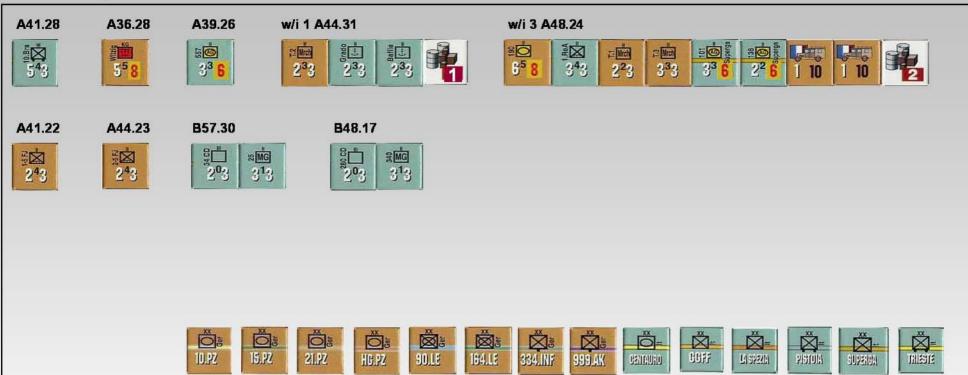


### Ground set up



### Sicily Group Box, Group B



Level 2: A44.31, A48.24

Sicily holding box : Air bases 1 & 2 Tripoli holding box: Air bases 1 & 2

## **Axis information**

Reserve Markers Available at Start : 10

### Air bases

Air units

Level 1: B54.10, B48.17, B30.24, B57.30, B43.34, B28.32,

A21.05, A19.06, A12.10, A30.20, A41.28, A42.29, A.45.26,

A51.16, A54.11

#### Reinforcements

As per order of arrival

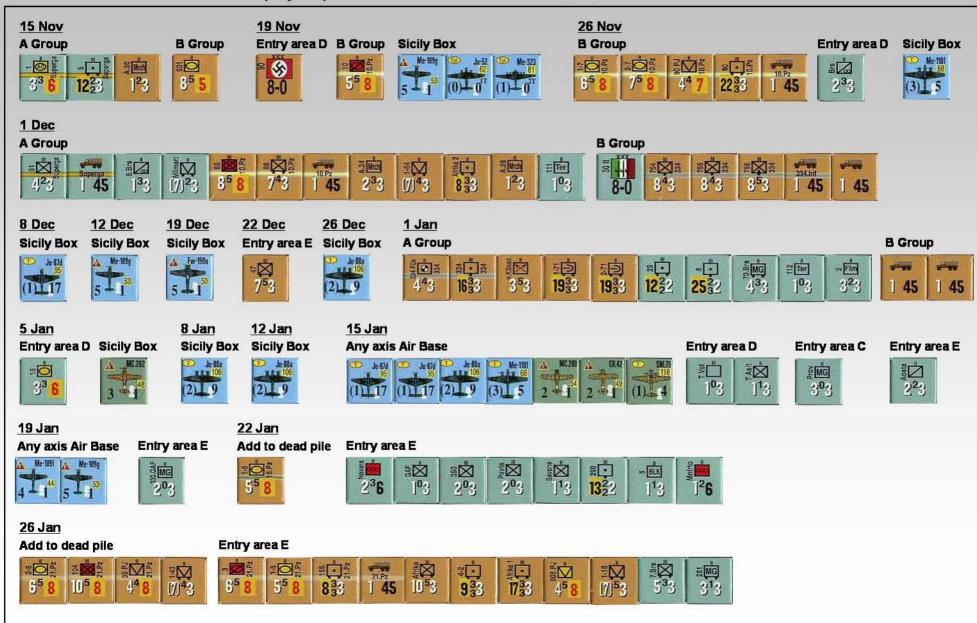
### First player : allied





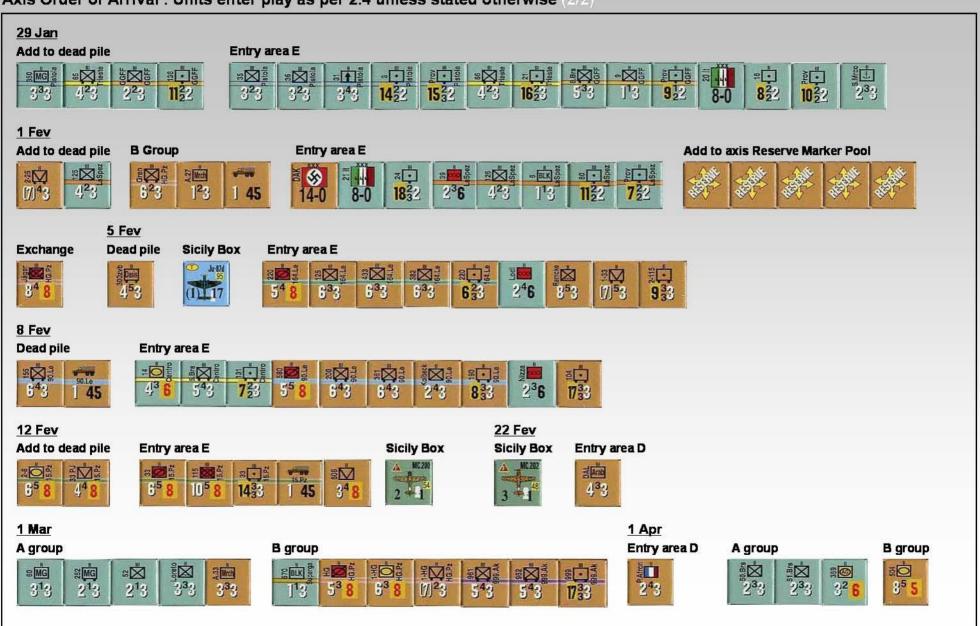
Axis Set Up

### Axis Order of Arrival: Units enter play as per 2.4 unless stated otherwise (1/2)





Axis Order of Arrival: Units enter play as per 2.4 unless stated otherwise (2/2)







### Ground set up



### In the Algiers Box

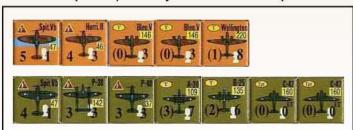


#### Air bases

Level 2 : A18.24 Level 1 : A6.25

Algiers holding box : Air bases 1 & 2

### Air units (Set up at any Allied Air Base)



#### Allied information

Reserve Markers Available at Start: 8
Allied Controlled Ports: Phillipeville,

Bône, Tabarka Dead Pile : none

Allied Railheads: A26.25 to A17.26, A17.26 to A16.20, A17.26 to A15.25,

A1.15 leading to off-map

#### Reinforcements

As per order of arrival

### Variable reinforcements

As per variable reinforcement table

First player : allied



Axis Order of Arrival: Units enter play as per 3.2, 3.3 and 3.5a (1/3)





Axis Order of Arrival: Units enter play as per 3.2, 3.3 and 3.5a (2/3)





Axis Order of Arrival: Units enter play as per 3.2, 3.3 and 3.5a (3/3)



