

Torch: The Opening Turns

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This outline was created to make it easier for players to conduct the November I and November II game turns of the Torch campaign. This outline describes the steps and what is allowed and disallowed during the opening moves.

Note: This outline includes information from the rules, from the 28 February 1986 errata sheet, and from questions which have been answered by John Astell and published in ETO. And it assumes that Vichy will roll non-belligerency at first opportunity, which is almost invariably the case; any other French reaction brings up special rules that are not covered in this outline.

- I. Axis and Vichy. Set-up (Axis player)
 - A. Axis - 2 airfields on Sicily, 2 airfields on Sardinia, 1 at 25:5129, and 1 at Pantelleria
 - B. Axis - Three air units on Sardinia
 - C. Vichy French - Ground units, supplies, Mareth Line, airfields, fort: fixed deployment
 - D. Vichy French - Static AA (11 pts Hv AA and 2 pts Lt AA)
 - 1. 2 points AA per partial hex city
 - 2. 1 point per dot city
 - 3. 3 points free set-up at any airbases
 - E. Vichy French - Air Units
 - 1. 1 air unit in Tunisia, 4 each in Algeria and Morocco
 - 2. Only in airbases occupied by ground units
 - 3. No more than 2 per airbase
- II. Invasion Allocation (Allied player)
 - A. Up to 5 parts may be selected as objectives
 - 1. Must be outside Axis anti-shipping zone
 - 2. At least one in Morocco
 - B. At least 1 RE per objective
 - C. No more than 1 RE of combat/motorized per objective
 - D. Forces allocated to Morocco must at least meet minimum garrison requirements (9 REs of which 1 RE must be armor)
 - E. Naval air may be freely allocated among objectives
 - F. For airborne force, a drop hex must be selected within 17 hexes of north edge of map 24
 - G. All objectives and allocations recorded secretly
- III. Vichy Redeployment (Axis player)
 - A. Roll one die, divide by 2 and round down to ascertain number of units available for redeployment
 - B. No more than one unit per colony may be redeployed
 - C. Units may not be redeployed outside of original colony
- IV. Special Invasion Turn of Nov I (Allied player)
 - A. During the special invasion turn, British and American contingents may freely cooperate
 - B. Placement phase: up to 12 air units from "Available Air" may be stationed at Gibraltar
 - C. Approach phase: amphibious forces placed at sea in hexes adjacent to objectives
 - D. Reaction phase (Axis player): on rolling 11 or 12, invasion detected and Vichy air strikes may be launched
 - 1. Bombing and escort missions may be flown to hexes occupied by invasion force
 - 2. Patrol and interception may be flown from Gibraltar and hexes of amphibious forces
 - 3. Air combat
 - 4. 2 pts of AA fire vs each surviving bomber which will make an attack
 - 5. Mission resolution
 - a) Each bomber selects one Allied air or ground unit as its target
 - b) Use tactical bombing factors
 - c) A hit eliminates the target
 - 6. Air return segment

7. Air units which made patrol attacks in this phase may not make patrol attacks again until Nov II; air units which flew missions in this phase may not fly missions again until Nov II.

E. Movement phase

1. Ground units of invasion force land in or adjacent to objective hexes
2. At this point, 1 RE of non-motorized units may be designated as floating reserve and does not land during the special invasion turn

F. Air phase

1. Naval air and air units from Gibraltar (except air units which flew interception in the reaction phase) may fly ground support and escort missions, only
2. Allied airborne force appears and flies extended range, air drop mission at night to target hex
3. Vichy fighters may patrol; those which did not fly a mission in the reaction phase may intercept
4. Air units which make patrol attacks in this phase may not make patrol attacks again until Nov II; air units which flew non-transport missions in this phase may not fly missions again until Nov II
5. Air combat
6. AA resolution
7. Mission resolution
8. Air return

