

OPERATIONAL COMBAT SERIES

Tunisia II (1.1)

©2019. Multi-Man Publishing, Inc. All Rights Reserved.

Game Design: Dean N. Essig

Development: John Kisner

Series Design: Dean N. Essig

Research Help: Dirk Blennemann, Paul Dallas, Mauro De Vita, Andrea Galliano, and Roland LeBlanc

Playtesting and Proofreading: Neal Baedke, Dan Bartlett, Allen Beach, John Bowen, LTC Burke Buntz, Steve Campbell, John Collis, Dave Demko, Lee Forester, Keith Fortner, Dave Friedrichs, Anthony Fuller, Owen Fuller, Don Gilbertson, Simon Hoare, Nolan Hudgens, Michael Junkin, Tom Klubi, John Leggat, David Mignerey, Rod Miller, Don Nesbitt, Dave Powell, Jim Reasoner, Nigel Roberts, Bob Runnicles, Boyd Schorzman, John Strycharz, Keith Todd, Ric Van Dyke, and Mark Veerman

Graphics: Dean N. Essig

Vassal Support: Jeff Coyle

Introduction

TUNISIA II 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 and death of the Afrika Korps.

This new edition is similar to the original game from 1995, but features a revised order of battle, modified rules, and new maps. We are really happy to have this classic design updated and back in print!

This revised rulebook includes a new Addenda on page 13.

*Dedicated to the memory of
our good friend Gordon Dainty.*

1.0 General Rules

1.1 Map Notes

1.1a Railroads. Both sides can use the rail net for trace supply. Only the Allies have a Rail Cap (OCS 13.3a) for transporting SP and units and this can **only** be used in Algeria. Rail hexes in Tunisia can be used for trace supply, but not for literal transport.

“Point of Interest” hexes (locations too small to rate being called villages) are Detrainable hexes (OCS 13.3c).

1.1b Mareth Line. The pre-war Mareth Line is printed on Map B as Level 2 Hedgehogs. While these hexes can be improved to Level 3 or 4, they can never be reduced below Level 2. (Don’t use actual Hedgehog markers on these hexes unless they are improved.)

1.1c Air Entry Points. Along the coast are many “Air Entry Points” (AEPs), which are hexes where air units from the Off-Map Boxes can enter the play area. An AEP lists one or more Off-Map Boxes and the number of hexes distant. A given AEP is only connected to the Off-Map Boxes listed. To move from the Off-Map Box to a given AEP (or vice versa) requires the expenditure of the listed number of hexes. Air units must have the required number of hexes of range in order to use the AEP.

***Design Note:** The AEP locations have been intentionally changed (from the old game) so the Axis cannot build a base within half range of Ju-52s in Sicily.*

***Example:** The AEP in hex A47.31 says “Sicily: 38,” so an air unit starting in the Sicily Box can enter the AEP’s hex by expending 38 hexes of range. In reverse, an on-map air unit could return to Sicily by*

moving to the AEP’s hex and then expend 38 range hexes.

1.1d Mountain Hexes. Mountains are represented by the two darkest shades of brown. The presence of either color makes it a Mountain Hex—there is no requirement for the darkest “mountain top” to be present.

1.1e Blocked Hexsides. A full lake or sea hexside is Prohibited for all movement classes—they are treated like a “Blocked” hexside on the TEC. (Note a partial lake or sea hexside has no effect.)

1.2 Off-Map Boxes

There are three off-map boxes: Algiers (2.3a), Tripoli (2.3b), and Sicily (3.2a). In these boxes:

- No combat or barrage is allowed.
- There are nominal HQs for rebuilds.
- There are infinite capacity ports.
- There are infinite supply dumps.

1.2a Off-Map Airfields. Abstracted air bases in off-map boxes can refit a certain number of planes per Refit Phase. This is noted in the boxes—for instance, 12 air units can refit every turn in Algiers (and this is reduced to 6 during Mud). Note there are no limits on the total number of air units that can be Active in these boxes. Movement to and from these boxes is done via Air Entry Points (see 1.1c).

Off-map air bases cannot be upgraded.

1.3 Weather

Weather will traverse through a winter rainy season and on into spring.

1.3a Roll for weather on every turn, including the first turn of a scenario.

1.3b On the Weather Determination Table roll two dice to create an “11 to 66” result (red die is the first digit, white die is the second, so a red 5 and white 3 is a 53) during the Weather Determination Segment. The result will be Flight (everything is normal), No Flight (see OCS 14.1f), or No Flight & Mud (see 1.3c).

1.3c Mud. A If the current weather is Mud, players must conduct a Simulcast Turn (OCS 2.4). In addition:

- Reduce the MA of air and ground units to zero (but ground units can change modes). The only possible movement is by rail or sea transport.
- Check for trace supply. Mark units out of supply normally, but never make attrition checks during Mud.
- In a port or Entry Hex, stacking limits and rightward barrage density shifts are ignored until units have a chance to unstack.
- Construction and/or repair is not allowed (of hedgehogs, ports, etc.)
- Air bases refit at 1/2 normal rate.

Design Note: Mud effectively shut down the Tunisian Theater for about half of January 1943. The simulcast sequence is designed to get players through the Mud season as quickly as possible. 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 a 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 a prolonged Mud period while cut-off. If that happens, remember the troops are not engaged in active operations at the time so their subsistence needs are minimal.

1.4 Reinforcements

There are two types of reinforcements, those obtained from the Repl Table and the ones listed on the Arrival Schedule.

1.4a Variable Repls. A player rolls on the Repl Table to check for variable arrivals during his Reinforcement Phase.

Each side has a unique table. Variable Reinforcements arrive per 2.1 and 3.1.

Pax, Eq, and Air Repls. These are used per OCS 13.5. Air can rebuild 2 steps and cannot be saved. Eq cannot be used to rebuild planes.

Faction. Rebuild one combat unit and one step of aircraft for a faction (see 1.12a) randomly chosen per the note under the Repl Table.

- The combat unit can arrive at any friendly HQ (or Algiers/Sicily).
- The aircraft step can be rebuilt at any friendly air base (this includes Algiers/Sicily/Tripoli).
- Faction rebuilds cannot be saved, so will sometimes go unused.

Example: On a Faction result the Axis player rolls again and gets an “Italian.” He rebuilds the destroyed 557th AG Bn (at DAK HQ, near Gabés) and recovers a weakened MC.202 to full strength (at Depienne air strip).

Special. The player can do **both** of the following (right away; no saving for a later turn or phase):

- Refit three Surge planes (1.7), and
- Place an Air Strip (1.11d).

1.4b Arrival Schedules. The Allied and Axis arrival charts trace the comings and goings of units during the campaign. A few unusual things to keep in mind:

Add 1 Step. These rebuild one air step of a specific faction and type, such as “LW F-Type.” These cannot be saved, so if all such planes are full strength the repl is wasted.

Exchanges. Unit exchanges occur due to equipment changes. Exchanges are handled by simply removing the old counter (whatever its situation) from play and replacing it with the new one. The new unit acquires the same traits as the old unit: out of supply, exhausted internals, in strat mode, etc. There is one special case: If the old unit is in the Dead Pile, the new unit will arrive as if a normal (living) reinforcement.

Removals. Some units are called on to be “Removed” by the arrival charts. Such units are literally removed from

play, regardless of their current situation (on-map, holding box, dead pile). Supply need not be expended to remove a unit that would normally need fuel to move. Some of these units will return again, some are gone for good.

1.4c Truck Removals. Any combination of Truck Points adding up to the indicated removal is fine. Any type of truck (organic, regular, or charcoal) can be removed, and they are allowed to unload first (even Organic Trucks).

1.4d Mostly Dead. The Axis has three reinforcement entries that reflect the depleted condition of Panzer Armee Afrika. Randomly choose **one unit** from each batch of four “mostly dead” units to arrive at Entry E. Place the rest of the units in the Dead Pile.

Example: On 1 Feb 43 four Axis arrivals are “mostly dead.” The player puts the units in a cup and blindly draws out the 125th Rgt to arrive at Entry E. He places the other three units in the Dead Pile.

Design Note: We randomize the “mostly dead” for variety. Remnants of these units were all fighting in Tunisia, so these are definitely not hypothetical! The Kasserine setup reflects these survivors: the 19th Flak, Trieste’s 101 Recon, and Briel Flak. Use these as fixed arrivals if you prefer.

1.5 No Stupid Entry Tricks

Destroy any unit, both air and ground, that violates the following:

- The Allies must stay at least 2 hexes away from Entry E **before** 15 Feb.
- The Axis must stay at least 2 hexes away from Entry E **after** 12 Feb.
- The Axis must **always** stay at least 2 hexes away from Entry A.

1.6 Mules, Wagons, Trucks

Neither side can create Extenders.

1.6a Charcoal Trucks. French chain-driven charcoal truck points were used by both sides to make up for transport shortages. These trucks are identified by the French flag on the counter,



as well as the unusual '10' Movement Allowance. A Charcoal Truck cannot be exchanged for a regular or organic truck.

1.6b Limited Captures. Only regular trucks can be captured. For organic or charcoal trucks, mules, or wagons any loaded SP is captured normally, but destroy these types of "captured" transport points.

1.6c Weird Sizes. Organic trucks come in three capacities: 6T, 4T, and 2T. To get 2T and 6T organic trucks back via Consolidation, you simply remove at least that number of trucks (can be regular and/or organic) from the map. Note a 6T truck can be used to satisfy a 1-point loss, but a 2T truck cannot.

1.6d Capture Rounding. Round the Transport losses to the nearest full point except when a 2T truck is in the hex, in which case you round to nearest 2T. Note that supply captures still round to nearest 1T.

Example: A stack of 1 regular truck point along with 2T and 6T organic trucks is overrun. A 50% result captures 1.5 trucks (we do not round further, since a 2T truck is present). The player decides to destroy the 6T organic truck (since organic trucks cannot be captured in this game). The surviving trucks are displaced.

1.7 Surge Planes



Planes with the gray crosses on them are Surge planes, and they have a few special rules:

- They must **always** be based at an off-map airfield.
- They can **only** be refit with a Special result (1.4a), which lets the player refit any three of his Inactive Surge air units (Mud does not reduce this). Surge refit does **not** count against the box's refit capacity.
- They can not be combined with non-Surge air units via Consolidation (OCS 13.9).

1.7a Strategic Bombers. B-17, B-24, and Wellington planes are limited to making barrages on the Facility Table. (No carpet-bombing of troops allowed!)

1.8 Ports & Shipping

Each turn players receive a Sea Cap Allowance (given in terms of SPs on the Shipping Charts). This allowance is used to move cargo (SP and ground units) between ports (both on-map and in Off-Map Boxes). See OCS 19.0f.

1.8a Dangerous Waters. The coast is divided into three zones that can be "dangerous" due to the proximity of enemy air-sea assets. **Use of Sea Cap is never allowed in dangerous waters.**

Golfe de Stora/Bône. Ports on the western half of Map A are always dangerous to the Axis.

Golfe de Tunis/Hammamet. Ports on the eastern half of Map A are always dangerous to the Allies.

Golfe de Gabés. Ports on Map B are never dangerous to either side.

1.8b Damage Markers. Use Step Loss markers—which are not otherwise used in this game—to record port damage.

1.9 Engineers

HQs, the two US engineer regiments, and the Luftwaffe Witzig battalion are Engineer-Capable (OCS 13.8a).

1.10 Intrinsic Port Flak

The Axis has two intrinsic flak points at both Bizerte and Tunis, and one point at Sousse. The Allies have one intrinsic flak point at Bône. Intrinsic flak has no combat value or size. It is permanently destroyed when an enemy combat unit enters the hex.

1.11 Enhanced Construction

These add theater-appropriate realism.

1.11a Small Ports. The cost to repair a port (OCS 19.0d) is reduced to its current capacity if damage has reduced that capacity to under 1 SP.

Example: Damage has reduced Sousse's capacity to 1T, so a hit is repaired for 1T.

1.11b Big Hogs. An Engineer-Capable unit is needed to **increase** the size of a

hedgehog—anything past Level-1 goes beyond what can be done by regular troops. The cost of the Big Hogs is also increased to Level + 1 (so a Level-2 costs 3 SP, a Level-3 costs 4 SP, and a Level-4 costs 5 SP). Other units can still construct Level-1 hogs (cost of 2 SP).

1.11c Hog Reduction. A hedgehog is reduced by one level when captured. Note this applies only to hedgehogs shown by counters—hogs printed on the map (1.1b) are handled normally.

1.11d Air Strips. Air Strips (see OCS 15.2) are used on a **modified** basis, per the following. Each side has just three of the counters, and one of them can be "placed" with a Special result (1.4a). No engineer is needed (so placement is even allowed on Mud turns), there is no supply cost.

- Air Strips can only be "placed" in Village and Point of Interest hexes that are in trace supply (from direct-draw or HQ-throw).
- Air Strips cannot be "placed" in a new location if planes are still based in the old location. See the Play Note for more on this.
- Air Strips can be upgraded to Air Bases, but this requires an engineer and costs the usual 3T.
- Air Strips are removed from the map (they cannot be captured) if the hex is entered by enemy combat units.

Play Note: When placing an Air Strip, a player can either move an existing Air Strip to a new location (essentially closing one landing field and then opening a new one), or bring an Air Strip back into play (after it was removed from the map due to having been upgraded to an Air Base or overrun by the enemy). Some planning and luck are involved in sequencing a shift of Air Strips to provide cover for operations like the Axis assault at Kasserine Pass. A key planning restriction to keep in mind is that an Air Strip is "stuck" if there are planes based there—if you're thinking of moving one, first either build it into a full air base or rebase the planes elsewhere!

