

## Detailed Tunisia Example of Play

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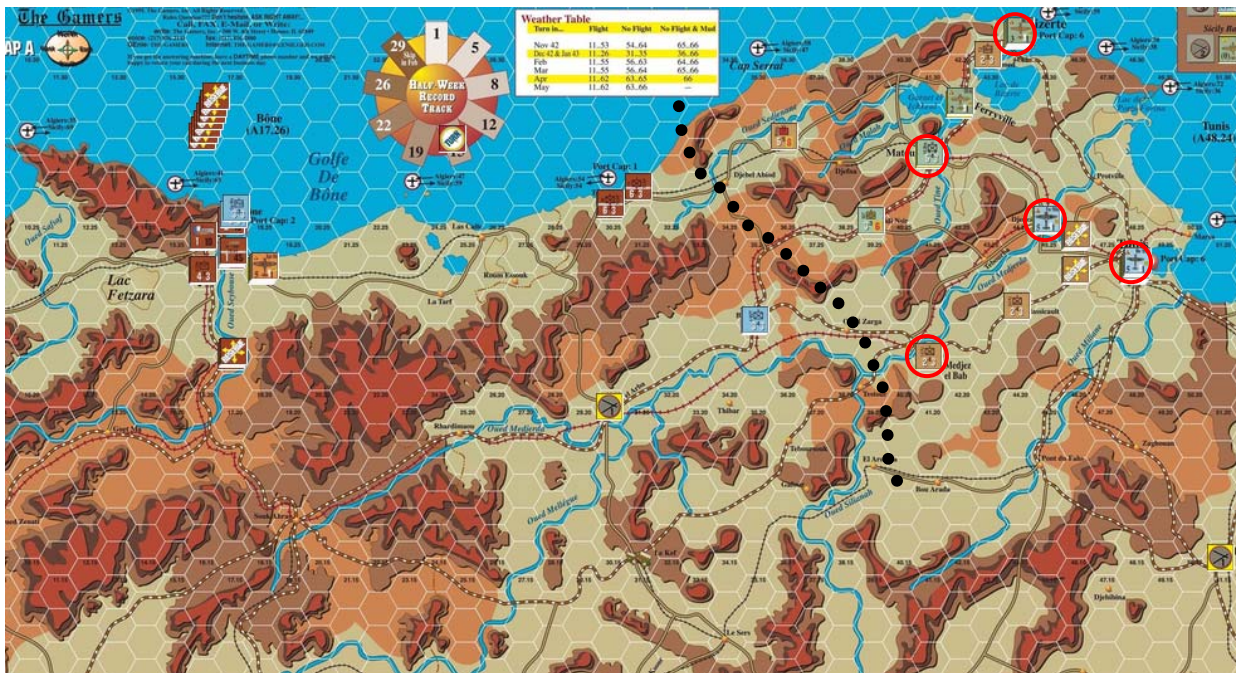
[Originally posted at <http://www.boardgamegeek.com/thread/320015>]

This will be a series of writeups made in installments over a period of time describing a playthrough of one of the scenarios in Operational Combat Series (OCS) Tunisia, similar to an effort I made last year with DAK2 (<http://www.boardgamegeek.com/thread/169626>). As was the case then, I cannot claim to be an expert in the way of OCS strategy or tactics, so don't consider anything here necessarily worthy of emulation. But I do hope to highlight some of the aspects about OCS that make it such a great system.

Tunisia has been cited as one of the best ways to get introduced to OCS. I think this is in part due to its manageable size and the fact that the campaign begins with only a few units on the map and slowly builds up. The full campaign runs from 15 November 1942 until 29 May 1943. This period begins with both the Allies and Axis building up forces in the region near Tunis, followed by Rommel's Deutsches Afrikakorps entering from the south through Libya with Montgomery's 8<sup>th</sup> Army in pursuit. The game begins with a slight Allied edge, then swings to the Axis' advantage, and finally back to the Allies. This results in opportunities for both sides to be on the offensive and defensive and leads to fluid tactical and strategic situations.

This writeup involves the Race for Tunis scenario which covers the first 14 turns of the full campaign game. The Axis begin with a relatively small force of German and Italian units in and around Tunis and Bizerte, while a combined force of British, American, and French units enter from the west through Algeria. In time, however, the German elite 10<sup>th</sup> Panzer Division, among others, begin to arrive from Sicily, turning the tide in favor of the Axis. The race, then, is for the Allies to gain as much territory as possible before the tide turns. To win, the Allies have 14 turns in which to capture 3 of the following 5 villages/cities: Tunis, Bizerte, Djedeida, Mateur, or Medjez el Bab.

Front line at the start, with objective towns shown with red circles:



## Setting the Stage

To begin, let's take a look at the region and its terrain. In many wargames, terrain is a factor that affects movement and combat, but that's about it. In OCS, terrain also affects the delivery of supplies, which in turn places limitations on where forces can go for a sustained period of time. Even though a unit may be able to move somewhere, it may be a bad decision from the supply point of view.



In the area around Tunis, we find clear terrain as well as low hills, rough terrain, mountains, rivers, and the occasional salt marsh. The mountain ranges channel four main avenues from the west toward Tunis: the northernmost valley along the Oued Sedjenane leading to Ferryville; the valley along the Oued Malah leading to Mateur; along the major road through the town of Sidi Nsir also leading to Mateur; and finally the slightly more open region farther south through the villages of Oued Zarga, Medjez el Bab, and Tebourba and south of the Oued Medjerda. Plugging these four avenues will keep the Allies from Tunis, but the Axis don't have the resources to do it all at once.

Of particular note are the mountains and salt marsh which are impassable to tracked units or trucked units (unless on a road), but which can be entered by leg-movement units. So, most units must stick to the valleys, and leg units should take to the mountains only after careful thought. Take this situation, for example:



The British 3<sup>rd</sup> Parachute Infantry battalion, for whatever reason, has entered the mountains northeast of Bedja. If there were a supply dump or detrainable hex adjacent to the unit, it could get combat supply / trace supply from that source, but as shown the unit needs to trace back out of its hex. Truck movement points are used for supply, and trucks cannot enter or exit mountain hexes unless along a road. So, the unit can't trace back to get its own supply beyond the adjacent hexes. However, if an HQ is in the area, it could throw supply out toward the 3<sup>rd</sup> battalion and need only get adjacent to it. So, when an HQ is nearby, it opens up a few more tactical options for leg units to take to the mountains.

The other interesting aspect about Tunisia is that most units have to travel to the map to enter the game. This places competition for the limited sea, air, and land transportation resources available to each player, who must balance the need to build up combat units against the need to build supply dumps. Combat units can't be fully exercised without fuel or ammunition, so working out the transportation logistics to get the right combination of firepower and supplies to the right place at the right time is one of the unique strategic puzzles that make OCS enjoyable.

Finally, there is the weather. The weather begins fine enough in November, with a 5/6 chance of good weather allowing flight each turn. In December, however, the heavy rains really move in: there is only a 1/3 chance of having weather good enough to fly, and fully half of the time the rains are so heavy as to convert the terrain into a muddy mess preventing most activity from occurring. So, even though the Allies have 14 turns to take their objectives, they can only expect to get about 9 or 10 non-mud turns to work with.

### **Turn 1: 15 November 1942**

## I. Pre-Turn Phase

1. Weather: roll is 4,4 = clear
2. First player determination: Allies go first

## II. Allied Turn 1

A. Aircraft refit: no need

B. Reinforcement phase: roll = 7, no replacements

The 1<sup>st</sup> Commando battalion, two infantry brigades and an artillery battalion from the 6<sup>th</sup> Armored Division, the 140<sup>th</sup> Artillery Bn, and an artillery battalion from the US 34<sup>th</sup> Infantry Division arrive at the village of Aine M'Lila along the western edge of the map.

C. Movement phase

36<sup>th</sup> Infantry Brigade moves from Tabarka to Djebel Abiod, while the 11<sup>th</sup> Brigade (which started just east of Tabarka) cuts southward to hold the road junction north of Bedja. The French 4 MZT unit remains in Bedja to hold the 2T supply dump there.



Next, I want to move out the 6<sup>th</sup> Armored Division and think it'll be worth spending 1 SP supply to fuel the whole division. Problem is, the newly-entered reinforcements to the west can't reach the fuel supplies currently stationed near the port of Bone. One option would be to ship an SP to Phillipeville, but instead I will move the 6<sup>th</sup> Division organic truck into a position from which all of its units can draw: this location is the village of Guet Ma (taking 3.3 MP).

The 6<sup>th</sup> Armored Division fuels up using the organic truck's SP (green arrows), and the truck moves back to Bone (3.6 MP). This is one of the OCS tricks: you can move a supply truck, have units feed off of it, and then continue to move the truck. However, it would not be allowable to begin moving other units and then move the truck again.



With fresh fuel flowing through their lines, the 1<sup>st</sup> Derby armored car battalion switches into Move Mode and races off on a tagging mission. They travel south and liberate three Axis airfields (in Bin Beida, Youks les Bains, and Tebessa) finally stopping just east of Le Kef. This should prevent any surprises from the Luftwaffe to our south, and will also allow us to stage aircraft there as necessary.

Next, we'll try something fairly aggressive. I think just pushing slowly ahead only gives the Axis time to move into strong defensive positions, so we'll try a little encirclement: First, the 17/21L armored battalion also switches into Move Mode and motors east, passing through Souk el Arba and liberating that airfield, through Bedja, across the Oued Medjerda, and south behind the German 1-5 FJ battalion in Medjez el Bab. The new reinforcements on the west edge also run east in Move Mode to support. While the 1-5 FJ can move into supply or be reinforced, this move at least forces the German to respond to our moves rather than the other way around.



Next, we'll move the 6<sup>th</sup> Commando, 3<sup>rd</sup> Parachute, and 1<sup>st</sup> Commando battalions in strategic move mode to get them rapidly toward the front. We'll stop them well out of range of the Axis units since they are especially vulnerable in strategic move mode (they might get bombed, but there are probably riper targets for the Luftwaffe).



The charcoal truck and 78<sup>th</sup> Infantry organic truck move along the coastal road to Tabarka. The two independent artillery units that arrived in the west trudge slowly eastward in combat mode to save on fuel.

Now for some fighter sweeps! A squadron of Spitfires flies from Bone to the Axis airfield at Djedeida. The air raid sirens begin to drone and the FW-190s scramble, but have a tough time, taking heavy losses (roll = 12, defender abort; 5 = lose a step). The victorious Spitfires return to Bone, perform a barrel roll over the field, and land.



Next, some Hurricanes from Bone attack the Italian fighter base at Ferryville. Italian CR.42 and G.50 aircraft sputter to life and climb to meet the Hurricanes. The dogfight is a draw, both sides aborting without losses.

Finally, a squadron of American Spitfires flies long-range to Bizerte, engaging the Italian MC.202s there. The Italians take losses and abort. All in all, not a good week for the Axis airforce. The

Americans also have some P-40s and P-38s standing by but decline to attack the Me-109s in Tunis due to the Allies' low chances of success against the better German aircraft.

To finish out the Movement Phase, we'll handle shipping and air transport. The Allies get 3 SP worth of shipping allowance in November, which we'll use to deliver 2 SPs to Bone and 1 SP to Tabarka. Note that we can't ship more than that to Tabarka because its port capacity is just 1 SP.

The Americans have the luxury of 2 C-47 transports, each of which can carry 1T out to a range of 160 hexes, or 2T out to 80 hexes. Since the Allied airbases are all less than 80 hexes from Algiers, these aircraft will be ferrying large quantities of supplies and troops. Three infantry battalions are in Algiers, each of which costs 1T to transport (due to their leg Move Mode movement factor being < 6). We'll use one of our C-47s to transport the two British units (1<sup>st</sup> and 2<sup>nd</sup> Parachute battalions) to the small air base in Souk el Arba (2T total, which is also the maximum we can unload at that airbase without having to leave the C-47s there inactive). The C-47s return to Algiers, and the infantry units move eastward (units can use ½ of the movement allowance on the turn they are transported by air).

The second C-47 shuttles the American 2-509 Parachute battalion and 1T supply to the airbase near Bone. The battalion moves out along the coastal road, nearly reaching the town of La Tarf.



### iii. Air barrage segment.

The Allies have a nice selection of Tactical bombers: In Algiers we have Wellingtons (8 barrage factors), two Blenheim Vs (3 factors each), and a squadron of P-38s (3 factors). In Bone we have A-20s (7 factors) and B-25s (6 factors), and P-40s out west (3 factors).

German fighters in Tunis project a Patrol Zone over all Axis units except Kampfgruppe Witzig. But, since we have no spotters adjacent to the Kampfgruppe, there would be a 3-column shift to the left, reducing the chance of inflicting any disruption or casualties. A better choice might be the 1-5 FJ in Medjez because we do have spotters adjacent. Alternately we could bomb one of the Axis ports or airbases, but I don't think there would be much effect on the ports – their port capacities are well above what they can ship now, and they have an extra intrinsic +2 flak modifier. Another option would be trainbusting (interdiction) but again I don't see where it would be particularly effective at this point.

We'll try two bombing missions: the first against 1-5 FJ and the second against the airbase in Djedeida. There is a reduced-strength Fw-190 refueling and rearming there which would be sweet to destroy.

