

D-Day Mission Plans



A French Maquis unit.

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Introduction

A series of seven plans had been developed by SHAEF and SOE with the assistance of the Resistance units all over France. Each unit was given a specific objective and a singular code to activate it. On the evening of June 5th, at about 9pm, the invasion was secretly announced along with the activation codes for the seven plans.

The original overall plan was to activate each region separately but at the last minute, without even De Gaulle knowing it, the plan was changed to activate all the regions at once. Unfortunately, this meant that most regions could not be supported by the invasion. Eisenhower was not confident regarding the outcome of the landings so he wanted all the help he could get, whatever the cost. In many areas outside Normandy the resistance was cut to pieces.

Resistance organizers had been instructed to listen to BBC broadcasts on the 1st, 2nd, 15th, and 16th of every month. If they heard the message, "L'heure des combats viendra." (the hour of battle will come), it meant the invasion would occur within the next 15 days. This message was broadcast on the 1st of June 1944. The following day the message came, "*Les sanglots longs de l'automne...*" (the long sobs of autumn), part of a poem, and the beginning of a two-part message. It signified that the landings were imminent. The second line of the verse signaled the landings were set for the following day. On the 5th of June at 9:15pm the second line was transmitted, "*...bercent mon coeur d'une langueur monotone.*" (lulls my heart with a monotonous languor). The activation code for each unit was different. The following are seven scenarios, each representing one of the D-Day plans.

New Units German Selector Guides

Sicherung (security) Reinforced Zug (platoon)

- 1 Lieutenant, 1st or 2
- 2 Rifle Squads: Heer Infantry Squad, Kradschutzen Squad, *Plus:*

Headquarters

- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer, either artillery or air (unavailable in the city itself)

Infantry

- 0-2 Heer Infantry Squad, Kradschutzen Squad, Ostruppen Squad.
- 0-1 MMG team
- 0-1 Mortar team, light or medium
- 0-1 Anti-tank team: Panzerschrek team

Artillery

- 0-1 Gun from: Panzerbuchse 41, PaK 36, PaK 38, light howitzer

Armored Vehicles

- 0-1 Armored vehicle from: SdKfz 222, SdKfz 231 (8-rad), Panhard 178, Panzer 35R, Panzer 35H, Panzer 35S, Panzer I, Panzer II, Panzer III Ausf C or D.

Transports and Tows

0-1 Transport per infantry unit: Bus, Truck, Car, Heavy Field Car

0-1 Tow per gun: Kettenkrad, Truck, Heavy Field Car

Platoon Special Rules: No veteran units may be included. Only half the units in this platoon may be mounted. Each rifle squad may have one panzerfaust for +5pts.

Gestapo Zug

1 Gestapo Lieutenant, 1st or 2nd

2 French Milice Squads

Plus:

0-1 Gestapo Captain or Major

0-1 Medic

0-4 rifle squads from: Milice Squad, Police Squad

0-1 Transport per infantry unit: Bus, Truck, Car, or Heavy Field Car

French Milice Infantry Squad (BE p64)

1 NCO and 4-9 men for 7pts each, armed with rifles.

Options: The NCO may have an SMG for +3 points. One man may have an LMG for +20 points, another soldier becomes the loader.

Squad Special Rule: Inexperienced and Green squads only

Police Infantry Squad

One NCO and 4-9 men for 6pts each (inexperienced), 9pts each (regular), armed with pistols.

Squad Special Rule: inexperienced police squads are Green.

New Units Allied Selector Guide

Partisan Liberation Reinforced Platoon (AFA p107)

Platoon Special Rules: The platoon may include one veteran squad, for each Veteran another squad must be Inexperienced and Green. One figure in each rifle squad may carry a supply of Molotov Cocktails for +20pts (Molotov Cocktails, alternate AT grenade rule, p6). The platoon may include 0-2 demolition teams. Static Transports.

Jedburgh or SOE Liaison Team (AFA p99).

Composition: One officer 75pts (regular), 90pts (veteran), armed per model.

Options: add up to two men 10pts each (regular), 13pts each (veteran), armed with pistols, SMGs or rifles (per model). For authenticity include a radioman figure.

Team Special Rules: liaison officers count as Air FOs; the SOE may have female agents.

SAS Team: (BE p10)

Composition: One NCO and three men armed with a pistol and rifle for 18 points each.

Options: Any man can replace the rifle with a submachinegun for +2 points.

One man may have an LMG for +20 points each; another man becomes the loader.

The LMG may be upgraded to Vickers K LMGs for an additional +5 points each.

The section may be given Anti-tank grenades for +2 points each.

Team Special Rules: Behind Enemy Lines, Who Dares Wins, Static Transports.



A German sicherung unit.



French Milice parade through Paris.

SPECIAL RULES

Anti-Tank Emplacements – Czech Hedgehogs, Belgian Gates, and Dragon's Teeth provide hard cover, are obstacles for infantry, and are impassable to wheeled and half-track vehicles, tank traps for tracked vehicles.

Anti-Tank Traps – Including AT ditches, barricades, Belgian gates, bocage, Czech hedgehogs, dragon's teeth, gun pits and redoubts. These are impassable for wheeled and half-track vehicles. Roll a die when a tracked vehicle attempts to cross, DMs: vehicles 7-8 armor -1, 10-11 armor +1, Inexperienced crew -1, veteran crew +1, bocage +1, barricades and Belgian gates -2, dragon's teeth and Czech hedgehogs -3.

1 or less = Dead stop (Minimum Damage), if not immobilized roll to move again next turn.

2 = Stuck; try again next turn.

3-4 = Hung-up with belly exposed (almost through!); if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor); try to move again next turn with an additional +1.

5-6 = Pass through.

Barbed Wire – is impassable to infantry and unarmored vehicles. Armored vehicles may drive through (remove a section). Wire (CNG p123) causes a unit on foot to stop when it makes contact. On the following turn (Down order) a unit may attempt to get through it by rolling a 6+. Add a cumulative +1 on each subsequent turn. A roll of '1' always fails. Units with wire cutters add +2 to each die roll. Engineers are always successful but still must spend one turn Down.

