

Southern Conquest

An Aces High Scenario

Operation Torch



Operation Torch, the British-American invasion of North Africa, began November 8, 1942.

Operation Torch was the first allied amphibious invasion of WWII and the first step in operations that culminated in British-American footholds on continental Europe. For American forces, it was the first fight in the European theater. In the initial stages, 110,000 British and American troops, hundreds of ships, and about 160 carrier-based aircraft squared off against Vichy French forces of 120,000 troops, fortified coastal positions, various warships, and about 160 aircraft, as well as German U-boats and Luftwaffe bombers.

Allies (Bishops):

- Available targets are any enemy ships, capture of p19, a17, a18, a14, a15, p55, and/or v83. You can bomb anything in support of that, but there are no points for objects destroyed in this frame.
- Two British TG's (in 2.11 and 3.11) have 8 F4F-4 (Martlet), 8 Sea Hurricane I, 8 Seafire II, 5 SBD-5 (as Albacore).
- Two US TG's (in 0.11 and 1.11) have 14+8 F4F-4, 5 SBD-5, 4 TBM-3.
- Unlimited LVTA2 and LVTA4 available from all TG's.
- Unlimited M4A3(75), M3, M8, M16 available from any land bases captured.
- TBM has no rockets.
- Fighters no bombs.
- SBD-3, no 1600 lb bomb, no 100 lb bombs.

Axis (Knights):

- Available targets are any enemy ships.
- Aircraft available at a17, 14, and 16.
- P-40C serves as Hawk 75, Bf 109E-4 and C.202 serve as Dewoitine D.520.
- Vehicles available at all bases.

- Unlimited Panzer IV H, SdKfz, M8, Ostwind.
- Two Vichy TG's (in 1.11 and 2.11), no planes enabled.
- Fighters no bombs.
- Ju 88 250 kg bombs only.

Destroyed vehicle hangar stays down for 15 minutes.

Task groups stay around (and able to launch LVT's) for 60 minutes after carrier sunk.

Arena Settings:

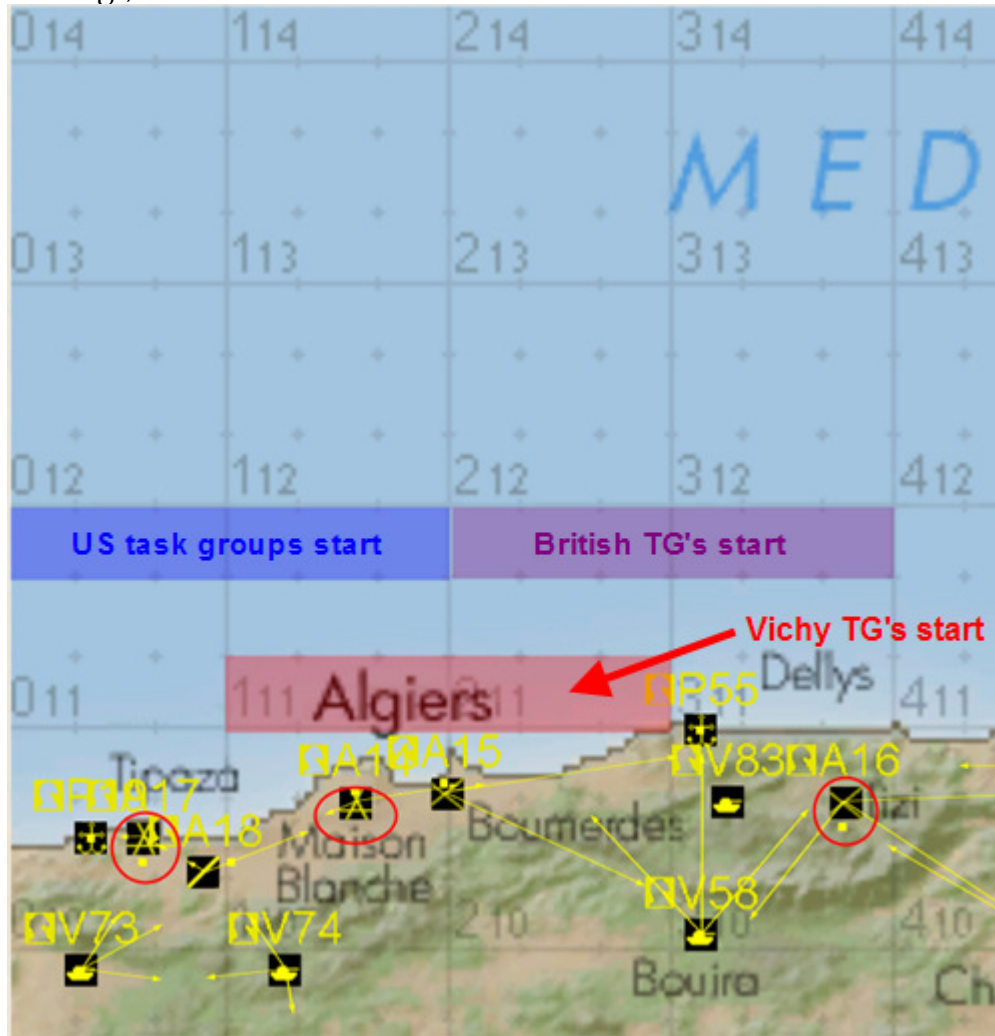
Terrain = tunisia

TaskGroupRespawnTime = 60

8", 5", and quad 40 mm guns are enabled in this frame

Object Settings:

Veh Hgr, Down Time = 15



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