Colonial Twilight

The French-Algerian War, 1954-62

COIN Series, Volume VII

PLAYBOOK

by Brian Train

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TUTORIAL
First-time players should start here!

Welcome to *COLONIAL TWILIGHT!*

The purpose of this tutorial is to teach players new to the GMT COIN game system how to play the game, by playing through one "campaign".

Do the following to unpack the game and ready it for play:

First, unfold the game's mapboard. Place it on a clean, flat, dry surface, making sure to have ample space around the perimeter of the board so as to have room for game pieces. (Three to five inches of room should do nicely, more if you want to have snacks and notepads nearby.)

Next, punch out all the game's cardboard pieces, called "counters" or "markers") and sort them by type. Then sort the wooden pieces by color and shape. Place the sorted piles near the mapboard. We'll put them on the mapboard shortly.

Finally, unwrap the game's playing cards. There are three different types of cards in the game: Event cards (60 of these), Pivotal Event cards (6 of these) and Propaganda Cards (5 of these). Put the Propaganda Cards in one pile, the Pivotal Event cards in another, and the Event cards in a third pile. We will construct the tutorial game's deck in just a moment.

STOP. Please read section 1.3 through section 1.9 of the rulebook. When you're finished, you will understand the layout of the game's map and pieces, and we can begin setting up the game.

For the tutorial, we'll be setting up for the Full Scenario. Follow the instructions here.

- Place the "Commit" marker on the "25" space of the Edge Track that runs around the perimeter of the gameboard.
- Place one large blue cylinder on the "16" space to denote Government Resources at start, and one large black cylinder on the "8" space to denote FLN Resources.
- Place the "Support + Commit" marker on the "25" space.
- Place the "Oppos + Bases" marker on the "9" space.
- Place the "France" marker on the "A" space on the France Track.
- Place the second large black cylinder in the "First Eligible" space on the Initiative Track.
- Place the second large blue cylinder in the "Second Eligible" space on the Initiative Track.
- Take four "Govt Control" markers and place one in each of the "uncontrolled" boxes in the Cities of Oran, Algiers and Constantine, and in the Sector of Sidi Bel Abbes.
- Take five "FLN Control" markers and place one in each of the "uncontrolled" boxes in the Sectors of Batna, Phillippeville, Tizi Ouzou, Tlemcen, and Mostaganem.
- Take three "Oppose" markers and place one in each of the "Neutral" boxes in the Sectors of Phillippeville, Tizi Ouzou, and Tlemcen.

Now let's get the wooden pieces set up, representing the forces of the two players.

But first, we should do an inventory of the wooden pieces you sorted earlier. It's possible that you will have one or two extra pieces so let's

find those and get those out of the way first. Your game should have:

- 9 dark blue cubes (French Troops)
- 21 light blue cubes (French Police)
- 6 light blue discs (Government Bases)
- 3 dark green cubes (Algerian Troops)
- 7 light green cubes (Algerian Police)
- 30 black octagonal cylinders (FLN Guerrillas)
- 15 black discs (FLN Bases)

Place any extra wooden pieces into the box; they are extra pieces. (But don't throw these away! These extra bits may come in handy if you accidentally lose a piece.)

Let's begin the setup of the forces:

- Take 2 dark blue cubes (French Troops) and place 1 each in Constantine and Sidi Bel Abbes.
- Take 3 light blue cubes (French Police) and place 1 each in Algiers, Constantine and Oran.
- Take 3 dark green cubes (Algerian Troops) and place 1 each in Algiers, Constantine and Phillippeville.
- Take 2 light green cubes (Algerian Police) and place 1 each in Algiers and Medea.
- Place 6 French Troops, 15 French Police and 3 Government Bases in the Out of Play box.
- Place the remaining Government Troops, Police and Bases in the Government Available Forces box—blue pieces in the French section, green in the Algerian section.
- Take seven black cylinders (FLN Guerrillas) and place one each in Constantine, Batna, Phillippeville, Tizi Ouzou, Medea, Tlemcen, and Mostaganem. Place them embossed side down, to show they are in Underground status.
- Take four black discs (FLN Bases) and place one each in Batna, Phillippeville, Tizi Ouzou, and Tlemcen. Place them in a "Base" circled space.
- Place the remaining 23 FLN Guerrillas into the FLN Available Forces box.
- Place the remaining 11 FLN Bases in the 11 highest value numbered circular spaces of the FLN Available Forces box. (This will show you at a glance how many Bases are already on the map.)

Okay! The map is now set up. Now we need to construct the deck. For purposes of this tutorial, we are going to make a special stacked deck.

First, take the MOBILIZATION Pivotal Event card and give it to the Government player (or just keep it by you if you are playing this alone). Then take one Propaganda Card and set it aside. Now, go through the deck of Event cards (which should still be in tidy numerical order, since you unwrapped them just a moment ago), pick out the following 11 Event cards, and stack them so they will be played in this order:

53. *Population Control*
23. *Diplomatic Leanings*
21. *United Nations Resolution*
38. *French Economic Crisis*
48. *Ultras*
51. *Stripey Hole*
32. *Taleb the Bomb-maker*
6. *Factionalism*

52. *Cabinet Shuffle*
36. *Assassination*
67. *Propaganda!* (slip this one in)
60. *Soummam Conference*

Place the stack of cards face down in a convenient location, making sure that *Population Control* is on top, followed by *Diplomatic Leanings*, and so on.

All right, almost ready… but

STOP. *Read Section 2.0 to 2.4 in the rulebook, to understand how a "turn" in the game is played. If you have played a GMT COIN system game before, note that in this game only one Event card at a time will be visible.*
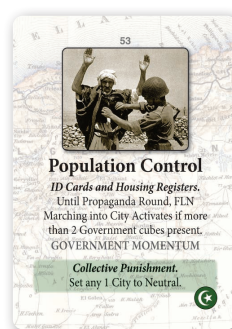
First Card
One player (it doesn't matter who) turns over the top card in the deck. It is #53, *Population Control* (that is, if you did everything right).

FLN is First Eligible, and so may choose any box on the Initiative Track.

Basically, he has a choice of executing the Event card or doing some kind of Operation.

Operations do most of a player's "heavy lifting" in the game. Operations, however, are not free. They cost Resource Points. Furthermore, a player may only conduct one type of Operation; he may not mix two different Operations on a single card.

Look at the FLN player's foldouts. As you can see by the left column, he can do one of four things:

- he can Rally in order to: get more Guerrillas and Bases on the board; Agitate to arouse opposition to the government; or affect the France Track; or
- he can March in order to move his forces around on the map; or
- he can Attack in order to remove enemy pieces; or
- he can conduct Terror in order to neutralize a space's support of the government.

Special Activities do not cost Resources, but can be paired only with certain Operations. The Operation carried out dictates what Special Activity may accompany it (also, like Operations, only one type of Special Activity may be conducted). It's also important to remember that a Special Activity can be carried out before, during or after the accompanying Operation.

Special Activities are found in the right column of the player foldout. The FLN can do one of three things:

- he can Extort to raise Resources; or
- he can Subvert to remove or convert Algerian (green) pieces on the map; or
- he can Ambush, which is a special kind of Attack which is automatically successful.

The FLN decides to start things with a bang and declares a Rally in Tizi Ouzou, followed by a Subvert in Medea.

***STOP.*** *Read 3.3.1 and 4.3.2 in the rulebook.*

He expends 1 Resource to place 3 Guerrillas (that is, 2 Pop + 1 Base) in Tizi Ouzou, and replaces the lone Algerian Police cube in Medea (it is removed to Available) with a Guerrilla (taken from Available), giving him Control of that Sector. Place a FLN Control marker to reflect this. All Guerrillas are placed in Underground status (that is, with their embossed side down). He shows the expenditure of Resources by moving his Resource cylinder one space down the Edge Track towards zero. Now he has 7 Resources.
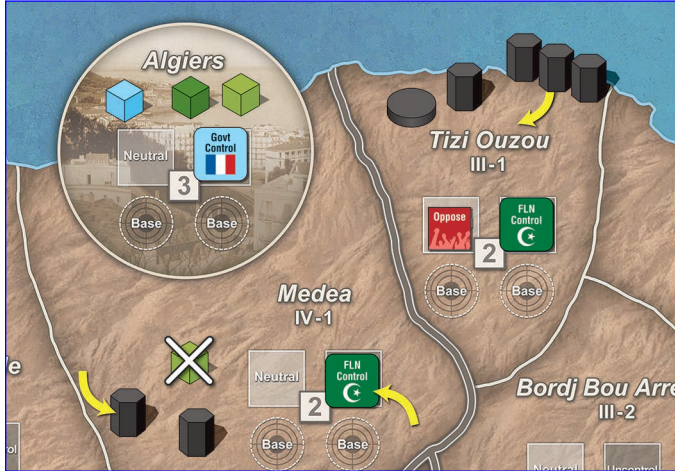
FLN actions in Media (Subvert) and Tizi Ouzou (Rally).

> *Hint: Mark spaces with black pawns when targeted for Operations and white pawns when targeted for Special Activities (or vice versa, just be consistent). They serve as reminders of the selected spaces. They are not a limit on the number of operations or activities that can be conducted.*

After doing all this, he places his Eligibility cylinder in the Op + Special Activity box on the Initiative Track. Because he chose an Operation + Special Activity, he will be Second Eligible on the next turn.
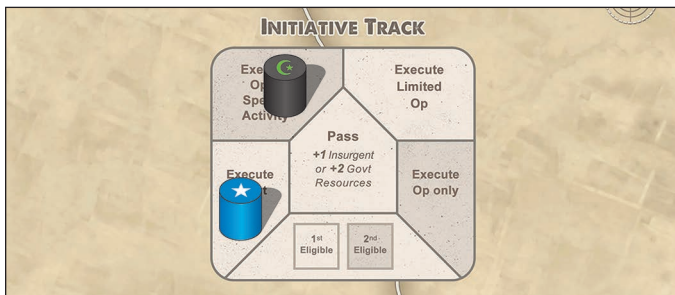

Government can now choose an action from any of the boxes on the Initiative Track that are adjacent to the FLN cylinder, that is: Event, Limited Operation, or Pass. He decides to execute the Event because he is afraid that the FLN will in future infiltrate Algiers and Oran with single Guerrillas via Marches and follow up with a wave of urban Terror, which will complicate his efforts to Pacify there. It costs no Resources to execute the Event, and because it is a Government Momentum card, its effects will stay in effect until the Propaganda Round (by which time he hopes he will have secured and Pacified these cities).

He places the card in a mutually visible place near the board to remind players that it is in effect for the rest of the campaign.

When he is done, players adjust their cylinders in preparation for the next turn. FLN will be Second Eligible because he chose Op

+ Special Activity (note this box and Execute Op Only are shaded differently from the others to remind players of this).
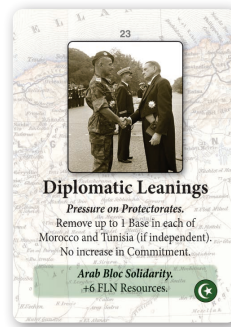
Second Card

Turn up the next card, to show *Diplomatic Leanings*.