Barriers – players wishing to block a convoy may use demolition charges to blow down a large tree trunk with 6 HE hits; roll a d6: on a '1' it falls the wrong way. Barriers may be pushed aside by medium-plus tanks using an Advance order (if running, apply Minimum Damage).

Buildings – (BA II p120) shacks & outbuildings are destroyed on 6 HE hits, one-story houses 8 HE hits, two-story houses on 10 hits, a chateau on 12 hits.

Derelicts – derelicts block roads; they may be pushed aside by other vehicles that have a higher armor rating (Advance only, no shooting).

Emplacements – redoubts, gun pits, foxholes, and trenches give hard cover.

Fences – (BA II p57) Stone yard walls are obstacles for infantry and tracked vehicles, impassable for wheeled or half-tracked vehicles. They provide hard cover when intervening in the line of fire; but no penalty if the shooters are in base contact. A 3-4" section is destroyed on 6 HE hits or when rolled over by a tank. Wood Fences provide soft cover and are destroyed on 4 HE hits. They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks.

Forests and Scrub Brush – provide soft cover. If a unit is firing from an edge of a wood, no penalty is applied when firing out of it. If less than 50% are at the edge the unit may still see out and shoot but the soft cover penalty is applied (BE II p52).

Power Poles – take 6 HE hits to bring down.

Raiding Rules – These are Attacker-Defender scenarios in which the Defender has part of his/her force off duty and part on duty. On duty units may include an AA team, a reaction squad, and one or two sentries. The game begins with an infiltration phase that continues until the alarm is raised by sighting an attacker unit or by weapons fire. Order dice are drawn as normal. All intruder units may enter the board from any edge on the first turn.

Sentries – one or two each may be taken from the reaction squad and placed on the board. At night make a 'Reduced Visibility' spotting roll every time an enemy unit moves through line of sight. During the day roll one d6. The required daytime number to see raiders is the target unit's experience rating: inexperienced 3+, regular 4+, veteran 5+ (add +1 to the number if the target unit is in woods). Each time the reaction squad is given a Down order the sentries may move 1d6" in a random direction or can remain in place as desired. After the alarm sentries must move to rejoin their unit.

Dispatching Sentries – raider units may detach (with a Run order) one figure per sentry from an activated unit. The unit must be as yet undetected and in assault range to do this. This move is a silent attack (do not use a firearm) which takes the sentry unaware; they may not react. Veterans add +1 to the die roll. If successful, the sentry is removed from play and the remainder of the attacker unit completes the move by moving to the sentry's location. If fail, the sentry gives the alarm and returns the attack.

The Reaction Squad – is not searching for intruders and may not make spotting rolls. It may only be activated after the alarm is given unless it already has a Down order. On duty AA teams, if any, cannot make sight rolls either (they are watching the sky).

Off-duty Units – must remain in their barracks (Down order) until the game turn after the alarm is raised. They are activated as Reserves (*BA II p132*).

Roads – paved roads provide vehicle x2 movement; dirt roads do not.

RR Bridges – are rough ground for foot traffic, impassable for vehicles. They can be destroyed on 12 HE hits.

Supply Dumps – 12 cumulative HE hits are required to completely destroy a dump of any type. One charge may be set at any of the four corners of a depot.

Army Special Rules

Attrition Points

In most scenarios players receive attrition points for each destroyed enemy unit:

1 point for a weapon team, light artillery unit, inexperienced rifle squad, softskin vehicle,

2 points for a command or FO team, medium artillery, regular rifle squad, armored car,

3 points for a veteran rifle squad, heavy artillery unit, a light tank.

4 points for a medium tank, superheavy artillery unit.

5 points for a heavy or superheavy tank.

Behind Enemy Lines – (*SAS, BE book, p10*) when outflanking, SAS units ignore the -1 modifier to the order test when entering the board.

Blitzkrieg – (*AG II book p17*) German officers take one additional die for 'snap-to' actions.

Demolition Teams – FFI, SAS, SOE, and OJ teams may form demolition units of up to four figures, each of which may carry one demolition charge for +25 points each. To place charges, a demolition figure must Advance into base contact with the selected point and place the charge. While this happens, the other members of the squad may fire their weapons. A unit may set only one charge per turn. At the end of the turn place an appropriate bomb marker. This may be detonated at any time after the current turn: apply a heavy howitzer hit.

Fieldcraft – (*FFI, AFA book p98*) partisans may start the game hidden (*p 131*), and on the first turn they treat rough ground and obstacles as open ground when moving.

Infiltration – (*FFI, AFA book p98*) when outflanking, partisans ignore the -1 modifier to the order test when entering the board.

Initiative Training – (*AG II book p17*) if an infantry squad's NCO becomes a casualty roll a die. On a result of 4+ another figure takes over without any morale loss.

Hitler's Buzz Saw – (*AG II book p17*) German infantry units that have a light or medium machine gun fire one extra die than normal, 5 dice for light and 6 dice for medium.

Liaison Officers – (*AFA book p99*) Jedburghs, SAS, and SOE teams support the Resistance units. They may also act as an FO team if they have a radio, calling for air support, if it is available in the scenario. Some scenarios will allow them to set demolition charges.

Molotov Cocktails – (*Partisans, alternate rule*) can be carried by one figure in each squad for 20 additional points. This figure needs no assistant and retains use of its main weapon when not throwing a Molotov. Use the flamethrower rules. If the Molotov figure is damaged apply a flamethrower effect to the figure's own unit. Additional DM to penetrate armored cars -1.

Multiple Activations – (BA II p218) when an order die is drawn activate the entire platoon at once if possible.

Shirkers – (BA II p91) Always test when given an order even when not pinned; pins received are doubled.

