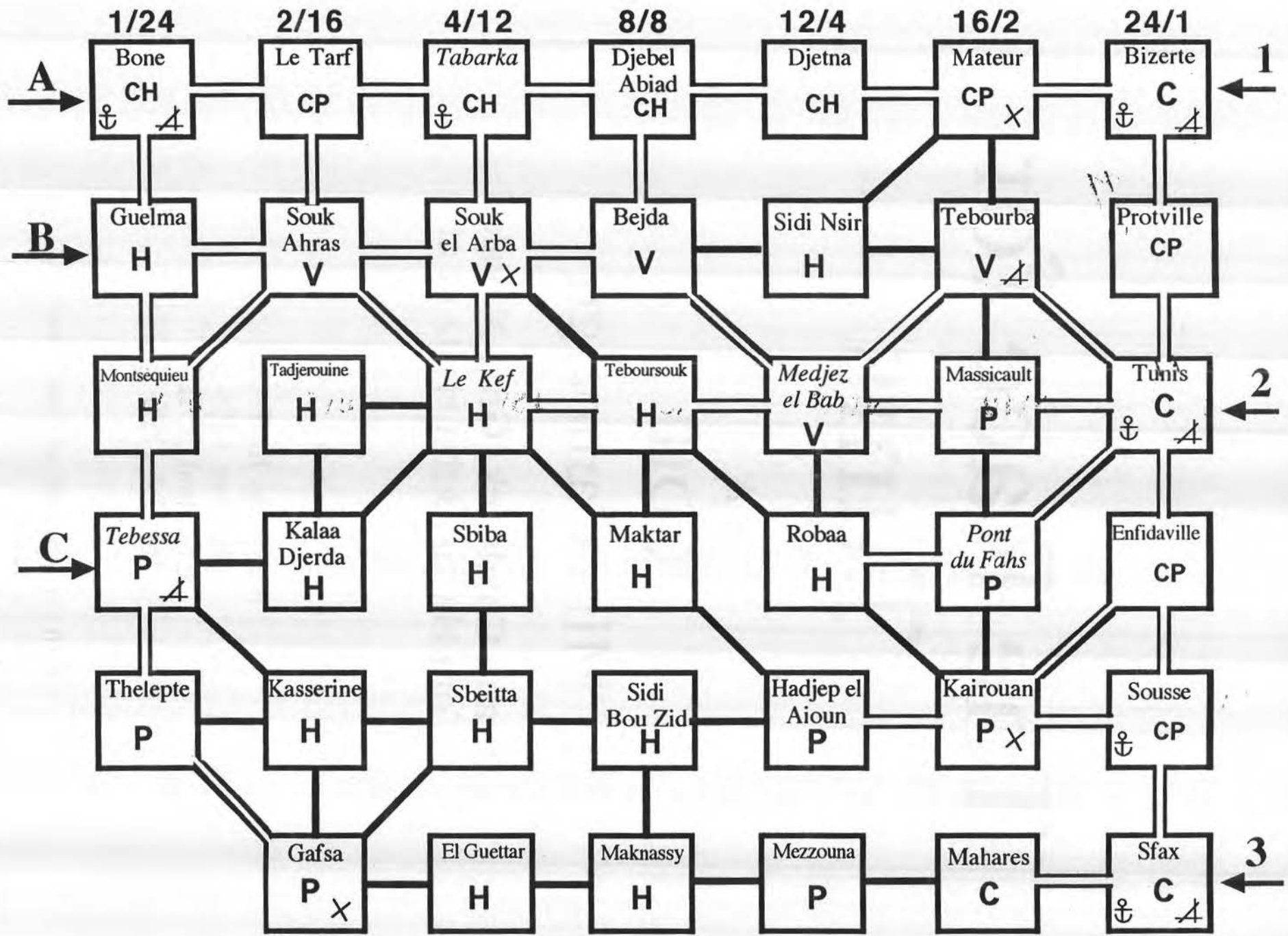# The Race to Tunis

A CDIII Supplement

The Race for Tunis

A
CDIII
Mini Campaign

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1/24	2/16	4/12	8/8	12/4	16/2	24/1

A → **1**

Bone CH ⚓ ⚔ — Le Tarf CP — *Tabarka* ⚓ CH — Djebel Abiad CH — Djetna CH — Mateur CP ✗ — Bizerte ⚓ C ⚔ ← **1**

B →

Guelma H — Souk Ahras V — Souk el Arba V ✗ — Bejda V — Sidi Nsir H — Tebourba V ⚔ — Protville CP

Montsequieu H — Tadjerouine H — *Le Kef* H — Teboursouk H — *Medjez el Bab* V — Massicault P — Tunis C ⚓ ⚔ ← **2**

C → *Tebessa* P ⚔ — Kalaa Djerda H — Sbiba H — Maktar H — Robaa H — *Pont du Fahs* P — Enfidaville CP

Thelepte P — Kasserine H — Sbeitta H — Sidi Bou Zid H — Hadjep el Aioun P — Kairouan P ✗ — Sousse ⚓ CP

Gafsa P ✗ — El Guettar H — Maknassy H — Mezzouna P — Mahares C — Sfax C ⚓ ⚔ ← **3**

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. 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. With some modifications (see designers notes) it can also be used for play by a club or other small group of CD gamers.

The scenario 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 kampgruppes, each of which will be under the command of a single player on the tabletop.

As mentioned, 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".

One suggested format for the "Race for Tunis is as follows. Other options are listed in section X. Keep in mind that the goal of this supplement is to allow for modification as needed to allow a group of CDIII gamers a chance to engage in a campaign setting.

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 11:00 AM.

- The second "day" of the mini campaign, November 18th, will start no later than Noon and last until 2:00.

- The third "day", November 19th, could start no later than 3:00 and last till 6:00.

- The fourth "day", November 20th, 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 Roles:

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 movement 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 be as equal as possible to 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 be as equal as possible to the total number of Axis Tactical commanders.

III. The Strategic Map:
The Strategic Map found on page 2 consists of a number of boxes which 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

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Boxes are linked by transportation routes, which are of two types.

Solid black transportation lines which link boxes indicate indicate fair weather roads. Movement on fair weather grounds will be effected by weather.

White bordered by black transportation lines which link boxes indicate indicate all weather roads. Movement on all weather roads is not effected by weather.

Units will move 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 kampfgruppes. 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.

IV.1. Cigar Box System:

The "cigar box" system is an invention of Frank Chadwick, and describes a system in which units are presorted and placed in containers for use as needed. Frank used cigar and old game boxes for his 20mm figures, while Greg Novak uses Plano fishing boxes for his 15mm collection. In either case the goal is the same to be able to give a player his troops quickly and allow for game play to proceed.

Examples of the contents of the boxes are as follows:

Kampgrupe, 190th Panzer Battalion
Veteran, Morale 9
Headquarters Company
    1 command PzKw IIIJ
    1 recon PzKw
    1 medium ammo truck with trailer
2nd Company, with
    1 command PzKw IIIJ
    2 PzKw IIIJ
Attached
2nd Company, 49th Panzer Engineer Battalion, with
    1 command engineer stand
    2 engineer stands
    1 engineer weapons stand
    2 medium trucks with supply trailers
3rd Battery, 90th Panzer Artillery Regiment with
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 105L28 howitzer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

5th Battalion, Northamptonshire
>   Regular, Morale 8
>   Headquarters, with:
>   1 command stand
>   1 jeep
>   1 engineer stand
>   1 light truck
>   2 2# AT guns
>   2 gun crew stands
>   2 light trucks
>   3 Infantry Companies, each with
>   1 command infantry stand
>   2 infantry stands
>   1 heavy truck

Attached
>   359th Battery, 138th Field Artillery Regiment
>   1 command stand
>   1 jeep
>   2 gun crew stands (ds)
>   2 25# field guns
>   1 support stand
>   2 quads
>   1 medium ammo truck

One can alternatively draw from a deck of cards, with each card representing a box that can be pulled for use in the game. The goal of the system is to put the players in a situation where they do not control what reinforcements arrive, but rather they get a historical mixture of what would be present. By not letting players pick the units that arrive but by leaving it to chance, neither side is actually aware of what they are facing until they actually encounter the enemy.

See Appendix 1 for lists and organizations of possible units. Note however that the list presented is not mandatory and can be modified as need by the group playing the game.

IV.2. Special Notes for Axis Units:

IV: 2.1 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: 2.2 Italian Units:

The engineer stands in the 10th Arditi Regiment are considered as Guastatoti. 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.3. Special Notes for Allied Units:

IV: 3.1 British Units:

All British command/other stands (ie 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: 3.2 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: 3.3 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 VI.1
    Roll for Weather VI.2
    Strategic Movement
Tabletop Battles
Reorganization Phase

VI. Preliminary Actions:
As mentioned, the order of events at the start of day will be as follows:

VI.1. Draw new units for each side:
The High Command of each side will draw new units, and learn what reinforcements they have to work with. They will then determine where their entry point on the game map. The number of new units will vary from turn to turn, with the following being suggested:

	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 five units will be deployed in Tunisia at the start of the game at Tabarka, Medjez el Bab, Pont de Fahs, La Kef and Tebessa. Placement will be at random as the Allied High Command does not have control of these forces unit the start of the game. After the the first day, any additional French reinforcements will arrive as part of the Allied forces.

The Directing Staff needs to control the flow of reinforcemnents in ordet to keep the stituation playable. Ideally, there should be one reinforcemented battalion per gamer in play on the tabletop. If troops are pumped in at the full rate without actions being fought or players available, the troop density will build up too quickly. However the number of boxes of troops drawn by each side should always be even after November 19th

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.

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 movement phase of the day indicated:

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 on the tabletop is considered to take place in light mud. See CDIII rule 21.31 for effects of 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 on the tabletop is considered to take place in medium mud. See CDIII rule 21.32 for effects of 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. However note that it is possible for the first two weather effects to happen at the same time if there are two days of bad weather in a row.

VI.3. Strategic Movement:

The High Command for each side will determine the destination of each of the new units as well as movement for any of the existing units that wish to move, and the route that they will travel to get there. Spare copies of the Strategic Map can be used by the High Commands to indicate the routes to be traveled by units in the course of their movement.

The Strategic Movement rate of a unit is determined by its Motorization status. Units are rated as being either Motorized, Non Motorized, or Semi Motorized. In addition a number of special movement cases exist as covered in VI.3.4. The movement rates of the units are as follows:

A reminder that units may not enter the game in a box held by enemy units, so the loss of any of the entry points will have a major impact on the game.

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 weather roads is limited. Motorized units using a fair weather road link count it as equal to four moves by all weather road. The maximum movement of a motorized unit on fair weather roads is therefore limited to but two boxes.

VI.3.2:Semi-Motorized Units:

Some 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: 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.3.4: Special Movement Cases:

A number of units have special rules applying to their movement on the strategic map.

VI.3.4.1: Airborne Units:

Several units come with the ability to be airdropped on their turn of entry into the game. These units can be moved to any strategic box (with certain exemptions) and dropped there. On following days these units will 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 only once during the course of the game, and it must be on their turn of entry into the game. They may be held off board if wished for use on a following day. If the weather table prevents their use as airborne units, they are considered as semi motorized units.

It may happen that both sides, as almost happened historicaly, may wish to drop an airborne unit on the same box on the same day. Players will have the option of allowing this to happen, or they may abort their mission. If they chose to abort, the unit may not be used for any additional airdrops, but instead enters the game on the following day as a semimotorized unit.

VI.3.4.2: 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.3.4.3: 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. Italian units using the table will 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.3.4.5: 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 allowed 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, captured vehicles, etc. A unit is considered motorized only when it has transport for lifting all elements of its formation

VI 4. Movement:

All strategic movement is finished before any tactical battles are set up and played. Movement is resolved in the following manner. When units encounter box in which enemy forces are present, all movement by that unit will stop and the tactical battle will be set up in that box.

The order of movement is as follows:

Impulse	Who Moves When
A.	Move all motorized units one box if good weather
B.	Move all motorized units one box if good weather
C.	Land all amphibious units
D.	Move all motorized units one box if good weather
E.	Move all motorized units one box if good weather
F.	Drop all airborne units
G.	Move all motorized units one box if good weather
H.	Move all motorized units one box if good weather
I.	Move all non motorized units one box
J.	Move all motorized units one box if good weather
K.	Move all motorized units one box if good weather

After the first day of bad weather, any motorized unit moving on a fair weather road moves at a rate of 4 for 1, ie one only moves once per every four Impulse's. A motorized unit which starts movement on a fair weather road in bad weather at the start of a day would actually move on Impulse E.

If a motorized unit wishes to move on a fair weather road in bad weather, it MUST have four impulses left to do so. A motorized unit which moves five impulses by all weather road may not then use fair weather road movement to complete its turn as it only has three impulses left.   Impulses

may not be accumulated from day to day.

VI 4.2 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 the Tebourba box to the Medjez el Bab box.

To determine which side goes first, it is suggested athat a die roll off be done, with a +2 modifier for the side that has more recon stands present. Allow the winning side of the die roll 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 Movement Phase has been resolved, tactical battles will be fought using CDIII on the different tactical tables. If on side is already present on the table, 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.

Note that it may be possible for reinforcements to arrive in an area which is now controlled by the enemy. Routes onto a tabletop and off a tabletop will need to be indicated by the referee, and remain controlled by a side if they wish to have use of them.

VII.2: Victory:

In theory, victory on the battlefield will be determined by driving the opposing force off of the table. Again, a unit attempting to retreat must control the route that it is attempting to use to retreat.

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. Note that it might be possible for a side to win a victory by driving the enemy out of the box, and still decide to withdraw at the end of the day.

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. Reorganization can be carried out in boxes where troops did not engage in combat during that "day".

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. In that case one stand of the type may be replaced. Unlike reorganizatoion, regrouping can only be done in boxes where combat took place.

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". Thus two Axis battlegroups which have taken heavy losses could be consolidated into a single formation.

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, but may not control any regimental or 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 by the Directing Staff 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 determine which weapons 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, are converted at that time to specific types of ammo chosen by the player(s) to whom 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 unless other circumstances apply. (see VI.3.3.5)

X. Victory:

The campaign ends when the time allotted to play runs out, or at the end of the third "day" of rain, which ever 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 (24) Victory Points to the Allied side. Likewise each box in the Bone/Tebessa row has a basic value of sixty four (24) 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 (96) 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 then the Axis side: Draw

If the Allies have more points than the Axis players, but more 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:

Optional Air Rules

XII. 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.

XII.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:

XII.11: Allied Aircraft:

The following air units are available at the start of the game for the allied players: (The information given is the owning unit, the number of aircraft, and the type.)

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

XII.12: Axis Aircraft:
The following air units are available at the start of the game for the Axis players: (The information given is the owning unit, the number of aircraft, and the type.)

Axis Aircraft Pool
    May fly from any Airfield

German
    1/JG 55 (3) FW-190F
    2/JG 55 (3) FW-190F
    1/JG 77 (3) Me-109G
    1/JG 77 (3) Me-109G
    1/JG 77 (3) Me-109G
    1/ KG 26 (3) Ju-87D
    2/ KG 26 (3) Ju-87D
    3/ KG 26 (3) Ju-87D
Italian
    Squadron (3) MC-202
    Squadron (3) Re-2002

May fly from any All Weather Airfield

German
    1/KG 35 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

XII.2: Airfields: Airfields are considered captured when the box in question has been captured and held by a friendly 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.

After 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.

XII.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:

XII.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.

XII.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"

XII.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 fours turns flying air cover for Direct Support and General Support Missions.

XII.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 FAC's 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.

XII.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.

Designers Notes

Starting Point:

First and foremost, everything that is written 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 - as consider the three possible options for modifying the system:

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 thought 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:

Modified Time Schedule

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.

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 (Regimental or Higher)	11	12
Infantry Companies	62	89
Weapons Companies	28	17
Tank Companies	11	18
Other AFV Companies	10	10
AT Companies	12	5
AA Batteries	22	6
Engineer Companies	10	6
Artillery Batteries	31	27

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 the FAC's attached to them.

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 they 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.

Terrain and Gameboards

One of the most important parts of any tabletop game is the terrain. While researching this game I checked out the U of I Map Library, and ran across a set of topo maps based on a French survey of 1928 on a 1:200,000 scale, modified by 46th Survey Company, RE in January of 1943, and printed by 512th Survey Company, RE. I used those maps to develop the following information. The first is a generalized definition of the terrain types on the strategic map.

