

SET EUROPE ABLAZE

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Set Europe Ablaze* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

SET EUROPE ABLAZE is a two-player card-driven game of the World War II German Occupation of France, Belgium, and Holland and the efforts of their citizens, in combination with Allied Intelligence, to fight the Nazi occupiers. Unlike many board strategy games the focus is not on movement and combat but on political-economic strategy. The two sides represent Germany and the Resistance plus its Allied backers (Maquis). The German player's goal is to extract the maximum amount of raw materials and manufactured products to support Germany's war machine. The Maquis concern is to prevent that happening. In this game the players are contesting elements important to the larger tapestry of the World War, not territorial objectives or force attrition. In essence, both players are acting to affect an outside quantity, the capacity of the German war effort.

It was British Prime Minister Winston Churchill who promised to "set Europe ablaze" against the Nazis. This simulation, for the first time, enables players to explore the practical ramifications of that program. *Set Europe Ablaze* is a card-driven game in which the German and Maquis players each have their own deck of cards of several types. Pieces are markers that denote capabilities and presence, not specific military unit forces. The map represents the countries of France, Belgium, and Holland, subdivided into areas, each with an economic value. The Maquis player mobilizes Maquis strength, creates agent Networks, and uses these and other special capabilities to damage the economic capability or interdict the export of material resources. The German player mounts security operations and attempts to repair the damage inflicted on his production capacity. Victory Points are awarded for actions that contribute to or detract from support to the German war machine.

NOTE: Although the term "Maquis" was really only the name used for the French Resistance, it is used as a general term throughout this game for all the Resistance forces in the game.

1.1 Abbreviations

AP Action Point

DP Damage Point

DR Die Roll

DRM Die Roll modifier

EID Extraction, Infiltration or Delivery

EPV Export Production Value

OoA Order of Appearance

OPs Operations

PAC Player Aid Charts

SOE Special Operations Executive

VP Victory Point

2.0 GAME COMPONENTS

- 22" x 34" map
- 176 5/8" counters
- 2 sets of cards, comprising a 24-card deck for each player
- Players will also need a number of 6-sided dice

2.1 Map

The map represents Holland, Belgium, and France, the latter subdivided into areas. Each area is marked with a large white economic value below the Area name that denotes its relative economic value. Three green colored Areas within France form the part that is Vichy France (Section 5.2) which has play implications in the game. Printed within each area is a track on which the Maquis player uses a marker to record the current strength value of his Maquis forces therein (Section 6.1). The German player also tracks the value of his Labor force strength (Section 7.3) within that Area on the same track. Within Britain there is printed a track to note the overall Maquis Morale (Section 6.2), and a box to hold the Allied Special Ops Executive HQ marker (Section 6.6). Also, a Training Display Track (Section 6.3) is located on the map. Both the Maquis and Germans have a Victory Point Track and Action Point Track that are located for easy reach for each player side. The Maquis uses his AP track to record the current turn's Damage Points inflicted on the Germans (Case 2.4.3) Markers are used with these tracks to represent current levels, which vary throughout the game. There are Available boxes where currently not in use units and markers are held for both players.

2.2 Cards

Each player has a deck of 24 cards. The cards should be separated carefully in order to avoid tears in the paper stock. Use of the cards is explained in Module 4.0. Names and historical material appear in the card legends. A few names that appear on German cards (noted in Section 9.3) have specific play impact. Otherwise the historical material serves only to contextualize the card effects.

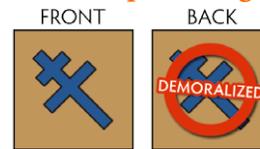
2.3 Player Aid Charts (PAC)

The 2 four page pull-out sheets (one for each player) contains Tables and charts that regulate specific game Actions. Among these are the Maquis and Network Recruitment Tables, German Security Unit/Labor Force Mobilization Table, Action Summary Chart, Action Dice Table, and the Action Differential Results Table.

2.4 Game Pieces

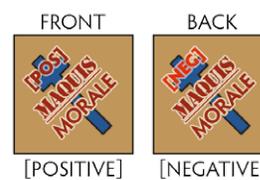
Like the cards, separate the counters carefully from their frame to avoid tears in the paper stock. **NOTE:** The counter mix is an absolute limit on the availability of forces for both sides in the game.

2.4.1 Maquis Strength Markers



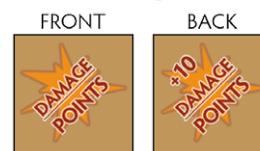
These pieces are not *units*; they are markers denoting current strength in the Area. The markers move up and down on the tracks as strength fluctuates. The strength in an area cannot be greater than the number of spaces provided on the track. The front face of the marker denotes that the Maquis has its full capability. The reverse face indicates the Maquis is "Demoralized" in that area, which has adverse impact on Maquis activity therein.

2.4.2 Overall Maquis Morale Marker



This marker is used on the Maquis Morale Track (located on the map in England) to record the current Morale level of all the Maquis forces (Section 6.2).

2.4.3 Damage Points This Turn Marker



The Maquis player uses this on his AP Track (see map) to record the accumulation of DPs he has inflicted within the current turn. If the marker on its front side reaches 9 and further damage is produced, flip the counter to its back ("+10") side and return it to the 0 box on the track to indicate that. Once this marker reaches 15 for the turn, the Maquis player does not need to keep adjusting this further for the remainder of the turn.

2.4.4 Damage Point Markers



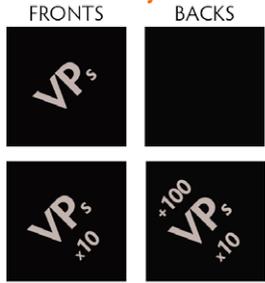
These are numbered markers are placed within an area to record the current total level of Damage in an area. They come in various denominations and are used like money to record the extent of destruction affecting an area's EPV (6.1).

2.4.5 Action Point Marker



These markers are placed on each player's AP Track (see map) to record the current number of the APs (Section 3.2) the sides possess. The APs are awarded by card play (Module 3.0) and expended for game functions. The maximum APs a player can have for a turn is 19.

2.4.6 Victory Point Markers



Both players have markers (denominated in the 1s and 10s) to record their VP total on their VP Track on the map. The maximum number of VPs a side can have is 299 points. If a player achieves 100 or more VPs, flip the x10 marker over to its +100 side.

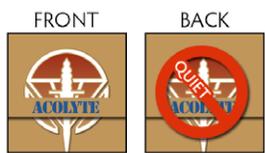
2.4.7 Game Turn Marker



This marker records the progress of the game toward its conclusion. The Game Turn Marker is used on the Game Turn Track printed on the map. It moves ahead one space at the end of the

Game Turn.

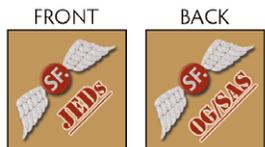
2.4.8 Network Unit



A Network (in French, “*reseau*”) is the essential group of trained agents who assist the Maquis. The Network functions as an asset for various Actions (Module 8.0).

Once placed, it basically stays put and continues to exert its influence. A Network may go “Quiet” to improve its survivability.

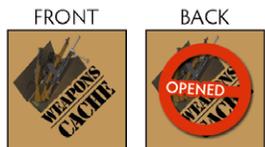
2.4.9 Jedburgh / Operational Group / Special Air Service Unit



These markers represent specially-trained small units of military men or commandos who were sent to help the Maquis. When mobilized they are placed into an area. They

function as an asset for various Actions in one turn.

