Scenario 2 Allied Setup
Tunisian Campaign

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

A30.26:

A17.26:

A35.23:

A17.22:

A40.22:

A2.18:

A36.11:

A35.02:

A19.06:

Algiers Box:

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

At any air bases:

Surge Planes:
(inactive)

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

Visual OOA, Tunisia II, *by Chip Saltsman*

Scenario 2 Axis Setup
Tunisian Campaign

Reserve Markers Available: 4
Dead Pile: None
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

A44.31:

A41.28:

A34.27:

A39.26:

A45.26:

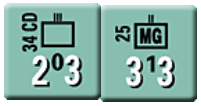
A44.23:

A41.22:

A48.09:

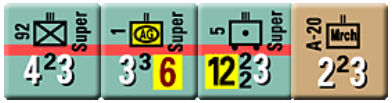
B48.17:

B57.30:



A48.24:

Sicily Box A:

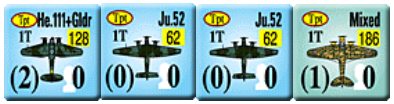


Sicily Box B:

Level-2 Air Bases: A48.25, A48.09
Level-1 Air Bases: A45.26, A44.31, A21.05, A12.10, B56.30, B54.10, B48.17
Air Strips: A52.18, A47.22, A41.28
Sicily Box Air Bases

At any air bases:

At any air bases: (Inactive)



Surge Planes: (inactive)

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

Visual OOA, Tunisia II, *by Chip Saltsman*

Allied Arrivals Tunisia II

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

15 Nov

19 Nov

22 Nov

Entry Hex B or Algiers Box:

Algiers Box:

26 Nov

29 Nov

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

1 Dec

See 2.6 regarding counters with dashed yellow lines at top

New Surge (Inactive) :

Add to Allied Reserve Pool:

5 Dec New Surge (Inactive) :

12 Dec

15 Dec

19 Dec

22 Dec

29 Dec

1 Jan

New Surge (Inactive):

Add to Allied Reserve Pool:

Allied Arrivals Tunisia II, page 2

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

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

15 Jan

22 Jan

26 Jan

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

Tripoli Box (DAF, see 2.5):

1 Feb

Add to Allied Reserve Marker Pool:

5 Feb

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

12 Feb

Remove:

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

19 Feb

No turn on 29 February!

1 Mar

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

5 Mar
Last possible turn of 8th Army release!

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

Allied Arrivals Tunisia II, page 3

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

22 Mar

Entry Hex B or Algiers Box:

26 Mar

29 Mar

1 Apr

5 Apr

15 Apr

Remove:

19 Apr
Entry Area E:

5 May

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

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

Turn of release

One turn after release

Two turns after release

Three turns after release

Four turns after release

Five turns after release

Six turns after release

Axis Arrivals Tunisia II

New units enter play per 3.1 and 3.2.

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

22 Nov

26 Nov **Entry Hex C or D:**

Sicily "B Group":

1 Dec **Remove:**

Sicily "A Group":

Sicily "B Group":

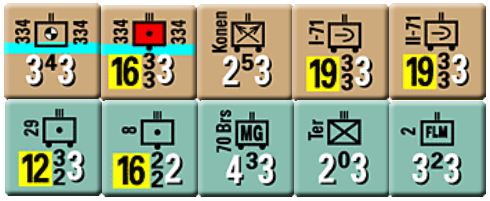
8 Dec **Remove:**

15 Dec Any Axis Air Base:

22 Dec Entry Area E:

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

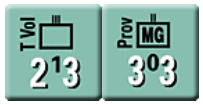
1 Jan **Remove:**

Sicily "A Group": 

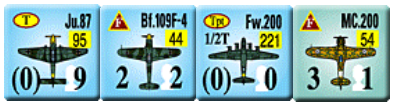
Sicily "B Group":

5 Jan **Entry Hex C or D:**

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

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

19 Jan Entry Area E:

22 Jan Any Axis Air Base: 

Add 1 step to any LW F-Type plane

Entry Area E:

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

Axis Arrivals Tunisia II, page 2

26 Jan

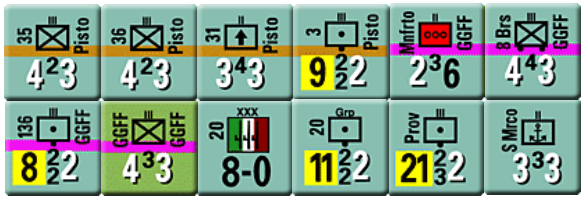
Entry Area E:

Mostly Dead:

See 1.4d about "Mostly Dead"

29 Jan

Entry Area E:

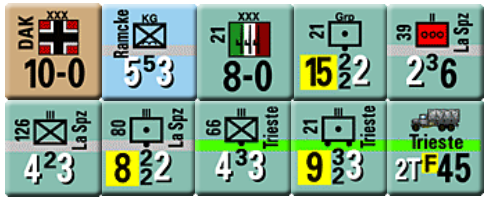


1 Feb

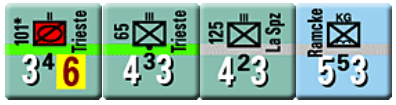
Any Axis Air Base:

Sicily "B Group":

Entry Area E:



Mostly Dead:



Add to Axis Reserve Marker Pool:

5 Feb

Entry Area E:

8 Feb

Entry Area E:

12 Feb

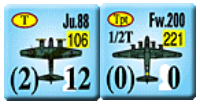
Entry Area E:

Mostly Dead:

Remove any 1 Truck Point (see 1.4c)

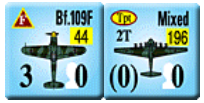
26 Feb

Remove:



No turn on 29 February!

1 Mar



Exchange:

becomes:

See 1.4b regarding Exchanges.

Sicily "A Group":

Sicily "B Group":

Axis Arrivals Tunisia II, page 3

12 Mar **Remove:**

Remove any 1 Truck Point (see 1.4c)

15 Mar

Sicily "B Group":

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

29 Mar **Remove:**

1 Apr

Sicily "A Group":

Entry Hex C or D:

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

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

15 Apr

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

22 Apr

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

Last turn is 29 May!