

# FT03 TERRORISTEN ! !

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## HISTORICAL ACCOUNT

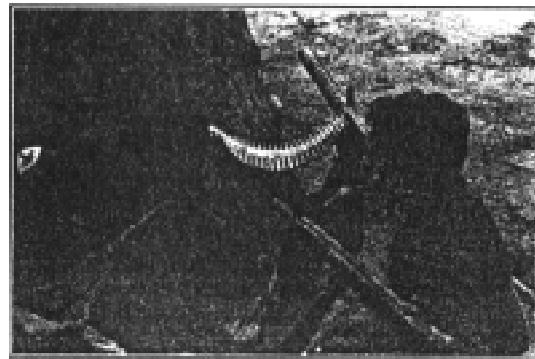
**LOCATION:** The Vigne-Oudines woods, Gironde

**DATE:** 25 July 1944

**COMMENTARY:** Since the landing of Normandy, the resistance had increased its actions against the occupants in order to tie down the German troops and to stop them from rejoining the bridgehead. It goes some thus of the B region, including the Aquitaine among others, and in particular the Medoc or rages the maquis Jean Dufour. This group, about hundred strong, included the crew of an American bomber which had crashed in the region at the end of June, and two heavy machine guns taken from the wreck of the plane.

After several moves and strokes of hand, the maquis took refuge in the Vigne-Oudines woods, tracked by a detachment of the anti-terrorist group Rech. The German troops, reinforced by a local militia unit, spread out on the road facing the wood during the night and at dawn on the 25th they began a vast sweep aimed at clearing the sector.

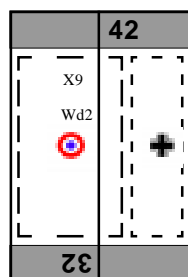
The Germans, containing a group of Hindu troops specialised in the infiltration of covered land, quickly made contact with the P.C. of the maquis. A small number of resistance fighters led by Jean Dufour interfered with the enemy progress in order to cover the retirement of their brothers-in-arms. At the end the day, a small number of maquisards, including Dufour, had been killed but their sacrifice had allowed the evacuation of this shelter transforms in dowsers. As for the region of the Medoc, it would be one of the last to be freed, the garrison of the Pointe du Grave not surrendering until 20 April 1945.



## TURN RECORD CHART

<b>PARTISAN Sets Up First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
<b>GERMAN Moves First</b>							

## THE BATTLEFIELD AND CONDITIONS



Only hex rows I-Y on the two maps are playable

The Streams are Dry and the Woods are Pine Woods.  
Place overlays **Wd2** in 3209-P9 and **X9** in 32S6.

EC are Dry with a Mild Breeze from the west at start.

## VICTORY CONDITIONS

The German player wins if, at game end, he controls buildings 42J7, 42U8, 42Y10, 32N8, and o32S6 or if he accumulates  $\geq 12$  CVPs.

## SCENARIO SPECIFIC RULES:

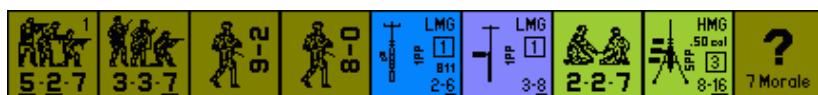
- 1 Kindling is N/A.
- 2 The partisan player cannot form Multi Location Fire Groups and suffers Captured weapon penalties for the MGs (a) and (g) [EXC: The US Crew uses the .50 HMG without penalty]. The 527 squad has an underlined morale.
- 3 Germans do not possess PF. Allied Troops applies between Germans and Militiamen and between Partisans and the US Crew.



**Elements of the Jean Dufour maquis** set up west of 42I7 - 42O4 - 42U4 - 42Y6. 1 Squad/equivalent, as well as any SMC/SW stacked with it, may be set up HIP.

**Balance:** add a hero to the Partisan OB.

ELR: 5  
SAN: 5



8

12



**Elements of the Indisches Infantry Regiment 950 and a group of the anti-terrorist "De Rech"** set up east of the road 42I4-42Y5 inclusive. The German player secretly designates 3 Squads to represent the Hindus unit; these are Stealthy.

**Balance:** increase the game length by 1 turn.

ELR: 3  
SAN: 2



11

2

**Elements of the militia** set up east of the road 42I4-42Y5 inclusive:



4