

The Liberation of Paris

By David Poulin

A Bolt Action Game Supplement

Seven scenarios depicting various highlights leading to the liberation of Paris
August 19-25th, 1944.



Parisiens celebrate their newfound freedom.

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New German Platoon Selector Guides

Sicherung (security) Reinforced Zug (platoon)

1 Lieutenant, 1st or 2nd

2 Sicherung Squads – Heer Infantry Squad (AoG II p20), Kradschutzen Squad (AoG p22)

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer, either artillery or air (unavailable in the city of Paris itself)

Infantry

0-2 Sicherung Squads – Heer Infantry Squad (AoG II p20), Kradschutzen Squad (AoG p22), French Milice Squad

0-1 MMG teams

0-1 Mortar teams, light or medium

0-1 Anti-tank team: Panzerschrek team

Artillery

0-1 Gun from: PaK 36, Panzerbusche 41, PaK 40, light howitzer

Armored Vehicles

0-1 Armored Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-rad), SdKfz 250/10, Panhard 178, Panzer 35R, Panzer 35H, Panzer 35S, Panzer II, Panzer III Aufs C or D

Transports and Tows

0-1 Transport per infantry unit: Bus, Truck, Car, Heavy Field Car

0-1 Tow per gun: SdKfz 10, SdKfz 7, Kettenkrad, Truck, Heavy Field Car

Special Rules: No veteran units may be included. Only half the units may be mounted. Each rifle squad may have one panzerfaust for +5pts.

French Milice Infantry Squad (BE p64)

1 NCO and 4-9 men for 7pts each, armed with rifles.

Options: The NCO may have an SMG for +3 points. One man may have an LMG for +20 points, another soldier becomes the loader.

Squad Special Rule: Inexperienced and Green squads only

Panzer Kompanie Paris Zug (Inexperienced and Green, or Regular)

Tanks, Tank Destroyers, Assault Guns, SP Artillery, and Anti-aircraft vehicles:

3-5 Panzer II, Panzer IIIE and IIIF, Panhard 178, Renault R35, Renault R40, Hotchkiss H35, Hotchkiss H38, Hotchkiss H39, Somua S35, Char B1, Panther, SdKfz10/4 with Flak 38

Luftwaffe Flakartillerie Zug

1 Lieutenant, 1st or 2nd

2-4 Luftwaffe Field Division Squads.

Plus:

2-4 AA Guns: 20mm Flak 38, 20mm Flakvierling 38, 37mm Flak 36, 88mm Flak 36 AA/AT Gun

0-1 Transport for each infantry unit.

0-1 Tow for each gun.

Luftwaffe Field Division Squad (AoG II p30)

One NCO and 4-9 men armed with rifles for 7pts each, Inexperienced.

Options:

The NCO and 2 men may have SMGs for +3 points each.

One man may have an LMG for +20 points; another man becomes the loader.

Up to 2 men may have panzerfausts for +5 points each.

Special Rule: Green

New Allied Platoon Selector Guides

Free-French Reinforced Infantry Platoon (Europe)

1 Lieutenant, 1st or 2nd

2 Free-French Rifle Squads (see below) *Plus:*

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer, either artillery or air

Infantry

0-2 Free-French Rifle Squads (see below)

0-2 MMG teams (US M1919A4 or French Hotchkiss M1914)

0-1 Mortar teams, light or medium

0-1 Flamethrower team

0-2 Anti-tank teams: Bazooka teams

0-1 Sniper team

Artillery

0-1 Gun from: Anti-tank gun: 37mm light AT gun, 57mm medium AT gun, Artillery gun: light, medium Anti-aircraft gun: light

Armored Cars

0-1 M8 Greyhound, M20 Scout Car, M3 White Scout Car

Tanks, Tank Destroyers, Assault Guns, SP Artillery, and Anti-aircraft vehicles: 0-1 M5 Stuart, Sherman M4A1/75, M4A2/75, & M4A3/75, Sherman M4A3/76, Sherman M4/105 (after the liberation of Paris), M7/105 HMC 'Priest,' M10 Tank Destroyer, M36 Tank Destroyer, M12 GMC, M40 GMC

Transports

0-1 Transport per infantry unit: M3 Halftrack, truck (all types), Jeep

Tows

0-1 Tow per gun: M3 Halftrack, truck (all types), Jeep

Platoon Special Rules: all units except Command, and Headquarters must be Regular.

Free French Rifle Squad

Composition: One NCO and 5-11 men armed with M1 Garand rifles, regular 10pts each, veteran 13pts each (maximum of two per platoon).

Options:

The NCO may have an SMG instead of a rifle for +3 points.

One man may have a Chatellerault M24/29 light machinegun for +20 points; another man becomes the loader, armed with a pistol, M1 carbine, or SMG.
One rifleman may add a VB grenade launcher for +20 points.

Free French Reinforced Armored Platoon

Tank War Rules: 3-5 armored vehicles taken from above.

Troops: Command, Infantry, and Artillery units from above (all units must be mounted).

Special Rules

Terrain Special Rules

Anti-Tank Emplacements – Czech Hedgehogs, Belgian Gates, and Dragon's Teeth provide hard cover, are obstacles for infantry, and are impassable to wheeled and half-track vehicles, tank traps for tracked vehicles.

Anti-Tank Traps – Including AT ditches, barricades, Belgian gates, bocage, Czech hedgehogs, dragon's teeth, gun pits and redoubts. These are impassable for wheeled and half-track vehicles. Roll a die when a tracked vehicle attempts to cross, DMs: vehicles 7-8 armor -1, 10-11 armor +1, Inexperienced crew -1, veteran crew +1, bocage +1, barricades and Belgian gates -2, dragon's teeth and Czech hedgehogs -3.

1 or less = Dead stop (Minimum Damage), if not immobilized roll to move again next turn.

2 = Stuck; try again next turn.

3-4 = Hung-up with belly exposed (almost through!); if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor); try to move again next turn with an additional +1.

5-6 = Pass through.

Barbed Wire – there are two classes of barbed wire, tight and loose. Both types are impassable to infantry and unarmored vehicles. Armored vehicles may drive through (remove a 6" section). Wire (*CNG* p123) causes a unit on foot to stop when it makes contact. On the following turn (Down order) a unit may attempt to get through it by rolling a 6+. Add a cumulative +1 on each subsequent turn. A roll of '1' always fails. Units with wire cutters add +2 to each die roll. Engineers are always successful but still must spend one turn Down.