1.12 Armies & Nationalities

1.12a Factions. The Axis consists of the German Army (Tan), Italian (Pale Green), and Luftwaffe (Light Blue). It is divided into two factions: the Italian and the German (including Luftwaffe).

The Allies are the British (Red Brown), New Zealand (Taupe), Indian (Brown), United States (Green), and Free French (Blue) units. It is divided into three factions: the American, the French, and the Commonwealth (British, Indians, and New Zealanders).

Two “French flag” infantry units are special:



Phalange Africaine infantry battalion was formed after Torch in Vichy and sent to Tunis late in the campaign.

Treat it as part of the **German faction** for all purposes.



L Force infantry brigade was politically distinct from the other French units. Treat it as part of the **Commonwealth faction** for all purposes.

1.12b Effects of Nationalities. Usually a player can use the forces under his command in any way he desires. The different Axis and Allied factions only have Cooperation issues when using Option 4.1.

1.12c BGs and KGs. Large regiments have been divided into a pair of units referred to as “6 BG” or “104 KG” with a “x1” or a “x2” to indicate if one or both is present. Each counter is 1 RE.



2.0 Allied Special Rules

2.1 Supply and Reinforcements

Entry A hexes and Bône (A17.26) are permanent Allied supply sources. Entry E hexes are additional supply sources *after* 8th Army is released (2.4a).

Note that ports do not provide trace supply, and that scenario special rules might give additional supply sources.

Per the Arrival Schedule, new combat units sometimes appear directly at an indicated Off-Map Box or Entry Area. Those without a specified entry location have the option to arrive at either Entry A or the Algiers Box.

Other new units deploy as follows:

- Air units appear Active in Algiers (unless noted otherwise).
- Pax and Eq arrive in Algiers.
- Faction Rebuilds: place the combat unit at any HQ and the air step at any air base.
- Breakout (OCS 12.8e) returns are put in any supply source hex.
- SP mostly comes from the infinite supply dumps in Algiers & Tripoli. Supply sent to the map is limited only by Allied shipping capacities (sea, air, and rail). Supply will also arrive at Entry E per 2.4b.

Example: On 15 November the Allies can ship in 1 SP by Sea Cap, another 2 SP by Rail Cap, and use their two C-47 units to each fly in 2T (their normal capacities will be doubled for a short trip). So 4 SP in all (assuming all transport used).

2.2 Algiers & Tripoli Boxes

Algiers and Tripoli have infinite supply dumps whose SP can be transported to the map. Transport Missions can fly cargo to on-map Allied airfields. Sea Cap can ship cargo to Allied ports (see 1.8). Rail Cap can rail cargo from Algiers to detrainable hexes that are connected to Entry A (per 2.2c).

2.2a Algiers. Algiers is available to the Allied player from the very beginning of the game. It acts as an entry point for some reinforcements (which can then be shipped to the map using the Allied Shipping or Rail Capacity).

2.2b Tripoli. The Allies take control of the Tripoli Box on 29 January. (Neither player can use the Tripoli Box prior to that date.)

2.2c Rail Limits. Allied Rail Cap can **only** be used in Algeria. Rail hexes in Tunisia can be used for trace supply, but not for literal transport.

2.3 Hip Shoots

Only the Desert Air Force (see 2.5) can make Hip Shoots.

2.4 The 8th Army's Entry

Montgomery, after his decisive victory at El Alamein, pursued Rommel during November and December across a thousand miles. Alas, the bulk of Panzer-armee Afrika was able to break loose and for a brief interval had freedom to operate in Tunisia before 8th Army arrived to threaten its southern flank. Entry of this powerful Commonwealth army is variable to make the duration of this period somewhat uncertain.

2.4a 8th Army Release. Beginning with the Allied Reinforcement Phase on 15 February, the Allied player rolls a die:

- On a 1-4, Monty fails to advance and another roll is made next turn.
- On a 5-6, the 8th Army is released. No more arrival rolls are needed.

If it hasn't occurred already, 8th Army release is automatic on 5 March (so too long a string of low rolls won't ruin the game).

2.4b 8th Army Supply. Starting when 8th Army is released, 3 SP arrives every turn at Entry E. No transport is used to place these SP on the map.

2.5 The Desert Air Force



The Desert Air Force (DAF) arrives on 29 January, when the Allies take control of the Tripoli Box. These planes are marked with a blue band, and have a few special rules:

- The DAF is in the Commonwealth faction (even the American planes).
- The DAF can make Hip Shoots.
- Consolidation (OCS 13.9) is only allowed with other DAF planes.

2.5a Restricted Use. Initially the DAF can only use the Tripoli Box air bases (its planes must always return to the Tripoli Box after a mission). The DAF is free from this basing restriction starting on 1 March.

Player Note: The basing restriction is not intended to limit the DAF missions in any other way—the planes are free to support Allied forces all over the map.

2.6 Theater Reserves



Some American tank units were held back from the war in Tunisia. These are marked with a dashed yellow stripe, and have a few special rules:

- They must stay in Algeria (on or west of the Tunisian border).
- Consolidation (OCS 13.9) is only allowed with other Theater Reserves.

The theater reserves are:

4-2-8 US Lt Bn (70)

6-2-6 US Arm Bn (752, 755, 756)

3.0 Axis Special Rules

3.1 Supply and Reinforcements

Bizerte (A44.31), Tunis (A48.24), and Sousse (A54.11) are permanent Axis supply sources. Entry E hexes are additional supply sources *before* the release of 8th Army (2.4a).

Note that ports do not provide trace supply, and that scenario special rules might give additional supply sources.

Per the Arrival Schedule, new combat units appear directly at an indicated Entry Area or the Sicily Box (see 3.2a).

Other arrivals deploy as follows:

- Planes appear Active in Sicily (unless noted otherwise).
- Pax and Eq arrive in Sicily Box B.
- Faction Rebuilds: place the combat unit at any HQ and the air step at any air base.
- Breakout (OCS 12.8e) returns are placed in any supply source hex.
- SP mostly comes from the infinite supply dump in Sicily. Supply sent to the map is only limited by Axis shipping capacities (sea and air).

3.2 Sicily Box

Sicily has an unlimited supply dump whose SP can be transported onto the map. Sea Cap can ship cargo to Axis ports (see 1.8); Transport Missions can fly cargo to on-map Axis airfields.

3.2a Sicily. Sicily is the primary support base and jump-off point for supplies and reinforcements.

Reinforcement Groups. Ground units appearing in Sicily are divided into two groups: “A Group” goes in Box A and “B Group” in Box B. The purpose of these boxes is to prioritize use of Axis Sea Cap: Box A must be completely empty before any Box B units can be shipped to Tunisia. (Thus a new batch of Group A units takes shipping priority over holdovers still in Box B.)

Note that Sicily Reinforcement Groups do not apply to, nor interfere with...

- shipping of SP.
- cargo selection for air transport.

Player Note: The Axis controls Tripoli until late January, but their planes can never be based in the Tripoli airfields.

3.3 Hip Shoots and Air Drops

3.3a Hip Shoots. German planes can conduct Hip Shoots; Italians cannot.

3.3b Air Drops. Note Baren, Könen, and Witzig are motorized, so cannot be transported by air.

4.0 Options & Variants

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

4.1 International Cooperation

Cooperation among units in each player’s factions (see 1.12a) is restricted in various ways. 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).

4.1a Air Missions. All of a mission’s planes must be from the same faction. Note the DAF is special (2.5).

4.1b Combat and Barrage. Different factions can stack and defend together without any penalty. Different factions are not allowed to participate in the same attack or barrage, however, and a barrage’s “correct spotter” must be from the same faction.

4.1c Headquarters. In general, HQs can supply and rebuild units without regard to faction, but for the Allies there are important exceptions:

- American and French HQs **cannot** be used to supply/rebuild Commonwealth units.
- Commonwealth HQs **cannot** be used to supply/rebuild American and French units.

4.1d Attachments. This refines cooperation by allowing each side to attach a formation to another faction and give it “dual citizenship.” Each side makes its initial attachment choice during setup, and this choice can only be changed with a Faction result (1.4a).

Only **one** attachment per side can be in effect at any given time, and choices are limited per the following. While attached, the units are treated as being part of **both** factions.

Axis:

One Italian division can attach to the German faction.

One German division can attach to the Italian faction.

Allies:

One American division can attach to **either** the French faction or the Commonwealth faction.

One French division can attach to the American faction.

Example: DMC is currently attached to the Americans. When the Allies get a Faction result, they can declare an end to this and instead give 9th Division dual Franco-American citizenship (allowing its units to participate in both American and French attacks/barrages).

Design Note: This rule is optional to keep the “standard version” simple and allow players to just concentrate on having fun. Experienced players are encouraged to use this option.

4.2 Uncoordinated US Air

The US had much to learn about close air support during this campaign—so much so the military’s self-analysis of its lack of air coordination was the subject of several major studies. To reflect these problems, a US mission cannot have more than **two planes** if conducting a Barrage mission (using either table).

Cost: Shift the victory one level in the favor of the Allied player.

4.3 Fixed 8th Army Entry

Do not make the die rolls for the entry of the 8th Army. It automatically begins to arrive on 19 February.

Design Note: This is for those who want arrivals very historical and for those who feel 8th Army’s arrival is too important to be decided by luck.

4.4 Amphibious Raid

The Allies can make one Amphibious Raid during the game. The raiding force must consist of one commando battalion and 3T of supply. It can embark from Bône or the Algiers Box at the end of an Allied Movement Phase; the raid must occur during the next turn’s Allied Movement Phase (can only be delayed for Mud). Place the raiding force in any coastline hex anywhere on the map. The raiding unit can move 1/2 MA after landing and functions normally thereafter (the special raid rules end).

Design Note: This recreates the British landing near Bizerte. The real raid’s effect was limited, but if Bizerte or Tunis is left ungarrisoned it might just win the war!

4.5 Vive la France!

This option lets the Allies ignore the removal of French units (on 12 February and 15 April) and lifts the border restriction on Allied Theater Reserves (2.6).

Cost: Shift the victory one level in the favor of the Axis player.

Design Note: Less dithering in French North Africa leads to a higher level of commitment in Tunisia.

4.6 Better Air Bridge

This option has two components:

- The Axis gets a +1 on Repl Table rolls if three full-strength Bf.109G units are permanently removed.
- The Axis has the option to spend a Surge result to get an extra point of Sea Cap (that turn only) instead of refitting the special Surge planes.

Design Note: Historically about 1/6th of all panzer deliveries to Tunisia were sunk. This option assumes it would have been possible to obtain more safe arrivals. The purpose, of course, is to get the Axis more rebuilds so that he can play with more of those Dead Pile toys that arrive with DAK. The second part of this option reflects the improved supply position that could also result.

4.7 Just A So-So Supercharge

Rommel might have escaped from Egypt with fewer losses. This option increases the “mostly dead” survival rate (1.4d). There are two variations:

- Two units from each batch arrive at Entry E (instead of just one).
- Three units from each batch arrive at Entry E (instead of just one). In addition, on 8 March those two British armored battalions arrive at Entry E (not Dead Pile).

Cost: Shift the victory one level in the favor of the Allied player.

Design Note: Kind of a fantasy, but can be roughly balanced by 4.5.

4.8 Transport Changes

Use one or both:

Due to a shortage of rolling stock, the Allies cannot use any rail hexes south of Axx.05 (the Tebessa row) for trace supply prior to the release of 8th Army.

Ignore all “Remove Trucks” entries on the Arrival Schedules.

Cost: None, but this favors the Axis.

Design Note: Roland wanted the RR restriction to be standard, but I decided to keep the regular game simple and make it optional. The Truck thing is more of a stretch, given the state of the Axis truck pool.

4.9 Forget Stalingrad

Players must own either SICILY II or CASE BLUE to explore this option. In this version of reality, Hitler decides not to assist the trapped German 6th Army and instead reinforces TUNISIA II.

In TUNISIA II, the following Axis units are added the arrivals on 15 January: 2 Truck Points, 2x Ju.88, 1x Bf.110, and 1x Ju.52, along with one division determined by a roll on the table below. Use either the CASE BLUE or the SICILY II column (not both):

Roll	Case Blue	Sicily II
1-2	7th Pz	29th PG
3-4	GD PG	KrnR KG
5-6	11th Pz	1st FJ

Cost: Shift the victory two levels in favor of the Allies.

4.10 Forget Tunisia

TUNISIA II is not played, and players will need SICILY II to explore this option. Hitler resists the temptation to reinforce Tunisia and gives up on the Africa.

In SICILY II, add the US 1st Arm Div, British 6th Arm Div, and French Maroc Div to the Floating Forces Box. Roll to see which additional Axis divisions will arrive on 17 July at Reggio:

- 1-2 = 15th and 164th
- 3-4 = 21st and 334th
- 5-6 = Superga, 90th, and 999th

Cost: In SICILY II, subtract 3 VP.

4.11 Forget the Med

TUNISIA II is not played, and players will need CASE BLUE to explore this option. Hitler resists the temptation to reinforce Tunisia and instead tries a more powerful relief of Stalingrad.

In CASE BLUE, the following Axis units are added to the arrivals (EatG map set) on 29 November 1942: 2x Ju.88, 2x Bf.109g, 1x Bf.110, 1x Fw.190a, 2x Ju.52, and the 10th Pz Div.

Cost: None. Just offered as a what-if to explore in CASE BLUE.

Design Note: Many forget that the Torch landings and the explosive disasters on the southern Eastern Front occurred concurrently. Hitler reacted to both in his usual fashion of shipping a little of the resources available to each and didn't (as usual) decide which was more important strategically. The result was two enormous disasters instead of one—Hitler pumped enough men into the Tunisian Theater to make it equivalent to Stalingrad in terms of the numbers of precious troops lost. These last three options allow the player to see for himself what differing strategic choices could (or could not) bring as results. Enjoy!

