

Race for Tunis Campaign

Editor's notes

Back when I was the only one on the block to have my own web page Greg Novak led the Wilderness projects. This game is something we came up with but never actually ran as a Wilderness game as various life issues kind of killed the Wilderness Projects at that time. Since we were not going to use it, he allowed me to publish it on my web page so that some one else could. The one time I know it was used was at a convention in Ohio (HMGS Great Lakes) where it was led by Jerry Merrill and Greg, Rich Bliss and I were guest judges. I lost the files over the years (I still have not found my last GeoCities back up disk which I made when they announced the closing of GeoCities) and various computer crashes stolen my originals. I have improved the web with more pages since I have access to better web editors (original page was straight hand-edited HTML). While this was designed with CDIII in mind any version could be used with a little rethink on some of the rules and OBs. Anyhow I hope you and Greg like the results. This page is dedicated to John Holtz and Greg Novak.

- Tom Harris 6/2013

Forward

First and foremost, everything that is written here is designed as a framework for allowing players to run a series of low density CD games which are linked together. The Race to Tunis allows players to do that at an interesting time point in WWII when the odds were fairly equal and with a troop mix that allows for some surprises on both sides. Since ammo loads are limited, and troop density is low, there is an incentive to not throw troops away nor burn ammunition recklessly. The most important item to remember is that nothing in this framework is set in stone.

Here are 3 options for approaching running the campaign. I am sure you can come up with many more.

Option One - Very Small Group:

A small group of six to eight CD players decides to play out the campaign - with a limited number of resources available. They divide into three groups - Axis players, Allied players and referees/directing staff. The Directing Staff makes up a set of numbered chits for each side, and allows both sides to pick their units and issue their orders. All movement is carried out by the directing staff and the players shown where the resulting battles are to be fought.

Then each side is allowed to pick ONE table to fight for

that "day", with those battles fought out with the resources available to the players. Russians could be used as French troops, Germans could stand in for Italians. The referees can substitute vehicles or just tell players to use the stats for a 75L27 even though the model is a 76L39. If SS stands end up serving as Italian Infantry, so be it. Each of the two "battles" is then fought out on the table top.

All other battles to be decided by the referees/directing staff as part of a "black box free kreigspiel" exercise. (By this I mean that the referees/directing staff notify both sides of the results of the other battles, and not explain the way that things were done.) Both sides are informed of losses taken, and the reorganization phase takes place on all areas - including those boxes where combat results were decided by the referees.

On the next "day", repeat the process of drawing new units, rolling for weather, and having each side submit movement orders. The referees/directing staff again work out the orders, and again allow both sides to pick one box to fight. All other battles to be decided by the referees/directing staff and both sides are informed the results and the losses taken. The reorganization phase takes place on all areas and play goes on to the next day. The campaign continues until bad weather brings it to an end.

Option Two - A Mid Sided Convention:

A group of CD players decides to play out the campaign at a local convention, but does not feel that they have the numbers of troops needed or the space. They decide to limit the game to the top three rows on the map, and limit the number of troops as well. Their reinforcement table will look like this:

	Axis	Allied	French*
November 17th	6	4	3
November 18th	4	3	-
November 19th	3	3	-
November 20th	3	3	-
November 21st	3	3	-

The players reduce the size of the troop pool by half as well - with some 23 boxed units for both sides. They have 5 French boxes (3 on board at the start and 2 as reinforcements), 10 British boxes (5 in the at start pile and 5 in the reinforcement pile) and 8 (3 in the at start pile and 5 in the reinforcement pile). The Axis side has 13 German boxes (5 in the at start pile and 8 in the reinforcement pile) while the Italians have 10 boxes. (5 in the at start pile and 5 in the reinforcement pile).

Under this set up the players will be running three tables at a time, with each table needing a referee and four players the first "day", and probably one to two referee's and up to six players per table after the first "day". This cuts down on the space needed and players - but still allows for a campaign to be run at the convention.

Option Three - A Major Convention:

A group of CD players decides to play out the campaign,

but is concerned about the use of the two hour “day”. They decide to run the game as planned, but with the following schedule to allow for longer games. In addition, in areas where both sides will be dealing with holding missions - battles will not be fought unless the number of players and referees will permit it:

Possible Time Line for a Large Convention

Friday :

3:00 PM - 5:00 PM Draw troops for the November 17th turn and allow the Axis and Allied High Command time to meet and draw up their plans:

5 PM - 7 PM Set up tables as needed:

7 PM - 10 PM - Fight November 17th Turn

10 PM - 11 PM - Reorganize and draw new units

Saturday:

8 AM to 9 AM: High Commands issue orders, movement carried out and tables set up.

9 AM to Noon: Fight November 18th turn

Noon to 1 PM: Reorganize, draw new units, issue orders, movement and set up tables.

1 PM to 4 PM: Fight November 19th turn

4 PM to 5 PM: Reorganize, draw new units, issue orders, movement and set up tables.

5 PM to 7 PM: Break

7 PM to 10 PM: Fight November 20th turn

10 PM - 11 PM - Reorganize and draw new units

Sunday:

8 AM to 9 AM: High Commands issue orders, movement carried out and tables set up.

9 AM to Noon: Fight November 21st turn

Noon on - Sort troops - declare victory - post mortem on how things went.

Three different ways of doing things - all perfectly legal in the eyes of the author.

Note that this comes from Tom Harris website which appears to be inaccessible. I had saved parts of it several years ago This document can be downloaded from: wargamecampaign.wordpress.com/2017/12/04/race-for-tunis/

The Race for Tunis

A CDIII Mini Campaign

Frank Chadwick, Greg Novak, Tom Harris, John Holtz et al

I. Introduction:

The Race for Tunis is designed as a CDIII game of the “Wilderness” type for use at a convention or other all-day event. It is based on the actual “Race to Tunis” of late 1942, but with modifications in the map used as well as the troops. The mini campaign will be played out over a series of “days”, using point to point strategic movement, and tabletop CDIII battles to determine the ownership of said boxes. The formations used in the course of the game will be a mixture of battalions, battle groups and kampfgroups, each of which will be under the command of a single player on the tabletop.