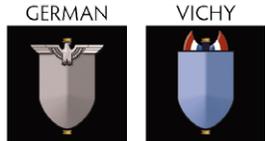
2.4.10 Weapons Cache Marker



These represent weapons and equipment delivered to the Maquis in an Area. The front face indicates the cache is available for use. The back side shows that it has been

used and is revealed. Weapons function as an asset for various Actions. Once used they are taken out of play and can be reacquired.

2.4.11 German and Vichy French Security Units



Military/Police units that have been tasked with Internal Security within the Areas they are located in.

2.4.12 Intelligence Detachments



There are 3 different branches of German Intelligence Services: Abwehr, Gestapo, and RSHA. Most detachments can be “deceived” (unable to perform an action) except for two which are named “EXPERT” (shown below).



2.4.13 Labor Force Strength Marker



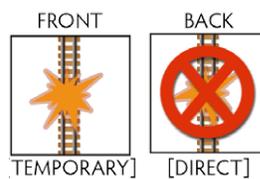
These pieces are not *units*; they are markers denoting the current strength in the Area. The markers move up and down on the tracks as strength fluctuates. Labor strength in an area cannot be greater than the number of spaces provided on the track. Labor Force is used to repair DPs (Case 8.3.6). The Labor Force can be Available or Used.

2.4.14 Political Advantage Marker



Either player may have the Political Advantage (Section 5.4) in an Area. The faces of this marker indicate which player has that advantage. Political Advantage adds a die to the owner during Action Resolution in an Area.

2.4.15 Temporary/Direct Interdiction Marker



An Interdiction marker is placed on an Area when the Maquis is successful at neutralizing transport systems in that Area via Maquis actions (Module 8.0). That Area’s EPV (Section 5.3) is lost to the Germans. This can be “Direct” or “Temporary” (Module 9.0).

2.4.16 Actions Complete Marker



The Maquis player places the “Actions Complete” marker during an Action Impulse once he has performed all his actions in an Area. He cannot operate again in that Area during the current game turn.

3.0 THE GAME TURN

Play proceeds through an orderly sequence of turn phases as presented below. Each Game Turn represents one season or a half-year.

3.1 Organization Phase

This is the first Phase of a Game Turn, in which the players prepare themselves for the upcoming OPs Phase. Perform the following activities in the following order (Maquis player always first):

3.1.1 STEP 1

Each player plays one or two of his cards face down (unrevealed) in front of him.

3.1.2 STEP 2

Remove any Temporary Interdiction markers (Section 9.2) currently on the map.

3.1.3 STEP 3

Both players consult the OoA Display (near the Turn Track) and place (as per deployment guidelines – see unit type rules and Deployment Table on the PAC) any new units or assets, observing any parameters under which those may become available for the turn.

3.1.4 STEP 4

Both players, if permitted, decide if they wish to gain additional units or forces by rolling on their respective Recruitment or Mobilization Tables (see PAC). This costs VPs to perform for each use of a table.

Note New units/forces gained in the above two steps are placed on the map as per their deployment guidelines on the PAC or held back for deployment (Case 8.3.1) during this or a later turn.

3.1.5 STEP 5

Players alternate revealing one card at a time and declaring its use as per Section 4.2.

3.2 Operations (OPs) Phase

Card play in the Organization phase has garnered each player a number of APs they now use to perform Actions. The number of APs a player has available will vary from turn to turn.

3.2.1 The OPs Phase is performed in a variable number of Impulses which depends on how the players expend their APs. The Maquis player usually performs the first Impulse and then the players alternate taking Impulses.

3.2.2 Each Impulse, the active player first selects an area where any Terminal Actions and a part of a Non-Terminal Action he selects must be performed. He then performs his Actions as detailed in the Actions rules (Module 8.0). Once he has concluded his Actions for the Area, his Impulse ends and play switches over to his opponent to perform an Impulse (who becomes the Active player).

3.2.3 If at the start of a player's Impulse, his remaining APs are less than half of what he began with at the beginning of the OPs Phase, he can declare it to be a Maximum Effort Impulse (Section 8.4).

3.2.4 If at the start of an Impulse, the active player's opponent has no APs remaining, this Impulse will be the Residual Action Impulse (Section 8.5) of the OPs Phase, after which players will proceed to the Turn End Phase.

3.2.5 Who starts first in an OPs Phase can be switched by a German Special Card if its Event has been used.

3.2.6 The player can also "Pass" for his Impulse (performing no actions). If both players "Pass" consecutively, the OPs Phase ends and the game continues on to the Turn End Phase.

3.3 Turn End Phase

Players perform the following activities in the order listed:

3.3.1 STEP 1

Remove all "Actions Complete" markers and flip all Labor units from their "Used" side to their non-used side. Rotate all German units back to normal orientation signifying that they are available.

3.3.2 STEP 2

Flip the used Allied SOE HQ and German MbF HQ to their ready status sides.

3.3.3 STEP 3

Maquis player advances Networks on the Training Display.

3.3.4 STEP 4

Flip German "Deceived" detachments over to their ready status.

3.3.5 STEP 5

German player makes up to 3 free movements of Security and/or Detachment units.

3.3.6 STEP 6

Adjust Maquis Morale Level if necessary.

3.3.7 STEP 7

Players score VPs. If this is the end of turn 9, determine the winner of the game.

3.3.8 STEP 8

Both players draw one new card from their Draw Deck. Either or both players may discard one additional card and draw a replacement or, if down to 4 cards or less, may discard their hand, and draw an entire new hand of cards. A player with 5 or more cards may discard them and draw a new hand at a cost of 10 VP.

3.3.9 STEP 9

Move Game Turn Marker ahead one space. Proceed to new turn.

4.0 CARDS AND THEIR PLAY

Each player has his own deck of cards. The play of cards drives this game. The following rules describe how the cards are used and played. Each card has a specific text and provides instructions to the players for their implementation. Cards may provide additional assets, take away opponent's capabilities, halt actions, or enable players to draw additional cards.

4.1 Types of Cards

4.1.1 Action/Event Cards

Most cards in this game are Action Point/Event Cards. These may be played to either get APs (Section 4.3) or to use their Event text.

a) If played to acquire APs, the card has a number in the upper right that gives the player that many APs to use during the OPs Phase. Add that value to the player's AP Track on the map.

b) If used for its event text (middle section of card), the player immediately follows the instructions on the card. After the card's instructions have been implemented, the card is placed in the discard pile unless being held for use later.

c) If used for its event and the card is marked with a ♠, the event may only be once during a game. There is a Checklist sheet provided on the PAC (which may be copied for personal use) in which players check off the box below the card's number when they have used it to remind them that the event cannot be used again during the game, and the card will function exclusively to gain APs.

d) Certain Event Cards may cancel other Event Cards (*example German Card no. 14, which prohibits Interdiction, would cancel any Maquis Event Card that provides for an Interdiction*).

4.1.2 Special Cards

These are Event Cards only (they have an AP of 0) that signify the occurrence of a important war development and have large-scale effects.

a) When a Special Card is played, implement its instructions immediately and then remove it from play permanently (all Special Cards are marked ♠♠).

b) Special Cards often instruct the player to play additional cards as well. This is done immediately after the resolution of the Special Card's Event text. Additional cards to be played must come from the player's hand. This additional card play does not count against the two-card limit.

c) Special Cards cannot be cancelled, with the exception of the Counter-Espionage Card that foils the escape of Agents from Stalag XVII.

4.1.3 Counter-Espionage Cards

These cards are played by either player during the Organization Phase or OPs Phase of the turn to reverse the opponent's played Event or an unfavorable Action Result.

a) A Counter-Espionage Card must be played immediately after the Event played by the opponent or immediately after the unfavorable Action result, otherwise the opportunity is lost.

b) Its text instructions are implemented and the card is then put into the discard pile.

