



Tunisia



The **Battle for Tunisia (1942-1943)** was a key campaign in the North African theater of World War II. Following the Allied invasion of North Africa (Operation Torch) in November 1942, German and Italian forces, under Field Marshal Erwin Rommel, sought to hold Tunisia as a defensive stronghold. The Axis aimed to counter the Allied advance from Algeria and Morocco while securing supply lines to Italy. The Allies, under the command of General Dwight D. Eisenhower, faced challenges due to difficult terrain, logistical issues, and initial inexperience.

General Howitzer's observation:

The Battle for Tunisia was a tough damn brawl—Rommel dug in with his Axis boys trying to make Tunisia a fortress, but we weren't about to let that desert rat keep his grip. Ike had green troops, bad roads, and a hell of a supply headache, but we pushed through it all, hammering east from Torch and learning fast. Tunisia was the doorway to Italy, and by God, we were kicking it open.



6 VP's

Card Balance:

Allies - 4

Axis - 6

Complexity:

3

Conditions:

Countryside



Location:

Tunisa, North Africa

Year:

1942

Theater:

Mediterranean



Codename:
Operation Torch

Summary:

Objectives:

6 medals, no territorial objectives

Terrain:

The many woods and hills in the center section present an excellent opportunity for whomever can gain control of them.

Troops:

Allies - 8 Infantry, 4 Armor, 2 Artillery

Axis - 7 Infantry, 5 Armor, 2 Artillery



Allied Strategy:

1. Big picture strategy for Allies is that when the battle starts you have partial control of the central hills. If you can consolidate that control by moving in additional infantry and armor, plus move your center-section artillery forward, you can hold on and fight the battle from there. However, if the enemy gets an immediate push forward with cards like Armor Assault or Infantry Assault, they will very quickly be on top of that hill. If you have not yet consolidated power, you may have to either fight to the death right there, or pull back to the nearby town and mini-hills and fight from there.



Axis Strategy:

1. Big picture strategy for Axis is that they win this two-thirds of the time against the Allies, because you have a lot of firepower very close to the central hills where the primary battle is fought. If you can mobilize all the forces stuck in the right-flank corner, you can bring a massive attack against the enemy. With a few well placed cards, you can very quickly have your forces battling for control of the central hills.

Battle Reports

(percentage of Allied victories):

31%

14

BR - Tunisia

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