5.0 Victory

Campaign games end either with an Allied Sudden Death victory or after concluding the 29 May turn. Smaller games have victory conditions given in the scenario instructions.

Note that "Control" is given for having an Attack-Capable unit in the hex (or being the last to have had one there, if the hex is empty). Note the port hex is what counts for Tunis.

5.1 Sudden Death

On or before 15 February, the Allies win a Massive Victory if they control both Tunis and Bizerte at the end of a turn.

5.2 End of Game Conditions

- Allied Major Victory. Allies control Tunis and Bizerte.
- Allied Minor Victory. Allies control Tunis or Bizerte (but not both).
- Draw. Neither side fulfills its victory conditions.
- Axis Minor Victory. Axis controls Tunis, Bizerte, Sfax, and Mateur.
- Axis Major Victory. Axis controls Tunis, Bizerte, Mateur, Sfax, and Gafsa, plus **either** Tebessa or Bône.
- Axis Massive Victory. Axis controls Tunis, Bizert, Mateur, Sfax, Gafsa, Tebessa, and Bône.

6.0 Scenarios

Page	Scenario
7	1: Race for Tunis
8	2: Tunisia Campaign
9	3: Battle for Kasserine
10	4: Kasserine Campaign
14	5: The Mareth Line
15	6: The End in Africa

Scenario Notes

- The Axis **always** sets up first.
- Each scenario specifies the first player and that player goes first on the first turn. Thereafter, use the regular initiative roll.
- Charcoal Trucks, Organic Trucks and Mules **always** setup Full. This is extra/additional supply.
- Axis listings are German unless otherwise indicated (It = Italian and LW = Luftwaffe). Allied listings are Commonwealth unless otherwise indicated (Fr = French and US = United States).

Scenario 1:

Race for Tunis

This scenario deals with the early days of the Tunisian Theater. It is best used as a warm up for the campaign—players can use it to practice the speed and efficiency of their opening moves. That way players can get off to an excellent start on the full campaign.

General Information

First Turn: 15 Nov 42

Last Turn: 29 Dec 42

Total Game Length: 14 turns

First Player: Allied

Supply Caches (option): Allies have 1

Special Scenario Rules

Use Map A only.

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

Victory Conditions

The Allied player wins if he occupies three of the following at the game's end:

Medjez el Bab (A41.22)
Mateur (A41.28)
Djedeida (A45.26)
Tunis (A48.24)
Bizerte (A44.31)

Otherwise the Axis player wins.

Axis Set-Up Information

Reserve Markers Available: 4

Dead Pile: None

Reinforcements: Per Order of Arrival (but skip Entry Area E)

Variable Repls: Per Repl Table

A44.31:

2-3-3 March Bn (T-2)
2-3-3 It Marine Bn (Bafle, Grado)
1x Charcoal Truck Point (F)

A41.28:

5-3-3 It Inf Rgt (10 Brs)

A34.27:

5-5-8 LW Para Eng Bn (Witzig)

A39.26:

3-3-6 It AG Bn (557)

A45.26:
(2)-2-3 LW Inf Bn (II-OBS)

A44.23:
2-3-3 Inf Bn (T-5)

A41.22:
2-4-3 LW Para Bn (I-5)

A48.09:
(2)-2-3 LW Inf Bn (I-OBS)

A48.24:
6-5-8 Pz Bn (190)
2-2-3 March Bn (T-1)
2-3-3 March Bn (T-3)
Superga It Assault Div (101, 136 AG)
3-4-3 It Para Bn (1 RA)
1x Charcoal Truck Point ('F')

Sicily Box A:
Superga It Assault Div (92 Inf, 1 AG,
5 Arty)
2-2-3 March Bn (A-20)

Sicily Box B:
2-4-3 LW Para Bn (III-5)
6-5-3 LW Para Rgt (Baren)

Level-2 Air Bases: A48.25, A48.09
Level-1 Air Bases: A45.26, A44.31,
A21.05, A12.10
Air Strips: A52.18, A47.22, A41.28
Sicily Box Air Bases

Player Note: Some air bases in this game
are intentionally adjacent to cities!

At any air bases:

German	Italian
1x Fw.190A	2x MC.202 *
3x Bf.109G *	1x MC.200 *
1x Ju.87 *	1x Z.1007 *
1x Ju.88	1x Mixed Tpt #
2x Ju.52 #	
1x He.111+Gldr #	

Surge Planes:

2x Bf.110 **	1x Mixed Ftr #
1x Bf.210 #	
2x Ju.88 #	

"*" = one unit begins reduced

"#" = the units begin inactive

Allied Set-Up Information

Reserve Markers Available: 3

Dead Pile: None

Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

A30.26:
78 Inf Div (11, 36 Inf)

A17.26:
3-4-3 Para Bn (3)
3-5-3 Commando Bn (6 Cdo)
3-2-3 Fr Pol Bde (Schw, Morl)
1 SP

A35.23:
2-3-3 Fr Inf Bn (Zouv)

A17.22:
6 Arm Div (17/21 L Arm, 1 Derby AC,
'F' Truck)

A40.22:
4-3-6 Fr Mech Rgt (Coutx)

A2.18:
3-2-3 Fr Pol Bde (Regn)
2x Charcoal Truck Points ('F')

A36.11:
3-3-4 Fr Mixed Rgt (Sahel)

A35.02:
5-3-3 Fr Inf Rgt (4 Tun)

A19.06:
3-4-3 US Para Bn (2-509)

Algiers Box:
78 Inf Div (Arty)
3-4-3 Para Bn (1, 2)
1x Pax and 1x Eq

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:

United States	Commonwealth
3x Spit.V	4x Spit.V *
1x P-40	1x Hurri.II *
1x A-20	2x Blen.V *
2x C-47	

Surge Planes:

1x P-38 #	2x Beaufgtr **
-----------	----------------

"*" = one unit begins reduced

"#" = the units begin inactive

Scenario 2: Tunisia Campaign

Starting with the Race for Tunis, this scenario 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 5.0

Total Game Length: 58 turns or less

First Player: Allied

Supply Caches (option): Allies have 1

Special Scenario Rules

Use both maps.

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

Victory Conditions

As per 5.0.

Axis Set-Up Information

Reserve Markers Available: 4

Dead Pile: None

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

A44.31:
2-3-3 March Bn (T-2)
2-3-3 It Marine Bn (Bafle, Grado)
1x Charcoal Truck Point ('F')

A41.28:
5-3-3 It Inf Rgt (10 Brs)

A34.27:
5-5-8 LW Para Eng Bn (Witzig)

A39.26:
3-3-6 It AG Bn (557)

A45.26:
(2)-2-3 LW Inf Bn (II-OBS)

A44.23:
2-3-3 Inf Bn (T-5)

A41.22:
2-4-3 LW Para Bn (I-5)

A48.09:
(2)-2-3 LW Inf Bn (I-OBS)

B48.17:

2-0-3 It Static Reg (280 CD)
3-1-3 It MG Bn (340)

B57.30:

2-0-3 It Static Reg (34 CD)
3-1-3 It MG Bn (25)

A48.24:

6-5-8 Pz Bn (190)
2-2-3 March Bn (T-1)
2-3-3 March Bn (T-3)
Superga It Assault Div (101, 136 AG)
3-4-3 It Para Bn (1 RA)
1x Charcoal Truck Point ('F')

Sicily Box A:

Superga It Assault Div (92 Inf, 1 AG,
5 Arty)
2-2-3 March Bn (A-20)

Sicily Box B:

2-4-3 LW Para Bn (III-5)
6-5-3 LW Para Bn (Baren)

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:

German	Italian
1x Fw.190A	2x MC.202 *
3x Bf.109G *	1x MC.200 *
1x Ju.87 *	1x Z.1007 *
1x Ju.88	1x Mixed Tpt #
2x Ju.52 #	
1x He.111+Gldr #	

Surge Planes:

2x Bf.110 #* 1x Mixed Ftr #
1x Bf.210 #
2x Ju.88 #

"*" = one unit begins reduced

"#" = the units begin inactive

Allied Set-Up Information

Reserve Markers Available: 3

Dead Pile: None

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

A30.26:

78 Inf Div (11, 36 Inf)

A17.26:

3-4-3 Para Bn (3)
3-5-3 Commando Bn (6 Cdo)
3-2-3 Fr Pol Bde (Schw, Morl)
1 SP

A35.23:

2-3-3 Fr Inf Bn (Zouv)

A17.22:

6 Arm Div (17/21 L Arm, 1 Derby AC,
'F' Truck)

A40.22:

4-3-6 Fr Mech Rgt (Coutx)

A2.18:

3-2-3 Fr Pol Bde (Regn)
2x Charcoal Truck Points ('F')

A36.11:

3-3-4 Fr Mixed Rgt (Sahel)

A35.02:

5-3-3 Fr Inf Rgt (4 Tun)

A19.06:

3-4-3 US Para Bn (2-509)

Algiers Box:

78 Inf Div (Arty)
3-4-3 Para Bn (1, 2)
1x Pax and 1x Eq

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:

United States	Commonwealth
3x Spit.V	4x Spit.V *
1x P-40	1x Hurri.II *
1x A-20	2x Blen.V *
2x C-47	

Surge Planes:

1x P-38 # 2x Beaufgtr #*

"*" = one unit begins reduced

"#" = the units begin inactive

Scenario 3:**Battle for Kasserine**

The short scenario deals with only the bitter contest for the control of Sidi bou Zid and the passes leading to the US 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.

General Information

Map Area: see special rules below

First Turn: 15 Feb 43

Last Turn: 22 Feb 43

Total Game Length: 3 turns

First Player: Axis

Supply Caches (option): Allies have 1

Special Scenario Rules

Only use the part of the maps bounded in the north by Axx.11 and in the south by Bxx.21 (inclusive). Note the Algiers & Sicily Off-Map Boxes are used even though they are technically outside the boundary (flight between them and the play area is allowed).

Axis supply sources are Sousse (A54.11) and Sfax (B57.30). Allied supply sources are Canrobert (A8.11), Clairefontaine (A18.11), Tadjerouine (A27.11), and Maktar (A36.11).

Sea Cap and Rail Cap cannot be used in this scenario.

During setup the German player can rebuild the "dead" panzer battalion (a 6-5-8) from either 10th, 15th, or 21st Pz. It goes with the rest of its division.

The Allies can rebuild one combat unit each turn (as if spending a Pax or Eq). It enters play by railing onto the map through either A8.11 or A18.11 (aside from this, Allied Rail Cap is zero).

Victory Conditions

The Axis player wins if he has combat units in Tebessa and at least one of the Allied supply source hexes at the end of play. The Allied player wins by occupying Tebessa at the end of play.

Axis Set-Up Information**Reserve Markers Available:** 5**Dead Pile:** None**Reinforcements:** 1 SP per turn at both Sfax and Sousse; no other arrivals.**Variable Repls:** None**A54.11:**

8-0 It Corps HQ (30 It)
 2-0-3 It Static Rgt (280 CD)
 (2)-2-3 LW Inf Bn (I-OBS)
 1 Charcoal Truck Point ('F')
 2 SP

A46.08:

Superga It Assault Div (1 AG, 91 Inf)

A48.09:

Superga It Assault Div (136 AG, 5 Arty)
 3-3-6 It Pz Bn (15)
 9-2-2 It Arty Grp (30)

B57.30:

3-1-3 It MG Bn (25)
 2-0-3 It Static Rgt (34 CD)
 1 SP

B43.34, within 1 hex:

10 Pz Div (10 Krd, I-7 Pz, 69 PG, 86 Inf, 90 PJ, 90 Arty, 'F' Truck)
 4-5-5 Tiger Co (1/501)
 19-3-3 Werfer Bn (II-71)
 2 SP

B41.27, within 1 hex:

21 Pz Div (3 Recon, I-5 Pz, 104 KG x1, 155 Arty, 'F' Truck)
 18-3-3 Arty Rgt (Afr-2)

B33.24, within 1 hex:

15 Pz Div (33 Recon, I-8 Pz, 115 KG x1, 33 Arty, 'F' Truck)
 6-5-3 Inf Rgt (Afrika)
 19-3-3 Werfer Bn (I-71)
 5-5-3 LW Para KG (Ramcke x1)
 (7)-4-3 LW Flak Bn (I-33)
 8-0 It Corps HQ (21 It)
 Centauro It Pz Div (all 4 units)
 15-2-2 It Arty Grp (21)
 2 SP

B44.27:

10-0 Corps HQ (DAK)
 2 Truck Points
 5 SP

B53.27:

3-1-3 It MG Bn (340)

B33.26:

4-5-8 PJ Bn (605)

Level-2 Air Base: A48.09**Level-1 Air Bases:** B56.30

Air Strips: A55.04, B33.26, B43.34
 Sicily Box Air Bases

At any air bases (all German):

2x Fw.190A 2x Bf.109G
 2x Ju.88 1x Ju.87

Active Surge Planes (all German):

1x Bf.210 2x Ju.88

Allied Set-Up Information**Reserve Markers Available:** 2**Rail Capacity for scenario:** 0**Dead Pile:** None**Reinforcements:** 2 SP per turn at any supply source, plus arrivals listed after setup.**Variable Repls:** None**A36.11:**

1 US Arm Div (1-1, 2-13 Arm, 6 BG x1, Arm Arty, 'F' Truck)

A22.02:

1 US Arm Div (3-13 Arm)
 3-3-7 US Recon Bn (91)
 2T

A41.05:

1 US Arm Div (1-13 Arm)
 4-2-6 US TD Bn (776)

B40.33:

1 US Arm Div (2-1, 3-1 Arm, 6 BG x1)
 (5)-2-3 US TD Bn (1-213)

A18.11:

