

TUNISIA 42-43



INTRODUCTION

This is the **Tunisia 42-43 Grand Campaign** scenario, beginning in late November 1942 immediately after the Allied landings of Operation Torch in North Africa. Axis reaction is swift, with a quick seizure of key Tunisian airports and harbors, reinforced by an impressive air bridge of troops and material from nearby Sicily.

The ensuing months see a struggle among the bad weather conditions of North African winter in the rugged countryside of Tunisia. With Spring and the arrival of the British 8th Army at the Libyan border, the Allied push towards Tunis is renewed.

- The **Allies** forces are numerous but scattered and disorganized, French are ill-equipped and the American forces lack experience. The Air Force is not yet up to full strength, so the beginnings are hard.
- The **Axis** has few troops but of good quality, and an initially superior air force. When Rommel and the Afrika Korps appears in mid February, there is a short window of opportunity before Monty and his Desert Rats show up in hot pursuit.

The scenario starts with both sides trying to create or break of frontline. Can the Axis forces secure good ground and hold long enough to void a summer invasion of Italy. Can the Allies overcome their poor initial setup and run a decisive blitz into Tunis?

Beware of the bad weather, it will hamper half of your efforts!

The game Cards and Events allow full replay ability thanks to the numerous various situations that they create on the environmental, diplomatic, military, or political fields.

DURATION

Duration: 10h+

Favored Side: Allies

Most Difficult Side to Play: Allies

The **Tunisia 42-43 Grand Campaign** scenario lasts 30 turns with each turn representing 1 weeks, starting November 15, 1942, and until late June 1943. This is the longest and most complete scenario of the game.

The **Allies player** always plays first.



FORCES

The **Allied** include **British**, **Indian**, **New Zealand**, **South African**, **Free French**, **French**, **RAF American Army** and **American Army Air Force** units.

The **Axis** forces include **German Army**, **Italian Army**, **Luftwaffe** and **Regia Aeronautica** units.

MAPBOARD

The map represents most of Tunisia (except its southern tip) and the eastern regions of Algeria. Other nearby areas are represented by offmap boxes.

Regions that cannot be entered in the scenario (usually in the south or at sea) are grayed out and/or decorated with stripes.

An important feature is Mountain Ridges, shown on the map by brownish border between regions: they can be crossed, but this costs an extra +1 movement point.



VICTORY

IMMEDIATE VICTORY

The **Allied player** wins if he controls Bizerte and Tunis, with units in supply, at anytime.

The **Axis player** wins if he controls ALL the cities (not villages) in Algeria (Alger excepted), with units in supply, at anytime.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

BONUS VP

The **Allied player** earns 1VP the first time a Tunisian city (not village) is captured.

The **Axis player** earns 1VP every time an Algerian city (not village) is captured.

Both sides receive 3 VP per Tunisian harbor they hold at the end of the game.

Each side receives 1VP for each enemy Armored unit destroyed.

REINFORCEMENTS

ALLIES

Nationalities: FR: French - GB: British and Commonwealth - US: American - RAF - USAAF

[Turn 1] November 15-22, 1942

Alger: US: 175th Arty, GB: 140th Arty

[Turn 1*] November 15-22, 1942 *(comes with reduced movement to represent later arrival)*

Algeria offmap: US: CCA Arm, 6th Mec, 701st AT, 21st Rec Bn, 1st & 2nd Supply

Air Squadrons: Alger: RAF: 81st Sqd

[Turn 2] November 23-29, 1942

Algeria offmap: US: CCB Arm, 62nd Arty, 1st Arm Arty th Mec, 501st AT, 19th Inf

GB: 10th Royal Fusilier, 38th Irish Inf, 2nd Indep Art, 2nd Supply, 1st Light AA

Alger: GB: 1st Guards, 1st HFA Arty, 1st Medium Arty, 3rd Supply

Air Squadrons: Alger: RAF: 89th Sqd, 255th Sqd – USAAF: 52nd Fighter Group

[Turn 2*] November 23-29, 1942 *(comes with reduced movement to represent later arrival)*

Algeria offmap: US: CCC Arm, 813th Arty, 20th Inf

French Algeria: FR: 2° RTA Inf, 6° RTA Inf, 1^{er} REI Inf, 15° RTS Inf, Grp Lepage Arm, Gr Mazoyer Arm, 62° Arty, Supply

