

SCENARIO ASL PP3

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North of HYERES, FRANCE, 19 August 1944: The U.S. 3rd Infantry Division was scheduled to be replaced in the line by the 1st Free French Division at dawn on the 19th. After disembarking the previous day, the Garbay and Raynal brigades of the 11th March Battalion began taking over positions along the Real Martin River Valley from the 7th Regiment, U.S. 3rd Infantry Division, near Sainte-Eulalie and Saint-Nicolas. 11th March pushed along the tracks and crossed over the mountains via the Pas-de-Mathieu pass reaching Valbonne late in the afternoon. Making contact with some local partisans who had been fighting alongside the American troops over the past few days, the 6th Company located the U.S. positions near the farm at Le Viet. As the Germans looked on from across the valley, the Americans began to pack their bags.

BOARD CONFIGURATION:

Only hexrows A-P are playable.

BALANCE:

☆: SSR4 is NA

⚡: add one 4-6-7 and one LMG to the German OB



2	35	15

VICTORY CONDITIONS: The Germans win at the end of Game Turn 5 if there is ≥ 1 American Infantry unit ≥ 6 hexes from a north edge hex and/or ≤ 14 Exit VP of American units (and/or German prisoners) have exited from the north map edge. Otherwise, the Germans win at game end if they Control ≥ 1 building on board 15.

☆ ALLIED set up first	1	2	3	⚡ 4	5	6	7	END
⚡ GERMANS move first								

Elements of Grenadierregiment 765 (Azerbaijani) [ELR: 2]: {SAN: 4}



Set up on board 35, west of the stream:

1 4-6-7	2 4-4-7	C 4-3-6	9-1	8-1	7-0	2 5-12	1 3-8	X10 12-4	3 50*[2-13]
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4 6 5 2 3 2



Set up on board 2:

2-2-8	7-0	3 7-16	10 20L (6)	5 OVR, DBA: +4 Other: +2
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3 2 3

Elements of 3rd Battalion, 7th Infantry Regiment, 3rd U.S. Infantry Division [ELR: 4] set up on board 15, on/north of hexrow I: {SAN: 3}



E 6-6-7	1 6-6-6	8-1	8-0	7-0	2 4-10	3 60*[3-45]	37 9PP *AAMG T10 -/-/2	5 OVR, DBA: +4 Other: +2
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4 4 2 2 2

Partisans (F.F.I.) set up on board 35, east of the stream:

3-3-7	8-0	1 BTI 2-6	7 morale
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3 8



6^{ème} Compagnie (Capitaine Matayron), 11^{ème} Bataillon "Ecllosion", 1^{ère} Division de la France Libre enter on Turn 4 along the east edge of board 15:

E 4-5-8	1 4-5-7	9-2	8-1	8-0	7-0	1 2-7	2 4-10	2 60mm	B10 8-3
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10 4 6 2 2

SPECIAL RULES:

- EC are Dry, with no wind at start.
- All orchards are olive groves (F13.5); all grain is vineyard (F13.6); all brush is woods; all multi-hex buildings are stone; all Single Story Houses are wooden. Place overlays as follows: **O2** on 35M1/15M10, **St3** on 35K6/J5, **Wd3** on 15C10/B9, **P3** on 35B3/B4.
- The Allied Turn 4 reinforcements are Free French (F.8-9). American, Partisan, and Free French SMC are considered Allied (A10.7) to units not of their nationality. American units treat all Berserk Heat of Battle results as Battle Hardening instead. At the end of Game Turn 5, remove all American MMC/SMC/SW (and any German prisoners guarded by an American unit) from play. Melee Locations containing only German and American units are no longer considered in Melee.
- No Free French unit may use Double Time movement (A4.5) before Turn 5. On/after Allied Player Turn 5, Free French units may use Double Time movement only by first passing a NTC (failure of this NTC has no effect other than the unit's

inability to use Double Time movement during that MPH).

AFTERMATH: Taking advantage of the momentary confusion brought about by the GIs retreating, the Azerbaijanis counterattacked and outflanked the partisan screen covering the withdrawal. Establishing a defensive position in the buildings alongside the distillery, the Azerbaijanis harassed the American withdrawal from the field. The 6th Company attacked from the hills and drove the Azerbaijanis back across the valley. The sudden attack and counterattack had been so abrupt that neither side suffered many casualties, though automatic weapons and mortars had caused some injuries among the civilian populace. But the 6th Company, exhausted from its 50km march and the brief but intense firefight, was unable to press any advantage it may have had. The night would be long but quiet, except for the buzzing of thousands of mosquitoes which harried both sides without prejudice.