Government is now First Eligible, so can choose any box on the Initiative Track he likes. He does not want the FLN to get his hands on the 6 Resources he would get for the Event, but the unshaded text is useless to him because Morocco and Tunisia are not Independent yet, so instead he chooses to do an Op Only, which will limit the FLN to either a Limited Operation or Pass. He does a Train in Constantine and in Oran, placing 3 Algerian Police cubes in each, and he also Pacifies in Constantine (placing a Support marker there). This all costs him 6 Resources (2 + 2 for the two Train spaces, and another 2 for the Pacify) and the Support + Commitment marker moves up 2 from 25 to 27 (because the total Population at Support has just increased from 0 to 2). Because he did an Operation in more than one location, he will become Second Eligible next turn. (Note that the First Eligible player's cylinder is placed in the box corresponding to what he actually did. If Government had Trained in only one space, then he would have done a Limited Op and his cylinder would have been placed there.)

FLN does not want to Pass, so he does a Limited Operation: he Rallies in Philippeville, placing 3 Guerrillas (2 Pop + 1 Base) for 1 Resource.
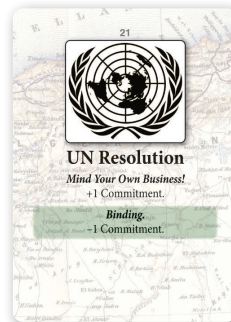
Third Card, *United Nations Resolution*

FLN is First Eligible this time. He decides to continue building up strength and Resources, so he chooses Op + Special Activity. He begins by Extorting in Tizi Ouzou and Philippeville, two Sectors where he has Control.

***STOP.** Read 4.3.1 in the rulebook.*

He Activates 1 Guerrilla in each space (that is, he turns the piece embossed side up), and adds 2 Resources. He Rallies in Tlemcen, spending 1 Resource to place 2 Guerrillas (1 Population + 1 Base), spends another to Rally in Tizi Ouzou to place a Base (removing 1 Activated and 1 Underground Guerrilla to Available, and moving Oppose + Bases up to 10 on the Edge Track) and spends 1 more to affect the France Track, moving the marker up to box "B". He will be Second Eligible next turn due to his choice.
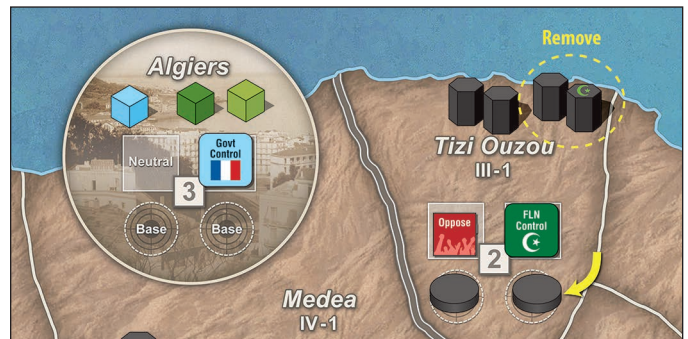
*FLN builds a base in Tizi Ouzou by removing two Guerrillas.*

Government is restricted to a Limited Operation, or Pass, or Event. The Event would give him a cheap +1 Commitment for no Resources, so he takes it: Commitment rises to 26, Support + Commitment moves up to 28.
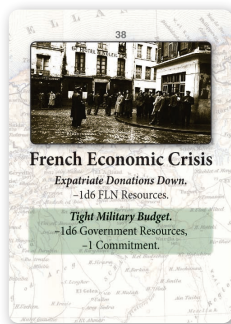
Fourth Card, FRENCH ECONOMIC CRISIS
Government is First Eligible and is tempted by the card, which could reduce the FLN to 0 Resources depending on the die roll, but instead he opts for an Op + Special Activity. He expends 2 Resources to conduct a Garrison, which allows him to move up to 6 Police among populated areas (that is, each space with Population of 1 or more).

STOP. Read 3.2.2 and 4.2.3 in the rulebook.

He takes 3 Algerian Police cubes from each of Constantine and Oran, and places all 6 in Phillippeville. Then he Activates the 3 Underground Guerrillas there (needs 2 Police to Activate each Guerrilla because Phillippeville is a Mountain space). Finally, he does a Neutralize, which is permitted by having both Troops and Police there. He removes 2 Guerrillas; the first Guerrilla is removed to Available and the second to Casualties. The space was already at Oppose, so Oppose + Bases is not adjusted but he places a Terror marker. Next turn Government will be Second Eligible.
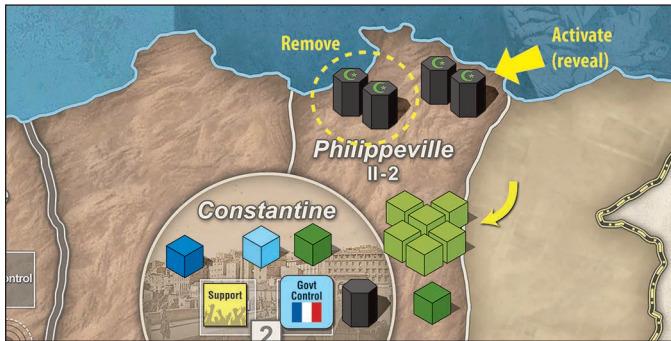

The Government moves six Algerian Police to Philippeville where they reveal and then Neutralize Guerrillas.

FLN can do a Limited Operation, or Pass, or take the Event. He decides to Attack in Phillippeville with his 2 Activated Guerrillas (if there were any Underground Guerrillas also in the space, he would have had to Activate them as well—which would improve his odds of a successful attack, but expose them to Government reaction later).

STOP. Read 3.3.3 in the rulebook.

He expends 1 Resource and rolls the die. He needs to score equal to or less than the number of Guerrillas; he miraculously rolls a "1" on the die, which not only removes 2 Algerian Police to Casualties (Police before Troops) it also allows him to place 1 new Guerrilla in the Sector, from Available.
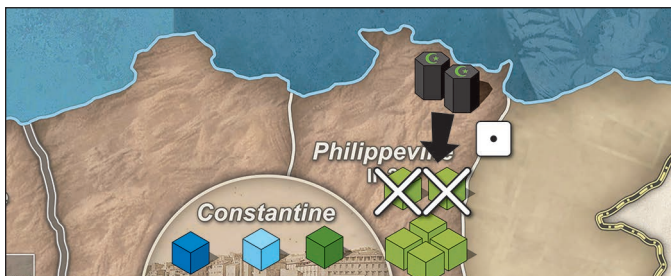
FLN Guerrillas attack Algerian Police.
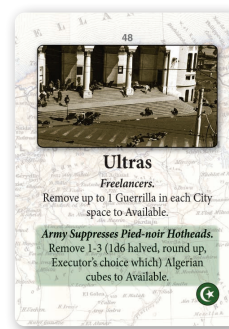
Fifth Card, ULTRAS
The card is not that helpful or harmful to either side at this point, so FLN decides to conduct a Limited Operation, so as to stay First Eligible and get first crack at a better Event card next time (or just to keep his freedom of action). He Rallies in Phillippeville to place 3 new Guerrillas (2 Pop + 1 Base - he could also have used the Base to turn the 2 Activated Guerrillas back Underground, or even built a second Base, but he believes a hard rain is about to fall in that Sector).

Government cannot take the Event due to the FLN's choice of a Limited Operation. He can do an Op + Special Activity, or Op Only, or Pass. He decides he needs some more boots on the ground, through a Train and Deploy.

STOP. Read 4.2.1 in the rulebook.

He does the Deploy before the Train, to place the 4 French cubes in Available to at most 3 selectable spaces in Algeria (i.e. City, or Sector with Base or Government Control). (He could also Deploy 2 Bases at this time, to exploit the limit of 6 pieces, but there are no suitable locations in his opinion.) He places 1 French Police in each of Oran, Constantine and Sidi Bel Abbes, and places the French Troop in Sidi Bel Abbes as well. Finally, for his Train operation he spends 2 Resources to move the France Track marker back to box "A".

FLN Rally in Philippeville and Government Deployment of Police to Constantine.
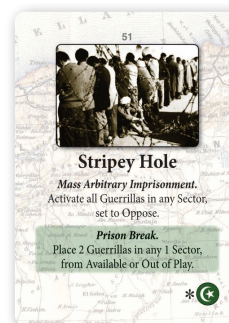
Sixth Card, STRIPEY HOLE
FLN remained First Eligible, so he takes the Event and uses the unshaded text to set Sidi Bel Abbes to Oppose *(yes, there were no Guerrillas there, but that is not a requirement of the card –massive arbitrary detentions in the Sector, in search of the insurgents who were never there, have set the native population against the government)*. He will remain First Eligible. Oppose + Bases goes to 11.

Government does an Op + Special Activity. He does a Troop Lift to move 1 French Troop from Constantine to Tlemcen, then he Sweeps.

STOP. Read 3.2.3 and 4.2.2 in the rulebook.

He spends 2 Resources to move the 2 French Troops from Sidi Bel Abbes into Tlemcen, then all 3 Guerrillas in the Sector are Activated (because it's a Plains Sector).
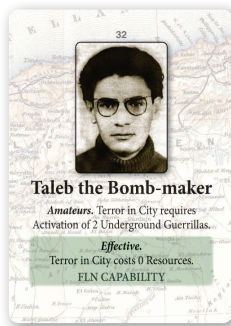
Seventh Card, TALEB THE BOMB-MAKER

FLN grabs this potentially very valuable Capability by executing the Event. Takes the corresponding marker, "Taleb" side up, and places it in the "Capabilities" box at the top of the map to remind players that this is in effect for the rest of the game. *(A player may also keep the card out of the played-cards pile, if they want the additional reminder. In this case, the player may also place the 3 small "Taleb" markers in each City space as one more reminder that this Capability is in effect.)*

Government spends 2 Resources to execute an Assault against the 3 Activated Guerrillas in Tlemcen.

STOP. Read 3.2.4 in the rulebook.

The first and third Guerrillas are removed to Available, the second to Casualties. Don't forget to flip the Control marker to the Government side. Government considers doing another Troop Lift to send 1 or more Troops off to reinforce Phillippeville, but he wants to stay and eliminate the Base there (which will give him +1 Commitment).


Government Assault on FLN Guerrillas in Tlemcen.

Eighth Card, FACTIONALISM

FLN is tempted by this card. He executes the Event by placing 4 Guerrillas in Tizi Ouzou (2 Pop + 2 Bases), planning next turn to March into adjacent Sectors. (It's been eight cards now and the FLN suspects a Propaganda Round is going to happen soon, so he decides to maximize his potential gains in the Round's Support Phase, when he can Agitate in multiple spaces.)

Government spends his last 2 Resources to do Assault, then Troop Lift, in Tlemcen. The Assault removes the FLN Base (raising Commitment by 1 to 27 and Support + Commitment to 29, and reducing Oppose + Bases by 1 to 10). Troop Lift is used to move 1 Troop to each of Constantine and Phillippeville.

