FRENCH RESISTANCE D-DAY 1944

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1. Introduction

In 1944 there were numerous resistance groups in France.

Some were led by ex-military officers and some by local civilian leaders.

Groups could vary in number from 5 to 50 or more.

The resistance would be armed with a variety of rifles, SMGs and a few better weapons such as Bren guns, grenades and mortars.

The resistance had constant problems matching ammunition to their wide variety of weapons. In addition the resistance fell prey to widespread infiltration, poor security and effective German efforts.

The Germans suffered from difficulties in identifying resistance members (terrorists). The Germans did make wide use of collaborating French security forces. This was more common in the Southern "Vichy" zone.

The resistance as a force was no match for regular troops.

This would be due to armament, training and numbers.

The resistance gained material from allied air drops, inserted specialists and what they could steal.

The Germans carried out horrible acts upon the populace, in their frustration over resistance activities.

The resistance actions to destroy railways on D -Day was named "plan green " (Vert).

One of the triggering code phrases broadcast by the BBC was "John has along moustache".

This game is set at 11.40 pm on 5th June 1944.

The Resistance leaders :-

1. Monsieur Les "le rouge".
2. Monsieur Ralph "le bleu".

German commander. Major Dreben

This game puts one player in to the role of a local German commander tasked with getting the trains safely to destinations. The opposing player takes the role of Resistance commander. His task is to destroy the trains and track. All of this action takes place at the time of the D day campaign 1944.

The mechanics of the game allow the German player to secretly spread his trains and troop over 5 zones. After the Resistance player has carried out intelligence gathering (interrogations) he then chooses which 2 of the German zones to attack. These 2 zones become the games carried out using these rules.

2. Zones

There are 5 zones.

The German player will **<u>secretly</u>** decide what items he wishes to place into which zones.

An item might be a train or troops.

Each item the German places has a value.

A zone can contain one, two or three items from the list.

e.g. VIP train and infantry squad . 6+3=9

The German player must distribute all 11 of his items.

3. Game set up

1. German player allocates his items to zones.
2. Resistance player chooses a zone to interrogate. This continues until all interrogations carried out.
3. Resistance player chooses which 2 zones to attack.. Always 2.

4. German set up

The game starts with the German player choosing where to place his items within his 5 zones. The zones have a name and a number.

Rules

- Minimum of 1 item per zone.
- Maximum of 3 items per zone.
- Maximum of 1 train per zone
- Maximum of 1 German infantry squad per zone.
- Any zone with no German squad must have minimum of 1 gendarme squad.

German items

Description	Value	Quantity	Notes	Keyword
Infantry squad of 6 men (including 1 leader)	**3**	*3*	These are squads of regular soldiers dedicated to rail security. They are armed with rifles.	*Squad*
Goods train	**4**	*2*	A train pulling several goods wagons. There are no German guards on the train , just a train crew that is loyal to the Resistance. If the train is blown they will jump clear of the wreckage.	*Goods*
Passenger train	**5**	*1*	This train is carrying Germans to the Normandy front.	*passenger*
VIP train	**6**	*1*	This train is carrying the General's planning group and staff. This would include his valet and cook.	*VIP*
Gendarme	**1**	*4*	3 local Gendarmes who are given the job of walking up and down the track. There were 5, but 2 have called in "sick" as they "know something"..	*Gendarme*

Where are the German items

Use the keywords to indicated what is assigned to each zone.
e.g. VIP, Gendarme =7

Zone	Name	Items in zone	Zone item numerical total
1	**Caen track**		
2	**Bayeaux track**		
3	**Lison track**		
4	**Saint Lo track**		
5	**Avranches track**		

Pronunciations

Caen = Karn

Bayeux = Bay O

Lison= Lee Son

Saint Lo= Sant low

Avranches= Av ranch

5. Tables for the game

There are **two** tables in this game.

The main table is 18 inches by 6 inches. Track travels down length of this table.

Upon this table the figures that fight and carry out their task are positioned.

This main table is split into 6 sections. Each section measures 6x 3 inches.