6-2-6 US Arm Bn (755)

A38.10:

34 US Inf Div (133 Inf, Arty)

A43.07:

34 US Inf Div (135 Inf)
 4-2-6 US TD Bn (899)

B40.34:

34 US Inf Div (168 Inf)
 (3)-2-5 US TD Bn (701)

A35.02:

1 US Arm Div (81 Recon)
 (3)-2-5 US TD Bn (805)
 2T

B27.32:

3-5-3 US Commando Bn (1 Rgr)

A12.10:

6-2-6 US Arm Bn (752, 756)

A21.05, within 2 hexes:

14-0 US Corps HQ (2)
 4-2-8 US Arm Bn (70)
 4-2-3 US Eng Rgt (19)
 3-4-3 US Para Bn (2-509)
 20-1-3 US Arty Rgt (17)
 3-2-3 Fr Pol Bde (Schw)
 2-2-4 Fr Mixed Rgt (3 Sphs)
 1x Truck Point
 7 SP

A40.08:

8-0 Fr Corps HQ (19)
 3-3-6 Fr AC Rgt (5 CdA)
 3 SP

A43.09, within 1 hex:

Maroc Fr Inf Div (all 5 units)

A31.01:

3-2-3 Fr Pol Bde (Morl)

A25.01:

3-3-4 Fr Mixed Rgt (Sahel)

B27.34:

3-2-3 Fr Pol Bde (Regn)

Level-2 Air Base: A21.05**Level-1 Air Bases:** A19.06, A12.10

Air Strips: A35.02, B28.32
 Algiers Box Air Bases

At any air bases (all US):

3x Spit.V 1x A-20
 3x P-39 1x B-25
 1x P-40 1x B-26

Allied Reinforcements**15 Feb at A41.11:**

78 Inf Div (1 Gds Inf)
 2x Reserve Markers

19 Feb at A27.11:

6 Arm Div (1 Derby AC, L+, Lo+ Arm,
 10 Rfl, Arty, 'F' Truck)

Scenario 4:**Kasserine Campaign**

This starts the campaign with the Battle of Kasserine, eliminating the warm up and mud months so players can dive right in on the meat of the action—admittedly with a situation not entirely of their making. Have fun!

General Information

Map Area: All

First Turn: 15 Feb 43

Last Turn: As per 5.0

Total Game Length: 32 turns or less

First Player: Allies (see Design Note)

Supply Caches (option): Allies have 1

Special Scenario Rules

Use both maps.

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

Roll separately on the table below for initial damage on the ports of Bône, Bizerte, Tunis, Sousse, Sfax, and Gabés. None of the small ports begin damaged.

Roll	Damage
1-3	1 Hit
4-5	2 Hits
6	3 Hits

During setup the Axis player has the option to exchange the 190th Pz Bn (in A48.24) for a similar “dead” component of 10th, 15th, or 21st Pz. The rebuilt unit goes with the rest of its division.

Remember that checks for 8th Army Entry (3.5a) begin this turn!

Victory Conditions

As per 5.0.

Design Note: *The Allies go first to give the Americans a fighting chance to avoid the historical drubbing (and then make their own mistakes later). As a variant, feel free to give it a try with the Axis going first.*

Axis Set-Up Information

Reserve Markers Available: 11

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

German Dead Pile:

10 Pz Div (II-7 Pz)
15 Pz Div (II-8 Pz, 115 KG x1)
21 Pz Div (II-5 Pz, 104 KG x1)
90 Le Div (155 Inf)
4-4-3 Oasis Bn (300zvb)
5-5-3 LW Para KG (Ramcke x1)
1x Ju.87
1x Ju.88
La Spezia It Inf Div (125 Inf)
Trieste It Mot Div (65 Inf)
1x MC.200

Removed Ground Units:

1 Charcoal Truck Point
Organic Truck: 90 Le and Trieste
Mot Div

A44.31:

2-3-3 It Marine Bn (Bafle, Grado)
3-0-3 It MG Bn (Prov)
2-3-3 March Bn (T-2)
2 SP

A43.30:

3-3-6 It AG Bn (557)
16-2-2 It Arty Rgt (8)

A38.29:

5-3-3 It Inf Rgt (10 Brs)
(6)-4-5 It PJ Bn (Mlmrt)

A39.28:

6-5-3 LW Para Rgt (Baren)
(7)-4-3 LW Flak Bn (I-54)

A41.28, within 1 hex:

5-5-8 LW Para Eng Bn (Witzig)
334 Inf Div (334 Arty)
4-5-5 Tiger Co (2/501)
2-2-3 March Bn (A-26)
21-3-3 Arty Grp (Broich)

A41.26:

334 Inf Div (755 Inf)

A42.25:

334 Inf Div (334 Bicycle)

A43.25:

334 Inf Div (754 Inf)
2-5-3 Commando Bn (Könen)

A44.23:

334 Inf Div (756 Mtn)
HG LW Pz Div (1 Inf)
Level-1 Hedgehog

A45.26:

HG LW Pz Div (II/2 Inf)
2-4-3 LW Para Bn (I-5, III-5)

A48.24, within 1 hex:

8-0 Corps HQ (90)
6-5-8 Pz Bn (190)
2-2-3 March Bn (T-1, A-20)
(7)-4-3 LW Flak Bn (II-52)
(2)-2-3 LW Inf Bn (II-OBS)
2-1-3 It Static Rgt (T Vol)
1 Mule Point (‘F’)
2 SP

A47.22, within 1 hex:

3-3-3 It Motorcycle Rgt (T Brs)
2-3-3 Inf Bn (T-5)
2-3-3 March Bn (T-3)
2-2-3 March Bn (A-27)

A45.19:

3-4-3 It Para Bn (1 RA)
4-3-3 It MG Bn (70 Brs)
12-3-3 It Arty Rgt (29)

A46.17:

2-3-3 March Bn (A-24)
2-0-3 It Inf Rgt (Ter)

A51.16:

3-2-3 It Flm Bn (2)

A46.12:

Superga It Assault Div (101 AG, 92 Inf)

A46.08:

Superga It Assault Div (1 AG, 91 Inf)

A48.09:

Superga It Assault Div (136 AG, 5 Arty, ‘F’ Truck)
3-3-6 It Pz Bn (15)
9-2-2 It Arty Grp (30)

A54.11:

8-0 It Corps HQ (30 It)
2-0-3 It Static Rgt (280 CD)
(2)-2-3 LW Inf Bn (I-OBS)
1 Charcoal Truck Point (‘F’)
2 SP

B57.30:

3-1-3 It MG Bn (25)
2-0-3 It Static Rgt (34 CD)
2T

B43.34, within 1 hex:

10 Pz Div (10 Krd, I-7 Pz, 69 PG, 86
Inf, 90 PJ, 90 Arty, 'F' Truck)
4-5-5 Tiger Co (1/501)
19-3-3 Werfer Bn (II-71)
2 SP

B41.27, within 1 hex:

21 Pz Div (3 Recon, I-5 Pz, 104 KG
x1, 155 Arty, 'F' Truck)
18-3-3 Arty Rgt (Afr-2)

B44.27:

10-0 Corps HQ (DAK)
2 Truck Points
5 SP

B53.27:

3-1-3 It MG Bn (340)

B33.26:

4-5-8 PJ Bn (605)

B33.24, within 1 hex:

15 Pz Div (33 Recon, I-8 Pz, 115 KG
x1, 33 Arty, 'F' Truck)
6-5-3 Inf Rgt (Afrika)
19-3-3 Werfer Bn (I-71)
5-5-3 LW Para KG (Ramcke x1)
(7)-4-3 LW Flak Bn (I-33)
8-0 It Corps HQ (21 It)
Centauro It Pz Div (all 4 units)
15-2-2 It Arty Rgt (21)
2 SP

B48.17:

8-0 It Corps HQ (20 It)
2-0-3 It MG Bn (GAF)
(7)-4-3 LW Flak Bn (19*)
3-3-3 Flak Bn (Briel*)
1x Truck Point
2 SP

B54.10:

3-3-6 It Lt Bn (Novara)
2-2-3 It MG Bn (Aosta)

B46.10:

164 Le Div (all 5 units)

In the 5 southern Mareth Line hexes:

90 Le Div (580 Recon, 200, 361, Klback
Inf, 190 Arty)
6-4-3 Inf Rgt (47)
(7)-4-3 LW Flak Bn (I-18)
GGFF It Inf Div (all 4 units)
La Spezia It Inf Div (39 AC, 126 Inf,
80 Arty)
Pistoia It Inf Div (all 4 units)
Trieste It Mot Div (66 Inf, 101* Recon,
21 Arty)
2-4-6 It AC Bn (Nizza)

In the 4 northern Mareth Line hexes:

15-3-3 Arty Rgt (Afr-1)
3-1-3 It MG Bn (281)
5-4-3 It Inf Rgt (7 Brs)
3-0-3 It Inf Rgt (350)
2-1-3 It Inf Rgt (Pavia, Savona)
3-3-3 It Marine Bn (S Mrco)
21-2-2 It Arty Rgt (Prov)
11-2-2 It Arty Bn (20)
3-1-3 Blk Inf Rgt (1)

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

Level-1 Air Bases: B56.30, B54.10,
B48.17, A44.31, A45.26, A47.22

Air Strips: A55.04, B33.26, B43.34
Sicily Box Air Bases

At any air bases:

<u>German</u>	<u>Italian</u>
2x Fw.190A	3x MC.202 *
4x Bf.109G *	2x MC.200
1x Bf.109F-4 *	1x G.50 *
1x Hs.129 *	1x Z.1007 *
2x Ju.88	1x SM.82 #
1x Ju.87	1x Mixed Tpt #
1x Ju.52 #	
1x Fw.200 #	
1x Me.323 #*	

Surge Planes:

2x Bf.110 #* 1x Mixed Ftr #
1x Bf.210
2x Ju.88

“*” = one unit begins reduced

“#” = the units begin inactive

Allied Set-Up Information

Reserve Markers Available: 7

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Removed Ground Units:

1 Charcoal Truck Point
6 Arm Div (2 Lo, 17/21L Arm)
4-3-6 Fr Mech Rgt (Coutx)
2-2-6 Fr Arm Bn (Maz, Lép)

A37.29:

3-5-3 Commando Bn (6 Cdo)

A36.28:

7-3-5 Arm Bn (142)
12-2-3 Arty Grp (5 FA)

A38.27:

46 Inf Div (139 Inf)

A39.26, within 1 hex:

46 Inf Div (128 Inf, Arty)
3-5-3 Commando Bn (1 Cdo)
(5)-3-3 AT Grp (5 AT)
24-2-3 Arty Grp (1 M)
1 SP

A41.24:

46 Inf Div (138 Inf)

A35.23:

7-2-5 Arm Bn (51 RTR)

A41.22:

78 Inf Div (11, 36 Inf)

A39.21:

78 Inf Div (56 Rec AC, 1 Gds Inf, Arty)
1 SP

A30.20:

12-0 Corps HQ (5)
7-2-5 Arm Bn (NIH)
12-2-3 Arty Grp (1 FA)
6-3-5 Arm Arty Bn (23)
5 SP

A39.19, within 1 hex:

6 Arm Div (1 Derby AC, L+, Lo+ Arm,
10 Rfl, 38 Irish Inf, Arty, 'F' Truck)

A41.18, within 1 hex:

3-4-3 Para Bn (1, 2, 3)

A40.22:

(3)-2-5 US TD Bn (813, 894)
24-2-3 Arty Grp (5 M)

A36.19:

1 US Inf Div (18 Inf)
20-1-3 US Arty Rgt (36)

A44.15:

1 US Inf Div (26 Inf, Arty)

A44.12:

1 US Inf Div (16 Inf)
(3)-2-5 US TD Bn (601)

A19.17, within 1 hex:

9 US Inf Div (39 Inf)
Alger Fr Inf Div (all 5 units)
3 Truck Points
10 SP

A31.16:

6-2-6 US Arm Bn (751)
1 Charcoal Truck Point ('F')

A36.11:

1 US Arm Div (1-1, 2-13 Arm, 6 BG
x1, Arm Arty, 'F' Truck)

A41.05:

1 US Arm Div (1-13 Arm)
4-2-6 US TD Bn (776)

A22.02:

1 US Arm Div (3-13 Arm)
3-3-7 US Recon Bn (91)
2T

B40.33:

1 US Arm Div (2-1, 3-1 Arm, 6 BG x1)
(5)-2-3 US TD Bn (1-213 CD)

A18.11:

6-2-6 US Arm Bn (755)

A12.10:

6-2-6 US Arm Bn (752, 756)

A38.10:

34 US Inf Div (133 Inf, Arty)

A43.07:

34 US Inf Div (135 Inf)
4-2-6 US TD Bn (899)

B40.34:

34 US Inf Div (168 Inf)
(3)-2-5 US TD Bn (701)

A35.02:

1 US Arm Div (81 Recon)
(3)-2-5 US TD Bn (805)
2T

B27.32:

3-5-3 US Commando Bn (1 Rgr)

A21.05, within 2 hexes:

14-0 US Corps HQ (2)
4-2-8 US Arm Bn (70)
4-2-3 US Eng Rgt (19)
3-4-3 US Para Bn (2-509)
20-1-3 US Arty Rgt (17)
3-2-3 Fr Pol Bde (Schw)
2-2-4 Fr Mixed Rgt (3 Sphs)
1x Truck Point
7 SP

A31.01:

3-2-3 Fr Pol Bde (Morl)

B27.34:

3-2-3 Fr Pol Bde (Regn)

A25.01:

3-3-4 Fr Mixed Rgt (Sahel)

A17.26:

4-4-3 Fr Inf Rgt (1 Lgn)

A30.26:

4-3-3 Fr Inf Rgt (CFdA)
1 Mule Point ('F')

A40.08:

8-0 Fr Corps HQ (19)
3-3-6 Fr AC Rgt (5 CdA)
3 SP

A43.13:

5-3-3 Fr Inf Rgt (4 Tun)
2-3-3 Fr Inf Bn (Zouv)

A38.14:

DMC Fr Inf Div (all 5 units)

A43.09, within 1 hex:

Maroc Fr Inf Div (all 5 units)

Algiers Box:

1x Pax and 1x Eq

Level-2 Air Bases: A21.05, A06.25,
A03.18

Level-1 Air Bases: A30.20, A19.17,
A19.06, A17.25, A13.20, A12.10

Air Strips: A35.02, A32.21, B28.32
Algiers and Tripoli Box Air Bases

At any air bases:

<u>United States</u>	<u>French</u>
3x Spit.V	1x LeO.451
1x P-40	
3x P-39	<u>Commonwealth</u>
3x C-47 #	4x Spit.V
1x A-20	1x Hurri.II *
1x B-25	2x Blen.V *
1x B-26	

Surge Box:

3x P-38 #	2x Beaufgtr #*
1x B-17 #	1x Wellington #
1x B-24 #	

At Tripoli Box Air Bases (all DAF):

3x P-40	3x Spit.V
1x B-25	2x Ktyhk
	3x Ktyhk.II
	1x Hurri.II *
	1x Boston
	2x Baltimore *

“*” = one unit begins reduced

“#” = the units begin inactive

Addenda

B58.11 should be an Open (with no Salt Marsh).