FLN Rally in Tizi Ouzou and Government Troop Lift to Constantine and Philippeville.
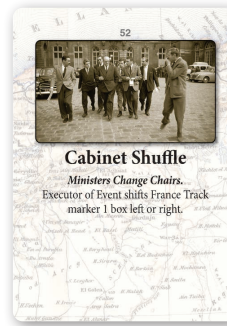
Ninth Card, CABINET SHUFFLE

FLN chooses an Op + Special Activity. He begins by Extorting in Phillippeville, Medea, Tizi Ouzou, and Mostaganem—gaining 4 Resources and banking that the Propaganda Round will come before the Government has much of an opportunity to react to all those Activated Guerrillas.

STOP. Read 3.3.2 in the rulebook.

He spends 5 Resources Marching 7 Underground Guerrillas into 5 destination spaces: 1 from Medea to Orleansville; 2 each from Tizi Ouzou to Bougie and Bordj Bou Arreridj; and 1 each from Phillippeville to Souk Ahras and Setif. This now gives him Control over a total of 12 Population points in currently Neutral Sectors. Place 5 FLN Control markers in these spaces to match.

Government has 0 Resources, and he would rather have Resources than take the Event. He Passes and gains 2 Resources.
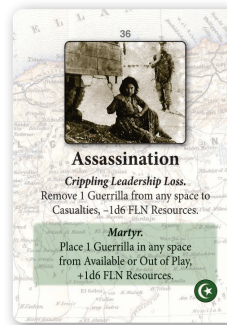
Tenth Card, ASSASSINATION

The Government Player is now First Eligible and is able to react to the FLN dispersal. He chooses Operation + Special Activity. He spends 2 Resources for a Garrison Operation to shift 6 Police (3 French (1 each from Algiers, Oran and Sidi bel Abbes) and 3 Algerian (2 from Phillippeville and 1 from Algiers)). 1 French and 1 Algerian Police are placed in Medea, 1 French Police goes to Souk Ahras, and 2 Algerian Police go to Mostaganem, so regaining Government Control of those Sectors. Flip or remove Control markers to match the situation. 1 French Police goes to Tlemcen, which with the French Troop cube will set that Sector up for Pacification in the Propaganda Round. The Government player Activates 1 Guerrilla in Phillippeville with the 2 Algerian Police there.

Finally, the Government player does a Neutralize in Phillippeville, removing 2 Activated Guerrillas (first goes to Available, second to Casualties); the space was already at Oppose and there is already a Terror marker there, so he does not place another.

FLN decides to do a Limited Operation and spends 1 Resource to Rally in Bougie. He removes the 2 Guerrillas there to create a Base, raising Oppose + Bases by 1 to 11. He knows he is taking a risk in leaving this new Base unprotected, but is counting on the Propaganda Card coming up next.

Eleventh Card, PROPAGANDA*!*

Just in time, for both players.

STOP. Read 6.0 to 6.5 in the rulebook.

Victory Phase

There is no Victory check because this is the first Propaganda Round of the scenario.

Resources and Commitment Phase

Government adds 30 Resources (27 Commitment + 3 pieces in the Available box) to make 30.

FLN adds 6 Resources (5 Bases + 1 from the France Track; the Border Zone is not yet active) to make 7.

FLN 9th card and Government 10th card actions shown. The FLN marches 7 Guerrillas to five different sectors (numbered 1-5 in green). The Government responds with a Garrison Operation to move 6 Police, and a Neutralize action in Philippeville.

Government may move pieces from Out of Play to Available at this time. He moves 6 Troops and 3 Police to Available, reducing Commitment by 3 (that is, by 1 for every 3 pieces moved) to 24. Support + Commitment is lowered to 26. His plan, in the upcoming campaign, is to Deploy as many Troops as possible into Algeria and engage FLN strongholds methodically via Troop Lifts, Sweeps and Assaults. The France Track is in box "A" so he does not lose any Commitment.

Support Phase

Note that during Campaigns, players can Pacify only 1 level at a time in a restricted range of spaces, but in a Propaganda Round they can Pacify or Agitate by up to 2 levels in a wider range of spaces.

Government can Pacify in any spaces where he has Control and Police and Troops. He spends 4 Resources to Pacify in Tlemcen (Pop 1), changing the Sector from Oppose to Neutral to Support. Oppose + Bases goes down by 1 to 10, Support + Commitment rises by 1 to 27.

FLN can Agitate in any space that is not controlled by Government and has FLN pieces in it. He expends 4 Resources to Agitate in Orleansville (Pop 2), Bougie (Pop 2), Bordj Bou Arreridj (Pop 1) and Setif (Pop 1), changing them all from Neutral to Oppose, raising Oppose + Bases by 6 to 16.

Redeploy Phase

Government does not move any pieces in this Phase.

FLN redeploys 1 Guerrilla each from Tizi Ouzou and Bordj Bou Arreridj to Bougie (since it's the same Wilaya, and Bougie has a Base), to defend the Base there. No spaces change Control as a result of these moves.

Reset Phase

There are 3 Guerrillas in the Casualties box, so 1 goes to Out of Play and 2 return to Available. The 2 Algerian cubes in Casualties return to Available. The France Track is in box "A" so does not move. The Terror marker in Phillippeville is removed. All Guerrillas are flipped back Underground, the "Population Control" card is discarded, and the players set cylinders to show the FLN is First Eligible.
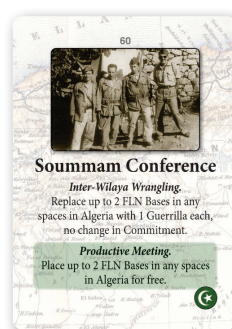
Twelfth Card, Soummam Conference

FLN is First Eligible. But before he can choose an option, Government declares that he will play the *Mobilization* Pivotal Event (which he can now do, since Oppose + Bases is now equal to or greater than 15).

STOP. Read 2.3.7, 5.1.4 and 5.1.6 in the rulebook.

He plays this card on top of *Soummam Conference*, replacing it as the Event to be executed. He places his cylinder in the Event space on the Initiative Track. He moves the remaining 12 Police cubes from Out of Play to Available (the maximum permitted by his Commitment of 24, halved), and notes that he can now Resettle Sectors (place the Resettled Sectors marker on the 0 space on the Edge Track). Finally, he becomes First Eligible for the next turn.

A little shocked, FLN can now choose from Op + Special Activity, or Pass. He conducts Terror in Constantine.

STOP. Read 3.3.4 in the rulebook.

This costs him no Resources thanks to the TALEB Capability. He Activates the Guerrilla, the City is set to Neutral (reducing Support + Commitment to 25) and a Terror marker is placed. For a Special Activity, he conducts a Subvert in Medea, replacing 1 Algerian Police (which goes to Available) with 1 Guerrilla (don't forget to flip the Control marker to show FLN Control there).

The game goes on, but the situation looks perilous for both sides: the FLN is widely but thinly spread across the country, and while the Government is now able to enter large numbers of forces into Algeria, it will take a while as he is limited to doing so 6 pieces at a time via Deploy Special Activities.

Final note: this tutorial did not show optimal play on the part of either player! There are many, many different tactics and sequences of operations the players could have pursued. Instead, we chose to have them do as many different Operations and Special Activities as possible for each side, to show how they work.

Non-Player Examples of Play

by VPJ Arponen
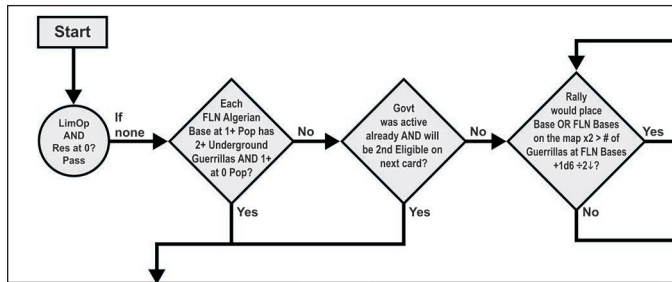
Reading the Flowcharts

In this example, we will be looking at some basics pertaining to reading the Non-Player flowchart. (In the two examples thereafter, we will continue the present example to consider certain important specifics pertaining to the execution of the FLN Rally and March Operations.)

For this example, set up the board per the Short Scenario instructions. The current Event card is irrelevant.

The Non-Player FLN are First Eligible to play. Let us inspect the Non-Player flowchart. We begin in the Start box in the top left corner and follow the arrow towards the first diamond-shaped condition. However, before we get to the first diamond, we pass through a bubble that check's FLN's Resource situation. If FLN had no Resources, and were left with a Limited Operation only—following the Government player having played Operations with or without a Special Activity– FLN would be forced to Pass as the Resource enhancing Extort Special Activity would not be available to be played. In this example, however, we may breeze through this check as FLN are well-stocked on Resources.

Arriving at the first diamond-shaped condition, we read the heavily abbreviated question: "Each FLN Algerian Base at 1+ Pop has 2+ Underground Guerrillas AND 1+ at 0 Pop?". Whenever in doubt about some formulation used on the flowchart, please refer to the corresponding section in the Rules of Play for a normal language version of the flowchart. The flowchart is intended for quick reference only and you will be fluent in using it once you have got to know the Non-Player a little bit. The Rules of Play also contain a helpful section, 8.1.3 Abbreviations and Terminology Used, that contains a list of the most commonly used abbreviations with clarifications on their meaning. For example, "1+" can be found in this list. Soon enough reading these abbreviations will become second nature.

Spelling out the diamond text in full, it asks us to browse the board for spaces that are in Algeria, contain an FLN Base, and have either no Underground Guerrillas at all or have one or more Population and no more than a single Underground Guerrilla there.

So what's the answer to the diamond question? Looking at the board, we note that there are four Algerian spaces with FLN Bases and that each space has a single Underground Guerrilla only. If all of these spaces were zero Population spaces, the answer to the diamond question would be "Yes". However, the FLN Base spaces on the map right now all have the Population value of two which means, the answer to the question is "No". Let us therefore follow the arrow with the word "No" on it.

We arrive at the diamond that asks whether the Government were active already AND will be Second Eligible on the next card. If you look up 8.1.3 for the technical meaning of the capitalized "AND", you

will note that it merely stresses what is logical anyway: both elements joined by the "AND" must get evaluated as true for the question to be answered affirmatively, that is, the Government must have played on this card already, and that play must have been such that they will become Second Eligible on the next card. The Government has not yet acted at all, so the answer to the diamond will be "No" regardless of the Government's status on the next card. Note that, per the normal rules pertaining to Eligibility shifts (2.3), had the Government been active and played Operations in multiple places and/or a Special Activity, they would certainly be Second Eligible on the next card and the answer to the diamond would be "Yes".

We proceed along the "No" arrow to the third diamond and encounter the next question. If you look ahead in the chart, you will see that this question is trying to decide whether it is safe for the Non-Player to conduct a March Operation or whether it ought to stock up its forces by a Rally instead. This diamond has a two-part question as well, this time with an "OR" in between, meaning either one or the other part (or both) of the question must be true for the diamond to be answered as true.

