

ASL SCENARIO PP10

Scenario design : Laurent Cunin



VICTORY CONDITIONS: The Free French win immediately when the Germans Control ≤ 4 buildings on board 20. Otherwise, the Free French win at game end if there are no Good Order German non-crew MMC on board 41 and the Germans Control ≤ 9 buildings on board 20.

TOULON, FRANCE, 24 August 1944: Lt. Colonel Guffet was determined to push his 4th Senegalese Regiment into the heart of the city. Toulon was an important historic landmark for the 4th Senegalese, as the regiment had been garrisoned in the city from 1922 to 1939. As the 2nd Company pushed towards the heights overlooking La Valette to make contact with the African Commandos, Guffet regrouped the rest of the battalion as quickly as possible within the city for further operations in the direction of the arsenal. The 1st Company was ordered to infiltrate the Sainte-Anne district and the 3rd Company was to remain in reserve. With Captain Vial's 1st Company engaged to the west of some villas on the Tour Blanche hillocks, Captain Nogret of the 3rd Company elected to send a platoon on a recon mission towards the Grignan barracks. As 1st Company attempted to bypass the German troops to the north, strong counterattacks by small groups of aggressive enemy soldiers halted its progress and threatened to overwhelm Captain Nogret's platoon.

BOARD CONFIGURATION:

BALANCE:

☒ : Add one 3/4 Ton truck to the Free French OB

☒ : In the Free French OB, replace one 9-2 leader (German player's choice) with a 9-1



	41
20	

☒ GERMANS set up first	1	2	3	4	5	6	7	END
☒ FREE FRENCH move first								

Elements of Grenadierregiment 765, Infanteriedivision 242 [ELR: 2] set up as indicated: {SAN: 6}
board 20 on/east of hexrow Y:



 1 4'-6-7	 2 4-4-7	 C 4-3-6	 8-1	 8-0	 7-0	 MMG 5-12	 LMG 3-8	 Dummy Minefield	 Minefield	 ? 7 morale	 1+3+5
3	6	4					3	3	18 factors	20	

 AA M10 20L (6)	 2-2-8
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board 41 on/east of hexrow V:

 1 4'-6-7	 8-1	 6+1	 2-2-8	 ? 7 morale	 AA M10 20L (6)
3				12	

1^{er} Bataillon, 4^{ème} Régiment de Tirailleurs Sénégalais, 9^{ème} Division d'Infanterie Coloniale (see SSR 3) [ELR: 4] set up as indicated: {SAN: 3}

Elements of 1^{ère} Compagnie (Capt. Vial) board 41on/west of hexrow S:

 E 4'-5-8	 9-2	 8-1	 LMG (f) 1PP B11 2-6
6			2

Elements of 3^{ème} Compagnie (Capt. Nogret) board 20 on/between hexrows U and X:

 E 4'-5-8	 9-2	 LMG (f) 1PP B11 2-6
4		2

Remainder of both 1^{ère} and 3^{ème} Compagnie enter on/after Turn 2 on hex 20A5 (all, some, or none may enter each turn) (see SSR 4):

 E 4'-5-8	 1 4'-5-7	 8-1	 8-0	 MMG (a) 2-4-10	 LMG (f) 1PP B11 2-6	 33 8PP	 32 10PP
8	6		2	2	4	3	3

SPECIAL RULES:

- EC are Dry, with no wind at start. Place overlay OG2 on 41FF2/FF3. The board 41 stream is dry; all buildings are stone. Each hex of a Rowhouse is considered a separate building for Victory Condition purposes. Contrary to B24.1 a building fully reduced to rubble is still considered a building for Victory Conditions purposes (only). Prior to play, the Free French player must place five Stone Rubble counters at ground level in any five building hexes (or ADJACENT to any already-rubbled hex). Falling Rubble (B24.12-121) is NA.
- German units suffer from Ammunition Shortage (A19.131). The A-P minefield factors in the German OB are Known minefields (F.7-.7A). German Guns may not set up in buildings.
- All Allied units are Free French (F.8-.9). The Free French (only) is considered to have employed No Quarter (A20.3).
- All Infantry units of the Free French Turn 2 reinforcements must enter as Passengers. Free French vehicles may exit the map via hex 20A5 and may reenter from the same hex on any subsequent Turn. Additionally, provided the German player does not currently Control the exit hex, Free French vehicles may exit the following hexes and reenter via 20A5 (only) ≥ 2 full Game Turns later (e.g., a truck exiting on Turn 4 could reenter on/after Turn 6): 41Q1, 41I1, 41A5, 20I10, 20Q10. The Free French may freely deploy ≤ 2 off map squads per Turn (this is in addition to that allowed by A2.9). Any Passengers/SW/Guns carried/towed by an exiting vehicle are eliminated. While off map, Free French vehicles may (un)load freely. Once all Free French MMC/SMC have entered play, any Free French vehicle not currently carrying

≥ 1 MMC/SMC as a Passenger is immediately Recalled (D5.341). Unless carrying ≥ 1 MMC/SMC as a Passenger, no Free French vehicle may move (even if Recalled) such that it decreases the range between it and any Known enemy unit.

AFTERMATH: Aware of the situation, Lt.Col. Guffet ordered the remaining units of 1st and 3rd Companies into the Sainte-Anne quarter. Some militia vehicles were requisitioned by the FFI and attached to 3rd Company to increase its motor pool. Starting at 1100 hours, these transport trucks ferried squads and platoons into the area south of 1st Company where they could stop German infiltration attempts and assist the advance towards the arsenal and the Cronstadt wharf. Despite losses from German 20mm anti-aircraft guns, the battalion's progress towards its objectives resumed. The French pushed the Germans back towards the artillery barracks and finished clearing the neighborhood. Numerous dead bodies clad in *feldgrau* littered the streets and gardens, mute testimony to the desperate nature of the German counterattacks. Propaganda had painted such a fearsome picture of the Senegalese, many of the German soldiers chose death rather than surrender. At the end of the day, the Germans found themselves pushed back and isolated in a few forts that dotted the city. Although the elimination of these last pockets would take a few more days, the end of the battle for Toulon was at hand.