

TAC NEWS

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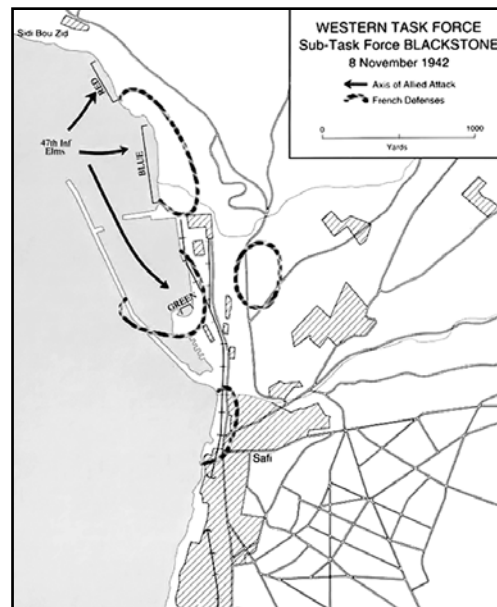
May-June 2014

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THE ROAD TO CASABLANCA

A Scenario for "Micro Armour®: The Game - WWII"

An American air attack on the afternoon of November 9th prevented two columns of Vichy French troops (elements of the 3rd and 4th Moroccan Brigades, and the 6th Mechanized Cavalry Regiment) moving toward the coast from the Vichy stronghold at Marrakech, from interfering with Patton's men making their run north toward Casablanca. Had these columns not been delayed, they may very well have collided with the Americans somewhere along the Safi-Casablanca highway. The scenario below represents what might have happened on "The Road to Casablanca."



SCENARIO LENGTH: 15 TURNS

TERRAIN

"Open" (max. sighting distance is 32 inches.)

SPECIAL RULES

1. Any U.S. trucks exiting the north edge by road count double for victory purposes (not passengers).
2. This scenario uses "Unit Determination", adapted from "Micro Armour®: The Game - Modern" (See page 4).
3. You may also use the optional "Panic" rule if you wish (See page 4).

VICTORY CONDITIONS

U.S. Victory

Marginal - Exit ten (10) or more stands off the north edge of the map by the end of turn 15.

Tactical - Exit twenty (20) or more stands off the north edge of the map by the end of turn 15.

Decisive - Exit thirty (30) or more stands off the north edge of the map by the end of turn 15.

Vichy French Victory

Marginal - Prevent a decisive U.S. victory.

Tactical - Prevent a tactical U.S. victory.

Decisive - Prevent a marginal U.S. victory

U.S. ARMY FORCES

Cohesion: 14

SUPPLY COLUMN / 47TH INFANTRY REGIMENT:

[Break Point: 34]

Enter by road at point "1" on turn 2.

- 1 x Infantry '42 (HQ)/Truck,
- 2 x Infantry '42,
- 1 x Infantry Support,
- 15 x Truck,
- 1 x M8 Armoured Car [R],
- 2 x Jeep/50cal. [R]

ELEMENTS / CCA / 2ND ARMoured DIVISION:

[Break Point: 34]

Enter by road at point "2" on turn 2.

- 1 x Infantry '42 (GHQ)/Halftrack,
- 3 x Infantry '42/Halftrack,
- 4 x M3 Stuart,
- 2 x M3 GMC

Note: All U.S. trucks are "medium."



VICHY FRENCH FORCES

Cohesion: 13

1ER BATAILLON / 3ÈRE BRIGADE INFANTERIE MAROCAIN:

[Break Point: 47]

Enter at point "A" on turn 1.

- 1 x Infantry (GHQ+0)/Truck,
- 9 x Infantry/Truck,
- 1 x 81mm Mortar(2)/Truck,
- 2 x Infantry Support/1 x Truck,
- 2 x R-35

3ÈRE BATAILLON / 3ÈRE BRIGADE INFANTERIE MAROCAIN:

[Break Point: 44]

Enter at point "B" on turn 1.

