Liberation of Paris



The Liberation of Paris took place from August 19 to August 25, 1944, as Allied forces advanced through France following the D-Day landings. Resistance fighters in Paris, along with civilians, began an uprising against the German occupiers, seeking to reclaim the city before it could be destroyed.

General Howitzer's summary:

Leclerc's Free French rolled in with our 4th Infantry on August 24, linking up with the resistance and blasting through what was left of the German holdouts. After some damn fine street fighting, their commander—von Choltitz—had the good sense to ignore orders to torch the city and surrendered the next day.

Taking Paris wasn't just a win—it was a thunderclap. It lit a fire under Allied morale, crushed the myth of Nazi invincibility, and gave us back the heart of France. From that point on, the road to Berlin got a whole lot shorter.

5 VP’s

Card Balance:

Allies – 5

Axis – 4

Complexity:

3

Conditions:

Countryside



Context:

Historical

Location:

France

Year:

1944

Theater:

Western Front

Summary:

The Allies vastly outnumber the Axis in this scenario. Their objective is to reach the three town hexes on the outskirts, which are permanent medal objectives. But first they have to get past the forest in the center, and the German defenses made up of sandbagged troops, barbwire, and artillery.

Objectives:

5 VP’s, plus the Allies have three towns available to them as Permanent Medal Objectives.

Battlefield:

Countryside with a lot of forests, and the outskirts of Paris at the Axis side of the field.

Troops:

Allies – 6 Infantry, 8 Armor

Axis – 4 Infantry, 2 Armo, 2 Artillery



Winning as Allies

1. You have a lot of tanks. Use them. You should be able to very quickly take out the infantry behind the sandbags and move down to the towns to scoop up our

Permanent Objective Medals.

2. The Battle Reports for this scenario heavily favor the Allies, so if you are playing both sides in a full game, make sure to capture all you can while you are playing the Allies.

3. As Allies, it really comes down to the battle on your strong left flank. You have to break through the blockade of the enemy sandbagged infantry and the defending armor unit. The more quickly you break through, the more likely the win. But if the Axis are able to make you pay dearly with two or more units to break through, the game odds may even out.



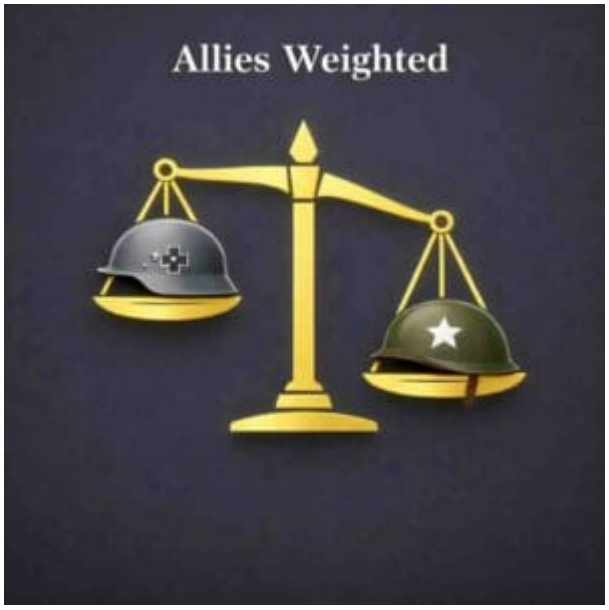
Winning as Axis

1. This is mostly a defensive game for the Axis. Keep your infantry behind the sandbags, and maximize the use of your armor and artillery to slow down the enemy advance.

2. At a certain point, you may need to move your infantry into the towns in order to make it more difficult for the Allies to capture those Permanent Objective Medals. Remember, once they get one, they can leave the town and go for the next Objective.

3. It generally seems to be a mistake to move one of your armor to C5 between your two infantry, in an attempt to get some easy hits on the enemy no-retreat infantry on the second row. You may get as much as three hits. However, in most cases, the Allies are able to bring forward two to four armor units and target all their forces on your lone armor hex, resulting in a quick VP for the enemy.

Battle Reports (percentage of Allied victories):
75%



Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Liberation of Paris

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**84.38%**
Average medals per side
Allies**3.0**Axis**5.0**
Submitted AARs
32Games reported

Allied victories**27 · 84.4%**
Axis victories**5 · 15.6%**

Jimrunner recently played this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario

4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario
6. Mont Mouchet→ — Open Scenario
7. Vassieux, Vercors→ — Open Scenario
8. Operation Cobra→ — Open Scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris Current scenario
12. Montelimar→ — Open Scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt→ — Open Scenario
15. St. Vith, Ardennes→ — Open Scenario
16. Saverne Gap, Vosges→ — Open Scenario
17. Omaha [Overlord]→ — Open Scenario