

Argens River Valley, France, August 15, 1944: D-Day of *Operation DRAGOON* called for night airborne landings north of the invasion beaches to block German reinforcements and cut evacuation routes from the coast. Things did not go well. The British 2nd Parachute Brigade was badly scattered by unexpected ground fog. The Paras rallied but lacked enough forces to assault their primary objective, the town of Le Muy. Several nearby villages were occupied. At dawn a scratch force of the 4th Parachute Battalion approached a hamlet on the Naturby River that carried a road bridge that linked Le Muy and Grenoble. At first light, the Paras had a go for the bridge.



Historical Result: The Paras attacked with a thunderclap surprise out of the morning fog, rushing over the bridge and into the village. A sharp fight ensued, but the Germans quickly lost heart, and most were captured. By mid-morning, groups of paratroopers arrived from the drop zones and the men of the 4th Battalion moved off to their assigned objectives. *Operation DRAGOON* was on the march.

BOARD CONFIGURATION



Only hex rows J-W are playable.

VICTORY CONDITIONS

The British win at the end of any Game Turn if they Control the bridge Location *and* all building hexes.

BALANCE



German: Replace the German 8-0 Leader with an 8-1.



British: Remove one German 2-4-7 HS from the OB.

+ GERMAN Sets Up First

○ BRITISH Moves First

1

2

3

4

5

END

+ Elements of **Infanterie-Division 242**. [ELR:2]
Set up ≤ 3 hexes from hex 72Q4: {SAN:3}

1	2	2	1		
4 ¹ -6-7	5 ¹ -3-7	4-4-7	2-4-7	8-0	7-0
2	2	3	2		

MMG 3PP 2 5-12	LMG 1PP 1 3-8	MTR 3 5PP 50* [2-13]	Foxhole 5 1S OVR, OBA: +4 Other: +2
	2		4



○ Elements of the **4th Parachute Battalion, 2nd Parachute Brigade, 1st Airborne Task Force** [ELR:5] Set up south of the Stream ≥ 2 hexes from all enemy units: {SAN:2}

E	E				LMG	MTR
6 ² -4-8	3-3-8	9-2	8-1	8-0	1PP 1 2-7	1 3PP 1 51 [2-8]
9	2				3	2



Special Rules

SSR#1 - EC are Moist, with No Wind at start. The Stream is Deep (B20.43).

SSR#2 - Prior to Turn 4 there is a +1 LV Hindrance (E3.1) in effect at all ranges.

SSR#3 - Contrary to B27.1, Foxholes may be set up in Paved Road hexes.