



SCENARIO: LA MARSEILLAISE

325th Security Division vs French Maquis



LA MARSEILLAISE

The final liberation has begun! Grab your squads from Fuel the Fire and join the last ditch attempt to fight off the attacking partisans!

Play the scenario twice, swapping between the squads to determine who's survived the liberation of Paris!

American and Free French forces have smashed a hole in the German defences and are pouring into the city. Organised resistance units have taken to the streets, rounding up surrendering Germans and engaging any remaining strongholds.

The hapless soldiers of the 325th Security Division are still fighting to defend the city - holding key buildings and striking out against the marauding partisans.

A squad of soldiers are moving towards the frontlines when they are ambushed by whooping partisans, while the national anthem rings out of open windows and tricolours billow in the wind.

The Forces:

325th Security Division French Maquis

- » Create a 300pt force using the guidelines presented in the Firefight! Rules.
- » Create a 450pt force using the guidelines presented in the Firefight! Rules.

If the Maquis player won the Barricades, they gain an extra 6" barricade section to place.

If the German player won the Barricades, the Maquis player places 1 less barricade section.

If the Maquis player won Fuel the Fire, the German second wave is delayed by one turn.

If the German player won Fuel the Fire, their second wave arrives a turn earlier.

Special Rules:

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

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.

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.

La Marseillaise: With the Allies at the city's gates, the populace has risen up en-masse. Popular anthems blast from open windows and tricolours flutter from windowsills and doorways.

Any Maquis units within 6" of a building gain +1 to all Order Tests. *(For a touch of atmosphere, try playing La Marseillaise during this scenario)*



The Scenario



Set-up:

The German player divides his force into two waves. The first wave is deployed at the start of the battle. The second wave is held in reserve and may move onto the table from the marked table edge from Turn 3 onwards.

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. Before the battle begins, they may place 2 6" barricade sections anywhere on the table.

Objectives:

The German player must escape the partisans and reach the outskirts of the city.

The Maquis player must destroy the German force before it escapes.

First Turn:

The battle begins! The Maquis player's force moves onto the table from the marked table edges 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 2 Victory Points for each friendly unit in the escape zone.

The Maquis player gains 2 Victory Points for each enemy unit killed.

The battle for Paris is nearly over - how many of your original squad survived to surrender to the Allies?

For those of you who want to fight to the bitter end, consider including any survivors in your 2000pt force in the Final Liberation scenario!

