

Scenario 2 Allied Setup

Tunisian Campaign

Reserve Markers Available: 3
Dead Pile: None
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

A30.26:

11 36 78 Inf 6 3 3

6 2 3


A17.26:

3 3 4 3

6 3 5 3

Schw Pol 3 2 3

Merl Pol 3 2 3



1

A35.23:

Zauv 2 3 3

A17.22:

17/21L 6.A 6 4 6

1 Derby 3 4 6


6.A 4T 4 5

A40.22:


Coutx 4 3 6

A2.18:

Regn Pol 3 2 3



1 10



1 10

A36.11:

Sahel Mx 3 3 4

A35.02:

4 Tim 5 3 3

A19.06:

2 509 3 4 3

Algiers Box:

Acty 18 2 3

1 3 4 3

2 3 4 3

Repl FAX 0 0 5

Repl EQ 0 0 10

Level-1 Air Bases: A17.25, A06.25, A03.18
Air Strips: A19.17, A19.06, A13.20
Algiers Box Air Bases

At any air bases:





Surge Planes:



The Allies control three ports at start: Philipeville, Bône and Tabarka.

TUNISIA II

THE CAMPAIGN FOR TUNISIA

Nov 1942/MAY 1943



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Visual OOA, Tunisia II, by Chip Saltsman

Scenario 2 Axis Setup

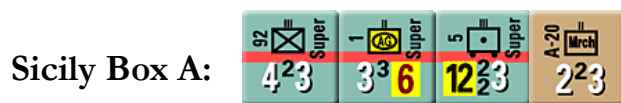
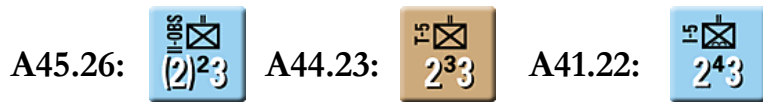
Tunisian Campaign

Reserve Markers Available: 4

Dead Pile: None

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table



Level-2 Air Bases: A48.25, A48.09

Level-1 Air Bases: A45.26, A44.31, A21.05, A12.10, B56.30, B54.10, B48.17

Air Strips: A52.18, A47.22, A41.28

Sicily Box Air Bases

At any air bases:



At any air bases:
(Inactive)



Surge Planes:
(inactive)



The Allies control three ports at start: Philipeville, Bône and Tabarka. The rest are initially under Axis control.



Visual OOA, Tunisia II, by Chip Saltsman

Allied Arrivals Tunisia II

New units enter play per 2.1 and 2.2. Those without a specified entry hex location have the option to arrive at either Entry A or the Algiers Box.

15 Nov



19 Nov



22 Nov



Entry Hex B
or Algiers Box:



Algiers Box:



26 Nov



29 Nov



Note that Transport Points and Reserve Markers are given national colors but can be used by any of a player's units regardless of faction, as can generic units (such as SP and Eq).

1 Dec



See 2.6 regarding counters with dashed yellow lines at top

New Surge
(Inactive):



Add to Allied
Reserve Pool:



5 Dec New Surge (Inactive):



12 Dec



15 Dec



19 Dec



22 Dec



29 Dec



1 Jan




New Surge
(Inactive):



Add to Allied
Reserve Pool:



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5 Jan  Add 1 step to any CW F-Type plane

12 Jan     Remove any 1 Truck Point (see 1.4c)

15 Jan  

22 Jan      

26 Jan 

29 Jan  Tripoli is now Allied, Desert Air Force (DAF) basing is restricted to Tripoli

Tripoli Box (DAF, see 2.5):








1 Feb    

Add to Allied Reserve Marker Pool:




5 Feb     

8 Feb  **Ex-change:**   becomes:  
See 1.4b regarding Exchanges.

12 Feb     

Remove:   

15 Feb  *Begin checks for 8th Army release!*
(Optional fixed arrival is 19 February)
See next page for units

19 Feb     

No turn on 29 February!

1 Mar  

New Surge (Inactive) :  **Add to Allied Reserve Pool:**   

5 Mar      *Last possible turn of 8th Army release!*

Tripoli Box:  **Add to Dead Pile:**  

Allied Arrivals Tunisia II, page 3

12 Mar Remove any 1 Truck Point (see 1.4c)

22 Mar 1 45 Ex-change: becomes:

Entry Hex B
or Algiers Box:

26 Mar

29 Mar

1 Apr

5 Apr

15 Apr

Remove:

19 Apr
Entry Area E:

5 May

12 May Remove any 1 Truck Point (see 1.4c)
Last turn is 29 May!

8th Army *Arrives at Entry E over several turns*

Turn of release

One turn after release

Two turns after release

Three turns after release

Four turns after release

Five turns after release

Six turns after release

Axis Arrivals Tunisia II

New units enter play per 3.1 and 3.2.

19 Nov
Sicily: **Sicily "B Group":** **Entry Hex C or D:**

22 Nov

26 Nov
Sicily "B Group": **Entry Hex C or D:**

Sicily "B Group":

1 Dec
 Remove:

Sicily "A Group":

Sicily "B Group":

8 Dec
 Remove:

15 Dec Any Axis Air Base:

Note that Transport Points and Reserve Markers are given national colors but can be used by any of a player's units regardless of faction, as can generic units (such as SP and Eq).

