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THE VERCORS CAMPAIGN

This promotional campaign for Memoir '44 invites you to relive the darkest, most harrowing, yet glorious hours of the French Resistance as "maquisards" battle overwhelming SS forces on the Vercors Plateau.

West of the Dauphiné Alps, the Vercors Plateau forms a 3,000 feet high natural fortress with limited access to the outside world. Following the invasion of France's Zone Libre by the enemy, elements of the now disbanded Army of the Armistice found in Vercors the perfect base of operations from which to continue harassing the German occupier.

By 1943, the ranks of this rural guerilla known as the maquis du Vercors (literally "Vercors' thicket", for the type of high ground covered with scrub growth found on the Plateau) were swelling with young men. All eager to avoid conscription into Vichy France's Service du Travail Obligatoire (STO) - whose purpose was to provide forced labor for Germany - they began to organize themselves. Under a plan code-named "Montagnards" ("Mountain men"), the maquisards worked tirelessly to turn the Vercors Plateau into an advanced base of operations for Allied airborne forces. The plan called for them to parachute on Vercors ahead of the invasion of Provence and then go on to seize the cities of Grenoble and Valence in an effort to cut-off any German retreat during the Liberation of France.

On June 5, 1944, the BBC issues a number of messages signaling the start of the uprising. Within days, the ranks of the maquisards swell from an initial 400 men to 4,000, and on July 3, 1944, they proclaim the Free Republic of Vercors, the first democratic territory in France since the start of the German occupation in 1940.

Initially slow to react, the Germans finally wake up to the threat under the command of General Pflaum; from July 14 on, they surround the Plateau with 10,000 men from the 157. Reserve-Division, supplemented with troops from the Eastern Legion. On July 21, German parachute and glider borne SS land on the Plateau and brutally suppress the uprising, terrorizing the population and murdering the maquisards. Much better trained, equipped and more numerous, they never leave the issue of the battle in doubt. Yet, thanks to the maquisards heroic - if desperate - effort, the spirit of Resistance forged in Vercors would go to live on long after its proponents had died.

The Vercors Campaign

- Maquis of Malleval
- Battle of Saint-Nizier
- Massacre at Vassieux-en-Vercors
- Battle of Valchevrière
- Battle for the Passes

- p6
- p7
- p8
- p9
- p10

MEMOIR '44

DAYS OF WONDER

Richard Borg



CAMPAIGN Notes

JANUARY - JULY 1944

BRIEFING

This Campaign plays out in the order in which the 5 scenarios are introduced, with the last 3 battles occurring almost simultaneously from a historical standpoint. Use the core campaign rules described in Campaign Book Volume 1.

Note: *Unlike with other more traditional campaigns, Reserve rules need not apply here: The German units participating in the Vercors campaign were Reserve units to start with; As for the hapless maquisards, they could not count on any reserve reinforcement, unfortunately!*

Like in 1944, the Axis player has the upper hand, having received more troops and better equipment. In each scenario, he has the initiative and specific objectives to achieve. The Victory conditions are less favorable to him however, in a bid to balance the Campaign out and highlight the danger of letting this uprising develop into something broader.

The Allied player has fewer, but more nimble troops, benefiting from their superior knowledge of the Plateau. But he will never be able to call on Air or Heavy Artillery support, hence the "Air Power" and "Barrage" command cards remain out of his reach throughout the campaign.

Air rules are not in effect in this campaign. Remove all "Air Sortie" cards from your deck before the start of the game.

VICTORY CONDITIONS

The Axis forces eventually achieved victory on the ground, but the Vercors Campaign cost them dearly: The 157. Reserve-Division suffered heavy losses and was pinned down in Vercors when it could have brought much needed relief to the German 19th Army fighting the Allied landings in Provence.

As for the maquisards, although thoroughly defeated - and for many of them killed in combat or executed after the fight - their brother-in-arms would go on to carry the indomitable spirit of the French Resistance well after the battle.

Victory Points are thus tallied as follows, in this campaign:



◆ **1 Victory Point** for each Medal (objective reached or unit killed) won in each scenario

◆ **1 additional Victory Point** for each Objective medal captured, as reported on the Objective Track

◆ **and 1 additional Victory Point** for each battle (scenario) won in this Campaign. Those points are added in the Bonus spot on your Campaign Sheet.