.Terrain Types

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 and 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 wadi's 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 wadi's 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 down the center of the valley. A series of wadi's 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 in which the chains of hills that run north and south through Tunisia run. There should be two separate lines of hills crossing the board, which should have patches of woods and vegetation on them.
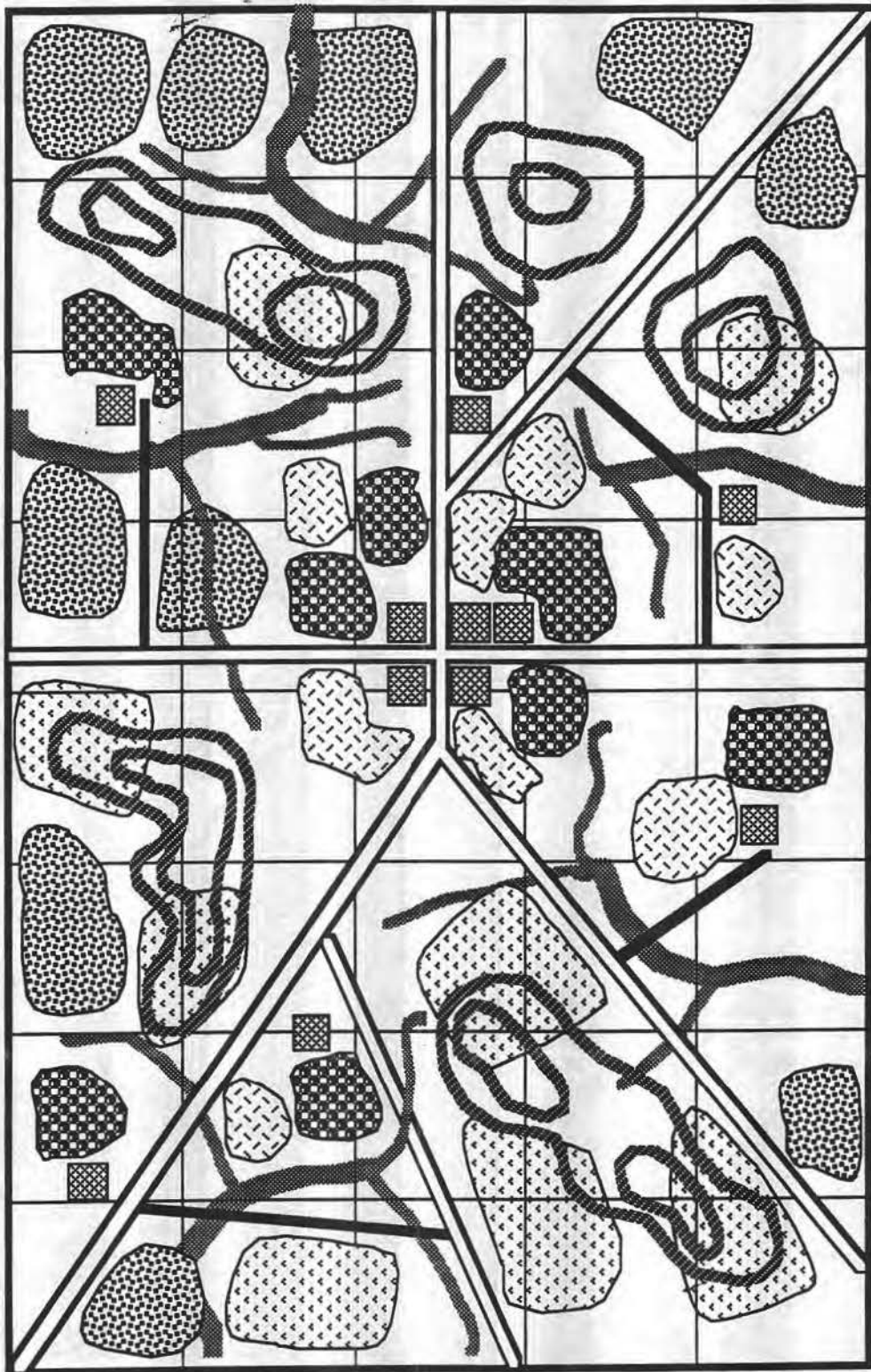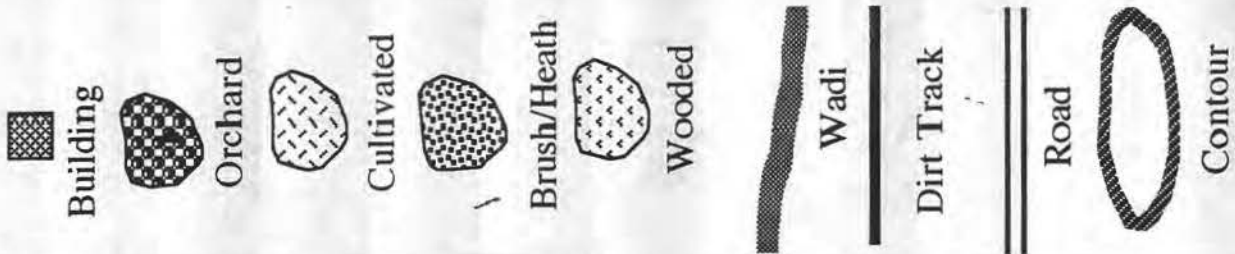
There would be one small village on the board with 1/2 D6 (round down) worth of buildings, as well as a total of 1 D6 worth of buildings scattered about the board, representing farmsteads and small complexes of buildings. Some of the hills should be marked as being too steep for either wheeled or tracked 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.

On the following pages one will find copies of two of the actual maps, as well as three maps done for the game by me. The historical maps are Page 20 - Souk el Arba and Page 21 Medjezel Bab. The game maps are Page 22, Le Kef, Page 23, Sidi Bou Zid, and Page 24, Kasserine.
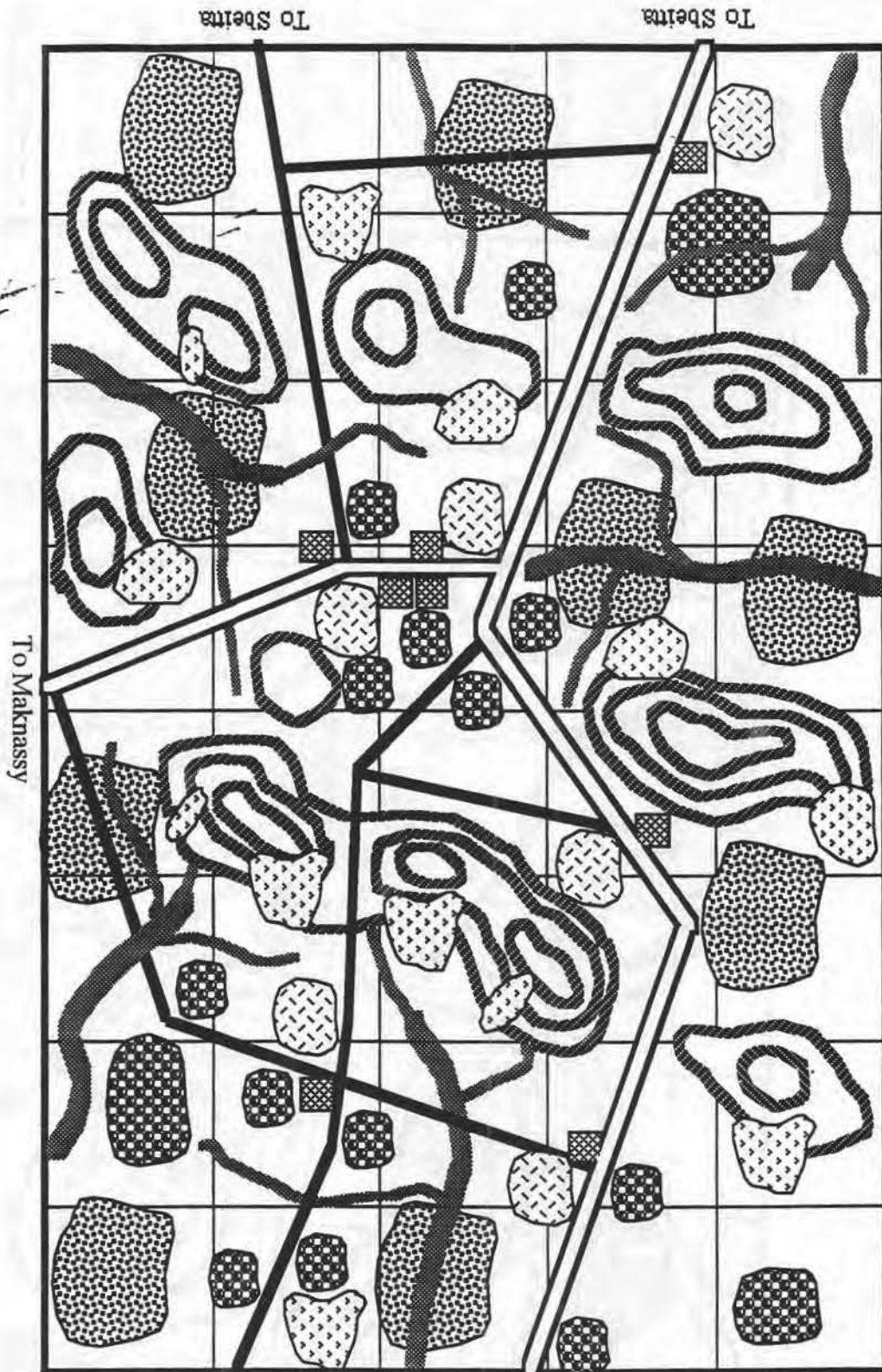
Legend:
- Building
- Orchard
- Cultivated
- Brush/Heath
- Wooded
- Wadi
- Dirt Track
- Road
- Contour

Suggested Terrain Square
Le Kef

Suggested Terrain Square
Sidi Bou Zid

To Sbeitla

To Sbeitla

To Maknassy

To Hadjep el Aioun

Legend:

- Contour
- Road
- Dirt Track
- Wadi
- Wooded
- Brush/Heath
- Cultivated
- Orchard
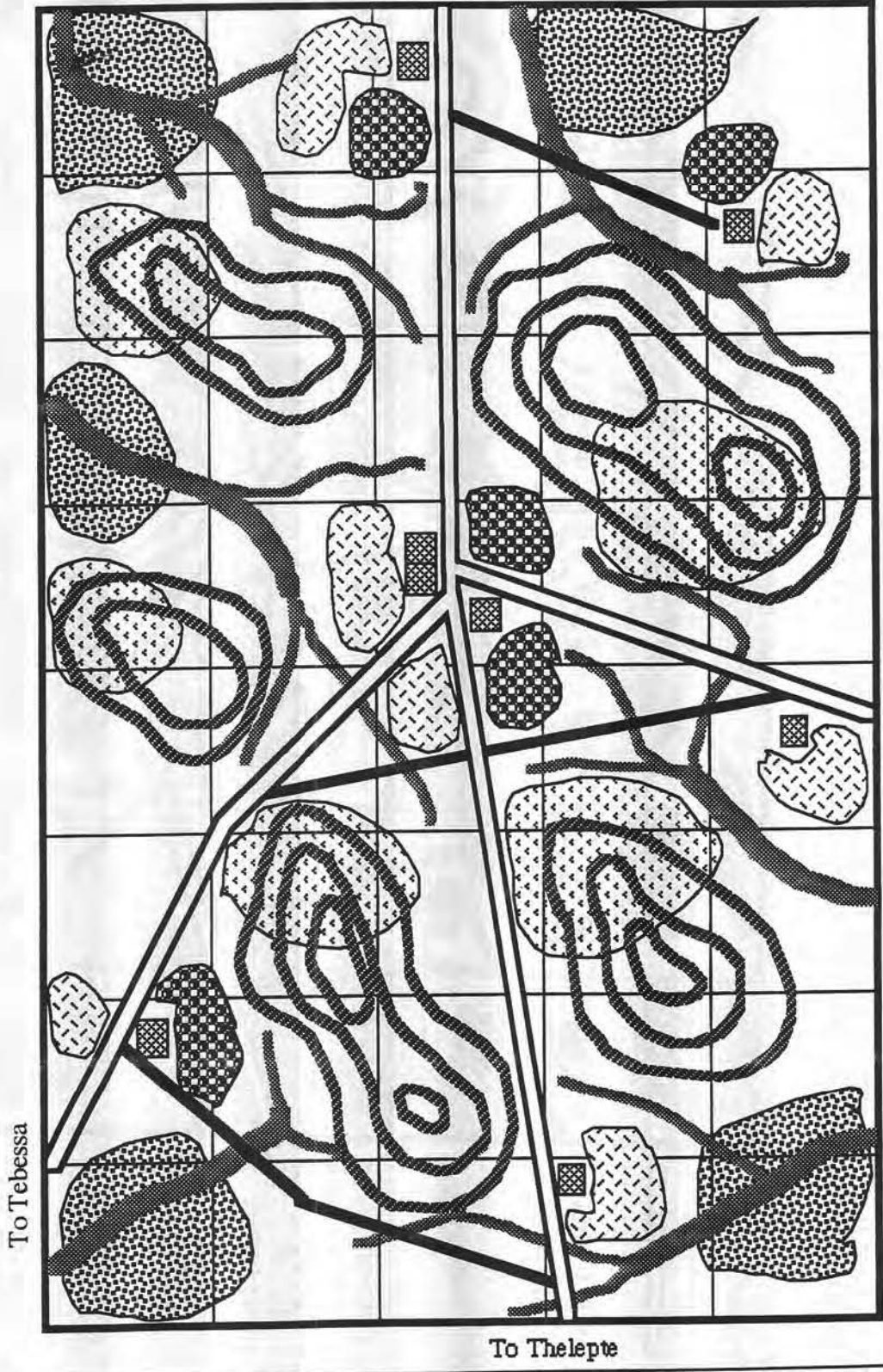
Suggested Terrain Square
Kasserine

Legend:
- Building
- Orchard
- Cultivated
- Brush/Heath
- Wooded
- Wadi
- Dirt Track
- Road
- Contour

To Sbeitta
To Tebessa
To Thelepte
To Gafsa

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 Tunis - 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 Tebessa. The remainder of the boxes go into the Allied Reinforcement Pool.

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

Box #1

4th Mixed Regt of Zouaves and Tiralliers (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 81mm mortar stand
1 wagon
1st Battalion, 4th Mixed Regt. of Zouaves and Tiralliers,
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 25L72 AA guns
2 light trucks
62nd Anti Tank Company, with:

1 command stand
1 car
2 gun crew stands
1 47L53 AT guns
1 25L72 AA gun
2 light trucks

Box #4

Groupement de Tunis, (Non-motorized)
    Regular, Morale 8
Headquarters, with
    1 command stand
    1 car
    1 staff telephone wagon
2nd Battalion, 4th Tunis Tiralleurs Regiment,
    Headquarters, with
        1 command stand
    4 Infantry Companies, each with:
        1 command infantry stand
        1 infantry stand
        1 MMG stand
Attached
1st 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 #5

4th Mixed Regt of Zouaves and
    Tiralliers (NM)
    Regular, Morale 8
2nd Battalion, 4th Mixed Regt of Zouaves
    and Tiralliers,
Headquarters, with
    1 command stand
4 Infantry Companies, each with:
    1 command infantry stand
    1 infantry stand
    1 MMG stand
Attached
2nd 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 #6

43rd Colonial Regiment, (Motorized)
    Regular, Morale 8
3rd 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
101st Motorized Transport Company, with
    Trained, Morale 8
    1 command stand
    1 support stand
    8 medium trucks
9th Battery, 62nd African Artillery Regiment
    1 command stand
    1 cor
    1 gun crew stand
    1 portee 75L36 field gun
    1 support stand
    2 medium trucks

Box #7

2nd Group and 3rd Group, 4th Chasseurs de' Afrique, each with (NM)
    Regular, Morale 8
Headquarters, with:
    1 mounted command stand
    1 gun crew stand
    1 25L72 AT gun
    1 limber
2 Cavalry Squadrons, each with
    1 command cavalry stand
    2 cavalry stands
    1 MG cart

Box #8

1st Tunis Tiralleurs Regiment, (NM)
    Regular, Morale 8
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 81mm mortar stand
    1 wagon

1st Battalion, 4th Tunis Tiralleurs Regiment,
Headquarters, with
    1 command stand
    4 Infantry Companies, each with:
        1 command infantry stand
        1 infantry stand
        1 MMG stand

Box #9

1st "Group",
4th Chasseurs de'Afrique, (M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 car
1st (Armored) Squadron, with
    1 command AMD White TBC Mle 1918
    2 AMD White TBC Mle 1918
    1 motorcycle infantry stand
2nd (Armored) Squadron, with
    1 command AMD Laffly-Vincennes 80 AM
    2 AMD Laffly-Vincennes 80 AM
    1 recon motorcycle infantry stand
7th (Tank) Sqadron. with
    1 command D1 tank
    2 D1 tanks

Box #10

Groupement de Tunis, (NM)
    Regular, Morale 8
Headquarters, with
    1 command stand
    1 car
    1 staff telephone wagon
4th Battalion, 62nd African Artillery Regiment
    Headquarters, with
        1 mounted command stand
        1 staff telephone wagon
        1 ammo wagon
    2 Firing Batteries, each with:
        1 mounted command stand
        1 gun crew stand (ds)
        1 155L15 howitzer
        1 support stand
        1 ammo cart
124th AA Company, with:
    1 command stand
    2 gun crew stands
    2 25L72 AA guns
    2 light trucks
1st Company, 34th Engineer Battalion
    1 command engineer stand
    2 engineer stands

1 engineer supply wagon

British

At start of the game the following units are part of the first pull for Allied troops.