For the 1-5 FJ, we allocate the Wellington, both Blenheims, and the P-38 for cover, yielding 17 barrage points. This is shifted left 1 column for close terrain, and left 1 for low troop density ( $\frac{1}{2}$  RE) in the hex. I like using the optional left shift for bombing beyond half range, but in this case all the aircraft have plenty of range to get to the target and back to Algiers (65 hexes each way) without incurring that penalty. First, flak. The Me-109s in Tunis decline to intercept so as to keep their Patrol Zone active. Flak modifiers are +1 for having at least 3 aircraft in the mission and +1 for being in an enemy Patrol Zone but with a friendly fighter, so a 9-or-better will inflict losses. The roll is a 6, so the planes get in and out relatively unscathed. Barrage occurs on the 8-11 column: the roll is also a 6, just short of causing a disruption effect. The aircraft return to airbase #2 in Algiers.

We allocate the A-20 and B-25 to bomb the airbase (13 barrage points). Again, no German fighter intercept – although it is tempting, the Axis will save on supplies by not having to refit at Tunis later. Flak modifier is +2 for being within a PZ without fighter escort; the roll is 9 resulting in a loss! Several of the A-20s take hits, reducing the barrage strength down to 9 factors total. Some chutes are seen opening near the town – hopefully the crews will be treated well. Bombing roll is a 3 (on one die) resulting in no effect. A 4 or better might have destroyed the German fighters based there.

So, overall a fairly poor showing by the tactical bombers.



#### D. Supply phase.

All Allied units can trace supply. Note that it's a very close call indeed for the 17/21L battalion: to trace its supply it must use minimum-move rules to get across the river to where the 38 Irish brigade is (1 + 5 for river crossing) and this is adjacent to the Medjez rail station underneath the 10<sup>th</sup> Rifle brigade. Since the trace only needs to get adjacent to the supply source, all is well. This turn there is no Allied HQ yet (it arrives next turn), which makes tracing supply a bit more difficult. That HQ, with its 12 MP throw range, will go a long way toward ensuring our units stay in supply.





E. Reaction phase

i. Movement segment

The Axis set up with three units in reserve, and they decide to release one: the independent 190<sup>th</sup> Armor Battalion to attempt to overrun the British 17/21L battalion near Medjez. This costs 1T in fuel supply (paid from Tunis), and the unit moves and attempts an overrun (4 MP total so far)

Combat supply is 1T for the attack and 1T for the defense. The attack supply comes from Tunis; defense is more problematic because the British unit cannot reach a supply dump! Instead they will use internal supply. It's now clear that moving the 17/21L so far was too aggressive.



Combat factors are 9 on the attack (6 x 1.5 due to armor attack in the clear vs. heavy AT defenses) vs. 3 on the defense, or 3:1. AR difference is +1. Surprise roll is 7 + 1 = 8, no surprise (9 would have

been attacker surprise in an overrun). Combat roll is  $8 + 1 = 9$ , result: Ao1DL1o1. The British unit is destroyed and the 190<sup>th</sup> retreats one hex to avoid taking losses.



So, a very successful Axis reaction phase. Note that this wasn't a sure thing, however. A combat roll of 6 would have resulted in an attacker retreat, and 5 or less would have eliminated the German armor unit.

ii. Barrage segment. No Axis barrages.

F. Combat Phase

i. Artillery barrage. None

ii. Combat.

The British could try attacking the 1-5 FJ, but since they are in Move Mode and the attack would be across the river, it would not be prudent. No attacks.

G. Exploitation Phase

None

H. Clean up phase.

Turn 6<sup>th</sup> Armored Division fuel marker to unfueled side.

Turn 1 gets off to a poor start for the Allies. By extending too far, they exposed a valuable armored battalion to reaction attack, and lost. More prudent would have been holding short across the river and attacking later in force.

Summary of supply usage (measured in SP):

**Allies**

Starting supply: 3.50

Shipped from Algiers: 3.00

Air transport from Algiers: 0.25

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Refit: 0

Fuel: 1.00

Barrage: 0

Combat: 0

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Remaining: 5.75

**Axis**

Starting supply:	3.00
Shipped from Sicily:	0
Air transport from Sicily:	0
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Refit:	0
Fuel:	0.25
Barrage:	0
Combat:	0.25
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Remaining:	2.50

**III. Axis Turn 1****A. Air refit phase.**

Spend 1T each at airbases in Bizerte, Ferryville, and Djedeida to refit all aircraft.

**B. Reinforcement phase**

Replacement roll is 7, no effect. Arriving in Sicily are units of the Italian Superga Division (1<sup>st</sup> Assault Gun, 5<sup>th</sup> Artillery), The A.20 March infantry battalion and a strong German panzer battalion (501<sup>st</sup>) also arrive in Sicily.

**C. Movement Phase**

To bolster the defense, the focus this turn is on consolidation. We again fuel the 190<sup>th</sup> panzer battalion and move it to Medjez el Bab (1T from Tunis). The 2-5 FJ moves adjacent to protect its flank. The Italian 1<sup>st</sup> Regia Aeronautica parachute battalion moves south to Pont du Fahs to protect the southern approach to Tunis. Italian 557<sup>th</sup> AG battalion moves back to Tebourba to hold the road leading to Djedeida (1T from Bizerte). T.1 March battalion moves to Djedeida to protect the airbase there against any Allied penetration. Two Italian marine units move from Bizerte to the coastal road, digging in behind a bend in the Oued Sedjenane. Witzig fuels up and pulls back to Djefna, protected by Oued Malah (1T from Bizerte).

We decline to try a fighter sweep out at Phillipeville. The P-40s and P-38s there would be easy prey, but we want to keep our Fw-190s and Me-109s active near the front line.

The Axis have a shipping limit of 2 SP in November, and in Sicily a Ju-52 squadron (1T) and a SM.82 squadron (which can deliver 2T due to its long range).

The Ju-52 airlifts the 3-5 FJ battalion to Djedeida and returns to Sicily. The 3-5 FJ moves up to reinforce Tebourba. The SM.82 airlifts 2T of supplies to Bizerte.

The Italian navy transports 2 SPs to Tunis. We'll worry about sending more combat units later...



iii. Barrage segment.

There is a squadron of Hs-129 (I love their nickname: “Panzerknacker”) in Tunis (5 barrage factors) which we send on a mission to bomb the port of Tabarka. Flak roll is an 8, no effect. Bombing roll is a 1, also no effect.

D. Supply Phase.

All Axis units can trace supply.

E. Reaction Phase

None.

F. Combat Phase

None.

G. Exploitation Phase

None.

H. Clean-up Phase

None.

Overview of the situation at the end of Turn 1 with the approximate front lines marked.



Summary of supply usage (measured in SP):

**Allies**

Starting supply:	5.75
Shipped from Algiers:	0
Air transport from Algiers:	0
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Refit:	0
Fuel:	0
Barrage:	0
Combat:	0
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Remaining:	5.75

**Axis**

Starting supply:	2.50
Shipped from Sicily:	2.00
Air transport from Sicily:	0.50
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Refit:	0.75
Fuel:	0.75
Barrage:	0
Combat:	0
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Remaining:	3.50

**Turn 2: 19 November 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 3,3 = clear
2. First player determination: Allies win the toss and opt to go first. We don't like having units in Move Mode adjacent to Medjez el Bab, plus no air cover.

**II. Allied Turn 2**

### A. Air refit phase

Refit all aircraft at Bone (1T) and Algiers (free). Through a logistical mess-up, the US Spitfire squadron way out west at Phillipeville can't refit since there's no supply in range.

### B. Reinforcement phase

Replacement roll: 2, nothing

The 5<sup>th</sup> Corps HQ arrives in Bone.

US 1<sup>st</sup> Armored Division begins to arrive at the western edge: 1-1 and 1-13 armored battalions, 6<sup>th</sup> mechanized infantry regiment, an organic truck, and an independent tank destroyer battalion.

A Spitfire and Baltimore arrive (the Spitfire lands in Souk el Arba near the front; the Baltimore gets ready in Algiers). The empty 6th Armored organic truck from last turn drives to Tabarka, fills up to its 1 SP capacity, and then moves on to Bedja.

### C. Movement Phase

5<sup>th</sup> HQ fuels up in Bone (1 SP) and moves out to the valley near Souk Ahras. We'll carefully place it so it can just reach the supply dumps in Bone and will be able to throw all the way to the western edge and as far east as possible.

Next we fuel up 3 units from the US 1<sup>st</sup> Armored Division from its organic truck (3T) and move out east as quickly as possible into the valley approaching Mateur.

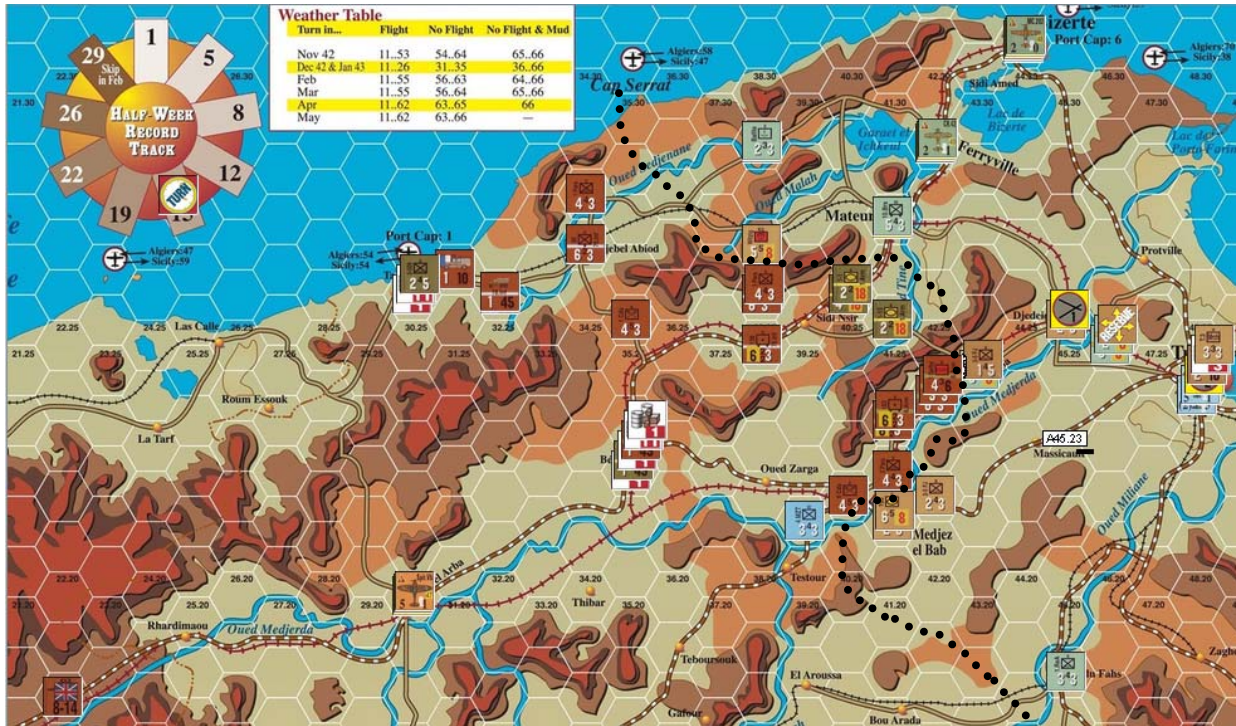
We fuel up the 1<sup>st</sup> Derby recon battalion (British 6<sup>th</sup> Armored Division) (1T) and drive it and the other (legged) 6<sup>th</sup> Armored Div units east toward Djedeida. We fill in along the Oued Medjerda with other parachute and commando units. 6<sup>th</sup> Armored truck loads up 1SP in Bone and drives out to Bedja.

The charcoal truck in Tabarka shuttles 1SP to the dump in Bedja.

The Spitfire in Bone makes a fighter sweep to Djedeida, destroying the remaining Fw-190s there – those pilots are aces! The P-40s in Phillipeville rebase to Souk el Arba, remaining active. Finally, the Hurricanes in Bone perform a fighter sweep at Ferryville. The G.50s stay out of the way, and the resulting dogfight between the Hurricanes and the CR.42s goes badly for the British – the Hurricanes have to abort, embarrassingly, with losses.

2 SPs are shipped to Bone, 1 SP to Tabarka. The C-47s transport 2T from Algiers to Souk el Arba and 2T to the airfield near Bone.

Situation after Allied movement phase



### iii. Barrage segment

We'll try to soften up a couple Axis locations:

The P-38 (Algiers) and the A-20 and B-25 from Bone conduct a bombing mission against the Axis position in Tebourba. The Me-109s in Tunis have itchy trigger fingers and decide to intercept! Allies stay together in the resulting furball and the P-38s succeed in turning the Germans back, though without losses. Flak is effective, however, destroying the remaining A-20s! The resulting 9-point barrage has no effect. The Allied aircraft return to Algiers.

We'll also conduct a bombing mission against the airfield in Tunis, hoping to destroy some aircraft on the ground. The Wellington, two Blenheims, and Baltimore cruise over from Algiers. The MC.202s in Bizerte intercept, aborting the Baltimores with losses but the Italians are destroyed while trying to take out the Wellingtons. Flak is effective, reducing some Blenheims (ouch: when I planned the mission I had forgotten that Tunis and Bizerte have +2 intrinsic flak [see Tunisia errata] plus 2 points for the airbase which makes it very risky to bomb those locations). The resulting 12-point barrage is ineffective.