Static Transports – SAS transport jeeps and FFI cars and utility trucks each carry one 4-man team with one man as the driver. When a team dismounts the vehicle is left unmanned. During play only use the order die for the infantry team, not the vehicle.

Who Dares Wins – (BE book p10) the SAS are fanatics (BE II p90).

Wire Cutters – (CNG p123) a squad can have wire cutters for +1 point per man.

1) Plan Vert – Neutralization of the Railroads

“Plan Vert” (green) had been developed in cooperation with 'Les Cheminots', French railroad workers, many of whom were in key positions to create havoc. Because of the nature of their work, they were at the forefront of both, resistance and collaboration. In May, SOE was informed that 571 targets had been identified. By the end of the 7th of June, 26 major trunk lines were unusable. Throughout the month, a total of 486 rail cuts were reported, and 3,040km of railway tracks were destroyed. In this scenario, the local resistance platoon was informed by railroad workers that a troop train full of reinforcements was scheduled to pass through the area at midnight, on their way to the Normandy beaches. Gathering quickly, the Maquisards converged at their rendezvous along the railroad tracks. However, when a tip from the local German Abteilung (intelligence) unit is received, a Sicherung platoon is sent to guard the bridge. They are already in position when the FFI arrives.

Opposing Forces

This is an Attacker-Defender scenario so the guerrilla player should have 40% more points.

The German infantry platoon should be taken from the **Sicherung Reinforced Zug** selector (p2). The platoon may be supported by an armored car, but no artillery or tanks. The Germans may have two emplacements for the guard squad.

The French platoon should be taken from the **Liberation 1942-45** selector in the AFA book, p107. It must include an FFI Demolition team.

This scenario is designed to be played by forces of equal points; neither side has air or artillery support.

Setup

The 6'x4' board is oriented with the long sides N to S with a railroad track running down the long center. In the center of the board, perpendicular to the tracks, a river runs across (impassable). A RR bridge carries the tracks across the river. The woods and scrub brush provide soft cover. Place several houses and two areas of woods. Six inches to either side of the tracks is clear ground. This is a night raid.

Special Rules

Terrain Special Rules

Fences, Forests and Scrub Brush, Reduced Visibility (BA II p220), Roads (dirt), RR Bridges.

FFI Special Rules

Demolition Teams & Charges, Molotov Cocktails.

German Special Rules

Hitler's Buzz Saw – p3, Initiative Training – p3.

Objectives

The FFI must blow up the railroad bridge. The Germans must stop them.

The First Turn

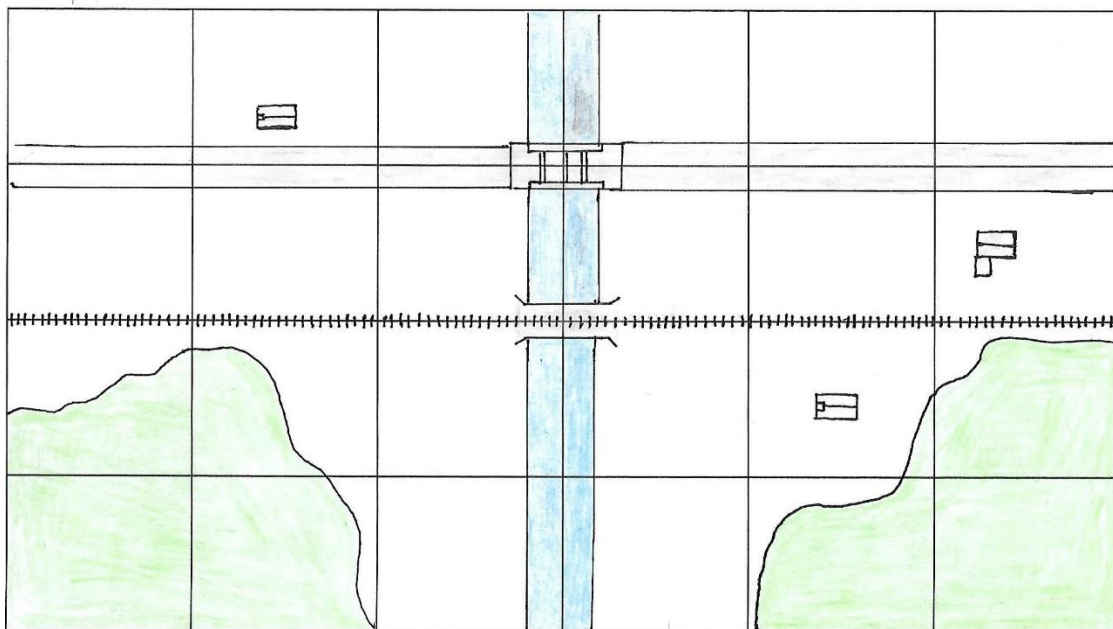
Use the Raiding Rules on page 5. The Germans have one squad as a reaction force in a house with one sentry at each end of the railroad bridge. The other squads and teams are as Reserve inside any of the farmhouses. The Resistance units may enter from any board edge.

Game Duration

The game will last 6 game turns.

Victory Points

On game turn 6 a train full of German troops will cross the railroad bridge. If the train crosses the bridge the Germans win. If not, the Resistance wins.



Map for Plan Vert

2) Plan Rouge – Raid on an Enemy Ammunition Dump

Another of the D-Day plans was “Plan Rouge,” the destruction of enemy ammunition dumps. On the evening of June 5, BBC London broadcast one such message was conveyed: “*Il fait chaud à Suez*” (It's hot in the Suez), which was the signal for some FFI units to commence Red Plan. Somewhere in France, an FFI Platoon intends to execute the plan that same night. Gathering quickly, the Maquisards avoid the German patrols and converge on an Ammo Dump from various directions.

Opposing Forces

The German force should be taken from the **Sicherung Reinforced Zug** selector (p2). The Germans may have vehicles, but no armored vehicles. The Germans may have two emplacements for the guard squad.