The mini campaign will be played out over a series of “days”. Each “day” will consist of a strategic inter phase followed by a tabletop CDIII game. Each day will start and end at a preset time, with no effort made to keep tables operating on the same tactical time. Each table will proceed at it’s own best pace and attempt to get in as many turns as possible before the end of the “day”. The mini campaign game will last until the onset of the Tunisian winter effectively shuts down the “Race to Tunis”. A suggested format for the “Race for Tunis” is as follows. The campaign will be held at a local convention on a Saturday with the following schedule:

The first “day” of the mini campaign is November 17th. Players are informed that the “day” will start at 8:00 AM and last until 10:00 AM. The second “day” of the mini campaign, November 18th, will start no later than 11:00 and last until 1:00. The third “day”, November 19th, could start no later than 2:00 and last till 4:00. The fourth “day”, November 20th, could start no later than 5:00 and last until 7:00. The fifth “day”, November 21st, could start no later than 8:00 and last until 10:00. If wished the game could be carried over to the following Sunday. Players could take part in all of the “days” or chose to only play in some of them.

The breaks between “days” will be used for the strategic inter phase, reorganization of commands, setting up and taking down terrain, and allowing players to take a break. The Directing Staff reserves the right to modify the times in the best interests of the game.

Since the first “day” will be the most chaotic as the two sides attempt to devise a plan and commit their forces to battle, it is suggested that strategic inter phase for November 17th be carried out the night before, so that the Directing Staff and Tactical Referees will have things ready to roll the following morning.

II. Players: Participants may serve in any of the following roles for the “Race To Tunis”:

II.1) Directing Staff: Those will be officials responsible for running the entire game and keeping it on track, passing out reinforcements, overseeing the strategic move-

ment and controlling the tempo of the campaign. Two to four people will be needed for this role.

II.2) Tactical Referees: The officials responsible for running a table and the CDIII game fought on it. They will also be responsible to setting up and taking down terrain as needed. One to two referee's will be needed per table for this role, so a game running all six rows on the map will need from six (6) to twelve (12) referees.

II.3) Axis High Command: The player(s) who will direct the overall operations of the Axis forces, including air units if used. Since these players will only be active at the start of each "day", these players may also serve as tactical commanders or even as non players in the game. (At a convention for example venders might be recruited to perform these duties.) One to three players could serve in this role.

II. 4) Allied High Command: The player(s) who will direct the overall operations of the Allied forces, including air units if used. Since these players will only be active at the start of each "day", these players may also serve as tactical commanders or even as non players in the game. As mentioned above at a convention for example, venders might be recruited to perform these duties. One to three players could serve in this role.

II. 5) Axis Tactical Commanders: The players who will command the Axis forces on the tabletop using CDIII. Players will be assigned formations through the use of a "cigar box" system, and command them until they are reorganized or destroyed, after which they will be given a new formation. This process will continue throughout the mini campaign.

Depending on the number of tables in play, from six to eighteen commanders could be used, with a maximum of three players on a side per table. At the start of the campaign, fewer players will be needed as the troop concentrations will be lower - as the game continues the number of players can be increased.

The total number of Axis Tactical commanders MUST equal the total number of Allied Tactical commanders.

II.6) Allied Tactical Commanders: The players who will command the Allied forces on the tabletop using CDIII. Players will be assigned formations through the use of a "cigar box" system, and command them until they are reorganized or destroyed, after which they will be given a new formation. This process will continue throughout the mini campaign.

Depending on the number of tables in play, from six to eighteen commanders could be used, with a maximum of three players on a side per table. At the start of the campaign, fewer players will be needed as the troop concentrations will be lower - as the game continues the number of players can be increased.

The total number of Allied Tactical commanders MUST equal the total number of Axis Tactical commanders.

III. The Strategic Map:

The Strategic Map consists of a number of boxes that represent the terrain in Tunis over which the campaign

will be fought. Some of the lower (southern) rows can be deleted if not needed due to a lack of players or troops. The terrain boxes and names serve as a representation of the actual area of Tunis. They are not 100% accurate but are designed for ease of play for the mini campaign. Each box contains the following information:

A: Name of the box:

B: The type of terrain found in the box - either C for coastal, H for hills, P for plains, V for valley, or CH for coastal hills. Addition details on the terrain found in each box will found later in the rules.

C: Whether the box has a port located there - (port symbol)

D: Whether the box has an airfield present: Three runways indicate an all weather field, two runways indicate a grass (fair weather) strip

Boxes are linked by transportation routes, which are of two types. Black transportation lines which link boxes indicate fair weather roads, while orange transportation lines which link boxes indicate all weather roads.

Units will be moved on the strategic map, but will fight on tactical tables using CDIII.

IV. Game Units:

As mentioned, the basic game units used in the course of the game will be a mixture of battalions, battle groups and kampffgruppens. These units will be preboxed ("the cigar box system) before the game, and divided into two piles. The first pile will consist of those boxes that will be used for the draw on the first day, after which they will be added to second pile that will be used for the draw of units for the remainder of the game. The High Command for each side will not be able to look into the boxes before they are drawn, rather it will be a case of drawing a box and finding out what is inside. Then the High Commander will assign the box in question to a player, along with any instructions and orders for the turn.

See **Appendix** for lists of possible units. Note however that the list presented is not required units.