Box #11

1st Para Battalion (Airborne or SM)
    Experienced, Morale 10
Battalion Headquarters, with:
    1 command stand
    1 recon infantry stand
Support Company, with
    1 command stand
    1 engineer stand
    1 Vickers MMG stand
    1 3" mortar stand (bg)
3 Infantry Companies, each with
    1 command stand
    2 infantry stands
Attached
Troop, 457th Light Battery
        Regular, Morale 9
    1 command stand
    1 gun crew stand (ds)
    1 porter stand
    1 3.7" pack howitzer

Box #12

3rd Para Battalion (Airborne or SM)
    Experienced, Morale 10
Battalion Headquarters, with:
    1 command stand
    1 recon infantry stand
    Support Company, with
    1 command stand
    1 engineer stand
    1 MMG stand (ROF 1)
    1 3" mortar stand (bg)
3 Infantry Companies, each with
    1 command stand
    2 infantry stands
Attached
Troop, 457th Light Battery
        Regular, Morale 9
    1 command stand
    1 gun crew stand (ds)
    1 porter stand
    1 3.7" pack howitzer

Box #13

6th Commando - (Amphibious or SM)
      Experienced, Morale 10
Battalion Headquarters, with:
    1 command stand
    1 recon engineer stand
6 Infantry Companies, each with
    1 command infantry stand
    1 infantry stands
Attached
456th Light Battery
      Regular, Morale 9
    1 command stand
    2 gun crew stands (ds)
    2 porter stands
    2 3.7" pack howitzers
    3 jeeps

Box #14

6th Battalion, Royal West Kents (M)
      Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    2 2# AT guns
    2 gun crew stands
    2 light trucks
3 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 heavy truck
Attached
360th Field Battery, 138th Field Artillery Regt.
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #15

17/21 Lancers (M)
      Regular, Morale 9
Battalion Headquarters
    1 command Valentine III tank

    1 Crusader CS tank
    1 medium ammo truck with trailer
    1 support stand
A and B Squadrons, each ith
    1 command Crusader II
    1 Crusader III
    1 Valentine III
    1 Valentine VIII
Attached
Hartforce,
(elements, 5th Battalion Northamptonshire)
      Regular, Morale 8
    1 command stand
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    1 command infantry stand
    2 infantry stands
    1 heavy truck
5 Field Squadron, RE
      Regular, Morale 8
    1 engineer stand
    1 light truck
C Battery, 12th RHA Regiment with
      Experienced, Morale 9
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #16

Bladeforce (M)
Bladeforce Headquarters*, with
      Regular, Morale 8
    1 command stand
    1 car
    1 staff radio truck
B Squadron, 1st Derbyshire Yeomanry
      Regular, Morale 9
    1 command Daimler armored car
    1 recon Daimler armored car
    1 recon Humber armoured car
    2 recon Humber scout car
    1 recon jeep with MG
C Squadron, 17/21 Lancers,
      Regular, Morale9
    1 command Crusader II
    1 Crusader III
    1 Valentine III
    1 Valentine VIII

B Company, 10 Rifle Brigade
    Regular, Morale 8
    1 command infantry stand
    1 infantry stand
    1 Vickers MMG stand
    3 light trucks
    2 recon carriers
254th Battery, 72nd Antitank Regiment
    Regular, Morale 8
    1 command stand
    1 jeep
    4 6# AT guns
    4 gun crew stands
    4 light trucks
    1 medium ammo truck
    1 support stand

* Counts as a Brigade Headquarters for command purposes

Box #17

56th Recon Regiment (M)
    Regular, Morale 8
Headquarters, with
    1 command stand
    1 car
    1 3" mortar stand
    1 universal carrier
    1 6# AT gun
    1 gun crew stand
    1 Vickers MMG stand
    2 light trucks
2 Recce Squadrons, with
    1 command universal carrier
    3 recon carriers
    3 recon Humber MkII scout cars
Attached
6th Battalion, Royal West Kents
    1 Infantry Company, with
        1 command infantry stand
        2 infantry stands
        1 heavy truck

Box #18

11th Brigade (M)
    Regular, Morale 8
11th Brigade Headquarters
    1 command stand
    1 car
    1 staff radio truck
    1 universal carrier with LMG

237th Field Company, RE
    1 command engineer stand
    1 car
    3 engineer stands
    1 Humber scout car
    1 medium engineer supply truck
132nd Field Artillery Regiment, with
    Regimental Headquarters, with
        1 command stand
        1 FO stand
        2 jeeps
    321st and 322nd Field Batteries, each with
        1 command stand
        1 jeep
        2 gun crew stands (ds)
        2 25# field guns
        1 support stand
        2 quads
        1 medium ammo truck

Box #19

5th Battalion, Northamptonshire (M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    2 2# AT guns
    2 gun crew stands
    2 light trucks
3 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 heavy truck
Attached
502nd Battery, 138th Field Artillery Regiment
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #20

1st Battalion, East Surrey Regt.(M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck

1 3" mortar stand
1 universal carrier
2 recon carriers
2 2# AT guns
2 gun crew stands
2 light trucks
3 Infantry Companies, each with
   1 command infantry stand
   2 infantry stands
   1 heavy truck
Attached
84 Light Antiaircraft Battery, with:
   1 command stand
   1 jeep
   3 40L56 AA guns
   3 gun crew stands
   3 light trucks
   1 medium ammo truck
   1 support stand

American Units

The following are the five American units used for the first "day" of the game.

Box #21

1st Battalion, 1st Armored Regt. (M)
   Regular, Morale 9
Battalion Headquarters, with
   1 command M3 Stuart light tank
   1 recon jeep with AAMG
   1 M4 HTMC
   1 T30 HTMC
3 Tank Companies, each with
   1 command M3 Stuart light tank
   2 Stuarts

Box #22

#175th Field Artillery Battalion (M)
   Regular, Morale 8
Battalion Headquarters, with
   1 command stand
   1 command car
   1 staff light radio truck
Headquarters and Service Battery, with:
   1 FO stand
   1 jeep
   2 medium ammo trucks with trailers
   1 support stand
3 Firing Batteries, each with:
   1 command stand
   1 gun crew stand (ds)

1 support stand
1 25# field gun
1 medium truck with AAMG
1 light truck

Box #23

1st Ranger Battalion (Amphibious or SM)
   Experienced, Morale 10
Battalion Headquarters, with:
   1 command stand
   1 recon engineer stand
6 Infantry Companies, each with
   1 recon infantry stand
   1 weapons stand

Box #24

2nd Battalion, 509th Parachute Infantry Regt. (Airborne or SM)
   Experienced, Morale 10
Headquarters Company, with
   1 command stand
   2 LMG stands
   1 81mm mortar stand
   1 ammo porter stand
3 Infantry Companies, each with:
   1 command stand
   2 infantry stands
   1 weapons stand

Box #25

Elements, 701st TD Battalion (M)
   Regular, Morale 8
Headquarters, with
   1 command stand
   1 M3A1 armored scout car
   1 light staff radio ttruck
Headquarters Company, with
   1 recon jeep with AAMG
   1 medium ammo truck with trailer and
AAMG
Recon Company
   1 command stand
   1 jeep with MMG
   2 M3A1 armored scout cars
   1 recon jeep with MMG
   2 recon jeeps with AAMG
Company A, with
   1 command stand
   1 M3A1 armored scout car
   2 recon jeeps with AAMG
   2 M3 GMC (75)
   1 M6 GMC (37)

1 T28 MGMC

Allied Reinforcements

Add to the mix at the end of the 1st "Day":

British

Box #26

Divisional Headquarters, 78th Infantry Division (M)
       Regular, Morale 8
1 command stand
1 car
1 staff radio truck
1 universal carrier with LMG
Infantry Company, 3rd Battalion, Grenadier
   Guards with
       Regular, Morale 9
1 command infantry stand
2 infantry stands
1 heavy truck
4th Medium Regiment, with
   Regimental Headquarters, with
     1 command stand
     1 FO stand
     2 cars
     1 staff radio truck
   Attached, 651 AOP Squadron, RAF
     1 Auster AOP aircraft
     1 support stand
     1 medium truck
   Battery, with
     1 command stand
     1 jeep
     2 gun crew stands (ds)
     2 5.5" field guns
     1 support stand
     2 medium trucks
     1 medium ammo truck
Supply Column, Royal Army Service Corps
1 command stand
1 support stand
4 heavy supply trucks

Box #28

Headquarters, 1st Guards Brigade (M)
1 command stand
1 car
1 staff radio truck

1 universal carrier with LMG
Infantry Company, Coldstream Guards
       Regular, Morale 9
1 command infantry stand
2 infantry stands
1 heavy truck
90th Battery, 49th Light Antiaircraft Regiment
1 command stand
1 jeep
3 40L56 AA guns
3 gun crew stands
3 light trucks
1 medium ammo truck
1 support stand
293rd Battery, 64th Antitank Regiment
       Regular, Morale 8
1 command stand
1 jeep
4 6# AT guns
4 gun crew stands
4 light trucks
1 medium ammo truck
1 support stand
Supply Column, Royal Army Service Corps
1 command stand
1 support stand
4 heavy supply trucks

Box #28

3rd Battalion, Grenadier Guards (M)
       Regular, Morale 9
Headquarters, with:
     1 command stand
     1 jeep
     1 engineer stand
     1 light truck
     1 3" mortar stand
     1 universal carrier
     2 recon carriers
     2 2# AT guns
     2 gun crew stands
     2 light trucks
3 Infantry Companies, each with
     1 command infantry stand
     2 infantry stands
     1 heavy truck
237th Field Company, RE
     1 command engineer stand
     1 car
     3 engineer stands
     1 Humber scout car
     1 medium engineer supply truck

Box #29

2nd Battalion, Coldstream Guards (M)
    Regular, Morale 9
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    2 2# AT guns
    2 gun crew stands
    2 light trucks
3 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 heavy truck
17th Field Artillery Regiment, with
    Regimental Headquarters, with
        1 command stand
        1 FO stand
        2 jeeps
    10th Field Battery, with
        1 command stand
        1 jeep
        2 gun crew stands (ds)
        2 25# field guns
        1 support stand
        2 quads
        1 medium ammo truck

Box #30

26th Armored Brigade (M)
    Regular, Morale 9
Brigade Headquarters, with
    1 command Crusader II
    1 Crusader III
    1 staff radio truck
    2 recon Humber scout car
A Squadron, 1st Derbyshire Yeomanry
    1 command Daimler armored car
    1 recon Daimler armored car
    1 recon Humber armoured car
    2 recon Humber scout car
    1 recon jeep with MG
12th RHA Regiment, with
    Experienced, Morale 8
    Regimental Headquarters, with
        1 command stand

1 FO stand
2 cars
1 staff radio truck
Supply Column, with
    2 medium ammo trucks with trailers
    1 support stand
A Battery, 12th RHA Regiment with
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #31

2nd Battalion, Lancashire Fusiliers (M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    2 2# AT guns
    2 gun crew stands
    2 light trucks
3 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 heavy truck
Recce Squadron, 56th Recon Regiment, with
    1 command universal carrier
    3 recon carriers
    3 recon Humber MkII scout cars

Box #32

2nd Battalion, Hampshire Regiment (M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    2 2# AT guns
    2 gun crew stands
    2 light trucks
4 Infantry Companies, each with

1 command infantry stand
2 infantry stands
1 heavy truck
496th Field Battery, 132nd Field Artillery Regt
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #33

16th/5th Queens Royal Lancers (M)
    Regular, Morale 9
Battalion Headquarters
Battalion Headquarters
    1 command Valentine III tank
    1 Crusader CS tank
    1 medium ammo truck with trailer
    1 support stand
A and B Squadrons, each ith
    1 command Crusader II
    1 Crusader III
    1 Valentine III
    1 Valentine VIII
A Company, 10 Rifle Brigade
    1 command infantry stand
    1 infantry stand
    1 Vickers MMG stand
    3 light trucks
    2 recon carriers

Box #34

10th Battalion, the Rifle Brigade, (M)
    Regular, Morale 8
Battalion Headquarters, with
    1 command stand
    1 car
C Company, 10 Rifle Brigade
    1 command infantry stand
    1 infantry stand
    1 Vickers MMG stand
    3 light trucks
    2 recon carriers
Antitank Company, 10 Rifle Brigade
    1 command stand
    1 car
    4 6# AT guns
    4 gun crew stands
    4 light trucks or carriers
    1 medium ammo truck
    1 support stand

Attached

C Squadron, 1st Derbyshire Yeomanry
    Regular, Morale 8
    1 command Daimler armored car
    1 recon Daimler armored car
    1 recon Humber armoured car
    2 recon Humber scout car
    1 recon jeep with MG
B Battery, 12th RHA Regiment with
    Experienced, Morale 8
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 25# field guns
    1 support stand
    2 quads
    1 medium ammo truck

Box #35

5th Battalion, the Bluffs (M)
    Regular, Morale 8
Headquarters, with:
    1 command stand
    1 jeep
    1 engineer stand
    1 light truck
    1 3" mortar stand
    1 universal carrier
    2 recon carriers
    2 2# AT guns
    2 gun crew stands
    2 light trucks
2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 heavy truck
Attached
14/16th Battery, 4th Medium Regiment,
    1 command stand
    1 jeep
    2 gun crew stands (ds)
    2 5.5" field guns
    1 support stand
    2 medium trucks
    1 medium ammo truck

Additional American Reinforcements

Box #36

1st Battalion, 13th Armored Regt (M)
Regular, Morale 9
Battalion Headquarters, with
  1 command M3 Stuart light tank
  1 recon jeep with AAMG
  1 M4 HTMC
  1 T30 HTMC
3 Tank Companies, each with
  1 command M3 Stuart light tank
  2 Stuarts

Box #37

2nd Battalion, 1st Armored Regt (M)
Regular, Morale 9
Battalion Headquarters, with
  1 command M3 Lee
  1 recon jeep with AAMG
  1 M4 HTMC
  1 T30 HTMC
3 Tank Companies, each with
    1 command M3 Lee
    2 M3 Lee

Box #38

3rd Battalion, 13th Armored Regt (M)
Regular, Morale 9
Battalion Headquarters, with
  1 command M4 Sherman
  1 recon jeep with AAMG
  1 M4 HTMC
  1 T30 HTMC
  3 Tank Companies, each with
  1 command M4 Sherman
  2 M4 Sherman

Box #39

CCB, 1st Armored Division (M)
Regular, Morale 8
Combat Command Headquarters, with
  1 command stand
  1 jeep
  1 staff radio halftrack with AAMG
  1 recon jeep with AAMG

  1 M3 Stuart light tank
Company B, 16th Engineer Battalion
  1 command stand
  1 jeep
  1 gun crew stand
  3 engineer stands
  1 halftrack with AAMG
  3 medium trucks
  1 37L53 AT gun
Recon Company, 81st Recon Battalion
  1 command stand
  1 jeep with MG
  1 recon jeep with MG
  2 recon jeeps with AAMG
  2 recon M3A1 armored scout cars
  1 T30 HNC
Company B, 701st Tank Destroyer Battalion
  1 command stand
  1 M3A1 armored scout car
  2 recon jeeps with AAMG
  2 M3 GMC (75)
  1 M6 GMC (37)
  1 T28 MGMC

Box #40

**Headquarters Troops,
13th Armored Regt** (M)
Regular, Morale 8
Regimental Headquarters, with
  1 command stand
  1 jeep
  1 staff radio halftrack with AAMG
Service Company, 1st Armored Regiment
  1 command stand
  1 jeep
  2 support stands
  1 ARV
  2 medium ammo trucks with AAMG and
    trailers
  2 medium ammo trucks with trailers
Recon Company, 1st Armored Regiment
  1 command stand
  1 jeep with MG
  1 recon jeep with MG
  2 recon jeeps with AAMG
  2 recon M3A1 armored scout cars
  1 T30 HNC
Battery A, 27th Field Artillery Battalion with
  1 command stand
  1 jeep
  2 halftracks with ammo trailer
  1 T19 HMC (105)
  1 support stand

Box #40

1st Battalion
6th Armored Infantry Regt (M)
 Regular, Morale 8
Battalion Headquarters, with
 1 command stand
 1 jeep
 1 recon jeep with AAMG
 1 M4 MTMC (81)
 1 MMG stand
 1 halftrack with AAMG
 1 T30 HMC
3 Infantry Companies, each with
 1 command stand
 2 infantry stands
 1 gun crew stand
 1 37L53 AT gun
 2 halftracks with MG
 1 halftrack with AAMG
Attached
Battery A, 106th Coastal Artillery Battalion
 1 command stand
 1 jeep
 2 gun crew stands
 2 40L56 AA guns
 2 AAMG stands (ds)
 2 medium trucks
 2 medium truckswith ammo trailer

Box #43

2nd Battalion
6th Armored Infantry Regt (M)
 Regular, Morale 8
Battalion Headquarters, with
 1 command stand
 1 jeep
 1 recon jeep with AAMG
 1 M4 MTMC (81)
 1 MMG stand
 1 halftrack with AAMG
 1 T30 HMC
3 Infantry Companies, each with
 1 command stand
 2 infantry stands
 1 gun crew stand
 1 37L53 AT gun
 2 halftracks with MG
 1 halftrack with AAMG
Attached

Battery B, 27th Field Artillery Battalion
 1 command stand
 1 jeep
 2 halftracks with ammo trailer
 1 T19 HMC (105)
 1 support stand

Box #43

27th Field Artillery Battalion (M)
 Regular, Morale 8
Headquarters and Headquarters Battery, with
 1 command stand
 1 FO stand
 1 jeep
 1 staff radio halftrack with AAMG
 1 halftrack with MG
 1 M6 GMC (37)
 1 recon jeep with AAMG
Service Battery, with
 1 command stand
 1 jeep
 1 ammo halftrack with AAMG and trailer
 1 medium ammo truck with trailer
Battery C, 27th Field Artillery Battalion
 1 command stand
 1 jeep
 2 halftracks with ammo trailer
 1 T19 HMC (105)
 1 support stand
Attached
Battery C, 106th Coastal Artillery Battalion
 1 command stand
 1 jeep
 2 gun crew stands
 2 40L56 AA guns
 2 AAMG stands (ds)
 2 medium trucks
 2 medium trucks with ammo trailer
Battery A, 5th Field Artillery Battalion with
 1 command stand
 1 jeep
 1 heavy truck with AAMG
 1 gun crew stand (ds)
 1 155L20 howitzer
 1 support stand
 1 light truck

Box #44

1st Battalion, 18th Infantry Regt (SM)
 Regular, Morale 8
Battalion Headquarters, with
 1 command stand
 1 jeep

Headquarters Company, with
  1 command stand
  1 jeep
  1 gun crew
  137L53 AT gun
  1 light truck
  1 bazooka stand
3 Infantry Companies, each with
  1 command stand
  3 infantry stands
  1 weapons stand
Weapons Company, with
  1 command stand
  1 jeep
  2 jeeps with light ammo trailers
  1 81mm mortar stand (ds)
  2 MMG stands
  2 medium trucks

Box #45

18th Infantry Regiment (M)
  Regular, Morale 8
Headquarters Company, with
  1 command stand
  1 jeep
  1 staff radio light truck
  1 recon infantry stand
  1 light truck
Cannon Company, with
  1 command stand
  1 jeep
  1 medium ammo truck with supply trailer
  1 T30 HMC (75)
  1 T19 HMC (75)
  1 suppport stand
Antitank Company, with
  1 command stand
  1 jeep
  2 gun crew stands
  1 engineer stand
  3 light trucks
  2 37L53 AT guns
Company A 1st Engineer Battalion
  1 command stand
  1 jeep
  1 gun crew stand
  3 engineer stands
  1 halftrack with AAMG
  3 medium trucks
  1 37L53 AT gun

Part II: Axis 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 Tunis - it does not have to be built unit by unit.

