 Trieste It Inf Div (66 Inf, 21 Arty, 'F' Truck)

#### **Mostly Dead (see 1.4d):**

Trieste It Inf Div (101\* Recon, 65 Inf)  
 La Spezia It Inf Div (125 Inf)  
 5-5-3 LW Para KG (Ramcke x1)

### 5 February

#### **Entry Area E:**

164.Le Inf Div (all 5 units)  
 18-3-3 Arty Rgt (Afr-2)  
 (7)-4-3 LW Flak Bn (I-33)

### 8 February

#### **Entry Area E:**

Centauro It Pz Div (all 4 units)  
 2-4-6 It AC Bn (Nizza)

### 12 February

#### **Entry Area E:**

15 Pz Div (I-8 Pz, 33 Recon, 115 KG x1, 33 Arty, 'F' Truck)  
 90.Le Inf Div (580 Recon, 200, 361, Klbck Inf, 190 Arty, 'F' Truck)

**Remove:** any 1 Truck Point (see 1.4c)

#### **Mostly Dead (see 1.4d):**

15 Pz Div (II-8 Pz, 115 KG x1)  
 90.Le Inf Div (155 Inf)  
 3-3-3 Flak Bn (Briel\*)

### 26 February

1x Bf.109G

**Remove:** 1x Ju.88, 1x Fw.200

*No turn on 29 February!*

### 1 March

1x Bf.109F (reduced)  
 1x Mixed Tpt  
 1x Supply Cache Markers (option)

#### **Exchange:**

10 Pz Div (10 Krd) becomes 10 Pz Div (10 Recon)

#### **Sicily "A Group":**

2-3-3 March Bn (A-33)  
 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 Bn (Loreto)

#### **Sicily "B Group":**

999.Le Inf Div (all 3 units)  
 HG LW Pz Div (HG Recon, 3/I Pz, I Flak, 'F' Truck)  
 2-1-3 Blk Inf Bn (570)

### 12 March

**Remove:** 1x Ju.88 (non-Surge)

**Remove:** any 1 Truck Point (see 1.4c)

### 15 March

1x Ju.88

#### **Sicily "B Group":**

4-5-5 Tiger Co (1/504)

### 26 March

Add 1 step to any It F-Type plane

### 29 March

**Remove:** 1x MC.202

### 1 April

1x Ju.52  
 1x Bf.109G (reduced)  
 1x Ju.88 (reduced)  
 1x Supply Cache Markers (option)

#### **Sicily "A Group":**

2-3-3 It Inf Bn (50 Brs, 51 Brs)  
 3-2-6 It AG Bn (359)

#### **Entry Hex C or D:**

3-3-3 Arab Rgt (FAL)  
 2-4-3 Inf Bn (Ph.A)

### 8 April

Add 1 step to any It F-Type plane

### 12 April

**Remove:** any 1 Truck Point (see 1.4c)

### 15 April

1x Fw.190A-5 (reduced)  
 1x It SM.82 (reduced)

### 19 April

Add 1 step to any It F-Type plane

### 22 April

1x It MC.205

### 1 May

1x Supply Cache Markers (option)

### 12 May

**Remove:** any 1 Truck Point (see 1.4c)

*Last turn is 29 May!*

## **Axis Repl Table**

<i>Roll</i>	<i>Repls</i>
2 - 7	None
8 - 9	Faction
10 - 12	Pax, Eq, Air, Special

-1 to above roll if a Mud turn and/or March, April, or May Faction: Roll to see which Faction can rebuild a ground unit and one step of aircraft:

1-4 = German  
 5-6 = Italian

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

## **Axis Shipping Chart**

<i>Month</i>	<i>Sea Cap</i>	<i>Rail Cap</i>
November	2	0
December	3	0
January	5	0
February	4	0
Mar-May	3	0

## **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*