Loose Wire – Subject to the above rule, or, can be bridged by a volunteer who falls on it, allowing the rest of a squad or team to Advance up his back on the same turn; remove one figure as a casualty.

Barricades – are made of incomplete bits of sandbags, cobblestones, furniture, abandoned vehicles, and cut-down trees, etc. These are ad hoc emplacements created in haste; they give hard cover to defenders but no special protection against HE. They are obstacles to infantry, impassable to wheeled and half-track vehicles, and Tank Traps for tracked vehicles. Remove a section if they are driven through.

Bridges – are clear down the center but a superstructure gives soft cover when it intervenes in the LOS; stone or steel parapets give hard cover. Figures under a bridge also have soft cover due to the difficulty of hitting them.

Circus Animals – at the end of each turn following the Goliath explosion, the animals will run to the door (12") and outside. At the door they will divert their direction of flight unpredictably; roll a d6: for each animal: 1-2=the animal turns 45° to the left, 3-4=the animal runs straight forward, 5-6=the animal turns 45° to the right. They will avoid buildings and vehicles but not people. If an animal runs through a group of figures or within 1" of them remove one figure as a casualty, 2 figures for the elephant. Animals are Inexperienced when targeted.

City Fighting– (*EiF* p122, *O* p108)

Rubble – destroyed buildings create patches of rubble that count as hard cover when shooting across at targets on the other side.

Infantry – treat rubble as Rough Ground; units in rubble have variable cover: Advance Order -1; Fire or Rally order -2; no order, Ambush, or Down -3.

Tanks – When attempting to cross roll a die. *DMs: Heavy or super-heavy tank -2, light or medium tank -1, inexperienced crew -1, veteran crew +1:*

0 or less = Vehicle falls into a cellar and is destroyed. If on solid ground the vehicle receives minimum damage.

1-2 = Bellied out; the vehicle moves d6" and stops; if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor).

3-4 = The vehicle slides d6" to side or rear and stops (try again next turn); d6: 1-2 = left, 3-4 = right, 5-6 = rear.

5-6 = The vehicle is free to move through.

Plunging Fire – (Dave's addition to the rule on page 123 of *BA II*) small-armed units in or on buildings above open-topped armored transports may shoot down into the vehicle with small arms at the troops inside if they are 6" to 12" away (measure from the building). The targeted unit receives hard cover; units 6" or less receive soft cover. If a unit is further than 12" away troops cannot be targeted specifically, per normal rules. This adaptation makes an accommodation for the street fighting from upper stories.

Street Fighting – (*EiF p123, O 110*) is deadly, when rolling to damage infantry and soft-skin vehicles on an open city street (not 'dug-in') add +1 Penetration to Damage. Infantry and artillery units will dissolve if they lose half their figures (total figures, not just from one salvo).

Sewers – (*EiF p123*) infantry squads, Command, HQ, and sniper teams only. Outflanking units may attempt to use the sewers. Order tests are at a -2 dm. If the test is passed the unit may make an Advance or Run from any point on the board that is at least 6" away from any enemy model. If a FUBAR is rolled the unit is lost by suffocating, triggering a booby trap, getting lost, or a ceiling cave-in.

Crowd Confusion – the Parisians were eager to be there in the streets, even at the risk of their own lives. When a hit is made on an FFI unit and civilians are within 3" of the unit roll a d6: odd = an FFI figure is hit, even = a civilian is hit. Civilians are Inexperienced; they will run away (remove from play) if no fighters are within 6" (remove from board).

Derelicts – block roads and may give hard cover to infantry, artillery, and other vehicles. They may be pushed aside by vehicles that have an equal or higher armor rating (Advance only, no shooting). If any tank makes a run at a derelict, move it 6" and roll for Minimum Damage.

Dug-in Units – (*EiF p112/DitS p124*) Dug-in rules involve emplacements which must be purchased out of a player's force point allotment: Barbed wire (loose) 1pt/inch, Barbed Wire (tight) 10pts/6", Barricades: 25 points per 3-4" section, Weapon Pits/ Redoubts/Berms: 30pts/ea, Trenches: 25pts per 6" section, Sandbags: 15pts per 3-4" section. These emplacements have the following features:

Cover – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS, indestructible. Built-up works (barricades, berms, and sandbags) are built above ground level so they do block LOS and a section is destroyed by 6 HE hits or when driven over by a tank.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken foxholes & trenches) instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Fences – (BA II p57) Stone yard walls are obstacles, impassable for wheeled or half-tracked vehicles. They provide hard cover when intervening in the line of fire; but no penalty if the shooters are in base contact. A 3-4" section is destroyed on 6 HE hits (before rounding down) or when rolled over by a tank. Tank trap. Wood Fences provide soft cover; are destroyed on 4 HE hits (before rounding down). They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks.

Fortified Buildings – some buildings are built stronger than usual. They provide hard cover to hit versus all small arms, HE and AT rounds (fire only at openings, not walls. Indirect HE may penetrate roofs as normal. They are destroyed on 14 HE hits, yard gates on 6.

Roads – paved roads provide vehicle x2 movement (except in the city); dirt roads do not.

Visibility – (BA II p220) Dawn Assault, Flare! Longest Day, and Reduced Visibility.

Army Special Rules

Attrition Points - In most scenarios players receive attrition points for each destroyed enemy unit:

1 point for a weapon team, inexperienced rifle squad, or softskin vehicle,

2 points for a command or FO team, regular rifle squad, heavy artillery, or armored car,

3 points for a veteran rifle squad, super-heavy gun, or a light tank.

4 points for a medium tank.

5 points for a heavy tank (including Panthers).

Scenarios may also award special points for objectives met or prisoners captured.

Fieldcraft – (AFA p98) Partisans may start the game Hidden (BA II p131), and on the first game turn they treat rough ground and obstacles as open ground when moving.

Fire and Maneuver – (AUS p20) Free French units with M1 rifles, BARs, and carbines do not receive a -1 to Advance and Fire.

Hitler's Buzz Saw – (AG p19) German infantry units that have a light or medium machine gun fire one extra die than normal, 5 dice for light and 6 dice for medium.

Incendiary Shells – explode as normal HE but a fire starts on an additional die roll of 4+.

Infiltration – (AFA book p98) when outflanking, partisans ignore the -1 modifier to the order test when entering the board.

Initiative Training – (AG p19) if an infantry squad's NCO becomes a casualty roll a die. On a result of 4+ another figure takes over without any morale loss.

