

# Scenario 3 : The Tunisian Campaign (revised OOB)



**Axis Set Up**

## Ground set up

<b>A41.28</b> 	<b>A36.28</b> 	<b>A39.26</b> 	<b>w/i 1 A44.31</b> 	<b>w/i 3 A48.24</b> 									
<b>A41.22</b> 	<b>A44.23</b> 	<b>B57.30</b> 	<b>B48.17</b> 										

## Sicily Group Box, Group B

## Air bases

**Level 2 :** A44.31, A48.24  
**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  
 Sicily holding box : Air bases 1 & 2  
 Tripoli holding box : Air bases 1 & 2

## Air units

## Axis information

Reserve Markers Available at Start : 10

## Reinforcements

As per order of arrival

































First player : allied

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**Axis Set Up**

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

<b>15 Nov</b> <b>A Group</b> 			<b>B Group</b> 			<b>19 Nov</b> <b>Entry area D</b> 			<b>B Group</b> 			<b>Sicily Box</b> 			<b>26 Nov</b> <b>B Group</b> 			<b>Entry area D</b> 		<b>Sicily Box</b> 
<b>1 Dec</b> <b>A Group</b> 															<b>B Group</b> 					
<b>8 Dec</b> <b>Sicily Box</b> 		<b>12 Dec</b> <b>Sicily Box</b> 		<b>19 Dec</b> <b>Sicily Box</b> 		<b>22 Dec</b> <b>Entry area E</b> 		<b>26 Dec</b> <b>Sicily Box</b> 		<b>1 Jan</b> <b>A Group</b> 					<b>B Group</b> 					
<b>5 Jan</b> <b>Entry area D</b> 		<b>Sicily Box</b> 		<b>8 Jan</b> <b>Sicily Box</b> 		<b>12 Jan</b> <b>Sicily Box</b> 		<b>15 Jan</b> <b>Any axis Air Base</b> 					<b>Entry area D</b> 		<b>area C</b> 	<b>area E</b> 	<b>Add to dead pile</b> 			
<b>19 Jan</b> <b>Any axis Air Base</b> 			<b>Entry area E</b> 		<b>22 Jan</b> <b>Add to dead pile</b> 			<b>Entry area E</b> 												
<b>26 Jan</b> <b>Add to dead pile</b> 			<b>Entry area E</b> 																	

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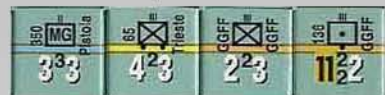


Axis Set Up

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

## 29 Jan

Add to dead pile



Entry area E



## 1 Fev

Add to dead pile



B Group



Entry area E



Add to axis Reserve Marker Pool



## 5 Fev

Exchange



Dead pile



Sicily Box



Entry area E



## 8 Fev

Dead pile



Entry area E



## 12 Fev

Add to dead pile



Entry area E



Sicily Box



## 22 Fev

Sicily Box



Entry area D



## 1 Mar

A group



B group



## 1 Apr

Entry area D



A group



B group



15 Nov

19 Nov

26 Nov

1 Dec

8 Dec

12 Dec

19 Dec

22 Dec

26 Dec

1 Jan

5 Jan

8 Jan

12 Jan

15 Jan

19 Jan

22 Jan

26 Jan

29 Jan

1 Fev

5 Fev

8 Fev

12 Fev

22 Fev

1 Mar

1 Apr

Dead Pile



# Scenario 3 : The Tunisian Campaign (revised OOB)



**Allied Set Up**

## Ground set up

**w/i 1 A30.26** **A35.23** **A17.22** **w/i 2 A17.26**

**A2.18**

**2.NZ** **4.IND** **ALGIERS** **MOROCCO** **ORAN**

**1.ARM** **6.ARM** **7.ARM** **1.INF** **4.INF** **46.INF** **50.INF** **51.INF** **78.INF** **1.ARM** **1.INF** **3.INF** **9.INF** **34.INF**

## In the Algiers Box

## Air bases

Level 2 : A18.24  
 Level 1 : A6.25  
 Algiers holding box : Air bases 1 & 2

## Allied information

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

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

First player : allied

# Scenario 3 : The Tunisian Campaign (revised OOB)



Allied Set Up

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

15 Nov



19 Nov



22 Nov



Algiers Box (only)



Entry hex B



26 Nov



29 Nov



Optional



1 Dec



5 Dec



8 Dec



12 Dec



15 Dec



19 Dec



22 Dec



26 Dec



Optional



29 Dec



1 Jan



8 Jan



12 Jan



19 Jan



22 Jan



Entrée aléatoire



26 Jan



29 Jan



Tripoli Air Bases Activated  
 Tripoli holding box becomes Allied  
 The Desert Air Force (all)

