

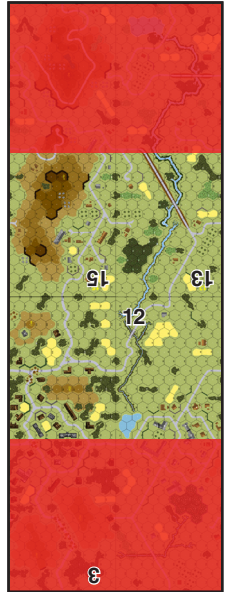
SUPPLY DETAIL



ASL SCENARIO PP2



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 Poudrière*, supported by three light tanks, shifted to the attack in an effort to relieve and resupply the beleaguered Dardennes Garrison.



VICTORY CONDITIONS: The Germans win at game end if they have $\geq 2\frac{1}{2}$ unbroken squad-equivalents on board 3 *and* if they Control:

- ≥ 4 buildings on board 3 if the bridge in 12E9 has been destroyed;
- ≥ 8 buildings on board 3 if the Set DC has been cleared;
- ≥ 6 buildings on board 3 in any other case (see SSR5).

BOARD CONFIGURATION:

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

BALANCE:









- ✚ Delete one HMG from the Free French OB.
- ✚ Replace the Free French 9-1 with a Free French 9-2.

TURN RECORD CHART

✚ GERMAN Sets Up First	✚	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First										

Elements of Grenadier-Regiment.918, 242.Infanterie-Division [ELR: 3], set up on board 3 on/south of hexrow X (see SSR3) {SAN: 4}:




 4 ¹ -6-7 2	 4-4-7 2	 2-4-7	 8-1	 7-0	 1PP LMG 1 3-8 2	 5PP MTR 50* [2-13]	 ? 7 morale 12
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Elements of Kompanie.1 (Hauptmann Reinov), Festung-Pionier-Stab-Kp.14, set up in 3CC2 (see SSR3 & SSR4):

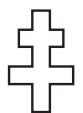


 5 ² -4-8 2	 9-2	 3PP MMG 5-12
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Elements of Kompanie.2, Festung-Pionier-Stab-Kp.14, enter on/after Turn 1 between 12I1 and 12P0; all/some/none may enter each turn (see SSR4):

 5 ² -4-8 6	 8-1	 8-0	 1PP LMG 1 3-8 2	 DC 3PP 30-1 2	 12 4 37 -12*/*
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Elements of 3^{ème} Bataillon "Effréné", 3^{ème} Régiment de Tirailleurs Algériens "Egérie", 3^{ème} Division d'Infanterie Algérienne [ELR: 4], set up as indicated {SAN: 3}:







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

 4 ² -5-7 4	 4-4-7 4	 2-2-8	 9-1	 8-0	 7-0	 3PP MMG(a) 2 4-10	 1PP BAZ44(a) X11 8-4 2	 5PP MTR(a) M2 60* [3-45]
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1^{ère} Section, 10^{ème} Compagnie, set up west of the stream on board(s) 13 and/or 15:

 4 ² -5-8 2	 4 ² -5-7 2	 8-1	 1PP LMG(b) 1 2-7 2	 ? 7 morale 6	 Foxhole 5 OVR, OBA: +4 Other: +2 3
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Elements of Compagnie Lourde, set up at Level 0 on board 15 on/south of hexrow L:

 2-2-8 4	 5PP HMG(a) .50 cal 3 8-16 2	 MTR M11 3 81* [3-75] 2	 Foxhole 5 OVR, OBA: +4 Other: +2 2
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Partisans (FFI of Groupe Bartolli), set up ≤ 2 hexes from 12E9:

 3-3-7 3	 9-1	 1PP LMG B11 2-6
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Elements of 5^{ème} Batterie (Cpt. Genay), 2^{ème} Groupe, 67^{ème} Régiment d'Artillerie d'Afrique, set up in 15N4 or 15N5:

 2-2-8 1	 ART M7 105
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SUPPLY DETAIL (cont.)



ASL SCENARIO PP2

SPECIAL RULES:

1. EC are Dry with no wind at start. Place overlays as follows: **P5** on 12N9/N8, **St1** on 13C3/D3 and **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 along the 12I2/12B5 hexgrain. Hexsides 12C10/D9 and 13H5/I5 are stream hexsides. AFV may not enter stream hexes unless using a bridge.
2. Free French units may roll for ATMM as if they were 1944 Germans [*EXC: all availability dr are subject to a cumulative +1 drm; 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 DRJ.*]
3. 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.
4. German $\bar{5}^2$ -4-8/2-3-8 MMC are Assault Engineers (H1.22).
5. 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).

HISTORICAL RESULT: 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.

*Scenario design: Laurent Cunin
LFT#4 - 1999*