This will make the table similar to a ladder.

The secondary table consists of a length of track upon which is placed any train assigned to that zone.

The second table should be positioned away from the main table as it is in the distance.

Main table

The grey area is the whole of the main table.

It consists of a rail track and 6 fighting sections (areas).

Each fighting section ,measures 3 x 6 inches.

Resistance figures will start the game in section 1.
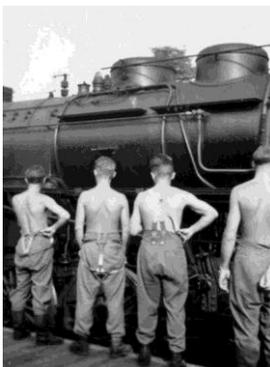
German figures will start the game in section 6

Resistance end	Train track						German end
	Section 1	Section 2	Section 3	Section 4	Section 5	Section 6	

Secondary table

The secondary table is a display area for the train that is present in the zone being attacked by the resistance.

This table is 18 inches long.

Train track + train if appropriate

6. Resistance Interrogation

Resistance player selects a zone.

Guesses value.

German answers "your guess is too high" , "your guess is too low" or "you are correct". These are the only responses allowed.

The resistance player is allowed a total of **7** guesses. These guesses are spread (or not) across all 5 zones in any proportion. The resistance player should keep a note of the responses he gets.

Once the resistance player stops interrogating a zone, he may not return to it having carried out any interrogation in any other zone.

Here is the Resistance interrogation report table.

Resistance interrogation											
This is a table upon which the Resistance player will keep a note of his interrogations. **Each guess** made should be marked upon this table in order to keep a total of the number of guesses had.											
Zone	**Possible value**										**Attacked? Y/N**
1. Caen	1	2	3	4	5	6	7	8	9	10	
2. Bayeaux	1	2	3	4	5	6	7	8	9	10	
3. Lison	1	2	3	4	5	6	7	8	9	10	
4. Saint L+o	1	2	3	4	5	6	7	8	9	10	
5. Avranches	1	2	3	4	5	6	7	8	9	10	

7. Which zones are played

Out of the 5 zones only two will be played as games.

These two are both **chosen** by the resistance player.

The zones chosen need not be the ones with the best interrogation results.

Good results might help the resistance player discount some zones.

Method

After the completion of interrogations.

1. The resistance player will announce which 2 zones he wishes to attack.

2. German player will reveal what is in the 2 zones attacked by the resistance.

3. The Resistance player chooses which game to play first. Both games will be played.

4. The table is set up with the rail track upon it (18 inches in length).

Any train components will be positioned on a second table some distance from the main table (6"-25") but clearly visible to both players. This will illustrate what the "prize" is.

5. The resistance player will roll for his group size.

5. Set up resistance figures in section 1.

6. Set up Germans (or gendarmes) in section 6.

7. The Resistance have the first turn.

8. Fighting forces

Both players will have figures to use in the games.

The resistance force size is not rolled for or considered until the zone is to be played.

Figures should be based as individuals. Coins are recommended for the bases.

Player's forces		
Group type	**Number of figures**	**Notes**
Resistance	**D6+3** *Re-roll allowed*	These are highly motivated individuals. They are known as maquisades. They would be in civilian work clothes with the addition of an armband.
Germans	**6**	These are trained soldiers equipped with a mixture of rifles and sub machine guns.
Gendarmes	**3**	These are poorly motivated and armed with rifles.

9. Actions

A player can carry out actions each turn.

Actions cost points.

Action points		
Any player with 0,1,2 figures is allowed only D6 action points.		
Type	**How many action points**	**Notes**
Resistance	2D6	No re-roll allowed.
German	2D6	Re-roll allowed.
Gendarmes	D6	These are allocated to specific gendarme groups.

If a player has 2 figures or fewer left alive then he is allowed only 1D6 of action points. This will allow a player with no figures in the action to still attempt task completion. *This might be a charge laid earlier by the resistance or the train having changed track to the German advantage.*

Each turn a player will have a number of action points.

Each player will carry out his actions, then his turn ends.