The first part asks whether a Rally would place a Base or Bases? The answer to the question requires some knowledge of what would definitely happen if FLN executed a Rally as detailed in their Rally priorities. If you look ahead to those priorities (8.4.5, the first and second bullet), you will see that, in the present circumstances, the Non-Player FLN would not be replacing two Guerrillas with a Base as they will do so only if they have four Guerrillas in a space—sometimes three suffice if the space has no Government cubes in it, or FLN are doing a Limited Operation (which guarantees they will be First Eligible on the next card again and thus able to conduct another protective Rally if needed). Another relevant consideration here is that, in the interest of not creating juicy multi-Base targets for the Government player to harass (for a potential gain in Commitment if an FLN Base gets removed), the FLN will never Rally such that it places a second FLN Base in a single space. This is a vital stipulation to keep in mind when conducting the Non-Player FLN Rally.

All that is to say, as a quick rule of thumb, the first part of the question at hand tends to be "Yes" only if there are groups of 3 or more FLN Guerrillas kicking about on the map in spaces in which there aren't yet any FLN Bases. That is not the case at the moment.

How about the second part of the question? For this part, we do the following. First check the number of FLN Bases currently anywhere on the map, that is 8, and multiply it by 2, to get a figure of 16. Note that a handy marker is provided to record that number on the Edge Track saving you from having to recalculate the number each time. Then, count the number of Guerrillas sitting at FLN Bases: Tunisia and Morocco have 4 and 5 Guerrillas respectively, and each of the 4 FLN Bases has a single Guerrilla only, for a total of 13. Then, to bring a little controlled variability to the Non-Player's actions, roll a single six-sided die, divide the outcome by 2 (rounding down to the nearest natural or full number), and add it to the number of FLN Guerrillas on the map. The maximum outcome here is 3 (a die roll of "6" divided by 2) which would see the diamond question be answered with a "No" and FLN conduct a March: twice FLN on-map Bases does not exceed the number of Guerrillas at the bases plus the die roll. On other die roll outcomes the Non-Player FLN will conduct a Rally.

Suppose the die roll made is anything but a "6". Then, the answer to the diamond is a "Yes"—twice FLN on-map Bases does exceed the number of Guerrillas at the Bases plus the die roll– and we proceed along the "Yes" arrow to the Rally Operations box.

FLN Rally

Each Operations box has the same structure. At the top, immediately after the Operation name, we've got some gray text that specifies a set of preliminaries, that is, a set of limitations to the conduct of the Operation at hand. The Rally and March boxes also have highly important procedural guidelines to them (see the * and † symbols). We will return to these as they become relevant below. After the preliminaries we've got the sequentially numbered action points and, within them, tie breaker clauses (a, b, c, and so on) that may come to play to narrow down the selections made within the sequential priorities. Interspersed with all this text we have occasional colored text reminders of relevant rules of play.

Let us now look at the Non-Player Rally Operation in detail. The first thing to check is the number of Resources the Non-Player will want to spend on this Rally. Two-thirds (rounded down) of the fifteen Resources in the bank puts the limit at ten Resources. Let's keep that in mind and move on.

The first two FLN Rally action points concern the replacement of Guerrillas by Bases, which we noted earlier will not be happening as there are no large enough groups of Guerrillas on the map.

The third action point, however, involves placing Guerrillas at FLN Bases that the Non-Player judges are under-protected: any Bases in spaces with more than one Population that have less than 2 Underground Guerrillas, and Bases at 0 Population or abroad in Tunisia or Morocco that have no Underground Guerrillas whatsoever, are considered under-protected. Glancing at the map, we note that all the 2-Population spaces in Algeria in which FLN have Bases meet the Rally trigger as they've only got a single Guerrilla each. So let us place a pawn in each of those 4 spaces to mark them as Rally locations.

Next, let's place some Guerrillas—and here some procedural guidelines and limitations come to play, something that are absolutely crucial for competent Non-Player actions, so let's pay close attention to them.

Look at the procedural guidelines associated with the † on the flow-chart. They specify that the bot will never use Rally to have more Guerrillas than the space's Population plus one in each FLN Base space. Thus, in each of the spaces that we marked by a pawn above, we place Guerrillas such that, at the end of the Rally, the maximum number of Guerrillas there is 3—and that is so even though per the Rally rules of play (3.3.1) the FLN might place up to Population plus Bases worth of new Guerrillas, that is, up to 4 new Guerrillas. So we place 2 Guerrillas in each of the 4 target spaces. That gets all 8 Available Guerrillas onto the map and costs 4 Resources.

Let's modify the example a little to illustrate some of the other implications of the limitations and procedural guidelines. Revert back to the Short Scenario starting set-up and then modify it as follows. Have 3 Active Guerrillas at the FLN Base in Orleansville, 2 Active Guerrillas at the FLN Base in Tizi Ouzou, 1 Active Guerrilla at the FLN Base in Bougie, and 1 Active Guerrilla in Tlemcen. Then distribute the remaining 4 Available Guerrillas, 1 each, to Mostaganem, Sidi Aissa, Ain Oussera, and Laghouat as shown in the image on page 10. Flip these 4 Guerrillas Active. Also remove the Algerian Police cubes from Barika and Tebessa. Finally, shift the France Track to box "E".

In these circumstances, the third Rally action point would now see FLN do the following. First of all, with a limited number of Guerrillas Available, we had better check the precise order in which of the Non-Player will be conducting the Rallies. With a single Guerrilla in the Available box, the highest priority to Rally at every Algerian

FLN Base with less than 2 Underground Guerrillas we are likely to be unable satisfy the requirements in all 4 Rally spaces. Here we will use the tie breakers to narrow our selection down as well as to see which space will get the single Available Guerrilla.

The first tie breaker—given on the flowchart as "(a) in Algeria"– does not help us here as all our 4 target spaces are in Algeria. The second tie breaker—"(b) where cubes"– won't help either as all 4 Rally spaces have got Government cubes in them. The same goes for "(c) at 1+ Pop" as there are no 0-Population spaces among the targets.

The fourth tie breaker, however, is significant: we are told to prioritize Rally spaces in which the most Guerrillas are Active. This tie breaker gives us a ranking order. Orleansville with 3 Active Guerrillas becomes the first Rally space, and we proceed to merely flip the 3 Active Guerrillas there Underground without placing any new Guerrillas in order not to exceed the maximum limit of Guerrillas at Bases. Next, Tizi Ouzou with 2 Active Guerrillas beats Bougie as the latter has a single Active Guerrilla in it, while Bougie beats Souk Ahras which has no Active Guerrillas in it at all.

In Tizi Ouzou we place the only Available Guerrilla to reach the 3 Guerrillas at the Base limit: the just placed Guerrilla is Underground, the other 2 Active. This leaves no Available Guerrillas left to be placed in Bougie. No worries, the procedural guideline associated with the * helps: once we have exhausted Available Guerrillas, we may place from the map (1.4.1). However, unlike the FLN player who may place any on-map Guerrillas they wish to, the Non-Player FLN limits itself to making use of Active Guerrillas only—keeping in mind the important rule that neither the player nor Non-Player may place Guerrillas from Tunisia or Morocco to spaces in Algeria (1.4.1).

Bougie thus needs Guerrillas, but none are Available. There are, however, several Active Guerrillas on the map. Which of these are we going to use? The guidelines for placing from the map include some tie breakers for situations like this: we are told to place "(a) per March limitations", a reference to the guideline in the March box to not place either of the last two Guerrillas at an FLN Base making sure that at least one Underground Guerrilla remains at that Base. Note that the fifth bullet of the rule book section 8.1.2 contains a more verbose account of these placement priorities.

The second tie breaker, (b), tells us to pick Guerrillas from spaces in which there are the most, that's Tizi Ouzou. Per (a), Tizi Ouzou may supply a single Active Guerrilla for placing someplace else on the map. So let's take that Guerrilla piece and place it Underground in Bougie.

Bougie still needs a third Guerrilla. Here the tie breaker (b) won't help either, so we default to random selection using either the Random Spaces Map or otherwise randomly choosing between the single Active Guerrillas on the map. Suppose the Guerrilla in Sidi Aissa gets selected. Place that piece Underground in Bougie. Using the same method, we select two more Active Guerrillas to be placed Underground in Souk Ahras, say they come from Ain Oussera and Laghouat.

Let's move onward with the flowchart. Action point four asks to shift the France Track toward box "F". It is at "E", so we mark the Track with a pawn and shift it to "F". There is no action on the fifth action point as there are no non-City Support spaces in which the Non-Player could Rally. The same goes for the sixth Rally action point with no spaces in which Agitation is possible (yet).

The seventh action point has FLN place Guerrillas in up to two highest Population spaces in which it currently may Rally. We are now running out of on-map Active Guerrillas to place, there is just a single such Guerrilla in Tlemcen, so we know we will only be able to Rally in

one more location. There are three candidate spaces with the highest Population, namely, two, as the city of Algiers at Support is out of bounds for an FLN Rally: Philippeville, Medea, and Mostaganem. We will need to look at the tie breakers again to narrow the selection down to a single space. The first tie breaker (a) does it, for of the three candidates, a Rally in Mostaganem will render that Neutral space FLN Controlled. So we mark Mostaganem as a Rally location and place the Guerrilla piece in Tlemcen Underground in Mostaganem.

We are not quite finished yet, however. Per the rules of play, at the end of each Rally, FLN may Agitate in one space that has got FLN Control or an FLN Base and has been marked and paid for as a Rally destination. And Mostaganem has just become such a space! So, let us pay a seventh FLN Resource and shift Mostaganem one step toward Opposition adjusting the FLN Victory marker on the Edge Track accordingly. That concludes the Rally portion of this example and now we check whether a Special Activity will occur.

FLN Special Activity

On the flowchart, we note, there leads a "With" arrow from Rally to the Subvert Special Activity box. The first action point of that box has FLN Subvert where they are able to remove the last cube. Per the rules of play pertaining to Subvert (4.3.2), FLN may remove Algerian cubes only, not the French. Looking at the board we see no spaces in which the last cube of a space could be thus removed.

The second action point asks us to check the board for opportunities to replace an Algerian Police with an FLN Guerrilla. There are such opportunities, but since there are no Guerrillas Available (and in connection with Subvert, the Non-Player does not want to place from the map) we will not be able to replace anyone. The final action point will not occur either as neither the action points one or two led to any action nor was the Government player active on this card yet.

We therefore follow the "If None" arrow from the Subvert to the Extort box. In the present circumstances, it is important to pay attention to the limitations as detailed in the top part of the box. One of them says that FLN will Extort only if they have got four or fewer Resources. That is not the case as FLN have got eight Resources. Therefore, also the Extort Special Activity will not occur.

So let us follow the "If None" arrow back toward Subvert again, except that now we note the "Loop: no SA" bubble. This means, as we are looping between two unexecutable Special Activities, FLN will not accompany the present Rally Operation with a Special Activity at all. Sometimes this is a wise course of (in)action as now FLN has conducted Operations in multiple spaces only and, while this means FLN will be Second Eligible on the next card, at least the Government player is denied the opportunity to play the current Event.

