

NIGHT HODGEPODGE



ASL SCENARIO PP9

Scenario design : Laurent Cunin



TOULON, FRANCE, 23 August 1944: Although General De Lattre has told Colonel Bonjours of his desire to officially enter Toulon on August 22nd, it was impossible due to the numerous pockets of Germans still scattered throughout the city. Even though the skirmishers and hunters of the "Shock" Battalion had fought into the center of town, they were still too few to have eliminated all German resistance. The point elements of the battalion settled in for the night in dispersed order throughout the buildings surrounding their deepest penetration. Shortly before dawn, noise from Place Graviere woke the men in the platoon, commanded by Aspirant Bonnard and Second Lieutenant Fournier, installed around Place d'Espagne. Unlike earlier disturbances, this was not the sound of a lone soldier seeking cover. A troop of men marched in two files across the pavement, speaking urgently and watching carefully.

BOARD CONFIGURATION:

BALANCE:

☛ : In the German OB, replace three 4-4-7s with three 4-3-6s



☛ : Delete the 8-1 from the Free French OB









VICTORY CONDITIONS: Free French win at game end if they Control all buildings ≤ 3 hexes from the "esplanade" (see SSR 2) and if there are no unbroken German MMC ≤ 2 hexes from the "esplanade."



☛ FREE FRENCH set up first	☛ 1	☛ 2	3	4	5	6	7	8	END
☛ GERMAN move first									

2^{ème} Compagnie (Capt. Lefort), Bataillon de Choc "Astaire", 3^{ème} Division d'Infanterie d'Afrique [ELR: 4] set up per SSR 3: {SAN: 0}



 







 6-4-8	 9-2	 8-1	 8-0	 7-0	 LMG(4) HIP B11 2-6
14		2			4

FFI Group "Reinhardt" [ELR: 4] enter on/after Turn 1 along any single board edge:

 1-2-7	 8-1
3	

Kompanie 1 and Supporting FlaK elements, MKA 28 (see SSR7) [ELR:2] enter on Turns 1 and/or 2 anywhere along the east edge, along the west edge on hexes numbered ≤ 9, and/or along the south edge on/or east of hexrow R: {SAN: 0}

 4-4-7	 9-1	 8-1	 7-0	 LMG HIP 3-8	 24 20(4)
12				4	2

SPECIAL RULES :

- EC are Dry, with no wind at start. Night Rules (E1) are in effect. Base NVR is 3 hexes with No Moon and no Cloud cover (see SSR 3, SSR 4, and SSR 6). The Free French are the Scenario Defender. The Germans are the Scenario Attacker. Majority Squad Type for both sides is Normal. All Starshell usage dr are subject to a +2 drm [EXC: Free French Starshell usage dr receive a +3 drm].
- All buildings are stone; all cemetery hexes are esplanade. Esplanade hexes are treated as runway hexes (B7). Wall hexsides on esplanade hexes exist normally.
- During setup, the Free French player sets up a single stack of one 6-4-8, the 9-2, and one LMG using HIP. He then secretly selects *one* 13-card suit from a normal deck of 52 playing cards. One 6-4-8 (or two 3-3-8s) is assigned each of those 13 cards. All remaining SMC/SW are then assigned to those cards as desired by the Free French. The *entire* deck is then shuffled and placed face down. Beginning with the Free French, players now alternate any convenient counters, one at a time, in building Locations. Only one counter may be placed in any single building (Rowhouses are treated a single building) until 52 counters have been placed.
- Whenever any Known unit (German or Free French/Partisan) has LOS or whenever any unit is ADJACENT to a counter placed per SSR 3, that counter is "activated". The Free French player draws one card is drawn for each activated counter. The counter is removed from the board and the Free French player secretly notes the unit(s) (if any) corresponding to the card drawn. Any units assigned to this card remain HIP and must gain Freedom of Movement normally (E1.21) (see SSR 6).

- All non-Partisan Allied units are Free French (F.8-9). Partisans treat Free French as Allied (A10.7). Free French units suffer from Ammunition Shortage (A19.131).
- All units of the FFI Group are Partisan (A25). Partisans may move through woods, brush, and Level 0 building Locations at a cost of IMF. Extra MF costs for entering Concealment Terrain (E1.51) and Straying (E1.53) are NA for Partisans. In addition to E1.21, any Free French unit may make a Movement Freedom dr if it begins the MPH in the same Location as another Allied unit which has Freedom of Movement.
- The Germans (only) are assumed to have employed No Quarter (A20.3).

AFTERMATH: Bonnard's platoon immediately opened fire with submachineguns and grenades, forcing the Germans back. After a short lull, the Germans struck back, with the aid of two truck-mounted 20mm flak guns which sprayed any building from which the French fired. Some of the "shock" squads surrendered after running out of ammunition, only to be massacred by the Germans. Captain Lefort back and forth trying to regroup his troops, while some partisan volunteers began searching for the dispersed squads to escort them back to company headquarters near place d'Espagne. Despite these efforts, confusion reigned supreme over the whole district. German patrols, partisans, and "Shock" regulars stalked one another amidst the buildings, shooting and disappearing, only to reappear a few blocks away. When daylight finally arrived, Lefort's company held only the esplanade and the buildings around it. The Germans had infiltrated nearly every spot around their position and the company was practically besieged. Finally, a few tank destroyers arrived and drove the German marines back towards the naval dockyards.