THE FRENCH DECIDE TO FIGHT

PORT-LYAUTEY, MOROCCO, November 10, 1942: The first phase of Operation Torch included amphibious landings along the Atlantic coast. Many of the primary objectives included the securing of French airfields in these areas for use in the second phase: the advance into Tunisia. One such field was located near Port-Lyautey on the Sebou River. Nestled on three sides by the Sebou, the airfield would not fall easily. A three prong attack was decided upon. With their initial landing accomplished, one team would cross the river to the north of the airfield and participate in a coordinated attack with a second team advancing up from the southern beaches. A third group, consisting of a special raider detachment transported up the Sebou by the destroyer Dallas would land to the east. The field was to be taken before nightfall.

Board Configuration

VICTORY CONDITIONS
The U.S. player must clear all unbroken French squads and manned SW's from within direct LOS and normal range (16 hexes for ordnance) of any airfield hexes. The French win by avoiding the U.S. victory conditions.

Rules Introduced: 150–155

TURN RECORD CHART

Elements of the 1st Moroccan Infantry Regiment set up anywhere within playing area not within five hexes of board edge:

Reinforcement Group #1: Elements Company C, 7th Tank Battalion and Company B, 1st Battalion Landing-Team, 60th Regiment Combat Team [ELR: 3] enter per SSR 35.3 on any south edge hexes of board 6:

Reinforcement Group #2: Elements Company 1, 3rd BLT, 60th RCT [ELR: 3] enter per SSR 35.3 on any north edge hexes:

Reinforcement Group #3: Special Raider Detachment [ELR: 3] enter per SSR 35.3 on any east edge hexes of board 6:

Reinforcement Group #4: Enter per SSR 35.3 along any board edge:

1 Spotter Aircraft

SPECIAL RULES
35.1 Wheatfield hexes do exist despite the date. The weather is moist with no wind.
35.2 No U.S. unit may be fired on in its initial entry hex during its first player turn unless it ends its MPH in that hex.
35.3 U.S. units enter the game in a random manner during the first four game turns. Place four chits, numbered from 1 to 4 face down. Draw one chit each friendly MPH and enter only the corresponding numbered group of reinforcements.
35.4 Hex 14L5 represents the control tower and has a third level (125) with a maximum infantry capacity of one MMC and one SMC. All buildings are considered to be of wooden construction.
35.5 The French are subject to surrender (153) and may not bore-sight.
35.6 The spotter aircraft (150) has access to a 100mm battery. It cannot attempt radio contact and Battery Access until the French RPh after it enters the board.

CLARIFICATION: The 75L AA gun as non-3FE ordinance must first roll a TO HIT on the infantry target classification (not the "vehicle in other" of 140.4) vs the recon plane before resolving it on the IFT. There are no TO HIT DRM's vs aircraft.

AFTERMATH: Although French resistance to the initial landings on the 8th was relatively stiff, they saw no reason to energetically contest a battle which they expected would soon be terminated by political decision. The defeat on the 9th of a French armored column whose Renaults proved no match for the U.S. Stuarts took the fight out of many and, with the exception of a few units of the Foreign Legion, most proved eager to lay down their arms when pressed and given the opportunity to do so. By daylight of November 10th, the Raider detachment had debarked from the Dallas and were in position to the east of the airfield. Attacking toward the west as 1 Company moved in from the north and B Company from the Southwest, the Americans soon cleared the French from the field. Complete possession was obtained by 0800. Soon after, the carrier Chenango catapulted its P-40's for flight to the airfield, to be followed shortly by bombers from Gibraltar. Rommel's days in Africa were numbered.