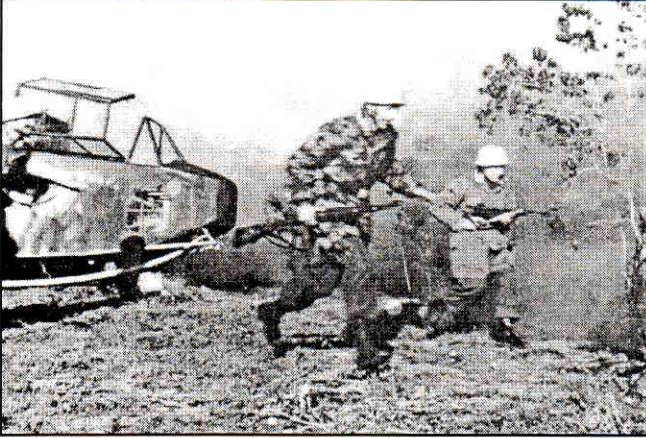


# SUFFERIN' SUDFRANKREICH



## SCHWERPUNKT SCENARIO SP44



**VICTORY CONDITIONS:** Germans win at game end if they control  $\geq 7$  buildings on board 10, provided they have suffered  $\leq 12$  CVP.

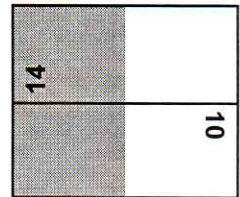
**VASSIEUX, France, 21 July 1944:** In the spring of 1944, an Abwehr-controlled formation designated "Streifkorps Sudfrankreich" (Patrol Corps Southern France) was put together for special anti-partisan deployment in the highly active FFI region of southern France. The Streifkorps Sudfrankreich (a group of rigorously trained, airborne/airlanding soldiers) was composed of elite White Russian and Ukrainian national dissidents. After the Allied landings in June 1944, the emboldened FFI in the Grenoble region of southern France established a self proclaimed FFI Republic on the heights of Vercors Plateau. The Free French dug in and waited for Allied reinforcements from General DeGaulle coming out of North Africa.

### BOARD CONFIGURATION:

#### BALANCE:

Two Partisan MMC and all SW/SMC setup with them may setup HIP.

Change " $\geq 7$ " to " $\geq 5$ " in the Victory Conditions.



(Only hexrows R-GG on board 10 and hexrows A-P on board 14 are playable.)

### TURN RECORD CHART

<div> <div> <div></div> <div>PARTISAN Sets Up First</div> </div> <div> <div></div> <div>GERMAN Moves First</div> </div> </div>	1	2	3	4	5	6	END
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**Vercors FFI Force [ELR: 5]** set up on board 14 within 2 hexes of an airstrip hex or on board 10 in/adjacent to a building hex. No more than one MMC may set up per hex {SAN: 3}



<div> <div> <div></div> <div>1</div> </div> <div> <div></div> <div>5-2-7</div> </div> </div>	<div> <div> <div></div> <div>3-3-7</div> </div> <div> <div></div> <div>8</div> </div> </div>	<div> <div> <div></div> <div>5</div> </div> <div> <div></div> <div>2</div> </div> </div>	<div> <div> <div></div> <div>7-0</div> </div> <div> <div></div> <div>6</div> </div> </div>	<div> <div> <div></div> <div>LMG</div> <div>1</div> <div>811</div> <div>2-6</div> </div> <div> <div></div> <div>7 morale</div> </div> </div>
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**Kompanien 1 and 2, Streifkorps Sudfrankreich [ELR: 5]** enter by glider landing on turn 1 (See SSR 3) {SAN: 2}



<div> <div> <div></div> <div>5-2-4-8</div> </div> <div> <div></div> <div>9</div> </div> </div>	<div> <div> <div></div> <div>5</div> </div> <div> <div></div> <div>2</div> </div> </div>	<div> <div> <div></div> <div>5</div> </div> <div> <div></div> <div>2</div> </div> </div>	<div> <div> <div></div> <div>5</div> </div> <div> <div></div> <div>2</div> </div> </div>	<div> <div> <div></div> <div>dm MNG</div> <div>1</div> <div>3-8</div> </div> <div> <div></div> <div>2</div> </div> </div>	<div> <div> <div></div> <div>LMG</div> <div>1</div> <div>3-8</div> </div> <div> <div></div> <div>9</div> </div> </div>	<div> <div> <div></div> <div>GL</div> <div>19PP</div> <div>29PP</div> <div>14PP</div> </div> <div> <div></div> <div>9</div> </div> </div>
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### SPECIAL RULES:

- EC are Dry with a mild breeze from the northeast. All buildings are wooden and have a ground level only. Treat rowhouses as one building for Victory Condition purposes.
- FFI may not move on Turn 1 (EXC: Rout/Advance).
- Germans enter by glider and the ILH of each glider must be within one hex of an airstrip hex.
- The German Sniper is not placed on board until the beginning of German Player Turn 2.
- No Quarter is in effect. FFI may declare Hand-to-Hand Combat (J2.1).
- The FFI player may utilize HIP for 1 squad and any SMC/SW set up with it.

**AFTERMATH:** At 9:30 on the morning of 21 July, Colonel Huet of the FFI forces at Vercors was informed that aircraft were approaching the town of Vassieux from the south. The approaching aircraft were not the expected arms and supplies but German fighters and bombers leading a stream of gliders carrying the 1 and 2 Kompanien of Streifkorps Sudfrankreich. As the gliders landed and discharged their passengers, the former Russians quickly engaged the surprised defenders. After securing the airfield, a bitter close quarters battle for the town ensued. The FFI suffered around 100 casualties at Vassieux and were pushed out. After two days of hard fighting the outnumbered and outgunned FFI were forced to surrender.

Scenario Design: Paul Kenny 092299.10

Source: Munoz, Antonio, *Forgotten Legions: Foreign Legions of the Third Reich Vol. 4.*