[Turn 3] November 30 – December 6, 1942

Algeria or Ports: US: 58th SPG arty - GB: 25th Bde Arm, 56th Rec

Air Squadrons: Alger: USAAF: 97th Bomb.Sqd

[Turn 4] December 7-13, 1942

French Algeria: FR: 9° RTA Inf, 1^{er} RTA Inf, 3° Spahis, 3° REI Inf, 65° Arty, Supply

[Turn 4*] December 7-13, 1942 *(comes with reduced movement to represent later arrival)*

Algeria offmap or Ports: US: 16th Inf, 18th Inf, 1st Arty

[Turn 5] December 14-20, 1942

Air Squadrons: Alger: RAF: 253rd Sqd, 225th Sqd, 241st Sqd

[Turn 5*] December 14-20, 1942 *(comes with reduced movement to represent later arrival)*

Algeria offmap or Ports: US: 213th AT Arty

Air Squadrons: Alger: USAAF: 319th Bomb Sqd, 20th Bomb Sqd, 47th Bomb Sqd

[Turn 6] December 21-27, 1942 *(comes with reduced movement to represent later arrival)*

Algeria offmap or Ports: US: 65th Arty

[Turn 6*] December 21-27, 1942 *(comes with reduced movement to represent later arrival)*

Air Squadrons: Alger: RAF: 242nd Sqd, 254th Sqd - USAAF: 2nd Bomb Sqd

REINFORCEMENTS

ALLIES

[Turn 7] December 28, 1942 – January 3, 1943

Algeria offmap or Ports: US: 91st Rec

[Turn 7*] December 28, 1942 – January 3, 1943 (*comes with reduced movement to represent later arrival*)

Algeria offmap or Ports: US: 26th Inf, 3rd Supply

[Turn 8] January 4-10, 1943

Air Squadrons: Alger: USAAF: 522nd Sqd, 523rd Sqd

[Turn 9] January 11-17, 1943

Algeria offmap or Ports: US: 15th Inf, 3rd Arty

[Turn 10] January 18-24, 1943

Algeria offmap or Ports: US: CCD Arm, 805th AT Arty, 894th AT Arty, 4th Supply - GB: 139th Inf, Supply

[Variable: Turns 8 to 11]

Alger or ports: GB: 128th Inf, 138th Inf, 5th Indep Arty

[Turn 12] February 1-7, 1943

Algeria offmap or Ports: US: 778th AT Arty, 899th AT Arty, 1st Rangers

Tripoli : GB: Main part of 8th Army (*locked 2 turns, 50% movement on third turn*): Montgomery, XXXth Corps, 22nd Arm, 23rd Arm, 2nd-3rd Arm, 121st Arty, 1st Arty, 23rd Arty, 5th HFA Arty, 3rd Arty, 5th Medium Arty, 6th Indep Arty, 7th indep Arty, 8th Indep Arty, 8th Medium Arty, 8th HFA Arty, 9th HFA Arty, 5th AT Arty, 9th AT Arty, 10th AT Arty, 30th AT Arty, 2nd Lt AA, 3rd Lt AA, 4th Lt AA, 1st Inf, 24th Guards, 2nd Inf, 1st Supply, 6th Supply, 7th Supply, 7th Rec, York Dg Rec, 131st Mot, 151st Mot, 152nd Mot, 153rd Mot, 154th Mot, 69th Mot, 11th Hussars, 12th Lancers, 4th Indian Arty, 11th Indian Inf, 5th Indian Inf, 7th Indian Inf, Central India Horse Rec.

Libya (adjacent to or in Tripoli) : GB: 9th Arm, 2nd Indep Arty, 5th Lt AA, 8th Supply, 11th Mot, 5th NZ Inf, 6th NZ Inf, Maori Bn, 2d NZ Mot

Air Squadrons: Tripoli: RAF (*Desert Airforce - locked 2 turns, 50% movement on third turn*): 11th Sqd, 14th Sqd, 211th Sqd, 24th SAAF Sqd, 37th Sqd, 322nd Wing, 324th Wing, 4th SAAF Sqd, 253rd Sqd, 2nd SAAF Sqd, 3rd SAAF Sqd.

