

# TODAY WE TAKE HYERES

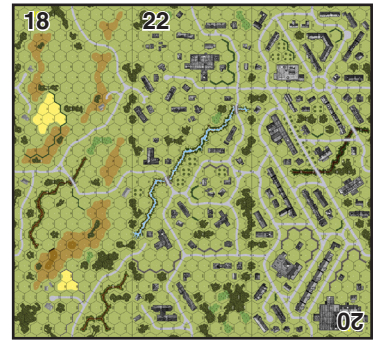


## ASL SCENARIO PP5



**HYERES, FRANCE, 21 August 1944:** Shortly after the fall of the Golf Hotel, a platoon of scout cars entered downtown Hyeres. They crossed through the northern portion of town and reached the western edge. There they came under fire from several German 88s and quickly turned back toward the center of town. Growing crowds gave the liberators an enthusiastic welcome and thoroughly clogged the streets. But it was the presence of the 88s that truly prevented further movement to the west. General Brosset decided to halt the advance and clear the southwest part of town. The 21<sup>ème</sup> Bataillon de Marche received orders to attack and formed a column of scout cars, marines, light tanks, and tank destroyers. The plan was to rapidly skirt the western edge of town and cut off the Germans' expected path of retreat.

### BOARD CONFIGURATION:



### BALANCE:

- ⚔ The German player may designate ≤ 2 building locations as Fortified (B23.9) [EXC: tunnels (B8.6) are NA].
- ⚔ Free French 4<sup>2</sup>-5-8 MMC are considered to have a printed SMOKE Placement Exponent of 4.

**VICTORY CONDITIONS:** The Germans win immediately if they exit ≥ 30 Exit VP off the west edge or if they amass ≥ 65 CVP (see SSR4). Otherwise, the Germans win at game end if they Control ≥ 2 multi-story buildings (B23.23). For each Gun captured by the Free French, increase the Exit VP requirement by three. For each Free French AFV immobilized/Recalled/eliminated, decrease the Exit VP requirement by one.

### TURN RECORD CHART

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

Elements of Grenadier-Regiment.918, 242.Infanterie-Division [ELR: 2], set up as indicated (see SSR2) {SAN: 5}:



Elements of Kompanie.13 (Irregulars), set up on boards 18 and 22 on/south of hexrow Q:

2	2	2	2	12	12

Elements of Flak-Zug.918, set up on board 18 (including half-hexes) on/south of hexrow Q:

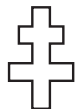
3	3

Kompanie.16 with elements of Kompanie.13 and Flak-Zug.918, Bataillon 4, set up on board 20 on/south of hexrow Q:



2	12	5	2	2	3	3	18	3	2	3	2

Elements of 1<sup>ère</sup> Division de la France Libre [ELR: 4], set up as indicated {SAN: 2}:



2<sup>ème</sup> (Cpt. Marois) & 3<sup>ème</sup> (Cpt. Marnay) Compagnies, 21<sup>ème</sup> Bataillon de Marche "Edenté", 4<sup>ème</sup> Brigade "Echelle", set up on non-road hexes on board 20 on/north of hexrow R:

16	8	2	4	4	8	4	2	

Misc. armored elements, enter on Turn 1 along the north edge of board(s) 18 and/or 22:

2<sup>ème</sup> Peloton (EV Goere),  
1<sup>er</sup> Escadron de chars légers,  
1<sup>er</sup> Régiment de Fusiliers  
Marins "Ecumeur":



4	4

2<sup>ème</sup> Peloton (Lt. Mangin),  
4<sup>ème</sup> Escadron de reconnaissance,  
1<sup>er</sup> Régiment de Fusiliers  
Marins "Ecumeur":

4	4

3<sup>ème</sup> Peloton (Asp. Truchet),  
3<sup>ème</sup> Escadron, 8<sup>ème</sup> Régiment de  
Chasseurs d'Afrique "Hasardeux":

4

# TODAY WE TAKE HYERES (cont.)



## ASL SCENARIO PP5

### SPECIAL RULES:

1. EC are Dry with no wind at start. All buildings are stone; all roads are paved. Place overlays as follows : **Wd1** on 18DD6, **Wd2** on 18CC2/CC1, **Wd4** on 18Y2/Z2 and **Wd5** on 18DD9/DD8.
2. The German player may use HIP for  $\leq 2$  squad-equivalents (and any SMC/SW set up with them). The German player may initially set up no more than one MMC per hex.
3. The Inherent HS for the M3A1 Scout Cars are 2-2-8 Infantry crews. Vehicle crews may not voluntarily Abandon (D5.4) their vehicles [EXC: M3A1 Scout Cars]. The Free French 60mm mortars may fire WP as if the scenario were set in 1945.
4. A German AA Gun using IFE (C2.29) may place a Fire Lane (A9.22-.223) as if it were a SW MG [EXC: Fire Lane placement is NA if the initial attack required the Gun to change CA]; Cowering (A7.9) is NA. Germans may not voluntarily malfunction/destroy SW/Guns (A9.73) [EXC: on/after Turn 3].

**HISTORICAL RESULT:** Companies Marois and Marnay led the attack. Marnay's axis followed the Avenue Edith-Cavell, a tree-lined road heavily covered by German mortars and machine guns. In less than half an hour, Marnay had taken 21 casualties and had been stopped cold. Meanwhile, Marois was experiencing similar difficulties. German flak guns had been well positioned to enfilade the roads. Slowly, Marois moved forward and furious close combat developed. The fighting intensified throughout the day as the combatants stalked one another house to house. On the flank, the armored column played hide-and-seek with the German 88s. Well-placed armor piercing rounds burned a tank destroyer and a scout car. Incensed, the remainder of the column rushed the guns in an attempt to overwhelm them. But the German crews stood firm and calmly dispatched a number of the attacking vehicles. The remnants of the battered column withdrew to the center of town to regroup. As night fell, the armored assault came to an end. Marnay and Marois had managed to completely cut off the Germans and all pockets of resistance were cleared by 2300 that night.

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