MEMOIR '44

THE VERCORS CAMPAIGN

January 29 - July 23, 1944



"Zone libre" is occupied, our Army has laid down arms, and the occupier rules with an iron fist all over France. But our pride is intact - and so is the spirit of the Resistance. Vercors is the tinderbox from which we will light the uprising of all free men and women. The battle for the Liberation of France has only just begun.

1 MAQUIS OF MALLEVAL p.6

★ ALLIES WIN ! ★

During the next scenario, lay down 3 minefields (drawn at random) and 4 barbed wires on the hexes of your choice.



This first engagement was brutal, but we held our own. Jerry's will be back though. Contact our unit commanders in Vercors and tell them to be ready.

▶ Play 'Battle of Saint-Nizier' next. ▶

2 BATTLE OF SAINT-NIZIER p.7

Special: In case of Victory, score 2 bonus Victory Points for this scenario, instead of the standard 1.

★ ALLIES WIN ! ★

During the next scenario place a sandbag on each village hex you occupy before the start of battle.



These mortars are literally killing us! We need to reinforce our positions immediately!

▶ Play 'Massacre at Vassieux-en-Vercors' next. ▶

3 MASSACRE AT VASSIEUX-EN-VERCORS p.8

★ ALLIES WIN ! ★

Receive 1 unit of French Resistance as reinforcement for your next scenario. Place it in the Chapel next to the Belvédère, before the start of the game.



We can hardly call this a Victory, but maybe Jerry will think twice before launching his next attack. Some guys from Vassieux are supposedly on the way, I'm afraid we'll need them all!

▶ Play 'Battle of Valchevrière' next. ▶

4 BATTLE OF VALCHEVRIÈRE p.9

Special: In case of Victory, score 2 bonus Victory Points for this scenario, instead of the standard 1.

★ ALLIES WIN ! ★

Receive 1 unit of French Resistance as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



Looks like our success in holding Jerry off has galvanized the local population. New recruits are coming out of the woodwork!

▶ Play 'Battle for the Passes' next. ▶

5 BATTLE FOR THE PASSES p.53

★ ALLIES WIN ! ★

Incredible! Despite the best they could throw at us, we held our own!



END OF THE CAMPAIGN

If you win the Campaign

This was a glorious fight. The enemy won't soon forget our tenacity in Vercors, and the bright light of the Resistance will now spread like a wildfire!

| | | | | | | |
|--|--------|---|-------|---|----------------|--|
| | MEDALS | + | BONUS | = | VICTORY POINTS | |
| | | | | | | |

The Vercors Campaign

January 29 - July 23, 1944



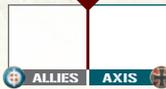
Something seems to be brewing high up on the Vercors Plateau. No longer content to hit the Milice, these guerillas are now targeting our own troops. We need to put an end to this: Send a battalion to the area and stamp out any sign of resistance! We will send you reinforcements later, if any mop-up is required.

1 MAQUIS OF MALLEVAL p.6

+ AXIS WIN ! +



Receive 1 Armor unit as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



Hummm - Looks like we didn't stomp this vermin out quite yet... Call HQ and ask for an armored battalion.

▶ Play 'Battle of Saint-Nizier' next. ▶

2 BATTLE OF SAINT-NIZIER p.7

+ AXIS WIN ! +



During the next scenario, you may attempt one paratroop action (Actions 20 - Paratroop), at the start of your second turn of play.



The time has come to strike: Send our gliders on to Vassieux-en-Vercors and snuff them out!

▶ Play 'Massacre at Vassieux-en-Vercors' next. ▶

3 MASSACRE AT VASSIEUX-EN-VERCORS p.8

+ AXIS WIN ! +



Receive 1 Combat Engineer unit (Troops 4 - Combat Engineers) as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



These pests just don't give up, do they? They melt in the countryside and hole up like rats. Tell HQ to send us our Combat Engineers and we'll flush them out!

▶ Play 'Battle of Valchevrière' next. ▶

4 BATTLE OF VALCHEVRIÈRE p.9

+ AXIS WIN ! +



Receive 1 Combat Engineer unit as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



Let's mop these terrorists up once and for all! The time has come for our Combat Engineers to grill them.

▶ Play 'Battle for the Passes' next. ▶

5 BATTLE FOR THE PASSES p.10

+ AXIS WIN ! +



The hotbed of resistance that was Vercors is now as cold as the cliffs surrounding it. These "maquisards" were something, though...



