

4-15 Tunisia II (6 Sep 2019)

Map

1. B58.11 should be an Open hex (with no Salt Marsh).

Scenarios

1. In Scenario 1, the hex number in the Victory Conditions for Tunis should be A48.24.
2. In Scenario 2, 78th Divarty should setup in Algiers.
3. In Scenario 3, the hex number for the Axis supply source at Sousse should be A54.11.

Allied Arrival Card

1. Should be 3-3-7 US Recon on 29 December.
2. Should be 3x P-39 on 1 January.
3. Should be 3-5-3 US Cdo on 1 February.

Axis Arrival Card

1. Should be (7)-4-3 LW Flak Bn (I-33) on 5 February.

Those Extra BTR French Counters...

1. The counter is correct for 2D. The armored cars were upgraded to tank destroyers during the campaign.
2. For Nord, the 3 TM should be in D13.35.
3. The new counters are additional FR units (they do not replace breakdowns, etc.).
4. The two FR recon units should be regiments both sides.

Rules Changes and Clarifications

1. The AEP locations have been intentionally changed (from the old game) so the Axis cannot build a base within half range of Ju-52s flying from Sicily.
2. Neither side has a Supply Table. SP are shipped in.
3. Note some air bases are now adjacent to cities (this is intentional).
4. **Air Strips** (1.11d): ADD fifth bullet: Air Strip placement does not involve formal construction, so it is permitted during Mud.
5. Use of the Supply Cache option, new to the v4.3 series rules, is encouraged. They are fixed (non-variable) reinforcements on the first of every month, with the Axis getting one and the Allies two on those turns. The Allies (only) also get one at the start of every scenario. If you don't have the official markers, use coins or poker chips!