IV.1. Special Notes for Axis Units:

IV: 1.1 German Units: All German infantry stands in the Tunis Battalions are considered as leg infantry for weapons data. All other German infantry stands are either considered as Panzer Grenadier or Paratrooper depending on their unit. Engineer stands of the 11th Parachute Engineer Battalion are treated as parachute infantry stands. All German command infantry stands carry the M SS 41 ATR for their integral AR weapons.

IV: 1.2 Italian Units: The engineer stands in the 10th Arditi Regiment are considered as Guastatori. The Marine infantry stands of the San Marco Regiment are treated as parachute infantry for weapons data. Italian units have no integral AT weapons.

IV.2. Special Notes for Allied Units:

IV: 2.1 British Units: All British command/other stands

(i.e. command infantry, command engineer, etc) and all infantry stands have the Boys ATR as their integral AT weapons. British commando's and parachute infantry stands may use the US parachute infantry for weapons data.

IV: 2.2 American Units: The Ranger infantry stands are considered as parachute infantry for weapons data. Only American weapons stands at this point of the war are considered to have the 2.36" bazooka.

IV: 2.3 French Units: French units use the firing data from 1940. French units have no integral AT weapons.

V. Playing the Game:

As mentioned, the game will use a compressed time sequence and will start on November 17th. The order of events within each "day" will be as follows:

Preliminary Actions

Draw New Units

Roll for Weather

Strategic Movement

Tabletop Battles

Reorganization

As mentioned, the order of events at the start of day will be as follows:

[note the original jumped from V to VI]

VI.1. Draw new units for each side: The High Command of each side will draw new units, and determine where their starting point will be located. The number of new units will vary from turn to turn, with the following being suggested: (However only one unit should be drawn per free player but an equal number of Allied and Axis units be drawn). For each row of boxes to be deleted from the map, it is suggested that two be subtracted from the number of units drawn at the start of the game, and one be subtracted from the number of units drawn during the game.

	Axis	Allied	French*
November 17th	12	8	5
November 18th	7	6	-
November 19th	6	6	-
November 20th	6	6	-
November 21st	6	6	-
November 22nd	6	6	-
November 23rd	6	6	-
November 24th	6	6	-

* These units will be deployed in Tunisia at the start of the game at Tabarka, Medjez el Bab, Pont de Fahs, La Kef and Tebessa. After the the first day, any additional French reinforcements will arrive as part of the Allied forces.

Newly arriving Axis units will start the "day" entering the game at points 1, 2, or 3, with the actual location being left up to the Axis High Command. Newly arriving Allied units will start the "day" entering the game at points A, B, or C, with the actual location being left up to the Allied

High Command. Those units which have airborne or amphibious abilities may start the turn as their special abilities permit.

VI.2. Roll for weather. The Directing Staff will roll a D6, and consult the weather table listed below. Any game effects take place at the start of the turn:

Weather Table	
Date	Chance of Poor Weather on D6
November 17th	-
November 18th	1,
November 19th	1, 2,
November 20th	1, 2, 3,
November 21st	1, 2, 3, 4,
November 22nd	1, 2, 3, 4, 5,
November 23rd	1, 2 ,3, 4, 5, 6,
November 24th	1, 2 ,3, 4, 5, 6,

After the first day of poor weather the following effects take place:

1. All tactical movement is considered to take place in light mud
2. Airdrops and amphibious landing may not be carried out.

On the second day of poor weather the following effects take place:

1. All fair weather airfields lose their ability to operate aircraft.
2. All fair weather strategic roads may not be used for motorized movement

On the third day of poor weather the following effects take place:

1. All tactical movement is considered to take place in medium mud.
2. All Air support missions are canceled.
3. The campaign ends at the end of this day:

The days of bad weather need not be cumulative for these effects to occur. Note that it might possible for the first two effects to happen at the same time.

VI.3. Strategic Movement: The High Command for each side will determine the destination of each of the new units as well as any of the existing units that wish to move, and the route that they will travel to get there. Units may not enter the game in a box held by enemy units, so the lose of any of the entry points will have a major impact on the game. The movement rates of the units are as follows:

VI.3.1: Motorized Units: Units which have motorized transport may move a total of 8 boxes by all weather road, or by all road links in good weather. They can continue moving until such time that they arrive in a strategic box in which enemy units exist or until they have moved a total of eight boxes. Once in action against the enemy, a tactical table will be set up and play using CDIII will commence.

After the second die roll which results in a poor weather result, the ability of the motorized units to use fair weath-

er roads is limited. Motorized units using a fair weather road link count it as equal to four moves by all weather road.

VI.3.2: Non Motorized Units: Units without transport are limited to moving one transportation link per day regardless of type of road or weather. Rain has no effect on the strategic movement of Non Motorized Units.

VI.3.3: Special Movement Cases: A number of units when drawn will have special rules applying to their movement on the strategic map.

VI.3.3.1: Airborne Units: Several units come with the ability to be airdropped. These units can be moved to any strategic box (with certain exemptions) and dropped there after which they function as non motorized units. This function will be indicated within the unit's box when opened. Allied units may not be airdropped into Bizerte or Tunis, Axis units may not be airdropped on Tebessa or Bone.

Airborne units may drop once during the course of the game. If the weather table prevents their use as airborne units, they are considered as semi motorized units.

VI.3.3.2: Semi-Motorized Units: Several units are considered as semi-motorized. On the day that they arrive, they will count as motorized and move as such. Once they reach their intended destination, or encounter enemy troops they will lose their motorized status and function as non motorized units for the remainder of the campaign.

All non motorized French units which arrive as reinforcements during the game are treated as semi motorized.

VI.3.3.3: Amphibious Units (Allied Only): Several Allied units are considered as amphibious. On the day that they arrive, they may either be land at any strategic box marked as C or CH with the exception of Bizerte, Protville, Tunis and Sfax. Once they reach their intended destination they will function as non motorized units for the remainder of the mini campaign.