AEP locations were changed from the old game (the intent is to prevent Ju.52's from making double-capacity trips).

Some air bases are now intentionally adjacent to cities (not in them).

Use of the Supply Cache option, new to the v4.3 series rules, is encouraged. This rules update introduces them as fixed (non-variable) reinforcements on the Arrival Charts and adds one to the scenario setups (Allies only). If you don't have the official markers, use coins or poker chips!

Contact Information

To order other games from MMP, visit
<http://www.multimanpublishing.com/>

For game errata and downloads, visit
<http://www.gamersarchive.net/theGamers/archive/>

To chat about OCS and obtain speedy answers to your rules questions, visit
<http://www.consimworld.com/>

To contact the developer, email
kisnerjohn@mac.com

Scenario 5: The Mareth Line

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

General Information

Map Area: Use the east half of Map B

First Turn: 5 March 43

Last Turn: 29 March 43

Total Game Length: 8 turns

First Player: Axis

Supply Caches (option): Allies have 1

Special Scenario Rules

Allied supply source is Entry E. Axis supply source is Sfax (B57.30).

All ports are undamaged at start.

Sea Cap is 2T for the Allies and 2 SP for the Axis.

Roll at the end of every game turn for the withdrawal of 10th Panzer Div. On a 1-3 it stays; on a 4-6 it leaves immediately (just remove them from the map) to keep an eye on the Yanks.

Victory Conditions

The Allied player wins if there are no enemy units in any of the Mareth Line hexes OR if he occupies Gabès at the game's end.

The Axis wins if the Allies do not.

Axis Set-Up Information

Reserve Markers Available: 5

Reinforcements: SP via Sea Cap; no other new arrivals.

Variable Repls: None

Dead Pile: None

B49.12, within 1 hex:

10 Pz Div (10 Recon, I-7 Pz, 69 PG, 90 Arty, 'F' Truck)

15 Pz Div (33 Recon, 115 KG x1, 33 Arty, 'F' Truck)

21 Pz Div (3 Recon, I-5 Pz, 104 KG x1, 155 Arty, 'F' Truck)

18-3-3 Arty Rgt (Afr-2)

B46.12:

164 Le Div (all 5 units)

B48.17:

10-0 Corps HQ (DAK)

3-3-3 Flak Bn (Briel*)

8-0 It Corps HQ (20 It, 21 It)

2-0-3 It MG Bn (GAF)

1 Truck Point

5 SP

B44.17:

5-5-3 LW Para KG (Ramcke)

(7)-4-3 LW Flak Bn (19*)

In the 5 southern Mareth Line hexes:

90 Le Div (580 Recon, 200, 361, Klbck Inf, 190 Arty)

6-4-3 Inf Rgt (47)

(7)-4-3 LW Flak Bn (I-18)

GGFF It Inf Div (all 4 units)

La Spezia It Inf Div (39 AC, 126 Inf, 80 Arty)

Pistoia It Inf Div (all 4 units)

Trieste It Mot Div (66 Inf, 101* Recon, 21 Arty)

2-4-6 It AC Bn (Nizza)

3-3-6 It Lt Bn (Novara)

In the 4 northern Mareth Line hexes:

19-3-3 Werfer Bn (I-71)

15-3-3 Arty Rgt (Afr-1)

2-2-3 It MG Bn (Aosta)

3-1-3 It MG Bn (281)

5-4-3 It Inf Rgt (7 Brs)

3-0-3 It Inf Rgt (350)

2-1-3 It Inf Rgt (Pavia, Savona)

3-3-3 It Marine Bn (S Mrco)

21-2-2 It Arty Rgt (Prov)

11-2-2 It Arty Bn (20)

3-1-3 Blk Inf Rgt (1)

Level-1 Air Bases: B48.17, B56.30

Air Strip: B43.34

Sicily Box Air Bases (use an index card)

At any air bases (all German):

1x Fw.190A 2x Bf.109G

2x Ju.88 1x Ju.87

Allied Set-Up Information

Reserve Markers Available: 4

Reinforcements: 3 SP at B62.07 each turn, plus arrivals listed after setup.

Variable Repls: None

Dead Pile: None

B53.09, within 1 hex:

2 NZ Inf Div (all 11 units)

B53.04:

6-4-3 Inf Bde (L Force)

B54.10:

12-0 Corps HQ (10)

6-4-3 Inf Bde (201 Gds)

24-2-3 Arty Grp (10 M)

6-3-5 Arm Arty Bn (121)

2 SP

B54.11, within 1 hex:

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)

51 Inf Div (all 5 units)

(5)-3-3 AT Grp (10 AT, 30 AT)

B56.10:

12-0 Corps HQ (30)

6-3-4 Arm Bn (40, 50 RTR)

2-3-3 Inf Bn (11 KRRC)

12-2-3 Arty Grp (8 FA)

24-2-3 Arty Grp (8 M, 30 M)

1x Pax and 1x Eq

4 Truck Points

9 SP

B62.07:

50 Inf Div (all 4 units)

Level-1 Air Base: B54.10

Air Strip: B53.04

Tripoli Box Air Bases

At any air bases (all DAF):

US

3x P-40

1x B-25

Commonwealth

3x Spit.V

2x Ktyhk

3x Ktyhk.II

1x Hurri.II *

1x Boston

2x Baltimore *

Non-DAF

1x Hudson

“*” = one unit begins reduced

Allied Reinforcements

8 March at Entry E:

1 Arm Div (all 8 units)

12 March at Entry E:

4 Ind Inf Div (all 4 units)

Scenario 6: The End in Africa

This scenario looks at the bitter end of the Axis presence in Africa. It begins with the Axis ground forces pushed inside a tight perimeter in north-east Tunisia—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 will really get a kick out of trying.

General Information

Map Area: Map A, only

First Turn: 22 April 43

Last Turn: as per 5.0

Total Game Length: 11 turns or less

First Player: Allied

Supply Caches (option): Allies have 1

Special Scenario Rules

The Axis controls five ports at start: Bizerte, Ferryville, Tunis, Kelibia, and Hammamet. All other ports are initially under Allied control.

In this scenario, the port at Chebba (A61.03) **can** be used by the Allies (an exception to 1.8a).

RRs along the south edge of the map are extra Allied supply sources.

Roll separately on the table below for initial damage on the ports of Tunis, Bizerte, and Sousse. (Bône and the small ports all begin with no damage.)

Die	Damage
1	1 Hit
2-3	2 Hits
4-6	3 Hits

Victory Conditions

As per 5.0.

Axis Set-Up Information

Reserve Markers Available: 11

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

German Dead Pile:

- 10 Pz Div (I-7, II-7 Pz, 90 PJ)
- 15 Pz Div (I-8, II-8 Pz, 115 KG x1)
- 21 Pz Div (II-5 Pz, 104 KG x2)
- 90 Le Div (155, Klück Inf)
- 4-5-5 Tiger Co (1/501, 2/501)
- 3-3-3 Flak Bn (Briel*)

- Inf Rgts (Afrika, 47)
- 4-4-3 Oasis Bn (300zvb)
- 2-2-3 March Bn (T-1, A-20)
- 19-3-3 Werfer Bn (I-71)
- Arty Rgts (Afr-1, Broich)
- 5-5-8 LW Para Eng Bn (Witzig)
- 5-5-3 LW Para KG (Ramcke x2)
- (7)-4-3 LW Flak Bn (I-18, I-33, 19*)
- 2x Bf.109G
- 1x Ju.87
- 8-0 It Corps HQ (20, 21, 30)
- Trieste Mot Div (101* Recon, 65 Inf)
- La Spezia Inf Div (125, 126 Inf, 80 Arty)
- Superga Assault Div (1, 101 AG)
- GGFF Inf Div (GGFF Inf, Mnftrto AC, 136 Arty)
- Centauro Arm Div (all 4 units)
- 3-3-6 Arm Bn (15)
- 3-2-6 AG Bn (359)
- 3-3-6 Lt Bn (Novara)
- 3-3-3 MC Rgt (T Brs)
- 5-4-3 Inf Bn (7 Brs)
- Inf Rgts (Pavia, Savona, Ter, 350)
- MG Bns (Aosta, GAF, Prov, 25, 281, 340, 70 Brs)
- 2-0-3 Static Bn (34 CD, 280 CD)
- Arty Grps (20, 21)
- 21-2-2 Arty Rgt (Prov)
- 3-1-3 Blk Inf Rgt (1)
- 2-1-3 Blk Inf Bn (570)
- 1x MC.200
- 1x SM.82

Removed Ground Units:

- 1 Charcoal Truck Point
- Organic Truck: 15 Pz, 21 Pz, 90 Le, and Trieste Mot Div
- 10 Pz Div (10 Krd)

A44.31:

- 2-3-3 March Bn (T-2, T-3, A-26)
- 1 Charcoal Truck Point ('F')
- 1 Mule Point ('F')
- 3 SP

A43.30:

- 2-1-3 It Static Rgt (T Vol)
- 2-3-3 It Inf Bn (51 Brs)

A40.30:

- 2-2-3 March Bn (A-27)

A41.28:

- 2-3-3 It Marine Bn (Bafle, Grado)
- 18-3-3 Arty Rgt (Afr-2)

A45.29:

- 2-3-3 It Inf Bn (50 Brs)

A38.29, within 1 hex:

- 2-3-3 March Bn (A-24, A-33)
- (7)-4-3 LW Flak Bn (I-54)
- 5-3-3 It Inf Rgt (10 Brs)

A38.27:

- 6-5-3 LW Para Rgt (Baren)

A40.26, within 1 hex:

- 334 Inf Div (all 5 units)
- 6-5-8 Pz Bn (190)
- 1 SP

A45.26:

- (7)-4-3 LW Flak Bn (II-52)

A42.24, within 1 hex:

- 999 Le Div (all 3 units)

A48.24, within 2 hexes:

- 10-0 Corps HQ (DAK)
- 8-0 Corps HQ (90)
- 4-5-5 Tiger Co (1/504)
- 2-5-3 Commando Bn (Könen)
- 2-4-3 Inf Bn (PhA)
- 4-3-3 Arab Rgt (FAL)
- (2)-2-3 LW Inf Bn (I-OBS, II-OBS)
- 3-4-3 It Para Bn (1 RA)
- 3-3-3 It Marine Bn (S Mrco)
- (6)-4-5 It PJ Bn (Mlmrt)
- 3 Truck Points
- 6 SP

A44.23, within 1 hex:

- 15 Pz Div (33 Recon, 115 KG x1, 33 Arty)
- 2-3-3 Inf Bn (T-5)
- HG Pz Div (all 6 units)
- 3-3-6 It AG Bn (557)
- Level-1 Hedgehog

A47.22:

- 2-1-3 It Inf Rgt (52)

A46.21, within 1 hex:

- 10 Pz Div (10 Recon, 69 PG, 86 Inf, 90 Arty, 'F' Truck)

A44.21:

- 2-4-3 LW Para Bn (I-5, III-5)

A52.19, within 1 hex:

- 90 Le Div (580 Recon, 200, 361 Inf, 190 Arty)

A50.18, within 1 hex:

164 Le Div (all 5 units)
 3-4-8 PJ Bn (605)
 19-3-3 Werfer Bn (II-71)

A48.18, within 1 hex:

Pistoia It Inf Div (all 4 units)

A46.18, within 1 hex:

21 Pz Div (3 Recon, I-5 Pz, 155 Arty)
 La Spezia It Inf Div (39 AC)
 Superga It Assault Div (136 AG, 91,
 92 Inf, 5 Arty, 'F' Truck)
 Trieste It Mot Div (66 Inf, 21 Arty)
 16-2-2 It Arty Rgt (8)
 12-3-3 It Arty Rgt (29)

A45.17:

3-3-3 It Para Bn (Loreto)
 3-1-3 It MG Bn (60)
 2-1-3 It MG Bn (252)

A49.17:

GGFF It Inf Div (8 Brs Inf)
 3-2-3 It Flm Bn (2)
 2-4-6 It AC Bn (Nizza)

Level-2 Air Bases: A48.25

Level-1 Air Bases: A47.22, A45.26,
 A44.31, A43.30

Air Strips: A58.24, A45.19, A41.28
 Sicily Box Air Bases

At any air bases:

<u>German</u>	<u>Italian</u>
2x Fw.190A *	1x G.50 *
1x Fw.190A-5 *	2x MC.202 *
4x Bf.109G *	2x MC.200
1x Bf.109F *	1x Z.1007 *
1x Bf.109F-4 *	1x SM.82 #
1x Hs.129 *	1x Mixed Tpt #
2x Ju.88 *	
1x Ju.87	
2x Ju.52 #*	
1x Me.323 #*	
Mixed Tpt #	

Surge Box:

2x Bf.110 #* 1x Mixed Ftr #
 1x Bf.210 #
 2x Ju.88 #*

"*" = one unit begins reduced

"#" = the units begin inactive

Allied Set-Up Information

Reserve Markers Available: 10

Reinforcements: Per Order of Arrival,
 plus 3 SP per turn at A56.01

Variable Repls: Per Repl Table

Dead Pile:

1 Inf Div (3 Inf)
 51 Inf Div (154 Inf)
 7 Arm Div (Greys)
 6-3-4 Arm Bn (46 RTR)
 Maroc Fr Inf Div (3 Lgn)
 3-3-4 Fr Mixed Rgt (Sahel)
 (3)-2-5 US TD Bn (805)

Removed Ground Units:

2 Charcoal Truck Points
 3-4-3 Para Bn (1, 2, 3)
 3-5-3 US Commando Bn (1 Rgr)
 3-4-3 US Para Bn (2-509)
 DMC Fr Div (all 5 units)
 4-3-6 Fr Mech Rgt (Coutx)
 3-3-6 Fr AC Rgt (5 CdA)
 2-2-6 Fr Arm Bn (Maz, Lép)

A36.30:

4-4-3 Fr Inf Rgt (1 Lgn)
 4-3-3 Fr Inf Rgt (CFdA)

A30.26:

3-2-3 Fr Pol Bde (Morl, Regn, Schw)

A44.16:

Maroc Fr Inf Div (1 REC AC, 7 Moc,
 1 TM Inf, Arty)

A44.14:

Oran Fr Inf Div (all 4 units)

A43.13:

Alger Fr Inf Div (all 5 units)
 6-3-6 Fr Arm Bde (Blin)

A41.10:

8-0 Fr Corps HQ (19)
 5-3-3 Fr Inf Bde (4 Tun)
 2 SP

A39.16:

2-3-3 Fr Inf Bn (Zouv)
 2-2-4 Fr Mixed Rgt (3 Sphs)

A36.29:

9 US Inf Div (all 4 units)

A36.28:

34 US Inf Div (all 4 units)
 6-2-5 US Arm Arty Bn (58, 62, 65)

A34.27:

4-2-6 US TD Bn (776)
 (3)-2-5 US TD Bn (813, 894)
 20-1-3 US Arty Rgt (17)
 1 Mule Point ('F')
 2 SP

A17.26:

4-2-3 US Eng Rgt (19)
 2 Truck Points
 5 SP

A39.25:

1 US Arm Div (all 11 units)

A36.25:

1 US Inf Div (all 4 units)

A35.25:

14-0 US Corps HQ (2)
 3-3-7 US Recon Bn (91)
 5 SP

A35.23:

4-2-6 US Arm Bn (2642)
 (5)-2-3 US TD Bn (1-213)
 (3)-2-5 US TD Bn (601, 701)
 20-1-3 US Arty Rgt (36, 178)

A30.20:

6-2-6 US Arm Bn (751)
 6-2-3 US Eng Rgt (20)
 4-2-6 US TD Bn (899)

A19.17:

6-2-6 US Arm Bn (755, 756)
 4-2-8 US Lt Bn (70)
 2 Truck Points
 10 SP

A40.24:

3-5-3 Commando Bn (1 Cdo)

A41.23:

78 Inf Div (all 5 units)

A40.22:

12-0 Corps HQ (5)
 7-2-5 Arm Bn (51 RTR)
 (5)-3-3 AT Grp (5 AT)
 3-5-3 Commando Bn (6 Cdo)
 24-2-3 Arty Grp (1 M, 5 M)
 12-2-3 Arty Grp (5 FA)
 2 Truck Points
 1 Mule Point ('F')
 6 SP

A41.22:

1 Inf Div (2, 24 Gd Inf, Arty)

A42.22:

4 Inf Div (all 7 units)

A42.20:

6 Arm Div (1 Derby AC, L+, Lo+, 16/5
L Arm, 38 Irish, 10 Rfl Inf, Arty,
'F' Truck)

A43.19:

46 Inf Div (all 4 units)

A39.19:

12-0 Corps HQ (9)
7-3-5 Arm Bn (142)
24-2-3 Arty Grp (9 M)
12-2-3 Arty Grp (9 FA)
5 SP

A41.18:

1 Arm Div (all 8 units)

A43.18:

7-2-5 Arm Bn (NIH)
(5)-3-3 AT Grp (9 AT)
12-2-3 Arty Grp (1 FA)
6-3-5 Arm Arty Bn (23)

A47.17:

51 Inf Div (152, 153 Inf, 1/7 Mss MG,
Arty)

A52.17:

50 Inf Div (all 4 units)

A48.16:

6-4-3 Inf Bde (L Force, 201 Gds)
(5)-3-3 AT Grp (10 AT)
6-3-5 Arm Arty Bn (121)

A49.16:

6-3-4 Arm Bn (40 RTR, 50 RTR)
2-3-3 Inf Bn (11 KRRC)

A51.16, within 1 hex:

2 NZ Inf Div (all 11 units)
24-2-3 Arty Grp (8 M)
12-2-3 Arty Grp (8 FA)

A48.11:

12-0 Corps HQ (10)
4 Ind Inf Div (all 4 units)
24-2-3 Arty Grp (10 M)

A54.11:

12-0 Corps HQ (30)
(5)-3-3 AT Grp (30 AT)
24-2-3 Arty Grp (30 M)
2 Truck Points
7 SP

A48.09:

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)

A56.01:

56 Inf Div (all 3 units)

Level-2 Air Bases: A48.09, A30.20,
A21.05, A17.25, A06.25, A03.18

Level-1 Air Bases: A55.04, A32.21,
A19.06, A19.17, A13.20, A12.10

Air Strips: A54.11, A43.07, A39.19
Algiers and Tripoli Box Air Bases (use
an index card for Tripoli)

At any air bases:
United States

3x Spit.V
3x P-40
3x P-39
3x C-47
1x A-20
3x B-25
3x B-26

DAF

3x P-40
1x B-25

Surge Box:

3x P-38
2x B-17 #
1x B-24 #

Commonwealth

4x Spit.V *
1x Hurri.II *
2x Blen.V *
1x Hudson

DAF

2x Ktyhk
3x Ktyhk.II
3x Spit.V
1x Hurri.II *
1x Boston
2x Baltimore *

2x Beaufgtr *
1x Wellington

“*” = one unit begins reduced

“#” = the units begin inactive

Korea

Four U.N. counters are included that have been fixed. Their flip sides were incorrect.

Beyond the Rhine

Eleven new French units are presented for use in BEYOND THE RHINE. The units flesh out De Lattre's First Army, and are a reflection of Roland's continued research into the campaign. Below are their arrival dates and setup information. These are 'extras' (there are no deletions or other changes to the regular arrivals).

Five more counters round out the game: three extra truck counters (more "small" ones will be useful), an Allied Reserve marker (the published mix is regrettably short one), and a fixed German Breakdown regiment.

Unit	Arrives	Bulge	Nord	Endkampf
4-4-7 Recon Rgt (1)	12 Sept*	D5.33	D5.33	D5.33
3-4-3 Cdo Bn (Afriq)	12 Sept*	Dead	Dead	Dead
3-4-3 Mtn Grp (3 TM)	12 Sept*	D15.33	D13.35	D5.33
4-4-7 Recon Rgt (2)	12 Sept**	D16.30	D22.27	D22.27
2-4-3 Cdo Bn (Choc)	12 Sept**	D16.30	D18.35	D14.30
4-3-6 TD Rgt (2 D)	12 Sept**	D5.33	D5.33	Dead
3-4-3 Inf Rgt (9 Zouav)	1 Oct	D16.30	D22.27	Dead
2-1-3 Inf Rgt (Yonne)	22 Nov	C6.01	D5.33	Dead
2-1-3 Inf Rgt (Morvan)	22 Nov	D5.34	D6.35	Dead
3-4-3 Mtn Grp (1 TM)	26 Nov	D15.33	D30.31	D22.27
3-4-3 Mtn Grp (2 TM)	26 Nov	Dead	Dead	Dead

TM = Tabors of Moroccan Goumiers

D = Dragoons

Zouav = Zouaves

* arrives with 1st Corps HQ

** arrives with 2nd Corps HQ

Order of Battle

“†” depicted as independent units rather than as a multi-unit formation

German Forces

DAK HQ
90 Corps HQ

10th Panzer Division

- 10 Krd Bn
- 10 Arm Recon Bn
- I-7 Panzer Bn (mixed types)
- II-7 Panzer Bn (mixed types)
- 69 Inf Rgt
- 86 PG Rgt
- 90 PJ Bn (Marders)
- 90 Artillery Rgt
- Organic Truck

15th Panzer Division

- 33 Arm Recon Bn
- I-8 Panzer Bn (mixed types)
- II-8 Panzer Bn (mixed types)
- 115 PG Rgt (2x KG)
- 33 Artillery Rgt
- Organic Truck

21st Panzer Division

- 3 Arm Recon Bn
- I-5 Panzer Bn (mixed types)
- II-5 Panzer Bn (mixed types)
- 104 PG Rgt (2x KG)
- 155 Artillery Bn
- Organic Truck

Hermann Göring Pz Division (partial)

- HG Arm Recon Bn
- 3/I-HG Pz Co
- 1 Gren Inf Rgt
- II-2 Gren Bn
- I-HG PJ Bn (88's)
- Organic Truck

90th Light Division

- 580 Arm Recon Bn
- 155 Inf Rgt
- 200 Inf Rgt
- 361 Inf Rgt
- Kolbeck Inf Bn
- 190 Artillery Bn
- Organic Truck

164th Light Division

- 220 Arm Recon Bn
- 125 Inf Rgt
- 382 Inf Rgt
- 433 Inf Rgt
- 220 Artillery Bn

334th Infantry Division

- 334 Bicycle Bn
- 754 Inf Rgt
- 755 Inf Rgt
- 756 Mountain Inf Rgt
- 334 Artillery Rgt

999th Light Afrika Division

- (partially formed former Penal unit)
- 961 Inf Rgt
 - 962 Inf Rgt
 - 999 Artillery Rgt

Von Broich Infantry Division †

(Von Manteuffel after 7 Feb 43)

- T-3 March Bn
- A-20 March Bn
- Broich Artillery Grp
- Barenthin LW Para Rgt

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 Units

- 190 Panzer Bn
- 1/501 Panzer Co (Tiger I)
- 2/501 Panzer Co (Tiger I)
- 1/504 Panzer Co (Tiger I)
- Briel* Flak Bn (remnants of 606, 609, 612, and 617 flak battalions)
- 605 PJ Bn (47mm on Pz I chassis)
- Afrika-1 Artillery Rgt
- Afrika-2 Artillery Rgt
- I-71 Nebelwerfer Bn
- II-71 Nebelwerfer Bn
- Afrika Inf Rgt (aka 288 Sond)
- 47 Inf Rgt (of 22 AL Division)
- Tunisia Bn 5 (a training unit)
- Könen Cdo Bn (Brandenburgers)
- 300 zvb Oasis Bn (a mixed group of motorized weapons companies)
- FAL Arab KG (aka 287 Sond)
- PhA French Bn (see rule 1.12d)
- I-18 LW Flak Bn (88's)
- I-33 LW Flak Bn (88's)
- II-52 LW Flak Bn (88's)
- I-54 LW Flak Bn (88's)
- 19 LW Flak Bn (scraps of I-6, I-18, II-25, I-46, and I-53 flak battalions)
- Ramcke LW Bde (2x KG)
- Witzig LW Para Engineer Bn
- I-5 LW Para Bn
- III-5 LW Para Bn
- LW Wach-Battalion O.B.S. I
- LW Wach-Battalion O.B.S. II

Italian Forces

20 It Corps HQ
21 It Corps HQ
30 It Corps HQ

Centauro Panzer Division

- 131* Pz Bn (14 + 17 Arm)
- Lodi Arm Car Bn
- 5 Brs Inf Rgt
- 131 Artillery Bn

GGFF Infantry Division

- GGFF Inf Rgt
- 8 Brs Inf Rgt
- Monferrato Arm Car Bn
- 136 Artillery Rgt

La Spezia Infantry Division

- 39 Arm Car Bn
- 125 Inf Rgt
- 126 Inf Rgt
- 80 Artillery Rgt

Pistoia Infantry Division

- 35 Inf Rgt
- 36 Inf Rgt
- 31 Assault Bn
- 3 Artillery Rgt

Superga Assault Division

- 1 AG Bn
- 101 AG Bn
- 136 AG Bn
- 91 Inf Rgt
- 92 Inf Rgt
- 5 Artillery Rgt
- Organic Truck

Trieste Motorized Division

- 65 Inf Rgt
- 66 Inf Rgt
- 101* Recon Bn (9 Brs AC + 11 Arm)
- 21 Artillery Rgt
- Organic Truck

50 Special Brigade (Imperiali) †

- T Brs Motorcycle Rgt
- T Vol Static Rgt
- 60 MG Bn
- GAF (330) MG Bn
- Prov MG Bn
- Aosta MG Bn
- 15 Tank Bn
- 557 AG Bn