[Turn 13] February 8-14, 1943

French Algeria : FR 7^e RTM Inf, 1^{er} RTM Inf, 67^e Arty

Air Squadrons: Tripoli: RAF (*Desert Airforce - locked 1 turn, 50% movement following turn*): USAAF 434th Bomb Sqd, 81st Sqd, 82nd Sqd, 83rd Sqd, 64th Sqd, 65th Sqd, 66th Sqd

[Turn 13*] February 8-14, 1943 (*comes with reduced movement to represent later arrival*)

Algeria offmap or Ports: US: 39th Inf

REINFORCEMENTS

ALLIES

[Turn 14] February 15-21, 1943

Algeria offmap or Ports: US: 47th Inf, 60th Inf, 9th Arty

[Turn 14*] February 15-21, 1943 (comes with reduced movement to represent later arrival)

Algeria offmap or Ports: US: 133rd Inf, 135th Inf, 168th Inf, 34th Arty - GB: 201st Guards Arm, 21st Guards Mec

[Turn 17] March 8-14, 1943

Air Squadrons: Alger : USAAF: 486th Bomb Sqd, 487th Bomb Sqd, 488th Bomb Sqd, 489th Bomb Sqd

[Turn 18] March 15-21, 1943

Air Squadrons: Alger : USAAF: 301st Bomb Sqd, 96th Bomb Sqd, 98th Bomb Sqd, 489th Bomb Sqd

[Turn 19] March 22-28, 1943

Algeria offmap or Ports: US: 2642nd Arm - GB: 21st Arm, 10th Inf, 12th Inf, 7th HFA Arty, 11th Ind Inf, 9th Supply - FR: GBF Arm

Air Squadrons: Alger : USAAF: 17th Bomb Sqd, 20th Bomb Sqd

[Turn 21] April 5-11, 1943

Libyan Border: GB: 21st Arm, 10th Inf, 12th Inf, 4th Indep Arty, 4th Supply

Air Squadrons: Alger : USAAF: 85th Sqd, 86th Sqd, 87th Sqd

[Turn 23] April 19-25, 1943

Algeria offmap or Ports: GB: 169th Inf, 9th Inde Arty

Air Squadrons: Alger : USAAF: 319th Bomb Sqd1 15th Bomb Sqd

[Turn 24] April 26- May 2, 1943

Algeria offmap or Ports: GB: 167th Inf, 168th Inf

[Turn 25] May 3-9, 1943

Algeria offmap or Ports: US: 7th Inf, 30th Inf

Air Squadrons: Alger : USAAF: 84th Bomb Sqd, 85th Bomb Sqd, 86th Bomb Sqd

REINFORCEMENTS

AXIS

Nationalities: GE: German army and Luftwaffe ground troops - IT: Italian Army - LWF: Luftwaffe - REG: Regia Aeronautica

[Turn 1] November 15-22, 1942

Tunisian Major Ports: GE: 1/501st Arm, A-20 Marsh Inf - IT: 20o Arty, 1st Lit Inf, 1st & 2nd Supply

[Turn 1*] November 15-22, 1942 (*comes with reduced movement to represent later arrival*)

Tunisian Major Ports : GE : 91st Inf

Air Squadrons: LWF: I./JG53, II./JG53, III./JG53

[Turn 2*] November 23-29, 1942 (*comes with reduced movement to represent later arrival*)

Tunisian Major Ports: GE: 7th Pz, 90th PzJ, 90th Arty, 1st Supply

Libyan border: IT: T Bersaglieri

Air Squadrons: LWF: 8./ZG26, III./ZG26, NaGr.13 – REG: 8o Stormo

[Turn 3] November 30 – December 6, 1942

Tunisian Major Ports: GE: 68th Inf, 86th Inf, 754th Inf, 755th Inf, 756th Inf, I-54th PzJ, 33th Inf, 334th Arty, A-24 Marsh Inf, A-26 Marsh, Afrika Arty, 2nd Supply

[Turn 4] December 7-13, 1942

Air Squadrons: LWF: II./St.G3, I./JG77, III./JG77, 4.(H)/12

[Turn 5*] December 14-20, 1942 (*comes with reduced movement to represent later arrival*)

Air Squadrons: LWF: III./ZG.2, III./SKG10

[Turn 6] December 21-27, 1942 (*comes with reduced movement to represent later arrival*)