German Units
At Start

Box #1

Headquarters,
Von Broich Schutzen Brigade (M)
  Veteran, Morale 10
Headquarters Company
  1 command stand
  1 kubelwagon
  1 staff radio truck
1st Battery , Hermann Goring Flak Reg.,
  Experienced, Morale 9
  1 command stand
  1 kubelwagon
  1 gun crew stand (ds)
  1 88L56 AA gun
  1 heavy tractor
  1 gun crew stand
  1 20L113 AA gun
  1 light truck
  1 support stand
  1 medium supply truck with ammo trailer
Motorcycle Company,
10th Motorcycle Battalion
  Veteran, Morale 10
  1 motorcycle command infantry stand
  2 motorcycle infantry stands
  1 motorcycle MMG stand

Box #2

1st Tunis Field Battalion (NM)
  Regular, Morale 8
Battalion Headquarters, with
  1 command stand
  2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
  Weapons Company, with
    2 MMG stands

1 8cm mortar stand
3rd Battery , Hermann Goring Flak Reg.,
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 88L56 AA gun
    1 heavy tractor
    1 gun crew stand
    1 20L113 AA gun
    1 light truck
    1 support stand
    1 medium supply truck with ammo trailer
Attached FAC (if Air Rules are used), with
    Experienced, Morale 9
    1 FAC stand
    1 kubelwagon

Box #3

Kampgrupe, 190th Panzer Battalion (M)
    Veteran, Morale 9
Headquarters Company
    1 command PzKw IIIJ
    1 recon PzKw
    1 medium ammo truck with trailer
1st and 2nd Company, with
    1 command PzKw IIIJ
    2 PzKw IIIJ
Attached
2nd Company,
49th Panzer Engineer Battalion, with
    1 command engineer stand
    2 engineer stands
    1 engineer weapons stand
    2 medium trucks with supply trailers
3rd Battery, 90th Panzer Artillery Regiment
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 105L28 howitzer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

Box #4

Kampgrupe,
86th Panzer Grenadier Regiment (M)
    Veteran, Morale 9
Headquarters Company, I Battalion
    1 command stand
      1 kubelwagon
    2 Infantry Companies, each with
      1 command infantry stand

2 infantry stands
1 MMG stand
2 medium trucks
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 50L60 AT gun
    1 light truck
    2 medium trucks
Attached
Regimental Infantry Gun Company
    1 SP 15cm IG
    1 supply truck
1st Company, 90th Panzerjager Battalion
    1 command Marder II
    2 Marder II

Box #5

11th Parachute Engineer Battalion
(Airborne)
    Veteran, Morale 10
Headquarters Company
    1 command stand
    1 gun crew stand (ds)
    1 75L10 recoiless gun
3 Engineer Companies, each with
    1 command engineer stand
    2 engineer stands
    1 weapons stand

Box #6

Headquarters
5th Parachute Regiment (M)
    Veteran, Morale 10
Headquarters Company
    1 command stand
    1 FAC
    2 kubelwagons
    1 staff radio truck
    1 motorcycle recon stand
Regimental Antitank Company, with
    1 command stand
    1 kubelwagon
    3 gun crew stands (ds)
    3 medium trucks
    3 75L46 AT guns
Regimental Mortar Company, with
    1 command stand
    1 kubelwagon
    3 gun crew stands (ds)
    3 120mm mortars
    3 medium trucks

1 medium supply truck with trailer
1 support stand

Box #7

I Battalion, 5th Parachute Regiment
(Airborne)
    Veteran, Morale 10
Headquarters
    1 command stand
3 Infantry Companies, with
    1 command infantry stand
    2 infantry stands
    1 weapons stand
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 75L10 recoiless gun

Box #8

II "Sturm" Battalion,
5th Parachute Regiment (Airborne)
    Veteran, Morale 10
Headquarters
    1 command stand
3 Infantry Companies, with
    1 command infantry stand
    2 infantry stands
    1 weapons stand
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 75L10 recoiless gun

Box #9

2nd Tunis Field Battalion (NM)
    Regular, Morale 8
Battalion Headquarters, with
    1 command stand
  2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
  Weapons Company, with
    2 MMG stands
    1 8cm mortar stand
Attached
1st Battery, 302nd Army Flak Battalion
    Experienced, Morale 9
    1 command stand
    1 kubelwagon

3 2cm SP AA guns
1 support stand
1 medium supply truck

FAC (if Air Rules are used), with
    Experienced, Morale 9
    1 FAC stand
    1 kubelwagon

Box #10

Kampgrupe, Barenthin Regiment
(Airborne)
    Veteran, Morale 10
Headquarters
    1 command stand
3 Infantry Companies, with
    1 command infantry stand
    2 infantry stands
    1 weapons stand
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 75L10 recoiless gun

Italian Units
At Start

Box #11

1st Assault Parachute Battalion,
Royal Italian Air Force (Airborne)
    Regular, Morale 9
Battalion Headquarters
    1 command parachute infantry stand
    1 recon parachute infantry stand
3 Infantry Companies, each with
    1 command parachute infantry stand
    1 parachute engineer stand
Attached FAC (if Air Rules are used), with
    Regular, Morale 9
    1 FAC stand

Box #12

Infantry Headquarters,
Superga Infantry Division (M)
    Regular, Morale 7
Headquarters, with
    1 command stand
    1 car
    1 staff radio truck
    1 recon motorcycle infantry stand

21st AAA Battery, with
  2 gun crew stands
  2 20L65 AA guns
  2 light trucks
  1st Antitank Battery, with:
    1 command stand
    2 gun crew stands
    2 47L32 AT guns
    2 light trucks
  14th Pioneer Company, with
    2 engineer stands
    2 medium trucks
103rd Company, 1st Battalion,
10th Arditi Regiment
    Veteran, Morale 10
  1 command stand
  2 recon assualt engineer stands
  2 SPA Camionetter Sahariane

Box #13

10th Bersaglieri Regt (M)
    Experienced, Morale 9
Regimental Headquarters
  1 command stand
  1 car
  1 staff radio truck
  1 recon AB-41
LXIII Battalion,
10th Bersaglieri Regiment, with
    Regular, Morale 9
Battalion Headquarters, with:
  1 command stand
  1 car
  1 recon motorcycle infantry stand
AAA Battery, with:
  2 gun crew stands
  2 20L65 AA guns
  2 light trucks
Mortar Battery, with:
  2 81mm mortar stands
  1 support stand
  3 medium trucks
Machine Gun Company, with:
  2 MMG stands
  1 medium truck
14th Battery, 5th Superga Artillery Regiment
  1 command stand
  1 car
  1 gun crew stand
  1 149L19 howitzer
  1 tractor
  1 medium truck
  1 support stand

Box #14

XVIth Battalion
10th Bersaglieri Regiment (M)
    Regular, Morale 9
BattalionHeadquarters
  1 command stand
  1 car
  1 recon motorcycle infantry stand
2 Infantry Companies, with:
  1 command infantry stands
  2 infantry stands
  1 MMG stand
  2 medium Trucks
AT Company
  1 command stand
  2 gun crew stands
  2 47L32 AT guns
  2 light trucks
Attached
AA Battery
  1 command stand
  1 car
  1 90L53 truck gun
  1 light truck with ammo trailer
  1 support stand
1st Battery, 5th Superga Artillery Regiment
  1 command stand
  1 car
  1 gun crew stand
  1 75L18 howitzer
  1 tractor
  1 medium truck
  1 support stand

Box #15

XXXIVth Battalion
10th Bersaglieri Regt (M)
    Regular, Morale 8
Battalion Headquarters
  1 command stand
  1 car
  1 recon motorcycle infantry stand
2 Infantry Companies, each with:
  1 command infantry stands
  2 infantry stands
  1 MMG stand
  2 medium trucks
AT Company
  1 command stand

2 gun crew stands
2 47L32 AT guns
2 light trucks
Attached
557th Semovente Battalion
      Regular, Morale 8
Headquarters
    1 command Semovente M-40
    1 medium ammo truck with trailer
    1 support stand
3 Batteries, each with:
    1 command Semovente M-40

Box #16

1st Battalion, 91st Infantry Regt, (NM)
      Trained, Morale 7
Headquarters
    1 command stand
    1 recon infantry stand
3 Infantry Companies, each with:
    3 infantry stands
Weapons Company, with
    2 MMG stands
    2 45mm mortar stands
    1 20mm Solothurn ATR
Attached
16th Antitank Battery
    1 command stand
    2 gun crew stands
    2 47L32 AT guns
    2 light trucks
6th Battery, 5th Superga Artillery Regiment
    1 command stand
    1 car
    1 gun crew stand
    1 75L18 howitzer
    1 tractor
    1 medium truck
    1 support stand

Box #17

1st Battalion, 91st Infantry Regt, (M)
      Trained, Morale 7
Headquarters
    1 command stand
    1 recon infantry stand
    1 light truck
3 Infantry Companies, each with:
    3 infantry stands
    2 medium trucks
Weapons Company, with
    2 MMG stands
    2 45mm mortar stands

1 20mm Solothurn ATR
3 medium trucks
Attached
Attached
4th Antitank Battery
    1 command stand
    2 gun crew stands
    2 47L32 AT guns
    2 light trucks
4th Battery, 5th Superga Artillery Regiment
    1 command stand
    1 car
    1 gun crew stand
    1 75L18 howitzer
    1 tractor
    1 medium truck
    1 support stand

Box #18

Naval Infantry Regiment "San Marco"
(N)
      Experienced, Morale 9
1st Bn "Bafile" (1st) Battalion
    Headquarters
        1 command infantry stand
        1 recon infantry stand
    3 Infantry Companies, each with:
        1 command infantry stand
        2 infantry stands
    MMG Company, with
        3 MMG stands
8th Battery, 5th Superga Artillery Regiment
      Regular, Morale 8
    1 command stand
    1 car
    1 gun crew stand
    1 100L17 howitzer
    1 tractor
    1 medium truck
    1 support stand

Box #19

**Armored Recon Battalion
"Cavallegeri di Lodi"** (M)
      Regular, Morale 8
Headquarters
    1 command L6/41 light tanks
    1 recon motorcycle infantry stand
1 Tank Company, with:
    1 command L6/41
    1 recon motorcycle infantry stand
    3 L6/41 light tanks
1 Armored Car Company with

1 command AB-41 armored cars
3 recon AB-41 armored cars
1 Motorcycle Company, with:
    1 command motorcycle infantry stand
    2 motorcycle infantry stands
    1 motorcycle MMG stands

Box #20

**Headquarters,
50th " Imperiali" Infantry Brigade** (M)
    Regular, Morale 7
Headquarters, with
    1 command stand
    1 car
    1 staff radio truck
    1 recon motorcycle infantry stand
101st Semovente Battalion (47L32)
    Regular, Morale 8
    Battalion Headquarters
        1 command stand
        1 car
        1 recon motorcycle infantry stand
        1 medium ammo truck with trailer
        1 support stand
    2 Batteries, each with:
        2 Semovente M-40 (47L32)
9th Battery, 5th Superga Artillery Regiment
    Regular, Morale 8
    1 command stand
    1 car
    1 gun crew stand
    1 100L17 howitzer
    1 tractor
    1 medium truck
    1 support stand
34th AAA Battery, with
    2 gun crew stands
    2 20L65 AA guns
    2 light trucks

Axis Reinforcements

Add to the mix at the end of the 1st "Day":

German

The following fifteen (15) extra German units are added to the mix of boxes after the first "day" is over:

Box #21

**Headquarters,
10th Panzer Division,** (M)
Divisional Headquarters
    Veteran, Morale 9
    1 command stand
    1 kubelwagon
    1 staff radio truck
    1 recon motorcycle infantry stand
1 Supply Column, with
    Regular, Morale 8
    1 command stand
    1 kubelwagon
    2 support stands
    6 medium trucks
Attached
6th Battery , Hermann Goring Flak Regt
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 88L56 AA gun
    1 heavy tractor
    1 gun crew stand
    1 20L113 AA gun
    1 light truck
    1 support stand
    1 medium supply truck with ammo trailer
3rd Company,
49th Panzer Engineer Battalion, with
    Veteran, Morale 9
    1 command engineer stand
    2 engineer stands
    1 engineer weapons stand
    2 medium trucks with supply trailers

Box #22

30th Afrika Field Battalion (M)
    Veteran, Morale 9
Battalion Headquarters, with
    1 command stand
    1 kubelwagon
2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 MMG stand
    2 medium trucks
Weapons Company, with
    1 command stand
    1 kubelwagon
    2 MMG stands
    1 8cm mortar stand (ds)
    1 gun crew stand (ds)
    1 75L46 AT gun
    3 medium trucks
2nd Company, 302nd Army Flak Battalion
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    3 2cm SP AA guns

Box #23

Kampgrupe, 501st Panzer Battalion (M)
    Veteran, Morale 9
Headquarters Company, with:
    1 command Pz VI
    2 medium ammo truck2 with trailer
    1 support stand
    1 2cm SP AA gun
Tank Company, with:
    1 command Pz VI
    2 Pz IIIN
Attached
1st Company,
49th Panzer Engineer Battalion, with:
    Veteran, Morale 9
    1 command engineer stand
    2 engineer stands
    1 engineer flamethrower stand
    4 SdKfz 251/1
    1 medium truck with supply trailer
6th Artillery Battery, 90th Artillery Regt, with:
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)

    1 105L28 howitzer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

Box #24

Kampgrupe, I Battalion
69th Panzer Grenadier Regiment (M)
    Veteran, Morale 9
Headquarters Company,
    1 command stand
    1 kubelwagon
2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 MMG stand
    2 medium trucks
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 50L60 AT gun
    1 light truck
    2 medium trucks
Attached
2nd Artillery Battery, 90th Artillery Regt ,with
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 105L28 howitzer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

Box # 25

Kampgrupe,
10th Motorcycle Battalion (M)
    Veteran, Morale 9
Headquarters Company
    1 command stand
    1 kubelwagon
    1 staff radio truck
    1 FAC
    1recon SdKfz 231 or 222
    1 2cm SP AA gun
Scout Car Company, with
    1 command SdKfz 231
    3 recon SdKfz 222
Panzer Grenadier Infantry Company, with
    1 command stand
    3 infantry stands
    1 MMG stand
    1 Sdfz 251/10.
    3 Sdfz 251/1

Heavy Company, with
  1 command stand
  1 75L48 AT gun
  1 gun crew stand (ds)
  1 engineer stand
  1 8cm mortar stand (ds)
  3 medium trucks
3rd Battery, 90th Artillery Regiment with
  1 command stand
  1 kubelwagon
  1 gun crew stand (ds)
  1 105L28 howitzer
  1 medium truck
  1 light truck with ammo trailer
  1 support stand

Box # 26

90th Antitank Gun Battalion (M)
  Veteran, Morale 9
Headquarters Company
  1 command stand
  1 kubelwagon
  1 medium ammo truck
1 Self Propelled Battery, with:
  1 command Marder
  2 Marder's
1 Towed Battery, with:
  1 command stand
  1 kubelwagon
  3 gun crew stands (ds)
  3 medium trucks
  1 75L46 AT gun
  2 50L60 AT guns
  1 medium supply truck with trailer
  1 support stand
3rd Infantry Company, I Battalion
69th Panzer Grenadier Regiment, with
  1 command infantry stand
  2 infantry stands
  1 MMG stand
  2 medium trucks
Supply Column, with
  1 command stand
  1 kubelwagon
  2 support stands
  6 medium trucks

Box # 27

1st Battalion, 190th Artillery Regiment
(M)
  Veteran, Morale 9
Battalion Headquarters, with
  1 command stand

1 FO stand
2 kubelwagons
1 staff radio truck
2nd Artillery Battery
  1 command stand
  1 kubelwagon
  1 gun crew stand (ds)
  1 150L30 howitzer
  1 medium truck
  1 light truck with ammo trailer
  1 support stand
Attached
1st Artillery Battery, 1st Nebelwerfer
  Battalion with
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 15cm nebelwerfer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

Box # 28

2nd Battalion, 190th Artillery Regt (M)
  Veteran, Morale 9
Battalion Headquarters, with
  1 command stand
  1 FO stand
  2 kubelwagons
  1 staff radio truck
5th Artillery Battery, with
  1 command stand
  1 kubelwagon
  1 gun crew stand (ds)
  1 105L28 howitzer
  1 medium truck
  1 light truck with ammo trailer
  1 support stand
Attached
2nd Artillery Battery, 1st Nebelwerfer Battalion
  1 command stand
  1 kubelwagon
  1 gun crew stand (ds)
  1 15cm nebelwerfer
  1 medium truck
  1 light truck with ammo trailer
  1 support stand