FLN March

For this example we will use the Short Scenario starting set-up modified as follows. Take all 8 Available Guerrillas and place 2 each in the 4 Algerian FLN Base spaces. Then relocate the 2 French Police from Tlemcen to Souk Ahras and Activate all 3 FLN Guerrillas there. FLN remains First Eligible and the Government second. After these changes, the map looks like the illustration at the bottom of the page.

Let's turn to the flowchart. Because of the exposed FLN Base in Souk Ahras, the first diamond question gets answered negatively and we follow the "No" arrow to the next diamond. There the answer is "No" as the Government is yet to play on this card. The Non-Player better Rally or March to protect that Base in Souk Ahras.

In the third diamond we note first that FLN will not be placing a Base. As detailed above, while FLN has got some good sized groups of Guerrillas on the map, the Non-Player will not want to create any two-Base targets on the map for the Government player to pick on, so Rally will not be placing any Bases this time.

Next, to resolve the second part of the diamond, we will need to do some math. There are 8 FLN Bases on the map, the double of which is 16. The number of Guerrillas at FLN Bases, however, is higher still: 21. We do not need to roll the die, FLN will March in any case.

The first March action point seeks to cover under-protected FLN Bases in Algeria by getting an Underground Guerrilla to each Base with no such already. In the current situation, the Base in Souk Ahras is the only eligible target. But which Guerrilla is able to get there such that they preserve their Underground status?

There are plenty of Guerrillas in Morocco, but because of the rule about crossing the border as relates to the Border Track (1.3.4, 1.3.7, 3.3.2), none of these guys will be able to cross the border and preserve their Underground status. Next we note there is a Guerrilla right next door in Tebessa able to step into Souk Ahras and preserve the

Underground status. However, note the limitation printed in the top part of the March box: "Cause no Govt Control at 1+ Pop". Marching the Guerrilla out of Tebessa would cause the Government to assume Control, hence this Guerrilla does not qualify for a March. The situation is identical with the Guerrilla a little further away in Barika.

There is a third possibility, however. The Guerrilla in Setif is able to exercise the FLN ability to March again within the same Wilaya and get into Souk Ahras staying Underground. So let's mark Philippeville and Souk Ahras as the 2 March destinations, pay 2 Resources, and relocate the Guerrilla from Setif to Souk Ahras.

The second March action point has FLN March Guerrillas straight into the lion's mouth, namely, into up to 2 Support spaces—and this will happen, as the note at the bottom of the March box makes clear, even if they get activated in the process. There are 3 Support spaces on the map right now, the 3 cities.

Let's look at the tie breakers to see if one target gets the priority over some other. The first tie breaker, (a), prioritizes Marches that allow the moving Guerrilla to stay Underground. Constantine does have Support but not the requisite number of Government cubes to force incomers flip Active (3.3.2), yet there is also no Underground Guerrilla in the entire Wilaya eligible to March (as the sole candidate Marched already). The tie breaker (b), however, could resolve the tie: due to Philippeville having already been paid as a March destination, one of the Active Guerrillas in Souk Ahras could get to Constantine for the price of one Resource while still using FLN's March-again ability. However, should the Guerrilla March out of Souk Ahras, the space would shift back to Government Control which the Non-Player FLN seeks to avoid. Therefore, there is no marching into Constantine after all!

That leaves the other two cities, Oran and Algiers, as the two targets. We mark them as well as the adjacent spaces as the March destinations under the second action point, for FLN is going to have to use its March-again ability again to get to these targets. Then we move 1 Guerrilla from Orleansville via Medea into Algiers, and another from Tlemcen via Sidi Bel Abbes to Oran. This costs 2 Resources per March, so 4 in total. The Marching Guerrillas get flipped Active.

The third March action point seeks to remove Government Control in a Sector (rather than a City) that has got some level of Population. Sometimes it helps to figure out the March targets by checking who is allowed to March in the first place and then where they are able to get to. Both Bougie and Tizi Ouzou have got a single spare Guerrilla able to March. Otherwise the Guerrillas able to March are abroad as everyone else is stuck either protecting FLN Bases or preventing Government Control. And look, if we mark Bougie as a March destination, move a Guerrilla from Tizi Ouzou to Bougie, and then grab another Guerrilla from Bougie and March these two into Medea, we have achieved our goal. At the same time, the Guerrillas from either Morocco or Tunisia are unable to reach any spaces in which they could remove Government Control. Therefore, the March from Tizi Ouzou and Bougie is our only option.

The fourth and the final March action point attempts to set up a collection of FLN Guerrillas for the future Base placing purposes. As noted above, by now the only Guerrillas free to March are located abroad and both countries are indeed able to provide a group of three Guerrillas each. There are a bunch of eligible target spaces too: Mecheria and Ain Sefra from Morocco, and Negrine and Biskra from Tunisia.

The tie breakers help us to select the one target space. The tie breaker (a) drops out Mecheria with its two cubes. The tie breaker (b) drops out the non-Mountain spaces of Ain Sefra and Biskra leaving Negrine

as the solo eligible target. No further tie breakers are thus needed. Tunisia alone is able to provide the three Guerrillas that we thus move into Negrine. The Border Track Status guarantees that all three Marching Guerrillas are detected and flip Active upon entry. Never mind, the Government might be feeling it is better off spending its Resources elsewhere now that FLN has spread out also into the Cities.

FLN Terror and Event Play

For this example, we again use the Short Scenario starting set-up modified as follows. Take all 8 Available Guerrillas and place 2 each to the 4 Algerian FLN Base spaces. Place the FLN cylinder in the Second Eligible box of the Sequence of Play display and the Government cylinder in the Operations and Special Activity box. Find the Event card #12. *VENTILOS,* this Event is the current card.

This time around the answer to the first diamond question is "Yes" as all FLN Bases are protected by a sufficient number of Guerrillas. We follow the "Yes" arrow that takes us straight to the Terror box.

There are no Terror opportunities on the board right now, but let us take a moment to reflect upon the contents of the Terror box. The first sequential priority is an unusual one in that in certain circumstances it would send us directly through the entire Terror box toward the next diamond. That is to say, if the current Event would remove as much or more Support than the conduct of Terror Operations right now, the Non-Player would prefer playing the Event instead.

The second action point of the Terror box is your regular Terror instruction having FLN remove all Support it can. (Remember in contrast to the hitherto published games in the COIN Series, Terror in *Colonial Twilight* only removes Support and does not create Opposition, 3.3.4.)

The third action point is a little unusual again in that it kicks into action in the last Campaign only—a Campaign being the stretch of cards leading up to the last Propaganda card of the game. In this example, we are not in the last Campaign, so we may skip the priority altogether and follow the "If None" arrow out of the box.

Next we arrive at a diamond that checks if the current Event is "marked for FLN" (as well as that per the Eligibility options, FLN are able to play the Event as well, which they are given how we have set up this example). The Event #12. *VENTILOS* is one of those Events "marked for FLN" as indicated by the moon and the star symbol on the card. There's a small "*" next to the symbol too indicating that there are special instructions for this card. A list of these Events and their instructions is provided on the Player Aid. So let us follow the "Yes" arrow to the Play Event box.

The box does not contain much except the request to see if there are any Special Event Instructions for this Event. There are, and they say: "If able, redistribute Underground Guerrillas to most Support per March limitations, otherwise choose Op(+SA)". The March limitations are the familiar orders not to relocate the last Underground Guerrilla protecting an FLN Base nor the last two Guerrillas of any status at an FLN Base. Otherwise, we are free to relocate as the Event Instructions and the card say.

The Event Instructions tell us to get Underground Guerrillas to as many Support spaces as we can of which there are two coastal, Algiers and Oran. Per the card text, we must roll a die to see how many Guerrillas are allowed to relocate. There are no further instructions for prioritizing the source spaces from which the Guerrilla or Guerrillas come, so we will simply use the Random Spaces Map or otherwise randomly choose the Guerrillas.

DESIGNER'S NOTES

- by Brian Train

Differences between this game and others in the COIN series

Structure: a two-player COIN game

The main and most obvious difference between this game and the others in the COIN series is that it is for two players. One could note the numerous political conflicts the *pieds-noirs* and the French Army had with the government in Paris, and certainly these groups suggested themselves as Factions for a multi-player match, but in the end it was Paris that called the shots. Similarly, the *Front de Liberation Nationale* (FLN) was not the only nationalist organization interested in armed revolt against the French, but historically its main competitor the *Mouvement National Algerien* was sidelined militarily and politically early in the war by both the French and the FLN.

In the end, I believe that the capabilities, numbers and aspirations of these groups were not dissimilar, continuously active or significant enough to constitute workable third and fourth factions. However, many of their actions and ultimate effects have been incorporated in many of the Event cards (*OAS, Coup d'Etat, Third Force, Factionalism*, etc.), or indirectly represented in game mechanics like the France Track.

The Initiative Track is a way to retain the flexible turn order of the 4-player iterations of the COIN system, and some of the gamesmanship involved in choosing what to do in a turn. And, like the other games in the series, you still always have 2 factions executing operations or events in a turn. We did remove the "look one card ahead in the Event Deck" option, as with two players it promoted overly gamey behaviour.

Lines of Communication

There are no Lines of Communication (LoC) or Economic Centres, as there were in other games in the series. The insurgency never did decisively close down any major transportation routes between Algerian cities. Algeria's economy was largely agricultural: its main products were wine, fruit, and grain and most of the produce was shipped directly to France. After the devastation of World War II France was not in an economic position to rebuild or develop Algeria in any helpful way; in fact, about 400,000 Algerian men found employment in metropolitan France, and the wages they sent home to their families propped up a significant part of the Algerian economy. In short, Algeria was an economic basket case kept functioning by France, which was struggling with very large economic deficits itself. Hence, in game terms there are no Economic Centres of great value for either player to exploit or sabotage. The FLN player may still receive significant income (significant to him, because there is no comparison between a Government Resource point and an FLN one) from both his domination of populated spaces (Extort) and by action among the migrant Algerian workers in France (the France Track).

French pieces
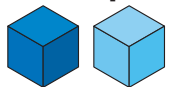
France sent hundreds of thousands of soldiers from metropolitan France to serve in Algeria: nearly half a million of them in 1958-59, the peak period. The great majority of these were conscripts and reservists who were dispersed in small outposts across the countryside in a tactic called *quadrillage* (after the grid-square pattern printed on military maps). These "sector troops" spent most of their time pa-

trolling their immediate areas, waiting for something to happen—when it did, it would be a quick contact more often than not initiated by the enemy, or acting as a blocking force. The great majority of the actual fighting was done by "intervention forces", the highly trained and effective regiments of the Foreign Legion, parachute troops and naval infantry—perhaps 10% or less of the total number of French soldiers.

