



SCENARIO: FUEL THE FIRE:

325th Security Division vs French Maquis





FUEL THE FIRE





Grab your squads from the Barricades scenario and throw them back into the fight to defend Paris from the restive partisans!

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

As the Allied noose tightens around the city of Paris, the German defenders get even more desperate. City busses are requisitioned to ferry troops to the front and the garrison battens down the hatches for the oncoming storm.

The troops of the 325th Security Division patrol the streets in force, attempting to restore order to the city and keep the Allied forces at bay.

A fuel tanker sloshing with highly flammable gasoline has been waylaid by partisans. Before being killed, the driver managed to radio out a distress signal, and a patrol has been despatched to protect the vital cargo.

Both sides clash on the Parisian streets, hemmed in by buildings and angry citizens, with the sound of Allied artillery fire thundering away in the distance.

The final surrender cannot be far off!

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.

The Fuel Truck: Boxed in by a partisan roadblock, this vehicle is heaving with vital gasoline destined for the frontlines.

Use an appropriate model to represent the fuel truck. It has the same game statistics as a truck (Bolt Action rulebook Pg.165) but it may not move or carry passengers)

Any time the truck, or a model within 1" of the truck is targeted by a shooting attack, place a marker on the truck's base.

When the truck is destroyed, count up the number of markers on the truck's base. Any models within a number of inches equal to the number of markers on the base take 1 hit and D3 pin markers.

Hand Grenades: These small explosive devices were often employed to screen an assault, or break the back of an enemy counter-attack. It is assumed that all units in Firefight! have access to hand grenades.

On an Advance or Fire action, a unit may elect to throw a hand grenade instead of firing their primary weapon. Resolve a 1" HE attack against a target within 6".

Smoke Grenades: Used primarily as signal devices and to screen attacks, these handy grenades are an essential part of a soldier's gear. It is assumed that all units in Firefight! have access to smoke grenades.

On an Advance or Fire action, a unit may elect to throw a smoke grenade instead. Place a 3" smoke cloud anywhere within 6". This area counts as soft cover and dense terrain.

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The Scenario



Set-up:

The German player deploys his force in the marked area, and places the fuel truck on the marked spot.

The Maquis 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 protect the fuel truck and drive off the attacking partisans.

The Maquis player must destroy the fuel truck and escape the area.

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 as won by adding up the Victory Points as follows; The German player gains 2 Victory Points for each enemy unit killed. The Maquis player gains 4 Victory Points for destroying the fuel truck, and 2 Victory Points for each unit that exits the battlefield.

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-Landser.

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