4.2 Card Play

4.2.1 Before beginning play of the game, each player shuffles his deck and draws a hand of 8 cards.

4.2.2 At the start of the Organization Phase, each player plays (lays face down un-revealed in front of them) 1 or 2 cards from their hand.

4.2.3 At the end of the Organization Phase, players alternate revealing one card at a time (Maquis player first). Each player declares if the revealed card is being used to acquire APs or for its Event text (can only choose one). At least one card played must always be used to acquire APs.

4.2.4 Card Draw only occurs during the Turn End Phase or if a card used for its Event text instructs the player to draw one or more cards during the Organization Phase. These are the *only* times during the turn when cards can be drawn.

4.2.5 During the Turn End Phase (Section 3.3), each player draws one card. In addition he may discard one card from his hand and draw a replacement card for it.

4.2.6 In any Turn End Phase where the player has 4 or fewer cards remaining, he may elect to discard his remaining cards and draw a complete new hand of 8 cards with no VP cost. He can do the same if he has 5 or more cards, but with a cost of 10 VPs to do it.

4.2.7 If a player expends his last card at any time during the turn, he has to wait until the Draw Step of the Turn End Phase and then must draw a new hand of 8 cards (no VP cost).

4.2.8 Anytime the player needs to draw a new hand, the entire card deck is reshuffled (less any cards that have been permanently removed from the game). Take the draw deck, the discard pile, plus any cards still in the player's hand, and reshuffle them all to form a new draw deck.

4.3 Action Points

4.3.1 The Action Points (APs) awarded by card play are recorded with the the AP marker on the player's Action Point Track on the map. This starts each turn marked at 0 APs.

4.3.2 When the player uses a card to gain APs, adjust the markers on the AP Track to reflect the addition of the number of APs awarded from the card. A maximum of 19 APs can be awarded from card play for a turn.

4.3.3 The APs are used one by one during the OPs Phase for specific game activities.

4.3.4 Each AP spent allows the player to conduct one particular Action.

4.3.5 Remaining APs are lost if not expended during the turn

4.3.6 In the Residual Impulse of an OPs Phase (Section 8.5), the active player may convert any number of his remaining APs into a +1 increase per AP spent to his final Action resolution roll total after seeing his result.

4.4 Card Event Text

4.4.1 Cards played as their Event, Special Card ability, and the Counter-Espionage card have text instructions that are to be implemented immediately when revealed.

4.4.2 Losses inflicted by a card's text are selected by the owning player. Unless specified, losses can be taken from any forces on the map's Areas. Losses that result from card play *do not* add to VP calculations.

4.4.3 If Areas are to be Interdicted, they are chosen by the Maquis player and marked with a Temporary Interdiction marker.

4.4.4 The player who played the card selects the Areas for Political Advantage adjustments and marks them appropriately.

4.4.5 DPs to remove are selected by the German player.

4.4.6 Additional German Security units from card play are placed in Germany for subsequent deployment. Vichy Security units are placed as detailed in Section 5.2.

4.4.7 If the Event text calls for dice additions with no qualifier, they apply to all Actions that take place during the turn. Certain cards provide limited dice additions with a qualifier for just one particular Area or for only one Action during the turn. Keep these cards face up in front of you as a reminder. If a card has limited use, discard the card after using its text's benefit. If the card's limited ability is not used during the turn, it is lost. Discard the card at the end of the OPs Phase.

4.4.8 If the card indicates it must be used on or after a certain turn, it can only be used for its AP value until that turn or earlier.

4.4.9 If an Event or Special Card has a clear geographic application (e.g. it pertains to "France" or to "Belgium") all effects of the card must be applied only within that geographic area.

4.4.10 Certain card texts are highly compressed and are further explained in the Cards Table on the PAC. The card has a notation to reference the table on the PAC.

5.0 AREAS

5.1 General Rules

5.1.1 Netherlands (Holland) and Belgium each consist of a single Area. France is divided into a number of Areas including those of Vichy France.

5.1.2 Each Area contains a number rating (large white numbers below the Area's name) for its Export Production Value (EPV), which is that Area's economic worth (that the Maquis can affect) to the German war machine every turn.

5.1.3 There is a numbered track in each Area in which the players record the current strength levels of the Maquis fighters (Section 6.1) and the German Labor Force (Section 7.3).

5.1.4 When the German deploys his Detachments, he physically places those pieces in the Area on the map.

5.1.5 Only via card play does the Maquis player deploy his Weapons Caches, Networks, or Specialty Teams, directly into an Area.

5.1.6 Networks and Teams may not move from Area to Area.

5.1.7 The assets in an Area are effective only in the Area in which they are currently located.

5.1.8 The player executes all intended Actions in the Area before ceding the Impulse to the opponent.

5.1.9 Having acted in an Area, the player cannot return there within the current game turn to select it again.

Game Play Note *Because players alternate Impulses, it is possible for an Area to be the scene of Actions twice—once on a Maquis Impulse, then again on a German Impulse.*

5.2 Vichy France

Until November 1942 (turn 4), the French state left from Germany's 1940 conquest of the country existed as a largely independent entity. Called Vichy France, this state had its own security forces and authority. When Allied forces invaded French North Africa, the Germans took over the Vichy home territory, although the state remained in existence and continued to collaborate with the Germans. The game reflects this in several ways.

5.2.1 The three Areas of southern France that are colored green are Vichy territory.

5.2.2 From turns 1 to 3 the German player may only have Vichy units and German Detachments enter, move through, or operate in these areas.

5.2.3 From turn 4 onwards, any German forces may operate in Vichy Areas, and Vichy units are freed to be deployed and operate throughout France.

5.2.4 At all times the German player may conduct the full range of Actions in Vichy France, the only difference being the mix of assets he has to use for the actions.

5.2.5 Vichy units may never enter Belgium or the Netherlands.

5.2.6 Vichy units may collaborate with German units. They move and engage in Actions just like the Germans.

5.2.7 The OoA Display (see Turn Record Track on the map) provides a separate listing for the arrival of Vichy French units.

5.2.8 Vichy units may not be created under the provisions for mobilizing German Security Units (Section 7.4).

5.2.9 If eliminated Vichy units are removed from the game.

5.2.10 Vichy units have some capabilities that are different from German ones (see the Action Dice Table on the PAC).

5.3 Export Production Value (EPV)

This value represents the net economic worth of an Area to the German war machine. EPV is territorially-based, and the value of each Area is printed on the map. The EPV is a major target of play. The German player seeks to defend it or repair it, while the Maquis player tries to damage (Case 8.2.1) or Interdict it (Case 8.2.2).

5.3.1 The EPV of an Area does not vary except when reduced by DPs. The EPV value is reduced by the number of DPs in an Area, which reduces the number of VPs the German player receives during the Turn End Phase of each turn.

5.3.2 The German player may repair DPs (Case 8.3.5) during his actions.

5.3.3 The total of all DP markers in an Area cannot exceed the Area's EPV (any additional DPs are lost if inflicted).

5.3.4 To score French Area EPV VPs, the area must trace a line of communications of connected French Areas only (including the area tracing from) to Germany that are not Interdicted (in either way). Belgium and the Netherlands are always connected to Germany.

5.3.5 As per the Victory Point Schedule (see PAC), the German totals up all his EPVs from Areas and then divides this total by 10 to determine how many VPs he gets this turn.

5.3.6 Vichy Area EPV

To reflect the greater enthusiasm of Vichy France before the Germans occupied it, from turns 1 to 3, the EPVs of Vichy Areas are doubled for calculation of German VPs.

5.4 Political Advantage

This condition denotes the general opinion of the citizenry in terms of favoring or opposing activities of the Maquis. Either player may have the Political Advantage in an Area. Political status changes as a result of the play of certain Event Cards or from player's Actions.