Therefore in game terms, French pieces are represented by large numbers of Police (soldiers, but lower quality and used for static defence of an area, also small numbers of regular and riot police deployed to the cities), smaller numbers of Troops (the elite intervention units) and a number of Bases (which represent training and logistical facilities and centres of civil administration, like the other games in the series).

Algerian pieces
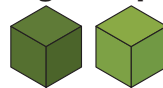
Fearful of desertions and treachery, the French Army deliberately kept its contingent of Algerian forces small—at peak strength (1959) about 175,000 troops, or slightly over one percent of the Algerian population. Despite the attitude of the Army, the number of non-European Algerians in French service exceeded the number of FLN combatants at all times during the war, until its very end when there were massive desertions to avoid reprisals. These troops were divided into five types of units:

- regular *Tirailleur* and *Spahi* regiments (about 60,000 professionals and conscripts);
- *harkis*, auxiliary forces who were often attached to units of sector troops (about 60,000 of these at peak);

- *moghazni*, or static militia organized by SAS officers (about 20,000);

- *commandos de chasse*, small (platoon to company-size) units often composed of volunteers and "turned" insurgent troops, who acted as scouts and trackers and usually worked with the intervention units (about 10,000);

- about another 25,000 in other local self-defence units and mobile security groups.

In most cases the officer cadres were white, either French or *colons* (Europeans born in Algeria, also called *pieds-noirs*). Over time, as units were reorganized or regrouped, the ethnic proportions of the other ranks would vary (Muslim volunteers, Muslim conscripts, *colons*, and French volunteers) in a process called "integration".

In game terms, this translates to a modest number of Algerian Troops and a somewhat larger number of Algerian Police. They can be placed on the map by Train operations, but they are vulnerable to FLN Subvert operations.

Victory Conditions

Unlike the Indochinese and African colonies, Algeria was legally a department of France and contained a large number of French nationals, so losing this territory meant a great deal more to French national prestige than Madagascar or Laos becoming independent. In the game, the Commitment Level is largely a reflection of the political "elbow room" the home government in Paris is willing to extend towards continuing the conflict. It is tempered by many non-military factors but is largely a wish to shed minimal French blood to retain this part of their diminishing empire (though they are not as sensitive to casualties as the Coalition in *A Distant Plain*, or the US in *Fire in the Lake*), while ensuring its administration is as stable and legitimate (or at least accepted) as possible. There is also the wish, in the inevitable post-colonial period, for the newly independent Algeria to be as amenable to French influence as its other African possessions proved to be. Hence the two non-material conditions of victory for the Government.

For the FLN, victory is a more obvious measure of success. The player wants to have a large and functioning "shadow government" against the day that Algeria is given independence (measured by the number of Bases), with a general acceptance of its authority by the majority of the population (a large Total Opposition).

The Resettlement option for the Government player is a tricky one. The short-term incentive is that reducing the total population on the map will save the Government some operational headaches, and

add difficulties to the FLN's operations (inhibiting recruitment and forbidding Extortion). But there is a recurring cost in Resources, as the Government must deal with the political, social and administrative/ security implications of resettling and controlling hundreds of thousands of people (historically, the French resettled over two million people, or about a quarter of the native Muslim population).

Psychological Mechanisms

Players will note that there is only one degree of Support or Opposition in the game, not the two-layer Passive and Active states found in system games other than *A Distant Plain* (2013). On the one hand, the only segment of the Algerian population that was fervently in favour of Algeria remaining part of France was the *pieds-noirs*, a numerical minority; there was also native support for continued French rule, or at least continued guidance by France, but it was dispersed and only moderate. Meanwhile, among the Muslim majority population, most people were for some form of independence from France but the FLN's methods and practices were not universally endorsed; in some cases their Support could be considered an opposition to the FLN-imposed Oppose. Therefore, both sides can expect only moderate response to their respective positions. The Government player has a slightly more uphill struggle in that he is limited to Pacifying in Cities or Sectors with Bases, unless he plays the R*ECALL DE GAULLE* Pivotal Event which allows him to do so in any populated space with Government Control and Police and Troops. Meanwhile the FLN requires only Control or a Base to Agitate in a space.

Similarly, the use of Terror in this game is also slightly different from other games. The FLN player may use it as an Operation to eliminate Support for the Government, but cannot use it to build up Opposition. Meanwhile, the Government, by Neutralizing in a space that is already at Oppose, will place Terror on top of the Opposition, reflecting the hardening of attitudes against the colonial authorities. But both sides have made their jobs more difficult—they must themselves clear away any Terror before building their own effort through Pacification or Agitation.

David Galula on COIN; COIN on David Galula

David Galula (1919-67) was a French infantry officer. After service in World War II, David Galula observed guerrilla warfare in China, Greece, the Philippines, and Indochina. From 1956 to 1958 he served as the commander of an infantry company in the general area of Tizi Ouzou, where he had a chance to apply some of the ideas he had worked out on how to fight insurgents. In 1962 he retired from the Army as a Lieutenant Colonel. His two main works on counterinsurgency, *Counterinsurgency Warfare: Theory and Practice and Pacification in Algeria 1956-58,* were published after he moved to the United States. At that time his work attracted some attention from military and political leaders as the conflict in Vietnam intensified. After the post-9/11 American military interventions in Iraq and Afghanistan encountered protracted insurgencies, Galula's work was again brought to the fore after extensive reference was made to it in the American military Field Manual (FM) 3-24 *Counterinsurgency,* written in 2005-06 (and revised in 2014).
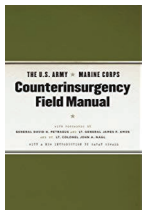
The shorthand modern description of Galula's ideas is "population-centric COIN", which forms the basis for the strategy described in FM 3-24. Galula proposed four "laws" for counterinsurgency (*Counterinsurgency Warfare,* pp 55-58) and we can see how these laws and their implications can be reflected (albeit in a very abstracted, high-level way) in the system used in this game.

1. "The support of the population is as necessary for the counterinsurgent as for the insurgent."

Under "normal" circumstances, a country in a pre-revolutionary war state is assumed to have the support of the population, in that the population obeys the laws, pays its taxes, turns out to vote (if that's part of the setup), etc. This is accomplished through the population's at least tacit acceptance of and compliance with the authority of both the rulers and the enforcement agencies. It is also done through the extension, presence and psychological internalization of State power at the lowest levels: for example indoctrination in the school system and media; reinforcement of "norms" through local political, religious and social organizations; and so forth.

An insurgent movement competes with these mechanisms by out-indoctrinating the government, or moving into a physical or mental space where the government's writ does not run. Both sides are attempting to build, maintain, or rebuild a basically political organization from the ground up, one which can only sustain itself through people.

It is normally not difficult for the counterinsurgent to temporarily clear or suppress overt insurgent activity in an area, but it is far more difficult to maintain presence and security in an area long enough to erase the insurgent's influence on the population and replace it with the government's. Yet this is the prize.

This is why there is a distinction in the COIN system games between Control by one side or the other, which changes quickly and often, and various degrees of Support or Opposition which are harder and take longer to change—either by distinct operations during a Campaign or during a Propaganda Round.

2. "Support is gained through an active minority of the population."

Galula clarified this: "The technique of power consists in relying on the favorable minority in order to rally the neutral majority and to neutralize or eliminate the hostile minority." There is rarely if ever complete involvement by the civilian population on a complex social or political proposition, and certainly not unanimity for or against it by the minorities that are involved. This applies to peacetime politics and life as well as wartime.

This is tacitly recognized in the game's mechanics. Players need to remember that an area's Support or Opposition state reflects the attitudes of only a minority of the inhabitants (though the assumption is the higher the Population Value, the more numerous and influential that minority will be). Similarly, the three states an area can enjoy (Support, Neutral, Oppose) are also a great simplification and abstraction of a much wider spectrum of mixed attitudes.

3. "Support from the population is conditional."

When the counterinsurgent establishes or re-establishes a preponderance of presence and force in an area, the minority of the civilian population that supports the government does not immediately and spontaneously re-emerge. If the counterinsurgent can demonstrate that he can continue military and law enforcement actions to keep the insurgent forces away, suppress the insurgent political and covert organizations, and carry out institutional repairs or political/social reforms to address the needs of the civilian population, support for his cause will grow. This process is reflected in FM 3-24 through the framework "clear – hold – build" (Section 9).

In the game, this is reflected through Sweeps and Garrisons to arrive in an area in sufficient numbers to identify the enemy, Assaults and Neutralizes to remove them, and finally Pacify operations. Of course, in reality this is not a linear, phase by phase sequence, and the methods and timing available to counterinsurgent forces would vary considerably—one more example of how so many things are generalized and abstracted in wargames, to keep them playable and manageable.

4. "Intensity of efforts and vastness of means are essential."

Galula points out that insurgencies are generally long affairs that require proportionately much more effort, resources, and expense on the part of the counterinsurgent. The most efficient way to apply this effort is methodically, area by area, and not diluted over the entire country.
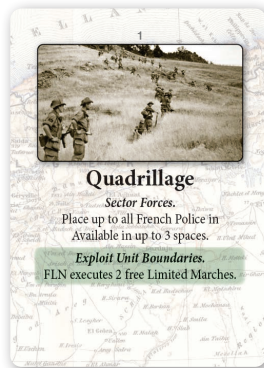
This method honours several of the principles of war: Mass, Objective, Offensive, and Economy of Force. These are also good principles to keep in mind when playing any wargame, not just this one.

Brian Train
September 26, 2016

EVENT TEXT AND BACKGROUND

This section reproduces the full text of each Event card, along with historical background and commentary.

1. Quadrillage

Sector forces: Place up to all French Police in Available in up to 3 spaces.

Exploit unit boundaries: FLN executes 2 free Limited Marches.

Quadrillage
Sector Forces.
Place up to all French Police in Available in up to 3 spaces.
Exploit Unit Boundaries.
FLN executes 2 free Limited Marches.

Background: The great majority of French forces committed to the war were "sector troops" who were deployed in a dispersed pattern suggestive of the grid squares on a military map across the countryside (hence *quadrillage*) to control the population and interfere with FLN operations.

2. Balky Conscripts

Aux armes citoyens! Free Train in up to 2 selectable spaces.

Pas avec moi: Until Propaganda, Government may not Deploy French Police from Available.

FLN MOMENTUM

Background: The war in Algeria was not popular in France, especially among the young draftees sent to fight in it. There were numerous cases of sit-down strikes and near mutinies among units detailed for Algeria, especially in the time of the initial mobilization period of 1955-56, when tens of thousands of reservists who had already served 18 months were kept on for service in Algeria.

3. Leadership Snatch

Gotcha! Activate all Guerrillas in 1 Wilaya.

Widespread rage: Set up to 2 FLN-Controlled spaces to Oppose.

Background: In October 1956, the French captured five major leaders of the FLN, including Ahmed Ben Bella (a founding member who would become Algeria's first President), by diverting their aircraft to Algeria (they had been travelling to Tunisia to meet with President Bourguiba). It was a great intelligence coup, but the local and international reaction was very hostile.