The FFI platoon (regular) should be taken from the **Liberation 1942-45** selector in the *AFA* book. The squads have Molotov Cocktails and Wire Cutters. At least one rifle squad must be inexperienced and green. They may include a demolitions team (4) with 4 demolitions charges. They are supported by an SOE team (Liaison Officer).

This scenario is designed to be played with forces of equal points. The SOE team has 2 air strikes, but they may not target the dump since it is camouflaged so well (as far as the planes are concerned).

Setup

The 6'x4' board is oriented with the long sides N to S (choose one short edge to be north). The Ammo Dump (12" x 12" or less) is located in the center of the board. It is surrounded by barbed wire. A road runs right by the depot on the N/S axis. A few houses are scattered on the board. Place woods, scrub, and various types of fences. The German player may set up to two redoubts and two Flak guns anywhere on the board. This raid takes place during the day.

Special Rules

Terrain Special Rules:

Barbed Wire, Fences, Forests and Scrub Brush, Roads (paved), Supply Dumps.

FFI Special Rules:

Green (BA Ilp90), Infiltration, Demolition Teams & Charges, Liaison Officers, Molotov Cocktails, Wire Cutters.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans must protect the Supply Depot at all costs. The Allies want it destroyed.

The First Turn

Use the Raiding Rules on Page 5. The Germans have one squad on guard, one half on each end of the ammunition dump in the emplacements. The remainder of the

platoon's units are at their barracks, nearby, but off-board to the north. They are in reserve and may enter the board in vehicles or on foot using the road from the north.

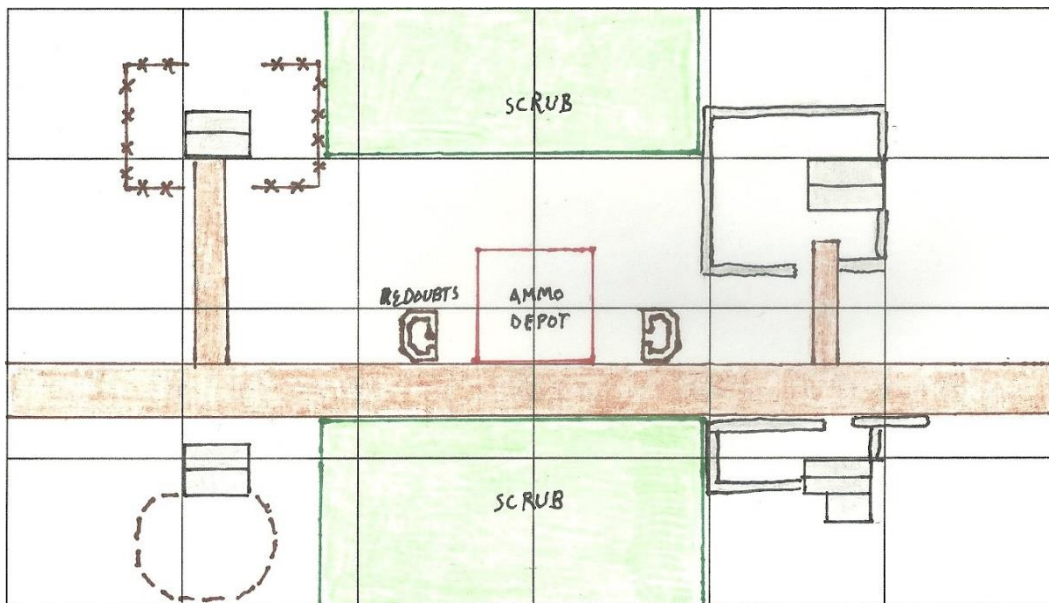
The French resistance command team, SOE team, one squad, and the demo team are the first wave. They enter the board on game turn 1 from the E, W, or S sides. The remainder are reserve and may enter from any side except the north, beginning on turn 2.

Game Duration

The game will last 6 game turns.

Victory Points

In addition to attrition points the FFI receive 5 points for the destruction of the Ammo Dump and the Germans receive 5 if it is saved.



Map for the ammo depot vicinity. Choose one short edge to be north.

3) Plan Bleu – Destruction of Powerlines

Another of the D-Day plans was Plan Bleu (blue), the destruction of enemy power lines. In the early evening of June 5th, 1944, the resistance heard the messages that ordered them to activate. If successful, German electrically powered equipment would be down. Starting at dawn on June 6 resistance agents cut power lines and cables. In this scenario an FFI company must destroy the power lines in their vicinity. An SS platoon on patrol comes upon them as they begin.

Opposing Forces

The German force should be taken from the **Gestapo Zug** selector (p3). They are mounted in vehicles and may have an armored vehicle but have no artillery.

The French platoon should be taken from the **Liberation 1942-45** selector in the *AFA* book (p107). The platoon should include an FFI demolition team (4) with 4 charges and an SAS team (p3) also may have four charges if desired.

This scenario is designed to be played by equal forces; neither side has air or artillery support.

Setup

The 6'x4' board is oriented with the long sides N to S. A road runs down the center of the long length. Beside it runs a powerline on 5 poles spaced 12" apart. Farmhouses, fences, outbuildings, and trees dot the board. In between are fields, scrub, fences, and woods. This raid takes place at dawn, use the *Dawn Assault* rules.

Special Rules

Terrain Special Rules

Buildings, Dawn Assault (BA II p220), Fences, Forests and Scrub Brush, Power Poles, Roads (paved).

SAS Special Rules

Demolition Teams & Charges, Who Dares Wins (SAS).

FFI Special Rules

Demolition Teams & Charges, Green (BA II p90), Liaison Officers.

German Special Rules

Fanatics, Green (BA II p90), Hitler's Buzz Saw, Initiative Training.

French Milice Special Rules

Green (BA II p90), Hitler's Buzz Saw.

Objectives

The French platoon must attempt to demolish at least 3 of the 5 power poles. The Germans must stop them.