G. Combat phase

1. Allied player announces an attack
2. Check for local reaction (see Local Reaction Table)
 - a) +2 if Vichy REs equal or exceed attacking Allied REs
 - b) -1 in one attack at Allied option
3. Allied player cancels or resolves attack
 - a) Attackers are supported and supplied
 - b) Except rangers/commandos, all attack factors quartered
 - c) Landing units have no ZOCs
 - d) All AEC/ATEC rules in effect
 - e) Ignore NE results if at least one attacking unit lands in defender's hex
4. Repeat sequence for each attack

H. French supply terminals are destroyed when captured by Allied units

I. French SMPs are destroyed/captured when Allied units capture supply terminals

J. French rail capacity is destroyed/captured when Allied units capture rail depots

K. Withdraw all Allied naval air units following combat phase

L. At any time in Nov I, one or more Allied-controlled major ports may be declared Allied supply terminals (for use from Axis Nov I turn)

V. French Nov I Reaction – occurs at start of initial phase of regular Nov I Turn (Allied player)

A. Roll two dice to determine Vichy reaction (see Vichy Reaction Table)

1. +2 for each major port controlled by Allies
2. +1 for each other port controlled by Allies

B. The following assumes Vichy non-belligerence

C. When Vichy North Africa becomes non-belligerent, hexes already controlled by a side remain controlled by that side

- D. When non-belligerent, a player gains control of Vichy territory per Rule 3.G (ignoring non-belligerent Vichy forces)
- E. Vichy units may not voluntarily move
- F. Axis and Allies may freely ignore Vichy ZOCs and enter hexes containing Vichy forces, which are ignored for stacking purposes
- G. French North Africa rail capacity reduced to zero until it begins recovering Dec 1

VI. Regular Nov I Turn (Allied player)

A. Initial Phase

1. All Allied forces in French North Africa are automatically in general supply
2. Allied air repair roll modified by +2
3. Allied reinforcements
 - a) May land in initial phase or movement phase
 - b) May arrive at any ports in Morocco and Algeria
 - c) Units landing within the Axis anti-shipping zone must roll on the Naval Table
 - (1) Use 9 column
 - (2) Modify for fighter cover over port
 - d) Arrival costs 2 MPs
4. Para operations may be planned

B. Movement phase

1. Roll one die for number of units which may utilize full movement allowance; all others are halved
2. No admin movement through Vichy territory
3. Allies must garrison Morocco with at least 9 REs, of which at least 1 RE must be armor, plus 2 steps of attack supply
4. Captured rail capacity reduced to zero until begins recovering Dec I
5. Allied naval transport capacity reduced to 1 RE
 - a) If at sea, floating reserve must land
 - b) Floating reserve counts against naval transport capacity
 - c) Only floating reserve and/or rangers/commandos may use capacity this turn
 - d) Units may land in any port in Morocco or Algeria
 - e) Units landing within the Axis anti-shipping zone must roll on the Naval Table
 - (1) Use 9 column
 - (2) Modify for fighter cover over port
 - f) Arrival costs 2 MPs
6. No Allied units allowed in Libya

C. Air Phase

1. Air units which flew non-transport missions in the special invasion turn may not fly missions in the regular Nov I turn
2. Para battalions may drop without prior planning, but only in Morocco and Algeria
3. Air units may transport ground units into any airbase in Morocco and Algeria, but not in Tunisia or Libya
4. Except for defensive support, air units may only bomb in enemy-controlled hexes

5. Remaining 'Available Air' units arrive during the air return step of the air phase at any Allied controlled air bases in French North Africa and may not fly a mission in the Allied Nov I air phase
 6. Air units may base only at airbases controlled by the Allies
- D. Exploitation Phase: C/M units which made amphibious landings may not move in the Nov I exploitation phase

