

# LA RÉSISTANCE

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# TANGÉ

## RULEBOOK



*La Résistance!* is a three to five player game that abstractly recreates the challenges of leading a band of French partisans during the German occupation of France during World War II. The game is not intended as a simulation, but rather as a fun, competitive game.

To win *La Résistance!* A player must amass 12 Glory Points by defeating German patrols, Panzer Grenadiers, tanks and such, while also gaining new recruits, and ravaging German communication hubs, warehouses, and other targets. A resistance leader may also win if all other resistance bands have been broken.

**Player's note.** A resistance band is broken when it has no more available recruits.

**Dice:** *La Résistance!* Uses multiple six-sided dice; D6 for short. When the game instructs a player to roll six six-sided dice, it is abbreviated as 6D6.

Each game of *La Résistance!* Includes the following:

- 6 Passeport Cards
- 35 Mission Cards
- 9 Event Cards
- 9 C'est La Guerre Cards
- 6 white dice
- 4 blue dice
- 14 status markers



## SETUP

A. Each player chooses a passport card, which depicts your resistance leader, and places the recruit marker on 6. Place the glory point tracker to the left of the card's glory point track.

B. Randomly determine the first player.

C. Remove the Now's the Time! card from the mission deck. Shuffle the mission deck, and divide it into two, 17-card decks. Place the Now's the Time card in either deck. Reshuffle this deck. Place the mission card deck with the Now's the Time card face down in the center of the table. Place the other mission card deck on top of it. You'll now have 35 mission cards face down in the center of the table. Draw the top three mission cards. Place the cards in a line beside the mission deck.

D. Shuffle the event deck; place it near the center of the table. The first player pulls the top card from the event deck, and places it adjacent to the event deck, in plain view of all players. If the event card has a resolvable event, such as Massive Search, resolve it now. Later in the game, if such an event would take the final recruit from any player, that player

is out of the game. Some events, such as Heavy Casualties, might affect players throughout the round. These events, called persistent events, remain in effect from when drawn until the first player draws a new event. See Event Cards on page 8 for a complete explanation.

E. Form a deck of the C'est La Guerre cards and place them within reach of all players.

F. Give the white dice to the first player.

**Note.** Whenever a deck draw pile is exhausted, shuffle the discard pile. It becomes the new draw pile.



**Recruits**



**Glory Points**



**Ammunition**



**Dice Counters**

## MISSION CARD

**Card Number** 14

**Decorative Seal** 

**Card Name** German Patrol

**Must cover with 5 or greater.** 

**Must cover with sum of 6 or greater.** 


**Background Description** Occupation troops were not the best, but left alone they could cause damage.


**If dice are not covered, lose 1 Recruit.** 




24


POW Camp



**Building Indicator** 

**If dice are covered, gain 3 glory points and 1 Recruit.** 

**Background Description** Destroying the camp and freeing the Allied prisoners is not only a setback to the Germans, but also a recruitment boon.



## PLAYING THE GAME

**The player rolls the dice.** Any rolled 6 is called an exploding die. You may roll a blue die whenever you roll an exploding die, placing the result with your other dice. See Exploding Dice below.

*When do I use those chits that look like dice? They are used to indicate bonuses the player receives. For example, if you are playing as Jean Du-mont, you can indicate his extra 5 by placing a 5-die chit on a Gendarme (or Panzer Grenadier or Patrol)*

**When finished rolling**, the player may apply his dice to the face up mission cards in order to defeat enemy forces (Panzers, German Patrols, Gendarmes, etc.), destroy enemy buildings (warehouse, communications center, etc.), preempt German massacres, lure recruits or steal Glory Points from other resistance leaders, or buy a C'est La Guerre card. You may do these things in any order.

*For simplicity's sake, whenever a player defeats an enemy, destroys an enemy facility, gains recruits, etc., we say that the player solves or defeats the card.*

- **To defeat a mission card**, the player must place a die equal to or greater than each of the

pictured white dice or a sum of dice equal to or greater than each black die on the card. After a player defeats a card, tap the card by turning it 90 degrees.

*For example, to defeat the German Patrol, you must place either a 5 or 6 on the card's white 5, and any number of dice whose sum equals 6 or more on the black 6. If you fail to defeat the patrol you will lose 1 recruit at the end of your turn.*

- **If the player defeats the card** they receive the glory point value (# of stars) of the card, and or the adds the recruit value (# of little +dudes) or avoids the card's Damage value (# of little -dudes). At the end of a player's turn, undefeated Gendarmerie, Air Strike, Panzer Grenadiers, German Patrol, Tiger, and Panzer cards inflict the indicated amount of damage on the player, removing an equal number of recruits from the player's band.

