

Opération Brassard-3

Porto Ferraio

Scénario SK

Design : Laurent Martin



French troops enter Porto Ferraio

Island of Elba 18 June 1944

At dawn on the 18th of June 1944, the French troops moved off again. The town of Villa Napoleon was seized by the 1st battalion, 4th Tirailleurs Sénégalais, followed by the first battalion of the 13th Tirailleurs Sénégalais, before descending towards Porto Ferraio, the Island's capital.

Victory Conditions:

The French player wins if he controls the following buildings: Zz5, Zr3 and Zm8

Balance :

French: Add one turn
German: Add a 4-6-7 to the reinforcements on turn 2

Carte :

N ↑



German sets up first

1

2

3

4

5

6

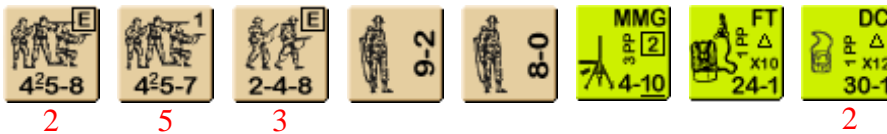
7

8

Free French moves first

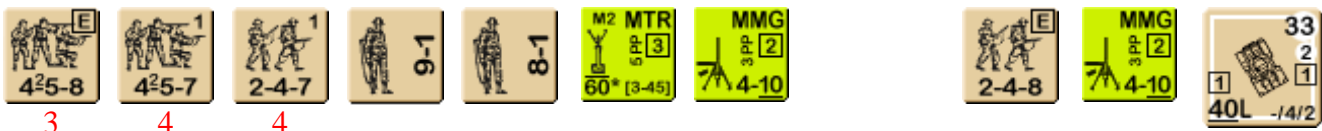
Elements of the 4th Tirailleurs Sénégalais enter on South board edge between A1 and Q1 inclusive on turn 1.

ELR 4



Elements of 13th Tirailleurs Sénégalais enter on South board edge between Q1 and GG1 inclusive on turn 1

Reinforcements enter on turn 2 on South board edge



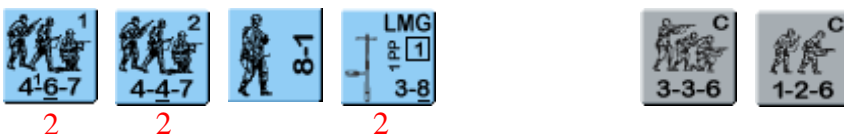
Elements of Festungs Coastal Defence of the Island of Elba, set up on boards W and Z.

ELR 3



Reinforcements enter on turn 3 on the North board edge.

Italian militia enter on turn 4 on the North board edge.



Special Rules :

- 1) German units have no PF capability.
- 2) French 4-5-8 and 4-5-7 squads have assault fire capability but suffer covering effects.
- 3) French troops use American SW without captured use penalties.
- 4) Italian militia have ELR 2 and if broken, may only become Good Order upon a successful Auto-Rally attempt.

Consequences:

With the capture of Porto Ferraio by the Tirailleurs Sénégalais, the conquest of the Island of Elba was a fait accompli. The expeditionary force turned West to finish off the last pockets of German resistance.

Translation : Eddy Houghton