



# SCENARIO: THE MASSIF

## French Maquis vs German Fallschirmjager



# THE MASSIF

The Vercors massif is a gigantic natural fortress in France's southern mountains. Atop the heavily forested plateau, some 4,000 resistance fighters declared themselves a free republic in the summer of 1944.

With few access roads, covered by soaring cliffs, the Vercors was considered impregnable by the maquis defending it. The Allies had dropped hundreds of canisters containing small arms, medical supplies and ammunition during the summer, along with an OSS combat team.

The German response was slow and deliberate. Probing attacks by reserve Gebirgsjagers and regular infantry units assessed the Maquis' strength, locating the main centres of resistance for a single devastating strike.

On 21st July, 3 Go-242 Gotha and 20 DFS-230 Gliders landed a company of Osttruppen and a platoon of paratroopers near the Maquis strongpoint at Vassieux, while columns of regular infantry and gebirgsjagers attacked up the plateau's main access roads.

The final battle for Vercors had begun!

## The Forces:

### French Maquis

- » 1x Regular 2nd Lt + Attendant
- » 1x Veteran Liaison Officer + Attendant
- » 2x Guerrilla Fighter Squads w/ 6x SMGs
- » 2x Partisan Squads (Late War) w/ 9x Rifles + 1x LMG
- » 2x Regular MMG teams

### German Fallschirmjager

- » 1x Veteran 1st Lt + Attendant (Glider 1)
- » 1x Veteran Sniper Team (Glider 1)
- » 1x Veteran Light Mortar Team (Glider 1)
- » 1x Veteran MMG Team (Glider 1)
- » 1x Fallschirmjager Squad (Later War) w/ 2x Assault Rifle, 1x Submachine Gun, 6x Rifles (Glider 2)
- » 2x Osttruppen Squads w/ 9x Rifles (Gliders 3 + 4)

## Special Rules:

**Glider Landing:** The German glider assault is aimed right at the heart of the resistance on the Vercors massif. On Turn 1, the German player deploys his force using the following rules:

*The landing and roll distance:* the player controlling the glider places a marker on the table with a directional arrow to indicate where the glider touches down and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45° clockwise or anticlockwise. The player then rolls two dice. The sum of these in inches is the distance the glider moves before stopping. Move the marker or glider model accordingly.

*Breaking parachute:* after observing the glider's roll distance, the player can choose to deploy a breaking chute. Roll a die. The number in inches is the reduction in roll distance. However, the use of a braking parachute adds +1 to the landing impact die roll.

*Placing the glider:* when the final position of the marker has been established, place the glider model (if you have one) with the nose on the marker and the tail pointing back towards the direction of entry. The glider counts as a soft-skinned transport vehicle that cannot move. If you don't have a glider model, use a 12"-long, 3"-wide rectangular marker, or alternatively you can simply place the models lying down in an equivalent area on the table and/or mark them with a token that identifies them as 'inside the glider'.

*Activating units in the glider:* After the glider has landed, all units inside it have their order die taken out of the bag, assigned to them and turned to Down for the turn. All units are assumed to be in the glider, extricating themselves from the fuselage, counting as units embarked onto a soft-skinned transport.

From the following turn, when you intend to give an order to a unit in the glider, first roll a die for that unit to see if it exits safely. Add any modifiers and apply the result from the landing impact table. At the start of each following turn roll again for any units still in the glider (same modifiers apply).

Roll	Result
1-3	<b>Spring into Action!</b> The unit extricates itself from the glider without any trouble.
4-5	<b>Hard Landing:</b> The unit has been pretty shaken up by the landing. It exits the glider with 1 Pin Marker.
6+	<b>Crash!</b> The glider has landed badly - the unit does not exit this turn and takes 1d3 Pin Markers.



# The Scenario



## Set-up:

The Maquis player deploys his forces anywhere in the marked area.

The German player's force arrives by glider on Turn 1.

## Objectives:

The Maquis player must defend Vassieux from the invading Germans!

The German player must neutralise resistance fighter activity around Vassieux.

## First Turn:

The battle begins! The German force arrives by glider (see the special rules on the previous page.)

## 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 Maquis player gains 2 Victory Points for each enemy unit destroyed!

The German player gains 2 Victory Points for each unit within the Maquis player's deployment zone at the end of the game.

*The sacrifice of the Maquis on the Vercors was ultimately in vain - Allied High Command did not support the rising with anything more than drops of small arms, and the overwhelming might of the Wehrmacht crushed the partisans, reducing villages to rubble and murdering hundreds.*