So far the air war has been deadly on both sides, with three units eliminated and several more reduced.

### D. Supply Phase

All Allied units are in supply.

### E. Reaction Phase

The Italians release the 136<sup>th</sup> Assault Gun battalion and move it up to Tebourba to bolster the defenses there (1T).

#### F. Combat Phase

We fire off a 12-point barrage against Tebourba (3T using Bedja's dump). A disappointing roll results in no effect.

Although it's tempting to press on, rather than attempt attacking Tebourba right now we'll hold off and continue to build strength. The US 1<sup>st</sup> Armored Division can help bolster our firepower next turn.

#### G. Exploitation Phase

None.

#### H. Clean-up Phase

None.

### III. Axis Turn 2

#### A. Air refit phase

Refit the Me-109 and Hs-129 in Tunis (1T). Not worth the supply to refit the nearly-useless G.50s in Ferryville.

#### B. Reinforcement phase

Replacement roll = 9: 1xPax arrives in Sicily

90<sup>th</sup> HQ sets up in Tunis, and 10<sup>th</sup> recon battalion of the 10<sup>th</sup> Panzer Division, 1 Me-109, 1 Ju-52, and one squadron of honking-big Me-323s arrives in Sicily.

#### C. Movement Phase

Italian ships transport the Superga artillery regiment (4T) and 1<sup>st</sup> assault gun battalion (2T), the A.20 March battalion (1T), plus 1T supply to Bizerte (2 SP total). The SM.82s in Sicily transport the Superga 92<sup>nd</sup> regiment to Tunis (2T) (which then moves to Djedeida), Ju-52s carry 2T supply to Tunis, and the Me-323 carries a full SP to Tunis.

T.2 March battalion moves to garrison the airbase at Ferryville. The Me-109 in Sicily rebases to Tunis.

Finally, with the US 1<sup>st</sup> armored division so close, we spend 1T to fuel up Witzig and fall back to Mateur, and two Italian marine battalions also fall back halfway to Ferryville.

#### iii. Barrage segment

Our Hs-129s fly west and bomb the British 6<sup>th</sup> Armored Division troops in the clear area just outside Tebourba. Flak comes close but does not disrupt the attack. Our 5 barrage factors get shifted right one column since the attack occurs within short range (10 hexes of our airbase). Bombs and cannons are effective in disorganizing the British units. While we don't plan on following through with an attack this turn, this should at least blunt any allied combat on the southern flank next turn. Should the Axis get a double-turn, perhaps they can capitalize on this situation...





**D. Supply Phase**

All Axis units are in supply.

**E. Reaction Phase**

None

**F. Combat Phase**

None

**G. Exploitation Phase**

None

**H. Clean-up Phase**

None

Summary of supply usage (measured in SP):

**Allies**

Starting supply: 5.75

Shipped from Algiers: 3.00

Air transport from Algiers: 1.00

Arrives with reinforcements: 1.00

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Refit: 0.25

Fuel: 2.00

Barrage: 0.75

Combat: 0

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Remaining: 7.75

**Axis**

Starting supply:	3.50
Shipped from Sicily:	0.25
Air transport from Sicily:	1.50
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Refit:	0.25
Fuel:	0.50
Barrage:	0
Combat:	0
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Remaining:	4.50

### **Turn 3: 22 November 1942**

#### **I. Pre-Turn Phase**

1. Weather: roll is 3,2 = clear
2. First player determination: Axis win the toss, but the Axis feel no rush and are content to go second this turn. There are only limited opportunities to make offensive moves right now; we may have more options later.

#### **II. Allied Turn 3**

##### **A. Aircraft refit:**

1T to refit near Bone. Still can't refit in Phillipeville (the HQ will be able to throw supply there after it changes into combat mode, which will occur later this turn). The USAAF supply chief has been sacked.

##### **B. Reinforcement phase:**

Replacement roll = 8: 1xPax arrives in Bone. Lots of reinforcements: 56<sup>th</sup> heavy artillery Bn, 1<sup>st</sup> US armored division (2-13 armor Bn, 27 artillery Bn), 1<sup>st</sup> US infantry division (5<sup>th</sup> artillery Bn), independent artillery and tank destroyer Bns, 1 truck point (with 1 SP), a US Spitfire, and Beaufighter. In Algiers, we also get 78<sup>th</sup> Infantry division (1<sup>st</sup> guards brigade, 17 & 132 artillery Bns) and 6<sup>th</sup> armored division 2 Loth armored Bn.

##### **C. Movement phase**

Fuel US 1<sup>st</sup> Armored (Bone) and British HQ (west edge) – 1 SP each.

There is continued general movement eastward, especially putting pressure on Witzig using elements of US 1<sup>st</sup> armored and British 78<sup>th</sup> Infantry divisions with some commando support.

The Spitfires in Bone sweeps Tunis, causing both Me-109s there to abort, one with losses. Those Spitfire pilots have had great success every mission so far. The very much less-successful Hurricane at Bone sweeps Ferryville, both sides abort and the Hurricanes are destroyed. But, the Allies have eliminated all Axis patrol zones in the region.

Shipping brings in the four reinforcement units in Algiers (6T) plus 2T more (Bone). C-47s then fly in 1SP to the airbase at Bone.

##### **iii. Barrage segment**

Wellington, B-25, and Blenheim bomb Witzig. Flak is ineffective. 17 barrage points shifted left 1 column due to close terrain. Result disorganizes the Axis units. We'll keep the remaining bombers in reserve to respond to any Axis threats later.

D. Supply phase.

All Allied units in supply.

E. Reaction phase.

Release Superga 101<sup>st</sup> assault gun battalion and drive it up to Witzig's position (1T fuel).

The front just before Allied combat phase



F. Combat Phase

We really want to kill off Witzig and take Mateur and so fire a 19-point barrage from the artillery units near Sidi Nsir in the hopes of DGing the recently-arrived Italian AG unit. Perhaps a bit of a waste of supply to focus on a single unit, but we're feeling flush right now and want the best chances possible in the upcoming combat. The barrage costs 3T and does disorganize the Italians.

Next, a full-out combat to take Mateur! Allies have a strength of 34 spread over 7 units (7T), Axis spend 2T in defense (6.5 combat factors). ARs are 5 for the attacker (1<sup>st</sup> Commando) and 4 for the defender (DG Witzig). Surprise roll = 5 -> 6, no surprise. Combat is then 5:1 in close terrain which occurs on the 4:1 column. Combat roll = 11 -> 12! with a result of Ao1e4 DL1o2. The Allies luck out and the Germans lose Witzig and retreat two hexes. To avoid an additional step loss by passing through an Allied ZOC, the Axis retreat toward Ferryville. Because taking Mateur is valuable, the Allies will eliminate the Commando unit rather than retreat as their option. Note that the exploitation result for the allies cannot occur because the attacking stacks were not adjacent. The 3<sup>rd</sup> Parachute battalion and two of the three US units enter Mateur (the third remains outside the town so as to not create too-attractive a bombing target).

### G. Exploitation Phase

We rebase two Spitfires from the airbase at Souk el Arba up to Mateur so as to provide a patrol zone at the front line.

### H. Clean up phase.

Remove Allied DG markers and fuel markers.

Situation at the end of Allied Turn 3: Mateur is liberated!



## III. Axis Turn 3

### A. Air refit phase

Refit at Tunis (1T) and Ferryville (1T)

### B. Reinforcement phase

Replacement roll = 6: none. No reinforcements either.

### C. Movement Phase

Ju-52 flies Pax repl to Tunis (1/2T). Ship in two 10<sup>th</sup> panzer units from Sicily (2T each) to Tunis and Barenthin Infantry regiment (4T) to Bizerte. Ju-52 shuttles 1T to Bizerte, SM.82 flies 2T to Bizerte, Me-323 flies 4T to Tunis.

T.3 March infantry moves to Protville, 1 ReA Italian infantry moves to Tunis. Italian artillery and assault gun units in Bizerte are placed in reserve mode.

E. Reaction Phase

P-40 fighter sweep to Ferryville. Italians are forced to abort, CR.42s with losses. P-40 lands at Mateur.

H. Clean-up Phase

Remove DGs.



Summary of supply usage (measured in SP):

**Allies**

Starting supply:	7.75
Shipped from Algiers:	0.50
Air transport from Algiers:	1.00
Arrives with reinforcements:	1.00
<hr/>	
Refit:	0.25
Fuel:	2.00
Barrage:	0.75
Combat:	1.75
<hr/>	
Remaining:	5.50

**Axis**

Starting supply:	4.50
Shipped from Sicily:	0
Air transport from Sicily:	1.75
<hr/>	
Refit:	0.50

Fuel:	0.25
Barrage:	0
Combat:	0.50
<hr/>	
Remaining:	5.00

## Turn 4: 26 November 1942

### I. Pre-Turn Phase

1. Weather: roll is 1,5 = clear
2. First player determination: Allies win the toss and opt to go first

### II. Allied Turn 4

A. Aircraft refit: 1T each at Bone, Phillipeville, Mateur.

B. Reinforcement phase:

Replacement roll = 4, none. Lots of units arrive to the west.

C. Movement phase

Drive US 1<sup>st</sup> armored division truck to Bone and then have the British HQ draw and throw the SP to fuel the entire Division (both west and east)! Fuel up French HQ and move independents eastward. Also fuel up 3 more independents near Mateur.

3 SP ship in (1 to Tabarka, 2 to Bone). C-47s fly in 2T each to Bone and Souk el Arba.

US 1<sup>st</sup> Armored Division moves out of Mateur into position to attack Ferryville. A large mass of artillery also move up into position. We'll try fighter sweeps to clear the area, then if clear, bombing runs and artillery to soften up the defenses. Taking Ferryville will help protect the left flank of the units that will later move south from Mateur to attack Djedeida.

Spitfire from Bone to Tunis, fighter sweep, aborts without losses to Souk el Arba.

Spitfire from Mateur to Tunis, Me-109 aborts and Spitfire aborts with Spitfire losses.

US Spitfire from Phillipeville to Tunis, US planes abort without losses to Souk.

US Spitfire from Mateur to Tunis, Me-109s abort without losses. The Spitfires then get tangled up with the Hs-129s and the Allied planes abort and take losses!

P-38s fly all the way from Algiers to Tunis, aborting the Hs-129s without losses.

OK, so the skies are cleared of Axis aircraft, with a squadron of P-40 Warhawks in Mateur keeping watch.

iii. Barrage segment

B-25s, Wellington, and two squadrons of Blenheim IVs fly from Algiers to bomb Ferryville. Flak just misses (8 +1 for 4 aircraft in mission, +1 for airbase in hex = 10). Bombing run is 18 points, left 1 for close terrain. Result disorganizes the defenders.

D. Supply phase.

All units in supply.

### E. Reaction phase.

Superga artillery regiment in Bizerte is released from reserve, moves adjacent to Ferryville, and fires off a 12-point barrage against the attacking units (3T). Close terrain (left 1) but 3.5 REs in hex (right 1) puts us on the 12-16 column. Result disorganizes the attackers!



### F. Combat Phase

US 1<sup>st</sup> Armored assaults Ferryville! 30 factors (x1/2 for DG) with AR = 3 (4-1 for DG, using British 3<sup>rd</sup> para) vs. 10 factors (x1/2 for DG) with AR = 3 (4-1 for DG, using Italian 10 Brs Regiment).

6T supplies needed for the attack, 2T for the defense. No surprise on either side.

3:1 in close terrain. Combat roll is a 6 -> AL1 Do1.