Molotov Cocktails – (Partisans, alternate rule) can be carried by one figure in each squad for 20 additional points. Use the flamethrower rules. This figure needs no assistant and retains use of his/her main weapon when not throwing a Molotov. If the Molotov figure is damaged apply a flamethrower effect to the figure's own unit. Additional DM to penetrate armored cars: -1.

VB Launcher – (AFA p11) range 6-18", Indirect Fire, HE 1". The figure carrying the VB may fire the grenade launcher or his rifle.

Vengeance = (AGB p18) (Free French) before being given an order test all regular and veteran units may also test to lose one pin whenever enemy units are within 12". For this test roll 1D6: on a roll of 4+ a pin is removed. Then roll for a regular order test to see if the unit can act. Roll even if the unit no longer has any pins using the standard morale.

Wire Cutters – one figure in a squad (usually the NCO) can have wire cutters for +10 additional points.

Scenario 1) Assault on the Paris Police Prefecture – August 19, 1944

By the morning of August 15, virtually all the Paris police had gone on strike. This was a signal to the FFI that the police would not interfere with their operations and at that point gunfire broke out in several locations. The next day the telephone, telegraph, Metro, and railways followed suit. Soon, as much as 60% of all workers in Paris were all on strike. The Germans however, seemed to lack an appreciation of what was going on. There were still twenty thousand German soldiers in the city supported by tanks, armored cars, and artillery, and German planes were still based at le Bourget airfield, north of the city. At dawn, August 19, about 1500-2000 police, most without their uniforms, collected at the main Prefecture on the Île de la Cité across from the Notre Dame Cathedral and took up arms. They only had 500 weapons: mostly revolvers, a few rifles, some Hotchkiss machineguns, and chemically ignited Molotov cocktails fabricated in the building basement by Frédéric Joliot-Curie, son-in-law of Madame Curie. For the first time since June 1940, they raised the French tricolor atop the building. The sight of it brought a patriotic frenzy to the populace. The hated police had now become their champion. The priest at Notre Dame, Abbé Robert Lepoutre, rushed across the plaza to lend his support. Even the telephone operators showed up to help with communications, by which, the FFI kept them informed as to German movements in the city. Tricolors also went up on both towers of the cathedral as well. La Marseillaise could be heard everywhere.

To the benefit of the defenders, the Prefecture had been built like a fortress, designed to withstand assault. Although most of the German Sicherung (Security) Regiment 5 was busy elsewhere, they managed to scrape together a task force to assault the Prefecture. Just before 1500 hours on Sunday, August 19, a column including armored cars carrying fifty soldiers approached on the Boulevard du Palais on the west side, turning the street into a shooting gallery. Thirty minutes later, another column including one Panther tank and two 35Rs (French Renault R35s) approached the Precinct along Quai du Marché Neuf, a narrow street between the Prefecture and the Seine. They moved into the plaza between the cathedral and the prefecture.

For some unknown reason the tanks only fired AP rounds at the building rather than HE. Perhaps that was the only ammunition they had. Their MMGs raked the building constantly. The Panther blew down the main gates to the courtyard sending those inside to find cover. But when an R35 was disabled by a Molotov cocktail, the other tanks were convinced to withdraw some distance. Two important trucks were captured, one with gasoline and one with arms and ammunition. The gasoline ensured the continued production of Molotovs while the arms and ammo helped resupply the police, who were almost out. As it turned out, the older men of the Sicherung units, had very little desire to die for Hitler. They withdrew at nightfall, to await further orders and reinforcements. Aftermath: The FFI in Paris included many more Communists than Gaulists but this event ensured that final victory would politically belong to de Gaul. The leadership on every side of the political spectrum agreed to mobilize all Resistance members in the city from 18 to 50 years old. Parodi, the Gaulist leader, placed overall command of the fighters on Colonel Henri "Rol" Rol-Tanguy, who was a communist veteran of the Spanish Civil War. Earnest fighting broke out all over the city. 193 policemen died in the Liberation, most of them at the Prefecture on August 19-20; 50 Germans were killed and 100 wounded in that skirmish.

Opposing Forces

The Germans are attacking and should be allotted 30% more points; neither side has air or artillery support. The German Infantry Platoon should be taken as a **Sicherung Reinforced Zug** (p2). They must enter the board mounted in transports. The armored platoon may include 2-PzKpfw 35Rs (R35s), 1-Panther Tank, and a supply truck.

The two French platoons should be taken from the **Liberation 1942-45** selector in the *Armies of France and the Allies* book, p107. The rifle squads may have Molotov Cocktails. Each platoon should include 1-Hotchkiss, Vickers, or German machine gun.

Setup

The 6'x4' board is oriented across the 4' width. The Prefecture is located on the Île de la Cité in the center of the 6' width and up the board edge. Notre Dame de Lourdes church is placed opposite with a large plaza between. The seine river (6") runs down both 4' sides of the island with two bridges on the east side.

Special Rules

Terrain Special Rules

City Fighting, Fortified Buildings (adjoining buildings of the Prefecture connect on each floor), Roads.

French Special Rules

Fieldcraft, Infiltration, Molotov Cocktails.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

Objectives

The German platoons are sent to quell the revolt, but the French are determined to make a stand.

First Turn

The motorized German infantry platoon enters the board from the southern edge in vehicles on the first turn. The Armored platoon arrives as reserves from the north edge on game turn 2. The fuel truck must move to within 18" of the prefecture as soon as possible. Once there, if it moves further than 18" from the Prefecture it is captured.