*To assist in tracking what your band of recruits has accomplished during your turn, tap each defeated mission card by turning it sideways.*

- **The simple rule of thumb** is icons in a gray circle on the right side of a mission card are rewards the player receives for

defeating the card. Icons in a red circle are penalties inflicted on the player if they fail to defeat the card, such as losing recruits or glory points. You may also refer to additional card text in the back of this rulebook.

- **At the end of a player's turn,** all defeated mission cards are discarded and replaced by drawing cards from the top of the mission card deck. It is then the next player's turn.

***IMPORTANT!** Rewards and penalties from tapped mission cards are assessed at the conclusion of a player's turn. However, the effects of exploding dice, sowing dissension, C'est La Guerre, and stealing glory points, are immediate.*

**Exploding Dice.** For each 6 rolled on the initial six white dice, the player may, but is not required to, roll an additional blue die. A 6 rolled on this blue die may also prompt another roll. You may not roll more blue dice than are included in the game. If, however, when rolling a blue die you roll a 1, you immediately lose a recruit; even if it is your final recruit. You are not required to roll a blue die for each exploding die; it is voluntary, but you must choose before you take any other

action. For example, you cannot roll a 6, spend it to Sow Dissension (lure a recruit from another band) and then roll a blue die.

**Sowing dissension.** All French are working toward the liberation of France, but many are vain in that endeavor, wanting their names written in the history books. To that end, a resistance leader may attempt to lure recruits away from another leader's band. Once a player turn, a player may spend a total of 6 on summed dice faces (For example, a 1, 2, and 3.) to remove one recruit from a selected leader and add it to his band. These dice may not have been used for anything else during the turn. You may not remove the last recruit from a rival's band.

**C'est La Guerre.** Once per turn a player may spend a total of 6 on summed dice faces (For example, a 1, 2, and 3.) to draw the top card of the C'est La Guerre deck and apply it to their band. These dice may not have been used for anything else during the turn. You may discard a C'est La Guerre card at any time, but a resistance band may only have two C'est La Guerre cards at a time. You do not need to show the C'est La Guerre card drawn until you decide to use it.

**“Mulligan.”** If the player doesn’t like their roll, they can discard one die (It may not be used this turn), and reroll the remaining 5 dice.

**Stealing glory points.** Once per player turn you may spend a total of 6 on summed dice faces (For example, a 1, 2, and 3.) to steal a glory point from another player. These dice may not have been used for anything else during the turn. Lower the targeted player’s glory point total by one and raise your total an equal amount.

*You may do each of the above only once per turn, but may do up to all three in a given turn*

**Duck and run.** Sometimes discretion is the better part of valor. Running or ducking into cover will let you and your band of recruits live to fight another day. Yet doing so will damage your reputation as brave freedom fighters. To represent this, whenever you are required to lose a recruit, you may duck and run, losing two glory points instead and saving the recruit.

## WINNING THE GAME

The first resistance band to amass 12 glory points wins the game. A

band may also win the game if all the other resistance bands are broken. Note that you must have the 12 glory points at the end of your turn. In other words, if you lose your last recruit as you gain your final glory point, you lose.

## MISSION CARDS

**German Patrol.** Not the sharpest pencils in the holder, but if you fail to defeat the German Patrol you lose a recruit.

**Panzer.** A tough one for farmers armed with little more than bolt-action rifles. Failure to defeat will cost you three recruits.

**Tiger Tank.** A terrifying opponent and a unique card. You may sacrifice 1 recruit, coupled with 2 x 6 or defeat the Tiger with 3 x 6. If undefeated, you lose 3 recruits. If defeated, you gain 1 glory.

**Gendarmerie.** Not all Frenchmen fought against the German oppressors. If you fail to defeat the Gendarmerie you not only lose a recruit, but glory as well. After all, he is only a policeman, no?

**Massacre.** To defeat you must lose 1 recruit in addition to spending the dice shown on the card. If you fail to defeat the Massacre you lose

2 glory. If you defeat it and save your innocent French brothers and sisters, you gain 2 glory.

**Foreign Aid.** Spend 2 x 5 (or greater) to win 2 recruits. Your American allies will not forget you! Alright, alright, the supplies might be from Great Britain.

**Recruits.** Solving the card brings 2 new recruits into your band. There are always men and women who will fight for freedom!

**Warehouse.** The Germans store food and uniforms here. It is lightly guarded.

**Communications Hub.** Taking down this powerful communications station provides much glory. It is, however, difficult. It will take 2 x 5 (or greater) to cover the white dice, and 2 sums of 5 to cover the black dice. Mais mon dieu, look at the glory it will bring!

**Botched Raid.** Poor planning, poor execution, perhaps an informer? Whatever the reason, the Germans knew this was coming. Now it is up to you to pull your compatriot's derrière out of the fire. Defeat the card and you may take 1 glory point from a player of your choice. Fail to defeat and you lose 2 glory points and a recruit.