The First Turn

The Gestapo platoon enters the board from the south on the road, mounted in vehicles.

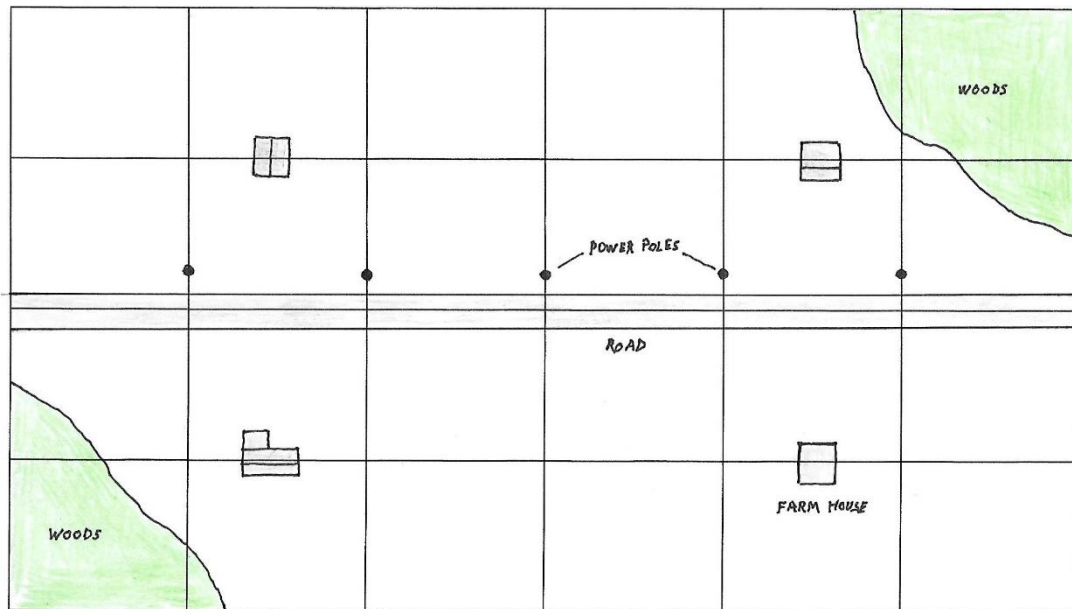
The French platoon and SAS detachment enter from the north end, on the road. Half the platoon including the SAS are mounted in static transports. The remainder enter as reserves from any board edge.

Game Duration

The game will last 6 game turns.

Victory Points

In addition to attrition points the French receive 2 points for the destruction of each power pole, while the Germans receive two points for each pole saved. If one side wins by two points, they are the clear victor, otherwise, the game is a draw.



Map for Plan Bleu

4) Plan Violet – Destruction of Telecommunications

Plan Violet (Purple) was aimed at the destruction of enemy telecommunications. On June 5th, 1944, in the early evening BBC London broadcast a message which signaled to some, the activation of Plan Violet: destruction of German telecommunications (telephone and teleprinter). These may have been the most important activities of the Resistance. If successful, the Germans would be forced to use radios, which meant that their communications could be intercepted. Starting at midnight, resistance agents cut telephone lines, cut up cables, raided PTT stations and destroyed repeater stations. By the next day 32 major long-distance cables had been cut, and soon after there were up to 2,000 breaks in the French landline network. In this scenario, an FFI company must destroy the PTT telephone exchange equipment inside a building on a town square.

Opposing Forces

The German infantry squads must be taken from the **Gestapo Zug** selector (p3). The platoon may be supported by one armored car. They may have 2 emplacements and 18” of barbed wire.

The French Resistance platoon should be taken from the **Liberation 1942-45** selector in the *AFA* book, p107. It should include an FFI command team, a Jedburgh Liaison Officer team (p3), several rifle squads, a demolition team of 4 with four charges, and support weapon teams. Each rifle squad should have wire cutters and Molotov cocktails. The 1st Squad should be veteran with the rest of the platoon regular with at least one squad inexperienced and Green. The Jedburgh team may call for one air strike.

The French are attacking and should be allowed 30% more points. The Germans have neither, air nor artillery support.

Setup

The 6’x4’ board is oriented with the long sides N to S. The telecommunications center is located in a building on the town’s main plaza. It is surrounded by barbed wire and is guarded by two small redoubts. The remainder of the board features a small village. This raid takes place during the day. The German player may set up to two redoubts anywhere on the board.

Special Rules

Terrain Special Rules

Barbed Wire, Buildings, Fences, Roads (paved).

FFI Special Rules

Demolition Teams & Charges, Fieldcraft, Green Troops, Infiltration, Liaison Officers, Molotov Cocktails, Wirecutters.

German Special Rules

Initiative Training, Hitler’s Buzz Saw.

Objective

The French platoon must enter the telecommunications center and set charges to blow it up. The Germans must try to stop them.

The First Turn

One Grenadier squad is on guard duty at the building housing the telephone exchange. They are setup before the game begins. Operationally, the squad is split into two separate squads of equal size. Place each half-squad in a redoubt. The remainder of the Germans, and the R35 tank are in reserve and may begin to enter the board on game turn 2 from any road.