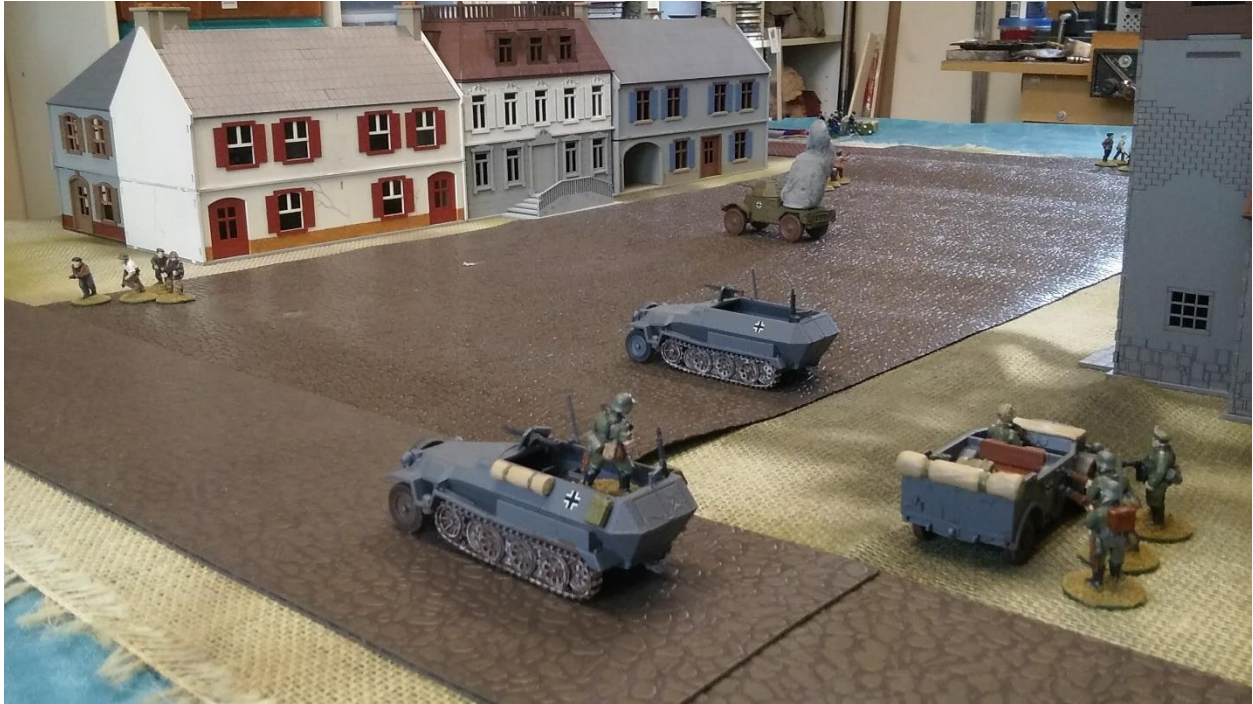
The French Platoons are setup in any buildings desired and may be placed in Ambush, however, one squad and a truck may start the game off-board, entering as reserve from any board edge on game turn 2.

Game Duration

The game will last 6 turns.

Victory Conditions

In addition to attrition points: the capture the supply truck adds 10 points to the French. It is captured if it ends a turn closer to a French unit than a German one; remove it from play (no points for destroying it). The Germans receive 5 points for each captured building of the Prefecture. Buildings are captured if a German unit is inside at the end of the game with no French units inside.



German infantry and vehicles enter the plaza from the southeast. A Panhard 178 burns in front of the Prefecture complex.



The tanks and the supply truck enter from the north. The FFI squad in front of the tanks tried unsuccessfully several times to damage a tank.



Fighting at the Police Prefecture



Manning the barricades

Barricades! August 22nd, 1944

But the police knew they could neither hold the Prefecture (they were low on ammunition), nor could they evacuate it if the Germans attacked in force. It was too important. General Choltitz was also in a quandary. He couldn't surrender to "terrorists," and though he had 20,000 men, 80 tanks, and 60 artillery pieces, he still didn't have enough men to control a city of 3 million, much less, defend it from the Allies. Only the indifference of the Americans and British kept the city in German hands. Swedish diplomat Raoul Nordling was installed by both sides as an intermediary to establish a truce, which was concluded at 2040 hours on the 19th. The Germans agreed not to attack currently-occupied buildings, while the FFI agreed not to assault German strongpoints or convoys moving through the city. Although heavily criticized, the truce may have saved the lives of hundreds of police, as an attack was planned on them for the following morning.

The night of the 19th-20th was strangely quiet, but full of suspense, uncertainty, and expectation. Due to difficulties in communications many units on both sides thought the truce was only a rumor. The SS in particular continued to fire into buildings and crowds and executed any French found with weapons. Some communist sections of the FFI also refused to accept it, so fighting continued in some neighborhoods. But the ability of the Germans to move through the streets rankled Colonel Rol. That evening, through bulletins that spread over the city, he called for the people to spend the night building barricades. This was done by thousands of people who placed barricades made of Sandbags, cobblestones, furniture, abandoned vehicles, and cut-down trees. This continued through the next day until over 400 major barricades had been constructed in the streets and two hundred more would soon follow. In small neighborhoods, the roads were easily blocked, but in the avenues, barricades were built halfway across, with an opposite number slightly behind, allowing restricted but still accessible travel.

Over the last two days 231 French had been killed and 800 wounded. By Monday, the 21st, the truce had collapsed entirely, and fighting raged all over the city. Léo Hamon and a small group of communists took over the Hôtel de Ville. By the end of the day on August 23rd the French had captured 8 artillery guns, 9 armored vehicles, and 650 prisoners, and they continued to capture arms and ammunition where they could. People from all walks of life were mobilized. On Avenue Henri-Martin, in the normally calm Passy neighborhood near the Bois de Boulogne, Charles Braibant watched in astonishment as a young woman bicycled toward a prone German rifleman, seemingly oblivious to his presence. His fear that she might ride into his line of fire and become an innocent victim soon turned to stunned amazement when she took out a pistol, calmly shot him dead, then speed off. Then another man raced from a doorway to seize the dead soldier's weapons.

Scenario 2) Through the Barricades, August 22nd, 1944

German columns ranging through the city were forced to make one of two choices: go around the barricades or go straight through. Some units sortied from their strong points intending to remove or at least penetrate barricades. In this scenario, a belligerent SS platoon attempts to break through and the FFI attempt to stop them.

Opposing Forces

The German platoon should be taken as Waffen-SS from the **1943-44 Anti-Partisan Security Patrol** selector from the *AG II* book (p82). They may have one Panther tank. The Germans are attacking and should be allowed 30% more points.

The FFI platoon (regular) should be taken from the **Liberation 1942-45** selector in the *AFA* book, p107. The squads may have Molotov Cocktails. Place 10 civilian figures amongst the French.

Neither side has air or artillery support.

Setup

The 6'x4' board is oriented across the 4' width. It is setup as a typical city street with buildings running down both sides. The Germans are assaulting a static defense, a barricade made up of various materials, which runs across the street from one side to the other. They cannot go around the street.

Special Rules

Terrain Special Rules

Barricades, City Fighting, Crowd Confusion, Roads.

French Special Rules

Fieldcraft, Infiltration, Molotov Cocktails.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans must clear the road so they can pass through. The French must try to stop them.