Air Squadrons: LWF: II./KG.30, III./KG30, I./KG54, II./KG54

[Turn 7] December 28, 1942 – January 3, 1943

Tunisian Major Ports: GE: 47th Inf

[Turn 11] January 25-31, 1943

In Force Pool (*can be rebuilt*): IT: I/GGFF, II/GGFF, 125th Inf,

Libyan border: IT: 35th Inf, 36th Inf, 3rd Arty, Prov.Arty, 68th Inf, 8o Bersaglieri, 136th Arty, San Marco, Monferrato Rec, 66th Inf, 210 Arty, 1st Inf, 2nd Supply

[Turn 12] February 1-7, 1943

In Force Pool (*can be rebuilt*): GE: Oasen Rec

Tunisian Major Ports: GE: 1st Inf, A-77 Marsh Inf, 19th PzJ

Libyan border : GE (DAK): Rommel, 5th Pz, 104th Inf, 155th Arty, 3rd Supply -IT: 126th Inf, 39th Rec, 80th Arty, 29th Arty

REINFORCEMENTS

AXIS

[Turn 12*] February 1-7, 1943 (*comes with reduced movement to represent later arrival*)

Libyan border : GE (DAK): 220th Rec, 125th Inf, 382th Inf, 433rd Inf, 220th Arty, Ramcke I & II, I-33rd Pz
IT: Lodi Rec

Air Squadrons: LWF: III./StG3, 2.(H)/14, 4.(Pz)/Sch.G.2

[Turn 13] February 8-14, 1943

In Force Pool (*can be rebuilt*): GE: 155th Inf

Libyan border : IT: Novarra Rec, 131st Arm, 5o Bersaglieri, 131th Arty, Nizza Rec - GE: 580th Pz, 200th Inf, 361st Inf, Kolbeck, 190th Arty, 4th Supply

[Turn 13*] February 8-14, 1943 (*comes with reduced movement to represent later arrival*)

Libyan border : GE: 8th Pz, 115th Inf, 33rd Arty, 605th PzJ, 606th Flak, 5th Supply

Air Squadrons: REG: 13o Stormo, 23o Stormo, 5o Stormo, 6o Stormo

[Turn 16] March 1-7, 1943

Tunisian Major Ports: GE: 2nd Inf, 961st Inf, 962nd Inf, 999th Arty, A-33 Marsh Inf, HG Pz, 1st AT arty, 3rd/I Pz -
IT: 52nd Inf

[Turn 20] March 29 – April 4, 1943

Tunisian Major Ports: GE: 1/504 Pz - IT: 50th Bersaglieri, 51st Bersaglieri, T.Vol. Inf

SPECIAL RULES

WEATHER

Most of this campaign takes place in late Fall, Winter and early Spring (November to April) where the rain is a main factor in the climate, leading to muddy roads and poor flight and fighting conditions. This is handled in the game by Weather Bulletins that will appear when necessary and let you know how many movement points will be lost due to weather.

In addition, some game cards may inflict extra penalties due to even harsher weather conditions (storms, floods, heavy rains etc...)

REPLACEMENTS

Most replacements and constructions are handled by cards. Each side may receive free replacements each turn according to the scenario rules.

Usually 1 to 4 per turn for the **Allies** (increasing), and 2 to 1 for the **Axis** (decreasing)

CARDS

There are two cards drawn each turn in this game, and players may keep up to 10 of them in hands.

SUPPLY SOURCES

- For the **Allied** units: Alger and Tripoli when captured,
- For the **Axis** units: Tripoli (before capture), Tunis, Bizerte



FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those). To observe the enemy content, you need to play a Reconnaissance card (Air or Land).

BREAKTHROUGHS

Only Armor and Leaders can initiate a Breakthrough.



Mechanized units, Artillery, some motorized units and Fighters, Fighter-Bombers and Dive-Bombers Air units may accompany a breakthrough.

US UNPREPAREDNESS TO WAR

This campaign is the first engagement of US forces in Europe. It quickly showed that they were not yet ready to fight on par with the enemy.

In the game, the US Land units will receive a **-1 Morale penalty** in all battles till they receive proper training, leadership and equipment. This may take a while and won't probably happen before 1943. All this is handled by Cards play.