END OF THE CAMPAIGN

If you win the Campaign

They held us up and we took some losses, but what's a few weeks and a few soldiers in the glorious history of the Third Reich? Victory is now ours!

| | | | |
|------------|------|---|---|
| Objectives | none | 1 | 2 |
| Points | 0 | 1 | 2 |

• Objective Track •

| | | | |
|--------|------------|-------|--------------|
| MEDALS | OBJ. TRACK | BONUS | VICTORY PTS. |
| | + | + | = |

**1**

WESTERN FRONT

MAQUIS OF MALLEVAL

5683

THE VERCORS CAMPAIGN

JANUARY 29, 1944

**Setup order****1** x1**2** 19x **3** x15**4** 14x **5** x5

• Historical Background •

The maquis of Malleval, a rural guerrilla band of the French Resistance, was composed of 50 men under the command of Lieutenant Eysseric (code name "Durand"). The group's base of operations was the isolated village of Malleval-en-Vercors, on the western buttress of the Vercors plateau. On January 29, 1944, a German battalion dispatched from Grenoble, crossed the gorges of the Nan river to encircle the village. Alerted too late, the maquisards were surrounded; 22 were killed in combat and another 7 inhabitants thrown to the fire in a barn while the village burned to the ground. This tragic episode was an ominous prelude to the battle of Vercors that would soon engulf the region in flames.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •

**Axis Player**
[Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.

**Allied Player**
[French Resistance]

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ 5 Medals.

Special Rules

All Allied units are French Resistance (*Nations 1 - French Resistance*). Badges are not required.

Special Weapon Asset Rules (*SWAs 1 - Special Weapon Assets*) are in effect for the unit equipped with a mortar (*SWAs 3 - Mortar*).

Air rules are not in effect. Remove all *Air Sortie*, *Air Power* and *Barrage* cards from the Command deck before the start of the game.



German mortar

6

MEMOIR 44

VERCORS



Setup order

- 1x 1
- x6 2
- 15x 3
- x9 4
- 3x 5
- x4 6
- 5x 7
- x5 8

• Historical Background •

With its cliffs, steep slopes and limited access points, the Vercors plateau is a natural and easily defended fortress. Familiar with the terrain, the heads of the French Resistance immediately saw its value as a defensive bastion deep within occupied France. Soon enough, word spread and a few thousand young French men and women began to arrive - all eager to take arms against the occupier. Unfortunately, the Germans had also gotten wind of the growing resistance there. On June 13, 1944, a German battalion moved into the gap near Saint-Nizier, before running into stiff resistance from the maquis outposts and withdrawing with heavy losses. Determined to flush the place out, the Germans were back in force two days later however. This time, they broke through, forcing the maquisards to withdraw. The road to Saint-Nizier was now open; soon the Germans seized it, burning the village to the ground in retaliation for their losses.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •

Axis Player
[Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.

Allied Player
[French Resistance]

- ◆ Take 5 Command cards.

Conditions of Victory

◆ 6 Medals.

Special Rules

All Allied units are French Resistance (*Nations 1 - French Resistance*). Badges are not required.

Special Weapon Asset Rules (*SWAs 1 - Special Weapon Assets*) are in effect for the unit equipped with a mortar (*SWAs 3 - Mortar*).

The slopes of all Hill hexes facing the outside of the Vercors Plateau are Steep Hills (*Terrain 13 - Steep Hills*). All Country-

-side hexes inside the Vercors Plateau are considered at the same height as the Hill hexes bordering the Plateau.

The Massif de Moucherotte is impassable to all units.

Air rules are not in effect. Remove all *Air Sortie*, *Air Power* and *Barrage* cards from the Command deck before the start of the game.





