

LE VIET RELIEF



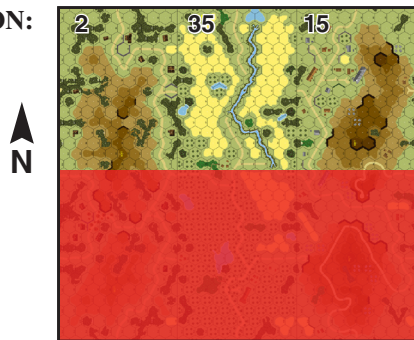
ASL SCENARIO PP3



NORTH OF HYERES, FRANCE, 19 August 1944: The U.S. 3rd Infantry Division was scheduled to be replaced in the line by the 1st Free French Division at dawn on the 19th. After disembarking the previous day, the Garbay and Raynal brigades of the 11^{ème} Bataillon de Marche began taking over positions along the Real Martin River Valley from the 7th Regiment, U.S. 3rd Infantry Division, near Sainte-Eulalie and Saint-Nicolas. The 11^{ème} Bataillon de Marche pushed along the tracks and crossed over the mountains via the Pas-de-Mathieu pass reaching Valbonne late in the afternoon. Making contact with some local partisans who had been fighting alongside the American troops over the past few days, the 6^{ème} Compagnie located the U.S. positions near the farm at Le Viet. As the Germans looked on from across the valley, the Americans began to pack their bags.

BOARD CONFIGURATION:

Only hexrows A-P are playable.



VICTORY CONDITIONS: The Germans win at the end of Game Turn 5 if there is \geq one American Infantry unit \geq 6 hexes from a north edge hex and/or \leq 14 Exit VP of American units (and/or German prisoners) have exited off the north edge. Otherwise, the Germans win at game end if they Control \geq one building on board 15.

BALANCE:

☆ ☒ SSR3 is NA.

☒ Add one 4¹-6-7 and one LMG to the German OB.

TURN RECORD CHART

☆ ☒ ALLIES Sets Up First	1	2	3	4 ☒	5	6	7	END
☒ GERMAN Moves First								

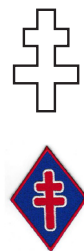
Elements of 3rd Battalion, 7th Infantry Regiment, 3rd Infantry Division [ELR: 4], set up on board 15 on/north of hexrow I {SAN: 3}:



4	4	2	2	2	2	2	2
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Partisans (FFI), set up on board 35 east of the stream:

3	2	1	8
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6^{ème} Compagnie (Cpt. Matayron), 11^{ème} Bataillon "Ecllosion", 1^{ère} Division de la France Libre, enter on Turn 4 along the east edge (see SSR3):

10	4	2	2	2	2	2	6	2	2
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Elements of Grenadier-Regiment.765 (Azerbaijani), 242.Infanterie-Division [ELR: 2], set up as indicated {SAN: 4}:



Set up on board 35 west of the stream:

4	6	5	2	2	2	2	3	2	2
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Set up on board 2:

3	2	2	3	3
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LE VIET RELIEF (cont.)



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SPECIAL RULES:

1. EC are Dry with no wind at start. Place overlays as follows: **O2** on 35M1/15M10, **St3** on 35K6/J5, **Wd3** on 15C10/B9 and **P3** on 35B3/B4. All grain is vineyard (F13.6); all orchards are olive groves (F13.5); all brush is woods; all multi-hex buildings are stone; all Single Story Houses are wooden.
2. American, Partisan, and Free French SMC are considered Allied (A10.7) to units not of their nationality. American units treat all Berserk Heat of Battle results as Battle Hardening instead. At the end of Game Turn 5, remove all American MMC/SMC/SW (and any German prisoners guarded by an American unit) from play. Melee Locations containing only German and American units are no longer considered in Melee.
3. No Free French unit may use Double Time movement (A4.5) before Turn 5. On/after Allied Player Turn 5, Free French units may use Double Time movement only by first passing a NTC (failure of this NTC has no effect other than the unit's inability to use Double Time movement during that MPh).

HISTORICAL RESULT: Taking advantage of the momentary confusion brought about by the GIs retiring, the Azerbaijanis counterattacked and out-flanked the partisan screen covering the withdrawal. Establishing a defensive position in the buildings alongside the distillery, the Azerbaijanis harassed the American withdrawal from the field. The 6^{ème} *Compagnie* attacked from the hills and drove the Azerbaijanis back across the valley. The sudden attack and counterattack had been so abrupt that neither side suffered many casualties, though automatic weapons and mortars had caused some injuries among the civilian populace. But the 6^{ème} *Compagnie*, exhausted from its 50 kilometers march and the brief but intense firefight, was unable to press any advantage it may have had. The night would be long but quiet, except for the buzzing of thousands of mosquitoes which harried both sides without prejudice.

*Scenario design: Laurent Cunin, Sylvain Desné & Jean-Claude Lallemand
LFT#4 - 1999*