If the weather table prevents their use as amphibious units, they are considered as semi motorized units.

VI.3.3.4: Self Motorized Units (Axis Only): Non motorized Axis units which arrive on the first four days will have a chance of becoming motorized by commandeering vehicles from the French military or local civilian sources. To do so, a non motorized unit will be brought in at either Bizerte or Tunis, and a D6 rolled. If the number rolled is listed below on the table, that unit is given sufficient vehicles to allow it to move as a motorized unit. Units may only roll once on the table below, and units which arrive after November 20th may not roll on the table. Italian units add one to their die roll on this table.

Self Motorization Table	
Date	Chance of Success on D6
November 17th	1, 2, 3, 4
November 18th	1, 2, 3,
November 19th	1, 2,
November 20th	1,

VI.3.3.5: Captured or Stolen Vehicles: Non motorized units are free to capture or steal vehicles to allow themselves to be motorized as the game proceeds. Captured vehicles will be done at the referee's discretion - stolen vehicles may be acquired during the reorganization phase at the referee's discretion as well. Possible sources might include empty supply trucks, etc.

VI 4. Movement: All strategic movement is finished before any tactical battles are set up and ran. Movement is resolved in the following manner. When units encounter an enemy all movement will stop and the tactical battle will be set up in that box.

- A. Move all motorized units one box
- B. Move all motorized units one box
- C. Land all amphibious units
- D. Move all motorized units one box
- E. Move all motorized units one box
- F. Drop all airborne units
- G. Move all motorized units one box
- H. Move all motorized units one box
- I. Move all non motorized units one box
- J. Move all motorized units one box
- K. Move all motorized units one box

VI 4.1 Contested Movement: At certain times in the game, units of opposite sides may be attempting to move into opposing boxes at the exact time - ie Allied forces moving from the Medjez el Bab box to the Tebourba box at the exact same moment that Axis units are attempting to move from Tebourba box to the Medjez el Bab box. To determine which side goes first, do a die roll off, with a +2 modifier for the side that has more recon stands represent. Allow the winning side to determine when it wants to press forward to the attack, or stay in its starting box and receive the attack.

VII: Tactical Gaming:

Once the above has been resolved, tactical battles will be fought using CDIII on the different tactical tables. If one side is already present, the tactical referee will indicate the set up area for the defenders, as well as the areas that the attackers enter the table. If both sides are moving into the area, the tactical referee will run the operation as a meeting engagement.

VII.1: Arrival of Reinforcements: For ease of play, assume that all stands which arrive during movement phase A-E are present before the start of the battle. Units that arrive during phases F to K can arrive on the following basis:

- F: Air drop at the start of the game
 - G*: On the turn after 15 actual minutes into the game
 - H*: On the turn after 30 actual minutes into the game
 - I & J*: On the turn after 45 actual minutes into the game
 - K*: On the turn after 60 actual minutes into the game
- * These units are assumed to arrive in travel march by road. If they wish to enter in a combat mode they must spend an extra 30 actual minutes waiting off the board edge. Note that non motorized units are not assumed to

be moving in travel march. They can enter prepared for combat.

VII.2: Victory: Once the enemy's forces have been driven off the table, the winning side can claim victory and the losing side must indicate to which connected box they may fall back. Retreating troops must control the exit that they use to depart. If both sides remain in contact at the end of the "day", combat including the arrival of any reinforcements continues on the following "day".

VII.3: Withdrawals: During the inter phase at the end of a "day" a side (or both) may choose to withdraw from a strategic box. They will inform the tactical referee of that fact and the adjacent strategic box to which they wish to withdraw. Retreating troops must control the exit that they use to depart.

VIII: Reorganization:

After the tactical gaming has been finished for the "day" the troops involved on each table (strategic box) can be regrouped and reorganized.

VIII.1: Regrouping: Regrouping at the end of the day will be done in accordance to rule 12.4, with the exception that all combat stands (non support) will be regrouped as rifle stands unless two stands of the same type exist..

VIII.2: Reorganization: Once regrouping is completed, players within a strategic box can cross attach units and reorganize their commands as they wish. Since casualties are not replaced, commands may be consolidated together and players who are freed up are returned to their rear areas to pick up new units on the following "day".

VIII.2.1 Axis Reorganization: German and Italian units may be cross attached to one another during the reorganization phase, provided that the basic rules of CD 3.21 (Chain of Command) are followed. (For example, battalions can not be attached to other battalions, but can be attached to regiments.)

VIII.2.2 Allied Reorganization: British and American units may be cross attached to one another during the reorganization phase, provided that the basic rules of CD 3.21 (Chain of Command) are followed. (For example, battalions can not be attached to other battalions, but can be attached to regiments.) French units can only be attached to American or other French units, they may never be cross attached to a British unit, or take command of a British unit.

VIII.2.3 Artillery Abilities: In the course of cross attaching units, artillery units of one nationality may find themselves in a position where commanders of another nationality will be in position to issue CALL FIRE orders due to the chain of command. In all cases where this may occur, the stand calling fire is considered one level lower than it actually is.

Example: Two Italian infantry companies are attached to a German infantry battalion. The command infantry stands of the Italian infantry companies will be treated as any personnel for purposes of calling fire from the battalion weapons.

IX: Supply:

The following rules will apply for supply.

IX.1: Small Arms Ammo, Food, and Fuel: For game purposes supply concerns will not include these items unless special circumstances apply. Specific examples where loss of supply would be considered would include being trapped and cut off behind enemy lines for an extended period of time. In this case the Directing Staff will determine the effects of the loss of supply on fire, morale and troop rating.