San Marco Marine Regiment †

- Bafle Marine Bn
- Grado Marine Bn
- S Mrco Marine Bn

Sahara Group †

- 350 Inf Rgt
- Savona Inf Rgt (division remains)
- Pavia Inf Rgt (division remains)
- Novara Light Bn

Independent Units

- Prov Artillery Grp
- 20 Artillery Grp
- 21 Artillery Grp
- 30 C Artillery Grp
- 8 Artillery Rgt
- 29 Artillery Rgt
- 359 AG Bn
- Nizza Arm Car Bn
- 34 CD Static Rgt
- 280 CD Static Rgt
- 1 RA Para Bn
- Loreto Para Bn
- 2 Flamethrower Bn
- 7 Brs Inf Rgt
- 10 Brs Inf Rgt (part of Von Broich)
- 50 Brs Inf Bn
- 51 Brs Inf Bn
- 52 Inf Rgt
- Milmart PJ Bn (90mm on trucks)
- Territorial Rgt
- 25 MG Bn
- 70 Brs MG Bn
- 252 MG Bn
- 281 MG Bn
- 340 MG Bn
- 1 Blackshirt Legion (5 & 6 Bn)
- 570 Blackshirt Bn

Commonwealth Forces

- 5 British Corps HQ
- 9 British Corps HQ
- 10 British Corps HQ
- 30 British Corps HQ

1st Armoured Division

- 12 Lancers Arm Car Bn
- Queen's Bays Arm Bn
- 10 Royal Hussars Arm Bn
- 9 Queen's Royal Lancers Arm Bn
- 7 Inf Bde
- York Dragoons Inf Bn
- Artillery Bde
- Organic Truck

6th Armoured Division

- 1 Derby Arm Car Bn
- 2 Lothians Arm Bn
- 16/5 Lancers Arm Bn
- 17/21 Lancers Arm Bn
- L+ Arm Bn (upgraded 17/21 L)
- Lo+ Arm Bn (upgraded 2 Lothians)
- 38 Irish Inf Bde
- 10 Rifle Inf Bn
- Artillery Bde
- Organic Truck

7th Armoured Division

- 11 Hussars Arm Car Bn
- 4 County of London Yeoman Arm Bn
- 1 King's Dragoon Guards Arm Bn
- Royal Scottish Greys Arm Bn
- 1 Royal Dragoons Arm Bn
- 1 RTR Arm Bn
- 5 RTR Arm Bn
- 1 Rfl Inf Bn
- 1 KRRC Inf Bn
- 131 Inf Bde
- Artillery Bde
- Organic Truck

1st Infantry Division

- 2 Inf Bde
- 3 Inf Bde
- 24 Gds Inf Bde
- Artillery Bde

4th Infantry Division

- 12 RTR Arm Bn
- 48 RTR Arm Bn
- 145 RAC Arm Bn
- 10 Inf Bde
- 12 Inf Bde
- Artillery Bde
- Organic Truck

46th Infantry Division

- 128 Inf Bde
- 138 Inf Bde
- 139 Inf Bde
- Artillery Bde

50th Infantry Division

- 69 Inf Bde
- 151 Inf Bde
- 2 Cheshire MG Bn
- Artillery Bde

51st Infantry Division

- 152 Inf Bde
- 153 Inf Bde
- 154 Inf Bde
- 1/7 Middlesex MG Bn
- Artillery Bde

56th Infantry Division

- 167 Inf Bde
- 169 Inf Bde
- Artillery Bde

78th Infantry Division

- 56 Rec Arm Car Bn
- 1 Gds Inf Bde
- 11 Inf Bde
- 36 Inf Bde
- Artillery Bde

4th Indian Infantry Division

- 5 Inf Bde
- 7 Inf Bde
- Rajput Inf Bn
- Artillery Bde

2nd New Zealand Infantry Division

- 2 Arm Cav Bn
- Maori Inf Bn
- 5 Inf Bde
- 6 Inf Bde
- 27 MG Bn
- 3 RTR Arm Bn
- Notts Arm Bn
- Staffs Arm Bn
- 1 Buffs Inf Bn
- Artillery Bde
- Organic Truck

Independent

- 40 RTR Arm Bn
- 50 RTR Arm Bn
- 51 RTR Arm Bn
- NIH (North Irish Horse) Arm Bn
- 142 RAC Bn (Churchill Tanks)
- 1 Para Bn
- 2 Para Bn
- 3 Para Bn
- 1 Cdo Commando Bn
- 6 Cdo Commando Bn
- L Force Inf Bde (see rule 1.12d)
- 201 Gds Inf Bde
- 11 KRRC Inf Bn
- 5th Corps Guns (1 AGRA)
 - 2x FA (75, 102, 107, 166)
 - 1x AT (see Developer Notes)
 - 1x M (58 Med and 54 Hvy)
- 9th Corps Guns (2nd AGRA)
 - 1x FA (140, 183)
 - 1x AT (see Developer Notes)
 - 2x M (4, 5, 74 Med; 56 Hvy)
- Arm Arty (23)
- 13th Corps Guns (5th AGRA)
 - 1x FA (57, 58)
 - 1x AT (see Developer Notes)
 - 1x M (7, 51, 69 Med)
- Arm Arty (121)
- 30th Corps Guns (6th AGRA)
 - 2x M (2, 66, 75, 78, 80 Med)
 - 1x AT (see Developer Notes)

French Forces

- 19 French Corps HQ

Algiers Infantry Division

- 1 Spahis Mixed Rgt
- 1 Alg Inf Rgt
- 9 Alg Inf Rgt
- 2 TM Inf Rgt
- Artillery Rgt

Constantine Infantry Division

- 3 CdA Arm Car Rgt
- 3 Alg Inf Rgt
- 7 Alg Inf Rgt
- 3 RZ Inf Rgt
- Artillery Rgt

Morocco Infantry Division

- 1 REC Arm Car Rgt
- 3 Lgn Inf Rgt
- 7 Moc Inf Rgt
- 1 TM Inf Rgt
- Artillery Rgt

Oran Infantry Division

- 2 Alg Inf Rgt
- 6 Alg Inf Rgt
- 15 Sen Inf Rgt
- Artillery Rgt

Independent Units

- Group Schw Police Bde
- Group Regn Police Bde
- Group Morl Police Bde
- 3 Spahis Mixed Rgt
- 5 CdA Arm Car Rgt
- Zouave Inf Bn (from 4 RMZT)
- 4 Tun Inf Rgt
- Sahel Mixed Rgt (inf, cav, and AA)
- CFdA Inf Rgt
- 1 Lgn Inf Rgt
- Group Maz Arm Bn
- Group Lép Arm Bn
- Blindé Arm Bde
- Coulteax Mech Bde (also called Group Reserve 1)

American Forces

2 US Corps HQ

1st Armored Division

- 81 Arm Recon Bn
- 1-1 Lt Bn
- 2-1 Arm Bn
- 3-1 Arm Bn
- 1-13 Lt Bn
- 2-13 Arm Bn
- 3-13 Arm Bn
- 6 Mech Inf Rgt (2x BG)
- Arm Arty Rgt (3x Bn)
- Organic Truck

1st Infantry Division

- 16 Inf Rgt
- 18 Inf Rgt
- 26 Inf Rgt
- Artillery Rgt (4x Bn)

3rd Infantry Division

- 7 Inf Rgt
- 15 Inf Rgt
- 30 Inf Rgt
- Artillery Rgt (4x Bn)

9th Infantry Division

- 39 Inf Rgt
- 47 Inf Rgt
- 60 Inf Rgt
- Artillery Rgt (4x Bn)

34th Infantry Division

- 133 Inf Rgt
- 135 Inf Rgt
- 168 Inf Rgt
- Artillery Rgt (4x Bn)

Independent Units

- 19 Eng Rgt
- 20 Eng Rgt
- 91 Arm Recon Bn
- 1 Rgr Commando Bn
- 2-509 Para Bn
- 70 Lt Bn
- 751 Arm Bn
- 752 Arm Bn
- 755 Arm Bn
- 756 Arm Bn
- 2642 Arm Bn
- 1-213 CD TD Bn (90mm on trucks)
- 601 TD Bn (75mm on halftracks)
- 701 TD Bn (75mm on halftracks)
- 776 TD Bn (M10 Tank Destroyers)
- 805 TD Bn (75mm on halftracks)
- 813 TD Bn (75mm on halftracks)
- 894 TD Bn (75mm on halftracks)
- 899 TD Bn (M10 Tank Destroyers)
- 17 Arty Rgt (towed 155mm)
- 36 Arty Rgt (towed 155mm)
- 178 Arty Rgt (towed 155mm)
- 58 Arm Arty Bn (SP 105mm)
- 62 Arm Arty Bn (SP 105mm)
- 65 Arm Arty Bn (SP 105mm)

* * *

Abbreviations

A or Arm—Armor

Abn—Airborne

AC—Armored Car

AEP—Air Entry Point

AG—Assault Gun

Afr—Africa

Alg—Algerian

AT—Antitank

Arty—Artillery

Asterisk (*)—A consolidation of two or more battered units. “101” is Trieste Division’s 9 Bns AC and 11 Arm. “131” is Centauro Division’s 14 and 17 Armor. “Briel” is 606, 609, 612, and 617 Flak. “19” is I-6, II-25, I-46, and I-53 Flak.

Baren—Barenthin

Bays—Queen’s Bays

BG—Battlegroup

Blk—Blackshirt Italian

Brs—Bersaglieri

Cav—Cavalry

CD—Coastal Defense

CdA—Chasseurs d’Afrique

Cdo—Commando

Centro—Centauro

CFdA—Corps Franc d’Afrique

Ches—Cheshires

CLY—County of London Yeomanry

Coutx—Coulteax

CW—Commonwealth

DAK—Deutsches Afrika Korps

DMC—Div de Marche de Constantine

Eng—Engineer

FA—Field Artillery

FJ—Fallshirmjäger (Paratrooper)

Flm—Flamethrower

FAL—Free Arabian Legion

Fr—French

GAF—Guardia Alla Frontiera

Gds—Guards

GGFF—Giovani Fascisti

Grp—Group

Gren—Grenadier

Greys—Royal Scottish Greys

HG—Hermann Göring

H—Hussars

Ind—Indian

Inf—Infantry

It—Italian

KDG—King’s Dragoon Guards

KG—Kampfgruppe

Klbck—Kolbeck

Krd—Kradschutzen (motorcycle)

KRRC—King’s Royal Rifle Corps

L—Lancers

L Force—Free French under Le Clerc

Lanc—Lancashire

La Spz—La Spezia

Le—Leichte (Light)

Lép—Lépinay

Lgn—Foreign Legion

Lt—Light Tank

Lo—Lothians

Maz—Mazoyer

MC—Motorcycle

M—Medium

MG—Machine Gun

Mlmrt—Milmart

Mnfrto—Monferatto

Moc—Moroccan

Morl—Morlière

Mrch—March

Msx—Middlesex

Mtn—Mountain

Mrch—March

Mx—Mixed Mech and Foot

NIH—North Irish Horse

Notts—Nottinghamshire Yeomanry

NZ—New Zealand

OBS—Oberbefehlshaber Sud

Para—Parachute

PG—Panzer Grenadier (mech infantry)

PJ—Panzer Jäger (antitank)

PhA—Phalange Africaine

Pisto—Pistoia

Pol—Police

Prov—Provisional

Pz—Panzer

QRL—Queen's Royal Lancers
 RA—Regia Aeronautica
 RAC—Royal Armoured Corps
 RD—Royal Dragoons
 Rec or Recon—Reconnaissance
 REC—Foreign Legion cavalry
 Regn—Regnault
 Repl—Replacement
 Rgr—Ranger
 RH—Royal Hussars
 RHA—Royal Horse Artillery
 RTR—Royal Tank Regiment
 Schw—Schwartz
 S Mrco—San Marco
 Sen—Senegal
 Sond—Sonderverband
 Sphs—Spahis
 Staffs—Staffordshire
 T or Tun—Tunisian
 TD—Tank Destroyer
 Ter—Territorial
 Tgr—Tiger
 TM—Tabors of Moroccan Goumiers
 US—United States
 Vol—Volunteers
 York D—York Dragoons
 Zouv—Zouaves
 zvb—Special Purpose Unit

* * *

Original Design Notes

These were edited and shortened.

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 some 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 an unusual corner theater of the war, sources abounded. Several good books were dedicated more or less exclusively to Tunisia. 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 dealt almost exclusively on Tunisia. A well-illustrated (if not exhaustive) source, I recommend it 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 volume suffers slightly in that it handles the Kasserine fiasco with kid gloves (more detail about the American disaster is in the British history) and the volume's 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 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 the Moments in History game company) also lended a hand in determining some of the stickier items of the German OB—such as the availability of halftracks and the like.

A few aspects of the OB were intentionally altered to make units match their historical condition. For instance, some Axis artillery regiments have lowered barrage values to reflect their dilapidated state (after the retreat from El Alamein). This is a change in the normal series procedure of 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 replacements would ever be available to rebuild them.

When playing *TUNISIA*, great care must be taken with respect to use of terrain (as opposed to 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 have 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!

* * *

New Developer Notes

A straight reprint was out of the question, if only because *TUNISIA* was originally designed back when the OCSv2 rules were fairly new. With *TUNISIA II* we finally standardize how the game should be played with the latest rules!

We also wanted to update *TUNISIA II* to "fit" better with newer games also set in 1942-43. So some units and rules were changed to conform to DAK II, *CASE BLUE*, and *SICILY*. Recent work on *BEYOND THE RHINE* also factored in. The upgrade offered an opportunity to re-think a few design decisions as well. Here are some of the highlights:

Orders of Battle. A handful of the original game's counters were revised over the years, mostly due to the research of Paul Dallas. This on-going work was supplemented by myself and Roland Leblanc (who did an OB-check using recent publications). I will forever be indebted to Roland for his assistance!