4. Oil & Gas Discoveries

Executor of the Event may add up to +2 Commitment. French cubes equal to twice the Commitment added are removed from the map or Available to Out of Play (Government player's choice exactly which cubes go).

Background: The discovery of substantial oil deposits in the Sahara desert (off the southern edge of the game map) in 1956 encouraged the French government to intensify its efforts to keep Algeria. This was also a factor in its decision to grant independence to Morocco and Tunisia, in order to save effort resisting the independence movements in these colonies. But exploiting these resources required deployment of security forces to protect pipelines and drilling sites.

5. Peace of the Brave

Amnesty: Until Propaganda, in each selected Sweep or Assault space, may also pay an extra 1 Resource to remove 1 Guerrilla (may be Underground, maximum 1 per space, removed to Available).

GOVERNMENT MOMENTUM

Fight like hell: Free Rally in any 2 selectable spaces.

Background: In October 1958, de Gaulle promised amnesty for thousands of existing FLN prisoners, and eventually to commute all death sentences. He also offered the *"paix des braves"* a fresh amnesty offered to FLN members who would desert.

6. Factionalism

Friction: Either remove up to 3 Guerrillas in any 1 Wilaya to Available, or move the France Track up to 2 boxes towards "A".

Lube: Free Rally in any 1 selectable space with a Base.

Background: There was constant dissension among the political leadership of the FLN and the leadership of the movement's military wing, the *Armee de Liberation Nationale* (ALN), on how best to conduct the war against the French. This is a weakness as common to insurgent movements as it is to the governments that oppose them.

7. 5th Bureau

Psychological warfare: Choose 1 Wilaya and roll 1d6; if roll ≤ total Guerrillas there, remove up to (the number rolled) Guerrillas from that Wilaya to Available.

Propaganda flop: Shift any 2 Sectors 1 level each towards Opposition.

Background: The "5th Bureau" was the psychological warfare branch of the French military operation in Algeria. Besides producing the usual forms of printed and audiovisual propaganda, the Bureau also made frequent use of "turned" insurgents to spread false information and rumours, which exploited the Wilaya leaders' fears and mistrust of each other. The Bureau also created several "false flag" and pseudo-guerrilla operations to further confuse the insurgents. However, many of the officers of the 5th Bureau were identified with senior leaders who were opposed to de Gaulle, and when several of them participated in the "Week of the Barricades" in January 1960 de Gaulle disbanded the organization the following month.

The illustration is of Colonel Roger Trinquier, who wrote *Modern Warfare: A French View of Counterinsurgency* (1961) in which he emphasized the role groups of government-created irregular troops could play in resisting and defeating insurgents.
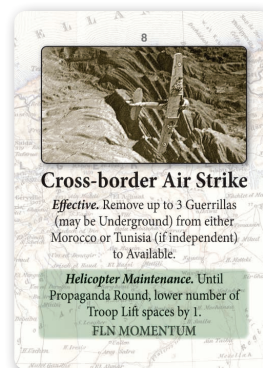
8. Cross-border air strike

Effective: Remove up to 3 Guerrillas (may be Underground) from either Morocco or Tunisia (if independent) to Available.

Cross-border Air Strike
Effective. Remove up to 3 Guerrillas (may be Underground) from either Morocco or Tunisia (if independent) to Available.
Helicopter Maintenance. Until Propaganda Round, lower number of Troop Lift spaces by 1.
FLN MOMENTUM

Helicopter Maintenance: Until Propaganda Round, lower number of Troop Lift spaces by 1.

FLN MOMENTUM

Background: The FLN operated with near-impunity from camps in Morocco and Tunisia. On several occasions the French did strike across the border with air power: the best known incident was near the Tunisian town of Sakiet in February 1958. After several months of border incidents in the area, the French Air Force destroyed most of the town using American-supplied B-26 bombers. At least 68 civilians were killed and this provoked a major international incident.

9. Beni-Oui-Oui

Executor sets up to 2 non-Terrorized Neutral spaces to Support or Opposition.

Background: "Beni-Oui-Oui" was a pejorative term that could be translated as "Tribe of the Yes-men", to characterize those older Algerians, often long-service veterans of France's wars, who felt they had a stake in continuing French rule of the country.

10. Moudjahidine

Braggadocio: Activate all Guerrillas in any 1 Wilaya.

Sign me up: Until Propaganda Round, treat each Rally in a FLN-Controlled space with no Base as if it contained 1 Base.

FLN MOMENTUM

11. Bananes

H-21 helicopters: Until Propaganda Round, raise number of Troop Lift spaces by 2.

GOVERNMENT MOMENTUM

Misguided airstrike incident: –1 Commitment.

Background: The Piasecki H-21 Shawnee, nicknamed "the banana" by the French troops, was one of the first troop-carrying helicopters to be used in large numbers in the Cold War. It could carry 20 troops and had a range of about 265 miles.
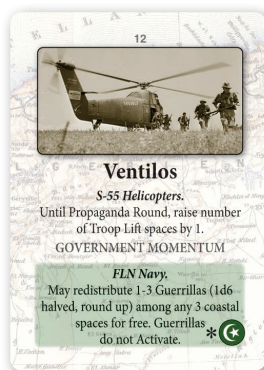
12. Ventilos

S-55 helicopters: Until Propaganda Round, raise number of Troop Lift spaces by 1.

GOVERNMENT MOMENTUM

FLN Navy: May redistribute 1-3 Guerrillas (1d6 halved, round up) among any 3 coastal spaces for free. Guerrillas do not Activate.

Background: The Sikorsky S-55, also known as the H-19 Chickasaw and nicknamed "the fan" by the French troops, was the first helicopter to be used by the French in Algeria. It carried up to 12 troops and had a range of over 400 miles but was replaced in beginning in late 1957 by the more reliable H-21 Shawnee. The French also experimented with arming S-55s with 20mm cannon, rocket launchers, and machine guns, so creating the first helicopter gunships.

The FLN was able to infiltrate small numbers of fighters and weapons along the coast of Algeria, despite the best efforts of the French Navy.

13. SAS

GOVERNMENT CAPABILITY

Hearts and minds: Train may Pacify in up to 2 selectable spaces.

Caution: Assault may target only 1 space per card.

Background: SAS stands for *Sections Administrative Spécialisées* (Special Administrative Sections). Their mission was to extend the reach and influence of the French colonial power in the rural areas of Algeria. The program started in 1955, and expanded rapidly. French officers called *képis bleus* (blue caps) were given special language and administrative training, and were sent to assume control of all aspects of life in selected rural villages. An SAS officer was a source of military and civil authority and decision making, and killing him was a common objective of insurgents operating in his sector. SAS officers also recruited large numbers of *moghazni,* irregular troops armed with shotguns or old rifles, for protecting villages and gathering intelligence. Some SAS officers were much better at their jobs than others but generally the program was a success.

14. Protest in Paris

Executor of Event may move France Track marker up to 2 spaces left or right.

Background: Paris witnessed many demonstrations against the French government and the war, both by expatriate Algerians and by left-wing parties and trade unions. Some turned violent: in October 1961, French police attacked a demonstration of over 30,000 Algerians and as many as 200 were killed. The effect of this card is to either suppress or inflame reaction to the war. It also partly accounts for the "Café Wars", the sustained vicious struggle between the FLN and the *Mouvement Nationale Algerien,* its main organizational rival, as they vied for the support of the hundreds of thousands of Algerian expatriates working in France.
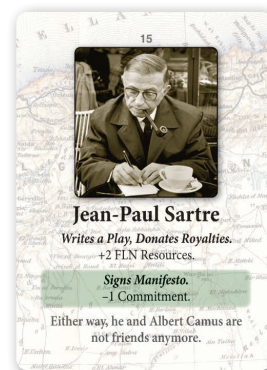
15. Jean-Paul Sartre

Writes a play, donates royalties: +2 FLN Resources.

Signs manifesto: –1 Commitment. *(And either way, he and Albert Camus are not friends anymore.)*

Background: This card reflects the actions of French intellectuals and cultural figures in opposing the war, particularly the use of torture by French forces. The "Manifesto of the 121", a declaration published in September 1960 is an example of this and helped to mobilize public opinion and action against the war. Sartre was very vocal in support of the FLN and was the target of at least one assassination attempt by the OAS. Meanwhile, the writer Albert Camus, born in Algeria, defended the French government's actions and supported the idea of co-existence and peaceful negotiation. He was ostracised by left-wing intellectuals for this.

16. NATO

Force de Frappe releases conventional troops: Move 1d6 French cubes from Out of Play to Available.

Continental war scare: Move 1d6 French cubes from Available or map to Out of Play (Government player's choice which).

Either way, no change in Commitment.

Background: By 1958, almost half of the French Army was deployed to Algeria. This seriously diminished its contribution to the defense of Europe and strained relations with NATO and the United States. The decision that France should develop nuclear weapons and use them in its defense had been taken in the early 1950s, and de Gaulle's decision in 1958 to create the *Force de Frappe* (Striking Force) as a nuclear-armed force independent of NATO command was a further step down this road.

17. Commandos

FLN CAPABILITY

Commandos de Chasse: Each Algerian cube participating in a Garrison or Sweep in Mountain Sector Activates 1 Guerrilla.

Zonal Commandos: Ambush does not Activate the Guerrilla.

Background: The Commandos de Chasse were very effective. Composed mostly of former FLN insurgents, they operated in platoon to company-sized units and would go on long range patrols in FLN controlled territory in order to determine the location of FLN units. When they located an FLN unit they would follow it and, once it was in a vulnerable location, guide air strikes or airmobile intervention forces onto it to destroy or disrupt it. For its part, the FLN would group its best trained and best equipped fighters as "zonal" commandos, who would have the job of executing complex ambushes or raids.

A set of markers has been provided for you to place in the 19 Mountain spaces as a reminder of the "Commandos de Chasse" Capability's effects.

18. Torture

DUAL CAPABILITY

–1 Commitment for each Neutralize executed. In each selected Neutralize space, may remove 1 additional piece, which may be Underground. (Guerrillas before Bases rule still applies, removed Guerrilla goes to Available or Casualties depending on sequence).

Background: The card illustration is of a "gegene", a hand-cranked electrical generator normally used to power radios or field telephone systems. Interrogators would attach the electrodes to different body parts of FLN prisoners to extract confessions; many other methods of physical coercion were used, involving water, suspension, physical beatings, rape and sleep deprivation. During and after the war, military men and analysts never agreed as to whether torture was most effective as a way to gain information, or as a means to demonstrate resolve and demoralize the insurgent enemy, or whether it accomplished anything at all besides moral decay and atrocities additional to those the FLN habitually committed (the effects of which have been worked into the game through the Terror operation). Sixty years later, even as French society reluctantly comes to terms with the Algerian War, the debate continues.

This card is presented as a dual Capability that has good and bad effects for both players every time it is used: the short-term military benefit to the Government player has a long-term political cost.
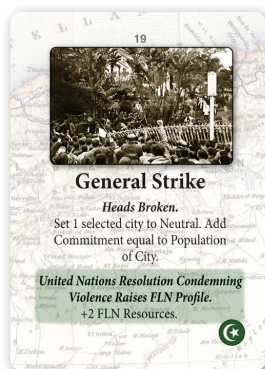
19. General Strike

Heads broken: Set 1 selected City to Neutral. Add Commitment = Population of City.