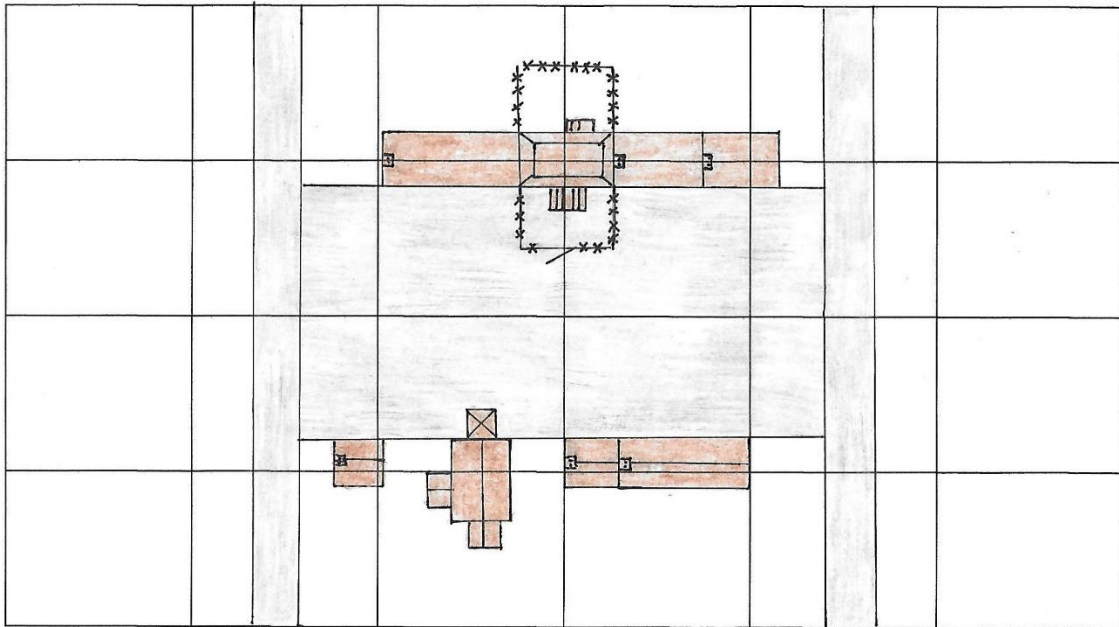
The entire French platoon enters the board from any edge on game turn 1.

Game Duration

The game will last 6 game turns.

Victory Points

In addition to attrition points the French receive 5 points for the destruction of the telephone exchange. The Germans receive 5 points if the exchange is not destroyed.



Map for Plan Violet

5) Plan Jaune – Destruction of Enemy Command Posts

Another D-Day Normandy plan was Plan Jaune (yellow), the destruction of enemy command posts. In this scenario an FFI platoon assisted by a 4-man SAS squad must capture a German General located in a country chateau as well as destroy the building.

Opposing Forces

The German infantry platoon should be taken as a **Sicherung Reinforced Zug** (p2). The HQ team (3) they are protecting is too high ranking to provide any morale or combat benefit.

The French platoon (Regular) should be taken from the **Liberation 1942-45** selector in the *AFA* book, p107. For each Veteran rifle squad there must also be an Inexperienced and Green. They must include a demolition team of four figures with four charges. The rifle squads should have wire cutters. They are supported by a 4-man SAS team; taken from the **SAS Team** (p3).

The French are attacking and should be allowed 40% more troops. Neither side has vehicles, air, or artillery support.

Setup

The 6'x4' board is oriented with the long sides N to S. A chateau compound (approximately 16" x 16") is located in the center of the board. A road runs by it N to S. It has a stone wall perimeter. Two other buildings are included in the compound. It may be surrounded by barbed wire. Place patches of woods, or scrub brush in the corners of the board as shown. The roads are paved. This is a night scenario, use the *Reduced Visibility* and *Sentry* rules.

Special Rules

Terrain Special Rules

Barbed Wire, Buildings, Fences, Forests and Scrub Brush, Reduced Visibility (BA II p220), Roads (paved).

FFI Special Rules

Behind Enemy Lines – (SAS), Demolition Teams & Charges, Dispatching Sentries, Infiltration (FFI), Liaison Officers, Who Dares Wins (SAS).

German Special Rules

Fanatics, Hitler's Buzz Saw, Initiative Training, Sentries.

Objectives

The FFI must fight their way into the HQ and capture the HQ team. It will immediately surrender if the SAS unit enters the upstairs floor. But they will not surrender to 'terrorists,' only to the uniformed SAS. If the FFI enters the top floor instead, one of the officers will open fire with his SMG. The others will surrender if he is shot. The French may set charges in the building and leave with their captives. The German objective is to protect the HQ at all costs.

The First Turn

Use the Raiding rules. One German reaction squad is inside the chateau on the ground floor, while two sentries patrol the yard. The HQ team is sleeping on the second floor. The other rifle squad is sleeping in a second building nearby; the platoon command team and medic in a third. Two sentries are detached, one from each squad, and placed randomly outside the wire, but at least 18" apart. All units remain inert (they must receive a Down order) until the turn following an alarm given by a sentry or by some another disturbance, such as the firing of weapons.

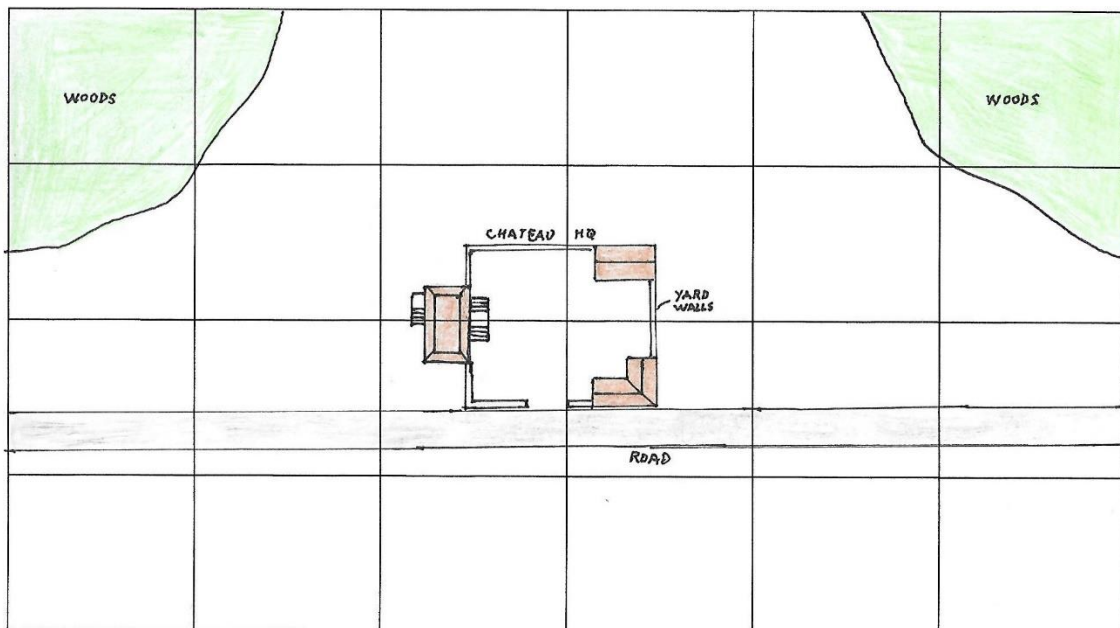
The entire French platoon enters the board from any side on the first turn.

