

4-03 Tunisia (28 April 06)

1. When using v2 OCS rules, the Charcoal trucks pay 2 MPs to load and unload (just like wagons).
2. Any large stacks created by reinforcement arrival during Mud turns are off limits to Barrage attack until the player has an opportunity to break up such artificial stacks in his first player turn after the Mud effects end.
3. (clarification) Rule 3.5a is correct; the 8th Army arrives with 6 SPs (plus those on organic trucks) on its turn of entry. The 3 SPs listed in the Order of Arrival are in addition to the 3 SPs the 8th Army gets every turn according to 3.5b.
4. In scenario 6, page 15, there should only be 2x B-25 available, not 3x. There are three B-25's in the game and the third one is in the Desert Air Force.
5. The Kasserine Pass campaign scenario starts with the Allies moving first, while the small Kasserine Pass scenario has the Axis moving first. Both are correct (but might cause confusion).
6. When using Tunisia and the v3/v4 OCS rules, give 2 intrinsic Axis Flak Points to both Tunis and Bizerte, and 2 intrinsic Allied Flak Points to Bone.
7. When using Tunisia and the v3/v4 OCS rules, literal transport along a Low Capacity RR costs double rail cap.
8. KG Witzig is a 1/2 RE Battalion-sized unit.

Clarifications

1. Supply Sources. Keep in mind that only the listed ports — Tunis and Bizerte for the Axis, and Bone for the Allies — are possible supply sources. The others, even when their capacity is 1 SP or more, cannot be used for trace supply.
2. Reminder: OCS 17.0d means that Mud no longer affects refit or forces air units to go inactive.
3. Blocked hexsides. Full sea or lake hexsides are Prohibited. They are treated as “Lake Hexsides” (a partial lake or sea hexside has no effect). A few more of these “Lake Hexsides” are either unclear or should be added. Note the one crossed by a road allows attack at x1/4.

Map A: 17.25/17.26, 43.31/44.30, 44.30/44.31*, 48.29/48.30, 48.29/49.30. 49.24/49.25, 57.09/57.10.

House Rule Options

1. OCS v4.1 option 21.11 is recommended. Makes the small, vital Allied ports cheaper to repair and makes it harder for the Axis to build extensive fortifications around the two big ports.