

# LATECOMERS



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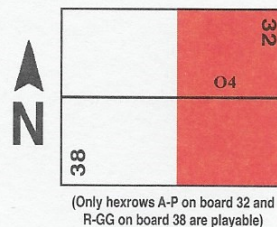
## ASL SCENARIO J223



**VICTORY CONDITIONS:** The Italians win at game end by amassing  $\geq 16$  VP. Each of the following Locations Controlled on board 32 is worth 3 VP: C1, C3, C4, D1, E3, E5, F4. Italian units exited off hex 32A6 are worth the following: 2 VP for each squad, 1 VP for each HS/crew, and 2 VP for each AFV with a functioning MA.

**SÉEZ, FRANCE, 22 June 1940:** Benito Mussolini had declared war on 10 June, but his generals dithered, and no attack had been launched. The French were already beaten, and Paris had been taken a week earlier. Mussolini needed a trophy to boost Italian morale. That trophy was going to be Nice. On 20 June at midday, Mussolini's troops were finally ready, and his best divisions led an attack supported by what little armor he had. French troops knew their country was on the point of collapse but were not prepared to give an inch of ground to the Italians. As the enemy came towards them, they spat on the ground, primed their weapons, and prepared to show that they were not beaten yet.

### BOARD CONFIGURATION:



### BALANCE:

- Add one 4-5-7 squad to the French reinforcements.
- ⚔ Exchange the 8-0 leader with a 9-1 leader in the Italian OB.

### TURN RECORD CHART

● FRENCH Sets Up First [0]	⚔	1	2●	3	4	5	6	7	END
⚔ ITALIAN Moves First [94]									



Elements of French Border Force [ELR: 2] set up on board 32 (see SSR 2): {SAN: 3}

E 4-5-8	1 4-5-7	G 4-3-7	E 2-4-8	2-2-8	9-1	8-0	7-0	INF 2 37* [60]	LMG 1 BT 1 2-6	? 7 morale
5	2							2	12	

Enter on Turn 2 along the north or east edge:

1 4-5-7	8-0	LMG 1 BT 1 2-6	33 BT 1 AAMG 4PP -1/2
2			



Elements of Alpine Army Corps [ELR: 2] set up on board 38 on/south-of Hex Grain R1-GG9 and/or enter on Turn 1 along the west/south edge(s) (see SSR 3): {SAN: 3}

E 4-4-7	E 2-4-7	9-2	8-1	8-0	HMG 3 BT 1 6-12	LMG 1 BT 1 2-5	MTR 2 BT 1 45* [2-13]
11	2				2	2	

Enter on Turn 1 along the west/south edge(s) of board 38:

8 BT 1 37	8 BT 1 *CMG -1/4
2	2

### SPECIAL RULES:

- EC are Moist, with no wind at start. Place overlay O4 on 32J1-J2. Building 32C1 has a ground level only. Vehicles entering board 38 orchard hexes are subject to Bog (D8.2).
- In lieu of A2.9, the French may freely Deploy  $\leq$  two squads prior to setup.
- The Italian HMG is B12. Italian SW that enter on Turn 1 *must* be dm if possible.

**AFTERMATH:** The attack began well for the Italians as a well-positioned machine gun they had brought up the previous day sprayed the farm buildings with deadly fire and kept the French pinned to the ground. The Italian tanks ambled forward to take up firing positions while some Italian infantry were making steady progress through the woods. Within minutes, Italian machine guns began to overheat and jam, and the French began to return fire. Three of the four tanks moved aggressively toward the outlying buildings only to find themselves stuck in the orchards. As they wallowed like hapless water buffalo, ancient infantry guns fired on and destroyed them. The last equally ancient tank wandered aimlessly until it too fell victim to the guns. Meanwhile, the infantry (now without support) could make no headway against the stiff defenses. The Italian officers desperately tried to instill some enthusiasm into their troops but to no avail. France signed the armistice with Germany later that same day. This would not be an easy war for Italy.