There is no interleaving of action point usage between the two opposing players..

Actions		
°Task completion can be done at any point but the amount of D6 to be used must be first declared and then rolled. *e.g "I am rolling 2D6 for task completion"* This is to prevent players fussing with repeated attempts and remembering how many attempts have been had that turn.		
°Actions by a figure must be completed before any other figure begins taking actions. Complete 1 figure before doing another.		
°All actions cost 1 action point.		
Action	**Effect**	**Limitations**
Figure move 1 section	Moves to next section	Maximum 2 sections
Figure shoot	Shoots at target up to 3 zones distant	Maximum 2 shots
Figure move into or out of cover	Figure goes into cover or goes prone	Maximum once per turn. No movement when down.
Task completion	<u>A</u>ll attributed D6 declared at turn start.	Maximum **4D6**.
Figure attempts to remove casualty	Roll D6. 5,6=casualty removed.	To use action points on casualty the using figure must be in same section as casualty.

10. Task completion

Each player has an overall task to perform.

The Germans (and gendarmes) will be tasked with keeping the train and track safe from resistance incursion.

The Resistance will be tasked with blowing the tracks and hence destroying the train. It is assumed that the completion by the resistance of their task will result in a dead train.

The mechanism used, is for each player to use some of his action points**(maximum 3 per turn),** trade them in for D6 and attempt to achieve a set of scores numbering each of 1,2,3,4,5,6.

e.g. A player declares " I am using 3 of my action points for task completion". The player rolls 3,3,1. This allows the player to place a 1,3 to one side. In future turns the scores of 2,4,5,6 need be achieved too.

A player that completes his task will bring the game to an instant end.
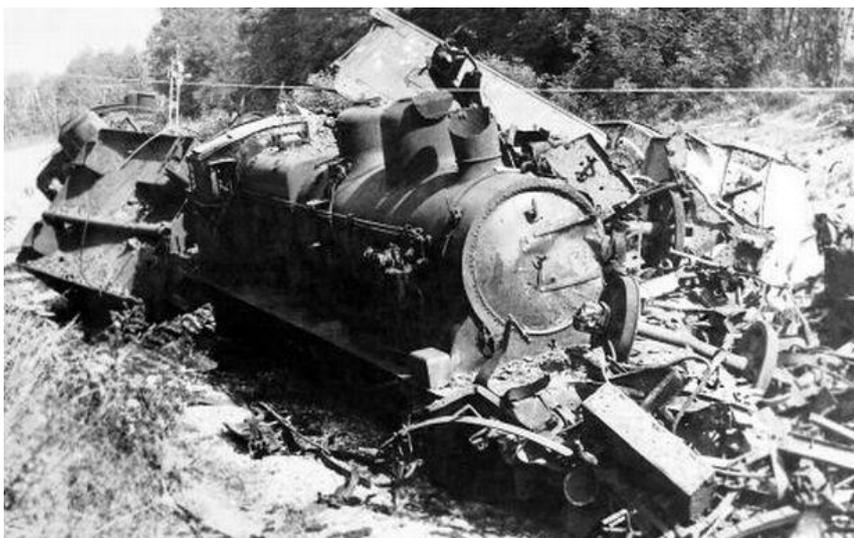
Resistance task

If the resistance player completes his task, it is assumed the track is blown and any train in the zone is destroyed.

The resistance may only carry out their task when one or more figures are in the task section.

Task section selection

This is roiled for by the resistance player after the figures are deployed.

Roll D6

This will select which section the resistance will carry out their task in.

1= in section 1

2, 3,4= in section 2

5,6= in section 3

If the section is empty or controlled by Germans the resistance player cannot carry out any task completion. He can carry on once the section is re occupied by his own figure(s).

Task point accumulation can be interrupted by the temporary loss of the section.
Any task points accumulated so far are not lost.
Each action point spent on task completion allows 1D6 to be rolled.
A complete set of 6 numbers causes task to be completed.
 i.e. 1,2,3,4,5,6.
Task completion cannot be undone.