First Turn

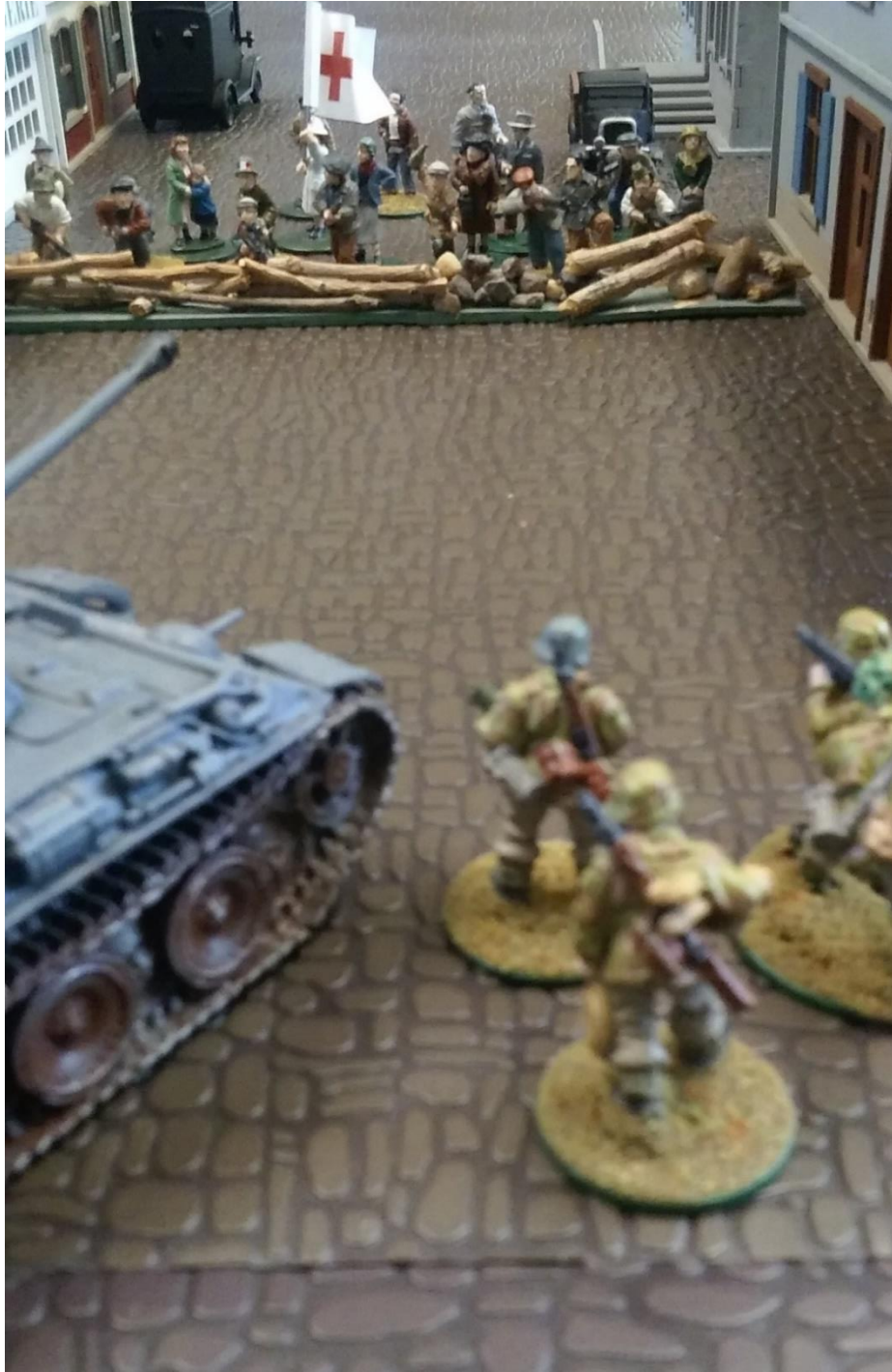
The Germans enter the board on the first turn mounted in vehicles. The entire French force may be already setup on board. One squad must be set up at the barricade, the others may be in buildings or outflanking (in reserve). Place 10 unarmed civilians at the barricade as well.

Game Duration

The game will last 6 turns.

Victory Conditions

In addition to attrition points: the German player(s) receive 5 points for breaking a barricade and the French receive 5 if they don't.



SS Troops supported by a Panther tank advance to a barricade.

Scenario 3) Around the Barricades, August 22nd, 1944

The Germans realized it was a waste of valuable resources to damage a tank just to break a barricade that could easily be rebuilt. Therefore, columns attempting to move about the city had to try and go around. Many barricades, such as in the St. Michel area, were designed to channel traffic into narrow streets that could be blocked off. When a column was stopped, the FFI would attack the last vehicle in line with Molotov cocktails, trapping the whole column in the street. The Germans were forced to dismount and fight in the streets, a situation for which they had had no training and usually no stomach for. In this scenario, a motorized column has been sent from the tank park at Tuileries. They must get through the St. Michel neighborhood to reach the Île de la Cité, but they become trapped in a narrow street and are attacked.

Opposing Forces

The German platoon should be taken as Waffen-SS from the **1943-44 Anti-Partisan Security Patrol** selector of the *AG II* book. The rifle squads are mounted in Hanomag 251/1 armored cars. They may have one Panther tank.

The FFI platoon (regular) should be taken from the **Liberation 1942-45** selector in the *AFA* book (p107). The squads may have Molotov Cocktails. Place 10 civilian figures amongst the French.

The Germans are attacking and should be allowed 30% more points; neither side has air or artillery support.

Setup

The 6'x4' board is oriented across the 4' width. It is setup as a typical city street with buildings running down both sides. The Germans are assaulting a static defense, a barricade made up of various materials, which runs across the street at the far end, from one side to the other. They cannot go around the street.

Special Rules

Terrain Special Rules

Barricades, City Fighting, Crowd Confusion, Roads.

French Special Rules

Fieldcraft, Infiltration, Molotov Cocktails.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans must clear the road so they can pass through. The French must try to stop them.

First Turn

The Germans enter the board on the first turn mounted in vehicles with the tank in the lead.