Game Duration

On Game turn 6 each bomb marker on the board explodes.

Victory Points

In addition to attrition points the French receive 5 points for the destruction of the HQ, 5 more if the General is captured. The Germans receive 5 points if the HQ is not destroyed and 5 more if the General is not captured. If one side scores two points more than the other that side wins, otherwise, the game is a draw.



Map for Plan Jaune

6) Plan Noir – Raid on an Enemy Fuel Depot

When the time came, the BBC would broadcast the activation of Plan Noir, the destruction of enemy fuel dumps. In this scenario, an FFI platoon is ordered to destroy an enemy fuel depot.

Opposing Forces

The German infantry squads should be taken from the **Sicherung Reinforced Zug** selector (p2). The rifle squads must contain 6 figures each (up to six squads). They can be supported by one 35R tank or armored car (cannot be veteran).

The French platoon should be taken from the **Liberation 1942-45** selector in the AFA book, p107; the Liaison Officers (SOE) team (p3) is also described on p99 of the same book. The entire platoon is Inexperienced and Green, the SOE team is Regular. The platoon can include a demolition team of four each carrying one charge.

This scenario is designed to be played by equal forces; neither side has air or artillery support.

Setup

The 6'x4' board is oriented with the long sides N to S. The Fuel Dump (12" x 12" or less) is located in the center of the board, just beside a road that runs N-S. There are four farm houses nearby. The compound is surrounded by barbed wire and two redoubts are placed about three inches away alongside the road. Woods, scrub brush, and fences are scattered about. This raid takes place at night.

Special Rules

Terrain Special Rules

Barbed Wire, Buildings, Fences, Forests and Scrub Brush, Reduced Visibility, Roads (paved), Supply Dumps.

FFI Special Rules

Demolition Teams & Charges, Green Troops, Molotov Cocktails.

German Special Rules

Hitler's Buzz Saw, Initiative Training, Shirkers.

Objectives

The German objective is to protect the depot. The French objective is to destroy the dump. They must enter the compound in order to set the charges at any corner.

The First Turn

Use the Raiding rules on page 5. All the German units are setup onboard, with two half-squads on guard duty at the ammo dump, one in either of the two redoubts. The remaining squads are bivouacked, one in each of the four farm houses on board. The HQ squad occupies the top floor of the two-story house. The tank crew are on the ground floor and are assumed to exit the house when the alarm sounds.

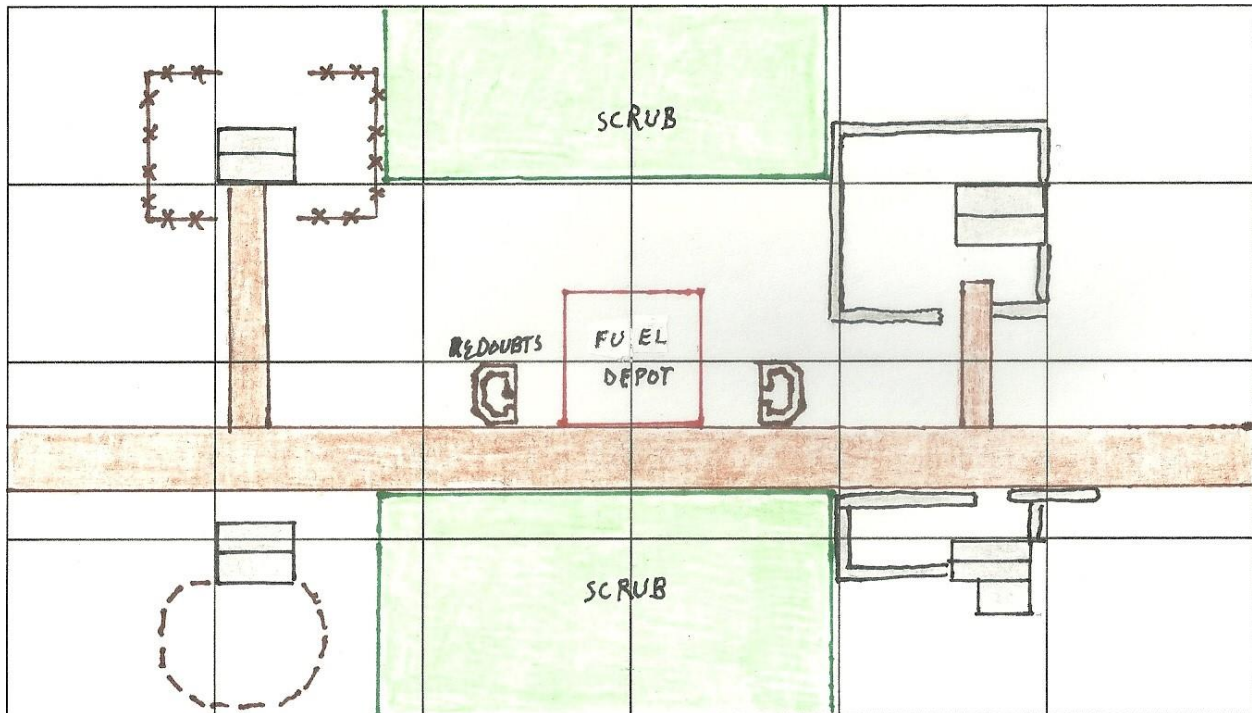
All the French units enter the board from any side on game turn 1. They have already scouted the area in the past few weeks and know where the guard stations are.

