

Voiron, France, September 2, 1944: The final stages of OPERATION DRAGOON saw the U.S. 3rd and 45th Infantry Divisions inexorably pushing the remnants of Army Group G up the Rhone Valley toward the Alps. The *Aufklärungs Abteilung* (reconnaissance battalion) of the 11th Panzer Division fanned out to thwart the advance of the approaching Americans. The U.S. 117th Cavalry Squadron was the sole mobile unit north of Grenoble. The troopers doggedly kept the pressure on the retreating Germans and fought several sharp engagements with 11th Panzer, trying to pierce it's flanks. The two recon units collided southeast of Lyon at the town of Voiron.



Historical Result: By WWII the cavalry had traded its sabers, boots, and saddles, for bullets, tires, and gasoline, but their mission remained unchanged. The two mobile forces crashed into each other and slugged it out over a vital crossroads inside the town. The Germans eventually remounted and withdrew to avoid being cut off by other elements of *Task Force Butler*. The Americans advance had been delayed again, and the 117th Cavalry stood down for the night to rest its weary troops.

BOARD CONFIGURATION

N ➡



Only hex rows A-I are playable on board 86.

VICTORY CONDITIONS

The first side to suffer ≥ 24 CVP loses immediately [EXC: if both sides reach ≥ 24 CVP at the same instant, the side with the higher CVP total loses; if still tied, the Americans lose], otherwise the Americans win at Game End if they have amassed more VP than the Germans. VP are awarded as follows: 3VP each for Control of hexes sL4, sM4 and sM5, and 2VP each for Control of buildings sP5, sL5, sI5, and sK6.

BALANCE



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



American: one eligible AFV is equipped with a Gyrostabilizer.

⚡ **Simultaneous Set Up**
★ **Make dr, odd German Moves First, even American Moves First**

★ 1 ★ 2 ★ 3 4 5 6 END

⚡ **Elements of Aufklärungs-Abteilung 11, Panzer-Division 11 [ELR:3] enter along the north edge on Turns 1, 2 & 3 (see SSR#3 & 4): {SAN:2}**

5 ² -4-8	2-3-8	9-2	8-0	LMG 1FP 3-8	dm MMG 2FP 3-8
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2

9-1 Armor Leader	16 SPW 251/1 1 1 Halftrack 1 15PP T7 AAMG -/-/3	18 SPW 250/sMG 1 3 Halftrack 1 5PP CMG -/7/3*	16 SPW 251/9 1 2 Halftrack 1 9PP T10 37L -/-/3*	16 SPW 251/10 1 3 Halftrack 1 9PP T10 37L -/-/3*
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33 PSW 234/2 Armored Car 50L -/5	14 Marder III Tank Destroyer 75L 4/-
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★ **Elements of the 117th Cavalry Squadron, Task Force Butler, U.S. VI Corps [ELR:4] enter along the south edge on Turns 1, 2 & 3 (see SSR#3 & 4): {SAN:2}**

6 ³ -6-7	9-1	8-1	dm MMG 2FP	BAZ44 X11 16TK 8-4	9-1 Armor Leader
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3

2

20 M3 Halftrack 15PP T6 AAMG -/-/4	20 M3 MMG Halftrack 10PP AAMG -/-/12*	17 M8 HMC Assault Gun 75* -/-/4	17 MSA1 Light Tank 37LL 2/4/2
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*36 M8 Armored Car 37LL -/4/4	24 M18 GMC Tank Destroyer 76L -/-/4
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Special Rules

#1 - EC are Moderate, with No Wind at start.

#2 - Setup is simultaneous, place a board between the players during setup. The first move is determined by a die roll; if **odd**, the Germans move first; if **even**, the Americans move first. The side that moves first may not expend more than 11 MP per vehicle on Turn 1.

#3 - Each side must enter 3 AFV per turn on Turns 1, 2 & 3; all Infantry must enter as Passengers.

#4 - The inherent HS in the SPW 250/sMG halftrack is a 2-3-8. The inherent squad in the M3 MMG halftrack is a 6-6-7.