3

WESTERN FRONT

MASSACRE AT VASSIEUX-EN-VERCORS

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THE VERCORS CAMPAIGN

JULY 21, 1944



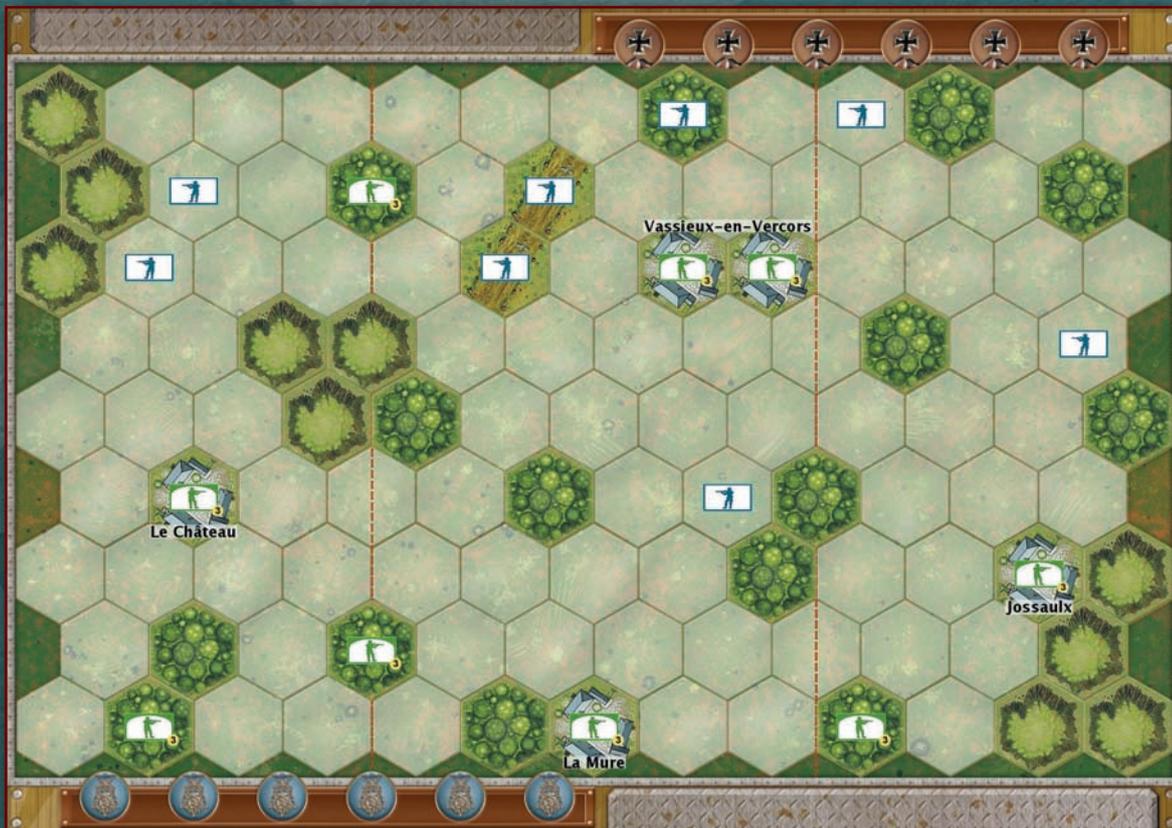
Setup order

1 x2

2 5x

3 x15

4 10x



• Historical Background •

On July 20, 1944, following several weeks of troops build-up, the Germans launched their attack on the newly proclaimed "Free Republic of Vercors". The next morning, the German 157. Reserve-Division, bolstered with Ukrainian troops from Eastern battalions, completely finished surrounding the Vercors Plateau, trapping the French Resistance in. By early morning, twenty gliders landed in the vicinity of Vassieux-en-Vercors, on a makeshift landing strip the Resistance was busy finishing. They did not contain the allied reinforcements the maquisards had hoped for though. Instead, SS troops stormed out of these gliders to seize Vassieux and the neighboring hamlets of La Mure, Jossaulx and Le Château, indiscriminately killing all they met - French Resistance and local inhabitants alike. Late in the day, French Resistance companies, coming to the rescue from other parts of the Plateau, attempted to encircle the enemy and wipe him out in a counter-attack, but failed due to a lack of heavy armament against the now well-entrenched SS troops.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •



Axis Player
[Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



Allied Player
[French Resistance]

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ 5 Medals.

Special Rules

All Allied units are French Resistance (*Nations 1 - French Resistance*). Badges are not required.

The *Air Power* card cannot be played by the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.

Air rules are not in effect. Remove the *Barrage* and any *Air Sortie* cards from the Command deck before the start of the game.

If you do not possess the *Air Pack* or *Terrain Pack* expansion, no worry: The Airfield hex has no effect in this scenario.



