

THE AMPHIBIOUS LANDINGS AT ALHUCEMAS BAY, MOROCCO - September 1925

One of the last major use of tanks in Morocco was with an amphibious landing at Alhucemas. The plan called for the company of FT-17 tanks to land first in order to provide fire support for the 6th and 7th infantry battalions. However, on the way in the landing craft carrying the tanks struck a shoal).



Maps Used: Set up Map 5 as shown.

Terrain Modifications: Weather

Conditions: Roll for Ground

Conditions: **Good Trench Status:**

Hasty Game. **Length:** 10 turns

Elements of the Rif (set up first, move second):
(use German units)

Place one 4-6-4 infantry platoon in each of the following hexes: 6614, 6615, 6616, 6617, 6713, 6813, 6913 and 6915. Place one 5-9-4 MG platoon in each of the following hexes: 6713, 6813, 6309 and 5909. Place one 77mm ART gun and Crew in hex 6206.

RIF Reinforcements:

Turn 4: One (captured) Latil armored car enters at hex 4109. Four Morale 4 cavalry platoons enter at hex 4802.

Elements of the Spanish 6th Battalion (set up second, move first):

Place one 4-6-5 infantry platoon in each of the following hexes: 6714, 6814, 6715, 6716, 6815. Place one 4-9-5 MG platoon in hexes 6817 and 6714. Place one 3-6-4 infantry platoon in each of the following hexes: 6816, 6916, 6716, 6715. Place one FO anywhere. Three off board artillery modules, each with a strength of 10, are available each turn. However, only hexes observed by a FO/or aircraft may be attacked. One Spad 13 F aircraft is available for strafing or spotting.

Spanish Reinforcements:

Turn 2: Five FT-17 tanks (armed with one MG only) enter at hex 6817

Turn 3: One FT-17 (armed with a 37mm gun only) enters at hex 6817

Turn 4: Three FT-17 (armed with one MG only) enter at hex 6917. One Spad 13 F aircraft becomes available

Special Rules: Spanish tanks must roll normally for Breakdowns. After moving, a tank must be within three hexes of a friendly infantry/MG platoon. The Rif player is immune to tank fright. The Rif infantry platoons may enter the same hex as a tank and not suffer tank fright. On the turn they enter, a six-sided die is rolled.

A roll of 1-2 has disabled the tank. Each infantry platoon entering the hex may conduct one roll. Rif MG and rifle fire will not penetrate tank armor in this scenario.

In general, the Latil armored car is immune to gunfire. But the Latil may become disabled due to blown tires. When the Spanish player conducts a SAFA at it, if there is a hit the following happens: if a Latil is hit, the Crew is unaffected, but a Morale Check is still conducted, and if the result is a 1-2, the armored car is disabled.

The Rif artillery unit may only conduct direct fire attacks.

Victory Conditions: The Spanish player wins by solely controlling Beaumont and hex 6206 by the end of the game, otherwise the RIF player wins.

Aftermath: The loss of the tanks forced the infantry and artillery to land first without any cover (except for some strafing from planes) and the well armed Rif immediately laid down heavy suppressive fire. This pinned the Spanish infantry. The tanks finally arrived and with the airplanes, provided cover while the infantry regrouped. Together, the tanks and infantry succeeded in breaking out of the beachhead and through the Rif trenches to the strategic heights of Malmusi Alto. The Rif war continued until 1927, when they finally sought peace.

This scenario uses maps and counters from both IM and Landships.