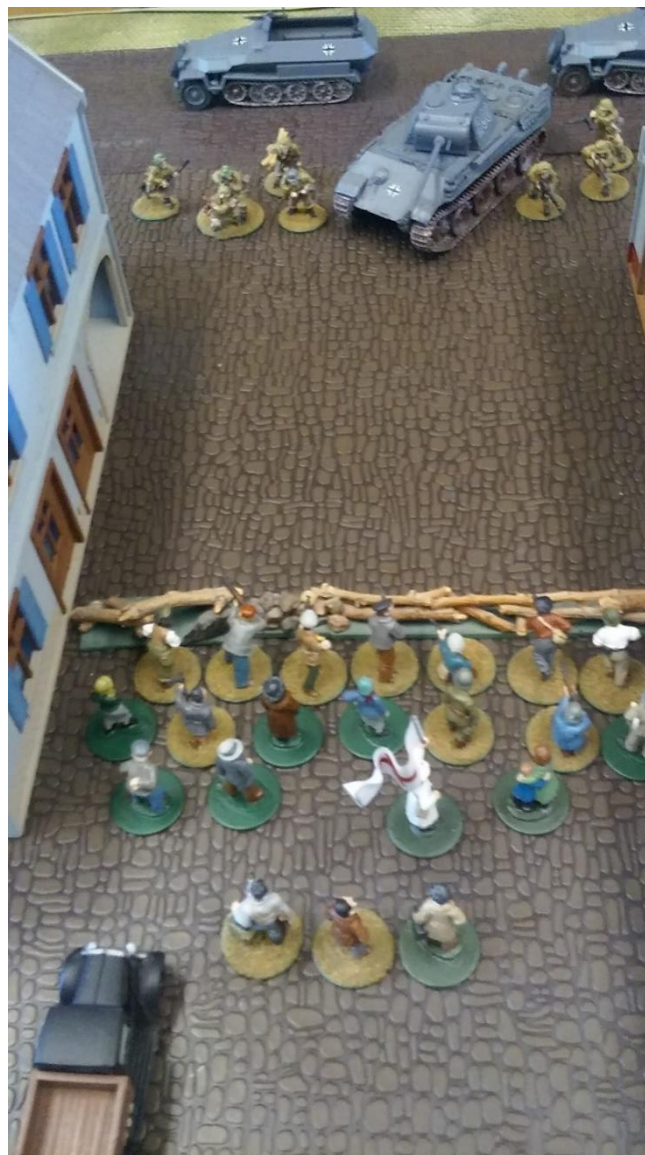
The entire French force is already setup on board. At least one squad must be set up at the barricade, the others may be in buildings or outflanking. Place 10 unarmed civilians at the barricade also. The idea is to destroy the last vehicle in the column creating a killing ground.

Game Duration

The game will last 6 turns.

Victory Conditions

In addition to attrition points: the French player receives 5 points for each German unit that surrenders. The German player receives five points for each unit that escapes off the board.



The Germans dismount to fight in the streets; civilians are crowding the freedom fighters and a Red Cross medic has arrived to help.

Scenario 4) Assault on the Main Telephone Exchange, August 22, 1944

In his defense planning Choltitz knew that if the Resistance saw that major demolitions were being prepared in the city there would be a universal uprising. That would be his worst nightmare, because he would lose control of the city's transportation nodes, and his troops would become involved in a kind of urban guerrilla warfare for which they were untrained. The morale of the garrison was already fragile. He rightly felt that many units would break if pressed too hard. He decided to use a less risky defense plan. He installed the garrison in thirty-six mutually supporting strongpoints, including the Place de la Concorde near his headquarters in the Hotel Meurice, the Luftwaffe headquarters in the Palais du Luxembourg, the large German barracks on the Place de la Republique, and critical infrastructure locations such as the main telephone exchange at 103 Rue de Grenelle, and the gas and water works. It was intended that these strongpoints would keep the main thoroughfares open. This would ensure smooth circulation for his mobile forces. Unfortunately for the Germans, this strategy allowed the FFI to attack each point individually at will. Some were easily overrun; a few surrendered outright, but others were much too strong to capture – however, they could be held under siege. Fifty Resistance fighters captured the Main Telephone Exchange in order to limit German communications. A task force with a tank was sent to recapture it but to no avail. In this scenario, the French platoon must capture and hold the vital telecommunications center in order to control city-wide telephone lines.

Opposing Forces

The German platoon (veteran), mounted in vehicles, should be taken from the **Sicherung Reinforced Zug** selector (p2). The platoon may include one armored car or R35 tank.

The FFI platoon should be taken from the **Liberation 1942-45** selector in the *Armies of France and the Allies* book, p107. Place 10 civilian figures amongst the French.

The FFI are attacking and should be allowed 30% more points; neither side has air or artillery support.

Setup

The 6'x4' board is oriented with the long sides N to S. The telecommunications center is located in a building on a central plaza. It is surrounded by barbed wire. The remainder of the board features buildings forming a minor city square. The roads are clear and paved. This raid takes place during the day. The German player may set up to two redoubts anywhere on the board.

Special Rules

Terrain Special Rules

Fortified Buildings, Dug-In Units (sandbag sections), Barbed Wire (tight).

FFI Special Rules

Green Troops (BA II p90), Fieldcraft, Infiltration, Wire Cutters, Molotov Cocktails.

German Special Rules

Green Troops, Hitler's Buzz Saw, Initiative Training.

Objective

The French platoon must capture and hold the telecommunications center in order to control city-wide telephone lines. The Germans must try to stop them, but since they need the Exchange they cannot destroy it outright.

The First Turn

The French Milice squad is on guard duty at the telephone exchange. They are setup before the game begins. The remainder of the Germans, and the R35 tank are in reserve and may begin to enter the board on game turn 2 from any street.

The entire French platoon begins the game onboard, at least 24" from the exchange. They may start as Hidden in buildings.

Game Duration

The game will last 6 game turns.

Victory Conditions

In addition to attrition points: the side that holds the telephone exchange at the end of the game, with no enemy units inside, receives 5 extra points.



Civilians take cover as snipers fire randomly.

Scenario 5) Assault on the Grand Palais – August 23, 1944

Throughout the night of the 22nd, Parisians tried to sleep through sporadic gunfire. They awoke to the sight of a towering column of smoke rising from the Grand Palace, near the Champs Élysées, a massive, glass-roofed, 250,000 square foot hall built for the Universal Exposition of 1900. It had remained open during the war to provide some diversion for the people of Paris. There had been several exhibitions of Vichy and Nazi propaganda, but today, it was hosting a traveling circus. Many German officers had first-class tickets to the day's performance. In the basement, there was the Metro (subway), and a Police station. The only people held by the police there were a few prostitutes and a German Baron, a civilian who was so innocuous that he was given leave to move freely around the building.

Somehow, a German detachment decided to attack the Palace. No one knows who ordered the attack, but it didn't come from Choltitz's HQ. He knew the place had no military value. Before sending in tanks, they decided to employ a Goliath, a four-foot long, two-foot tall, tracked device that held two hundred pounds of explosives. It was controlled remotely by telephone wire and could be detonated at a safe distance. Goliaths had been used against tanks in Normandy.