IX.2: Artillery Ammo: Artillery ammo, including those weapons carried by AFV's, will be kept track of during the game. Weapons that are out of ammo will not be allowed to fire. Units with supply vehicles will need to determine their ammo loads when they enter the game and may resupply from these vehicles

IX.3: Engineering Stores: The use of engineering stores (mines and barbed wire) will also be kept track of through the course of a game. A unit which places mines or wire may retrieve them, but only by remaining in the Strategic Square for a day and doing no other movement. All engineer units are limited to the amount of engineering supplies that they bring forward with them.

IX.4: Supply Column: During the course of picking for new units, a number of the boxes will contain a supply column in addition to other units. Supply columns will contain a number of vehicles with a stated capacity in tons. These supply tons are, once brought to the front, converted at that time to specific types of ammo chosen by the player(s) that they are delivered. The transport vehicles remain with the units that they are assigned to for the duration of the mini campaign until they are empty. When they are empty, they are removed from play.

X. Victory:

The campaign ends when the time allotted to play runs out, or at the end of the third "day" of rain, whichever comes first. Victory is determined by comparing the point value of each box held by the Axis players to the point value of each box held by the Allies. All held boxes must be in supply to count for victory points, with supply defined having a controlled line of boxes connecting to either points 1, 2, or 3 for the Germans, or A, B, and C for the Allies.

Each roll of boxes has a point value given first for the Allied side and then for the Axis side. Each box in the Bizerte/Tunis row therefore has a basic value of only one (1) Victory Point to the Axis side, but sixty-four (64) Victory Points to the Allied side. Likewise each box in the Bone/Tebessa row has a basic value of sixty four (64) Victory Point to the Axis side, but one (1) Victory Points to the Allied side.

The worth of any box is doubled if it has an all weather airfield or a port in it. Boxes that have both an all weather airfield and a port count four times the listed value. Hence Bone would count four (4) points for the Allies, and two

hundred and fifty-six (256) points for the Axis.
 Victory is determined on the following basis:
 If the Allies have at least twice as many points than the opponent: Major Allied Victory
 If the Allies have at least 50% more points than the opponent: Minor Allied Victory
 If the Allies have between 25% to 50% more points than the Axis side: Draw
 If the Allies have more points than the Axis players, but not more than 25% more: A Minor Axis Victory
 If the Axis side has more points than the Allied players: A Major Axis Victory
 Historically the campaign can be considered a Draw.

XI. Optional Air Rules

Aircraft: The following air rules are added for chrome, and may be dropped as wished. Aircraft are controlled by the High Command of respective sides who will issue all orders for their aircraft at the start of each "day". The actual use of the aircraft, unless a FAC is present, will be handled by the Tactical Referees running the table per the CD rules.

XI.1: Availability: Each side has a pool of aircraft that can be used during the course of the game once the side in question has captured an airfield at which they can be based. All weather airfields can hold up to five squadrons, fair weather airfields can hold up to two squadrons. The following aircraft are available off board at the start of the game to their respective sides:

XI.11: Allied Aircraft: The following air units are available at the start of the game for the allied players:

Allied Aircraft Pool

May fly from any Airfield

British

72 Squadron (3) Spitfire IX

81 Squadron (3) Spitfire IX

93 Squadron (3) Spitfire IX

225 Squadron (3) Hurricane IIC

241 Squadron (3) Hurricane IIC

American

95th Fighter Squadron (3) P-38F

96th Fighter Squadron (3) P-38F

May fly from any All Weather Airfield

American

34th Squadron (3) B-26A (D)

379th Squadron (3) B-25C (D)

380th Squadron (3) B-25C (D)

All Allied pilots are considered as Experienced, Morale 10

XI.12: Axis Aircraft: The following air units are available at the start of the game for the Axis players:

Axis Aircraft Pool

May fly from any Airfield

German

Squadron (3) FW-190F

Squadron (3) FW-190F

Squadron (3) Me-109G

Squadron (3) Me-109G

Squadron (3) Me-109G

Squadron (3) Ju-87D

Squadron (3) Ju-87D

Squadron (3) Ju-87D

Italian

Squadron (3) MC-202

Squadron (3) Re-2002

May fly from any All Weather Airfield

German

Squadron (3) Ju-88S (D)

Italian

Squadron (3) Ju-88S (D)

Squadron (3) BR.20M (D)

All Axis pilots are considered as Veteran, Morale 9

XI.2: Airfields: Airfields are considered captured when the box in question has been captured and held by a military unit. If airfields are present in a box, they will be located on any table fought in that box, and can be denied to the enemy if brought under direct fire.

As squares containing airfields are captured, players can move aircraft forward to occupy the airfields located there. All weather airfields can hold up to five squadrons, fair weather airfields can hold up to two squadrons. Aircraft marked with a D are considered as two squadrons for the purposes of airfield occupation.

XI.3: Missions: Aircraft are allowed to fly a maximum of one mission a day. Only aircraft based on the strategic map may fly combat missions during the campaign. Aircraft based off the board may only fly ferry missions to an on board airfield:

XI.3.1 Ferry Missions: All aircraft can fly ferry missions. The aircraft is moved to a friendly airfield on the strategic map. Once based on the strategic map, missions can be flown as needed on following days. If a square containing an airfield is lost to enemy action or is rendered unusable due to weather, the aircraft based there must do a Ferry mission on the following day to move to another airfield before they can fly any combat missions. Ferry missions are flown at the end of each day after all battles have been fought and boxes captured. Thus neither side will have access to aircraft during the first "day" of the campaign.

XI.3.2. CAP Mission: CAP missions are limited to fighter aircraft only. The aircraft will fly to a strategic box at a predetermined actual time and remain there on on Combat Air Patrol for four game terms. Aircraft on CAP may only attack enemy aircraft, and can not be used for other purposes. A squadron of 3 aircraft could be sortied for a CAP missions based on a two hour day as follows:

1st aircraft - shows up at the start of the "day":

2nd aircraft - shows up 40 minutes after the start of the "day"

3rd aircraft - shows up one hour and twenty minutes into the "day"

XI.3.3. Fighter Escort Mission: Fighter Escort missions are limited to fighter aircraft only. The aircraft will fly to a strategic box at a predetermined actual time and spend four turns flying air cover for Direct Support and General Support Missions.