We provide a composite of what were sometimes fluid division assignments (not bothering with substitute units). For instance, 15th Senegalese was part of DMC as well as Oran Div, and 1st Guards and 38th Irish switched divisions at the game's mid-point.

Axis. Some units were consolidated in hopes that fewer counters would create a better simulation (by reducing the number of "shell catchers"). This also allowed me to account for the reduced state of the Afrika Korps.

- The Tunisia Assault Bn was added to the Tunisia Vol Rgt.
- The 5 Brs Bn joined the Brs Bn, making a combined MC Rgt.
- The GAF Inf Bn was added to the Savona Bn, which led to upgrading the strength of this remnant.
- The 111 and 112 Territorial Bn were combined into a new Ter Rgt.
- Some of the Afrika Korps is in weakened condition and some units are missing entirely. Enough counters go straight to the Dead Pile!
- Artillery was consolidated into fewer counters.
- Some unit remnants were consolidated into counters to which we gave a pseudonym. See the "*" note in Abbreviations (page 20).

American Tank Reserves. Four tank units are included that are limited to operations in Algeria, acting as a sort of an insurance policy against disaster. There were a variety of reasons they were held back: logistics, training, need to garrison the former Vichy territory, and worries over Spanish intervention. An option releases the reserves from this restriction.

French. The French in the game were in the midst of a transformation. Just a week before our game began these units were fighting the Allies; now they are fighting the Germans. Morale and equipment were spotty.

Commonwealth. 8th Army's left hook at Mareth was led by the 2nd NZ Inf Div, which had an armoured brigade attached to it. 1st Army fielded another mixed division, the 4th Inf. In both

cases we decided to show the tanks as permanent attachments (and also threw in 2T of organic trucks).

The Commonwealth's corps-level guns are clumped into abstract groups, as part of a general decision to consolidate the small stuff. British 5th Corps, for instance, included six small artillery regiments that are shown by three counters: 1 FA, 5 FA, and 5 M.

AT units. Handling of anti-tank units in the game posed a similar issue. You will notice some divisions have "red" arty units—this is to show these divisions have a towed anti-tank battalion. The only AT units with actual counters are things like the German 88s and American tank destroyers. This works well overall, but one army seemed to be really short-changed by this design approach, the Commonwealth. So we decided to give them one composite towed AT unit per corps. Enough to be useful, but not an unwieldy number.

Cooperation. The factions template used in Option 4.1 was provided by BEYOND THE RHINE. To reflect coordinated operations, "attachments" are allowed. They show groupings like the multinational Blade Force in November.

Railroads. Only one type of railroad is shown in the new edition. Since use of Allied RR Cap is now limited to Algeria, including rules for low capacity rails would essentially have been a distinction without a real difference.

Shipping and Port Capacities. Port caps were halved to bring them into line with other OCS games. This drops the combined capacity of ports under Allied control at start to just 2 SP, so we boosted Allied Rail Cap (but limited it to Algeria). Damage to ports remains important, and even the Axis might now feel a capacity pinch at the end.

Dangerous Water. In the old game, the Allies often used the strategy of seizing a port (such as Sousse) and then supplying the raiding force by sea. This always seemed a little too easy, given the proximity of enemy air and naval forces, so we have divided the coast into three zones and do not allow Sea Cap to be used in dangerous waters.

Rebuilds. We use a variation on the "cheaper rebuilds" option—there are very few repls anyway, so why agonize over fiddly costs? Another feature of the new game is the Faction rebuild, which reduces perfect player-control and imposes an indirect limit on stockpiling of Pax and Eq.

Surge Planes. Aircraft with a primary role outside the normal mission types were placed in the Surge Pool. Some were escorting transport missions or attacking ships; some mostly flew at night. To show these roles, Surge planes have a slow refit rate.

Terrain. The TEC was brought into line with DAK 2. We also used period maps to re-work the road net and make a handful of minor terrain changes. Take note that Point of Interest hexes now prevent doubling of armor and mech—a "tactical" effect to lend them importance that is very appropriate in this campaign.

Weird Transport Points. The original game had lots and lots of organic trucks. They were scaled back a bit, and the process of refinement eventually led to the introduction of 2T and 6T sizes to show more granularity. As a result, some formations have enough organic transport to fuel the division and still have a little ammo to dole out; others don't have enough to fuel (or fight) the entire division, but that 2T can still be handy. Here is the rundown:

2T organic truck: HG Panzer, 90th Light, Superga, & Trieste; 4th & 2nd (NZ) Infantry.

4T organic truck: 10th, 15th, & 21st Panzer; 1st & 6th Armoured.

6T organic truck: 1st Armoured; 7th Armoured.

Air Bases. As with DAK, the Tunisian theater had dozens of air strips, but not many big bases. The approach we have adopted is a compromise: it saves on counters by only marking the air strips in use (up to three per side) at any given time.

Air OBs. Here is how Roland LeBlanc's research was translated into counters:

German Planes

At Start

II./J.G.53 (26x Bf.109G). At Bizerta. [2 steps]

III./J.G.53 (25x Bf.109G). At Tunis. Withdraw: 1 Dec. Return: 1 April (just part of the unit returns). [1 step]

II./J.G.51 (30x Bf.109G). At Bizerta. Was equipped with Fw.190A in November and switched to Bf.109G in December. [2 steps]

Z.G. 1 III./Z.G.1 (41x Me.210A). At Sicily. [Surge]

Z.G. 2 III./Z.G.2 (37x Fw.190A). At Bizerta. Renamed SKG.10. [2 steps]

Z.G. 26 III./Z.G.26 (57x Bf.110). At Sicily. This unit escorted transport flights and covered anti-shipping operations. [2x Surge]

III./K.G.30 (25x Ju.88A). At Sicily. Exit: 26 Feb. [1 step]

II./ & III./K.G.54 (41x Ju.88A). At Sicily. [Surge]

I./ & II./K.G.77 (42x Ju.88A). At Sicily. [Surge]

II./St.G.3 (18x Ju.87D). At Tunisia. [1 step]

III./K.G.100 (14x He.111H). At Greece. Exit: 8 Dec. [1 step]

Kampfgruppe z.b.V. 400 (21x Ju.52). At SE Italy. Withdraw: 1 Jan. [2 steps]

Kampfgruppe z.b.V. 800 (52x Ju.52). At SE Italy. [2 steps]

III./K.G.4 (50x He.111H that pulled two Staffeln of Go.242 glider). At Rome. Exit: 1 December. It is unclear if this unit was withdrawn because of its heavy losses or for other reasons. [2 steps]

Reinforcements

I./K.G.54 (25x Ju.88A). 15 Nov. Mostly on convoy escort and anti-shipping. [1 step]

II./J.G.2 (41x Fw.190A). 19 Nov. [2 steps]

I./J.G.53 (19x Bf.109G). 22 Nov. [1 step]

Kampfgeschwader z.b.V. 323 (20x Me.323). 26 Nov. Each Me.323 could carry 12 metric tons! [2 steps for special]

I./K.G.76 (28x Ju.88A). 8 Dec. Exit: 12 March. [2 steps]

8.(Pz)/Sch.G.2 (11x Hs.129B). 15 Dec. A tank buster. [2 steps for special]

III./St.G.3 (21x Ju.87D). 22 Jan. Was transferred to 5 Pz.A from DAK. [1 step]

I./Schl.G.2 (15x Bf.109F-4). w/DAK. [1 step]

I./ and II./ & III./J.G.77 (60x Bf.109G). w/DAK. [2 steps + add step to F-Type]

III./K.G.40 (10x Fw.200). w/DAK. Exit: 26 Feb. [1 step]

III./J.G.27 (30x Bf.109G). 26 Feb. [2 steps]

III./J.G.27 (17x Bf.109F). 1 March. [1 step]

Lufttransportstaffel 290 (2x Fw.200B, 2x Ju.290A, 1x Ju.252, and 7x Ju.90). 1 March. This unit is fascinating to say the least. Two of the types (Ju.290A and the Ju.252) were the latest in German efforts to replace the aging Ju.52, and they were BIG. The total capacity of these 12 planes was twice that of a full Gruppe of Ju.52s! [2 steps for special]

III./K.G.77 (42x Ju.88A). 15 Mar. [2 steps]

Kampfgruppe z.b.V. 106 (51x Ju.52). 1 April. [2 steps]

III./K.G.76 (20x Ju.88A). 1 April. [adds step to T-Type]

II./Schl.G.2 (20x Fw.190A-5). 15 Apr. [1 step]

II./Schl.G.2 (20x Fw.190A-5). 15 Apr. [1 step]

II./Schl.G.2 (20x Fw.190A-5). 15 Apr. [1 step]

II./Schl.G.2 (20x Fw.190A-5). 15 Apr. [1 step]

Italian Planes

At Start

17 Gruppo (33x MC.202). Begins at Sicily. Exit: 1 Jan. [2 steps]

3 & 153 Gruppo (20x MC.200 and 24x MC.202). At Sicily & Sardinia. [Mixed Surge]

155 Gruppo (21x MC.202). At Tunisia. [1 step]

161 Gruppo (15x MC.200). At Tunisia. [1 step]

22 Gruppo (23x Re.2001). At Sardinia. Exit: 26 Dec. [adds step to F-Type]

37 & 148 Gruppo (10x SM.82 TPT and 14x G.12 TPT). At Sicily. [Mixed 2 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

33 Gruppo (15x Z1007bis). At Sicily. [1 step]

American Planes

At Start

31, 52 FG (Spit.V). [6 steps]

33 FG (P-40). [2 steps]

1 FG (P-38). [Surge]

47 BG (A-20). [2 steps]

Reinforcements

82 FG (P-38). 1 Dec. [2x Surge]

97 & 301 HBG (B-17). 1 Dec. [Surge]

310 BG (B-25). 12 Dec. [2 steps]

17 BG (B-26). 29 Dec. [2 steps]

81 & 350 FG (P-39). 1 Jan. [6 steps]

98 & 376 HBG (B-24). 1 Jan. [Surge]

12 BG (B-25). w/8A. [2 steps]

57 & 79 FG (P-40). w/8A. [6 steps]

321 BG (B-25). 1 March. [4 steps]

99 HBG (B-17). 1 March. [Surge]

320 BG (B-26). 1 Apr. [4 steps]

325 FG (P-40). 15 April. [4 steps]

Design Note: U.S. groups were large, so an extra counter is added on the arrival of a second F-Type or T-Type. This also shows pilot quality increasing as time goes by. We have reduced the expected number of B-17 and B-24 counters for a different reason: they were busy bombing targets elsewhere.

Commonwealth Planes

At Start

72, 81, 93, 111, 152, 154, & 242 Squads (Spit.V). Algiers. [7 steps]

241 Squad (Hurri.II). Algiers. [1 step]

153, 255, and 600 Squads (Beaufgr.VI). Algeria. Nightfighters. [2x Surge]

13, 18, 114, & 614 Squads (Blen.V). Algiers. [4 steps]

13, 18, 114, & 614 Squads (Blen.V). Algiers. [4 steps]

Reinforcements

142 and 150 Squads (Wellington). 5 Dec. Night missions. [Surge]

232 Squad (Spit.V). 5 Jan. [add step to F-Type]

No. 211 Group (63x Ktyhk). w/8A. [4 steps]

No. 239 Wing (105x Ktyhk.II). w/8A. [6 steps]

No. 244 Wing (96x Spit.V [6 steps] and 16x Hurri.II [1 step]). w/8A.

No. 3 Wing (16x Baltimore [1 step] and 32x Boston [2 steps]). w/8A. South African.

No. 232 Wing (32x Baltimore). w/8A. [2 steps]

No. 249 Wing (Hudson VI). w/8A. This as a transport unit. [2 steps]

French Planes

GB I/11, I/22, I/25, & I/23 (LeO.451). 1 Feb. [2 steps]

Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Salt Marsh Hills	Close	P	P	2	x1/2*	[x1/2]*	x 1*
Rough	Close	2	3	1	x 1	x 1	x1
Mountain	Close	3	5	2	[x1/2]	[x1/2]	x 1
Point of Interest	V. Close	P	P	All	x1/3*	[x1/2]*	x 1*
Village	Open	ot	ot	ot	x 1	x 1	x 1
City	Close	ot	ot	ot	x 1	x 1	x 1
Primary Road	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Secondary Road	ot	1/2	1/3	1/2	ot	ot	ot
Railroad or Track	ot	1/2	1/2	1/2	ot	ot	ot
Wadi **	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 6	+ 2	[x1/2]	[x1/2]	x 1
Lake/Sea/Blocked	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
	ot	P	P	P	[x1/3]*	[x1/2]*	[x1/2]*

[x#] — Attack times the multiple in brackets; Defend at x 1.

P — Movement Prohibited

* — Via Road or Railroad if movement is "P" (OCS 9.1f).

ot — Dependent on other terrain in hex

** Note bridging (OCS 13.8b) cannot be used on a Wadi

Allied Repl Table

Roll	Repls
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

Month	Sea Cap	Rail Cap
Nov-Dec	1	2
Jan-Feb	1	3
Mar-May	2	4

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

Weather Table

Date	No		
	Flight	Flight	Mud
November	11..53	54..64	65..66
December	11..26	31..35	36..66
January	11..26	31..35	36..66
February	11..55	56..63	64..66
March	11..55	56..64	65..66
April	11..62	63..65	66
May	11..62	63..66	—

See 1.3 for details

Common Rebuild Table

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

Transport Points = see OCS 13.5e

Planes = each Air rebuilds 2 steps

See 1.4 for details

Axis Repl Table

Roll	Repls
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

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