

Mehidia

Task Force GOALPOST- Operation Torch Nov 1942

Background.

Time now 0600hrs 9<sup>th</sup> 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. 1/60<sup>th</sup> 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 1/60<sup>th</sup> 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, 1/60<sup>th</sup> Inf has been reinforced and placed under the Command of Col Semmes of the 66<sup>th</sup> 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.

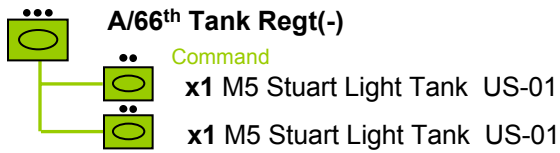
**Game length** – 20 turns

#### **Victory conditions,**

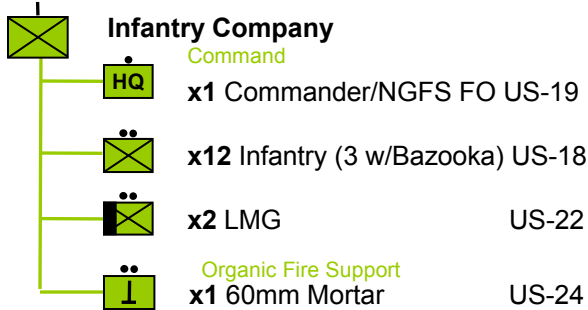
**Decisive Victory:** Prevent the French from exiting the board on the road to Port Lyautey.

**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.

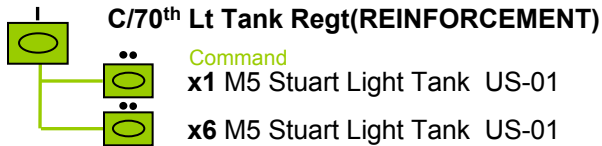
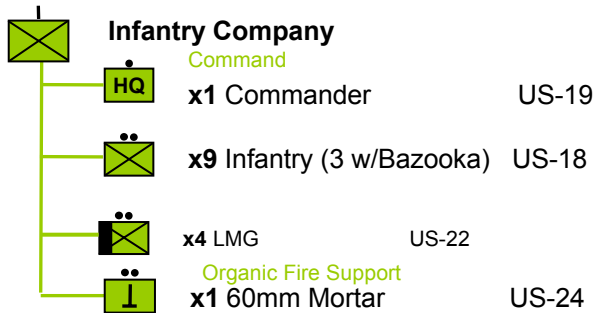


**Coy/60<sup>th</sup> Inf Regt(+)**



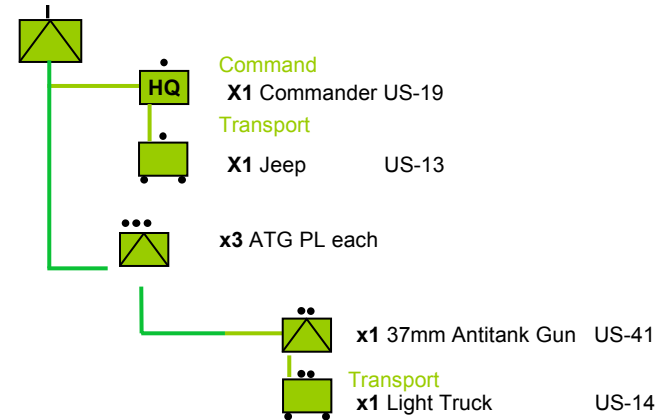
The excess troops are from the detachments driven in yesterday.

**Improvised Beach Company**



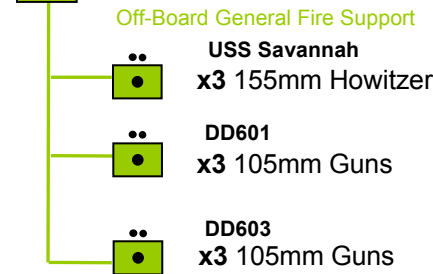
Every turn after turn 2, a score of 5/6 on 1d6 means one of these tanks manages to get off the beach and enters on the road marked Sea.

**60th Infantry ATG Coy (REINFORCEMENT)**



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

**Naval Gunfire Support**



The NGFS Observer for DD603 is on table attached to CHQ 60<sup>th</sup> 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/airobsvrer.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.