Game Duration

The game will last 6 game turns.

Victory Points

In addition to attrition points the French receive 5 points for the complete destruction of the fuel dump, and 2 points for its partial destruction. The Germans receive 5 points if the dump is undamaged and 2 points if it is only partially damaged.



Vicinity of the Fuel Dump.

7) Plan Tortue – Neutralization of the Roads

To slow the flow of German reinforcements to Normandy by roads, large trees or bridges were blown down and the columns were attacked when they were forced to stop. Snipers would kill a German driver then fade away. Jedburgh officer, Thomas Macpherson, took part in the operations against enemy columns attempting to reach Normandy, including the *Das Reich Division*, which took 19 days to travel from Toulouse to Normandy – a journey that would normally have taken three days. In one incident, Macpherson and 27 FTP maquisards attempted to hold up a German column by blowing up a bridge. When the leading halftrack of the column reached the bridge, one of the maquisards detonated the explosives setting the halftrack on fire. Two of the men were ordered to wrap wet cloths around their Sten guns. This had the effect of making them sound like heavy machine guns. A Panther tank approached the ruined bridge, where another maquisard had been left in hiding. The man threw a ‘Gammon’ grenade at the tank and blew a track off. The road was blocked. As the remaining German tanks began shelling Macpherson’s position and infantry was closing in, he ordered the group to retreat to a waiting truck. The frustrated *Das Reich* units killed many villagers and burned at least one town.

Opposing Forces

The German infantry units (regular) should be taken as *Waffen SS* from the **1944 Normandy** selector of the *AG II* book. All infantry units must be veteran. The troops must be mounted in vehicles and can be supported by one Panther tank.

The French platoon (regular) and Liaison Officer team should be taken from the **Liberation 1942-45** selector in the *AFA* book, p107. They may have two demolition teams of 2 each (1 charge per figure), the rifle squads should have anti-tank grenades or Molotov cocktails. They are supported by a Jedburgh team. *To represent Macpherson in the Jedburgh team one figure could be a Brit wearing a kilt. [“Look, one of them has brought his wife.”]*

The Germans are caught in an ambush and should be allowed 30% more points; neither side has air or artillery support.

Setup

The 6x4’ board is oriented with the long sides N to S with a road running down the long center. It is paved and wide enough for two vehicles. The rest of the board is covered in woods. The FFI have picked a location where the woods along both sides of the road are impassable to vehicles. Choose a spot along the road about 18” from the North end where a tree must be knocked down as a barrier. Select another spot about three feet back along the road where another tree can be blown down to block any attempt to flee. Mark these spots clearly with a temporary marker. This is a day raid.

Special Rules

Terrain Special Rules

Barriers, Buildings, Derelicts, Fences, Forests and Scrub Brush, Roads (paved).

Allied Special Rules

Demolition Teams & Charges, Liaison Officers.

German Special Rules

Hitler's Buzz Saw, Initiative Training.

General Rules

Multiple Activations.

Objectives

The FFI objective is to stop the column and inflict as much damage as possible. The German objective is to get off the board if possible and to defend the column as necessary.

The First Turn

Begin the game using the Multiple Activations rule. On the turn after the column is stopped, use of this rule ends.

Bring the entire German platoon on board from the south end, in column, on the road. Vehicles must travel in the center of the road and remain at least 2" apart. Suspecting foul play, they are not using full double movement, but all are using a Run order and moving at the rate of 24" per turn. The first vehicle must stop within 6" of a barrier if there is one.

The entire French platoon is setup on the board, Hidden (*BE II* p131), with the demolition teams at least 6" from their objectives. One team is placed where the leading tree must be blown down and one team at the rear. The remainder of the platoon is setup in the woods at least 12" from the road.

Game Duration

The game will last 6 game turns.

Victory Points

In addition to attrition points the French receive 2 points for each vehicle that does not exit the north end. The Germans receive 2 points for each vehicle that exits off the north end and 1 point for each vehicle that leaves by the South end.

Abbreviations

AFA = Bolt Action Armies of France and the Allies

AG II = Bolt Action Armies of Germany, 2nd edition

BA II = Bolt Action rulebook, 2nd Edition

BE = Bolt Action Battleground Europe, D-Day to Germany

CNG = Campaign New Guinea

FFI = French Resistance (*FFI*: "Forces Françaises de l'Intérieur"). Technically, this designation only refers to units loyal to De Gaulle and does not include other affiliations, usually communists or socialists. But for convenience, this designation is used for all Resistance groups regardless of affiliation.

SAS = Special Air Service (British & free allies)

SOE = Special Operations Executive (British Covert Operations)

SS = German Waffen SS

OJ = Operation Jedburgh (a cooperative of the SOE & OSS)

OSS = Office of Strategic Services (United States covert operations)

Sources:

Terry Crowdy, "French Resistance Fighter, France's Secret Army," Osprey Publishing, 2007. Illustrated by Steve Noon.

Terry Crowdy, "SOE Agent: Churchill's Secret Warriors," Osprey Publishing, 2008. Illustrated by Steve Noon.

Various web sites:

Sicherung Division: [https://military.wikia.org/wiki/Security_Division_\(Wehrmacht\)](https://military.wikia.org/wiki/Security_Division_(Wehrmacht))

Bolt Action Game Books: "Bolt Action, World War II Wargames Rules, 2nd edition," "Battleground Europe, D-Day to Germany," "Campaign New Guinea," "Armies of the United States," "Armies of Germany, 2nd edition," "Armies of France and the Allies," "Armies of Great Britain," Osprey Publishing.