VII. Nov I Turn (Axis player)

- A. Initial phase
1. Air reinforcements at any airbases on Sardinia or Sicily
 2. Ground reinforcements
 - a) Start in Sicily, Sardinia, or "in Europe"
 - b) Reinforcements may arrive by sea in the initial phase or movement phase
 - c) May arrive at any North African port not controlled by Allies
 - d) Roll for Naval Table
 - (1) Use 4 column (0 column west of hex column 3000 of Map 25)
 - (2) 5 column shift for landings at Bizerte and Tunis
 - (3) No modification allowed for fighter cover
 - e) Arrival costs 2 MPs
 3. Para operations may be planned
- B. Movement phase
1. No admin movement allowed
 2. By entering hex, may attempt to disarm Vichy forces
 - a) Ground units and static AA
 - (1) On 1, 2, 3 - Allied player retreats Vichy unit 3 hexes
 - (2) On 4, 5, 6 - unit eliminated
 - b) Air units
 - (1) On 1, 2, 3 - escape per standard air escape rules
 - (2) On 4, 5, 6 - unit eliminated
 - c) Attack supply
 - (1) On 1, 2, 3 - retreats as ground unit
 - (2) On 4, 5, 6 - captured for Axis use
 - d) In all cases
 - (1) May retreat through Axis ZOCs
 - (2) If possible, may not end retreat in Axis ZOC
 - (3) Eliminated if forced to retreat into or through Axis occupied hex
 3. If French units escape, Axis units may pursue and try again
 4. May utilize 3 REs of on-map shipping
 - a) No Naval Table roll (except west of hex column 3000 of Map 25)
 - b) Arrival costs 2 MPs
- C. Air Phase
1. Air units may transport ground units into any airbase in North Africa which is not controlled by Allies
 2. Air units may base only at airbases controlled by the Axis
- D. Combat: Axis units may not attack non-belligerent French units

- E. French supply terminals are destroyed when garrison disarmed or retreated
- F. French SMPs are destroyed/captured when supply terminal garrison disarmed or retreated
- G. French rail capacity is destroyed/captured when rail depot garrison disarmed or retreated
- H. At any time in Nov I, one or more captured major ports may be declared Axis supply terminals (for use from the Allied Nov II turn)

VIII. French Nov II Reaction (Allied player)

- A. Vichy reaction: each colony will join the Allies if occupied by more Allied REs than Axis REs
- B. If a colony joins the Allies, French units in that colony may move in the Allied movement phase, but must maintain a garrison in Morocco (9 REs of which one must be C/M, plus 4 air units)
- C. French units may not enter or attack into a colony which has not yet joined the Allies
- D. In a colony which joins the Allies, all ports (except those which are Axis controlled) are considered to be Allied controlled from the beginning of the turn
- E. French SMPs may freely merge with those of the Allies
- F. If Axis units are stacked in a hex with French units in a colony which joins the Allies, side with lower printed attack factors must retreat
 - 1. Ground units: follow standard retreat rules, but ignore ZOCs
 - 2. Static AA is eliminated
 - 3. Roll per standard rules to capture/eliminate supplies
 - 4. Air units use standard air escape rules

IX. Nov II Turn (Allied player)

- A. Contingents
 - 1. Declare with which contingent French units are operating
 - 2. All cooperation limitations in effect
- B. Initial phase
 - 1. Allied air repair rate modified by +1
 - 2. Allied reinforcements
 - a) May arrive in initial phase or movement phase
 - b) May arrive at any ports in French North Africa (unless Axis controlled)
 - c) Only those ports captured by Allies in special invasion turn may be used at full capacity; others may be used at only half capacity
 - d) Units landing within the Axis anti-shipping zone must roll on the Naval Table
 - (1) Use 9 column
 - (2) Modify for fighter cover
 - e) Arrival costs 2 MPs
 - 3. Para operations may be planned
- C. Movement phase
 - 1. No admin movement allowed in colonies which have joined the Allies, except in hexes controlled by US and British units
 - 2. Captured rail capacity remains zero until it begins recovering Dec I
 - 3. Allied naval transport capacity returns to full (10 REs)
 - 4. No Allied units allowed in Libya
- D. Air Phase
 - 1. May air transport troops into any airbases in French North Africa (unless Axis controlled)

2. Except for defensive support, air units may only bomb in enemy-controlled hexes
 3. Air units may base only in airbases controlled by the Allies
- E. Combat
- F. Exploitation