5.4.1 An Area can either be German Political Advantaged, Neutral, or Maquis Political Advantaged. All Areas on the map begin the game Neutral.

5.4.2 Having Political Advantage in an Area affects the resolution of Actions by adding a die to a player's resolution roll if they have the Political Advantage therein (see the Action Dice Table on the PAC).

5.4.3 Various events from card play, Actions performed during the OPs Phase, and End of Turn conditions will cause Political Advantage changes in Areas.

5.4.4 Whenever the text states "take a Political Advantage," it means that the player gaining this is able to adjust the Political Advantage in an Area one level in their favor. This may be specific to the Area an action was performed in or the player's choice of an Area (or Areas if more than one Political Advantage is gained) if not specific.

5.4.5 If you gain a Political Advantage in an Area that you already have Political Advantage, there is no additional effect.

5.4.6 During the Turn End Phase in which the Maquis player has inflicted 5 to 14 total DPs that turn, he takes one Political Advantage. If 15 or more DPs have been inflicted, the Maquis player takes two Political Advantages.

5.4.7 The German player takes a Political Advantage in an Area by eliminating the entire Maquis strength plus flushing/capturing all Networks in that Area (Case 8.2.5).

5.4.8 If a player takes a Political Advantage, they can use it to remove their opponent's Political Advantage in an Area (thus making it Neutral again).

5.4.9 The opponent's advantage in an Area must first be neutralized before the player can seize Political Advantage in that Area.

5.5 Paris Area

5.5.1 Because of the strength of German occupation forces in the Paris Area, the following restrictions apply:

- a) The Maquis player may not deploy Jed/OG/SAS Teams to Paris.
- b) Weapons Caches placement there are only allowed from turn 5 onwards.

5.5.2 If the EPV of Paris is reduced to 0 and thus Directly Interdicted, the German player **must** attempt to Repair Damage there first before Repairs are done in any other Areas. Also, if any Repairs are mandated by played Event Cards, they must be taken first for Paris until the Interdiction condition (Section 9.1) is counteracted.

6.0 THE MAQUIS

The main strength in carrying out activities throughout Europe is the Maquis. The Maquis exists in branches in each country, aided by Allied intelligence, in particular the British Special Operations Executive (SOE), the French BCRA (Bureau de renseignements et d'action), and later the American Office of Strategic Services (OSS). People resisting the German occupation made up a large, loose group that became known as "The Resistance," and the most dedicated joined bands of fighters, only some of them armed, which the French called the Maquis (thus individuals were maquisards). The SOE, OSS, and the Free French intelligence service BCRA trained and deployed agents and radio operators to support the Maquis, but it was the Maquis, not the networks, that gave the movement its power. Thus, Maquis strength becomes the heart of combat capability, and the outside support acts as supplementary capabilities. During the OPs Phase, every Action attempted by the Maquis is based on the Maquis strength level in an Area. The Maquis carry out multiple Actions in an Impulse, coordinated by Networks and other Maquis assets. The following rules govern Maquis activities.

6.1 Maquis Strength Levels

6.1.1 Maquis strength is measured independently in each Area.

6.1.2 The player uses a Maquis strength marker on the Area's number track to record the current strength level therein.

6.1.3 If there is no Maquis strength in an Area or the strength therein is reduced to 0, the Maquis marker is then placed in the Networks and Heroes Holding box (see map).

6.1.4 When one or more SPs is allocated to an Area that has none, take a Maquis Strength marker from the Networks and Heroes Holding box and place it on the appropriate level on the Area's track that is receiving the SPs.

6.1.5 New Maquis SPs arrive by three methods:

a) OoA Display (see below Turn Track on the map). The "x#" value shown on the display denotes the number of SPs that arrive that turn to be allocated as detailed below.

b) The Maquis Recruitment Table By expending the number of VPs noted on the Turn Record Track, the Maquis player can use the Recruitment Table and then perform the following:

- Find the column corresponding to the current game turn, and roll one die.
- The cross-referenced result indicates the number of additional Maquis SPs received. These are immediately allocated as detailed below.

c) Via Event or Special Card Play The SPs that arrive via this method are immediately allocated to one or more Areas (restriction of Case 6.1.7 does not apply).

6.1.6 New Maquis SPs acquired (any method) are immediately assigned to an Area (*exception* Case 6.1.7). Adjust the Maquis marker in that Area upwards to reflect the change.

6.1.7 Maquis SP Allocation

If the Area currently has a Maquis strength of 1 or more, a Network (Section 6.3) or Jedburgh Team (Section 6.5) **must** be in that Area for the Maquis player to assign any new Maquis SPs there (*exception* Case 6.1.5c). **Note** This is a condition for deployment only.

6.1.8 Maquis SPs may never be transferred between Areas (they are the citizens of the local Area).

6.1.9 The maximum number of SPs that can be in an Area is 4, except Paris, which is 5.

6.1.10 Maquis strength can be eliminated by German Anti-Partisan Sweeps (Case 8.2.5) or as a result of resolving Actions.

6.1.11 If strength in an Area falls to zero, the corresponding Maquis track marker is removed from the map and placed in the Networks and Heroes Holding box on the map. See Section 6.3 if it is a Hero marker.

6.1.12 Within an Impulse, Maquis SP in an Area may participate in multiple Actions (Module 8.0) as the player expends APs.

Example In Calais-Lille the player could expend three successive APs to attempt Interdiction, inflict Damage through Sabotage, and affect the German Labor Force by means of Propaganda.

6.2 Maquis Morale

To be fully effective the Maquis must believe in its mission and be prepared to take risks. The Maquis player records Morale with a marker on a single track, located in Britain on the map, that affects all Maquis forces in all Areas.

6.2.1 Maquis Morale affects the Maquis capability in resolving Actions (Module 8.0). The player adds or subtracts from his Action Dice in resolving operations depending on the current Morale level.

6.2.2 Morale can be affected on both an individual Area and an overall (all Areas) basis.

6.2.3 The Morale of the Maquis in a individual Area can be affected as a result of failed Actions (Module 8.0).

6.2.4 A Demoralized Area can be revalorized as a Recovery Action (Case 8.3.4).

6.2.5 Overall Maquis Morale is affected by certain Event Cards, by awards from the OoA schedule (see map), and as a bonus for inflicting high levels of Damage by Sabotage Actions (Case 8.2.1) during the OPs Phase.

6.2.6 Maquis Morale cannot fall to less than -2 nor rise to more than +2.

6.2.7 If the Maquis Morale Level falls below zero ("0"), flip the Morale marker to its reverse side. This indicates that the Maquis dice addition shifts to a subtraction (reduction) during action resolution.

6.2.8 Also, when this occurs, flip all Maquis SP markers on their tracks on the map to their "Demoralized" faces to indicate this

status. (**GAME PLAY NOTE:** *Maquis markers in an Area that already have become Demoralized incur no additional effect.*)

6.2.9 When the Maquis Morale returns to level 0, flip the Morale marker to its front face and flip all Maquis SP markers back to the front (non-demoralized) side.

6.2.10 If the Maquis Morale level is at -2, the Maquis cannot perform Temporary Interdiction Actions (Case 8.2.2).

6.2.11 The Maquis can revalorize individual Areas by performing Recovery Actions (Case 8.3.4) or by moving a Maquis Hero to the Area.

6.3 Networks

These units represent a group of trained spies or dedicated locals plus their associated radio operators and communications gear (“reseau” in French, also called “circuits” by the British). Networks function to help focus and lead Maquis strength in an Area to accomplish Actions.