German task

If the German player completes his task it is assumed the train has been diverted or stopped, thus preventing its destruction.
The German player completes his task in the same way as the resistance player. The German player need not occupy any specific section in order to carry out his task.
If the German player has no figures on the table he will **still** receive his D6 action points and may use up to 3 for task completion each turn.

11. Movement

Figures can move from 1 section to another.
The maximum movement is 2 sections per figure per turn.
Figures may **not** enter any section occupied by enemy figures.
A figure might move in order to help a casualty, block the enemy line of fire or to get a more effective shot.

12. Shooting

Figures may shoot at enemy figures.

Figures may not shoot through any section with any other figures in it of either side.

Casualties do not block line of fire.

D6 per shot fired.

6 to hit at 3 sections distant(maximum range)

5,6 to hit at 2 sections distant

4,5,6 to hit at 1 section distant (i.e touching section)

Owner (target) chooses target location.

Normal save = 4,5,6

Save if in cover=3,4,5,6

13. Morale

Morale is the mechanism by which figures might be removed from the game.

Any figure removed due to morale is not replaced by a casualty marker.

The figure has run off.

Morale is carried out at the start of each player's own turn.

The number of casualty markers can only be reduced if players use action points to roll for casualty removal.

Method

Count up the total of all remaining casualties on the table.

Germans can ignore one casualty when totalling their casualties. Their morale is better.

Number of casualties= number of D6 to roll

 e.g. 4 casualties = 4D6.

- Any score of 1= figure runs away.
- Owner choose which figure(s) are removed as having run away.
- The figure must be from the furthest forward occupied section.

e.g. there are 3 casualties on the table. The player rolls 3D6 (2D6 if German). Results are 4,1,1= he must remove two figures. These figures must be his furthest forward.

14. Game length

The game will last a finite number of turns.

This will be determined by a game clock.

The game clock is basically a countdown.

The game clock starts at **30.**
This will be called the "Game clock".
Each player will roll a D6 at their own turn **end**. A re-roll is allowed.
This score is deducted from the game clock total.
The clock starts at 30 and is reduced each player turn.
When the game clock reaches zero or less the game ends immediately.
One player may have more turns than the other.

15. Game end

There are 2 circumstances under which the game will end.

1. The game will end **instantly** if a player completes his task dice (1,2,3,4,5,6) set. The present turn is not completed.
2. The game will also end when a player causes the game clock to fall to zero or less.

16. Turn sequence

Turn sequence		
Each player has whole turn. The first turn belongs to the resistance. Turns are taken until the battle clock runs out or a player completes his task.		
Order	**Task**	**Notes**
1	Morale	
2	Roll for action points	
3	Use action points	Any task points must be declared and rolled for together.
4	Game clock	

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17. Victory points

Victory points can be re-rolled. All or none for each criterion.

e.g. 3D6 are rolled together. A re-roll will allow all 3 or none to be re-rolled.

German victory point schedule			
Criterion	**Points awarded**	Score	Notes
Task completed	**3D6**		Task completion can be claimed for up to 2 zones. The tracks are kept clear and intact.
Each resistance figure that is killed or ran away	**2**		Terrorists have been eliminated.
Resistance attack a zone with no train	**2D6**		The potential damage has been reduced.
Resistance fail to complete task (per digit needed)	**3**		Partial completion will stir up German reprisals for no gain. **e.g if resistance have 3,5 they are missing 1,2,4,6= 4 digits = 4x3 points= 12.**
German squad present	**D6**		Germans have placed their squads wisely.
Total			

Resistance victory point schedule			
Criterion	**Points awarded**	Score	Notes
Task completed	**3D6**		Task completion can be claimed for up to 2 zones. The tracks are blown. Excellent.
Goods train destroyed	**2D6**		This will stop Normandy units from being supplied.
Passenger train destroyed	**3D6**		German troops disrupted and injured.
VIP train destroyed	**4D6**		Maybe Hitler was in it?
Each dead German or gendarme figure (max 3)	**2**		Dead bosche.
Total			

The player with the higher total of victory points is the winner.