



SCENARIO: CHABAL'S LAST STAND

French Maquis vs German Gebirgsjagers



CHABAL'S LAST STAND

The German noose is tightening on Vercors. Following the surprise landings by crack Fallschirmjagers and ferocious Ostruppen, the Resistance is in full flight.

On the outskirts of the plateau, Gebirgsjager units, supported by tanks and mechanised infantry push up the main roads, unchecked by the partisan's hasty defences.

A group of veteran guerillas commanded by one Abel Chabal managed to withdraw from the slaughter at Vassieux in good order, and have checked the German advance across the Vercors massif.

Unfortunately, nothing lasts forever and Chabal's ammunition supplies are dwindling, and the Germans are pressing on his position from all sides.

His last stand began in the village of Valchevriere, on a belvedere or rocky outcrop overlooking the St. Martin road.

From their vantage point, Chabal and his men were able to engage German forces on the road, but they were assailed on all sides by the advancing Gebirgsjagers.

Chabal and his men sacrificed themselves to let their comrades escape.

The Forces:

French Maquis

- » Abel Chabal (Veteran 2nd Lt w/ LMG)
- » 2x Guerilla Fighters with SMGs
- » 3x Guerilla Fighters with Rifles

German Gebirgsjager

- » 1x Veteran 1st Lt w/ SMG
- » 2x Gebirgsjagers (Late War) w/ SMGs
- » 4x Gebirgsjagers (Late War) w/ Rifles
- » 1x Gebirgsjagers (Late War) w/ LMG
- » 1x Veteran Sniper

Special Rules:

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

Final Assault: The Germans are closing in on the belvedere and Section Chabal prepares to make a desperate last stand!

Each time the German player takes a casualty roll 1d6. On a 3+, that unit may re-enter the battlefield from the designated table edge, as if it had been held in reserve.

Crossfire: Gebirgsjagers are swarming across the heights overlooking Valchevriere, able to lay down a barrage of suppressing fire across the belvedere.

At the start of each turn, roll 1d6 for each of the Maquis player's units not in Dense Cover.

Roll	Result
1	That's Miles Away: No Effect!
2-3	That Was Close!: The Unit takes 1 Pin Marker.
4-5	I Can't Take it Any More!: The Unit takes 2 Pin Markers.
6	Incoming!: The Unit takes 2 Pin Markers and 1 automatic hit with a +3 penetration value.

Abel Chabal: Born to a family of farmers in the French Alps, Chabal was an incredibly gifted soldier. He joined the French Army and fought as a Zouaves in Morocco, and earned a Croix de Guerre against the Italians during the Battle of France.

He was demobilised in 1942 and returned home, but was quickly swept up in resistance activity, spiriting young men up to the Vercors plateau, where he formed Section Chabal.

Chabal has the Stubborn and Tough Fighter special rules.

During the fighting around Valchevriere, he operated the last of his section's heavy weapons - a Bren light machine gun and the partisan's one bazooka.

If Chabal is issued with a Fire Order, he may fire his bazooka at one of the vehicles on the low ground behind the belvedere. If Chabal chooses to fire the bazooka, he may not fire any other weapons.

The Scenario



Set-up:

The Maquis player deploys his entire force in the marked area.

The German player's force moves onto the battlefield on Turn 1. Units do not need to pass an Order Test to make this move.

Objectives:

The Maquis player must hold out for as long as possible, to give their comrades the best possible chance of escape.

The German player must crush this pocket of resistance before mopping up the rest!

First Turn:

The battle begins! The German force moves onto the battlefield. Units do not need to pass an Order Test to make this move.

Game Duration:

The game lasts until the whole Maquis force has been destroyed.

Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The Maquis player gains 2 Victory Points for every time Chabal fires his bazooka and 2 Victory Points for every German casualty caused.

The German player gains 2 Victory Points for every Maquis casualty caused.

Make sure you play the Massif scenario before taking on Chabal's Last Stand. If the Maquis player successfully stalls the German attack, the German force in this scenario begins the game with a pin marker!