Mehidia
Task Force GOALPOST- Operation Torch Nov 1942

Background.
Time now 0600hrs 9th Nov.
The Allied invasion of North West Africa had begun yesterday. Task Force GOALPOST, under the command of Gen Truscott, had been tasked with the capture of the vital airfield at Port Lyautey, in Vichy French Morocco. Its all-weather field would be vital in the operations to come. Unfortunately, the landings were a shambles and troops landed in the wrong spot, in the wrong order and more worryingly of all, far too slowly. 1/60th Inf Bn had been assigned Blue and Yellow beaches but ended up landing thousands of yards to the north. Their armoured support was supposed to land at first light but became tangled in the confusion. The initial plan was for 1/60th to drop off detachments to hold roadblocks against the expected French counter-attacks from the south while the main body moved to help capture the Airfield.

French forces have been sighted moving in strength from Rabat and by last light yesterday had driven in the detachments. Now A Coy, 1/60th Inf has been reinforced and placed under the Command of Col Semmes of the 66th Armoured Regt. You are Col Semmes!

With the addition of ad-hoc formations made up of beach parties, you are preparing to hold off the French until the Main Body can achieve their objective. It doesn’t look like the French were going to welcome them with open arms, as the politicians had claimed. Time to earn that combat pay.

All forces are trained

Initial deployment. US forces, including the ALO and NGFS team may deploy in the area between the North end of the board and the dotted line shown. A Coy can be dug-in to foxholes. No other defences or positions are allowed. The buildings are treated as stone BUS.

Ground The areas beyond the contour lines are either rocky or rough as indicated. The floor of the valley, where the road lies, is open.

Special Notes

Air Support
Due to the erratic nature of the radios, treat as German General Fire Spt, NOT CAS. Any success is for 2 F4F capable of strafing fire only. Can only call for fire from turn 3. If successful, cannot call for another air strike for four more turns.

Stuarts
In addition to the erratic performance of the radios due to the long sea voyage, the sights on the Stuarts had not been calibrated. –1 to hit on the fire table.

Game length – 20 turns

Victory conditions,

Decisive Victory: Prevent the French from exiting the board on the road to Port Lyautey.

Minor Victory: Prevent the French from exiting the Port Lyautey edge in anything more than 1 ME strength.

Anything else is either a draw or a French victory, either minor or decisive.
A/66th Tank Regt(-)
- Command
  - x1 M5 Stuart Light Tank US-01
  - x1 M5 Stuart Light Tank US-01

Coy/60th Inf Regt(+)
- Infantry Company
  - Command
    - x1 Commander/NGFS FO US-19
  - x12 Infantry (3 w/Bazooka) US-18
  - x2 LMG US-22
  - x1 60mm Mortar US-24

Improvised Beach Company
- Infantry Company
  - Command
    - x1 Commander US-19
  - x9 Infantry (3 w/Bazooka) US-18
  - x4 LMG US-22
  - x1 60mm Mortar US-24

- C/70th Lt Tank Regt(REINFORCEMENT)
  - Command
    - x1 M5 Stuart Light Tank US-01
    - x6 M5 Stuart Light Tank US-01

Every turn after turn 2, a score of 5/6 on 1d6 means one of these tanks manages to get off the beach and enters on the road marked Sea.

60th Infantry ATG Coy (REINFORCEMENT)
- Command
  - x1 Commander US-19
  - x1 Jeep US-13

- x3 ATG PL each

  - x1 37mm Antitank Gun US-41
  - x1 Light Truck US-14

One gun arrives on each of turn 7, 8 and 9 along the Port Lyautey road.

Naval Gunfire Support
- Off-Board General Fire Support
  - USS Savannah
    - x3 155mm Howitzer
  - DD601
    - x3 105mm Guns
  - DD603
    - x3 105mm Guns

The NGFS Observer for DD603 is on table attached to CHQ 60th Inf. Due to problems with radio comms, all calls for fire are for FO General Support and ONLY the NGFS team can call for fire.

There are 2 AOPs (Battlefront Optional Rules http://www.fireandfury.com/extra/airobsserver.shtml). These are for Savannah and DD601 respectively. Due to problems with radio comms, all calls for fire are for General Support.

Only AOP Savannah can start on the table edge on Turn 1. AOP DD601 can start on table edge once the French open fire. Both need to transit to their observation locations (see optional rules- AOP) They cannot spot for each other.

All fire will come from the sea side of the board so Danger Close will drift back towards the sea, NOT towards Port Lyautey.
Rabat

Port Lyautey

Sea

Impassable all vehicles

Woods with underbrush

All ground here is rough

All ground East of road is rocky

Thicket

Lower elevation

Table size 6 feet x 4 feet