Box # 29

**Kampgrupe, I Battalion,
7th Panzer Regiment** (M)
  Veteran, Morale 9
Headquarters Company

1 command stand
1 kubelwagon
1 Pz IVF2
1 recon Pz II F
1 2cm SP AA gun
1 medium ammo truck with trailer
1st Tank Company, each with
    1 command Pz IIIJ
    2 Pz IIIJ
4th Tank Company, each with
    1 command Pz IVF2
    1 Pz IVF2
Attached
6th Infantry Company, II Battalion
69th Panzer Grenadier Regiment, with
    1 command infantry stand
    2 infantry stands
    1 MMG stand
    2 medium trucks
7th Artillery Battery, 90th Artillery Regiment
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 105L28 howitzer
    1 medium truck
    1 light truck with ammo trailer
    1 support stand

Box # 30

Regimental Troops,
7th Panzer Regiment (M)
    Veteran, Morale 9
Headquarters Company
    1 command Pz IIIJ
    1 medium ammo truck with trailer
2nd Tank Company, with
    1 command Pz IIIJ
    2 Pz IIIJ
Attached
2nd Tank Company, 501st Tank Battalion,
    1 command Pz VI
    2 Pz IIIN
3rd Battery, 302nd Flak Battalion. with
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    3 2cm SP AA guns

Box # 31

Kampgrupe, II Battalion
86th Panzer Grenadier Regiment (M)
    Veteran, Morale 9
Headquarters Company

1 command stand
1 kubelwagon
2 Infantry Companies, each with
    1 command infantry stand
    2 infantry stands
    1 MMG stand
    2 medium trucks
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand
    1 50L60 AT gun
    1 light truck
    2 medium trucks
Attached
7th Battery, Hermann Goring Flak Regiment
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 88L56 AA gun
    1 heavy tractor
    1 gun crew stand
    1 20L113 AA gun
    1 light truck
    1 support stand
    1 medium supply truck with ammo trailer

Box # 32

Regimental Troops,
86th Panzer Grenadier Regiment, (M)
    Veteran, Morale 9
Regimental Headquarters Company
    1 command stand
    1 kubelwagon
    1 staff radio truck
    1 recon motorcyle infantry stand
Infantry Gun Company, with
    1 command stand
    1 Sdkfz 251/1
    1 GW II or GW 38(t)
    1 support stand
    1 medium truck
6th Infantry Company, II Battalion
86th Panzer Grenadier Regiment, with
    1 command infantry stand
    2 infantry stands
    1 MMG stand
    2 medium trucks
Attached
8th Artillery Battery, 90th Artillery Regiment
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)

1 150L30 howitzer
1 medium truck
1 light truck with ammo trailer
1 support stand

Box # 33

Headquarters, Hermann Goring Flak Regiment, (M)
    Experienced, Morale 9
Regimental Headquarters
    1 command stand
    1 kubelwagon
    1 staff radio truck
    1 recon motorcycle infantry stand
1 Supply Column, with
    Regular, Morale 8
    1 command stand
    1 kubelwagon
    2 support stands
    6 medium trucks
2nd Flak Battery, with
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    1 gun crew stand (ds)
    1 88L56 AA gun
    1 heavy tractor
    1 gun crew stand
    1 20L113 AA gun
    1 light truck
    1 support stand
    1 medium supply truck with ammo trailer
5th Flak Battery, with
    Experienced, Morale 9
    1 command stand
    1 kubelwagon
    3 2cm SP AA guns
    1 support stand
    1 medium supply truck

Box # 34

III Battalion,
5th Parachute Regiment (Airborne)
    Veteran, Morale 9
Headquarters
    1 command stand
3 Infantry Companies, with
    1 command infantry stand
    2 infantry stands
    1 weapons stand
Weapons Company, with
    2 MMG Stands
    1 8cm mortar stand (ds)
    1 gun crew stand

1 75L10 recoiless gun

Box # 35

3rd Tunis Field Battalion (NM)
    Regular, Morale 8
Battalion Headquarters, with
    1 command stand
    2 Infantry Companies, each with
        1 command infantry stand
        2 infantry stands
    Weapons Company, with
        2 MMG stands
        1 8cm mortar stand

Italian

The following ten (10) extra Italian units are added to the mix of boxes after the first "day" is over:

Box # 36

Divisional Headquarters
"Superga" Infantry Division (M)
    Regular, Morale 7
Headquarters, with
    1 command stand
    1 car
    1 staff radio truck
    1 recon motorcycle infantry stand
1st Mortar Battalion, with
    Headquarters, with
        1 command stand
        1 car
    2 Companies, each with
        2 81mm mortar stands (ds)
        2 medium trucks
101st Engineer Company, with
    2 engineer stands
    2 medium trucks
Supply Column, with
    Trained, Morale 6
    1 command support stand
    1 support stand
    6 medium supply trucks

Box # 37

2nd Battalion,
91st Infantry Regiment, Superga (M)

Trained, Morale 7
Headquarters
 1 command stand
 1 recon infantry stand
3 Infantry Companies, each with:
 3 infantry stands
 2 medium trucks
Weapons Company, with
 2 MMG stands
 2 45mm mortar stands
 1 20mm Solothurn ATR
Attached
1st Battery, 132nd AT Battalion
 1 command stand
 2 gun crew stands
 2 47L32 AT guns
 2 light trucks
2nd Artillery Battery, 1st Battalion,
5th Artillery Regiment "Superga"
 1 command stand
 1 gun crew stand
 1 75L18 howitzer
 1 tractor
 1 medium truck
 1 support stand

Box # 38

3rd Battalion,
92nd Infantry Regiment "Superga" (M)
 Trained, Morale 7
Headquarters
 1 command stand
 1 recon infantry stand
 1 light truck
2 Infantry Companies, each with:
 3 infantry stands
 2 medium trucks
Weapons Company, with
 2 MMG stands
 2 45mm mortar stands
 1 20mm Solothurn ATR
 3 medium trucks
Attached
301st Antiaircraft Battery, with
 Regular, Morale 9
 1 command stand
 1 gun crew stand
 1 90L53 truck gun
 1 tractor
 1 medium truck
 1 support stand
2nd Battery, 132nd AT Battalion
 1 command stand
 2 gun crew stands

2 47L32 AT guns
2 light trucks

Box # 39

Headquarters Troops,
92nd Infantry Regiment Superga (M)
 Trained, Morale 7
Headquarters
 1 command stand
 1 car
Infantry Company, 3rd Battalion,
92nd Infantry Regiment, with:
 3 infantry stands
 2 medium trucks
Mortar Company, with
 1 81mm mortar stand (ds)
 1 medium truck
Infantry Gun Company, with
 1 gun crew stand
 1 65L17 infantry gun
 1 medium truck
303th Antiaircraft Battery, with
 Regular, Morale 8
 1 command stand
 1 car
 1 gun crew stand
 1 75L39 AA gun
 1 support stand
 2 medium trucks

Box # 40

3rd Battalion,
5th Artillery Regiment Superga (M)
 Regular, Morale 8
Headquarters, with
 1 command stand
 1 spotter stand
 2 cars
 1 staff telephone stand
2 Batteries, each with:
 1 gun crew stand
 1 100L16 howitzer
 1 tractor
 1 medium truck
 1 support stand
1 Light AA Battery, with
 1 command stand
 2 gun crew stands
 2 20L65 AA guns
 2 light trucks

Box # 41

5th Battalion,
5th Artillery Regiment Superga (M)
Regular, Morale 8
Headquarters, with
1 command stand
1 spotter stand
2 cars
1 staff telephone stand
2 Batteries, each with:
1 gun crew stand
1 149L19 howitzer
1 tractor
1 medium truck
1 support stand
1 Light AA Battery, with
1 command stand
2 gun crew stands
2 20L65 AA guns
2 light trucks

Box # 42

5th Blackshirt Cohort (M)
Trained, Morale 7
Headquarters, with
1 command stand
1 car
1 recon motorcycle stand
3 Rifle Companies, each with
2 infantry stands
1 medium truck
1 MMG Company, with
3 MMG stands
3 light trucks

Box # 43

133rd AT Battalion, with
Regular, Morale 7
Headquarters, with
1 command stand
1 car
2 AT Batteries, each with
1 command stand
2 gun crew stands
2 47L32 AT guns
2 light trucks
305th Antiaircraft Battery, with
1 command stand

1 gun crew stand
1 90L53 truck gun
1 medium truck
1 support stand

Box # 44

Naval Infantry Battalion "Grado" (NM)
Experienced, Morale 9
Headquarters
1 command infantry stand
1 recon infantry stand
3 Infantry Companies, each with:
1 command infantry stand
2 infantry stands
MMG Company, with
3 MMG stands

Box # 45

15th Tank Battalion, (M)
Regular, Morale 8
Headquarters, with
1 command M13 or M14 medium tank
1 motorcycle recon infantry stand
3 Companies, each with
3 M13 or M14 medium tanks

A Race to Tunis Playtest
Part I:
Background

The following is the first part of a report of the play test of the "Race to Tunis", which was hosted by Matt Davidson and Jerry Merrell at "Advance the Colors", the HMGS - Great Lakes at Dayton, Ohio on Friday, September 17th and Saturday, September 18th of 1999 I helped run things, but wish to point out that Matt Davidson and Jerry Merrell were the sparkplugs - assisted by Jeff Burris, Alan Garbee, Tom Harris, Rich Bliss and others.

First of all, Advance the Colors ranks with NASHCON as one of the best regional gaming conventions. Well run by an experienced staff, and populated by one of the nicest groups of gentlemen gamers I have meet - Advance the Colors serves as a model for other groups to emulate.

Having written that, let me explain that after I posted the "Race to Tunis" system, Matt Davidson and Jerry Merrell wanted to try it out, and decided to do it at this year's convention. They did not have all of the troops or players needed, but did have space for up to four tables, terrain, and the willingness to take a leap of faith. The campaign was designed to run Friday night and all day Saturday, with a goal of fighting fours day's worth of battles. We dropped the bottom row of boxes from play as well as the first four of the boxes of the next row up.

We ended with the following units for the playtest:

For the Alllies:
Six (6) French units
Seven (7) British units
Eleven (11) American
Totals 24 Allied units

On the Axis side we had:
Twelve (12) German units
Five (5) Italian units
Totals 17 Axis Units

By the end of the third day all of the Axis units were in play, with two in play that did not exist - a case of referee's using rule 1.3. Twenty three Allied formations made it into action. As many of the formations used in Tunisia are non standard units - and have TO&E's that were in effect only during this period, Matt and Jerry did a outstanding job of rounding up units for the campaign. Considering for example that the British armored formations are a mixture of Crusader III's and Valentines in the same squadrons - its a wonder that we had any of those units!

Likewise Jerry and Matt arranged for a good supply of terrain and player aids. Hills, charts and other needed materials were present and made up for players. I brought some additional copies of CDIII charts modified for this period. With a table covered with spare maps and other items, we found ourselves on Friday evening ready to start play.

Part II
November 17th

The set up draw gave the following Free French units:

Pont du Fahs
2nd/4th RMZT
(Regiment Mixed Zouaves and Tiralleurs)
1 infantry battalion
1 attached 75mm field gun battery
Medjez el Bab
2nd/4th RTT (Regiment Tunis Tiralleurs)
1 infantry battalion
1 attached 75mm field gun battery
Le Kef
1st/43rd RIC (Regiment Colonial Infantry)
Headquarters
Regimental Weapons Company
1 infantry battalion
Tebessa
1st/4th RMZT
(Regiment Mixed Zouaves and Tiralleurs)
Regimental Headquarters
Regimental Weapons Company
1 infantry battalion
1 attached 75mm field gun battery
Tabarka
Group, 4th Chasseurs de' Afrique
1 Squadron Armored Cars
3 Squadrons FT-17's

This last was made from Matt Davidson's collection of FT-17's and WWI armored cars as we had been unable to find a supply of the actual French armor present in Tunisia.

The Allied draw for November 17th produced the following units:

British

6th Royal West Kents (M)
    Headquarters and 3 infantry companies
    25# gun battery attached
3rd Grenadier Guards (M)
    Headquarters and 3 infantry companies
    25# gun battery attached
Blade Force (M)
    Headquarters
    Squadron Armored Cars
    Squadron, Valentine/Crusader tanks
    Company, Motor Company
    6# AT Battery
6th Commando(N)
    HQ, 6 Companies
    456th Light Battery attached
        2 x 3.7"" mountain howitzers

American

2/509 Parachute Infantry (N)
    1 Para Battalion
175th Field Artillery Battalion (M)
    3 x 25# guns
1/1 Armored Regiment (M)
    (M-3 Stuarts)

By comparison the Axis players drew:

German

Headquarters, Van Broich Schutzen Brigad(M)
    HQ troops
    AAA Battery - 88 & 20 towed
    Motorcycle Infantry Company
1st Tunis Battalion (M*)
    Mixed lot infantry battalion
    AAA Battery - 88 & 20 towed
11th Parachute Engineer Battalion (N)
    1 battalion
1/5th Parachute Infantry Regiment (N)
    1 battalion
Barenthin Parachute Infantry Regt (N)
    1 battalion

Italian

1st Assault Parachute Engineer Battalion (N)
    1 battalion
557th Semovente Battalion (M)
    M-40 (75)
    1 company Bersaglieri infantry

    1 battery 100L17 howitzers
101st Semovente Battalion (M)
    M-40 (47)
    1 company Bersaglieri infantry
    1 81mm mortar battalion
San Marco Marine Battalion (N)
    1 infantry battalion
    1 battery 75mm howitzer

The campaign kicked off on Friday night with conservative moves by both sides - the Allies established a line running from Djebel Abiad to Bejda to Medjex el Bab with a reserve back at Souk Ahras. The Axis set up a close in defensive line running from Mateur due south to Kairroun, with an attack in force on the French battalion holding Pont du Fahs by the following units. (See Map for Day 1.)

Headquarters, Van Broich Schutzen Brigade
    HQ troops
    AAA Battery - 88 & 20 towed
    Motorcycle Infantry Company
11th Parachute Engineer Battalion
    1 battalion
557th Semovente Battalion
    M-40 (75)
    1 company Bersaglieri infantry
    1 battery 100L17 howitzers
101st Semovente Battalion
    M-40 (47)
    1 company Bersaglieri infantry
    1 81mm mortar battalion
San Marco Marine Battalion
    1 infantry battalion
    1 battery 75mm howitzer

The Headquarters unit did not take an active role in the battle, with the result that the battle had two plus battalions of Axis infantry with support against a French infantry battalion. Pont du Fahs was a marked as a "Plains area", so the tactical table had a town, a numbered of scattered farmsteads and fields, some wooded areas and a few hills.

A great little action followed on the tabletop, resulting in a Axis victory - though French gave the Axis a bit of a bloody nose in the process - shooting up the 11th Parachute Engineers. The French lost parts of a company, dropping back to Robaa, and the Axis line was formed. We called it quits for the night, and turned in.
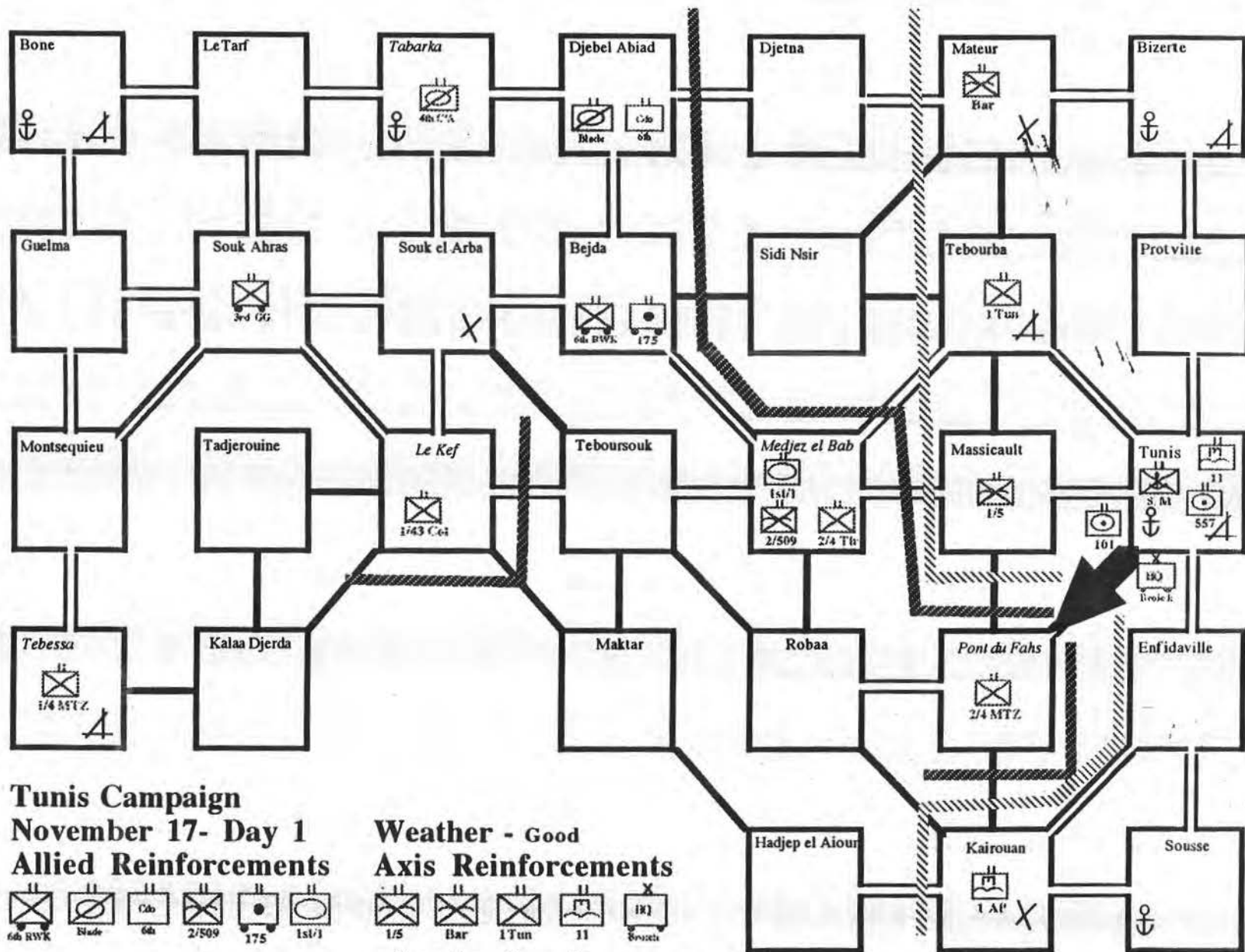
**Tunis Campaign
November 17- Day 1
Allied Reinforcements**
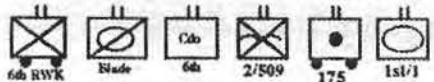
Weather - Good