22 Dec Entry Area E:

26 Dec Add 1 step to any It F-Type plane

1 Jan
 Remove:

Sicily "A Group":

Sicily "B Group":

5 Jan
 Entry Hex C or D:

12 Jan Remove any 1 Truck Point (see 1.4c)

15 Jan **Entry Hex C or D:** **Entry Area E:**

19 Jan Entry Area E:

22 Jan Any Axis Air Base: Add 1 step to any LW F-Type plane

Entry Area E:

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26 Jan

Entry
Area E:

3 4 ⁵ 8 21Pz	1-5 5 ⁵ 8 21Pz	104 5 ⁴ 6 21Pz	155 13 ³ 3 21Pz	4T 4 ⁵ 45 21Pz	
Afrika 6 ⁵ 3	Afr-1 15 ³ 3	605 4 ⁵ 8	1-18 (7) ⁴ 3	7Brs 5 ⁴ 3	281 3 ¹ 3

Mostly
Dead:

11-5 6 ⁵ 8 21Pz	104 5 ⁴ 6 21Pz	300zvb 4 ⁴ 3	19* (7) ⁴ 3
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See 1.4d about "Mostly Dead"

29 Jan

Entry
Area E:

35 4 ² 3 Pisto	36 4 ² 3 Pisto	31 3 ⁴ 3 Pisto	3 9 ² 2 Pisto	Mafrto 2 ³ 6 GGFF	8Brs 4 ⁴ 3 GGFF
136 8 ² 2 GGFF	GGFF 4 ³ 3 GGFF	20 8-0 GGFF	20 11 ² 2 GGFF	Prov 21 ² 2	S.Micro 3 ³ 3

1 Feb

Any Axis
Air Base:

Bl.109G 5 1	MC.202 3 1	1P (1) 0	SM.82 186
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Sicily "B
Group":

1 6 ³ 3 HG.Pz	11-2 2 ² 3 HG.Pz	A-27 2 ² 3 HG.Pz	1 45 HG.Pz	1
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Entry
Area E:

DAK 10-0 La Spz	Rancke 5 ⁵ 3 La Spz	21 8-0 Trieste	21 15 ² 2 Trieste	39 2 ³ 6 La Spz
126 4 ² 3 La Spz	80 8 ² 2 La Spz	66 4 ³ 3 Trieste	21 9 ² 3 Trieste	Trieste 2T ^F 45

Mostly
Dead:

101* 3 ⁴ 6 Trieste	65 4 ³ 3 Trieste	125 4 ² 3 La Spz	Rancke 5 ⁵ 3 La Spz
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Add to Axis
Reserve
Marker Pool:

RESERVE	RESERVE	RESERVE	RESERVE	RESERVE
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5 Feb

Entry
Area E:

220 2 ⁵ 8 164	125 6 ³ 3 164	382 6 ³ 3 164	433 6 ³ 3 164	220 10 ³ 3 164	Afr-2 18 ³ 3	1-33 (7) ⁴ 3
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8 Feb

Entry
Area E:

Lodi 2 ³ 6 Centro	131* 4 ³ 6 Centro	5Brs 4 ³ 3 Centro	131 8 ² 3 Centro	Nizza 2 ⁴ 6
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12 Feb

Entry
Area E:

1-8 5 ⁵ 8 15.Pz	33 4 ⁵ 8 15.Pz	115 5 ⁴ 6 15.Pz	33 13 ³ 3 15.Pz	4T 4 ⁵ 45 15.Pz	
580 4 ⁵ 8 90	200 6 ⁴ 3 90	361 6 ⁴ 3 90	Kilck 2 ⁴ 3 90	190 11 ³ 3 90	90.Le 2T ^F 45

Mostly
Dead:

11-8 6 ⁵ 8 15.Pz	115 5 ⁴ 6 15.Pz	155 6 ⁴ 3 90	Briel* 3 ³ 3
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Remove any 1 Truck Point (see 1.4c)

26 Feb

Bl.109G 5 1

Remove:

Ju.88 (2) 12	1/2T (0) 0
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No turn on 29 February!

1 Mar

Bl.109F 3 0	1P (0) 0
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Exchange:

10 Krd 4 ⁵ 8 10.Pz

becomes:

10 4 ⁵ 8 10.Pz

See 1.4b regarding Exchanges.

Sicily "A
Group":

A-33 2 ³ 3 HG.Pz	60 3 ¹ 3 MG	252 2 ¹ 3 MG	52 2 ¹ 3 MG	Lorato 3 ³ 3
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Sicily "B
Group":

961 5 ⁴ 3 999	962 5 ⁴ 3 999	999 17 ³ 3 999	570 2 ¹ 3 999
HG 4 ³ 8 HG.Pz	3/1 2 ³ 8 HG.Pz	- (7) ⁴ 3 HG.Pz	HG.Pz 2T ^F 45

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12 Mar Remove:  Remove any 1 Truck Point (see 1.4c)

15 Mar  Sicily “B Group”: 

26 Mar Add 1 step to any It F-Type plane

29 Mar Remove: 

1 Apr   

Sicily “A Group”:   

Entry Hex C or D:  

8 Apr Add 1 step to any It F-Type plane

12 Apr Remove any 1 Truck Point (see 1.4c)

15 Apr  

19 Apr Add 1 step to any It F-Type plane

22 Apr 

12 May Remove any 1 Truck Point (see 1.4c)

Last turn is 29 May!