6.3.1 An active Network aids the Maquis within its Area only.

6.3.2 An Active Network is required for the Maquis strength in an Area to increase if at 1 SP or higher therein.

6.3.3 Networks that are moved or placed into an Area are done so in an “Active” state (Case 6.3.8).

6.3.4 There is no limit to the number of Networks that may be in an Area.

6.3.5 Arrival of Networks

Generation of Networks takes place during the Organization Phase of the turn.

a) Some Networks arrive as per the OoA Display on the map by the Turn Record Track. The Maquis player takes the number of units noted from the Networks and Heroes Available box and places them as per the guidelines of the Unit Placement Chart (see PAC).

b) A second method is by expending the number of VPs noted on the bar below the Turn Record Track turn boxes to use the Recruitment Table and then performing the following:

- Find the column corresponding to the current game turn on the Network Recruitment Table (see PAC), and roll one die.
- The cross-referenced result indicates the number of Networks ready for training. These are immediately taken from the Networks and Heroes Holding box and deployed as detailed by the guidelines of the Unit Placement Chart (see PAC).
- If there are not enough Network units available, the balance made available is lost.

c) Finally, certain Event Cards may mandate the arrival of new Networks, and sometimes in specific Areas. The Maquis player may select an Area and immediately place the Network, or he may hold the Network in the Ready to Deploy box on the Training Display for Infiltration during this or a later turn.

6.3.6 Once placed into an Area on the map, the Network unit cannot be voluntarily moved from Area to Area; but the player may Extract the Network (Case 8.3.1) back to the Ready to Deploy box of the Training Display as an Action. Extracted Networks are thus available for immediate re-deployment.

6.3.7 The Maquis player may also be required to return a Network to Britain as a result of Action resolution (voluntarily or involuntarily being Flushed and AP cost being paid). Flushed Networks evacuated to Britain are placed in the Arriving box of the Training Display (see map).

6.3.8 Network Status

A Network can be either “Active” or “Quiet.” The current status is demonstrated by the face its counter is showing. An Active Network provides Action Dice in many activities carried out in its Area but is vulnerable to German security operations.

a) A Network always retains its status when Flushed or Extracted to the Training Display.

b). More than one Active Network can participate in an Action in an Area.

c) The Maquis player may choose to have a Network change its state to Quiet for its safety at the beginning of an Action Resolution (Case 8.5.1) but not if it participated in an Action during the immediately preceding Maquis Impulse.

d) Status of a Network changes by performing a Status Change Action (Case 8.3.3).

e) Status changes, if desired, must be made before resolution of any Action that the Network might affect.

f) A Quiet Network cannot participate in Actions in its Area.

6.3.9 Training Display

Network units recruited through the Network Recruitment Table, and those returning to Britain due to being Flushed (Case 6.3.10), must be trained (or re-trained) and cannot be immediately used.

a) These units are placed in the “Arriving” box of the Training Display in a “Quiet” status.

b) During the Organization Phase of the next game turn, move the units in the Arriving box into the “Ready to Deploy” box.

c) During the Turn End Phase of that turn, the Networks are flipped to their “Active” status.

d) Only Active Networks in the Ready box may be deployed (via an EID action, Case 8.3.1) to an Area of the map during the game.

6.3.10 Captured and Flushed

Only active Networks (more visible to the German Security forces) can be Captured or Flushed due to actions they perform (failure or an adverse effect) or by successful German actions performed against them during a turn.

a) If a Network is Flushed (voluntarily or involuntarily), it must be immediately moved to the Arrival box of the Training Display by the expenditure of 1 AP by the Maquis player.

b) If the Maquis player does not have 1 AP to expend or decides not to expend the AP to pay for Flushing the unit, place the Network into the Available Networks and Heroes box on the map.

c) A Network that suffers a Capture result can immediately be Flushed (Case 8.6.9d), otherwise the German takes the Network and puts it into Stalag XVII.

6.3.11 Capture and Stalag XVII

a) All Network units captured in the course of play are placed into the prison camp box marked “Stalag XVII.”

b) To reflect the possibilities for evasion in transit and escape from prison, the Maquis deck has a “Special” card that allows the recovery of some captured Networks. The German player has a “Counter-Espionage” card which cancels the escape attempt altogether.

6.4 Weapons Caches

Weapons Caches are placed into Areas on the map to support Maquis operations or their defense against German operations.

6.4.1 Once placed in an area they cannot move or be extracted back to Britain.

6.4.2 Use of a Weapons Cache during an action is voluntary.

6.4.3 When used for an applicable action, the Weapons Cache adds up to 1 die per unit expended to the action being resolved in that Area (flip it to its used side when allocated to an action).

6.4.4 At the end of the impulse that a Weapons Cache was used for an action (on its used side) move it into the Support Available box, un-used side up, to be available again later.

6.4.5 The Maquis player is limited by the counter mix for how many Weapons Caches he can have in play (in an Area or in the “Ready to Deploy” box). If there none available in the Support Available box, he receives none that turn.

6.4.6 A certain number of Weapons Caches become automatically available (upper row of Weapons Caches) to deploy each turn as shown on the OoA Display (see below Turn Record Track on the map).

6.4.7 Just below that initial Weapons Cache row is another row with diagrams showing optional Weapon Caches (in light grey color) that can possibly be procured for a VP cost. If the Maquis expends the VP amount shown, he then rolls a die. If the roll’s result is one of those shown, he receives additional Weapon Caches by the value indicated. To get these extra Weapon Caches, there must be Weapon Cache units in the Support Available box.

6.4.8 Weapons Caches acquired by either means above can be immediately placed into an Area of the map or put into the “Ready to Deploy” box of the Training Display for deployment by an EID action (Case 8.3.1) in this or a later turn.

6.5 Jed./OG/SAS Teams

These counters in the game denote two different kinds of capability. The front face represents the Jedburgh (“Jed”) team. The back side (OG/SAS) represents British SAS services (SOE, MI-6), the French BCRA, and the American OSS forces that created teams of experts plus radiomen to arrange support for and help lead the Maquis.

6.5.1 These Teams function like Active Networks and may join with them in participating in Maquis Actions.

6.5.2 These Teams are always active, and they are not subject to being Flushed (Case 6.3.10).

6.5.3 These Teams are single-mission entities. They are immediately removed from the map and placed back in the Available Support box once the player has utilized their capabilities for a single action performed.

6.5.4 These teams cannot be directly targeted by German Anti-Partisan Sweeps (Case 8.2.5), but they can be eliminated to satisfy Anti-Partisan results that require the loss of Networks.

6.5.5 The availability of these teams is determined by the OoA Display (see Turn Track on the map), which specifies which type these teams have.

6.5.6 See Unit Placement Table on the PAC for how to deploy these Teams.

6.5.7 Once placed in an Area they cannot move. The teams remain in place until used, eliminated, or extracted to Britain.

6.5.8 All three kinds of teams can affect many Actions (see the Action Dice Table on the PAC).

Designer’s Note The actual Maquis war was fought at a local scale, not the area approach taken in this game. The pieces here represent an agglomeration of these teams. There is no one-to-one correspondence between the team counters and the actual numbers of teams in World War II.

6.6 Special Operations Executive Headquarters



The top authority of the SOE is represented in the game by a headquarters unit placed into the box located in Britain on the map.

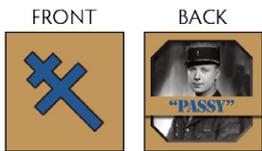
a) SOE Headquarters has the ability to affect one Action in one Area each turn.

b) SOE Headquarters functions as an asset and adds 1 die to the resolution of the Action.

c) Flip the SOE HQ over to its “Used” side after the Action is complete.

d) It is flipped back to its front (available) side during the Turn End Phase of the game turn.

