TOULON
- CAMPAIGN FOR SOUTHERN FRANCE

Setup order

1		x14
2		x12
3		x5
4		x5
5		x2

Historical Background

Plans for the landings and campaign in southern France called for the French II Corps to take the port cities of Toulon and Marseille. Seeking to exploit German weakness in the area, General de Lattre de Tassigny pushed up the scheduled landings of the French units. Once ashore, he divided his forces into two commands: one under Lt. Gen. Edgar de Larminat consisting of two infantry divisions, some tanks and the African Commando Group; the other, under Maj. Gen. Aimé de Goislard de Monsabert, consisting of an infantry division, some tanks and a ranger unit.

Had the Germans had more time and material, they might have turned Toulon into a formidable fortress. But their existing defenses were not very strong, particularly on the landward approaches to the city.

The French attack was launched the morning of August 20th. Laminat's force clawed their way along the coastal road reducing German strong points one by one, but the drive from the northeast was stopped dead. De Monsabert's units on the other hand were more successful, swinging across rough terrain to outflank the city from the west and cutting the Toulon-Marseille highway.

During the next few days, the Germans were forced back into the city. As fighting continued, the German defense lost cohesion and on August 26th the isolated German command surrendered.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards.

Allied Player: Take 6 command cards.
You move first.

Conditions of Victory

6 Medals
If Allied units occupy 3 town hexes in Toulon at the end of their turn, they win immediately.

Special Rules

The Allied Special Forces are a Commando unit and a Ranger unit. Place an Allied special force token in the same hex with these units to distinguish them from the other units. These units may move 1 or 2 hexes and still battle.