**POW Camp.** Allied high command requests a favor to replay the support they have given. Assault the German POW camp, and release the prisoners; perhaps Colonel Hogan is among them. Doing so rewards you with 3 glory and a recruit.

**Air Strike.** It is rare for the Germans to waste their precious Luftwaffe on lowly partisans, but today is your unlucky day. Perhaps that old Hotchkiss M1922 will bring it down. Perhaps not.

**Ammo Dump.** This is where they keep their tools of destruction. We'll steal some, blow the rest.

**Panzer Grenadiers.** These are more than occupation troops. These are some of the Wehrmacht's best. We must kill them. Kill them now.

**The Time is Now!** As you work your way through the lower half of the mission card deck, you'll uncover The Time is Now! Mission card. Set this card aside in plain view of all players, as a reminder. Beginning with the turn in which the card was drawn, and continuing until the end of the game, each enemy defeated (specifically, the Tiger Tank, Panzer, Air Strike, Panzer Grenadiers, and German Patrol mission



cards, as well as the Unexpected Patrol C'est la Guerre card) grants 1 additional glory point to the player that defeats it. For example, after The Time is Now! Mission card is revealed, defeating the German Patrol awards 1 glory point to the player who defeats it and the Tiger Tank awards 2 glory points.

## EVENT CARDS

**Heavy Casualties.** It breaks your heart. These men and women were your friends. But death is the currency of war. This card stays in effect until it is once again the first player's turn.

**A Traitor's Loss.** Ach. You never trusted Jeanne. Now she has joined the Boche.

**Botched Raids.** Things haven't gone well for the resistance this week. Each player loses either 3 glory points or 1 recruit.

**SS Massive Search.** Tired of the constant casualties to their veterans, the SS conducts an intensive sweep across France. Every player loses 1 recruit.

**Wehrmacht Veterans.** Hardened hearts, sharp eyes, veterans of the Ost Front. Undefeated enemies cause the current play-

er to lose 1 extra recruit. Enemies are Gendarmerie, Botched Raid, Communications Hub, Panzer, Tiger Tank, Air Strike, German Patrol, and Panzer Grenadiers. For example, if you fail to defeat the Panzer Grenadiers you will lose 3 recruits instead of 2.

**Vichy Forces.** Petain's Government was at first popular, but as its deportation of Jews and authoritative rule continued, many fought against it. The job of confronting La Résistance frequently fell to the soldiers of the Vichy government. During each player's turn that this card is active, you must cover the black five as you would any mission card or lose 1 recruit.

**Lull in the Fighting.** Finally, you catch a break.

## C'EST LA GUERRE

**Brutality.** You play this card, anytime, on another player. That player immediately loses 3 glory points. War is hell, but you need not be the devil himself.

**Charismatic.** As the card indicates. Discard this card to steal 1 recruit from another player. A smile is worth one-thousand bullets. Or something like that.

**Camouflage.** You dive for cover! Play the card, then place a 4 on it. Then choose an attack from a mission card to ignore. The attack does no damage to you. Then discard this card. Camouflage may only be used against Air Strike, Gendarmerie, Tiger Tank, Panzer Grenadiers, and German Patrol.

**MG-34.** Taken from a dead German. This machine gun adds a white 6 to three attacks. It may only be used once per turn. After you have used the machine gun three times, discard the card. Use an ammo-box counter to mark the uses. For example, you could use the MG-34 to defeat the warehouse. After doing so, place an ammo marker on the first white 6 on the MG-34 card.

**Panzerfaust.** As valuable as they were rare for the Frenchmen (and women). One use, against a Panzer (or Tiger), warehouse or communications hub. Adds a white 5 die to your attack. Then discard.

**Unexpected Patrol.** What!?! Jean Claude said the area was clear of Germans. Play this card during an opponent's turn. The card is placed next to the current mission cards. It becomes a fourth mission card and is treated the same as an

additional mission card. When it is defeated, it is returned to the C'est La Guerre discard pile. If undefeated, the next player must still face 3 mission cards in addition to the Unexpected Patrol.

**Faulty Intel.** Merde! Marie swore the building was unlocked! Play this card to discard any die from an opponent's roll.

**Sacrifice.** Pierre was a good man. You hated to lose him. Play this card, lose 1 recruit and add a 6 (no, it's not an exploding die) to your current roll.

**Exposed.** Anne should have concentrated on France's freedom, not its men. Play this card and target/name a resistance leader. That leader loses 2 glory points.

