

LIBERATION OF PARIS

FRENCH FORCES OF THE INTERIOR



The Allied victories in Normandy led Parisian railway workers to go on strike on 10 August 1944. They were soon joined by employees of the Paris metro, postal workers, gendarmes and police officers, and then by many workers when the general strike broke out on 18 August. Resistance fighters seized the police headquarters on 19 August and the Hôtel de Ville the following day. Barricades were also erected in the streets of Paris, and violent fighting broke out between the **French Forces of the Interior** (FFI) and the German occupying forces.

Weakly equipped and short of ammunition, the insurgents informed the Americans that they had taken control of half the capital, but that the situation was still very fragile. Although General Eisenhower had initially planned to bypass Paris, he was finally convinced by General de Gaulle and the Allied secret services of the strategic importance of the city, and on 22 August he ordered General Leclerc to send the 2nd French armoured division to the rescue of Paris. The first elements of the 2nd Armoured Division entered the capital on 24 August and German General Dietrich von Choltitz surrendered the next day.

FACTION RULES



STREET FIGHTS	Resistance fighters and collective weapons can set up a barricade in the occupied zone for one order only. However, they cannot set up barbed wire, mines or booby traps.
INFORMERS	A group can attempt to detect an enemy ambush in an area of terrain within his line of sight by spending a single order.

MOLOTOV COCKTAILS

Molotov cocktails are light weapons that can only be used at close range and have the skills  and .

Groups equipped with these incendiary weapons can choose to use their basic profile or that of Molotov cocktails when firing at close range.

CAPTURED HAND GRENADES

Captured hand grenades are light weapons that can only be used at close range and have the skills  and .


Groups equipped with these weapons can choose whether to use their basic profile or that of the captured hand grenades when firing at close range.










COLONEL ROL-TANGUY












A metalworker and Communist activist, Henri Rol-Tanguy joined the International Brigades in 1937 and fought in the XIV Brigade as a political commissar during the Battle of the Ebro, where he was wounded. On his return to France, he was mobilised in 1939 and took part in the fighting with the 28th Infantry Division in June 1940. He went underground as soon as he was demobilised and helped found the Francs-Tireurs et Partisans (FTP). He became a regional leader of the French Forces of the Interior (FFI) in the Ile-de-France region in 1944 under the pseudonym Rol. At the head of the Paris insurrection, he received General von Choltitz's surrender on 25 August, alongside General Leclerc.

◆ **Henri Rol-Tanguy is a leader and can only be recruited by the French Forces of the Interior.**

PERSONNAGE	CDT	COMPÉTENCES	COÛT	
Colonel Rol-Tanguy	Conscript		4	+ Messenger (2 pts)
<p>Catacombs : after drawing one of his activation tokens, the player leading Colonel Rol-Tanguy can move him to any zone containing a friendly group. The activation roll is then made with one die less.</p>				

CHARACTERS	COMMAND	SKILLS		
Brigadier-chef	Regular	-	4	+ Messenger (+2 pts) + Medic (+2 pts)
A brigadier-chef activates the FFI groups with one die less.				
FFI officer	Conscript	-	2	+ Messenger (+2 pts) + Medic (+2 pts)
An FFI officer activates the police groups with one die less.				
Medic	-		2	-

INFANTRYMEN	EXPERIENCE	MORALE	LONG RANGE SHOT	SHORT RANGE SHOT	SKILLS	COST
Police officers	Trained	Motivated	Light 	Light	-	11
Resistance fighters FFI	Militia	Motivated	Light 	Light		8
Captured submachine guns: any group of infantrymen can be equipped with captured submachine guns. The group then obtains the skills  and  at short range.						+ 1
Captured hand grenades: any group of infantrymen can be equipped with captured hand grenades.						+ 1
Molotov cocktails: any group of infantrymen can be equipped with Molotov cocktails.						+ 1
Bicycles: any group of infantrymen can be equipped with bicycles and then obtain the  skill.						+ 1

LIGHT COLLECTIVE WEAPONS	EXPERIENCE	MORALE	LONG RANGE SHOT	SHORT RANGE SHOT	SKILLS	COST
Police light machine gun	Trained	Motivated	Light  	Light 	-	15
FFI light machine gun	Militia	Motivated	Light  	Light 		12
MEDIUM COLLECTIVE WEAPONS	EXPERIENCE	MORALE	LONG RANGE SHOT	SHORT RANGE SHOT	SKILLS	COST
FFI machine gun	Militia	Motivated	Medium  	Medium 		14

The FFI machine gun is considered as a « rare equipment ».

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FIGURES : Des tranchées aux barricades

www.destrancheesauxbarricades.com