- 1 x Infantry (HQ)/Truck,
- 8 x Infantry/Truck,
- 1 x 81mm Mortar(2)/Truck,
- 2 x Infantry Support/1 x Truck,
- 3 x R-35

6ÈRE RÉGIMENT CUIRASSÉE MAROCAIN(+):

[Break Point: 23]

Enter the map at point "C" on turn 2.

- 1 x H-39 (HQ), 9 x H-39,
- 3 x AMD-178 [R]

1ER BATAILLON (-) / 15ÈRE REGIMENT DE ARTILLERIE:

[Break Point: 12]

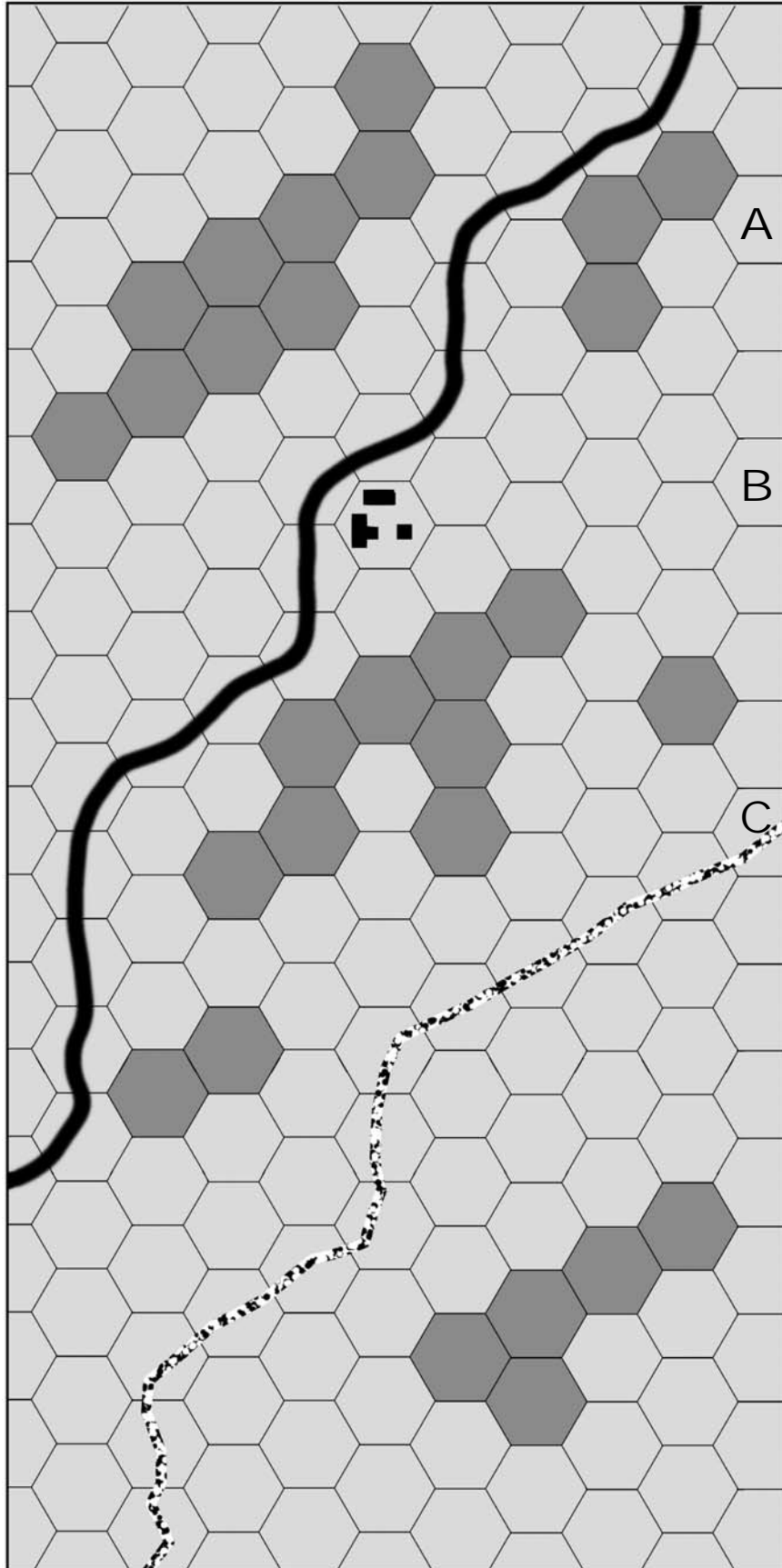
Enter at point "B" on turn 3.

