SCENARIO:
FINAL LIBERATION

Free French vs German Heer

FINAL LIBERATION

The battle for Normandy is over. With most of its strength bottled up in Falaise, the German Army is a spent force, only able to offer token resistance to the Allies. The Axis still hold the French capital - but the garrison force is severely lacking in armour or support weapons.

Frustrated by the lack of progress, De Gaulle pesters Eisenhower to let his troops off the leash, desperate to save the Parisian partisans from the fate of their counterparts in Warsaw.

On August 24th, the first elements of the Free French 2nd Armoured Division entered the city through the Porte d'Italie.

The Forces:

Free French
» 1x Regular 2nd Lieutenant w/ Attendant
» 3x Regular
» Infantry Squads w/ 10x Rifles, 1x SMG + 1x BAR
» 1x Veteran Tirailleurs Squad w/ 11x Rifles, 1x SMG + Tough Fighters
» 2x Regular M4A2 Shermans
» 1x Regular M3A3 Stuart w/ Recce
» 4x M3 Half-Tracks
» 1x Regular Jeep

German Heer
» 1x Regular 1st Lieutenant w/ Attendant
» 3x Regular Infantry Squads w/ 9x Rifles + 1x LMG
» 2x Inexperienced Infantry Squds w/ 10x Rifles
» 2x Regular MMG teams
» 1x Regular Medium Mortar Team
» 2x Regular Panzer 35Rs
» 1x Regular Lorraine Schlepper w/ Heavy AT gun

Special Rules:

Command Breakdown: Elements of the 2nd Armoured Division have raced into the city, desperate to be part of the final liberation!

To represent this, the following rules represent the breakdown of communication suffered bythe Canadians

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.

Rubble: While the Allies are desperate to minimise damage to the city, some damage is unfortunately inevitable. To reprsent the rubble-choked streets of the Parisian suburbs, use the following rules:

When a tracked vehicle is going to move across an area of rubble that is longer half the height of the vehicle model itself, declare their intended move and then roll on the Rubble table the moment they start moving onto the rubble.

Roll	Result
0 or lower	**Crash:** The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and it counts as destroyed.
1–2	**Bellied:** The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn before it becomes immobilised until its next activation. Any shooting at the vehicle from the front that rolls a natural 6 to hit will strike its exposed belly armour (counts as rear armour). The vehicle can attempt to move across rubble again next turn.
3–4	**Slipped:** The vehicle moves a short distance before slipping awkwardly sidewise or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across rubble again next turn.
5–6	**Crunch:** With its engine roaring and treads clattering the vehicle is free to move across the rubble without any incident this turn.

Rubble Modifiers
» Heavy or superheavy tank: -2
» Light or medium tank: -1
» Inexperienced crew: -1
» Veteran crew: +1

The Scenario

Free French Table Edge

48"

12"

German Deployment

Set-up:
The German player deploys their force in the marked area.

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

Objectives:
The German player must defend the city from the invading Allies.

The Free French player must liberate Paris!

First Turn:
The battle begins! The Free French force moves onto the table from the marked table edge.

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 2 Victory Points for each enemy casualty caused. The Free French player gains 2 Victory Points for each unit in the enemy deployment zone at the end of the game!