XI.3.4. Direct Support Mission: Direct Support Missions can be flown by fighters, dive bombers or medium bombers. The aircraft will fly to a strategic box at a predetermined actual time and report to the FAC stationed there. The FAC must be of the nationality of the aircraft - so only German FACs can control German aircraft, etc. If no FAC is present, then the mission is converted to one of General Support, so an alternative geographic target should be indicated.

XI.3.5. General Support Mission: Direct Support Missions can be flown by fighters, dive bombers or medium bombers. The aircraft will fly to a strategic box at a predetermined actual time and attack the specified geographical target - ie the village of Souk el Arba, the long ridge to the west of the town, etc. Medium bombers will always attempt to attack their geographical target point. Dive bombers and fighters will follow the priorities listed in CD Rule 15.212 and CD 15.214.

XII Campaign Map and Terrain

Click on the picture to see a full sized map

XII.1 Terrain Generation

The following are the possible terrain types that will be used in the game. It is suggested that with 15mm figures that game boards 8" by 5" be used. It is suggested that these be made in such a way to allow them to be set up and be taken down quickly. A game board can be reversed to serve as a different board.

C: Coastal City: It is doubtful that these boxes will be in play - if the Allies end up in these boxes the game is very close to being over. If needed, they would include a port complex as well as an airfield, and a large built up area of stone buildings.

CP: Coastal Plain: These squares represent the more built up areas of Tunisia where the French immigrants had moved in and settled in semi fortified farmsteads. These boards would have a coast line along one edge, and at least one major town of a D6+2 squares. If the square is indicated as having a port then an additional two squares should be added. There would be an additional 2 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings. The town and buildings should be surrounded with fields, orchards, stone walls, wooded areas, etc. There should be roads running through the terrain board corresponding to the arrangement of the road net on the strategic map. A series of wadis and streams should be present, as well as some low hills.

CH: Coastal Hills: These squares represent the areas where the hills of Tunisia ran closer to the coast. Again there should be a coast line along one edge, and at least one major town of a D6+2 squares. If the square is indicated as having a port then an additional two squares should be added. There would be an additional 1 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings. The town and buildings should be surrounded with fields,

orchards, stone walls, wooded areas etc. There should be roads running through the terrain board corresponding to the arrangement of the road net on the strategic map. The line of hills running along the edge opposite the coast which should cause the road net to run against its edge. A series of wadis and streams should be present which run through the area. Some of the hills should be marked as being too steep for either wheeled or tracked vehicles.

V: Valley: These boxes represent areas in which a river flows down the center of the board, with high hills on either side. The area either side of river is cultivated, with one major town of a D6 squares. There would be an additional 1 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings. The town and buildings should be surrounded with fields, orchards, stone walls, wooded areas etc. The line of hills running along the either edge should cause the road net to run against its edge. A series of wadis and streams should be present which run through the area. Some of the hills should be marked as being too steep for either wheeled or tracked vehicles.

H: Hills: These boxes represent areas which are very broken, with hills, wadis and broken ground. There would be a total of 1 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings. Some of the hills should be marked as being too steep for either wheeled or tracked vehicles.

P: Plain: These boxes represent areas which are open with some hills, wadis and broken ground throughout the area. There would be a total of 1 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings.

Designer's Notes

Troop Mix:

For the record, here is the possible troop mix for both sides in terms of companies/batteries/troops. Since all formations are NOT the same size, nor of the same troop quality or morale, it MUST be viewed as a rough guide only.

Type Axis Allies
Headquarters 11 12
(Regimental or Higher)
Infantry Companies 58 89
Weapons Companies 28 17
Tank Companies 10 18
Other AFV Companies 10 10
AT Companies 10 5
AA Batteries 22 6
Engineer Companies 10 6
Artillery Batteries 31 19

The above listing shows several major differences between the sides involved in Tunis. The Axis High Command was very aware of the pounding that Rommel's forces were taking from the air in the eastern Mediterranean, and so put a high premium on the landing of AA units. Though intended for airfield and harbor defense,

the need for ground based firepower resulted in most of these units being shifted as quickly forward as possible to hold the line.

The Allies show a higher use of offensive units, with their strength in terms of tanks, artillery, and infantry, while the Axis strengths are in terms of defensive weapons, relying on weapons units, engineers, and the already mentioned AA weapons. Both sides used their airborne forces to move quickly and seize territory as needed, though in small "penny" packets and not en masse as needed.

There are number of placements in the OB that are not correct, but which were done for balance. The German FAC's given to the 1st and 2nd Tunis Battalions are not historically correct - they should be attached to German parachute battalions. However those units have far more firepower - and it makes the Tunis Battalions much more useful to have them present.

Likewise the attachment of the 456th and 457 Light Batteries to the British Para's and Commando's was done for the same reason. Those batteries of 3.7" mountain howitzers were sent to Tunisia to be used as needed, and while historically incapable of being air dropped, never the less make a nice little addition to those commands. Since those units lack any heavy weapons save for a 3" mortar, it gives them some indirect fire ability.

Players should feel free to make changes as they feel fit, providing that the relative balance remains between the two sides.

Odds and Sodds Area:

The following are two bits of gloss which can be used for fun by the referee's.