# Scenario 3 : The Tunisian Campaign (revised OOB)



**Allied Set Up**

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

<b>1 Feb</b> 740 6 <sup>2</sup> 6 4 3 776 5 <sup>3</sup> 8 887 5 <sup>3</sup> 8 US 6 <sup>1</sup> 5	<b>5 Feb</b> 133 6 <sup>3</sup> 135 6 <sup>3</sup> 163 6 <sup>3</sup> 125 5 <sup>3</sup> 186 10 <sup>1</sup> 3 1 45 5 2 3	<b>8 Feb</b> 4 Chaa 3 <sup>3</sup> 3 7 Moc 3 <sup>3</sup> 3 8 Bore 3 <sup>3</sup> 3 97 Air 9 <sup>2</sup> 3	<b>12 Feb</b> 7 5 6 3		
<b>15 Feb</b> 17 6 <sup>2</sup> 3 14 10 <sup>1</sup> 3 10 5 <sup>3</sup> 3 1 45	<b>19 Feb</b> 64 6 <sup>4</sup> 6 80 6 <sup>3</sup> 3 84 5 <sup>3</sup> 3	<b>22 Feb</b> 26 5 <sup>3</sup> 3 Remove permanently from play to dead pile :	<b>1 Mar</b> 2 3 6 2 3 6 18 3 18 3	<b>5 Mar</b> 3 45 1 45	
<b>8 Mar</b> B-25 135 (2) 1	<b>19 Mar Optional :</b> B-25 320 (3) 30 B-25 320 (3) 30	<b>22 Mar</b> 757 6 <sup>2</sup> 6 154 4 <sup>6</sup> 6 1 45	<b>25 Mar</b> 12-0 6 <sup>3</sup> 3 6 <sup>2</sup> 3 6 <sup>3</sup> 3 23 3 1 45	<b>29 Mar</b> Blindé 6 <sup>4</sup> 6 B-25 110 (2) 1	
<b>5 Apr</b> 4 3 4 3 4 3 6 3 6 3 23 3 1 45	<b>8 Apr</b> 3 37 Remove permanently from play to dead pile : 4 3	<b>15 Apr</b> Remove permanently from play to dead pile :			
<b>19 Apr</b> 169 6 <sup>3</sup> 3 156 23 <sup>2</sup> 3 1 45	<b>22 Apr</b> B-25 110 (2) 1	<b>26 Apr</b> 167 6 <sup>3</sup> 3	<b>1 May</b> 15 6 <sup>3</sup> 3 18 5 <sup>3</sup> 3 17 5 <sup>3</sup> 3 1 45	<b>5 May</b> 80 6 <sup>3</sup> 3 10 10 <sup>1</sup> 3 10 5 <sup>3</sup> 3 A-20 109 (3) 7	<b>12 May</b> 7 6 <sup>3</sup> 3

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Allied Set Up

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

## Desert Airforce

### N Commonwealth



### N US



## 8th Army : enter through Entry Area E when released (Trucks come in loaded)

### N



### N+1



### N+2



### N+6



### N+7



### N+10



### N+11





15 Nov

19 Nov

22 Nov

26 Nov

29 Nov

1 Dec

5 Dec

8 Dec

12 Dec

15 Dec

19 Dec

22 Dec

26 Dec

29 Dec

1 Jan

8 Jan

12 Jan

19 Jan

22 Jan

26 Jan

29 Jan

1 Fev

5 Fev

8 Fev

12 Fev

15 Fev

19 Fev

22 Fev

5 Mar

8 Mar

19 Mar

22 Mar

29 Mar

8 Apr

22 Apr

1 May

5 May

12 May

Dead Pile





56.INF

Arty  56.Inf

**23**<sub>2</sub><sup>2</sup>3

 56.Inf

1 **F** 45

169  56.Inf

6 <sup>3</sup>3

167  56.Inf

6 <sup>3</sup>3

3  1.Inf

6 <sup>2</sup>3

3  2.NZ

6 <sup>3</sup>3



56.INF

Arty  56.Inf

**12**<sub>2</sub><sup>2</sup>14

 56.Inf

1 45

169  56.Inf

3 <sup>3</sup>14

167  56.Inf

3 <sup>3</sup>14

3  1.Inf

3 <sup>2</sup>14

3  2.NZ

3 <sup>3</sup>14