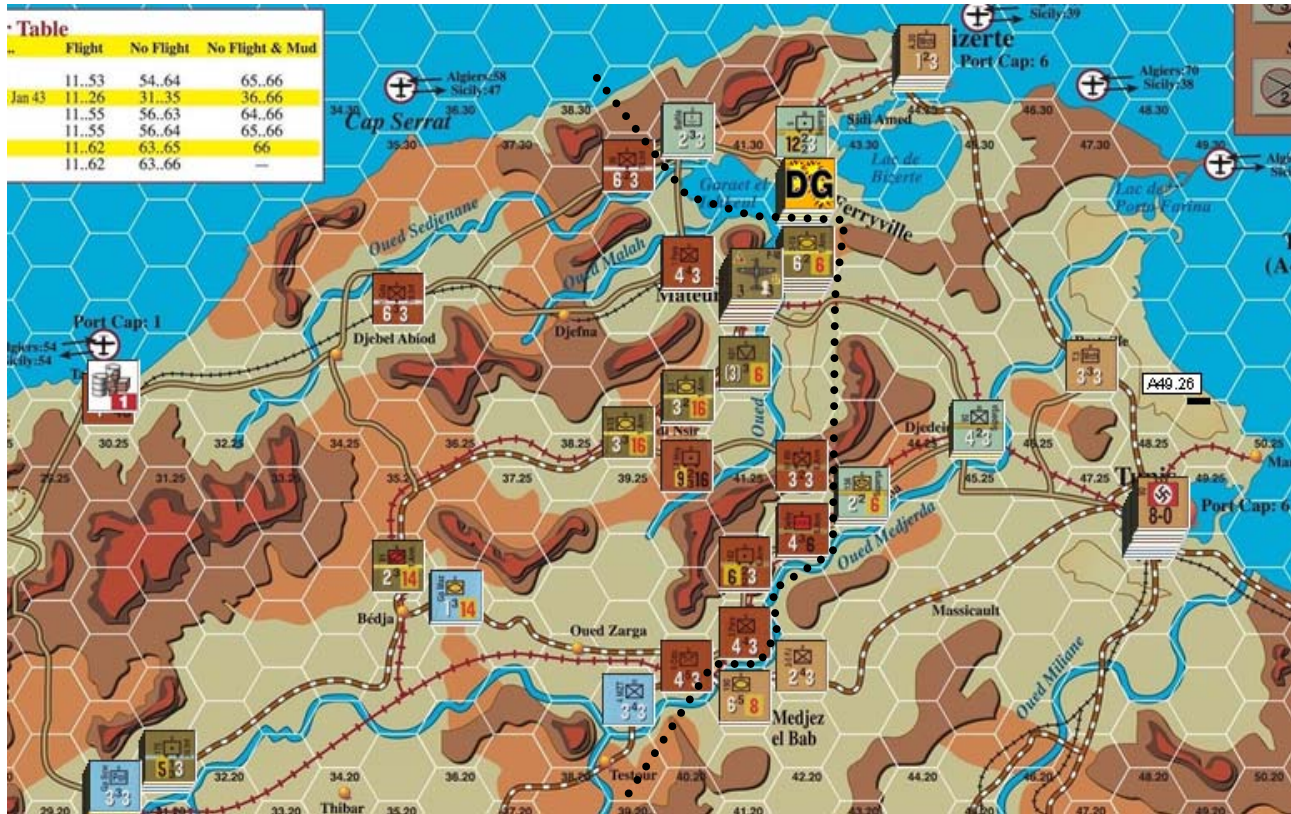
The British 3<sup>rd</sup> parachute battalion is eliminated. The Italians choose to eliminate the Italian 10 Brs rather than retreat.

This is when it would have been nice to have some US armor units in reserve able to attack in the exploit phase... Another option would have been to barrage Ferryville one more time before combat using artillery. But that would have been expensive in supplies and probably wouldn't have inflicted any step loss anyway.

### G. Exploitation Phase

### H. Clean up phase

Remove British DGs and flip fuel markers.



### III. Axis Turn 4

#### A. Air refit phase

1T each in Ferryville and Tunis.

#### B. Reinforcement phase

Replacement roll = 5, nothing

Some very juicy units of 10<sup>th</sup> Panzer Division arrive in Sicily as well as a Me-110.

#### C. Movement Phase

First, we'll try to clear out that pesky P-40 in Mateur with a squadron of Me-109s from Tunis. Both sides abort with the P-40s taking losses.

Aircraft fly in 1 SP each to Tunis and Bizerte. Shipping brings in the 10<sup>th</sup> Panzer Div 1-7 and 2-7 battalions and the organic truck with 1 SP to Tunis.

Now that we have some armor in Tunisia, it is time to consider offensive operations. We call in the Hs-129s to hip-shoot the US 1<sup>st</sup> armored division. Flak has no effect and the bombing run is successful in disorganizing the Allies. (1 shift left for close terrain, 1 shift right for within 10 hexes).

While we're at it, we call in the Me-110s from Sicily to bomb the units in Mateur. Flak at the airbase knocks out some of the aircraft. Resulting barrage (2 factors) occurs on the 1 column (shifts





Next, our elite armored and infantry units attack the disorganized US 1<sup>st</sup> armored division. 19 combat points (3T) with an AR of 5 on the attack (we'll use 10<sup>th</sup> recon) vs. 26x1/2 = 13 points on defense with an AR of 3 (Allies use US parachute battalion with AR=4, -1 for DG) and 2T.

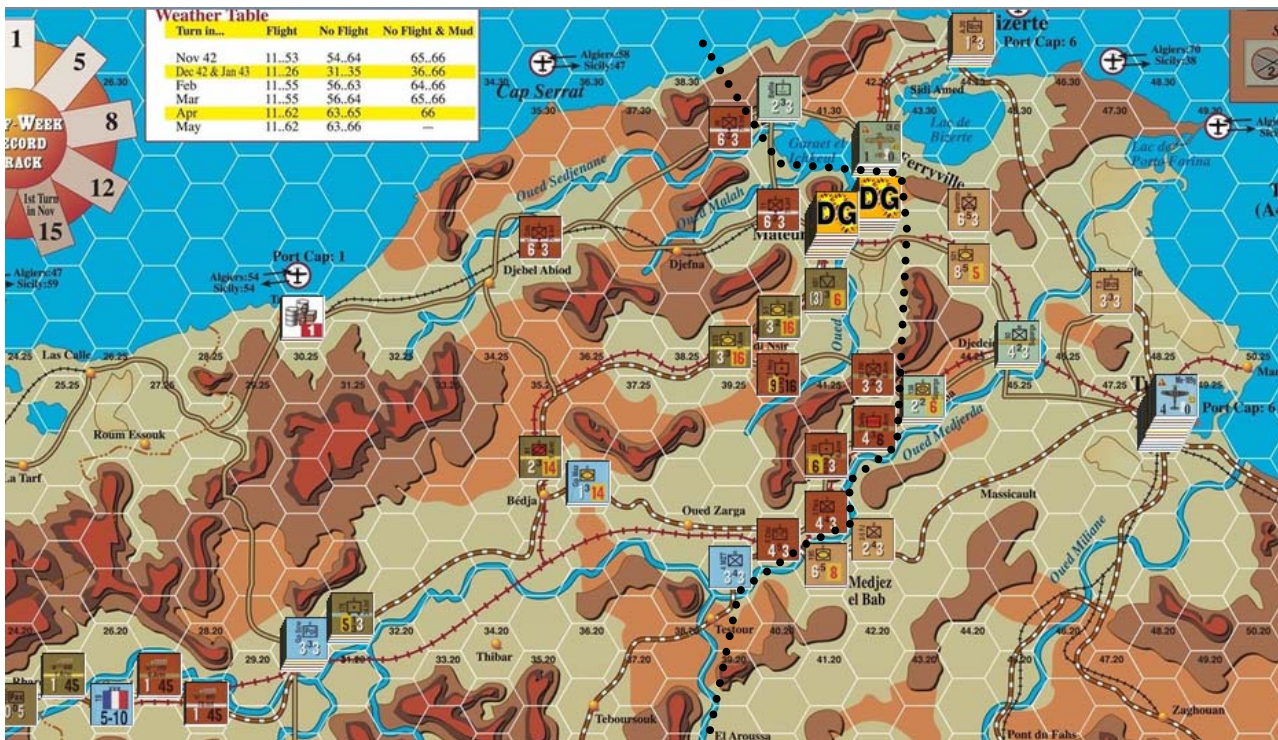
Surprise roll = 3 -> 5 defender surprise – 5 columns to the left!! The Allies set up an ambush and the result is a disaster for the Germans. Combat occurs on the 1:4 (close) column: roll is a 10 + 2 = 12, AL1o1 Do1. At least not a total disaster – the elite Germans are able to respond in a coordinated manner and manage a fighting withdrawal. The Germans lose the 10<sup>th</sup> recon battalion and retreat; the allies need not exercise their option.

### G. Exploitation Phase

none.

### H. Clean-up Phase

Remove DG in Ferryville.



Summary of supply usage (measured in SP):

#### Allies

Starting supply:	5.50
Shipped from Algiers:	3.00
Air transport from Algiers:	1.00
Arrives with reinforcements:	2.00
<hr/>	
Refit:	0.75
Fuel:	2.75

Barrage:	0
Combat:	2.00
<hr/>	
Remaining:	6.00

### Axis

Starting supply:	5.00
Shipped from Sicily:	1.00
Air transport from Sicily:	2.00
<hr/>	
Refit:	0.50
Fuel:	0.50
Barrage:	1.50
Combat:	1.25
<hr/>	
Remaining:	4.25

## Turn 5: 29 November 1942

### I. Pre-Turn Phase

1. Weather: roll is 1,3 = clear – the last turn that we can really expect nice weather.
2. First player determination: Allies win the toss and opt to go first – don't want those DG units hanging around too long.

### II. Allied Turn 5

A. Aircraft refit: 1T at Souk and 1T at Mateur.

B. Reinforcement phase:

Replacement roll = 8, 1xPax in Bone. 102<sup>nd</sup> artillery battalion arrives to the west, and an additional C-47 flies in to Algiers.

C. Movement phase

Fighter sweep: Spitfire from Souk to Tunis: both abort but the Me-109s are destroyed!

US Spitfire from Souk to Ferryville: both Italian aircraft squadrons abort without losses. The skies once again belong to the Allies.

The DG units next to Ferryville aren't in shape to press any attack, but we will shift other units southward and try attacking Tebourba (where the Italian 136<sup>th</sup> assault gun battalion is next to the Oued Medjerda on the map below). We fuel up 1<sup>st</sup> Armored Division and 6<sup>th</sup> Armored 2<sup>nd</sup> Loth battalion and move them adjacent to Tebourba. New French units run east in strat mode. We also place a few armor units in reserve mode in the backfield to exploit any breakthroughs that may occur.

We also put some pressure on the Italian marine battalions along the coastal road to the north.



iii. Barrage segment

We call in a 12-point air barrage on Tebourba using Wellingtons, and two squadrons of Blenheim Vs. Range from Algiers is 68 which just puts it over half-range for the B-25s so they'll stay home for now to avoid an additional left column shift. Flak has no effect. The barrage (on the 8 column due to close terrain) does DG the defenders.

We'll also call in an airstrike on the Italian marines in the north. 12 points split over three aircraft. Flak takes out some Beaufighters which reduces the barrage strength to 10. Close terrain, 1 RE in hex, and long range brings it to the 2 column, and the roll of 6 has no effect.

D. Supply phase.  
All units in supply.

E. Reaction phase.  
None.

F. Combat Phase  
We fire a 24-factor barrage from Mateur into the Italian marines along the coast (3T). Roll of 5 has no effect.

We'll hold off on combat in the north – I don't think the odds will be that great and we plan on making a more concerted effort into Ferryville later. Plus most of the objective villages are to the south.

The attack on Tebourba involves 34 attack factors with AR=3 (1<sup>st</sup> Derby recon) [7T] vs.  $7 \times \frac{1}{2} = 3.5$  with AR=4 (3-5 FJ) [2T]. Surprise roll is an 11 which modifies to a 10 giving attacker surprise, with a resulting column shift of 3. This brings us to the 18:1 column (close terrain) with a -1 modifier in the attack. Roll is  $8 - 1 = 7$ , which is Ae3 DL2o2DG. Axis lose the 3-5 FJ and 136<sup>th</sup> assault gun battalions and retreat the remaining 557<sup>th</sup> assault gun battalion two hexes. Most of the attacking units advance into Tebourba, and those with AR of 3 are marked with exploit mode markers.

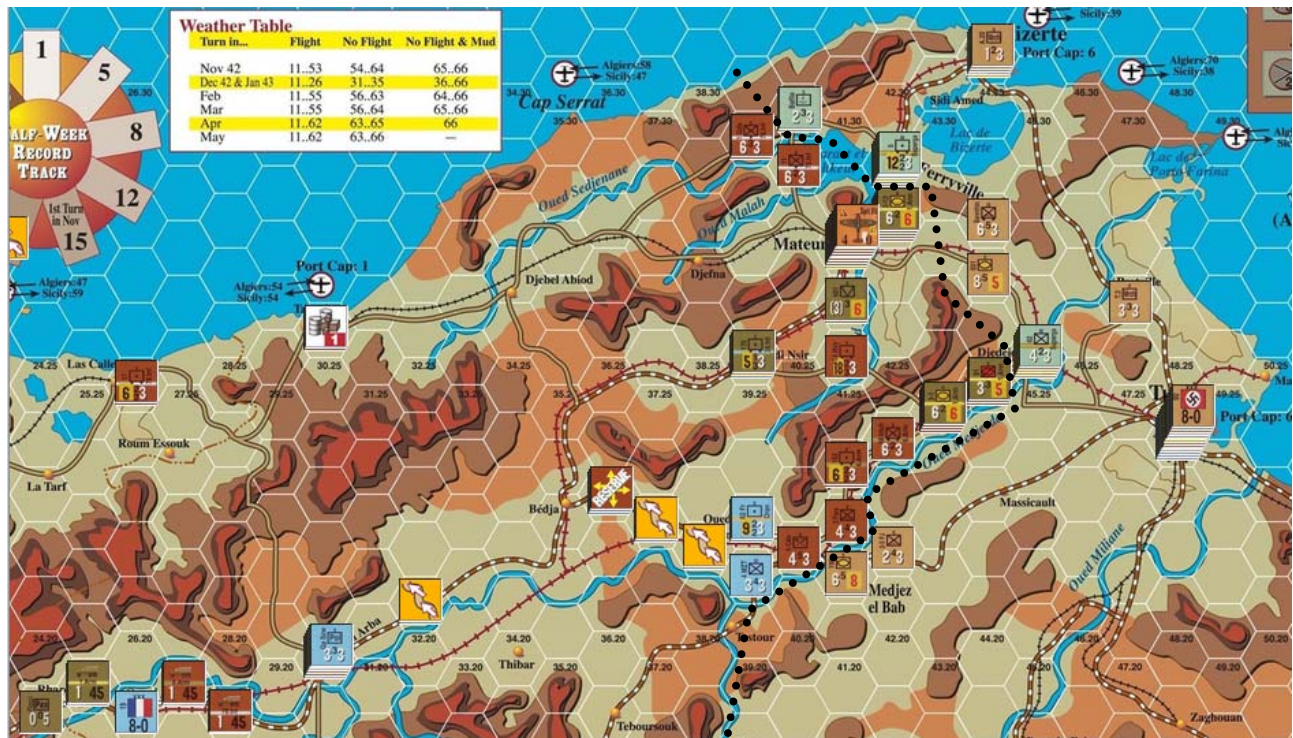
### G. Exploitation Phase

The US 1<sup>st</sup> armored exploit mode units advance further, adjacent to Djedeida. The British exploit units would need to pay for fuel since we didn't fuel up the entire 6<sup>th</sup> armored division earlier. So they sit in place. We also release the 81<sup>st</sup> recon (US 1<sup>st</sup> armored div) and move it up.