Axis Reinforcements
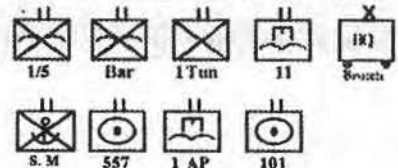
Part III
November 18th

On Saturday morning, the game resumed. The draw for new units for the 18th produced the following units:

American

1st Ranger Battalion (N)
    1 Ranger Battalion
27th Field Artillery Battalion (M)
    Battalion HQ & Supply
    1 M-7 Priest 105 battery
    1 towed 155 how battery
    1 towed AAA battery
2/18 Infantry Regiment (N)
    1 infantry Battalion
701st TD Battalion (M)
    HQ Company
    Recon Company
    Battery A
1st Engineer Battalion (M)
    Company A
    Company D
    Battery B, 701st TD

French

2/43rd Colonial Infantry (N)
    1 infantry battalion
    1 attached 75mm battery

By comparison the Axis players drew:

German

10th Motorcycle Battalion (M)
    1 scout company
    1 motorcycle company
    1 infantry company
    1 heavy company
    105 howitzer battery attached
Kampgrupe, 7th Panzer Regiment
    Regimental HQ
    1 Tank Company (Pz IIIj & IVf2)
    1 Tank Company (Pz III n& VI)
    SP 20mm AAA Battery
1st Battalion, 190th Artillery
    HQ
    150 howitzer battery
    150 nebelwerfer battery

2nd Battalion, 190th Artillery*
    HQ Company
    2 x 105 howitzer battery
    150 nebelwerfer battery

* This unit should have arrived but due to an error on my part - it was lost in the shuffle - delayed in Naples or somewhere - too much vino??

Italian

2nd Battalion, 10th Bersaglieri Regiment
    HQ
    2 Infantry Companies
    1 AT Company
    1 Mortar Company

The Allies sent the Guards and the main body of the 701st TD Battalion to reinforce the French troops at Robaa. The 1st Engineers moved to Bejda, while the 2/18th and 27th FAB formed a new reserve at Souk el Arba. The Rangers and the French Armor were added to the coastal force, which pushed on Djetna. The French infantry at Tebebessa was ordered to Kalaa Djerda, while the reinforcing French battalion was moved to Le Kef to join its sister battalion there.

The Axis sent their newly arrived armor and artillery to Mateur on the coast, and ordered the Headquarters, Van Broich Schutzen Brigade, the 557th Semovente Battalion, and the 101st Semovente Battalion to Massicault. The 11th Parachute Engineer Battalion and the San Marco Marine Battalion remained behind in Pont du Fahs, reinforced by the 2nd Battalion, 190th Artillery (see above note) Battalion. The Axis sent the newly arrived 10th Motorcycle Battalion and the 2nd Battalion, 10th Bersaglieri Regiment on a sweeping end run to Le Kef.(See Map 2, November 18th for details)

This gave us a battle at Le Kef, and to make the best use of the players, we allowed the Allied forces at Djetna to continue on to Mateur to generate a second battle. This gave us the following two actions:

Le Kef
    Two French Infantry Battalions
        vs
    10th Motorcycle Battalion
    2nd Battalion, 10th Bersaglieri Regiment
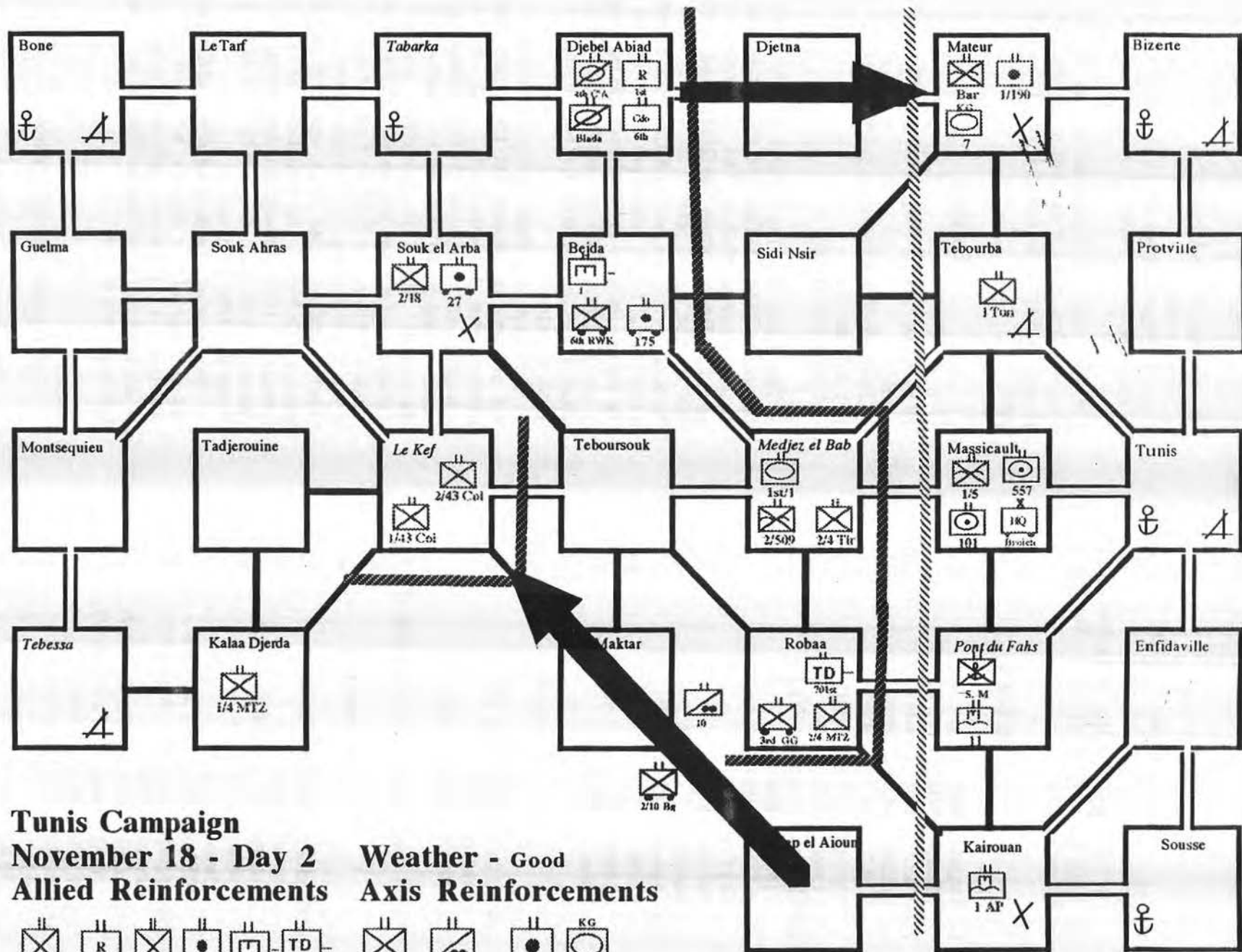
Tunis Campaign
November 18 - Day 2 **Weather** - Good
Allied Reinforcements **Axis Reinforcements**
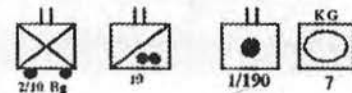
Mateur
    Blade Force
        Headquarters
        Squadron Armored Cars
        Squadron, Valentine/Crusader tanks
        Company, Motor Company
        AT Battery
    6th Commando
    1st Rangers
    French "Armored" Group
    vs
    Kampgrupe, 7th Panzer Regiment
    1st Battalion, 190th Artillery
    1st battalion Barenthin Parachute Regiment

Le Kef turned out to be an Allied victory, as the French stood fast and the Axis troops dropped back to Maktar. One of the reasons for the Allied victory here in the reporters view was the fact that the Allies had a CinC present, and the Axis players did not. It was a close run battle - though the Axis players were forced back with the loss of their AT elements.

At Mateur the Allied attack was beaten off, with the loss of both the tank squadron as well as the armored car element of Blade force. The German force here was a bit too strong for the Allies to push out of the way.

The above battles were fought for a period of three hours - which in both cases was enough time for the battles to be fought to a conclusion.

Part IV
November 19th

During the interphase, the die roll for weather indicated rain, so that after today, the 19th, parachute drops could not be carried out, and light mud would occur on the tables.

The draw for new units for the 19th produced the following units:

British

1st Para Battalion
    Para Battalion
    1 troop 3.7" howitzers attached
3rd Para Battalion
    Para Battalion
    1 troop 3.7" howitzers attached

American

2/13th Armored Regiment
    1 battalion Grants
3rd/1st Armored Regiment
    1 battalion Shermans
2nd/6th Armored Infantry Regiment
    1 battalion armored infantry

The Axis draw produced the following:

German

501st Heavy Tank Battalion
    Headquarters
    Tank Company
    Engineer Company
    SP AAA Battery

Headquarters, 10th Panzer Division
    Headquarters
    Tank Company (Pz IIIj & IVf2)*
    AAA Battery =- towed 88 & 20mm

Kampgrupe, 190th Panzer Battalion
    Headquarters
    1 Tank Company (Pz IIIj & IVf2)
    1 Engineer Company
    1 105 howitzer battery

The moves by both sides on this day were intense. The Allies used the 2/13 Armored Regiment to reinforce Souk el Arba, and brought the entire force there down to Teboursouk and on to Maktar. The Free French at Le Kef joined the attack on Maktar, while one remaining Free French Battalion moved into Le Kef as backstop. The 3rd of the 1st Armored (Shermans) moved to Bejda, joined the force there - and headed for Terbourba. The 1st and 3rd Para Battalions dropped on Terbourba in support of the attack there. The 2nd Battalion, 6th Armored Infantry was sent to reinforce Medez el Bab.

The Axis sent the HQ elements of the 10th Panzer to Mateur, and counterattacked Djetna. The 501st Tank Battalion went to Massicault and with the forces there drove on Medjez el Bab. The troops at Pont du Fahs and Kairouan were ordered to attack the mixed American French and British force at Robaa. The 2nd Battalion of the 5th Parachute Regiment was ordered to drop on the airfield at Souke ek
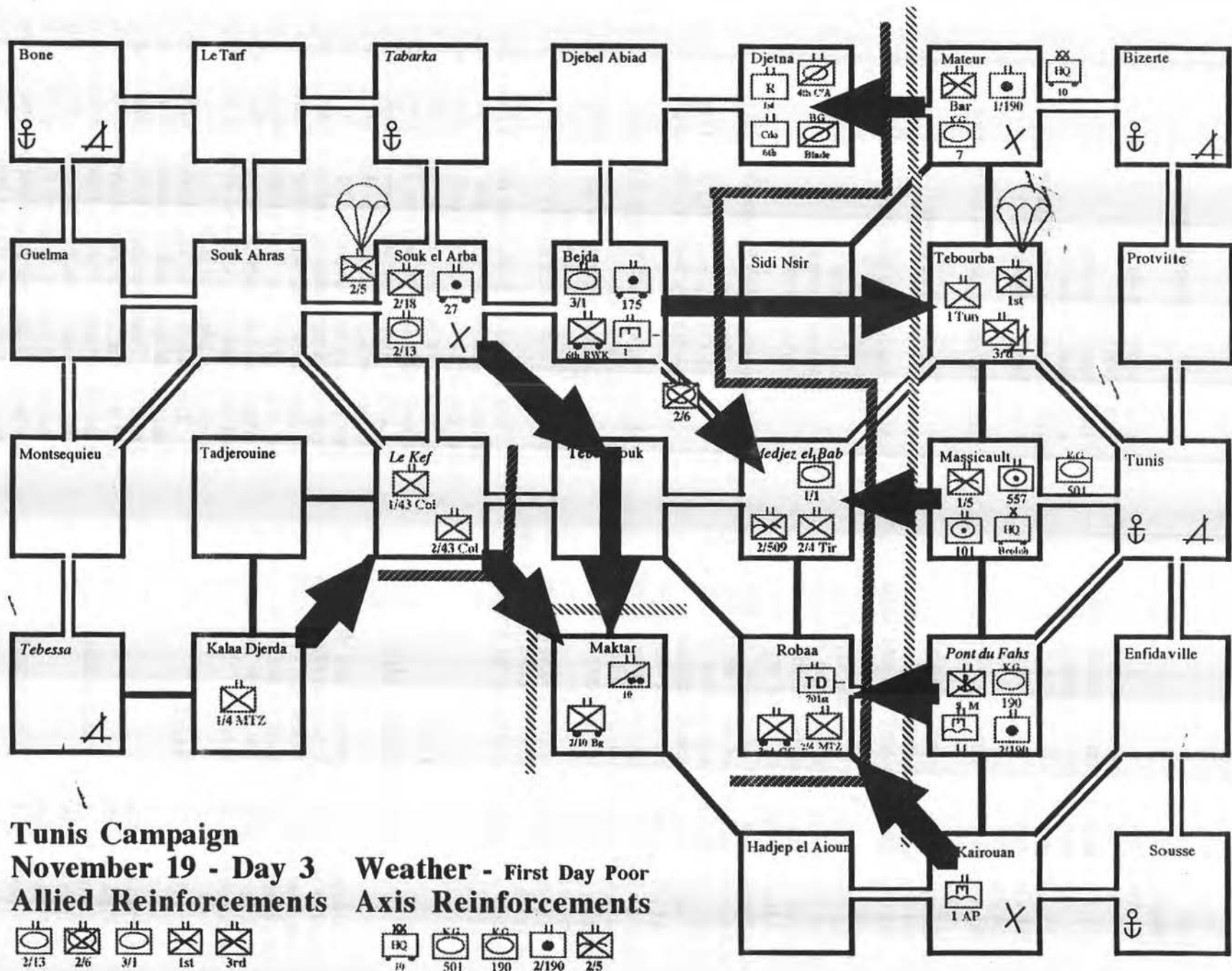
Bone

Le Tarf

Tabarka

Djebel Abiad

Djetna
R 1st — 4th C'A
Cdo 6th — BG Blade

Mateur
Bar KG — 1/190 — HQ 10
7 X

Bizerte

Guelma

Souk Ahras

2/5

Souk el Arba
2/18 — 27
2/13 X

Bejda
3/1 — 175
6th RWK — 1

Sidi Nsir

Tebourba
1 Tun — 1st
3rd

Protville

2/6

Montsequieu

Tadjerouine

Le Kef
1/43 Coi
2/43 Coi

Teb...ouk

Medjez el Bab
1/1
2/509 — 2/4 Tir

Massicault
1/5 — 557 — KG 501
101 — HQ British

Tunis

Tebessa

Kalaa Djerda
1/4 MTZ

Maktar
10
2/10 Bg

Robaa
TD 701n
2/4 GC — 2/4 MTZ

Pont du Fahs
M — 190 — KG
11 — 2/190

Enfidaville

Hadjep el Aioun

Kairouan
1 AP X

Sousse

Tunis Campaign
November 19 - Day 3   Weather - First Day Poor
Allied Reinforcements   Axis Reinforcements

Allied Reinforcements:
2/13 — 2/6 — 3/1 — 1st — 3rd

Axis Reinforcements:
HQ 10 — 501 — 190 — 2/190 — 2/5

This produced no less than five battles, with the following OB's:

Djetna
    Free French Armored Force
    Remains, Blade Force
    1st Ranger Battalion
    6th Commando
        vs
    HQ, 10th Panzer*
    Kampgrupe, 7th Panzer Regiment
    1st Battalion, 190th Artillery
    Barenthin Parachute Infantry Regiment
        1 battalion

* This unit was fudged per Rule 1.3 as we did not have it present - the Axis attack got a number of additional assets - but not the actual tank company.

