

# PEAK HOUR AT THE GOLF HOTEL



## ASL SCENARIO PP4

Scenario design : Laurent Cunin



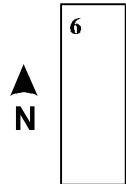
**Northeast of HYERES, FRANCE, 21 August 1944:** The anchor of the Hyeres defense was the Golf Hotel. It controlled the eastern approaches and interdicted all vehicular traffic along National Highway 98 and across the Gapeau river. Interrogated German prisoners revealed that the local commander, Lieutenant 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<sup>th</sup> March Battalion. A few vehicles had broken through the perimeter and into Hyeres 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<sup>th</sup> March 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:

☠ : In the German OB, replace the 6+1 with an 8-0

☠ : In the Free French OB, add one 4-5-8 to the 1<sup>st</sup> Rgt Reinforcements (entering on turn 1)



**VICTORY CONDITIONS:** The Free French win at game end if they Control building M5 and the tunnel exit hex (see SSR 1).

☠ GERMAN set up first	1	2	3	4	5	END
☠ FREE FRENCH move first						

**Kompanie 3 (Leutenant Saurse), Bataillon 4 (Armen), Grenadierregiment 917, Infanteriedivision 242 [ELR: 2]**  
set up on/within the area bounded by L10-D6-D5-J2-J0-Q1-Q2-X5-X8-T10-L10 ≥ 4 hexes from 10N4 (see SSR 1): {SAN: 5}

	4	4	2			2	60 factors	16	10	12	

set up in/adjacent to building M5:

	2	4	2			2	8		

**1<sup>ère</sup> Division de la France Libre [ELR: 5]** set up outside the German setup area on/north of hexrow I: {SAN: 3}

**Elements of 1<sup>ère</sup> and 3<sup>ème</sup> Compagnie (Capt. Perraud, Capt. Colfier), Bataillon d'Infanterie de Marine et du Pacifique "Ecluseur", 4<sup>th</sup> Brigade (RCT5):**  
**Elements of Génie Divisionnaire "Ecluse", 3<sup>ème</sup> Compagnie (Lt Muller)**  
(see SSR3) enter Turn 2 along the west edge:

6	2		3		

**Heavy Weapons Company (Capt. Picard):**

6			2	4

**Elements of 8<sup>ème</sup> Régiment de Chasseurs d'Afrique "Hasardeux"**  
enter on Turn 1 on hex Y1:

2			

**Elements of 4<sup>ème</sup> Escadron de reconnaissance, 1<sup>er</sup> Régiment de Fusiliers Marins "Ecumeurs" (see SSR3) enter on Turn 1 on hex Y1:**

			1st Lt

### SPECIAL RULES :

- EC are Dry, with no wind at start. All grain is vineyard (F13.6); all roads are paved; building M5 is a 3<sup>rd</sup> 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).
- 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).
- All Allied units are Free French (F.8-9). The Free French may not employ No Quarter (A20.3). Prisoner Interrogation is in effect for the Free French player (E2.1). The 6-4-8/3-3-8 MMC of the Free French Turn 2 reinforcements ("Ecluse") 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) HT is a 4-5-8. The Free French 9-2 Armor Leader must be initially assigned to the M3A1 Scout Car.
- 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].

**AFTERMATH:** 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 Sergeant 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 Hyeres.