



SCENARIO: THE VIOLINS OF AUTUMN

French Partisans vs German Heer



VIOLINS OF AUTUMN

Parlours and kitchens across Normandy are crammed with men and women. They are dressed in peasant's garb, complete with overall trousers and wooden clogs, still covered in the mud of their fields.

They are all gathered around an illegal radio, tuned to the BBC - a crime that would see them shot on the spot for sedition. In the clipped tones of a professional newsreader, the presenter reads a line from a Verlaine poem titled the "Chanson d'Automne."

The broadcast finishes, and the assembled men and women file from their homes. Pistols are loaded and thrust into waistbands. Submachine guns and shotguns are slung over one shoulder, while others cinch bandoliers of grenades around their waists.

As night deepened, the Battle for Normandy began...

Plan Vert called for French Resistance groups to sabotage the railway lines criss-crossing Normandy, forcing German units rushing to reinforce the beaches to travel by road.

On the roads and tracks, the Germans would be more vulnerable to ambushes and marauding fighter-bombers.

The Forces:

Partisans

- » 1x Regular 1st Lt + Attendant
- » 1x Veteran Liaison Officer + Attendant
- » 1x Guerilla Fighters Squad with 5x SMGs
- » 1x Guerilla Fighters Squad with 1x LMG and 4x Rifles
- » 1x Regular MMG Team

German Heer

- » 1x Regular 2nd Lt + Attendant
- » 2x Green Grenadier Squads with 9x Rifles and 1x LMG
- » 1x Heer Grenadier Squad with 1x SMG, 2x Assault Rifles and 2x Rifles
- » 1x Regular MMG Team
- » 1x Regular Medium Mortar Team

Special Rules:

Bombs: One partisan unit is carrying the cell's stock of high explosive, packed into satchels. When that unit is issued a Down order, they can elect to plant the bomb. Place a marker anywhere within 1" of the unit to represent the bomb.

The German player can attempt to disarm the bomb by issuing a Down order to a unit within 1" of the marker. The unit must pass an order test to successfully disarm the bomb. If the order test is FUBAR, the bomb detonates.

The time pencils provided to partisan cells were notoriously unreliable. At the start of each subsequent turn, roll 1d6 and add +1 for each turn that passes. On a 4+, the bomb detonates.

When the bomb detonates, resolve a Medium Mortar hit against all units within 2". If the bomb is adjacent to the railway line, mark a section as broken.

Unsuccessful Ambush: The German platoon commander is attempting to ambush the partisans. His men have no experience of night-fighting and have managed to get separated from one another.

The German force is divided into three waves which deploy as per the table below.

Wave	Composition	Deployment
1	2nd Lt + Heer Grenadier Squad	Move onto the table on Turn 1.
2	2x Green Grenadier Squad	Move onto the table on Turn 2, on the opposite edge to Wave 1.
3	Medium Mortar and MMG	Move onto the table on Turn 3, from the same board edge as Wave 1.

"The only distinguishable difference between the men of the Maquis and the men of the country from they had sprung was the pistol cocked aggressively from the trouser tops, the rifle on the shoulder, the Sten on the back or the string of grenades depending on the belt." - Ian Wellsted, SAS Officer

The Scenario



Set-up:

The German force advances onto the table starting from Turn 1, using the Unsuccessful Ambush special rules.

The partisan force deploys anywhere within the marked area.

Objectives:

The partisan player must blow up the railway line and escape via any board edge.

The German player must cause as many partisan casualties as possible.

First Turn:

The battle begins. The German player must bring his first wave onto the table. These units can enter the table from any point on the German player's table edge and must be given a run or advance order.

No order test is required to move units onto the table. These rules apply for all subsequent waves.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The German player gets 3 Victory Points for killing the Liaison Officer and 1 Victory Point for every other Casualty.

The partisan player gets 3 Victory Points for blowing up the railway line, and 1 Victory Point for every partisan unit that exits the battlefield.

“Les sanglots longs
Des violons
De l’automne
Blessent mon cœur
D’une langueur
Monotone.”

- *Chanson d’automne, Verlaine*