## EXAMPLE OF PLAY

*The following is a short example of play. Ted, a large hipster in a black sweatshirt, has chosen to play the character Dylan Boutroux. He is the first player. Because he is the first player, he draws an event card and reveals it. The event is Heavy Casualties. For each building a player defeats (captures/neutralizes... it's all the same thing) they lose 1 recruit in addition to any other losses they take during their turn. This event will*

affect every player this round. You can tell which cards are building cards because they have the building icon on it. Ted places the event card where all can see.

If there are not 3 mission cards displayed, Ted would now draw mission cards, and turn them face-up adjacent to the mission card deck, until there are 3 mission cards face up. Ted, however, is a squared-away dude, and has already laid out the three cards. Quick note, it doesn't matter who does this, just as long as there are 3 cards face up before the current player rolls the dice. The 3 revealed mission cards are Gendarmerie, German Patrol, and POW Camp.

Ted gathers the 6 white dice and rolls them. The result is 6, 4, 4, 5, 2, and 1. Because he rolled a 6, Ted can roll a blue die if he wishes. The upside is another die that he can use. However, if he rolls a 1, on the blue die, he'll lose a recruit. Note that although Ted rolled a 1 in his initial roll, he doesn't lose a recruit. Only 1s rolled due to an exploding die cause a recruit loss. The easy way to remember this is that only 1s rolled on a blue die result in the loss of a recruit. Ted's a risk taker and he has 6 recruits anyway, so he takes the chance, rolling a 5. Ted now has 6, 4, 4, 5, 5 (just rolled), 2, and 1 to use on the displayed mission cards.

Ted ponders the situation, perspiration beading on his forehead (That sweatshirt is hot.). At last he decides to place two 5s and a 4 on the POW camp, defeating its guards and rescuing the prisoners. He also places a 6 plus the 1 and 2 and 4 on the Gendarme, defeating the policeman and avoiding the loss of a glory point and a recruit.

Let's look at the Gendarme dice placement. To defeat the card with the assigned dice, Ted places a 6 on the white 4 (you must equal or exceed a white card die icon), he also covers one of the 3s with the 2 and 1. Black die icons allow the player to place any number of dice on the icon to equal or exceed its value. He uses his last 4, to cover the other 3 on the Gendarme. Ted didn't have enough dice to defeat the German Patrol, so he'll lose one recruit. He shrugs, "C'est la vie!"

The end of turn tally is 3 glory points and 1 recruit gained for defeating the POW camp, a glory point and recruit loss AVOIDED because he defeated the Gendarme, and 1 recruit lost for not defeating the German Patrol. The recruit gained (POW camp) is nullified by the recruit lost (German Patrol), so, Ted gained 3 glory points. The POW Camp and the Gendarmerie are placed in the mission card discard pile. Two new cards are drawn and placed face up next to the undefeated German Patrol.

Next up is Samantha. Samantha is playing Henry De Saint-Pierre. Henry's special ability is that he may give a recruit to another player to receive 2 glory points in return. Samantha (she doesn't like being called Sam), rolls 6, 5, 5, 5, 4, 3. Because she rolls a 6, she rolls a blue die. Remember, this is optional. She rolls a blue 2. Not great, but at least it isn't a 1.

Samantha immediately goes for the Ammo Dump's glory points, placing a 5 to cover the white 5, and a 3 and 6, to cover the black 9. She taps the card, looking forward to receiving the glory points at the end of the turn. Ignoring the German patrol, she places two 5s on Foreign Aid and taps the card. This will get her two new recruits at the end of the turn. There are two unspent dice remaining on the table, a 2 and a 4. Samantha spends them to draw the top card of the C'est La Guerre deck. She draws Charismatic and immediately discards it to steal a recruit from Jake, the lanky guy to her left. He feigns frustration, lowering his recruit total by 1 and Samantha bumps her recruits up a notch.

It's Jake's turn. Brushing the hair out of his eyes, he draws 2 new cards from the mission deck (Remember, Samantha defeated 2.) and places them beside the German patrol. Yikes! He's drawn a Botched Raid and a Communications hub. Two tough ones. Jake picks up the

dice and tosses them, rolling 6, 5, 5, 4, 4, 2. He decides to take advantage of the exploding die to roll a blue die. It spins for a couple of seconds before stopping 1 side up. "Snap," exclaims Jake, and lowers his recruit total by 1.

Jake uses the 4 + 2 to cover the black 6 on the German Patrol and a 5 to cover the white 5. He then turns his focus to the Botched Raid, covering one of the black 5s with a 4 + 1, and the other with a 5. This leaves him a 6, and he grins slyly, using the die to Sow Dis-sension, and stealing a recruit from Samantha. "What's good for the goose is good for the gander," he quips.

"What does that even mean?" replies Samantha.

**So ends our example of play.  
Let us know if you have any  
questions, just visit us on  
[Facebook.com/flyingpiggames](https://www.facebook.com/flyingpiggames)**

## CREDITS

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