



LIBERATION OF PARIS



Setup order

- 1  x15
- 2  x6
- 3  x6
- 4  x5
- 5  x3

Historical Background

Conscious of the highly symbolic and political importance of Paris, Allied forces initially planned to surround the city and wait for its capitulation rather than risk taking it, with the inherent costs of street-by-street fighting and obvious risks to the population.

Legend has it that Paris' garrison commander, General von Choltitz, was so moved by the city's beauty, as seen from his hotel room on the Faubourg Saint-Honoré, that he chose not to carry out Hitler's order to destroy the City. He also arranged a citywide truce with the Resistance.

It was perhaps this last action which set the Allied commanders thinking that they could take the city instead of bypassing it. Also, Generals Leclerc and deGaulle insisted the city be liberated to restore French national pride. The mission was, therefore, assigned to the V Corps with Leclerc to lead the attack. But the approach into Paris was by no means as easy as expected. Choltitz had used the city truce to prepare the defenses outside the city. He was far from being ready to hand over the capital to the Allies without a fight.

Leclerc's Frenchmen attacked towards Paris at dawn on the 24th of August, in two columns. The left column, under Colonel de Langlade, immediately ran into German defenses, and was held up for hours in a firefight that saw the destruction of a number of German tanks. The right hand column, under Colonel Billotte, faced even more serious opposition and was quickly bogged down outside the capital by a series of strong points in several small villages.

That same night, defenses quickly evaporated when Choltitz ordered his troops to withdraw behind the Seine. The next day, August 25th, Choltitz surrendered to Leclerc at the Gare Montparnasse.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards.

Allied Player: Take 5 command cards.
You move first.

Conditions of Victory

5 Medals

A French unit, that captures a Paris Outskirts town hex, counts as one victory medal. Place an objective medal on each of these three town hexes. The medal, once gained, continues to count toward the Allied victory, even if the unit moves off the hex or is eliminated.

Special Rules