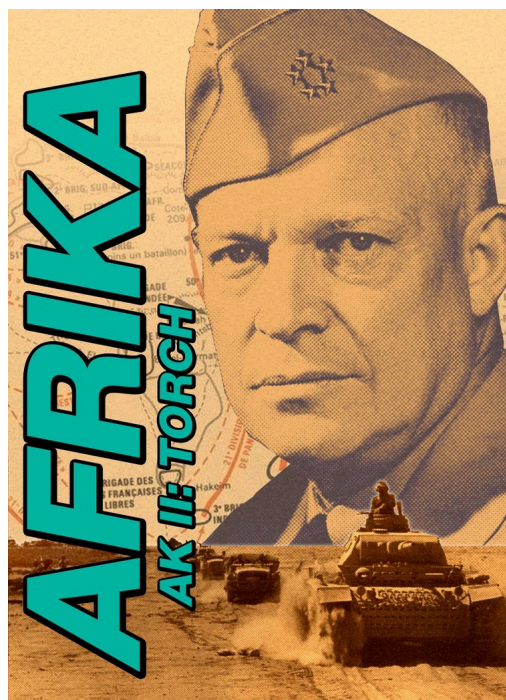


AFRIKA ARMY KORPS II: TORCH



Available for Pre-Order. ETA (JUN/JULY 2019). Afrika Army Korps II: Torch covers part of the battle for North Africa using the DAMOS rule-set and provides a solid way to experience the game under conditions radically changed from the Barbarossa series. Without having to worry about bogs, swamps and unreliable steppe, the desert becomes a tankers paradise.

Rating: Not Rated Yet

Price

Price £32.95

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Manufacturer [CSL \(Conflict Simulations Limited\)](#)

Description

Available for Pre-Order. ETA (JUN/JULY 2019).

Part of the Destroy All Monsters Operational Series of WW2 wargames.

Afrika Army Korps II: Torch covers part of the battle for North Africa using the DAMOS rule-set and provides a solid way to experience the game under conditions radically changed from the Barbarossa series. Without having to worry about bogs, swamps and unreliable steppe, the desert becomes a tankers paradise.

Exclusive rules for movement, sea transport, logistics and more allow players to combine the Afrika Army Korps games with any other games in the DAMOS series in order to create either a mini-monster or linked campaign game. Using the classic AH Afrika Korps as inspiration, AFRIKA ARMY KORPS series offers a brand new take on the campaign at the strategic scale hex-size of 25 miles per hex. Combat is in hex and

opportunities for encirclement abound for both sides.

Players can combine AAK, AAK II TORCH, and AAK III TUNISIA to simulate the entire North African campaign.

Design by Ray Weiss

Developed by Matt Ward

Map Art by Ilya Kudriashov

Box Art by Ivan Caceres

WEIGHT: 6/10

SOLITAIRE: 7/10

PLAYERS: 1-2