6.7 Maquis Heroes



The success of the Maquis was very much a function of the bravery of highly capable leaders. These are Jean Moulin, a top organizer and political operative, General Charles

Delestraint, a Maquis military commander, and "Passy," the nom de guerre of Andre Dewavrin, chief of the French BCRA intelligence service.

6.7.1 All Maquis Heroes begin the game in the Networks and Heroes Available box.

6.7.2 The Maquis player may deploy one Maquis Hero per turn into an Area of France (only) from Turn 2 onwards as part of his normal OoA assignment of new Maquis SPs during the Organization Phase of the turn.

6.7.3 Once placed, they remain in their Area unless eliminated or extracted (Case 8.3.1).

6.7.4 Two of the Maquis Heroes can be eliminated when the German player plays certain cards as his Event (Jean Moulin falls to German Card no. 7, Charles Delestraint to German Card no. 10) if they are in an Area of France when played. The BCRA Hero "Passy" represents the focused attention of the French headquarters in London and cannot be eliminated.

6.7.5 The presence of a Maquis Hero in an Area automatically provides the Maquis player one Action Die in all Action resolutions performed in that Area.

6.7.6 If the Maquis Hero is placed into an Area that is currently Demoralized, flip the Maquis SP marker therein to its non-demoralized side.

6.7.7 Maquis Heroes can be extracted to England as part of an EID Action (Case 8.3.1). Remove the Hero from the Area's track and place him onto the next Game Turn's box on the Turn Track. He arrives back during the Organization Phase as a reinforcement and is placed into the Networks and Heroes Available box where he will be available to be deployed back to France. Place a normal Maquis strength marker (from the Networks and Heroes Available box) on the Area's track (normal side up) in the box the Hero was removed from

6.7.8 If the Maquis strength of an Area with a Hero in it is reduced to 0 and there are no other Networks or Teams in the area, the Maquis player must immediately extract the Hero by paying 1 AP to do so and placing him on the next Turn's box of the Turn Record Track (he becomes available again then and is placed into the Networks and Heroes Available box). If the Maquis have no AP remaining at this point, the Hero is captured/killed and removed from the game permanently. Reduce the Maquis Morale by 1 if this occurs.

7.0 GERMAN FORCES

The German player controls and operates both the German and the Vichy forces (Section 5.2) in the game. Security units/detachments and Labor Force SPs arrive during the Organization Phase as per the OoA Display or via the Mobilization rules.

During the Turn End Phase of each turn the German receives a free move of up to three (3) security units/detachments between any permissible Areas of the map. German forces may redeploy from Area to Area, but only as an Action or under the free move provision during the End Phase. During any given Impulse, German/Vichy forces may engage in Actions within only one Area. Units that have acted are rotated/flipped to indicate they are "Used." Units that have been used cannot move subsequently during the Action Phase. They *are* eligible for the free move during the Turn End Phase.

7.1 Security Units

These formations form the core of German strength and constitute the Germans' Basic Asset in the resolution of almost all types of Actions.

7.1.1 The arrival of some security units is mandated each turn by the OoA Display (see below the Turn Record Track). If no units are available to be placed, the mandated amount of units that cannot be fulfilled is lost.

7.1.2 The German player may also attempt to bring in additional German Security units by the expenditure of VPs and use of the German Mobilization Table (Section 7.4).

7.1.3 The counter-mix is an absolute limit on the number of security units that may be in play.

7.1.4 Security units from both sources enter the game during the Organization Phase and are initially placed in Germany or into Stalag XVII.

7.1.5 A German Security unit deployed to Stalag XVII helps to prevent the escape of captured Maquis units.

7.1.6 See Section 5.2 for special rules for the Vichy Security units.

7.1.7 Security Units can be moved from and to Areas of the map by a Movement Action (Case 8.3.5) during the OPs Phase.

7.1.8 Security units (both German and Vichy) will provide Action Dice to the German player when resolving actions.

7.1.9 German Security units can be eliminated under adverse Action results and are placed into the German's Security and Labor Available box on the map. They can re-enter the game later (they are never permanently eliminated).

7.2 Intelligence Detachments

The Germans have special units of skilled operatives representing their police and security services *Gestapo*, *RSHA*, and *Abwehr*. They combine German secret police, Nazi intelligence, and German foreign intelligence capabilities.

7.2.1 Arrival of these detachments is set by the OoA Display (see below the Turn Record Track on the map), but may be affected by Event Cards.

7.2.2 The Detachments enter during the Organization Phase and are immediately placed into Areas on the map.

7.2.3 As an outcome of an Action resolution, these elite Detachments may be “Deceived” (*they become focused on false indicators and waste their efforts*).

a) Deceived units may not move or participate in further Actions during the turn.

b) Flip the unit counter to indicate this status.

c) **Exception** One *Abwehr* detachment (labeled “Giskes” on the back side) and one *Gestapo* detachment (labeled “Barbie” on the back side) are led by experts and cannot be deceived. Their identities are revealed when the counter is flipped over.

7.2.4 Detachments recover and are returned to the front face during the Turn End Phase.

7.3 Labor Force

The labor force primarily represents French workers hired or otherwise induced to work for the Germans. The function of the Labor Force in an area is to attempt to repair damage wrought by Sabotage.

7.3.1 The Labor Force strength in an Area is specified by markers on each Area’s track on the map.

7.3.2 The German player adds to his Labor Force strength according to the OoA Display (see below the Turn Record Track on the map) or by expending VPs to roll for additional mobilization during the Organization Phase (Section 7.4).

7.3.3 Only an Available Labor Force (shovel and pick side up) can repair damage or participate in Propaganda Actions, and once they are used for one of these actions, the marker is flipped to its “Used” side.

7.3.4 A “Used” Labor force cannot participate in any further actions for the turn.

7.3.5 Once a Labor Force strength point has been assigned to an Area, it remains in that Area permanently.

7.3.6 The Labor Force in an Area can be pre-emptively made “Used” by Maquis Propaganda Actions (Case 8.2.4),

7.3.7 A Labor Force in an Area can be reduced by an Event from card play.

7.4 German Security Unit and Labor Force Mobilization Table

This table is used during the Organization Phase to obtain additional Security Units and Labor SPs than what is provided in the OoA Display.

7.4.1 The Table may be used during the turns indicated on the OoA located below the Turn Record Track (see map).

7.4.2 The German player must expend VPs to use the Table to mobilize one type (Security or Labor). The number of VPs expended determines the column used on the Table. He can consult the Table up to 2 times during this phase, once for Security and once for Labor if permitted.

7.4.3 Procedure

a) Roll one die.

b) The current Maquis Morale value functions as a modifier as detailed below. For each point of positive Maquis Morale, **subtract 1** from the die roll (*example Maquis Morale of +2 equates to a -2 modifier*).

c) If rolling for Security units, use result to the left of the slash, which indicates the number of Security Units Mobilized. These units are placed in Germany. If there are no Security units available, excess mobilization is lost.

d) If rolling for Labor SPs, use the value to the right of the slash, which indicates how many SPs of Labor Force is mobilized. The player immediately assigns Labor Force levels to Areas and adjusts markers on those Area’s tracks to reflect the change.

7.5 Military Command in France (MbF)



7.5.1 The high command of German occupation security forces, known as the *Militärbefelshaber im Frankreich*, is placed into the box located in the Paris Area on the map.

7.5.2 It has a special capability that enables it to intervene in one Action in any Area each turn.

7.5.3 It adds one die to the German player’s complement when determining the outcome resolution of one Action. Flip the counter to its Used side when its capability is exercised.

