

PEAK HOUR AT THE GOLF HOTEL



ASL SCENARIO PP4



NORTHEAST OF HYÈRES, FRANCE, 20 August 1944: The anchor of the Hyères defense was the Golf Hotel. It controlled the eastern approaches and interdicted all vehicular traffic along National Highway 98 and across the Gapeau river. Interrogated German prisoners revealed that the local commander, Lieutenant Saurse, had been ordered to fight to the last man. So far, his defense had easily rebuffed a few small scale attacks by the 24^{ème} Bataillon de Marche. A few vehicles had broken through the perimeter and into Hyères but had been unable to inflict any significant damage. At 1500 hours, however, new orders arrived at battalion headquarters directing an assault on the Golf Hotel. The men of the 24^{ème} Bataillon de Marche would attack with only submachine guns, rifles, sidearms, and as many hand grenades as could be carried. A group of engineers would reinforce the attack after the first wave had pressed into the perimeter. As the engineers formed up behind the line of departure, the first shells of the preparatory barrage began to fall.



BOARD CONFIGURATION:

BALANCE:

- ✚ Replace the 6+1 with a 8-0 in the German OB.
- ✚ Add one 4²-5-8 in the “Ecumeurs” reinforcements.

VICTORY CONDITIONS: The Free French win at game end if they Control building M5 and the tunnel exit hex (see SSR1).

TURN RECORD CHART

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

Kompanie.3 (Leutenant Saurse), Bataillon 4(Armen), Grenadier-Regiment.917, 242.Infanterie-Division [ELR: 2], set up on/within the area bounded by L10-D6-D5-J2-J0-Q1-Q2-X5-X8-T10-L10 and ≥ 4 hexes from 10N4 (see SSR1) {SAN: 5}:



 1 4 ¹ -6-7	 2 4-4-7	 2-2-8	 8-1	 7-0	 HMG 7-16	 MMG 5-12	 ? 7 morale	 AT 75 B11	 Minefield Achtung Minen	 MPh/RtPh: dr = MF CC: +1/-1	 Foxhole 5 ⁺ OVR, OBA: +4 Other: +2
4	4	2				2	16		60 factors	12	10

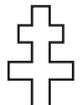
Set up in/adjacent to building M5:



 1 4 ¹ -6-7	 2 4-4-7	 2-2-8	 9-2	 6+1	 HMG 7-16	 LMG 3-8	 ? 7 morale	 AT 75 B11
2	4	2				2	8	

Elements of 1^{ère} Division de la France Libre [ELR: 5], set up as indicated {SAN: 3}:

Elements of 1^{ère} (Cpt. Perraud) & 3^{ème} (Cpt. Colfier) Compagnies, Bataillon d’Infanterie de Marine du Pacifique “Ecusson”, 4^{ème} Brigade (RCT5), with Heavy Weapons Company (Cpt. Picard), set up outside German setup area on/north of hexrow I:



 1 6 ² -4-8	 10-2	 9-1	 8-1	 MMG(a) 4-10	 LMG(b) 2-7	 LMG B11 2-6
12		2		2	3	4

Elements of 4^{ème} Escadron de reconnaissance, 1^{er} Régiment de Fusiliers Marins “Ecumeur”, with elements of 8^{ème} Régiment de Chasseurs d’Afrique “Hasardeux”, enter on Turn 1 on Y1 (see SSR3):

 1 4 ² -5-8	 2-4-8	 8-1	 9-2	 37 9PP *AAMG T10 -/-2	 19 15PP *AAMG T6 -/-4	 19 10PP+ *AAMG -/-12+	 28 9PP+ *AAMG T8 -/-16+	 15 76L -/-4
				2				2



Elements of Génie Divisionnaire “Ecluse”, 3^{ème} Compagnie (Lt. Muller), enter on Turn 2 along the west edge (see SSR3):

 1 6 ² -4-8	 9-1	 8-0	 LMG(b) 2-7	 DC 1PP X12 30-1	 FT(b) X10 24-1
6			2	4	2

PEAK HOUR AT THE GOLF HOTEL (cont.)



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SPECIAL RULES:

1. EC are Dry with no wind at start. All grain is vineyard (F13.3); all roads are paved; building M5 is a 3-level building (B23.24). Wire may not be placed in road hexes. The German player must designate one ground level location of building M5 as containing a tunnel entrance (B8.6). The exit hex for this tunnel must be Concealment Terrain and not be a hex of building M5. Neither the entrance nor the exit of this tunnel may be destroyed (B8.61).
2. The German player may use HIP for ≤ 2 squad-equivalents (and any SMC/SW set up with them). All German units are Fanatic (A10.8) while in the same Location as any Good Order German leader with a printed Leadership DRM (A10.7) of -2 or -3. German units may not Deploy (A1.31).
3. The Free French may not declare No Quarter (A20.3). Prisoner Interrogation is in effect for the Free French player (E2.1). The 6²-4-8/3-3-8 MMC in the "Ecluse" reinforcements are Assault Engineers (H1.22) and Sappers (H1.23). The Inherent HS for the M3A1 Scout Car is a 2-4-8. The Inherent squad for the M5(MMG) halftracks is a 4²-5-8. The Free French 9-2 Armor Leader must be initially assigned to the M3A1 Scout Car.
4. The Free French receives one module of 150+mm OBA with one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) at level 3 in any east edge hex (secretly recorded prior to German setup). This OBA has automatic Battery Access. Any chit draws required by C1.21 are automatically considered to be black. This OBA module receives only two fire missions. This OBA *only* fires a special type of ammunition.

This ammunition is considered WP for all purposes [EXC: all locations within the blast area are attacked with a 12FP OBA attack (this attack is in addition to the WP NMC and is conducted before the WP NMC is resolved; the possibility of a WP CH (C3.76) is determined by the original resolution DR of this attack; Harassing Fire (C1.72) and Barrage (E12) are NA; rubble (B24.11), flame (A24.32, B25.13), and shellhole (B2.1) creation are NA].

HISTORICAL RESULT: The artillery fired a combination of high explosive and white phosphorous ammunition which was particularly effective in disrupting the defenders. The assault teams broke through the concertina and rushed the hotel. Nearly blinded by the "hot smoke" from the shelling and grenades from the assault troops, the German defenders retreated into the hotel's interior. A few sentries were quickly dispatched and the majority of the remaining Germans were killed. A few were captured in the gardens as they tried to escape. It became apparent that there was a tunnel somewhere within the hotel but the exact location was still unknown. Capt. Perraud was infuriated by the inability to locate the tunnel entrance. Finally, several prisoners were taken. With the aid of Seargent Maheux's pistol, one of these prisoners was eventually "persuaded" to lead Capt. Perraud to the tunnel entrance. Another 40 Germans were taken. With the hotel secure, Capt. Perraud stationed two sections of men to guard against looting. Nonetheless, the Marines helped themselves to a few bottles of champagne to begin the celebration. On the road, Allied tanks began moving in force toward Hyères.

Scenario design: Laurent Cunin
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