

V28 MISSING SIMONE

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HISTORICAL ACCOUNT

LOCATION: South of Muong Thanh, French Indochina

DATE: 20 November 1953

COMMENTARY: French Paratroops of the 2nd Battalion of the 1er Regiment de Chasseurs Parachutistes (II/1 RCP) were to drop south of the village of Muong Thanh at Drop Zone 'Simone' in the valley of Dien Bien Phu. Tasked as a blocking force to trap Viet Minh units retreating from attacking French paratroops further north, Major Brechignac's battalion came down widely scattered around the DZ and attempted to concentrate to fulfil their mission.

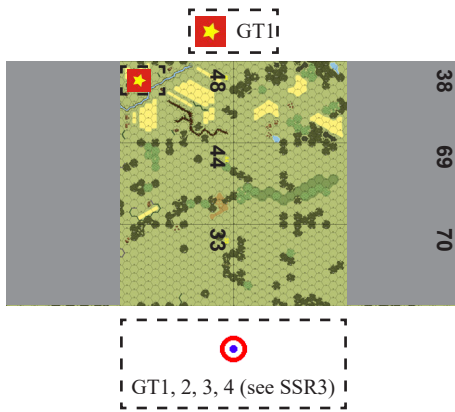
For most of the day, the experienced PAVN units held their ground in the valley until ordered to withdraw into the surrounding mountains. The Legionnaires around the southern drop zone were hampered in their efforts due to the widely dispersed drop, broken and lost radio sets that limited communications, and their opponent's local knowledge of the brush-filled river valley. Crossing over the Nam Yum river and heading south, the retreating Viet Minh forces remained in good order, whilst avoiding the uncoordinated attempts of the French paratroops to cut off their escape route. Some of these men would meet again in 'the Bowl' of Dien Bien Phu in the months to come.



TURN RECORD CHART

★ PAVN Sets Up First	1	2	3	4	5	6	7	END
★ PAVN Moves First								

THE BATTLEFIELD AND CONDITIONS



EC are mild, with no wind at start.

Only hexrows A – P are playable on mapboards 33, 44 and 48, and only hexrows R – GG are playable on mapboards 38, 69 and 70.

PTO terrain is in effect, including light jungle (EX: treat brush hexes as brush, and all hedges and walls are cactus hedges [F13.3, representing bamboo thickets]).

Place Overlay St1 on hexes 48M7-L7. The stream is shallow, ford hexes exist in 48oL7 and 48oI9.

VICTORY CONDITIONS

The PAVN (People's Army of Viet Nam or Viet Minh) win if they amass 15 EVP of units off the southern edge. Each PAVN SW exited counts as 1 EVP. Any CVP earned by the PAVN count as EVP. French units captured by the PAVN only count double if exited off the southern edge.

SCENARIO SPECIFIC RULES

1 Use Chinese counters and G.M.D. rules to represent PAVN units (EXC: G18.21). Commissar rule G18.31 does apply for PAVN units; only Elite MMC may be designated Death Dare units; Elite PAVN units have an ELR of 4, all other units have an ELR of 3.

2 Use British counters and A25.53 to represent French units.

3 Place Chit counters 1 to 4 in an opaque cup. At the start of each French MPh in each of their first four turns, pick one Chit from the cup; the resulting number selected indicating the French Group to enter the playing area that Turn. Then roll one die: the die indicates the entry area for the selected Group, as follows: 1. Board 38 east edge, 2. Board 69 east edge, 3. Board 70 east edge, 4. Board 70 south edge, 5. Board 33 south edge, 6. Board 33 west edge. Once an 'entry edge' number has been rolled, it cannot be used again, reroll the die until an unused 'entry edge' result is obtained. Units must enter on a whole hex of the designated board. All of a Group's units must enter on that turn.



Elements of the PAVN 320th Division and 148th Independent Infantry Regiment set up north of the stream and/or enter on GT1 on/between hexes 48F10 and 38Y10.

BALANCE: The French suffer from Ammo Shortage.

ELR: 4/3
SAN: 3



Elements of French 2nd Battalion, 1st RCP (French Foreign Legion) enter as per SSR 3.

BALANCE: add one 6-4-8 to the first Group to enter play.

ELR: 5
SAN: 2

Group 1:



Group 2:



Group 3:



Group 4:

