**French Resistance**

**Resistance Force**

Armed massed resistance was a rare tactic of the French Resistance, but nonetheless times came when it was necessary. The men and women who fight are passionate but rated as *Green*.

**Force Rating:** *Green* (-5)

**Command Dice:** 4

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| **Leader Group** |
| Chef de File, *Senior Leader* with SMG  Bazooka or PIAT *Team*, two crew |
|  |
| **Groups One to Three** |
| Chef, *Junior Leader* with SMG |
| **Resistance Team** |
| Six rifles  Two SMGs  Bren Gun, 2 crew |

**SUPPORT OPTIONS**

The following Support List is used for this force, which attempts to represent some of the assets available to a very well-supplied French Resistance group.

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| **Resistance Support List** |
| **List One** |
| Adjutant  Bouteilles Incendiaries  Civilian Vehicle, no crew  Satchel Charge  Entrenchments for One *Team*  Medical Orderly |
| **List Two** |
| Bazooka or PIAT *Team*, two crew  Booby Trap  Roadblock  Saboteur *Team*, 3 men  *Senior Leader* |
| **List Three** |
| 60mm Mortar *Team*, three crew  Resistance *Group* with *Junior Leader*  Sniper *Team* |
| **List Four** |
| MMG on Tripod Mount, three crew |
| **List Six** |
| SAS *Section* with *Junior Leader* |

All *Teams* and *Groups* from the Support Lists are rated as *Green* unless otherwise stated.

The Support List options here are the same as those in the main ***Chain of Command*** rule book, with the same specific rules applying. However, the following options are unique.

**Booby Trap**

After the Patrol Phase, the Resistance player secretly denotes where any booby traps are on the table. When any unit encounters the trap, roll a D6: on a roll of one the trap fails to activate, otherwise the trap detonates. Roll for three hits on infantry as if in the open. If the trap hits a vehicle, the bomb has a strike value of two. The trap must be at least 12” away from the opposing player’s Jump-Off Points.

**Bouteilles Incendiaries**

Two of these weapons may be used in any one game. These should be allocated to specific *Groups* before the game begins.

**Civilian Vehicle**

This can be any form of wheeled car or truck and is rated as Fast and has an Armor Value of one. Passengers may use their weapons from the vehicle while it is moving at half dice.

**Saboteur Team**

This *Team* activates on a Command Dice of one or two and can function as any Engineer *Team* and comes equipped with a Satchel Charge. All three saboteurs are armed with SMGs and can be ordered to fire and engage in close combat. Due to their training the Saboteur *Team* is rated as *Regular*.

**SAS Section**

There were times when SAS groups were deployed into France to wreak havoc behind enemy lines. The *Section’s* layout is as follows:

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| --- |
| **SAS Section** |
| Sergeant, *Junior Leader* with SMG |
| **Rifle Team** |
| Six rifles  One SMG |
| **Bren Team** |
| Bren Gun, 3 crew |

Given their intense training this *Section* is rated as *Elite* and can use the British National Characteristics as found in the core rulebook. If desired, this option can be purchased as a List Nine support option and the *Section* comes equipped with two Jeeps armed with Vickers K machineguns.

**NATIONAL CHARACTERISTICS**

The following are the National Characteristics of the French Resistance.

**Ma Terre**

Members of the Resistance were knowledgeable of their homeland and used it to their advantage when preparing ambushes. When deploying from a Jump‐Off Point, all Resistance troops may deploy within 9” of that point.

**Embuscade**

Fighting an asymmetric war, the Resistance used hit-and-run tactics on isolated enemy forces. The Resistance player begins every game with two full Chain of Command Dice. These may only be used to Ambush as detailed in the core rule book.