- 1 x Cavalry (HQ),
- 2 x 75mm Mle.1897(2)/Limber,
- 1 x Infantry Support/Wagon

Notes:

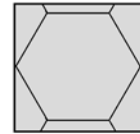
1. All Vichy trucks are "medium."
2. The 75mm Mle.1897s are improved models and may use indirect fire.
3. The Vichy player has three (3) FO teams, one attached to each Inf. Bn. and one in the Arty Bn. These may only be used to spot for stands organic to their parent units. (i.e. The Arty FO may only spot for 75s, 1st Bn FO for 1st Bn Mortars, etc.)

THE ROAD TO CASABLANCA

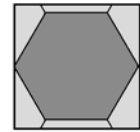


The map is 36 x 72 inches.

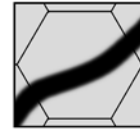
Each hex is four inches across from straight edge to straight edge.



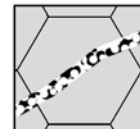
Clear
Terrain



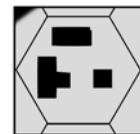
Hilltop



Good Road



Poor Road



Light
Buildings

A, B, C French Arrival
Points

1, 2 U.S. Arrival
Points

UNIT DETERMINATION

1. You will need a deck of common playing cards (Discard the Jokers). Aces are worth one (1), Deuces two (2), etc. Jacks, Queens, and Kings are worth eleven (11), twelve (12), and thirteen (13) respectively.
2. Note that each side's forces are organized into groups, each with its own "Break Point."
3. When any stand from one of your groups is "Eliminated," draw one card (keeping its value secret).
4. When the total value of the cards drawn for any group exceeds its "Break Point," that group is "Broken."
5. You must now reveal the cards for that group to your opponent.
6. Stands in a "Broken" group may fight if assaulted or overrun only. They may never attack.
7. All cards must be revealed at the end of the game! (Regular players affectionately refer to this rule the "Deck of Death" option.)

PANIC

Normally, you must roll a "natural" (unmodified) twenty (20) during the "Marker Removal Phase" for a stand to suffer an "(S)" result. This requirement is altered as follows: If you roll either a "natural" 20 or a "modified" 24 or greater, the stand suffers an "(S)."

Example: A stand with a "D" and an "S" would suffer an "(S)" on a roll 18 or more, eliminating the stand. This change means that stands suffering both suppression and disorganization are much more prone to moral collapse than units suffering only one of these conditions.

Written by
John Fernandes
(1948–2009)

APRIL 30, 2014 RELEASES

10.5cm le FH18 (sf) 39H (f)
G581 5/pk,
\$9.95

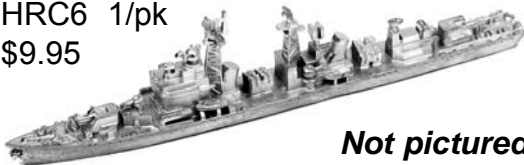


ZiS-5 Radio & Workshop
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ZBD05
RC22 5/pk \$9.95

Luda IV (Type 051DT) Class
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*Photos not
to scale*

Not pictured:

US101 **M32 ARV** - 2/pk \$9.95
N567 **FMTV w/ HIMARS** - 5/pk \$9.95
GWF7 **BB Bouvet** - 1/pk \$13.50



Ratel 81
TW23 5/pk \$9.95

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