Terbourba
    3rd/1st Armored Regiment (Shermans)
    175th Field Artillery Battalion
    1st Engineer Battalion
    6th RWK Infantry Battalion
    1st Para Battalion (air dropped)
    3rd Para Battalion (air dropped)
        vs
    1st Tunis Battalion

Medjez El Bab
    1/1st Armored Regiment (Stuart)
    2/509th Parachute Infantry
    2nd/4th RTT (Regiment Tunis Tiralleurs)
        (Reinforcements)
    2/6th Armored Infantry Battalion
        vs
    HQ, Von Broich Schutzen Brigade
    501st Heavy Tank Battalion
    1/5th Parachute Infantry Regiment
    557th Semovente Battalion
    101st Semovente Battalion

Robaa
    2nd/4th RMZT
    (Regiment Mixed Zouaves and Tiralleurs)
    Elements 701st TD Battalion
    3rd Battalion, Grenadier Guards
        vs
    Kampgrupe, 190th Panzer Battalion
    2nd Battalion, 190th Artillery Regiment
    11th Parachute Engineer Regiment
    San Marco Marine Battalion
    1st Assualt Parachute Engineer Battalion

Maktar
    43rd RIC (Regiment Colonial Infantry)
        Headquarters
        Regimental Weapons Company
        2 infantry battalions
    2/18 Infantry Regiment
    27th Field Artillery Battalion
    2/13 Armored Regiment (Grants)
        vs
    10th Motorcycle Battalion
    2nd Battalion, 10th Bersaglieri Regiment

It was quickly noted that two of the battles were not going to be that good - though had we time and players they could have been done. The Axis forces at Maktar had lost most of their AT weapons the day before at Le Kef - so all agreed that the units there would beat feet quickly as they were motorized and could outrun the non motorized Allied infantry.

The battle at Tebourba was judged in a similar way - the 1st Tunis Battalion was a mixed force on foot with some AA assets but the only question would be how much damage it would inflict before it was destroyed.

The battle at Robaa was not run due to a lack of players - though it may not have been one sided as well. Had we had the players and time - the above battles would have been interesting actions which would have had an impact on the campaign. After all, the battle on the 17th at Pont de Fahs seemed one sided on paper - but was well matched game when played out.

That left us fighting battles at Djetna and Medjez el Bab - the results of which turned out to be a surprise. Djetna, which on paper should have been an Axis victory - turned out to be an Allied win as the German's ran out of infantry and had to retreat - though the French "Armored Group" was destroyed in the process.

Medjez el Bab, which looked like an Allied victory - turned into an Axis win by some solid play by the Axis commanders - and the two Tiger I's (Though one spent most of the game with a red marker on it - having nearly been pecked to death by Stuarts.) The American armored infantry battalion arrived midway through the game as reinforcements, but was unable to halt the Axis attack. The 1st/1st Armored Regiment (Stuarts) was destroying during the battle, and both American infantry

battalions lost a company.

One interesting difference between the two sides fighting at Medjez el Bab was that the Axis side had with the Headquarters, Von Broich Schutzen Brigade, a staff vehicle - and the Allies did not. Several times during the battle, Allied companies operating in the hilly and broken terrain found themselves out of command due to the loss of the company commander - and without the ability for the battalion commander to issue an order to the troops. The Axis units in the same position were rescued by orders issued by the staff commander combination.

The campaign ended at this point with an Allied Victory. However all argued that the next day would be the most interesting, as the Allies had almost broken through to Tunis, but were about to lose their supply lines. We drew for reinforcements, and on Day 4 the following units would have arrived

British

Headquarters, 78th Infantry Division (M)
    Headquarters Troops
    Infantry Company
    4th Medium Artillery Regiment
        5.5" guns
    Supply Column
Headquarters, 26th Armored Brigade (M)
    Headquarters Troops
    Armored Car Squadron
    12th Royal Horse Artillery Regiment
        Headquarters
        1 Battery 25# guns
        Supply Column
1st Battalion, East Surrey's(M)
    Headquarters and 3 infantry companies
    25# gun battery attached

American

Headquarters, Combat Command A,
1st Armored Division (M)
    Headquarters Troops
    Engineer Company
    Recon Company
    Company B, 701st TD Battalion
1st Battalion, 13th Armored Regiment
    Stuarts

In contrast, the Axis players found themselves with the following reinforcements.

German

Kampgrupe, 86th Panzer Grenadier Regt. (M)
    Headquarters
    2 Infantry Companies
    Heavy Company
    Towed AT Company
    Artillery Battery
2nd Tunis Battalion (N)
    1 infantry battalion
    1 heavy flak battery
2nd Battalion, Hermann Goring Flak Regt. (M)
    Headquarters
    Supply Column
    1 heavy flak battery
    1 SP light flak battery

Italian

Headquarters, 92nd Infantry Regiment (M)
    Headquarters
    1 infantry company
    1 infantry gun company
    1 mortar company
    1 heavy AA battery
2nd Battalion, 92nd Infantry Regiment (N)
    1 infantry battalion
    1 AT Battery
    1 artillery battery (75mm)

The role for weather on the 20th has been made with no further reduction in effects. However all off road movement is now at double cost, and poor weather in the future will shut down the fair weather roads.

Looking at the next map, (Morning, Day 4, November 20th) I would be interested in seeing the solutions proposed by the readership. The Axis players need to defend Massicault and Tunis from an Allied thrust from Tebourba, while at the same they need to hold a supply route into Souk el Arba. From there, they can cut off the entire Allied front!

For the Allies the reserve question exists. What forces remain at Tebourba, and who goes forward to Tunis and who drops back to secure the supply line. The troops at Teboursouk were driven back from Medez el Bab and Robaa and are at risk, and Souk el Arba presents a danger to the entire Allied front.

It's time to issue orders!

Bone | Le Tarf | Tabarka | Djebel Abiad | Djetna | Mateur | Bizerte

Djetna: R / 1st / Cdo / 6th / R.G. Black
Mateur: Bar / K.G. 7 / 1/190 / HQ 10

Guelma | Souk Ahras | Souk el Arba | Bejda | Sidi Nsir | Tebourba | Protville

Souk el Arba: 2/5
Tebourba: 1 / 175 / 1st / 6th RWK / 3rd / 3/1

TD 701st — 2/4 MTZ

Montsequieu | Tadjerouine | Le Kef | Teboursouk | Medjez el Bab | Massicault | Tunis

Le Kef: 1/4 MTZ
Teboursouk: 2/6 / 3rd GG / 2/509 / 2/4 Yr
Medjez el Bab: 1/5 / 557 / K.G. 501 / 101 / HQ Broich
Tunis: 1 Tun

Tebessa | Kalaa Djerda | Maktar | Robaa | Pont du Fahs | Enfidaville

Maktar: 27 / 2/18 / 2/43 Col / 1/43 Col / 2/13
Robaa: s. M / K.G. 190 / 2/190 / 11 / 1 AP

Hadjep el Aioun | Kairouan | Sousse
Hadjep el Aioun: 1C / 2/10 Bg

Tunis Campaign
November 20 - Day 4
Allied Reinforcements

1st ES | HQ 78 | HQ 26 AB | HQ CCA 2AD | 1/13
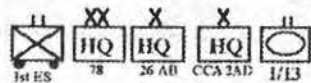
Weather - **First Day Poor**
Axis Reinforcements

HQ 92 | 2/91 | 86 | 2/HG | 2 Tun

Part VI
Debriefing

Once again, let me start off by thanking the two chief organizers of this event; Matt Davidson and Jerry Merrell. Without their efforts nothing would have happened. I also need to thank Jeff Burris, Alan Garbee, Tom Harris, and Rich Bliss, - who served as judges, and all of those great players who took part in the games and whose names I don't have. We ran five CDIII games on a what essentially was a "pick-up" basis without any problems. I have rarely encountered such a gentleman group of players as we had at Dayton.

At supper on Saturday night, after we finished the last battles on the 20th, we held a debriefing. Here's what I noted as needed:

Novak's Comments:

We need to run games for three hours, instead of the planned two. The three hours worked well based on the number of troops in action.

Ammo rules - which we ignored - would be needed and help change the nature of the game by cutting down on long range fire.

Premade maps are a must in order to reduce setup time. The next time I would do this - I would lay out the maps on brown paper - with the maps showing where the hills, woods, towns are located - which could be quickly be set up.

Preboxed units - with all information on premade would be helpful - both in drawing units, having them ready to run - and in keeping track of the losses that the unit takes - and making sure that they get back to their owners!

Here is what the other judges and players noted:

What Worked

Campaign overall worked well
Games generated were excellent
Campaign system worked well and generated manageable sized battles.
Referees were excellent, overall very good organization
Good maps and set up
Well organized, campaign worked well, charts and figures matched up well, lots of fun.
Fog of war, excellent
Strategic moves went smoothly and generated good games, good referees.

What Did Not Work

(This is what I think is the most important part - as if you know what needs to be fixed - you can do it the next time!)

Too much setup time:
Units not pre organized with charts
Maps had to be laid out from reality - too hard to do fast
Prepull troops in trays
Terrain too open, more clutter and "topo" needed.
Too much set up time: A dedicated person or two to organize and pick up units and terrain would speed things up - freeing others to plan.
Too much time taken in set up. Suggest presortment in "cigar boxes" next time.
Need more permanent players assigned. Preset maps. Quicker set up needed. Box concept would be better.
Blow up reference charts for wall use - as was done for the turn sequence chart.
Slightly disorganized - get commanders assigned to boards. I'm sure if we missed getting any players into the game.

Final Thoughts:

The Race to Tunis worked so well, that I hope to do it again sometime. When the games was proposed, I had no 15mm vehicles or figures in my collection. In order to help out in the game I ended up painting a number of formations not always found in the typical gamers collection - the US 710st Tank Destroyer, and the Italian 101st Anti Tank Battalion.

Since then I have acquired forty odd Plano fishing tackle boxes holding 50 odd battalion, kampgruppe and company sized formations in various stages of assembly, and solved the problem of my wifes relatives not knowing what to get me for Christmas - they now just contact Tom Wirsing at Tommy Gunners up the road in Bloomington and see what's on my shopping list!

Enjoy - if you have questions feel free to write - or E-Mail me at novakgr@cmi.k12.il.us will be glad to hear from you!

United States CDIII Data
Tunis 1942-43

Tanks's

Type	Speed Road/CC	Armor	Aramament	ROF	Ammo	C-7	M-5	L-3	Ex-1	HE
M 4 Sherman (V)	50/25 T	7/4	T: 75L38 (18), MG	2	AP	10:4	15:3	25:2	50:1	-
			TP: HMG, H: HMG	2	HE	10:-3	15:-3	25:-3	40:-3	1"/4
M 3 Lee p (V)	50/25 T	7/4	T:37L53 (36) MG	3	AP/HE	10:1	15:0	30:-3	X	P-4
				3	Can	CA	5	10	15	P-1
			H: 75L28 (10), MG	2	AP	10:3	15:2	25:1	50:0	-
				2	HE	10:-3	15:-3	20:-3	30:-3	1"/4
M 3 Stuart (IV)	70/40 T	4/3	T:37L53 (21) MG	3	AP/HE	10:1	15:0	30:-3	X	P-4
			TP:MG	3	Can	CA	5	10	15	P-1

Combat Vehicles

Type	Speed Road/CC	Armor	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
T19 HMC (IV)	90/40 W	1/1o	C:105L23 (4) TP:HMG	HE	1	10:0	15:0	20:0	30:0	2"/5	252"
M4 HTMC (IV)	90/40 w	1/1o	C:81mm (19) T:MG	HE	2					1"/4	54"
M3 GMC (IV)	90/40 w	1/1o	C:75L33 (12)	HE	2	10:-3	15:-3	20:-3	30:-3	1"/4	
				AP	2	10:3	15:2	25:1	50:0		
T30 HMC (IV)	90/40 w	1/1o	C:75L16 (12) TP:HMG	HE	2	15:-3	10:-3	20:-3	30:-3	1"/4	180"
M6 GMC (II)	100/30 w	soft	RC:37L53 (16)	AP/HE	3	10:1	15:0	30:-3	X	P-4	
				Can	3	CA	5	10	15	P-1	
T28 MGMC (IV)	90/40 w	1/0o	T:37L54 AA (14) T: 2 X AAMG	HE/AP	4	10:0	15:-2	25: -4	40: -5	P-1	
Halftrack (III)	90/40 w	1/1o	T: HMG or MG		[1]						
White Scour Car (III)	90/40 w	1/1o	T: HMG, MG		[1]						

Towed Artillery

Type	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
155L20 (III)	HE	1	5:9	15:9	20:9	30:9	2"/7	288
105L23 (II)	HE	1	10:0	15:0	20:0	30:0	2"/5	252"
25lb (II) TT	HE	2	10:-2	15:-2	20:-2	30:-2	1.5"/4	252"
	AP	2	10:3	15:2	20:1	40:-1		
81mm mortar (HIW)	HE	2					1"/4	54"
37L53 AT gun (I)	AP/HE	3	10:1	15:0	30:-3	X	P-4	
	Can	3	CA	5	10	15	P-1	

Other Vehicles

Type	Speed Road/CC	Cargo	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	DM
commnad car (II)	120/30 w	1/2								
jeep (II)	120/40 w	1/2	T: AAMG	SAAP	1	X	20:-5	30:-6	40:-6	P+1
jeep (II)	120/40 w	1/2	T: MG	SA	1	X	5	10	20	P
light truck (II)	100/30 w	1								
medium truck (III)	80/20 w	2								

Infantry Characteristics — Small Arms

Type	Movement	ROF	C-7	M-5	L-3	Ex-1	Size
Command / FO	12"	1	X	X	CA	5"	1/2
Paratroop	12"	2/1	CA	5"	10"	X	1
LMG	12"	1/2	CA	5"	10"	20"	1
MMG	12"	1/2	5"	10"	20"	30"	1
Weapons	12"	1/2	CA	5"	10"	20"	1
Infantry/Engineers	12"	1	CA	5"	10"	15"	1
Armored Infantry	12"	2	CA	5"	10"	15"	1
Engineer SMG	12"	2	CA	5"	X	X	1
Patrol	12"	1	X	CA	5"	10"	1/2
Other	12"	1	X	CA	5"	10"	1
2.36" Bazooka	*	1	CA: x1	2": x1	4": x1	X	(US weapon and paratroop stands only)

Vehicle MG

	ROF	Ammo	C-7	M-5	L-3	Ex-1	DM
MG	1	SA	X	5"	10"	20"	
HMG/AAMG	1	SA	X	20"	30"	40"	P +1
	1	SAAF	X	20":-5	30":-6	40	P +1

British CDIII Data
Tunis 1942-43

Tanks's

Type	Speed Road/CC	Armor	Aramament	ROF	Ammo	C-7	M-5	L-3	Ex-1	HE
Crusader II (IV)	55/30 T	5/3	T: 2lb (22), MG	3	AP/HE	10:1	20: -1	30:0	30:0	P-4
Crusader III (IV)	50/30 T	5/3	ST: 6lb (16), MG	2	AP/HE	10:3	20:2	30:1	50:0	P-3
Crusader CS (IV)	60/30 T	5/3	T: 3" how (9), MG	2	HE	5: -3	10: -3	15: -3	25: -3	1"/4
				2	AP	5:1	10: 1	15: 0	30: -1	
Valentine III (IV)	30/15 T	7/5	T: 2lb (16), MG	3	AP/HE	10:1	20: -1	30:0	30:0	P-4
Valentine VIII (IV)	30/15 T	7/5	ST: 6lb (16), MG	2	AP/HE	10:3	20:2	30:1	50:0	P-3

Combat Vehicles

Type	Speed Road/CC	Armor	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
Daimler AC (III)	100/50 w	2/2	ST: 2lb (10), MG	AP/HE	2	10:1	20: -1	30:0	30:0	P-4	
Daimler SC (II)	120/50 w	3/1o	C: MG								
Humber AC (II)	55/25 w	2/1	ST: HMG, MG								
Humber SC (II)	120/50 w	1/1o	C: MG								
Halftrack (III)	90/40 w	1/1o	T: HMG or MG	[1]							
Recon Carrier (II)	60/30 wT	1/1o	C: MG+1								
			Boys ATR	[1]							
Carrier (II)	60/30 wT	1/1o	C: MG	[1]							

Towed Artillery

Type	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
5.5" field gun (III)	HE	1	10:	15:7	20:7	30:7	2"/7	360"
25lb (II) TT	HE	2	10:-2	15:-2	20:-2	30:-2	1.5"/4	252"
	AP	2	10:3	15:2	20:1	40:-1		
3.7" howitzwe	HE	2	5: -2	10: -2	15: -2	25: -2	1"/4	108
3" mortar (HIW)	HE	2					1"/4	54"
6# AT gun (I)	AP/HE	3	AP/HE	10:3	20:2	30:1	50:0	P-3
2# AT gun (I)	AP/HE	3	AP/HE	10:1	20: -1	30:0	30:0	P-4

Other Vehicles

Type	Speed Road/CC	Cargo	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	DM
commnad car (II)	120/30 w	1/2								
jeep (II)	120/40 w	1/2	T: MG	SAAP	1	X	20:-5	30:-6	40:-6	P+1
light truck (II)	100/30 w	1								
medium truck (III)	80/20 w	2								
Quad (III)	65/25 w	2								
heavy truck (IV)	60/15 w	3								

Infantry Characteristics — Small Arms

Type	Movement	ROF	C-7	M-5	L-3	Ex-1	Size
Command / FO	12"	1	X	X	CA	5"	1/2
Paratroop	12"	2/1	CA	5"	10"	X	1
Comando	12"	2/1	CA	5"	10"	X	1
LMG	12"	1/2	CA	5"	10"	20"	1
MMG	12"	1/3	5"	10"	20"	30"	1
Infantry/Engineers	12"	1	CA	5"	10"	15"	1
Patrol	12"	1	X	CA	5"	10"	1/2
Other	12"	1	X	CA	5"	10"	1
Boys ATR	*	1	CA: -3	5: -4	X	X	(command infantry stands)

Vehicle MG	ROF	Ammo	C-7	M-5	L-3	Ex-1	DM
MG	1	SA	X	5"	10"	20"	
HMG	1	SAAP	X	10":-4	20":-5	30:-6	P +1
AAMG	1	SAAP	X	20":-5	30":-6	40	P +1