7.5.4 The MbF recovers (flipped back to its available side) during the Final Phase of the game turn.

8.0 ACTIONS

There is no combat in this game. All actions and their resolution take place during the OPs Phase of the turn. The number of actions that can be done in an OPs Phase is determined by the APs the player acquired from his card play in the previous phase. Actions take place during an Impulse in which all Terminal Actions a player desires for one single Area of the map are carried out (one at a time). A player may also “Pass” in an impulse to conserve his APs for later use in the turn, but if both players Pass consecutively, the OPs Phase ends (even if one or both players have APs remaining).

During his Impulse, a player carries out a series of individual Actions, primarily in the one Area that he selected at the start of his Impulse.

8.1 Action Restrictions

8.1.1 Every Action performed requires the expenditure of 1 AP.

8.1.2 An Action cannot be taken if the player cannot spend the 1 AP to perform it **or** if the Area does not have the Primary Asset required for the action (the Primary Asset is noted for each Action on the Action Summary Chart on the PAC).

8.1.3 The player may perform each Action listed in Sections 8.2 and 8.3 only once per Impulse (**exceptions** Cases 8.3.1 and 8.3.5).

8.1.4 Terminal Actions (Section 8.2) may only be performed for the Area selected for an Impulse.

8.1.5 The last action of an Impulse must be a Terminal Action or an Action that will facilitate one in the selected Area. If neither is possible, the Impulse ends immediately.

8.1.6 A player may only select an Area once per OPs Phase and perform Actions specific to an Area therein.

8.1.7 Any Movement required to position assets for a particular Terminal Action must take place before it is performed in an Area.

8.1.8 The player can employ different assets to support multiple Actions during an Impulse, but once the Impulse ends, the assets that participated in actions in the Area are “Used” and cannot participate again in the owning player’s Actions during the remainder of the turn and are marked so (Cases 8.1.12 and 8.1.13).

8.1.9 Used forces will still provide their DRMs against the opponent’s Actions in an Area (**exception** Maquis Weapons Caches and Jed/OG/SAS Teams are single-action use entities).

8.1.10 The player may perform a maximum of 3 Non-Terminal Actions (Section 8.3) during his Impulse.

8.1.11 Non-Terminal Actions can be performed before or in between Terminal Actions in the Area, but never as the last Action of an Impulse.

8.1.12 The Maquis player marks an Area with an “Actions Complete” marker once he has finished his Impulse. Place Teams or networks under the Actions Complete marker that participated in an Action during the turn.

8.1.13 The German player flips over his Labor markers and Security units to their “Used” side that have performed in an action. All detachments are rotated 180 degrees to indicate that they have been used.

8.2 Terminal Actions

These Actions are focused only on the Area selected for the Impulse.

8.2.1 Sabotage (Maquis only)

This Action attempts to inflict DPs on an area, which reduces its EPV and will award VPs to the Maquis in the Turn End Phase.

a) Primary asset for this Action is the Maquis SP level in the Area.

b) When DPs are inflicted in an Area, add/replace DP markers in the Area to reflect the new total amount of damage in the Area. An Area can never have more DPs than its EPV value.

c) Also, increase the “Total DPs this Turn” marker on its track by the amount of DPs inflicted by this Action.

d) In the Turn End Phase, the EPV of that Area (Section 5.3) is reduced by the number of DPs currently marked therein.

e) The Maquis player may gain a number of VPs equal to the DPs in an Area (Module 10.0).

f) DPs remain in an area until repaired (Case 8.3.7).

g) The Maquis Morale (Section 6.2) and Political Advantage of Areas (Section 5.4) can be affected by the number of DPs inflicted during a turn.

8.2.2 Temporary Interdiction (Maquis only)

This Action attempts to rob the German of all the EPV of the selected Area for the current turn (**exception** Section 9.3).

a) Primary Asset for this action is the Maquis SP level in the Area.

b) This Action may not be performed if the Maquis Morale is -2 and not against Areas that are Immune to Interdiction (Section 9.3).

c) In the Turn End Phase the EPV of a Temporary Interdicted Area is 0.

8.2.3 Intelligence Collection (Maquis only)

This Action attempts to gain important information that will help the Allies prepare their OVERLORD invasion as well as conduct the Maquis war.

a) Primary Asset for this Action is the Maquis SP level in the Area.

b) A successful result directly yields VPs.

8.2.4 Propaganda Action

Both players may carry out Propaganda Actions in an Area. There are separate resolution rows on the Action Summary Table (see PAC) for Propaganda Actions taken by each player.

- a) For the Maquis player, a Propaganda Action aims to reduce or exhaust (pre-emptively “Use”) German Labor Force in the Area. A Maquis Propaganda Action cannot be attempted in an Area if the German does not possess Labor Force SPs therein.
- b) A German Propaganda Action aims to reduce the Maquis Morale (Section 6.2).
- c) These Actions are affected by various units and capabilities as noted on the Action Dice Table (see PAC).

8.2.5 Anti-Partisan Sweeps (German only)

This Action is aimed directly at Maquis SPs and Maquis assets in an Area.

- a) German and Vichy French security units are the primary asset required in the Area to perform this action.
- b) If the German player eliminates the entire Maquis SPs in an Area, he takes a Political Advantage therein.

8.2.6 Counterintelligence Operations (German only)

This Action is aimed specifically at Networks or Jed/OG/SAS Teams.

- a) German Intelligence Detachments are the primary asset for this Action.
- b) The presence of any number of Security units adds just one die for the German roll.

8.3 Non-Terminal Actions

8.3.1 EID (Extraction, Infiltration, Delivery) Action (Maquis Only)

The expenditure of one AP permits the Maquis player to deploy or extract up to **three** assets.

- a) Types of assets for this action include Networks, Maquis Heroes, Jed/OG/SAS Teams, and Weapons Caches.
- b) At least one asset must be infiltrated to, extracted from, or delivered to the Area selected for this Impulse.
- c) This Action can be performed twice during an Impulse.
- d) **Extraction** The Maquis player can take a Network, Jed/OG/SAS Team, or Hero from any Area on the map and move it to Britain. Quiet Networks are placed into the “Arriving” box of the Training Display. Active Networks and Teams are placed in the “Ready to Deploy” box of the Training Display. Networks retain the active/quiet status they have at the instant of movement. Heroes are placed onto the next Turn box on the Turn Record Track when they become available for deployment again. Again, substitute the Hero counter with a standard Maquis marker if necessary.
- e) **Infiltration** This is the Action of moving a Network, Jed/OG/SAS Team from the “Ready to Deploy” box to an Area

of France. If a Hero has not been deployed to France yet this turn, the Maquis player can then place him in any Area of France only.

- f) **Delivery** Take an available Weapons Cache unit and place it in any eligible Area.

***Game Play Strategy Note** The placement of Weapons, SAS Teams, and Agent Networks is an important element of tactical play. Placing these during the Organization Phase may tip off the Germans to Maquis intentions. In addition, Infiltration during an Impulse permits the player to change operational focus in mid-turn. On the other hand, doing this at the cost of APs in an Impulse can consume significant numbers of APs. The player should choose carefully.*

8.3.2 Status Change of Networks (Maquis only)

- a) The player may change the status of up to 3 Networks in the same Area as an Action in an Impulse.
- b) If Active, flip the Network units to their Quiet side (and thus immune to German Actions).
- c) If Quiet, flip the Network units to their Active side (and thus able to participate in Actions).

8.3.3 Recovery Action (Maquis only)

The Maquis player, as an Action, may revalorize the Maquis forces in specific areas.

- a) Expending 1 AP permits the return to positive Morale of the Maquis forces in up to 3 Areas (one of which must be the selected Area for Terminal Actions).
- b) Simply flip the Maquis SP level markers in those Areas to their non-demoralized side.

8.3.4 German Movement (German only)

The German player, as an Action, may move up to 3 of his Security units (German or Vichy) or Detachments.

