

SUPPLY DETAIL



ASL SCENARIO PP2

Scenario design : Laurent Cunin



VICTORY CONDITIONS: The Germans win at game end if they have ≥ 2.5 unbroken squad-equivalents on board 3 and Control ≥ 6 buildings on board 3 [EXC: ≥ 8 buildings if the Set DC has been cleared, ≥ 4 buildings if the bridge in 12E9 has been destroyed (see SSR 6)].

Between DARDENNES and LES MOULINS, FRANCE, 20 August 1944: Company Vieules had received orders to attack Village des Moulins. Stubborn German resistance had stalled the attack for three hours. The defenders held a large villa which dominated the entire valley as well as the road to Toulon. First Section had taken up positions to block the road at Dardennes which had been captured earlier in the day. The FFI of Group Bartolli had routed a German demolition team wiring the Moulins Bridge and were in the process of removing the charges. The Pioneers of La Poudriere, supported by three light tanks, shifted to the attack in an effort to relieve and resupply the beleaguered Dardennes Garrison.

BOARD CONFIGURATION:

Only hexrows A-P on boards 12, 13, and 15, and hexrows R-GG on board 3 are playable

BALANCE:

✠: Delete a .50 cal HMG from the Free French OB

✠: In the Free French OB, replace the 9-1 in the 3rd Battalion (initially setting up on board 3) with a 9-2



S1		E1
	12	
		E

✠ GERMANS set up first and move first

1	2	3	4	5	6	7	8	END
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3^{ème} Bataillon "Efréné", 3^{ème} Régiment de Tirailleurs Algériens "Egérie", 3^{ème} DIA [ELR: 4]: {SAN: 3}

2^{ème}/3^{ème} Sections, 10^{ème} Compagnie (Lt Vieules) set up in Level 0 hexeson board 3 on/north of hexrow Y:

4 ² -5-7	4-4-7	2-2-8	9-1	8-0	7-0	4-10	8-4	60*[3-45]
4	4						2	

1^{ère} Section, 10^{ème} Compagnie set up west of the stream on board 13 and/or 15:

4 ² -5-8	4 ² -5-7	8-1	2-7	7 morale	5 OVR, DBA: +4 Other: +2
2	2		2	6	3

Partisans (F.F.I. of Groupe Bartolli) : set up ≤ 2 hexes from 12E9:

3-3-7	9-1	111 2-6
3		

Elements of Compagnie Lourde set up at Level 0 on board 15, on/south of hexrow L:

2-2-8	8-16	81* [3-75]	5 OVR, DBA: +4 Other: +2
4	2	2	2

Elements of 5^{ème} Batterie (Capitaine Genay), 2^{ème} Groupe, 67^{ème} Régiment d'Artillerie d'Afrique set up in 15N4 or 15N5:

105	2-2-8

Elements of Grenadierregiment 918, Infanteriedivision 242 [ELR: 3] set up on board 3 on/south of hexrow X (see SSR 4): {SAN: 4}

4 ¹ -6-7	2-4-7	4-4-7	8-1	7-0	3-8	50*[2-13]	7 morale
2	2				2		12

Elements of , Kompanie I (Hauptmann Reinov), Festung Pionier Stab Kp 14 set up in 3CC2 (see SSR 4 and SSR 5):

5 ² -4-8	9-2	5-12
2		

Elements of Kompanie II, Festung Pionier Stab Kp 14 enter on/after Turn 1 on/between 12I1 and 12P0 (All some, or none may enter each turn) (see SSR 5):

5 ² -4-8	8-1	8-0	3-8	30-1	12 4 37 -12*/
6			2	2	3

SPECIAL RULES:

- EC are Dry, with no wind at start.
- Place overlays as follows: P5 on 12N9/N8, St1 on 13C3/D3, X8 on 3CC2 (note the base level of this hex remains Level 1). All grain is vineyard (F13.3); all orchards and brush are olive groves (F13.5); all gullies are streams; all streams are deep; all roads are paved. A road exists from 12I2 to 12B5 (crossing the 12H2, H2/G3, G3/F3, F3/E4, E4/D4, D4/C5, and C5/B5 hexsides). AFV may not enter stream hexes unless using a bridge.
- Allied units are Free French (F.8-9) [EXC: Partisan units are Partisan; A25.24-.242]. Free French units may roll for ATMM as if they were 1944 Germans [EXC: all availability dr are subject to a cumulative +1 dr; a final ATMM availability dr ≤ 3 results in a CC DRM of -2 (vice -3); any Free French unit making a successful ATMM dr (including any SMC directing/participating in such an attack) is subjected to a Desperation Penalty attack (C13.81) using the colored dr of the CC Attack DR].
- Any German unit initially setting up on board 3 suffer from Ammo Shortage (A19.131) until it ends a Player Turn in the same Location as a stopped, Good Order AFV. Any Good Order German unit on board 3

which ends a Player Turn in the same Location as a stopped, Good Order AFV may automatically repair any SW it currently possesses. Such a unit is also Fanatic (A10.8) until game end.

5. German 5-4-8/2-3-8 MMC are Assault Engineers (H1.22). The German AFV represent salvaged French Hotchkiss tanks. Use French H39 counters to represent these AFV. These AFV are considered to have radios and are not subject to captured use penalties (A21).

6. There is a German Set DC in the 12E9 bridge location. A successful Set DC Clearance attempt (B24.75) "secures" the bridge for Victory Condition purposes. The Set DC must be recovered (A4.44) prior to any detonation attempts (A23.7). No other DCs may be Set during play (A23.7).

AFTERMATH: Lt. Vieules' Algerians concentrated their fire on the Hotchkiss' tracks and hatches. The .50 caliber MGs and heavy mortars also laid down tremendous fire on the lumbering German tanks. But it took a well-placed round from an artillery piece, positioned on the heights, to halt the lead tank less than 200 meters from the bridge. Another round found its mark and stopped the second tank. The third quickly withdrew, leaving the bridge in Allied hands. The German resupply mission had failed, but the fighting in Dardennes would continue for another 24 hours. Units of Company Peretti would eventually recapture the village on the 21st of August.