

CUT THE ROAD TO MARSEILLE



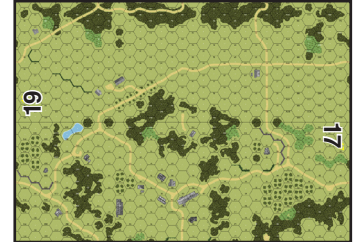
ASL SCENARIO PPI



VICTORY CONDITIONS: The Germans win immediately by eliminating ≥ 5 Free French AFV, or at game end if they Control ≥ 4 buildings within three hexes of 17R4.

TOULON, FRANCE, 19 August 1944: The 4th Squadron of the 3^{ème} Régiment de Spahis, 3^{ème} DIA was assigned the task of clearing and securing the strategic Camp crossroads controlling the roads to Aubagne. Having reconnoitered the area earlier in the day, a plan was devised to take the German defenders by surprise. Intelligence estimated the poorly armed and motivated students of a German NCO school manned the defense. Captain Riviere signaled for the assault to begin shortly before 1800 hours. Dismounting from their halftracks, the *Spahis* advanced behind a screen of Sublieutenant Ponticelli's light tanks. This would be the first taste of combat for many of the *Spahis* and as they approached the village, the only signs of activity were some German soldiers cutting firewood.

BOARD CONFIGURATION:



BALANCE:

✚ In the VC, change " ≥ 5 " to " ≥ 4 ".

✚ In the VC, change " ≥ 5 " to " ≥ 6 ".

TURN RECORD CHART

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

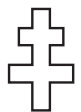


Kompanie 1 (Oberleutenant Schaaf), Grenadier-Regiment.934, 242.Infanterie-Division [ELR: 3], set up on board 17 on/west of hexrow P, and/or on board 19 on/west of hexrow R in hexes numbered ≥ 7 (see SSR2 & SSR7) {SAN: 4}:

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6	6	3				4	2	24	3

Elements of 3^{ème} Régiment de Spahis Algériens de Reconnaissance, 3^{ème} Division d'Infanterie Algérienne [ELR: 3], set up on board 17 on/east of hexrow I (see SSR3) {SAN: 2}:

1^{er} Peloton (Slt. Biraben), 4^{ème} Escadron de reconnaissance "Effrayé":



<td> <td> <td> </td></td></td>	<td> <td> </td></td>	<td> </td>					
2	2	3					

2^{ème} Peloton (Slt. Ponticelli), 1^{er} Escadron de chars légers "Egoutier" (see SSR4):

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2^{ème} Peloton (Adj. Pons), 4^{ème} Escadron de reconnaissance "Effrayé":

<td> <td> <p>Elements of 1^{er} Peloton (Lt. de Erville), 1^{er} Escadron de chars légers "Egoutier", enter on Turn 4 on 19GG5 having already expended $\frac{1}{2}$ (FRU) of their printed MP allotment:</p> </td></td>	<td> <p>Elements of 1^{er} Peloton (Lt. de Erville), 1^{er} Escadron de chars légers "Egoutier", enter on Turn 4 on 19GG5 having already expended $\frac{1}{2}$ (FRU) of their printed MP allotment:</p> </td>	<p>Elements of 1^{er} Peloton (Lt. de Erville), 1^{er} Escadron de chars légers "Egoutier", enter on Turn 4 on 19GG5 having already expended $\frac{1}{2}$ (FRU) of their printed MP allotment:</p>
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Commando Ayral, set up in woods hexes on board 17 east of hexrow O (see SSR5 & SSR6):

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CUT THE ROAD TO MARSEILLE (cont.)



ASL SCENARIO PP1

SPECIAL RULES:

1. EC are Dry with no wind at start. Place overlays as follows: **Wd1** on 17M5, **Wd2** on 17M2/N1, **Wd3** on 17L7/M8, **Wd4** on 17N7/N6, **Wd5** on 17M3/N2, **OG2** on 17Q6/Q7 and **OG3** on 17R1/S2. All grain is Open Ground; all orchards are olive groves (F13.5); all buildings are stone.
2. During setup, the German player must place one MMC in each building ≤ 3 hexes from 17R4. Additionally, ≥ 2 MMC must set on board 19. The German may initially set up no more than one MMC per hex. All German SW/Guns must set up unpossessed. German Guns may not set up Emplaced (C11.2).
3. The Free French player may not declare No Quarter (A20.3). Free French AFV crews may not voluntarily Abandon (D5.4) their vehicles. During setup, the Free French player must designate two of the M5 halftracks as having no functioning MA (mark these halftracks with an AAMG Disabled counter).
4. The AFV containing the Free French 8-1 Armor Leader is subject to a special form of Recall (D5.431). Should this AFV roll "doubles" on any MA TH DR or Canister attack DR [EXC: if no Canister Ammo is available; C8.4], it is immediately Recalled (D5.541).
5. The units of Commando Ayrat are considered Allied Troops (A10.7) to all Free French and Partisan units. Partisan units treat all non-Partisan units as Allied (see also SSR6). British 6²-4-8/3-3-8 MMC are Fanatic (A10.8) while in the same Location as a Good Order *British* Leader.
6. The 3-3-7 in Commando Ayrat is considered Partisan (A25.24-.242). Partisan units may move through woods at a cost of 1MF, may not participate in FGs with any Allied Troops (see SSR5), and are ignored for building Control purposes (A26.14).
7. All German MMC/SMC begin the scenario TI (A4.8). Such units remain TI until any German unit has LOS to a Known enemy unit, the instant any German unit is attacked, or at the beginning of Turn 3 (whichever comes first). TI German units automatically lose concealment when any Good Order enemy unit has LOS at ≤ 16 hex range. SW Recovery by TI units is NA.

HISTORICAL RESULT: Detecting the assault, sentries raised the alarm. A bitter fight erupted as German infantry scattered among the trees. Far from a poorly armed foe, these defenders were well-equipped grenadiers who had taken up defensive positions during the night. The Germans counterattacked and knocked out one of the screening light tanks. As the wreck began to burn, the firefight became confused. Sublieutenant Ponticelli suffered a broken shoulder when he was hit by the recoil of his own 37mm main gun and was forced to abandon the fight. In the midst of this, the German heavy weapons were brought to bear and the attack was beaten back. The timely arrival of a second platoon of light tanks covered the *Spahis'* withdrawal and prevented a full scale rout. The Germans would abandon the area overnight and the Camp crossroads would be secured the following day by elements of the 7^{ème} *Regiment de Tirailleurs Algériens* with support from the 2^{ème} *Spahis*.

Scenario design: Laurent Cunin
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