

A CAB FOR SAINTE-ANNE



ASL SCENARIO PP10



TOULON, FRANCE, 24 August 1944: Lt. Colonel Guffet was determined to push his 4^{ème} Régiment de Tirailleurs Sénégalais into the heart of the city. Toulon was an important historic landmark for the 4^{ème} RTS, as the regiment had been garrisoned in the city from 1922 to 1939. As the 2^{ème} Compagnie 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 1^{ère} Compagnie was ordered to infiltrate the Sainte-Anne district and the 3^{ème} Compagnie was to remain in reserve. With Captain Vial's 1^{ère} Compagnie engaged to the west of some villas on the Tour Blanche hillocks, Captain Nogret of the 3^{ème} Compagnie elected to send a platoon on a recon mission towards the Grignan barracks. As 1^{ère} Compagnie 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.

VICTORY CONDITIONS: The Free French win immediately if 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.

BOARD CONFIGURATION:

BALANCE:

- ✚ In the Free French OB, replace one 9-2 (German player's choice) with a 9-1.
- ✚ Add one ¾ Ton truck to the Free French OB.



TURN RECORD CHART

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

Elements of Grenadier-Regiment.765, 242.Infanterie-Division [ELR: 2], set up as indicated (see SSR1) {SAN: 6}:

Set up on board 20 on/east of hexrow Y:

✚

 4 ¹ -6-7	 4-4-7	 4-3-6	 2-2-8	 8-1	 8-0	 7-0	 3PP 5-12	 1PP 3-8	 7 morale	 20L (6)	 1+3+5
3	6	4					3	20			

Minefield Richtung Münen	Dummy Minefield Münen
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18 factors 3

Set up on board 41 on/east of hexrow V:

 4 ¹ -6-7	 2-2-8	 8-1	 6+1	 7 morale	 20L (6)
3				12	

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

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

 4 ² -5-8	 9-2	 8-1	 1PP 2-6
6			2

Elements of 3^{ème} Compagnie (Cpt. Nogret),
set up on board 20 on/between hexrows U-X:

 4 ² -5-8	 9-2	 1PP 2-6
4		2

Remainder of 1^{ère} & 3^{ème} Compagnies, enter on/after Turn 2 on 20A5 (all/some/none may enter each turn; see SSR4):

 4 ² -5-8	 4 ² -5-7	 8-1	 8-0	 3PP 4-10	 1PP 2-6	 8PP	 T9 10PP
8	6	2	2	4	3	3	

A CAB FOR SAINTE-ANNE (cont.)



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SPECIAL RULES:

1. EC are Dry with no wind at start. Place overlay **OG2** on 41FF2/FF3. The 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.
2. 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.
3. The Free French have invoked No Quarter (A20.3).
4. All Infantry units of the Free French Turn 2 reinforcements must enter as Passengers. Free French vehicles may exit map via hex 20A5 and may re-enter 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 map via the following hexes and re-enter via 20A5 (only) ≥ 2 full Game Turns later (e.g., a truck exiting on Turn 4 could re-enter 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.

HISTORICAL RESULT: Aware of the situation, Lt.Col. Guffet ordered the remaining units of *1^{ère}* & *3^{ème}* *Compagnies* into the Sainte-Anne quarter. Some militia vehicles were requisitioned by the FFI and attached to *3^{ème}* *Compagnie* to increase its motor pool. Starting at 1100 hours, these transport trucks ferried squads and platoons into the area south of *1^{ère}* *Compagnie* 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. Propoganda had painted such a fearsome picture of the Senagalese, 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.

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