The first is the addition of a German unit which was in the process being organized at this time, and which did not see action until December. Nevertheless it is presented below as a what if unit to be added to the German reinforcements. The **German Arab Legion**:

46th Axis

German Arab Legion

(Semi-Motorized)

German (g) elements Experienced, Morale 8

Arab (a) elements, Green, Morale 5

Battalion Headquarters, with

1 command stand (g)

3 Infantry Companies, each with

1 command infantry stand (g)

2 infantry stands (a)

Weapons Company, with

2 MMG stands (a)

1 8cm mortar stand (g)

1 gun crew stand (g)

1 37L45 AT gun

1 light truck (a)

37mm "Drill" Ammo: To go with this, whenever the elements of the 1st Battalion, 1st Armored Regiment roll for damage, they will use a D6 instead of a D10 for effects (A roll of a six counts as a roll of a (0) for a critical hit.) The reason for this is that the 1st of the 1st was sent off to war with a load of ammo that was to have been used up on live fire practice, and not to be used in combat. Due to the speed that Operation Torch was carried out, the drill ammo was not used as planned, and instead expended in Tunisia in combat. Only the 1st of the 1st is subject to this restriction.

APPENDIX

Note: (NON) = Non Motorized (MTR) = Motorized

Allied Units, 1st Day

French

- #1 4th Mixed Regiment of Zouaves and Tirailleurs (NON)
- #2 43rd Colonial Regiment, (NON)
- #3 8th Guards Regiment (MTR)
- #4 Groupement de Tunis, (NON)
- #5 4th Mixed Regiment of Zouaves and Tirailleurs (NON)
- #6 43rd Colonial Regiment, (MTR)
- #7 2nd and 3rd Group, 4th Chasseurs de'Afrique (NON)
- #8 1st Tunis Tirailleurs Regiment, (NON)
- #9 1st Group, 4th Chasseurs de'Afrique, with (MTR)
- #10 Groupement de Tunis, (NON)

British

- #11 1st Para Battalion (Airborne or Semi-Motorized)
- #12 3rd Para Battalion (Airborne or Semi-Motorized)
- #13 6th Commando - (Amphibious or Semi-Motorized)
- #14 6th Battalion, Royal West Kents (MTR)
- #15 17/21 Lancers (MTR)
- #16 Bladeforce (MTR)
- #17 56th Recon Regiment (MTR)
- #18 11th Brigade (MTR)
- #19 5th Battalion, Northamptonshire (MTR)
- #20 1st Battalion, the East Surrey Regiment (MTR)

USA

- #21 1st Battalion, 1st Armored Regiment (MTR)
- #22 175th Field Artillery Battalion (MTR) Group
- #23 1st Ranger Battalion (Amphibious or Semi-Motorized)
- #24 2nd Battalion, 509th Parachute Infantry Battalion (Airborne or Semi-Motorized)
- #25 Elements, 701st TD Battalion (MTR)

2nd Day

British

- #26 Headquarters, 78th Infantry Division (MTR)
- #27 Headquarters, 1st Guards Brigade (MTR)
- #28 3rd Battalion, the Grenadier Guards (MTR)
- #29 2nd Battalion, the Coldstream Guards (MTR)
- #30 26th Armored Brigade (MTR)
- #31 1st Battalion, the Lancashire Fusiliers (MTR)
- #31 2nd Battalion, the Lancashire Fusiliers (MTR)
- #33 16th/5th Queens Royal Lancers (MTR)
- #34 10th Battalion, the Rifle Brigade, (MTR)
- #35 5th Battalion, the Bluffs (MTR)

USA

- #36 1st Battalion, 13th Armored Regiment (MTR)
- #37 2nd Battalion, 1st Armored Regiment (Grants?) (MTR)
- #38 3rd Battalion, 13th Armored Regiment (MTR)
- #39 2nd Battalion, 1st Armored Regiment (Grants?) (MTR)
- #40 Headquarters Troops, 13th Armored Regiment (MTR)
- #41 1st Battalion, 6th Armored Infantry Regiment (MTR)
- #42 2nd Battalion, 6th Armored Infantry Regiment (MTR)
- #43 27th Field Artillery Battalion (MTR)
- #44 1st Battalion, 18th Infantry Regiment (Semi-Motorized)
- #45 18th Infantry Regiment (MTR)

Axis Units, 1st Day

German

- #1 Headquarters, Von Broich Schutzen Brigade (MTR)
- #2 1st Tunis Field Battalion (NON)
- #3 Kampfgruppe, 190th Panzer Battalion (MTR)
- #4 Kampfgruppe, 104th Panzer Grenadier Regiment (MTR)
- #5 11th Parachute Engineer Battalion (Airborne)
- #6 Headquarters, 5th Parachute Regiment (MTR)
- #7 I Battalion, 5th Parachute Regiment (Airborne)
- #8 II Battalion, 5th Parachute Regiment (Airborne)
- #9 2nd Tunis Field Battalion (NON)
- #10 Kampfgruppe, Barenthin Regiment (Airborne)

Italian

- #11 1st Assault Parachute Battalion, Royal Italian Air Force (Airborne)
- #12 Infantry Headquarters, Superga Infantry Division (MTR)
- #13 Regimental Headquarters, 10th Bersaglieri Regt (MTR)
- #14 1st Battalion, 10th Bersaglieri Regt (MTR)
- #15 2nd Battalion, 10th Bersaglieri Regt (MTR)
- #16 557th Semovente Battalion (MTR)
- #17 101st Semovente Battalion Sem (47L32) (MTR)
- #18 1st Battalion, 92nd Infantry Regiment, Superga (MTR)
- #19 Naval Infantry Regiment "San Marco" (NON)
- #20 Armored Recon Battalion "Cavallegeri di Lodi" (MTR)