- a) This action can be performed up to 2 times during a German Impulse.
- b) Units moving out of an Area or from Germany may be moved to any Area on the map.
- c) Units that move may enter but not pass through an Area that is Interdicted (Module 9.0).

8.3.5 Repair DPs (German Only)

This Action permits the German to attempt to Repair Damage in up to 3 Areas (one Area must be the Area selected for Actions this Impulse).

- a) The un-used German Labor Force SP level in the Area is the Primary asset for this Action.
- b) Vichy French Security units contribute to this Action.
- c) The successful outcome is the number of DPs repaired. Reduce the value of the DP markers in the area equal to the amount of repairs effected.
- d) Once this is completed, the Labor markers and Assets that participated in the Areas in which repairs were done are inverted to their “Used” side.

8.4 Maximum Effort Impulse

8.4.1 When the player begins an Impulse with half or less of the APs with which he began the turn, he can choose to “go for broke” by mounting a maximum effort that uses up all his remaining APs.

8.4.2 Doing this costs 10 VPs.

8.4.3 In such an Impulse the player may convert his APs into additional dice for Action resolutions as he proceeds.

8.5 Residual Impulse

8.5.1 If only one player has APs remaining, this is the type of Impulse that he performs.

8.5.2 As in a Maximum Action Impulse, during a Residual Impulse the player is permitted to convert APs into additional dice for his Action resolutions.

8.5.3 Following the Residual Action Impulse play proceeds to the Turn End Phase.

8.6 Action Resolution Procedure

All Actions requiring resolution are resolved by opposed competitive rolls of “Action Dice.” Three charts (see PAC) are utilized in the resolution of these Actions: the “Action Summary Chart” specifies the purpose of each kind of Action and establishes the primary asset plus a series of resolution criteria. The “Action Dice Table” specifies the number of dice added to or subtracted from the player’s roll due to the participation of certain units, assets, or conditions. The “Successful Action Result Table” specifies outcomes that apply based on the result’s outcome for each kind of Action. The procedure for resolving all Actions is:

8.6.1 Step 1: Action Declaration

The active player declares the Action he wishes to perform (making sure he has the primary asset to perform the Action) and spends 1 AP to perform it.

8.6.2 Step 2: Maquis Defensive Withholding

The Maquis player, if the defender, may choose to voluntarily exclude some or all of his Networks and/or Weapons Caches from being a part of this Action.

a) Spend 1 AP for each 3 (or part thereof) Networks that did not participate in the immediately preceding Maquis Impulse in the Area. They are flipped to their “Quiet” side and thus will no longer participate in resolutions in the Area this turn unless they re-activated (Case 8.3.3) later.

b) Any Weapon Caches not excluded will be used for the resolution.

8.6.3 Step 3: Determine Number of Dice to Roll

Each player consults the Action Dice Table (see PAC) to determine the number of dice they will roll for the resolution.

The active player references the non-shaded boxes of his assets, while the non-active player references the shaded boxes to determine the total number of dice he will roll.

a) When the table says “Basic,” it means that the player accumulates one die for each unit or each SP of the asset within the Area.

b) If a particular asset has $\frac{1}{2}$ die amounts, first determine the total for that asset and then round up. (*Example The Maquis player has 3 active Networks in an Area and wants to perform a Temporary Interdiction Action. This provides $1\frac{1}{2}$ dice by the table, which will be rounded up to 2 dice for the resolution.*)

c) Note that if the Maquis Morale is negative, the Maquis player rolls 1 less die.

8.6.4 Step 4: Roll the Dice

Both players roll the number of dice that they determined in the previous step and total their dice results.

8.6.5 Step 5: Meeting the Check Number

The player performing the Action is first required to meet the Check Number with his dice total result to continue to see if the Action is successful.

a) The Check Number for each Action is specified on the Action Summary Chart (see PAC). The statement “Total of Action Dice” means the total actual number of dice that were rolled by both players added together (*Example if the active player rolled 5 dice and his opponent rolled 3 dice, the Total of Action Dice would be 8 [5+3].*)

b) The active player compares his dice total result to the Check Number value, and if his total is less than or equal to the Check Number, the Action has automatically failed; he immediately loses 2 participating units or SPs. If units are to be lost, one unit is first selected by the owning player, and then the other is chosen by the opponent. This ends the Action.

c) If the active player’s total is greater than the Check Number, proceed to step 6.

8.6.6 Step 6: Dice Totals Comparison

The active player now compares his dice total result to the opponent’s dice total result.

a) If the active player’s total is equal to or less than his opponent’s, the Action is an automatic failure and he immediately loses 2 participating units or SPs. If units were involved, one unit is first selected by the owning player, and then the other is chosen by the opponent. This ends the Action.

b) If the active player’s total is greater than the opponent’s total, proceed to Step 7.

8.6.7 Step 7: Differential versus Backfire Threshold

Subtract the opponent’s total from the active player’s total to obtain the Differential Result.

a) If the Differential Result is less than or equal to the Backfire value on the Action Summary Chart (see PAC), the Action

9.2 Temporary Interdiction

An Area may also be Temporarily Interdicted as the result of the play of Event Cards or by a successful Maquis Action to cause Temporary Interdiction (Case 8.2.2). The effect of this type of Interdiction persists only within the current game turn. A Temporary Interdiction negates the area's EPV and has all the movement effects noted, but the effect ends with the game turn. Place a Temporary Interdiction marker to indicate the condition, but remove it on the Organization Phase of the following turn. In scoring VPs the Maquis player receives the Interdiction premium from the VP Schedule *and* scores points for Damage.

9.3 Immunity to Interdiction

The areas of Alsace-Lorraine (due to the Rhine River), Belgium, and the Netherlands (due to its ports and the Rhine) are immune to Interdiction. They can still be reduced to a zero EPV condition by Sabotage, however. In that case, in lieu of an Interdiction condition they afford a special Victory Point reward to the Maquis player.

10.0 VICTORY

The winner of the game is the player with the greatest number of VPs at the end of the last turn of play.

10.1 VP Awards

10.1.1 VP gains are recorded with markers on each player's respective Victory Point Track.

10.1.2 Some VPs are gained immediately during Impulses of play, while others are awarded during the Turn End Phase of the turn. See the VP Table on the PAC for the particulars of these.

10.2 Use of VPs

10.2.1 The German player may expend VPs during the Organization Phase to attempt to mobilize additional Security units and Labor Force SPs (Section 7.4).

10.2.2 The Maquis player may expend VPs to attempt to recruit additional Maquis SPs (Case 6.1.5b), Networks (Case 6.3.5b), or to procure additional Weapons Caches (Case 6.4.7).

10.2.3 In both above cases, VPs must be expended before rolling for any additional units/forces as noted.

10.2.4 Either player can pay 10 VPs to voluntarily draw a new hand during the Turn End Phase (Case 4.2.6).

10.2.5 Either player can expend 10 VPs to perform a Maximum Effort Impulse (Section 8.4).

10.2.6 VPs used for the above actions are expended immediately, and the player reduces his VP totals to reflect the expenditure.

11.0 GAME SET UP

The following listing provides the numbers and types of pieces that start the game. The "Set Up" units are placed before anything else is done. The listing briefly describes where (e.g. in "France") these units must be placed.

11.1 Already In Play Forces

11.1.1 German Player

Note Detachments are randomly selected from their type.

DEPLOY IN VICHY AREAS



2x Vichy Security units
1x Abwehr Detachment

PARIS



MbF Headquarters
1x RSHA Detachment
1x German Security unit

NETHERLANDS



1x German Security unit

BELGIUM



1x German Security unit

FREE DEPLOYMENT (not in Vichy Areas)



3x German Security units
1x Labor SP