We don't feel we have enough strength to attack Djedeida and so won't conduct any further combat or barrages.

### H. Clean up phase.

Remove DGs from Mateur and next to Ferryville. Remove fueled marker from US 1<sup>st</sup> armored.



## III. Axis Turn 5

### A. Air refit phase

1T to refit Tunis, 1T to refit Ferryville.

## B. Reinforcement phase

Replacement roll = 6, nothing. No reinforcements this turn.

## C. Movement Phase

Fuel up 2 units of 10<sup>th</sup> Panzer Div as well as 801<sup>st</sup> armored battalion (3T) and move them into position to attack the US units next to Djedeida.

Ship 10<sup>th</sup> panzer artillery and PJ units to Bizerte (1.5 SP) and 2T to Tunis. The airlift flights into Tunis and Bizerte are subject to Allied interception and flak, so we'll fly into airbases to the south and truck the supply back up to Tunis. The Me-232 brings 2T into Enfidaville, two Ju-52s bring 2T total into Sousse, and the SM.82 brings 2T into Sfax.

## D. Supply Phase

All units in supply

## E. Reaction Phase

none.

## F. Combat Phase

Although the Axis could attack the US 1<sup>st</sup> armored division outside Tebourba, we don't think we have quite enough advantage just yet to do so. We'll hold off until we get more support in the form of artillery and other units able to take advantage of a breakthrough.



Summary of supply usage (measured in SP):

### Allies

Starting supply: 6.00

Shipped from Algiers:	3.00
Air transport from Algiers:	1.50
Arrives with reinforcements:	0
<hr/>	
Refit:	0.50
Fuel:	1.25
Barrage:	0.75
Combat:	1.75
<hr/>	
Remaining:	6.25

### **Axis**

Starting supply:	4.25
Shipped from Sicily:	0.50
Air transport from Sicily:	1.50
<hr/>	
Refit:	0.50
Fuel:	0.75
Barrage:	0
Combat:	0.50
<hr/>	
Remaining:	4.50

## **Turn 6: 1 December 1942**

### **I. Pre-Turn Phase**

1. Weather: roll is 4,5 = mud. So much for the nice weather. Continuous downpours turn the terrain into mud and stop most activity. The normal turn phases are modified to only handle reinforcement entry and shipping. There is also an opportunity to change modes, so some of the units do belatedly switch into reserve mode.

### **Allied reinforcements**

replacement roll = 7, nothing. 23<sup>rd</sup> artillery Bn and 70<sup>th</sup> US armored Bn arrive to the west. 2 SPs shipped to Bone, 1 SP to Tabarka.

### **Axis reinforcements**

replacement roll = 3, nothing. Huge numbers of units arrive in Sicily including elements of Superga Division, 10<sup>th</sup> Panzer Division, 30 Corps Italian HQ, and 334<sup>th</sup> Infantry Division. It will take time to ship these guys to the continent.

Axis shipping capacity has increased to 3 SP per turn. We'll use that to bring in the 10<sup>th</sup> Panzer Division organic truck (and SP) to Bizerte and the 69<sup>th</sup> Panzergrenadier and 86 Infantry regiments to Tunis. We also put a few units into reserve mode.

Summary of supply usage (measured in SP):

### **Allies**

Starting supply:	6.25
Shipped from Algiers:	3.00
Arrives with reinforcements:	0
<hr/>	

Remaining: 9.25

**Axis**

Starting supply: 4.50

Shipped from Sicily: 1.00

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Remaining: 5.50

**Turn 7: 5 December 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 4,1 = mud again!

**Allied reinforcements**

replacement roll = 8, 1xPax at Bone. 58<sup>th</sup> US armored artillery battalion arrives on the west edge, and a P-38 arrives at Souk el Arba. 2 SPs to Bone, 1 SP to Tabarka.

**Axis reinforcements**

replacement roll = 9, 1xPax in Sicily. Superga organic truck, Superga 91<sup>st</sup> infantry regiment, and Milmart artillery get shipped to Bizerte. Pax replacement, 1-54 PJ battalion, and 1T get shipped to Tunis.

Elements of 10 Panzer Division that arrived last turn in Tunis are placed in reserve mode.

Summary of supply usage (measured in SP):

**Allies**

Starting supply: 9.25

Shipped from Algiers: 3.00

Arrives with reinforcements: 0

---

Remaining: 12.25

**Axis**

Starting supply: 5.50

Shipped from Sicily: 1.25

---

Remaining: 6.75

**Turn 8: 8 December 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 6,4 = mud again!

**Allied reinforcements**

replacement roll = 5, nothing. A few more French units arrive to the west. 2 SPs to Bone, 1 SP to Tabarka.

**Axis reinforcements**



replacement roll = 6, nothing. A squadron of Stukas arrive in Sicily. Italian 10 Brs infantry regiment is rebuilt in Tunis (cost 2 Pax). Remaining units in Sicily box A are shipped to Bizerte (7T worth) plus 1T supply. We ship a transport point and its SP to Tunis.

Summary of supply usage (measured in SP):

### Allies

Starting supply:	12.25
Shipped from Algiers:	3.00
Arrives with reinforcements:	0
<hr/>	
Remaining:	15.25

### Axis

Starting supply:	6.75
Shipped from Sicily:	1.25
<hr/>	
Remaining:	8.00

## Turn 9: 12 December 1942

### I. Pre-Turn Phase

1. Weather: roll is 3,3 = no flight. The ground has dried enough for movement to begin again, but the skies continue to have a low overcast with mist that prevents significant air missions.

2. First player determination: Axis win the toss and opt to go first. Now that the entire 10<sup>th</sup> panzer division is in Africa, we plan on pushing west along the Allies' weakest point – the northern coastal road and then push west to Tabarka and/or sweep south to threaten encircling the US armored division near Ferryville. The poor weather means that our panzers are not subject to Allied air attacks, which is very helpful.

### II. Axis Turn 9

A. Aircraft refit:  
None required.

B. Reinforcement phase:

replacement roll = 10: 1xPax and 1xEq arrive in Sicily. Also, one squadron of Me-109g arrive in Sicily.

C. Movement phase

Spend 1 SP from the organic truck in Bizerte to fuel up the 10<sup>th</sup> panzer Division. All armored units of that division move up to the coastal road to engage the British 78<sup>th</sup> infantry Division. We also send a lot of the small units to the southeastern coast to garrison the ports (Sfax, Enfidaville) and some of the other road junctions and passes south of Tunis. We fuel the 190<sup>th</sup> panzer battalion in reserve mode and move it eastward to cover any Allied counterattacks in the center.

Shipping brings in the Italian HQ (we'll possibly put it to work building up an airbase to the south), the Pax and Eq replacements, and 1.5 SP supplies to Tunis.



D. Supply phase.  
All units in supply.

E. Reaction phase.  
The British 78<sup>th</sup> Infantry Division is in trouble, and the northern coastal road is poorly garrisoned. Several units are released from reserve and move north. Two independent French armor units are also fueled (2T), and 1T is spent to move the US 1<sup>st</sup> armored artillery into a better position. Several British artillery units are released from reserve in Mateur and move into range to shell the 10<sup>th</sup> panzer division.

The artillery units barrage the 10<sup>th</sup> Panzer: a 31 factor barrage (4T). There are 2.5 RE in the hex and it is close terrain, so there is a single column shift to the left. Barrage roll is an impressive 11, for a 1/2 result. A subsequent die is rolled (a 3), which had it been 4-6 would have resulted in a step loss. Instead, the 10<sup>th</sup> panzer units are DG without losses



#### F. Combat Phase

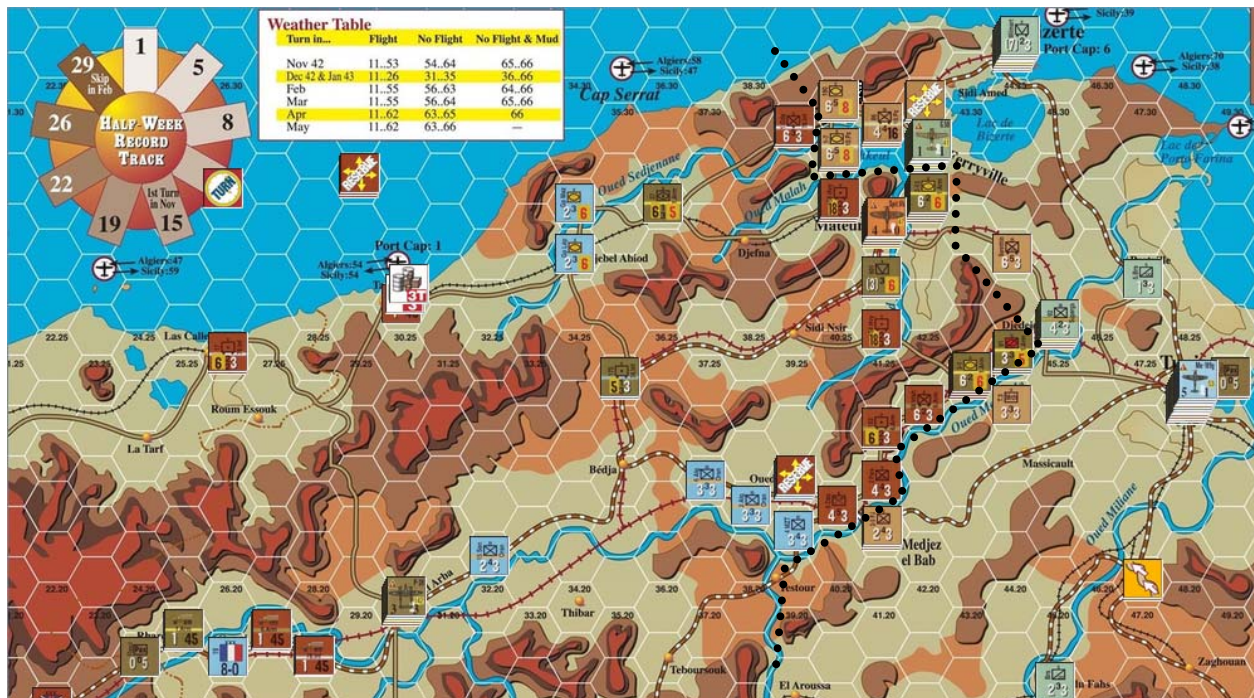
For combat, the DG units of the 10<sup>th</sup> panzer attack the 11<sup>th</sup> infantry brigade (78<sup>th</sup> infantry division) to the south. Attack involves 46 factors halved for DG = 23 halved again for the river = 11.5 factors with AR = 4 (1-7 panzer battalion) costing 4T in supplies against 3 in defense with AR = 1 (1T) [base 4:1 attack]. Surprise roll is 8 + 3 = 11 for attacker surprise with a 1 column shift to the 5:1 column. Result is 7 + 3 = 10 for Ae4DL1o2. The British unit is eliminated. Since the attackers are DG, they do not get the exploitation result. The three armor/mech units cross the river, leaving the PJ battalion in the original hex.

#### G. Exploitation Phase

The Germans release the 190<sup>th</sup> armored battalion (1T) and drive it up to the coastal road.

#### H. Clean up phase.

Remove DGs and fuel marker for 10<sup>th</sup> panzer.



### III. Allied Turn 9

#### A. Air refit phase

Refit at Souk el Arba (1T) – these guys couldn't refit during the mud turns since the airbase was only level 1.