It was the Baron who recognized the strange device that was moving towards the Palais entrance. He shouted the alarm and a panic ensued as people tried to escape. The circus animal handlers frantically tried to get their animals out of the cages that would soon become death traps. After the gigantic explosion that followed, German tanks began shelling the place with incendiary shells, causing multiple fires.

A wave of panicked people, circus animals, policemen, and prostitutes came streaming out of the building in terror. Those trapped inside ran for the basement, some made it, and others did not. Crazy animals ran about, some of them on fire. When firefighters arrived, the German commander refused to allow them to fight the blaze. But when he finally did, it was too late. Starving Parisians risked life and limb as they ran out to the dead and dying animals with plates and knives to carve up their meat. It was "a truly hellish scene in one of the most famous and most beautiful avenues in the world."

One witness, a 17-year-old FFI medic, wrote in his diary (paraphrased):

"1000 hours – The Grand Palace burns; there are FFI inside. Everything burns and the Germans do not want to let anyone out. Twenty-two FFI are there; many other people are still in the Grand Palace. It is a huge blaze. The Germans arrive. We leave. They shoot at us but they miss. 1130 hours – The Grand Palais burns hard. Some wounded remain inside. They will not leave until the others will have surrendered. Hard fighting all around the Grand Palais, Place de la Concorde, Champs Elysees Avenue, on the docks, near the boulevard Saint Germain, at the bridge de la Concorde. I do not believe that the glass ceiling has fallen, but all the inside of the right wing is completely in flames. There are immense flames rising in the interior and pass through the glass roof. We hear the roars of the panthers [German Panther Tanks] who brawl with the roar of the flames. It is feared that a few FFI are dead inside. Shortly after, long flames emerge from the central vault. What a fire. Explosions are heard inside. Ammunition, no doubt." – *from the Diary of FFI medic Jean Claude Touche, mortally wounded on August 25, died on August 29, 1944.*

Opposing Forces

The German force should be taken from the **Sicherung Infantry Platoon** selector (p2). The Platoon can include one Red Cross Medic (free). They are supported by an Armored platoon of up to 4 armored vehicles from the **Panzer Kompanie Paris Zug** selector. The Germans are attacking and should have 30% more points.

The French platoon should be taken from the **Liberation 1942-45** selector in the AFA book (p107). One Red Cross Medic may be included (free). Also, there must be 15 unarmed civilians and 6 large circus animals present.

Neither side has air or artillery support.

Setup

The Grand Palais is located on a 6'x4' board per the diagram below.

Special Rules

Terrain Special Rules

Fortified Buildings, Circus Animals, Crowd Confusion, Red Cross Medics.

French FFI Special Rules

Fieldcraft, Infiltration, Molotov Cocktails.

German Special Rules

Goliath (this Goliath does explode, no need to roll for it), Hitler's Buzz Saw, Incendiary Shells, Initiative Training.

Objectives

No one knows what the Germans are trying to do; the French are trying to preserve an important landmark and, in general, resist them wherever they can.

First Turn

The German infantry platoon begins the game 12" from the Palais entrance. They have just detonated the Goliath inside the building. Apply a Heavy Howitzer hit to the building and an HE 4" hit on the civilians and animals inside. The Armored platoon arrives as reserves on game turn 2.

The French command team, half the units, and a Police squad (5) are setup in the building as desired. The remainder start the game off-board, entering as reserves on game turn 2.

The civilians and animals are placed in the center of the building.

Game Duration

The game will last 6 turns.

Victory Conditions

Count the attrition point values.



The Grand Palais.



Civilians through the streets.

Scenario 6) At the Gates of Paris – August 24, 1944

General Philippe Leclerc's *Deuxieme Division Blindée* (2nd Armored Division) had been ordered by the American 15th Corps commander, General Gerow, to approach the city from the north but that way was too heavily defended, so Leclerc diverted his force to the southwest and south. He didn't bother to tell Gerow. But this change would allow better access to the City Administration buildings on and near the île de la Cité, rather than the residential and industrial neighborhoods in the western & northern suburbs. Because, Leclerc didn't inform Gerow of his modifications to the plan, Gerow believed he was subversive and incompetent and General Bradley thought no better. Also, there seemed to have been no Allied appreciation that the French division had further to go than other units in the area. Many of the units had to travel 125 miles just to get to the staging area at Rambouillet, 22 miles southwest of Paris. Leclerc divided the division into two task forces, GTL (Colonel Langlade), and GTV (Colonel Billote). GTL Langlade was to enter Paris from the Southwest at Porte St. Cloud while GTV Bilote was to make for the southern approach at Porte d'Orléans. Both columns were to meet at the Place de la Concorde in the center of the city.

Because of the urbanized terrain the French columns were forced to stick to the roads. German General Boineberg, Kampfgruppe Aulock, anticipated this by placing flak units with batteries of 88s and 20mm AA guns supported by infantry, which the French found to be formidable opponents. Bradley accused them of "dancing their way to Paris," and, in his frustration, he ordered the American 4th infantry Division to precede them into the city just to spite Leclerc. But The French columns were not dancing, they lost men and vehicles in their efforts to enter the city gates.

One such defensive point was located at the village of Longjumeau, directly south of the city. An advance guard was sent ahead of Billote's task force to capture a bridge, which was done by 1000 hours, bagging 250 half-hearted defenders. After this, Billote divided his force into two smaller groups under Colonel Putz and Colonel Warabiot in order to take advantage of the small roads. Warabiot's columns moved further east while Putz's men continued up the main road (Route 20). Putz's columns came under intense anti-tank fire from a dozen 88 guns in two locations near Massy and Wissous on the edge of Orly Airfield. Both locations covered the road from either side, with Massy to the left and Wissous to the right. These were eventually taken with about 500 prisoners captured.

The strongest resistance of the day came from a defensive concentration stretching from Antony on the left to Fresnes Prison on the right. The fighting took up the rest of the day. Since his men had been on the move for 48 hours, and with darkness falling, Billote had his units stand down for the night. Meanwhile a small task force under Capitaine Raymond Dronne had been sent by Leclerc through the Porte d'Italie, luckily avoiding German defensive positions. Dronne's three tanks, six halftracks, and several trucks, made it to the Hotel de Ville at 1920 hours as night was falling. Upon hearing the news, the massive bells of Notre Dame announced their arrival and were soon repeated by all the bells in the city. Thousands of people began to sing in the streets. Choltitz called Speidel at HQ OB West and announced that the Allies had arrived. Then he held up the phone so Speidel could hear the rejoicing.