Setup order

- 1x 1
- x3 2
- 5x 3
- x9 4
- 10x 5
- x9 6
- 2x 7
- x1 8
- 8x 9
- x4 10

• Historical Background •

On July 22, 1944, the Germans launched a new assault on Valchevrière, a village under the protection of Captain Goderville and his group of French Resistance fighters. The maquisards' mission was to deny the Germans access to the west and south of Correçon-en-Vercors. Well entrenched in the natural strong point of "Le Belvédère", the troops of Lieutenant Chabal at first successfully repelled their attackers. But the next morning, while their positions were shelled by a deluge of mortars, German troops managed to infiltrate the nearby woods despite incoming fire and mines placed by the Resistance. Valchevrière was soon captured and burned to the ground. The Germans then simultaneously penetrated onto the Belvédère and in the Pas de la Sambue. The combat raged all morning, but eventually the Resistance positions fell, one by one, buried under the numerical superiority of their opponents. Faced with a now totally desperate situation, Captain Goderville ordered his remaining maquisards to fall back. The mopping up of Resistance troops out of the Vercors had begun. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •



Axis Player [Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



Allied Player [French Resistance]

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ Axis player: 7 Medals, including the Medal token of "Ferme d'Herbouilly" which is a Permanent Medal Objective that the Axis player must capture in order to win the game.
- ◆ Allied player: 6 Medals.

Special Rules

All Allied units are French Resistance (*Nations 1 - French Resistance*). Badges are not required. The Belvédère hex is a Mountain hex (*Terrain 30 - Mountains*).

Special Weapon Asset Rules (*SWAs 1 - Special Weapon Assets*) are in effect for the unit equipped with a mortar (*SWAs 3 - Mortar*).

Valchevrière is on a hill (*Terrain 49 - Hills with Villages*). The Allied player lays out the minefields (*Terrain 29 - Minefields*).

Air rules are not in effect. Remove any *Air Sortie* cards from the Command deck before the start of the game. In addition, the *Air Power* and *Barrage* cards cannot be played by the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.



German Mortar



WESTERN FRONT

BATTLE FOR THE PASSES

THE VERCORS CAMPAIGN

JULY 21-23, 1944



Setup order

- x15
- 1x
- x14
- 17x
- x2
- 1x
- x4
- 9x



• Historical Background •

As July 1944 drew to its end, the troops of German 157. Reserve-Division had the Vercors Plateau virtually surrounded. The only ground still out of their reach were the mountain passes (or "Pas") protecting the access to the East of the Plateau. South of the Massif of Grand Veymont, they were four of them: the Pas des Chattons, Pas du Fouillet, Pas de la Selle and, a bit further, the Pas de l'Aiguille. Each of these mountain passes was under the protection of a section from the Adrian Company of maquisards, with headquarters in the Grande Cabane. The Germans shelled the Resistance position with a deluge of fire, leaving the issue of the battle in no doubt. Yet the Resistance managed to hold the enemy back for another full two days, before falling under withering fire. With these mountain passes now firmly under control, the Germans had invaded the most remote places of the Vercors. Combat stopped, soon giving way to a terrible repression.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •



Axis Player [Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.



Allied Player [French Resistance]

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ 5 Medals.

The "Grande Cabane" is a Permanent Medal Objective worth 1 Medal for the Axis player; he must capture it in order to win the game.

Special Rules

All Allied units are French Resistance (*Nations 1 - French Resistance*). Badges are not required.

Special Asset Weapon rules (*SWAs 1 - Special Weapon Assets*)

are in effect for the unit equipped with a mortar (*SWAs 3 - Mortar*).

The Allied player lays out the minefields (*Terrain 29 - Minefields*).

Air rules are not in effect. Remove any *Air Sortie* cards from the Command deck before the start of the game. In addition, the *Air Power* and *Barrage* cards cannot be played by the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.



German mortar



MEMOIR '44 THE VERCORS CAMPAIGN

Campaign

This 5-scenario promotional campaign for *Memoir '44* invites you to relive the darkest, most harrowing yet glorious hours of the French Resistance as "maquisards" battle overwhelming SS forces on the Vercors Plateau. Using your intimate knowledge of the countryside, you will have to strike the enemy where he least expects it while being careful not to over-expose your men, for they are few and under-equipped.

Will you hold the Mountain passes long enough to survive? Pick this and a copy of *Memoir '44* to play and find out!



----- IMPORTANT NOTE -----

This book is an expansion for the *Memoir '44* boardgame.

This campaign is a promotional expansion for Days of Wonder's classic *Memoir '44* board game. A copy of the base game and its *Terrain Pack* and *Campaign Book* expansions are required. The *Air Pack* expansion is also recommended (notably for some of the terminology introduced in it) although not strictly necessary to play this particular Campaign.

Promotional expansion - not for resale

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**DAYS OF
WONDER**



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