#### B. Reinforcement phase

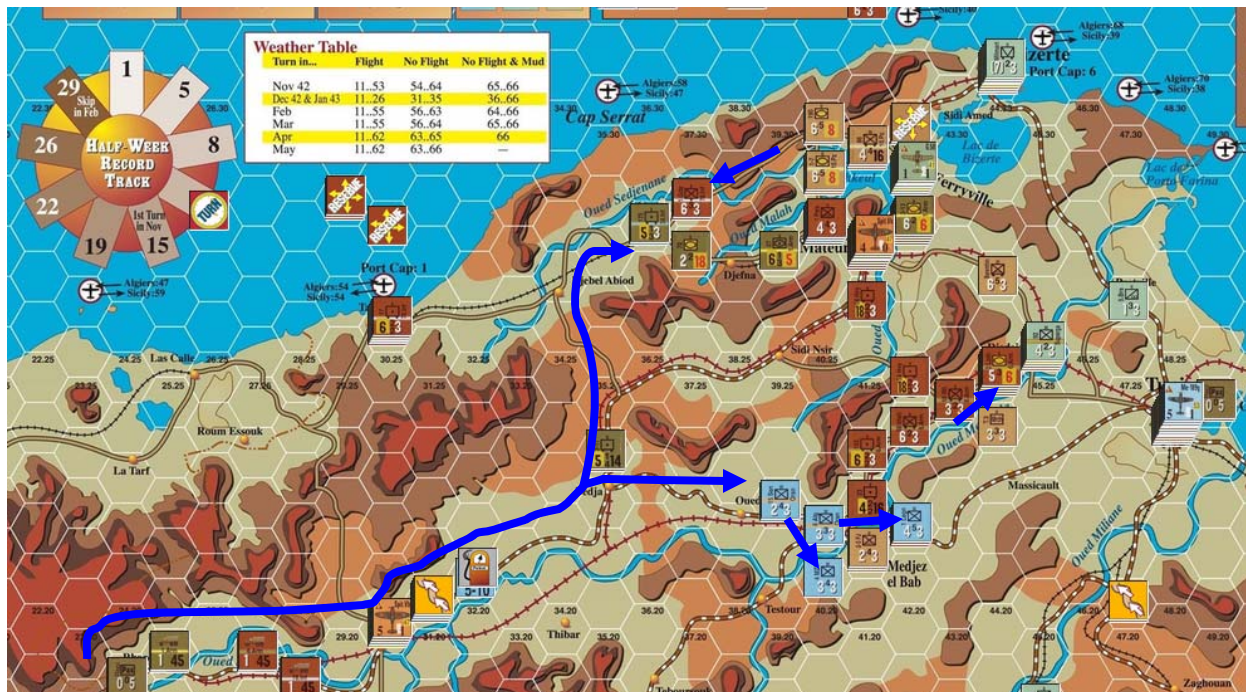
replacement roll = 4, nothing. 18<sup>th</sup> infantry regiment (1<sup>st</sup> US infantry division) and 2-17 US artillery battalion arrive to the west.

#### C. Movement Phase

Despite the pressure from 10<sup>th</sup> Panzer, the Allies have a pretty good opportunity in the south, and they can even try to press on against Ferryville. The US 1<sup>st</sup> armored division and both HQs are fueled up (1 SP each). Could have saved 1T by fueling that division in the reaction phase of the German turn, but I wasn't sure I'd be moving the whole shebang. 2 Loth (6<sup>th</sup> armored) also fuels up (1T).

Medjez el Bab is partially surrounded with infantry units, and additional pressure it moved up near Djedeida and Ferryville.

3 SP shipped in, 2 to Bone and 1 to Tabarka as usual. A truck shuttles 1 SP which had been sitting in Tabarka to Bone.



#### D. Supply Phase

All Allied units in supply.

#### E. Reaction Phase

The Axis are in a bit of a bind here in three places: Ferryville, Djedeida, and Medjez el Bab. We'll release the Superga 5<sup>th</sup> artillery regiment to fire on the US 1<sup>st</sup> armored units south of Ferryville, and also release the 501<sup>st</sup> armored battalion in Djedeida. The latter will stay in place, however. Releasing it from reserve will allow it to use its full, rather than half, strength in defense if Djedeida is assaulted.

The Superga artillery barrage (12 points) costs 3T (from the organic truck in Bizerte) and takes place on the 8 column (left shift due to close terrain). The roll of 6 just misses having an effect.

#### F. Combat Phase

This will be an active combat phase. Starting in the south, the British fire off a 20-point barrage into Medjez el Bab (3T from Bone). Close terrain, 1.5 RE in hex puts it on the 12 column. Result is a 9, or [1/2] – this is a 2/3 chance of inflicting a step loss unless the defender is in a level 3 or better hedgehog or is being barraged by sea or air. The loss roll is a 1, which does not inflict a step loss, but the defenders are disorganized.

Next, an 18-point barrage into Djedeida (3T from Bone). Result is another 9 for [1/2], again with no loss but a DG result against the defenders.

Finally, a 25-point barrage into Ferryville (4T from Bone). The roll (a 5) results in another DG.



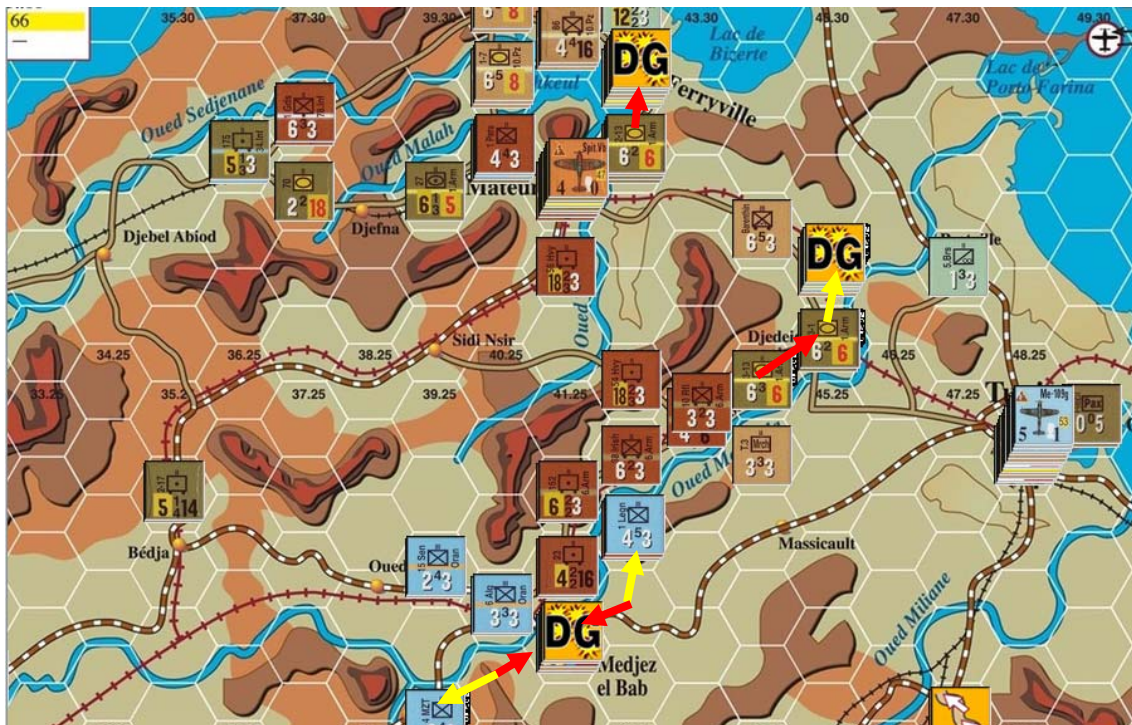
With the barrages successful in suppressing the defenders, next we'll press on and attack. Again, starting from the south:

A combined French/British infantry force assaults Medjez el Bab. 15 attack factors (4T from Bone) with an AR of 5 (1<sup>st</sup> Legion) against 6x1/2 = 3 with AR of 3 (DG 1-5 FJ). Defenders can't reach supply and so will burn internal stocks. Surprise roll is an astonishing 12 + 2 = 14, with a 1-column shift to the right. The British and French storm into the village under the cover of darkness, surprising the defenders who had been out carousing a little too enthusiastically. The combat takes place on the 6:1 close terrain column, with a result of 6 + 2 = 8 or Ao1DL1o1. The 1-5 FJ is eliminated. The choice for the allies then is to either retreat or lose the French 1<sup>st</sup> Legion. By retreating, the Germans will not have to exercise their option. By eliminating the French unit, the Germans would have to take their option, but they could kill off the T.2 March battalion and still hold the village with 2-5 FJ. In the interest of saving forces, the Allies decide to pull back.

Next up, Djedeida. Although it is a little village, it is considered open ground and so subject to increased effectiveness of attacking armored units. 26x1.5 = 39 attack factors with AR=3 (US 81<sup>st</sup> recon battalion) using 5T (4T from 1<sup>st</sup> division organic truck, 1T from 6<sup>th</sup> armored organic truck). Defense is 15x1/2 = 7.5 factors with AR=4 (DG 501<sup>st</sup> armored battalion) paying 2T from Tunis. Surprise roll is 6 - 1 = 5, defender surprise with a 3 column shift left, to the 2:1 (open) column. Combat result is 5 - 1 = 4 for AL1o1Do1, something of a mixed blessing for the Allies. The US loses the 81<sup>st</sup> recon battalion. Again a tough decision about whether to retreat or take a loss. All the remaining attackers are fairly valuable units, but taking another loss would force the Germans to either lose the very valuable 501<sup>st</sup> armored or else vacate Djedeida. The Allies decide to press on, and engage closely, losing the 2 Loth (British 6<sup>th</sup> Armored Division) and forcing the Germans back. The US 2-1 and 3-1 battalions move into Djedeida, with the 3-13 covering the rear.

Finally, Ferryville. 26 attack factors with AR of 4 (2-509 parachute) costing 5T from Bone vs.  $9 \times 1/2 = 4.5$  with AR of 2 (DG Grado marines) using 2T from Tunis. Surprise roll is  $7 + 2 = 9$ , just short of attacker surprise. Combat roll (on the 6:1 close column) is a miserable  $3 + 2 = 5$ , for AL1Do1. The US loses the 2-509 parachute battalion, and the Italians kill off the Grado marines, who died with valor.

Overall, a disappointing few days for the Allies, who despite significant expenditures of supply and manpower, barely take Djedeida and now hang on to a thin thread there. If the Axis get to begin the next turn, it could go quite sour indeed. If instead the Allies can keep the initiative, they may be able to continue to press on against the disorganized defenders.



Djedeida is liberated!

### G. Exploitation Phase

The Allies are out of options at this point, with no units in reserve.

### H. Clean-up Phase

Flip fuel markers for US 1<sup>st</sup> armored and the HQs.

So, at this point, the Allies hold Mateur and Djedeida. If they can maintain this until the end of the month, they will win the scenario. But the Axis have very strong units close by so nothing is certain.

Summary of supply usage (measured in SP):

#### Allies

Starting supply: 15.25

Shipped from Algiers:	3.00
Air transport from Algiers:	0
Arrives with reinforcements:	0
<hr/>	
Refit:	0.25
Fuel:	4.00
Barrage:	3.50
Combat:	3.75
<hr/>	
Remaining:	6.75

**Axis**

Starting supply:	8.00
Shipped from Sicily:	1.50
Air transport from Sicily:	0
<hr/>	
Refit:	0
Fuel:	1.50
Barrage:	0.75
Combat:	2.00
<hr/>	
Remaining:	5.25

**Turn 10: 15 December 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 6,1 – mud! The heavy rain returns and festivities come to a temporary stop again.

**Allied reinforcements**

replacement roll = 7, nothing. Two US artillery battalions arrive out west and a squadron of Hurricanes arrive in Mateur. 2 SPs shipped to Bone, 1 SP to Tabarka.

The Allies rebuild 1 Commando Battalion near the British HQ (2xPax).

**Axis reinforcements**

replacement roll = 3, nothing. No new reinforcements arrive in Sicily. There is a backlog of units from the 334<sup>th</sup> infantry division who would like to travel to Africa. The 754<sup>th</sup> regiment travels to Tunis and 1 SP is shipped to Tunis and 1 SP to Bizerte.

The Axis spend 1xEq to rebuild an Me-109 squadron in Tunis.

Summary of supply usage (measured in SP):

**Allies**

Starting supply:	6.75
Shipped from Algiers:	3.00
Arrives with reinforcements:	0
<hr/>	
Remaining:	9.75

**Axis**



Starting supply:	5.25
Shipped from Sicily:	2.00
<hr/>	
Remaining:	7.25

**Turn 11: 19 December 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 6,2 – more mud!

**Allied reinforcements**

replacement roll = 7, nothing. US 813<sup>th</sup> tank destroyer battalion arrives to the west, and a squadron of B-26s arrive in Algiers. 2 SPs shipped to Bone, 1 SP to Tabarka.

**Axis reinforcements**

replacement roll = 11, 1xPax and 1xEq arrive in Sicily. A squadron of Fw-190 arrive in Sicily. The Pax, Eq, and 755<sup>th</sup> regiment travel to Tunis (1.25 SP worth) and 1.5 SP is shipped to Tunis.

Summary of supply usage (measured in SP):

**Allies**

Starting supply:	9.75
Shipped from Algiers:	3.00
Arrives with reinforcements:	0
<hr/>	
Remaining:	12.75

**Axis**

Starting supply:	7.25
Shipped from Sicily:	1.50
<hr/>	
Remaining:	8.75

**Turn 12: 22 December 1942**

**I. Pre-Turn Phase**

1. Weather: roll is 4,2 – more mud!

**Allied reinforcements**

replacement roll = 3, nothing. 68<sup>th</sup> armored artillery battalion (US 1<sup>st</sup> armored division) arrives out west. 2 SPs shipped to Bone, 1 SP to Tabarka.

**Axis reinforcements**

replacement roll = 5, nothing. 47<sup>th</sup> infantry regiment arrives in the southeast coming from Libya. The 756<sup>th</sup> regiment and organic truck travels to Tunis and 1 SP is shipped to Tunis. The Germans spend 1xEq to rebuild Witzig Kampfgruppe in Tunis.

