

A LITTLE BIT CLOSER TO HEAVEN



ASL SCENARIO PP8



VICTORY CONDITIONS: The Free French win at game end if they Control all level 3 hexes.

TURN RECORD CHART

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

NORTHEAST OF TOULON, FRANCE, 22 August 1944: General Brosset ordered his reconnaissance units to advance more boldly. Citing the numerous possibilities offered by the terrain to outflank any resistance, there should be no need for further delays. As the 1^{ère} DFL advanced, the 11^{ème} Bataillon de Marche moved southwest along Departmental Road 29 covering the right flank of the division. After sending patrols to reconnoiter La Crau overnight, *Compagnie Moguez* marched through the village at sunrise accompanied by local partisans. At the front of the column, the 3^{ème} Escadron de Fusiliers Marins came under heavy fire from the heights of Hills 75.3 and 79.2 as it reached the railroad bridge. Under cover of supporting M8 GMCs, the battalion advanced another kilometer down the road only to come under fire from anti-tank guns emplaced on Hill 75.2. No point in wasting any more time – Hill 75.3 had to be taken.

BOARD CONFIGURATION:

Only hexrows A-V are playable.



BALANCE:

- ⚔ Replace the 7-0 with a 9-1 in the initial German OB.
- ⚔ Reduce the number of minefield factors from 48 to 36.

Elements of Grenadier-Regiment.918, 242.Infanterie-Division [ELR: 3], set up anywhere (see SSR2) {SAN: 5}:



12

Elements of Grenadier-Regiment.917, 242.Infanterie-Division, enter on Turn 3 along the southwest edge on/between G10-V6:



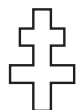
8

4

2

4

Elements of 1^{ère} Division de la France Libre [ELR: 4], enter as indicated along the northeast edge on/between A10-Q1 {SAN: 3}:



7^{ème} Compagnie (Cpt. Scarlier), 11^{ème} Bataillon de Marche "Ecllosion", on Turn 1:



12

4

Elements of 11^{ème} Compagnie de soutien, 11^{ème} Bataillon de Marche "Ecllosion" with 1^{er} Peloton ("Officier des équipages" Le Goffic), 1^{er} Escadron de chars légers, 1^{er} Régiment de Fusiliers Marins "Ecumeur", enter on Turn 2 (see SSR3 & SSR4):



6

2

2

4

Scenario design: Laurent Cunin
LFT#4 - 1999

SPECIAL RULES:

- EC are Dry with no wind at start.
- Contrary to A12.12, the concealment counters in the initial German OB may be set up in non-Concealment Terrain. A-P minefield factors may not be exchanged for A-T Mines. Minefields may not be placed in Level 2 or Level 3 hexes, nor may they be placed in any hex comprising the Free French entry area (i.e., board edge hexes on/between A10 and Q1).
- Free French 6²-4-8/3-3-8 MMC are Assault Engineers (H1.22) and Sappers (H1.23).
- Provided the M5A1 containing the 10-2 Armor Leader is CE, any M5A1 with LOS to the CE 10-2 is treated as if manned by a 9-1 Armor Leader.

HISTORICAL RESULT: At 1940 hours, the battalion moved out towards the hill. Crossing through a minefield, the skirmishers encountered the first enemy trenches in the St-Michel pine woods. The firefight was violent and trees started to burn. Initially held in reserve, the battalion engineers entered the fray. Closely supported by light tanks, the infantry leapfrogged forward to the top of the hill. A group of Germans from La Garde, however, infiltrated their positions and launched a furious counterattack. The French began falling back. Sensing a collapse, Squadron Commander Le Goffic led his tanks forward. The Stuarts of the 1^{er} Escadron charged in, machineguns blazing. Le Goffic opened his turret hatch to better direct fire and was killed almost instantly by enemy machinegun fire. Despite this loss, the French attack regained its momentum as the infantry rallied and secured the hilltop.