



# SCENARIO: THE BARRICADES

325th Security Division vs French Maquis



# THE BARRICADES

*Before starting this scenario, both players should create a squad of hapless landers from the 325th Security Division using the Create-a-Landser publication.*

*Play the scenario twice, swapping between the squads and see who can survive the predations of the partisans to surrender to the Allies!*

The liberation of Paris has begun. Allied forces are fighting their way through the suburbs, driving the German defenders before them.

In the city, illicit radio messages and word of mouth have mobilised the population, and acts of passive resistance are widespread - vehicles are sabotaged and buildings daubed with graffiti.

The bolder citizens break open their weapons caches and take to the streets armed with obsolete bolt action rifles and air-dropped Sten guns.

Like their revolutionary forebears, their first act of resistance is to build massive barricades out of furniture and rubble, bottling the defenders up in various districts of the city.

Destroying these makeshift fortifications is the 325th Security Division's first priority

## The Forces:

### 325th Security Division    French Maquis

- » Create a 300pt force using the guidelines presented in the Firefight! Rules.
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## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Command Breakdown:** Amidst the chaos of revolution, both sides are acting on their own initiative, without orders from above!

To represent this, the following rules represent the breakdown of communication suffered by both sides!

At the end of the first turn, one of each player's units must remain on Down or Ambush orders and their die is not returned to the bag. If none of a player's units are currently on Down or Ambush orders, the opposing player may select one unit at the end of the turn and change their orders to Ambush or Down (in which case the unit immediately loses a pin marker if it had one), Headquarters units may never be chosen for this purpose as their motivation and communications are generally superior.

This command breakdown effect is cumulative, so at the end of the second turn two units must remain on Down or Ambush orders, at the end of the third turn three units must remain on Down or Ambush and so on.

**The Barricades:** Armed resistance groups have taken to the streets, throwing up barricades to impede German movement and protect key resistance strongholds.

A barricade provides a -3 To Hit modifier against any target within 1". They are impassable to all units.

**Demolition Charges:** Nominate two models in the German force - they are carrying sufficient explosives to blast a hole in the makeshift barricades.

If the model carrying a demolition charge is issued with a Down order while within 1" of a barricade, they may plant a demolition charge. It detonates at the start of next turn.

Any unit within 1" of the demolished barricade gains 1d3 pin markers and the barricade is removed.



# The Scenario



## Set-up:

The Maquis player deploys his force in the marked area and places 3 6" barricade sections anywhere on the table.

The German player's force moves onto the table from the marked table edge on turn 1. Units do not need to pass an order test to make this move.

## Objectives:

The German player must curb the civil unrest by destroying the obstructions and neutralising any armed opposition.

The Maquis player must defend their barricades and show the population of Paris that the uprising has begun!

## First Turn:

The battle begins! The German player's force moves onto the table from the marked table edge on turn 1.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows; The German player gains 3 Victory Points for each barricade destroyed.

The Maquis player gains 2 Victory Points for each German unit destroyed.

*Keep track of the units in your squads - they'll feature in future scenarios!*

*For every German unit killed during this scenario, roll 1d6. On a 1, that unit is permanently removed from the campaign - you'll need to generate a replacement using the Create-a-Landsers.*

*Who can keep their original squad alive till the end of the campaign?*