Opération Brassard-2

Monte Costello

Scénario SK Design: Laurent Martin



Island of Elba, 17 June 1944.

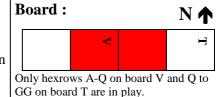
After disembarking on, and securing the beach of Campo di Marina the 13th Régiment de Tirailleurs Sénegalais was sent to the centre of the Island of Elba to take the crests still held by the Germans. The first battalion would attack Monte Bacille while the second would try to take Monte Costello, which the Germans were well prepared to defend.

Victory Conditions:

The French player wins if there are Français: Replace a 457 with a 458 no Good Order German units on three of the four hills on each board, while losing less Squads or Squad equivalents than the German.

Balance:

Allemand: Their reinforcements arrive on



German player sets up first	1	2	3	4	5	6	7
French player moves first	1						

Elements of the 2nd Battalion of the 13th Regiment "Tirailleurs Sénegalais" enter on the South board edge.

ELR 4





Elements of the Festungs Battalion, Coastal Defence of the Island of Elba, to set up on hill hexes

ELR 3



Reinforcements arriving per SSR on the North board edge.



Scenario Special Rules:

- 1) Fields are considered hills.
- 2) The Germans have dug in. To represent this, each German unit receives a +1 TEM until it leaves its hex. This TEM is not regained upon returning.
- 3) During set up, the German player may deploy up to 3 squads as 6 Half Squads.
- 4) At the start of each RPh, the German player makes a dr. If it is less than two times the turn in question, the reinforcements arrive.
- 5) French squads all have Assault Fire capability, but suffer from
- 6) The French do not suffer captured use penalties for using American SW.

Consequences:

The taking of Monte Bacille and Monte Costello by the Tirailleurs opened the route to Portoferrajo, capital of the Island.

Translation : Eddy Houghton