German CDIII Data
Tunis 1942-43

Tanks's

Type	Speed Road/CC	Armor	Aramament	ROF	Ammo	C-7	M-5	L-3	Ex-1	HE
PzKw VIe (VI)	45/25 T	12/6	T: 88L56 (18) MG	2	AP	10: 9	20: 7	30: 6	50: 4	
			H: MG	2	HE	10: -2	15: -2	25: -2	40: -2	1"/4
PzKw IVF2 (IV)	50/25 T	6/3	T: 75L43 (17) MG	2	AP	10: 5	20: 4	30: 3	50: 2	
			H: MG	2	HE	5: -3	10: -3	20: -3	30: -3	1"/4
PzKw IIIN (V)	50/25 T	7/3	T: 75L24 (13) MG	2	AP	5: 1	10: 0	20: -1	30: -3	
			H: MG	2	HE	10: -3	15: -3	25: -3	40: -3	1"/4
PzKw IIIJ (V)	50/25 T	7/3	T: 50L60 (17) MG	3	AP/HE	15: 2	20: 1	30: -1	X	P-3
			H: MG	3	HVAP	15: 7	20: 0	30: -3	X	1"/4
PzKw IIF (III)	50/25 T	3/2	T: 20L55 (17) MG	3	SAAP	10: -3	20: -4	35: -6	40: -6	P-5

Combat Vehicles

Type	Speed Road/CC	Armor	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
GW II (IV)	50/20 T	2/2o	C:150L11 (6)	HE	1	5: 8	10: 8	15: 8	20: 8	2"/7	108
Marder II (IV)	50/25 T	3/1o	C:76L46 (6)	HE	2	10: -3	20: -3	30: -3	50: -3	1"/4	
				AP	2	15:7	20: 5	30: 4	50:2		
2cm SPAA (IV)	55/30 w	soft	T:120L113	SAAP	3	10: -3	30: -4	30: -6	50: -6	P-2	
SdKfz 222 (III)	90/35 w	1/1o	T20L55, MG	SAAP	3	10: -3	20: -4	35: -6	40: -6	P-5	
SdKfz 231 (III)	100/40 w	2/1	T20L55, MG	SAAP	3	10: -3	20: -4	35: -6	40: -6	P-5	
SdKfz 251/1 (III)	60/40 w	2/1o	T:MG								

Towed Artillery

Type	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
150L30 (III)	HE	1	10:8	15:8	20:8	30:8	2"/7	288"
15cmNW 41 (I)	HE	1r	X	X	X	X	5"/5	144"
105L28 (II)	HE	1	5:0	20:0	20:0	30:0	2"/5	252"
88L56 (III)	AP	2	10: 9	20: 7	30: 6	50: 4		
	HE	2	10: -2	15: -2	25: -2	40: -2	1"/4	
81mm mortar (HIW)	HE	2					1"/4	72"
75L46 (II)	HE	2	10: -3	20: -3	30: -3	50: -3	1"/4	
	AP	2	15:7	20: 5	30: 4	50:2		
75L12 (II)	HE	2	5: -3	10: -3	20: -3	30: -3	1"/4	72"
75L10 (II)	HE	2	5: -3	10: -3	20: -3	30: -3	1"/4	
	HC	2	5: x1	10: x1	20: x1	30: x1		
50L60 (II)	AP/HE	1	15: 2	20: 1	30: -1	X	P-3	
20L113 AA	SAAP	3	10: -3	30: -4	30: -6	50: -6	P-2	

Other Vehicles

Type	Speed Road/CC	Cargo	Type	Road/CC	Cargo
kubelwagon(II)	90/30 w	1/2	medium truck (III)	70/15 w	2
motorcycle (I)	110/45 w	1	medium tractor (III)	50/25 w	2
light truck (II)	80/25 w	1	heavy truck (IV)	60/10 w	3
light tractor (III)	55/30 w	2	heavy tractor (III)	45/20 w	2

Infantry Characteristics — Small Arms

Type	Movement	ROF	C-7	M-5	L-3	Ex-1	Size
Command / FO	12"	1	X	X	CA	5"	1/2
Paratroop	12"	2	CA	5"	10"	X	1
Infantry	12"	1	CA	5"	10"	15"	1.
Motorized Infantry	12"	2	CA	5"	10"	15"	1
Engineers	12"	2/1	CA	5"	10"	X	1
Patrol	12"	1	X	CA	5"	10"	1/2
MMG	12"	1/2	5"	10"	20"	30"	1
Weapons	12"	1/3	5"	10"	20"	30"	1.
Other	12"	1	X	CA	5"	10"	1
MSS 41 ATR		2	CA:-2	5:-3	10:-4	X	Infantry command only

Vehicle MG

Type	ROF	Ammo	C-7	M-5	L-3	Ex-1	DM
MG	1	SA	X	5"	10"	20"	

Italian CDIII Data
Tunis 1942-43

Tanks's

Type	Speed Road/CC	Armor	Aramament	ROF	Ammo	C-7	M-5	L-3	Ex-1	HE
L6/40 (III)	50/25 T	3/2	T:20L65, MG	3	SAAP	10: -2	15: -3	25: -4	40: -6	P-5
M13/40 (IV)	40/15 T	3/3	ST: 47L32 (17) MG H: MG +1	2	AP/HE	10:0	15: -1	25: -2	40: -3	P-3
M14/41 (IV)	40/20 T	3/3	ST: 47L32 (17) MG H: MG +1	2	AP/HE	10:0	15: -1	25: -2	40: -3	P-3

Combat Vehicles

Type	Speed Road/CC	Armor	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
Autocannoe 90 (III)	60/10 w	soft	T90L53 AA (8)	HE	2	10: -2	15: -2	24: -3	40: -2	1"/4	
				AP	2	10: 9	15: 5	30: 2	50:		
Semovente 47 (III)	45/25 T	3/1o	C:47L35 (17)	AP/HE	3	10:1	15: 0	25: -1	40: -2	P-3	
Semovente 75 (IV)	50/25 T	3/3	C:75L18 (10)	HE	2	5: -3	10: -3	20: -3	30: -3	1"/4	
AB-40 (III)	90/35 w	1/1	T: MG+1 RH: MG								
AB-41 (III)	90/45 w	1/1	T:20L65, MG RH: MG	SAAP	3	10: -2	15: -3	25: -4	40: -6	P-5	

Sahariana Vehicles

Type	Speed Road/CC	Armor	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
AS 42 /AT (III)	90/45 w	1/1o	T: 47L32. MG	AP/HE	3	10:1	15: 0	25: -1	40: -2	P-3	
AS 42 /AA (III)	90/45 w	1/1o	T: 20L65 AA, MG	SAAP	3	10: -2	15: -3	25: -4	40: -6	P-2	
AS 42 /ATR (III)	90/45 w	1/1o	T: 20L65 ATR, MG	SAAP	3	10: -2	15: -3	20: -4	X	X	
AS 42 / MG (III)	90/45 w	1/1o	T: MG+1								

Towed Artillery

Type	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
149L19 (III)	HE	1	5:9	10:9	20:9	30:9	2"/6	324"
100L17 (II)	HE	1	5: -1	10: -1	20: -1	30: -1	1.5"/5	144"
81mm mortar (HIW)	HE	2					1"/4	72"
75L27 (II)	HE	2	10: -3	15: -3	20: -3	30: -3	1"/4	216"
75L15 (II)	HE	2	5: -3	10: -3	20: -3	30: -3	1"/4	216"
47L32 (I)	AP/HE	3	10:1	15: 0	25: -1	40: -2	P-3	
45mm mortar HIW	HE	2					1"/3	
20L65 AA	SAAP	3	10: -2	15: -3	25: -4	40: -6	P-2	
20L65 ATR HIW	SAAP	3	10: -2	15: -3	20: -4	X	X	

Other Vehicles

Type	Speed Road/CC	Cargo
commnad car (II)	80/20 w	1/2
motorcycle (I)	110/45 w	1
light truck (II)	80/20 w	1
medium truck (III)	70/15 w	2
heavy truck (IV)	60/10 w	3

Infantry Characteristics — Small Arms

Type	Movement	ROF	C-7	M-5	L-3	Ex-1	Size
Command / FO	12"	1	X	X	CA	5"	1/2
Paratroop	12"	2/1	CA	5"	10"	15"	1
Marines	12"	2/1	CA	5"	10"	15"	1
Infantry	12"	1	CA	5"	10"	15"	1
Patrol	12"	1	X	CA	5"	10"	1/2
MMG	12"	1/2	5"	10"	20"	30"	1
HMG	12"	1/2	5"	10"	20"	30"	1
Other	12"	1	X	CA	5"	10"	

Vehicle MG	ROF	Ammo	C-7	M-5	L-3	Ex-1	DM
MG	1	SA	X	5"	10"	20"	
HMG	1	SAAP	X	10":-4	20":-5	30:-6	P +1

French CDIII Data
Tunis 1942-43

Combat Vehicles

Type	Speed Road/CC	Armor	Aramament	ROF	Ammo	C-7	M-5	L-3	Ex-1	HE
D1 (IV)	30/15 T	5/2	ST: 47L30 (22), MG H: MG	2	HE/AP	10: -1	15: -2	25: -2	30: -3	P-3
FT-17 (III)	12/8 T	2/2	T:37L22 (20)	2	HE/AP	5: -2	10: -3	15: -3	25: -4	P-4
FT-17 (III)	12/8 T	2/2	T:MG							
Faffly 50 AM AC	65/30 w	11	ST: 37L17 (15), MG	2	HE/AP	5: -2	10: -3	15: -3	25: -4	P-4
Faffly 80 AM AC	70/30 w	3/2	T: HMG, MG							

Towed Artillery

Type	Ammo	ROF	C-7	M-5	L-3	Ex-1	HE	IDF
155L14 (III)	HE	1	10:9	15:9	20:9	30:9	2"/7	216"
81mm mortar (HIW)	HE	2					1"/4	54"
75L34 (II)	HE	2	5: -3	15: -3	20: -3	30:-3	1"/4	216"
47L53 (I)	HE/AP	3	10: 2	15: 1	25: 0	40: -1	P-3	
25L120 AA (I)	SAAP	3	10: -2	20: -3	30: -4	50: -6	P-2	
25L72 AT (I)	SAAP	3	10: -2	20: -3	30: -4	X	P-4	

Other Vehicles

Type	Speed Road/CC	Cargo	Aramament	Ammo	ROF	C-7	M-5	L-3	Ex-1	DM
Cart (II)	15/8 w	1/2								
MG Cart	20/15 w	1								
Wagon (III)	15/5 w	2								
Limber	15/10 w	-								
Motorcycle	110/45 w	1								
car (II)	80/20 w	1/2								
light truck (II)	80/20 w	1								
medium truck (III)	70/15 w	2								

Infantry Characteristics — Small Arms

Type	Movement	ROF	C-7	M-5	L-3	Ex-1	Size
Command / FO	12"	1	X	X	CA	5"	1/2
Infantry	12"	1	CA	5"	10"	X	1
MMG (HIW)	12"	1/2	5"	10"	20"	30"	1
Motorcycle Infantry (dismounted)	12"	2	CA	5"	10"	20"	1
Mounted Cavalry	As Cav	2	CA	X	X	X	1
Dismounted Cavalry	12"	1	CA	5"	10"	X	1
Engineers	12"	1	CA	5"	10"	X	1
Patrol	12"	1	X	CA	5"	10"	1/2
Other	12"	1	X	CA	5"	10"	1

Vehicle MG

Vehicle MG	ROF	Ammo	C-7	M-5	L-3	Ex-1	DM
MG	1	SA	X	5"	10"	20"	
HMG/AAMG	1	SA	X	20"	30"	40"	P +1
	1	SAAP	X	20":-5	30":-6	40	P +1

SEQUENCE OF PLAY

Movement &	Reveal orders
Opportunity Fire	Move all stands
	Resolve autospots by stationary stands
	Declare/ resolve opportunity fire
	Resolve spotting attempts &
	autospots by moving stands
General Fire	All stands may change facing
	Resolve all remaining fire
	Resolve additional spotting attempts
	Remove depleted smoke screens
	Place all new smoke missions
Command	Place order chits
Morale	Resolve all morale checks
	Adjust pin status markers

ORDERS SUMMARY

Order	Movement	Opp. Fire	Gen. Fire
Take Command	None	Y	Y
Call Fire	None	Y	Y
No Order	None	Y	Y
Cautious Advance	Up to 1/2 MA	N	Y (-1)
Full Advance	1/2 to full MA	N	Y (-2)
Travel March	1/2 to 2xMA	N	N
Disengage	1/2 to full MA	N	Y*(-2)
Rally, Regroup	None	N	Y*(-2)

* May only fire at enemy units if in physical contact with them.

TERRAIN MOVEMENT EFFECTS

Terrain Type	Personnel	Wheeled Vehicle	Tracked Vehicle
Broken Ground	X2	X4	X2
Sand	X2	X4	X2
Woods	—	X4	X2
Forest	X2	P	P
Town	X2	X4	X2
Rubble	X2	P	P
Steep Slope	X2	P	P
Cliff/Escarpment	P**	P	P
Swamp	X2	P	P
Creek (to cross)	X2	X2*	X2
River/Canal	X2*	X2*	X2*

P = Prohibited — Normal movement
*: Only at ford.   ** Mountain-trained units only.

MORALE

Modifiers

Condition	Modifier
Close (10") to enemy personnel	-1
Close (10") to enemy AFV	-2
Close (20") to Air Attack	-2
Each stand or vehicle hit / disabled	-1
Each stand eliminated / vehicle destroyed	-2
In Travel March	-2
In Cover	+2
Large Company (6+ stands)	+2
Pinned	-1
Friendly company eliminated	-2

Results

Exceed Morale by:	Result
1-2	Pinned
3-4	Forced Back, Pinned Morale -1
5-6	Demoralized, Morale -2
7+	Eliminated (surrenders)

SPOTTING

Environment	Close (7)	Med. (5)	Long (3)	Ext. (1)
Daylight	5"	10"	30"	Max
Twilight, Mist	—	5"	10"	30"
Light Rain/Snow	—	5"	10"	15"
Steady Rain/Snow	—	3"	5"	10"
Night, Fog, Hv Rain/Snow	—	1"	2"	4"
Dark Night, Dense Fog	—		1"	2"

Target	Mod	Spotter	Mod
Concealed/Hull Down	-2	Small Turret AFV	-2
Gun Crews*	none	Vehicle to front*	-2
Patrols	-3	Vehicle to flank*	-4
Other Personnel**	-2	Recon	+2
Vehicles/Mtd cavalry	+1	Stationary	+2
Moving	+4	Veteran/Elite	+1
Firing	+4	Trained/Green	-1
		Pinned	-2

* Excluding crews of Class I guns.
** Including crews of Class I guns.
* Excluding recon vehicles

DIRECT FIRE

ROF Modifiers

Condition	Mod	Condition	Mod
Elite	+1	Passenger (not mtd cavalry)	-1
Opportunity Fire	+1	ST/ hull weapon (not MG/FT)	-1
Human Wave	+1 (CA)	Multiple Targets	-1
		Battalion gun/ integral AT	1 max

To-Hit Modifiers

Target	Mod	Firer	Mod
Patrol Stand	-1	Firer moved full	-2
Pinned Personnel Stand*	-2	Firer moved cautious	-1
Emerging From Smoke**	+1	Firing from bunker	+1
In Concealment	-1	HMG firing	+1
Tank rider*	-1	Pinned	-2
Vehicle Hull Down*	-2	Veteran/Elite	+1
In Building	-2	Trained/Green	-1
In Entrenchment/Bunker	-2		
In Rubble	-2		
In Pillbox	-3	**Close Assault Only**	
Personnel Stand Uphill	-1	vs Weak AFV	none
Weak AFV vs SA fire*	-3	vs Unsupported AFV	none
		vs Other AFV	-3

* Except for close assault.
** Opportunity fire only.

PENETRATION RESULTS

Exceed Armor by:	Result
1-3	1 hit
4-6	2 hits
7+	destroyed

HE BURST MODIFIERS

Target	Mod	Terrain	Mod
Pinned	-2	Wood Building	-2
Stationary Personnel*	-1	Entrenchment/Rubble	-3
Class I-III AFV	-3	Stone/Cement Building	-3
Class IV-V AFV	-4	Bunker	-4
Class VI AFV	-5	Pillbox	-5

ARTILLERY & AIR RESPONSE

Stand Type	Bttn. Asset	Rgt/Brig. Asset	Direct Support	General Support
Forward Observer/FAC	—	—	7	5
Spotter	—	—	5	3
Pure command	10	7	3	1
Mixed command	10	7	—	—
Any personnel	7	—	—	—

Elite/Veteran: +1   Trained/Green: -1

The Race to Tunis

In November of 1942, the French colony of Tunis became the focal point in the struggle between the United States, the United Kingdom, and the Free French and Germany and Italy. Operation Torch had succeeded in landing Allied troops in Morocco and Algeria, and in Churchill's famed words, "It set a torch to the tail of the Desert Fox". All that was left for the Allies to do to complete the task was to drive on Tunis, and complete the trap.

For the Axis powers of Germany and Italy, the Allied invasion had to be stopped as their occupation of Tunis would ensure the the supply lines to North Africa and the Afrika Corps would be cut forever. Whatever forces were available were ordered dispatched to Tunis with orders to hold that all important point at all costs.

In a war normally fought with corps, armies, and even army groups, the Race to Tunis was unique in that it was fought with battalion and kampgruppes. Neither side was able to commit major formations at first, for both were limited by the nature of the supply lines and terrain as to what that could be sent into battle.

The Race to Tunis is designed to give gamers a chance to recreate that situation, and to see how they would have done in that November of 1942. Can they do better before the rains come and end the Race to Tunis?