Opposing Forces

This scenario is meant to be a four-player game.

The first German infantry platoon should be from the **1944 Normandy** selector in the *AG II* book (p96). The rifle squads must Heer Grenadier (*AG II* p23). The second platoon should be from the **Luftwaffe Flakartillerie Zug** (p2). The German player must purchase emplacements and may have artillery Forward Observer.

The Free French armored platoons should be organized by the **Free French Reinforced Armored Platoon** selectors. Per the *Tank War* book, they should be a mixed force of tanks and mounted infantry divided up as desired. They may include an air Forward Observer.

Outflanking is not allowed.

Setup

The 6'x8' board is setup per the diagram below. A road runs straight down the center of the board with the German static defenses on either side. The Germans are dug-in. There may be scattered buildings up to 12" from the French edge.

Special Rules

Terrain Special Rules

Dug-in, Tank Traps, AP/AT Minefields.

French Special Rules

Fire and Maneuver, Vengeance.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

Objectives

With the city to their backs, the German platoons must stop the French from advancing, but the French are determined to make a breakthrough.

First Turn

The German infantry platoons begin the game setup, dug-in, within 12" of their board edge; one platoon on each side of the road. They may be in Ambush but not Hidden.

The entire French force enters the board on game turn 1 on the central road, mounted in vehicles. No outflanking is allowed.

Game Duration

The game will last 6 turns.

Victory Conditions

In addition to attrition points: the French player receives 5 points for each unit that moves off the German board edge. The German player receives five points for each unit that doesn't.

Scenario 7) Assault on Hôtel Meurice – August 24th, 1944

At 1300 hours, on Friday, August 24, a detachment of the GTV, including five M4A2 Shermans and some infantry, led by Commandant Jean de la Horie moved down the Rue de Rivoli, one of Paris' poshest streets. It led past the Louvre Museum and the Tuileries Gardens. There were two Panther tanks at the Tuileries, another in the center of the Place de la Concorde, and an R35 blocking the west end of Rue de Rivoli, where it opened onto the Place. The GTV deployed two columns and sent them west, one along Rivoli under Capitaine Branet and another, parallel along the bank of the Seine. The lead Sherman on Rivoli was "Douaumont" #40, from the 3rd Compagnie, 501e RCC. Douaumont was commanded by Sergent Marcel Bizien, who fired a round into the back of the R35, penetrating the rear armor, and setting the engine compartment on fire.

While this was happening, Lieutenant Henri Karcher led a detachment of infantry, along the arcades on the north side of the street. A German soldier on the roof of an adjacent building lobbed a grenade at Douaumont. It bounced into one of the other tanks, setting it on fire and wounding the crew. The tanks passed the Hotel Meurice and entered the Place de la Concorde, approaching the Panther. Simultaneously, an M10 Tank Destroyer, named Simoun, saw the Panther from 2,000 yards away and fired a round which damaged its tracks. The Douaumont's gunner loaded a phosphorus shell by mistake, which enveloped the Panther in a white dust cloud. Then Sergent Bizien ordered the driver to ram the Panther, which was done. Bizien jumped out of his turret with his .45 drawn but by the time he reached the Panther, the crew had run away. Germans from a nearby building fatally wounded him. The three remaining tanks quickly entered the Garden of Tuileries and engaged the two Panthers there. By the end of the afternoon, four of the Shermans had been knocked out and all the Panthers had been destroyed.

Meanwhile, Karcher's infantry assaulted the lobby at Hotel Meurice with gunfire and grenades. When the Germans there began to surrender, he ran up the stairs and into General Choltitz's office. Choltitz was there with several senior officers. In his excitement, Karcher asked the General if he spoke German. Choltitz replied, "Of course I speak German!" Commandant Jean de la Horie was right behind Karcher. He asked Choltitz if he was prepared to surrender. With their weapons already laid out on the table Choltitz replied that he would surrender. Horie and his men escorted the Germans out of the Hotel. They had a very difficult time getting them through the angry crowd of Parisians that had formed outside. Leclerc and Colonel Rol met them at the Police Prefecture for the formal surrender. Choltitz agreed to surrender the entire garrison and to send out emissaries to convey the news to various strongpoints. Fighting still continued in several parts of the city while people celebrated in the streets.

Opposing Forces

The German infantry platoon should be taken from the **Sicherung Reinforced Zug** selector (p2). The platoon should be supported by three tanks per the *Tank War* rules (at least one should be a panther tank).

The Free French armored platoon should be taken from the **Free-French Reinforced Armored Platoon** selector (p3).

This scenario is meant to be played with equal forces; neither side has air or artillery support.

Setup

The 6x4 board is setup with the long length facing E-W per the diagram below. A street, Rue de Rivoli, is set running down the long length of the board, about 12" from the North edge. Between it and the north edge a row of buildings is placed. Across the road is the park, Jardin des Tuileries. The setting is a street in Paris. One building is the Hotel Meurice.

Special Rules

Terrain Special Rules

City Fighting, Fortified Buildings.

Free French Special Rules

Fire and Maneuver, Vengeance.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans must stop the French from capturing their General, but the French are determined to make him prisoner. The General will surrender if the French enter the upstairs of the Hotel Meurice.

First Turn

The German infantry platoons are already setup in buildings on the first turn with HQ representing the Hotel Meurice. The tanks are in the park or on the street as noted. The R35 tank is facing the wrong way and must roll a 5+ each turn to notice the French (unless fired at).

The entire Free French force enters the board from the east on game turn 1. No outflanking is allowed.

Game Duration

The game will last 6 turns.

Victory Conditions

In addition of attrition values: the French player receives 5 points for capturing the general; the German player receives 5 points if they don't.



An assembly of the Free French 2^e Division Blindée.

Overview

In total, 20,000 German troops surrendered on Friday and Saturday. They had lost 2,887 killed, 4,911 wounded, and 4,312 captured in the fighting, and many who had escaped from the city. Throughout the campaign, the 2e DB lost 71 men killed and 225 wounded, 35 tanks, 6 SPGs, and 70 other vehicles destroyed or damaged. In all, 1482 FFI and 581 civilians were killed, and 3,467 FFI and 2,012 civilians were wounded. Throughout the occupation German forces and French Milice killed about 30,000 Parisians.

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Abbreviations

FFI = French Resistance (*FFI*: "Forces Françaises de l'Intérieur"). Technically, this designation only refers to units loyal to De Gaulle and does not include other affiliations, usually communists or socialists. But for convenience, this designation is used for all Resistance groups regardless of affiliation.