Summary of supply usage (measured in SP):

**Allies**

Starting supply:	12.75
Shipped from Algiers:	3.00
Arrives with reinforcements:	0
<hr/>	
Remaining:	15.75

**Axis**

Starting supply:	8.75
Shipped from Sicily:	2.00
<hr/>	
Remaining:	10.75

**Turn 13: 26 December 1942**

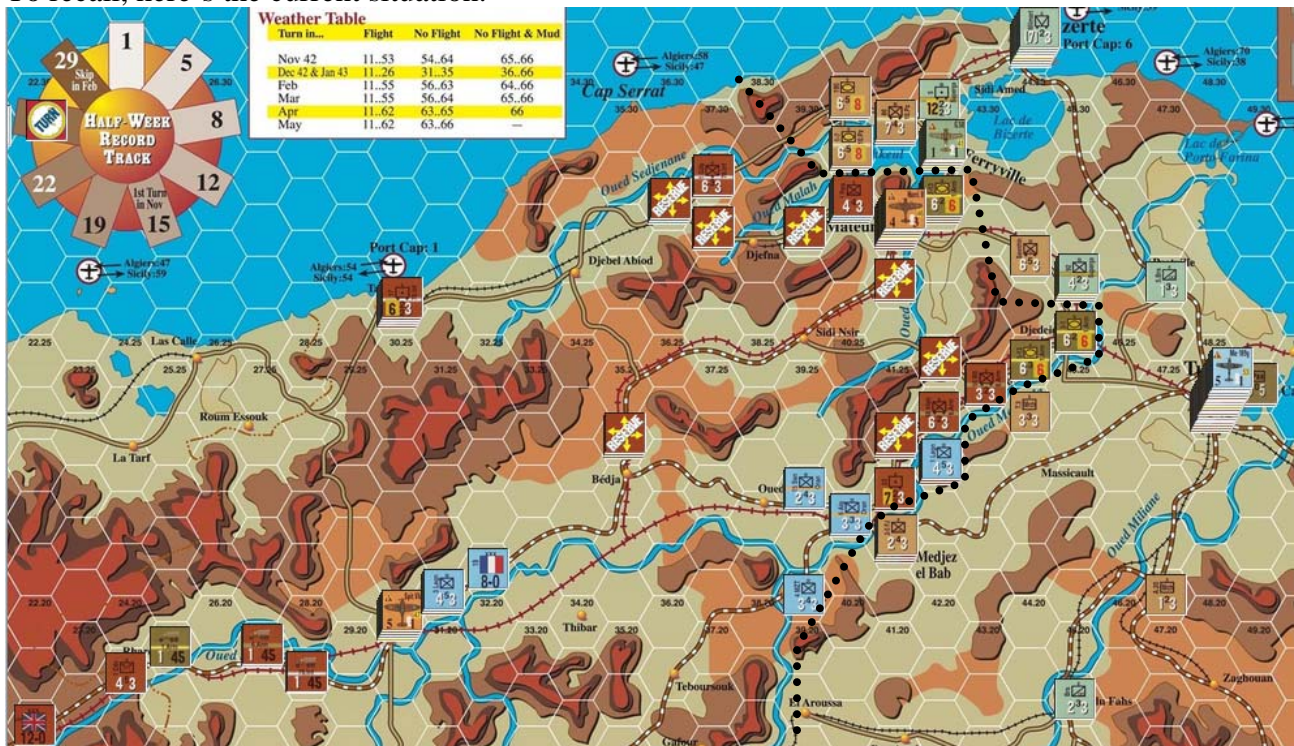
**I. Pre-Turn Phase**

1. Weather: roll is 1,1 – crystal clear blue skies return! At a minimum, the mud turns have allowed each side the luxury to build up impressive supply dumps. No holding back now!

2. First player determination: Allies win the toss and opt to go second. The Allies have 2 (or possibly just 1 if the next turn is mud) to take and hold one more objective town (Medjez el Bab), so best be the last one to go.

Also worth mentioning that both sides put numerous units in reserve mode during the mud turns but I haven't tracked them here.

To recall, here's the current situation:



**II. Axis Turn 13**

A. Aircraft refit:  
None required.

B. Reinforcement phase:  
Replacement roll = 11: 1xPax, 1xEq. The Axis have certainly been lucking out on replacements. One squadron of Ju-88s arrives in Sicily.

C. Movement phase

We'll start with a couple fighter sweeps. We need to relocate fighters from Sicily to Africa anyway, they may as well shoot up some Allied planes in the process. A squadron of Fw-190s flies in from Sicily and engages a reduced squadron of Allied Spitfires over Mateur. Both sides abort, but the Spitfires take out some of the Focke Wulfs, the remainder of which land in Bizerte.

A squadron of Me-109s also comes in from Sicily to Mateur, engaging the Allied fighters. The Germans are hot and force squadrons of Hurricanes, US Spitfires, and P-40s to abort, though no significant losses are inflicted. The Me-109s land in Bizerte. Allied Patrol Zones over the battlefield have been neutralized, though some fighters are ready to go farther to the west.

The Axis will try to smash the Allies at Mateur and Djedeida. Medjez el Bab we'll plan on just holding tight for now. The Axis forces can expect to be barraged heavily by the Allies in the reaction phase, so overruns now are preferred if possible.

The Axis begins at Djedeida. They call in a hip shoot attack from the Ju-88s in Sicily. Flak has no effect, and the 9-point barrage (on the 5 column due to 1 RE in hex) just falls short of having an effect. The Ju-88s return to Sicily.

Next, the Stukas (17 barrage points) are called in to soften up the position just south of Ferryville. Flak is no problem. The barrage occurs on the 12 column due to the close terrain and succeeds in disorganizing the American armor units there.

The 5th Bersaglieri motorcycle battalion runs over to cover the Oued Tine at Mateur. When the American armor retreats in the face of 10<sup>th</sup> Panzer, they will be interdicted by these Italians to cause disruption within the town of Mateur.

10<sup>th</sup> Panzer Division is fueled up (1 SP from Bizerte) and the main armored force (1-7 and 2-7 armored battalions and 69 Panzergrenadier regiment) motors east and then south to attack the Americans outside Ferryville in an overrun (4.5 MP total).

The attack involves 21 factors and costs 3T (Tunis) with an AR of 5 (1-7 battalion). Defense is  $22 \times 1/2 = 11$  factors costing 2T (Bone) with an AR of 1 (DG 1-1 battalion). Quality against quantity. Surprise roll is  $5 + 4 = 9$  just barely gaining attacker surprise but with a 5-column shift right. The original 2:1 attack then takes place on the 10:1 (close) column with a +4 modifier for the AR difference. Not looking good for the Yanks. Attack roll is a paltry  $4 + 4 = 8$  with the result A01e4DL1o2. The Germans eliminate their 1-7 battalion and the US 1-1 armored battalion is destroyed. The decision is then whether and how far to retreat. Retreating into Mateur will cause the loss of one additional step due to the Italian ZOC – this is why it was very important to move that Italian unit into position before carrying out the attack. The US units retreat two hexes, ending

northwest of Mateur and losing the 1-13 battalion in the process. All units in Mateur also become disorganized (and removing reserve markers from the artillery units there), and the panzer units advance south of Ferryville.

I don't think there's enough oomph left in those 10<sup>th</sup> panzer units to try another overrun into Mateur. This was somewhat disappointing in that the Germans lost an elite panzer battalion in exchange for two poor US battalions. If things don't go sour during the reaction phase, perhaps the Germans can assault Mateur after all.

We would really like to soften up the US units in Djedeida before overrunning and so call in a hip shoot from the Hs-129s in Tunis. Flak is not a problem, and the barrage takes place on the 3 column, needing a 9 or better to inflict a DG. A 10 is rolled – success!

Three units then attempt to overrun Djedeida (2T fuel from Bizerte for two independent armor units). Total attack strength is  $(11 \times 1.5) + 4 = 20.5$  with an AR of 5 (501<sup>st</sup> armored battalion) costing 3T against a defense of  $12 \times 1/2 = 6$  with AR of 2 (DG 2-1 armored battalion) costing 1T (Bone). Surprise roll is  $11 + 3 = 14$ , attacker surprise with a 4 column shift to the right. The attack takes place on the 9:1 (open) column. Another disappointing combat roll of  $5 + 3 = 8$  with a result of Ae4DL1o2. This kills off the US 2-1 armored battalion and the surviving 3-1 armored battalion would take a step loss if it retreats due to the German ZOC along the river. So the combat eliminates both US units. Djedeida is recaptured!



(Note that the US 3-1 battalion could have retreated southeast and remained outside enemy ZOCs, but I felt that was against the spirit of what was going on. Not too likely they'd run across a river straight toward Tunis. Anyway, had that retreat occurred, it's likely the unit would have been trapped out of supply and surrendered later)

Infantry regiments from 334<sup>th</sup> Division move into Medjez el Bab, making the southern flank much more robust. And the 1-54 PJ battalion moves into Djedeida to bolster its defenses. Superga artillery is put into reserve in Ferryville, and the 86<sup>th</sup> Infantry regiment (10<sup>th</sup> Panzer Division) moves into position on the north bank of the Oued Malah. I should have moved that infantry regiment earlier, as its ZOC would have caused the Allied units on the south bank to become disrupted once the US units retreated there.

Finally, Witzig is placed in reserve mode in Tunis.

Ships bring in 1xPax, 1xEq, and 2T to Tunis as well as 2 SP to Bizerte. Aircraft bring in 1 SP each to Tunis and Bizerte.

#### D. Supply phase.

All units are in supply. We have to restock the two battalions that held Medjez el Bab and used internal stocks. It costs us 2T per unit to do so.

#### E. Reaction phase.

The Allies have supply to burn and fire off a lot of artillery barrages to disrupt potential Axis combat this turn:

24-factor barrage from released artillery units against 10<sup>th</sup> Panzer outside Mateur. 3T are expended from Bone. Left 1 column for close terrain. Result is a lucky 1/2 – disorganized, but fails to inflict a loss.

18 factors on Djedeida (3T from Bone). Another 1/2 result, but which does inflict a step loss. The Italian 557<sup>th</sup> assault gun battalion is destroyed and the stack is disorganized.

12 factors on Medjez el Bab (3T from Bone). No effect.

Note: I missed an opportunity here to use Allied air transport during the Reaction phase. They should have flown the C-47s with supplies because they will get refitted for free at the beginning of the Allied turn and can be used again.

#### F. Combat Phase

We'll make a 30-point barrage against the stack outside Mateur just south of Oued Malah (4T from Bizerte). There are 3.5 RE in the hex and it's open terrain, so the attack uses the 41 column. The roll of 5 is pitiful but does DG everyone there.

The Allies mistakenly left two artillery units exposed just across the river from Medjez el Bab. We'll attack using the 334<sup>th</sup> Infantry Division (3T from Tunis),  $24 \times 1/2 = 12$  factors with AR=5 (756<sup>th</sup> regiment) vs. 2 factors in defense (1T from Bone) with AR=2 (102 artillery). Surprise roll is  $8 + 3 = 11$ , attacker surprise with a 4 column shift to the right. Combat occurs on the 13:1 (open) column. Result is  $8 + 3 = 11$ , Ae2DL2o3DG. Dumb mistake leaving those artillery units so exposed, just a simple oversight.

While we could cross the river now and attack again in the exploit phase, I think we would be a little overextended between attacking with those units and trying to protect Medjez el Bab. So the 334<sup>th</sup> infantry division stays in place.

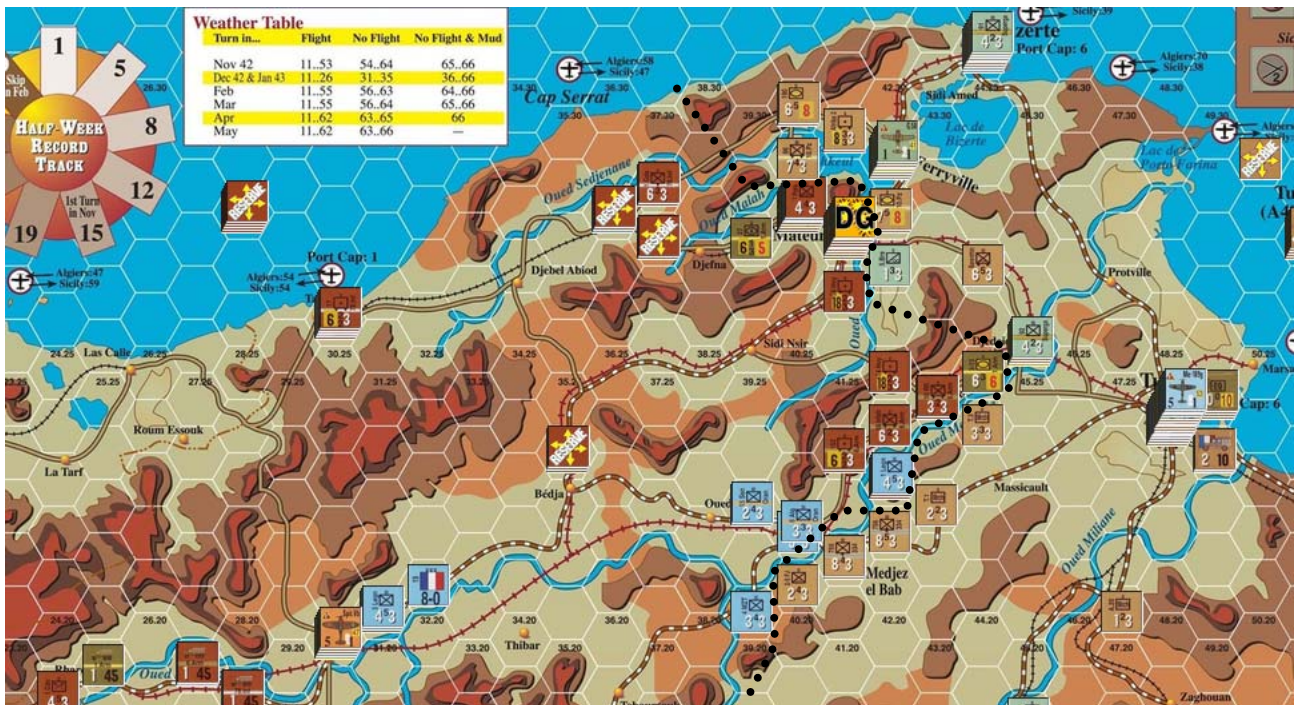
All our other good units in attack position are DG, so we'll hold off on any further combat.

