

Action points	
0,1,2 figures =D6 action points	
Type	Action points
Resistance	2D6
German	2D6(re-roll)
Gendarmes	D6

Morale
Count up casualties on the table.
D6 per casualty 1=run away.
German ignore one casualty when totalling their casualties.

Number of figures	
Resistance	<b>D6 +3</b> <i>Re-roll allowed.</i>
Gendarme	<b>3</b>
German	<b>6</b>

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 total
1 Caen track		
2 Bayeaux track		
3 Lison track		
4 Saint Lo track		
5 Avranches track		

Turn sequence	
The first turn belongs to the resistance.	
Order	Task
1	Morale
2	Roll for action points
3	Use action points
4	Game clock

12. Shooting
No shoot through any section with any other figures D6 per shot fired. 6 to hit at 3 sections distant 5,6 to hit at 2 sections distant 4,5,6 to hit at 1 section distant (i.e touching section) Target chooses target location. <b>Save = 4,5,6</b> <b>+1 if in cover</b>

Actions		
°Actions by a figure must be completed before any other figure begins taking actions.		
°All actions cost 1 action point.		
°Complete 1 figure before doing another.		
Action	Effect	Limitations
Move 1 section	Moves to next sections	Max 2
Shoot	Shoots at target up to 3 sections distant	Max 2
Move into or out of cover	Figure goes into cover	Max once No move when in cover
Task completion	All attributed D6 rolled together	Maximum 3D6
Remove casualty	Roll D6. 5,6=casualty removed.	Must be in same sections

Resistance interrogation												
This is a table upon which the French player can keep a note of his interrogation.												
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?
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 Lo	1	2	3	4	5	6	7	8	9	10	
5	Avranches	1	2	3	4	5	6	7	8	9	10	

**PLAY SHEET**  
 TRAIN WRECKERS

Start
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
End