2nd Day

German

- #21 Headquarters, 10th Panzer Division, Motorized
- #22 3rd Tunis Field Battalion (NON)
- #23 Kampfgruppe, 501st Panzer Battalion (MTR)
- #24 Kampfgruppe, 104th Panzer Grenadier Regiment (MTR)
- #25 Kampfgruppe, 10th Motorcycle Battalion (MTR)
- #26 90th Antitank Gun Battalion, with (MTR)
- #27 1st Battalion, 190th Artillery Regiment (MTR)
- #28 2nd Battalion, 190th Artillery Regiment (MTR)
- #29 Kampfgruppe, 7th Panzer Regiment (MTR)
- #30 Regimental Troops, 7th Panzer Regiment (MTR)
- #31 Kampfgruppe, 86th Panzer Grenadier Regiment (MTR)
- #32 Regimental Troops, 104th Panzer Grenadier Regiment, (MTR)
- #33 Headquarters, Hermann Goring Flak Regiment, (MTR)
- #34 III Battalion, 5th Parachute Regiment (Airborne)
- #35 4th Tunis Field Battalion (NON)

Italian

- #36 Divisional Headquarters "Superga" Infantry Division (MTR)
- #37 2nd Battalion, 92nd Infantry Regiment, Superga (MTR)
- #38 3rd Battalion/92nd Infantry Regiment/Superga (MTR)
- #39 Headquarters Troops, /92nd Infantry Regiment/Superga (MTR)
- #40 1st Battalion/ 5th Artillery Regiment/Superga (MTR)
- #41 4th Battalion/ 5th Artillery Regiment/Superga (MTR)
- #42 5th Blackshirt Cohort, (MTR)
- #43 133rd AT Battalion
- #44 Naval Infantry Battalion "Grado" (NON)
- #45 15th Tank Battalion, (MTR)

Tom's website had all the 90 CD master units for each regiment or battalion listed. Which is great because the green-cover, scanned version did not compile all of those in one page as found on this version's page 10.

Unfortunately, I did not download those 90 battalion OBs from Tom's website.* So you will have to use the green-cover, scanned version for those details.** That takes up dozens of pages and you could print them out and cut them into little OBs for each box.

Tom seems to have incorporated some suggestions and improvements in the text that Greg mentioned. So probably a good idea to check this and the scanned version.

It is worth reading through what Jerry Merrell and Matt Davidson put on in 1999 at Dayton (pages 48-58). They had 41 units, total axis and allied not 90. Greg mentions how ammo rules should have been used and some other tips that could speed up the campaign.

*If you have those 90 organizations in a text file with tabbing (see next asterisk on indenting/command levels) and want me to add them to this document, please let me know. You can reach me, Bill Owen, at:
wargamecampaign.wordpress.com/contact/

**While one can copy and paste each of the dozens of pages, the problems with that is that there is a lot of painstaking, time-consuming clean-up required (like the typo for Semi-Motorized at the top of the next column and how frequently a "1" turns into the letter "l" etc. etc.) because the OCR of the scan doesn't work perfectly. Also the OCR loses the *indenting* which makes a big difference for the CD levels of command, regiment, battalion, company then component platoons. I pasted just one page so you can see what I mean. I did not copy paste the remaining 22 pages. See the next column and the rest on the next page.

– Bill Owen 25 September 2020

Appendix A:

Troops

Unit Notations

(M) = Motorized

(SM) = Semi-Motorized

(NM) = Not-Motorized

Part I: Allied Units:

The following is a possible listing of the units that need to be boxed for the Allied Side: Note that the list presented shows what was actually present at the time in Tunisia - it does not have to be built unit by unit.

French Units

At Start the Directing Staff needs to pick five at random to start at Tabarka, Medjez el Bab, Pont de Fahs, La Kef and Tebesa. The remainder of the boxes go into the Allied Reinforcement Pool.

(Special thanks to Nawfel Leulliot for his comments on the French forces.)

Box#1

4th Mixed Regt of Zouaves and

Tirailleurs (NM)

Regular, Morale 8

Regimental Headquarters, with

1 command stand

1 car

1 staff telephone wagon

Regimental Weapons Company, with

1 25L72 AT gun

1 gun crew stand

1 limber

1 81 mm mortar stand

1 wagon

1st Battalion, 4th Mixed Regt. of Zouaves and

Tirailleurs,

Headquarters, with

1 command stand

4 Infantry Companies, each with:

1 command infantry stand

1 infantry stand

1 MMG stand

Attached

4th Battery, 62nd African Artillery Regiment

1 mounted command stand

1 gun crew stand

1 75L36 field gun

1 limber

1 support stand

1 ammo cart

Box#2

43rd Colonial Regiment, (NM)

Regular, Morale 8

Regimental Headquarters, with

1 command stand

1 car

1 staff telephone telephone

Regimental Weapons Company, with

1 25L72 AT gun

1 gun crew stand
1 light truck
1 81mm mortar stand
1 medium truck
1st Battalion, 43rd Colonial Regiment,
Headquarters , with
1 command stand
4 Infantry Companies, each with:
1 command infantry stand
1 infantry stand
1 MMG stand
Attached
5th Battery , 62nd African Artillery Regiment
1 mounted command stand
1 gun crew stand
1 75L36 field gun
1 limber
1 support stand
1 ammo cart
Box#3
8th Guards Regiment (M)
Trained, Morale 8
Headquarters, with:
1 command stand
1 car
2nd Motorcycle Squadron , with:
1 command motorcycle stand
3 motorcycle infantry stands
5th Motorcycle Squadron. with :
1 command motorcycle stand
3 motorcycle infantry stands
Attached;
123rd AA Company, with;
1 command stand
2 gun crew stands
2 25L 72 AA guns
2 light trucks
62nd Anti Tank Company, with:

END OF DOCUMENT. See ** note on how I was unable to find the time to complete pasting & cleaning up this text.

This document can be downloaded from:
wargamecampaign.wordpress.com/2017/12/04/race-for-tunis/