G. Exploitation Phase

None.

H. Clean up phase.

Remove DGs from Axis units. Flip 10<sup>th</sup> panzer fuel marker.



III. Allied Turn 13

A. Air refit phase:

1T to refit Spitfires and Hurricanes at Mateur.

B. Reinforcement phase

Replacement roll = 5, nothing. The 91th armored artillery battalion (US 1<sup>st</sup> armored division) arrives to the west.

C. Movement Phase

To start, it would be good to know whether we will control the skies. We send a squadron of Spitfires from Souk el Arba on a sweep of Tunis. Good shooting by the Spitfires causes two squadrons of Me-109 and one squadron of Me-110s to abort, though without losses.

With Tunis neutralized, we send a squadron of US Spitfires from Souk to Ferryville, engaging the Italian fighters there. The CR-42s are destroyed, and the G.50s abort without loss. Axis air power has been suppressed.

While we may be able to retake Djedeida, it may not be prudent. We also have two big stacks of disorganized units in and next to Mateur, so that offensive threat is likewise very limited. Little did the 10<sup>th</sup> panzer units know, but we only have a 3-factor tank destroyer plus a few artillery units holding Mateur – they very well may have been able to take it last turn even though the Germans were disrupted.

I'm actually working through the whole campaign game and so have more to consider than just the scenario victory conditions. For the scenario win, the Allies need to take two more objective villages (since they just lost Djedeida). To do so might be possible with an all-out go-for-broke offensive, but I think it would leave the Allies very vulnerable to Axis counterattack and would be somewhat unrealistic. So I will continue along a more conservative path even though it is almost certain that leaves the Allies short of victory for the Race for Tunis scenario.

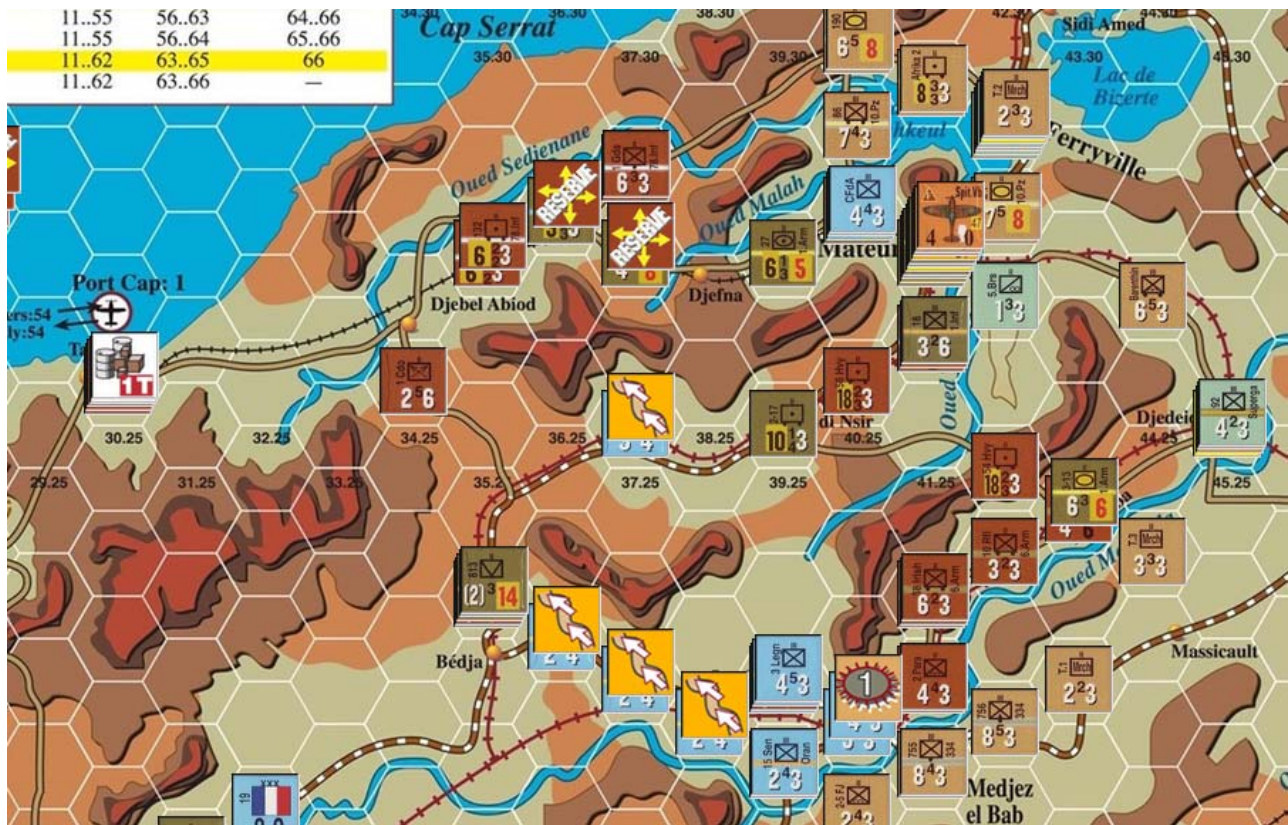
Rather than attack Djedeida or Medjez el Bab, we instead focus on consolidation and preparation of defenses. Units along the Oued Medjerda spread out to form a good defensive line along the river.

The French HQ spends 1 SP to improve the airbase at Souk el Arba to level 2. 2<sup>nd</sup> Algiers regiment spends 2 SP to build a hedgehog at the Medjez el Bab railstation across the river from the town.

1 SP is spent to fuel up the US 1<sup>st</sup> armored division. A few units move into Mateur to help defend it. 3T is also spent to move an independent unit, 3<sup>rd</sup> Saphis Algiers recon, and an artillery unit of the US 1<sup>st</sup> Infantry Division.

Trucks shuttle a few SP from Tabarka to Bone. Ships bring in 2 SP at Bone, 1 SP at Tabarka. C-47s fly in 1 SP to Souk el Arba and 2T to Bone.

The Allies catch their breath and regroup...



### iii. Barrage segment

As a defensive measure, we'll bomb a few locations to deter Axis aggression next turn.

Bomber group 1: Wellington, Blenheim V, and B-25 bomb Medjez el Bab: 17 barrage points. Flak is very light and the bombs (12 column due to close terrain) fall way off target (roll of 2).

Bomber group 2: A mixed assemblage of B-26s, P-38s, and reduced strength Baltimores and Blenheims (12 factors) bomb units of 10<sup>th</sup> Panzer next to Mateur. Flak is quite heavy (9 +1 for 4 aircraft in the mission) but causes no significant damage. As bad as Bomber group 1's targeting was, Bomber group 2's is good. A roll of 12 (on the 8 column due to close terrain) is a 1/2 result, the subsequent roll of 5 kills off the 2-7 armored battalion! Quite a coup!

### D. Supply Phase

All Allied units are in supply.

### E. Reaction Phase

About the only thing the Axis can do is release the Superga 5<sup>th</sup> artillery regiment in Ferryville and fire off a 12-point barrage against Mateur (3T from Bizerte). 3 REs in the hex (close terrain) so the shells fall using the 8 column. ANOTHER 12(!) for a 1/2 result. Subsequent roll is a 3, however, so no step losses occur.

### F. Combat Phase



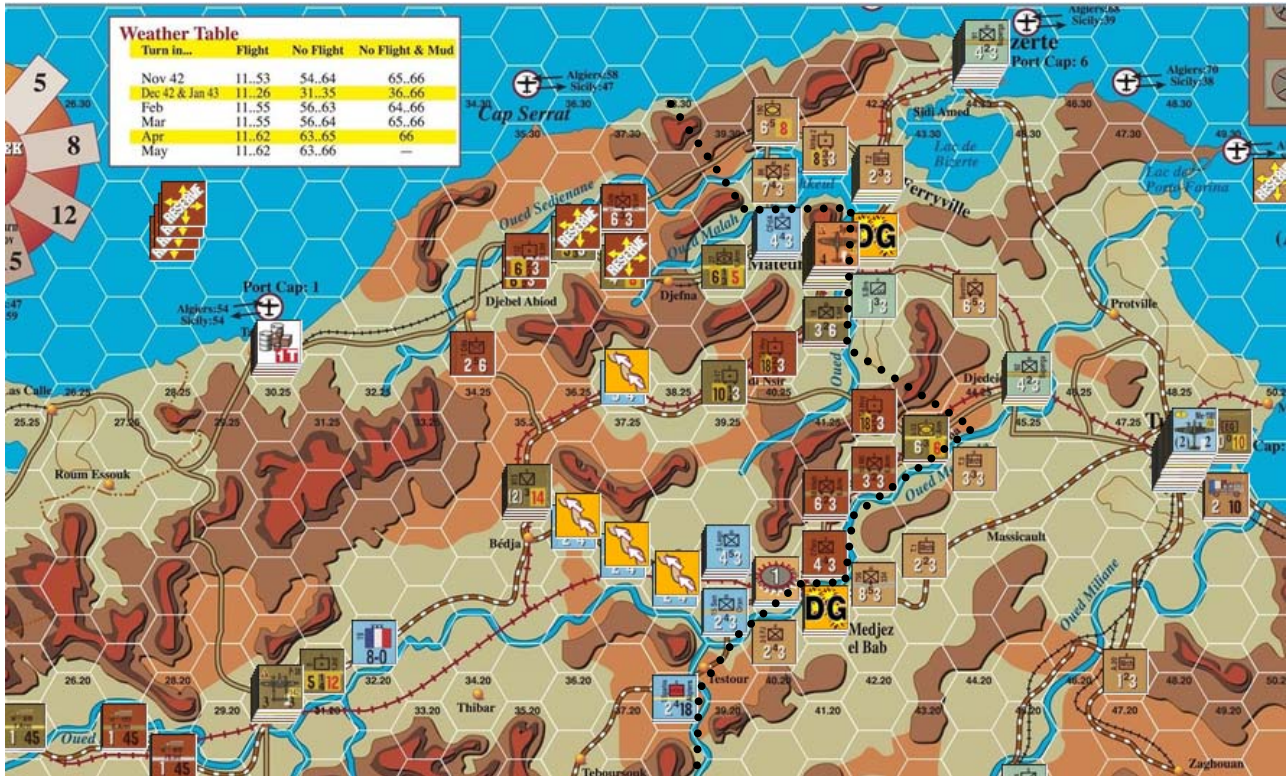
We still don't have the mass concentrated to take any one objective, but we'll send a few more shells into Medjez el Bab. The 65 Fr artillery battalion fires off a 9-point barrage (2T from Bone) which does disorganize two regiments of the 334<sup>th</sup> infantry division.

**G. Exploitation Phase**

None

**H. Clean-up Phase**

Remove DG markers, flip US 1<sup>st</sup> armored division fuel marker.



Summary of supply usage (measured in SP):

**Allies**

Starting supply:	15.75
Shipped from Algiers:	3.00
Air transport from Algiers:	1.50
<hr/>	
Refit:	0.25
Fuel:	1.75
Barrage:	3.00
Construction:	3.00
Combat:	1.00
<hr/>	
Remaining:	11.25

**Axis**

Starting supply:	10.75
Shipped from Sicily:	2.50
Air transport from Sicily:	2.00
<hr/>	
Refit:	0
Fuel:	1.50
Barrage:	1.75
Combat:	2.25
Stock replenishment:	1.00
<hr/>	
Remaining:	8.75

## **Turn 14: 29 December 1942**

### **I. Pre-Turn Phase**

1. Weather: roll is 4,6 – the mud returns and so the scenario comes to an end.

So, the Allies did fairly well, taking two of the objectives but then losing Djedeida in the face of a strong Axis counterattack in the north and center. It is truly a race until the 10<sup>th</sup> Panzer and 334<sup>th</sup> Infantry divisions arrive, and once they do it is very hard to make any further headway. From this point, the Allies will probably need to maintain cohesion without making any foolish attacks, while defending against Axis pushes. Soon attention will shift to the south as the remnants of Rommel's army arrives with Montgomery in pursuit.

I'd be interested in any commentary regarding other or more effective ways to crack through the Axis defenses in this great scenario. In the mean time, I'll continue playing this through as the campaign game and perhaps will provide updates from time to time when major events occur.