

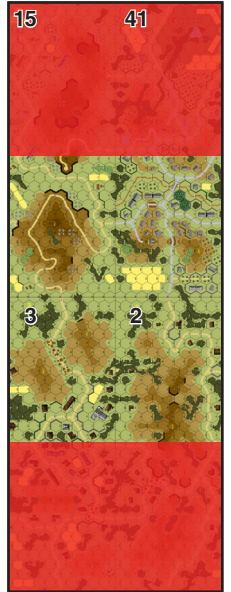
UNDER A SKY OF LEAD



ASL SCENARIO PP6



NORTHEAST OF TOULON, FRANCE, 21 August 1944: Early on the morning of the 21st, the 10^{ème} Compagnie, under command of Captain Ternynch, had captured the village of Sollies-Ville. Advancing through the cover offered by a nearby olive grove, Captain Ternynch's men followed closely behind a heavy artillery barrage. The German defenders were particularly tenacious, however, and the 10^{ème} Compagnie had suffered heavy losses in furious close combat. Captain Ternynch had been wounded in the hand but stayed behind to continue the fight. Without waiting for replacements, Capt. Ternynch ordered the evacuation of the wounded. While Capt. Ternynch waited with a handful of men from the 3^{ème} Section, the Germans launched a counterattack with an ad hoc company including some hastily armed flak gunners.



VICTORY CONDITIONS: The Free French win at game end if they Control more buildings on board 41 south of the stream than the Germans. At the start of the scenario, *neither* side Controls any unoccupied buildings.

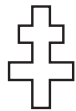
BOARD CONFIGURATION:

Only hexrows A-P on boards 2 and 3, and hexrows R-GG on boards 15 and 41 are playable.

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

TURN RECORD CHART

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



Elements of 3^{ème} Bataillon "Embuscade", 6^{ème} Régiment de Tirailleurs Sénégalais "Embryon", 9^{ème} Division d'Infanterie Coloniale [ELR: 4], set up as indicated {SAN: 4}:

Elements of 3^{ème} Section, 10^{ème} Compagnie (Cpt. Ternynch), set up in/adjacent to 41Z7 (see SSR2):



3



9^{ème} Compagnie (Cpt. Guidicelli), enter on Turn 2 on 15R9:



8

2

2

3



Elements of Leichte Flakabteilung.981 [ELR: 3], enter on Turn 1 on 2I1 {SAN: 6}:



5

5

4

2

2

SPECIAL RULES:

- EC are Dry with no wind at start. Place overlays as follows: **OG1** on 2E1 and **Wd2** on 41BB10/CC10. All grain is vineyard (F13.3); all orchards are olive groves (F13.5); the stream is dry.
- The 9-1 in the initial Free French OB (Cpt. Ternynch) begins the scenario heroic and wounded.
- To simulate the sporadic artillery fire from both sides, starting on Turn 3 the following procedure is performed at the beginning of each Prep Fire Phase. The ATTACKER selects one of the following hexes as the initial target hex for the OBA: 41FF3, 41BB2, 41BB7, 41X2, 41X7 or 41S7. Place an AR counter in the selected hex. Radio Contact (C1.2) and Battery Access (C1.21-.211) are NA (including any possible «Extra» chit draws required by AR placement or SR Conversion). Accuracy is NA; roll scatter normally. Place a 100+mm Harrassing Fire FFE:1 on the final hex and resolve normally. The FFE:1 is then replaced by an FFE:2 which is removed at the end of the following CCPh (i.e., the OBA lasts only throughout the current Player Turn).

- Hand-to-Hand Close Combat (J2.3-.31) may be declared by both sides.

HISTORICAL RESULT: The rapid German counterattack came from the south and east sides of the village. Captain Ternynch and his men were nearly isolated but managed to withdraw. The village was now in German hands. But the timely arrival of the 9^{ème} Compagnie allowed the Free French to immediately renew the assault. A deadly melee ensued with both sides resorting to hand-to-hand combat. Allied artillery began to land amongst the buildings. However, the French gunners had been provided with the wrong coordinates and little damage to either side resulted. Now the German artillery began to rain down. Hitting friend and foe alike, the German shells took a tremendous toll. Completely shocked and disorganized, the Germans fell back in disarray. The village had been recaptured but at great cost. The 10^{ème} Compagnie had virtually ceased to exist and the 9^{ème} Compagnie had been reduced to barely half strength.

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