United Nations resolution condemning violence raises FLN profile: +2 FLN Resources.

Background: This card can represent a general strike by either side. In February 1956 angry pieds-noirs welcomed the then Prime Minister, Guy Mollet, with a strike and mob violence, which led him to change his stance on the war and become committed to France's "civilizing mission" in Algeria. This resulted in the government gaining special powers to suppress the FLN,

and both a recall of conscripts and an extension of their military service. Meanwhile, the climax of the "Battle of Algiers" in 1957 was a general strike by the Muslim population of the city, meant to demonstrate the influence and authority of the FLN but which crumbled under the heavy-handed response.

20. Sauve qui peut

Defections and desertions: Executor of Event may remove up to 3 Guerrillas or Algerian Police to Available, paying 1 Resource each.

Background: In hopes of making the enemy troops surrender, desert or simply sit on their hands, both sides exercised considerable psychological pressure, from propaganda and bribes to threats, blackmail, mutilations, and massacres.

21. United Nations Resolution

Mind your own business! +1 Commitment.

Binding: –1 Commitment.

Background: The United Nations frequently discussed the Algerian question from the time of the beginning of the revolt in 1954. On December 20, 1960, the United Nations formally recognized Algeria's right to self-determination. This strengthened international condemnation of France's actions, even though they were about to enter peace negotiations with the FLN.
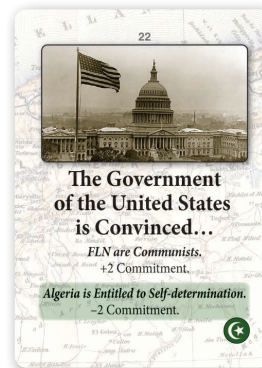
22. The Government of the United States of America is Convinced…

FLN are Communists: +2 Commitment.

Algeria is entitled to self-determination: –2 Commitment.

Background: Diplomatic relations between the United States and France were mostly cordial during the war, though there were episodes of tension. The United States at the time regarded Arab and African nationalism as an inevitable byproduct of and reaction to the long British and French colonial dominations. This attitude tested the long friendship between the two countries as the United States tried to take the middle ground. This position was further complicated by fears that the FLN was infiltrated by Communists, and that American military aid supplied to France for NATO purposes was promptly used in Algeria. (In fact, while it may have been pleased to receive recognition and aid from Communist countries, the FLN was philosophically strongly anti-Communist.)

23. Diplomatic Leanings

Pressure on protectorates: Remove up to 1 Base in each of Morocco and Tunisia (if independent). No increase in Commitment.

Arab Bloc solidarity: +6 FLN Resources.

Background: Even though Morocco and Tunisia had been given independence, France still exerted considerable influence over the new governments and retained military bases in both countries for some time.

24. Economic Development

*Constantine Plan:* Set up to 2 Government-Controlled spaces to Support.

Military funds diverted to social enterprises: –6 Government Resources.

Background: The Constantine Plan announced by Charles de Gaulle in October 1958 was an ambitious scheme to improve the standard of living for Algeria's Muslim population. Distribution of land, construction of housing and schools, raising salaries and other initiatives were intended to address their grievances and build support for continued French rule.

25. Purge

Disloyal commanders: 1-3 enemy pieces (1d6 halved, round up; executor's choice, but not Bases) moved from map to Available; and –1d6 Enemy Resources.

Background: Senior commanders and unit leaders on both sides were often transferred or dismissed if they were seen to be unsupportive of the political leadership's policies and decisions. This normally had a disruptive effect on operations.
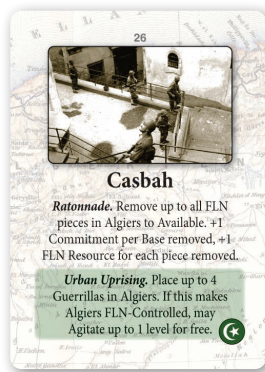
26. Casbah

Ratonnade: Remove up to all FLN pieces in Algiers to Available. +1 Commitment per Base removed, +1 FLN Resource for each piece removed.

Urban uprising: Place up to 4 Guerrillas in Algiers. If this makes Algiers FLN-Controlled, may Agitate up to 1 level for free.

Background: The Casbah was the main Arab quarter in Algiers. Over 80,000 people lived in a 40-acre maze of buildings and narrow alleys, a natural insurgent sanctuary in the middle of the city. *"Ratonnade"* means "rat hunt", from French racist slang for North Africans. The "Battle of Algiers" fought during 1957 by elements of the 10th Parachute Division under General Jacques Massu comprehensively dismantled the FLN infrastructure in the Casbah; however, in December 1960 a near-spontaneous uprising restored disorder to the city.

27. Covert Movement

Dead Zones: FLN Guerrillas may not March again if in same Wilaya.

Cross-Wilaya coordination: In Redeploy Phase, Guerrillas may move from any spaces to any spaces with friendly Bases. All spaces must be in Algeria.

FLN CAPABILITY

Background: FLN guerrillas generally had freedom of movement, especially in populated areas—however, when there was no developed network of safe houses, trails and hideouts in an area, they were not able to make long distance moves easily. Poor communication and mistrust among Wilaya commanders was also a factor.

28. Atrocities and Reprisals

Executor of Event may place up to 2 Terror markers, placed after paying 1 Resource per marker, in any spaces in Algeria (even if Terror already present). Set these spaces to Neutral. –1 Commitment for each Terror marker placed (no matter who executed the Event).

Background: Both sides were responsible for savage and grotesque atrocities during the war, and one violent incident would often spark a cycle of vicious action and reaction. While there were FLN-sponsored terrorist incidents in France, it was the ordinary people of Algeria (white, Arab and native) who paid disproportionately with their lives and limbs. As with most wars of the 20th century, the great majority of casualties in the war were civilian.

29. The Call Up

Bonjour M. Bidasse: Move any number of French Police from Out of Play to Available; subtract Commitment = 1/3 of total moved (round down).

Effective Threats: Until Propaganda Round, Train places no more than 2 cubes per space.

FLN MOMENTUM

Background: *"Bidasse"* is French military slang for a conscript recruit or "draftie". A more polite term is *"les appeles"* or "those who have been called". Over 1.25 million Frenchmen served two-year terms in Algeria, most of them as sector troops.

Tip: This card can precede or follow the "Mobilization" Pivotal Event (#64) to make forces available for use in Algeria.

30. Change in Tactics

Remove any 1 Capability marker that is in effect. That Capability no longer applies.

Background: Measures and countermeasures are an enduring aspect of insurgency, and so not all tactical or technical innovations maintain their battlefield impact for long.

31. Intimidation

Empty Threat: Until Propaganda Round, Terror places marker but does not set space to Neutral.

GOVERNMENT MOMENTUM

Persuasive donation drive: Add FLN Resources equal to the number indicated by marker in France Track.

Background: The FLN was not shy about leaning on Algerian civilians, either in country or working in France, to support the movement materially or to refrain from doing anything that would help the French.

32. Taleb the Bomb-maker

FLN CAPABILITY

Amateurs: Terror in City requires Activation of 2 Underground Guerrillas.

Effective: Terror in City costs 0 Resources.

Background: Abderrahmane Taleb (pictured) was a chemistry student who became an explosives expert for the FLN, and built many bombs for the insurgents during the Battle of Algiers. He was captured in June 1957 and executed in April 1958.

A set of markers has been provided for you to place in the 3 City spaces as a reminder of the Capability's effects.

33. Overkill

FLN CAPABILITY

Let God sort 'em out: Neutralize removes up to 4 pieces (still maximum 2 spaces).

Revenge! After Assault, FLN may place 1 Guerrilla in any 1 of the Assault spaces from Available.

Background: The French military forces enjoyed absolute superiority in firepower and were willing to use it, even though one clumsy application could undo months or years of good local relations.

34. Elections

Integrationist mandate: +1 Commitment or set 1 non-Terrorized Neutral space to Support.

Voter Suppression: Set 1 Sector to Neutral.

Background: From 1947 to 1956 the Algerian Assembly was established to serve as an elected governing body. Half of the members were elected by the 9 million Muslims in Algeria, and the other half were elected from among the 1.1 million non-Muslims. Because of this imbalance, and the way in which local elections were rigged to select members, Governor-General Lacoste dissolved the Assembly in 1956; it would be replaced later by a system of territorial assemblies.

In 1958, for the first time, Muslims, including Muslim women, were included on the electoral rolls so they could also vote in the referendum on a new constitution for France in September, and then again in legislative elections in November. The FLN violently discouraged Muslim participation in the referendum and the elections since it diminished its role as spokesman for Algerian nationalism, and recognized it as a play for the sympathies of Muslims who were tired of the violence. As it turned out, de Gaulle got significant mandates in both France and Algeria for the new constitution and many "integrationist" candidates were elected.

35. Napalm

GOVERNMENT CAPABILITY

Effective: Remove 1 Guerrilla per Assaulting cube in Mountain spaces.

Scorch the Countryside: Each Assault space costs 3 Resources.

Background: The French forces had complete air superiority during the war, and became very skilled in coordinating air-ground operations. Napalm proved very effective as an area weapon against insurgents hiding in caves and tunnels.

A set of markers has been provided for you to place in the 19 Mountain spaces as a reminder of the "Effective Napalm" Capability's effects.

36. Assassination

Crippling leadership loss: Remove 1 Guerrilla from any space to Casualties, –1d6 FLN Resources.

Martyr: Add 1 Guerrilla in any space, from Available or Out of Play, and add +1d6 FLN Resources.

Background: The illustration is of Zoulika Echaib, one of the few female FLN guerrilla leaders, shortly after her capture in Wilaya IV. She was executed in October 1957.

37. Integration

Expansion: Free Train in up to 2 selectable spaces.

Same old prejudices: FLN may conduct free Subvert (Underground Guerrilla not required).

Background: After 1956 the French Army started to integrate Muslim troops, both conscripts and volunteers, into the colonial units that had been manned mostly by pieds-noirs. This helped the problem of keeping these units up to strength, but racial and religious tensions and the obvious leadership challenges did not greatly improve unit quality.

38. Economic Crisis in France

Expatriate donations down: –1d6 FLN Resources

*Tight Military Budget:* –1d6 Government Resources, –1 Commitment.

Background: The price of both keeping the Algerian economy afloat and fighting the war there was extremely high, even as France was still trying to rebuild from the damage inflicted during WW II.

39. Retreat into Djebel

Harsh terrain: Select 2 Mountain spaces with no FLN Base, remove all Guerrillas there to Available.

Caves: Flip all Guerrillas in Mountain spaces Underground.

Background: Aside from the coastal plains, Algeria is a rough, dry and inhospitable country. The insurgents could always withdraw to safety in the inland mountain ranges but could not stay there for long.
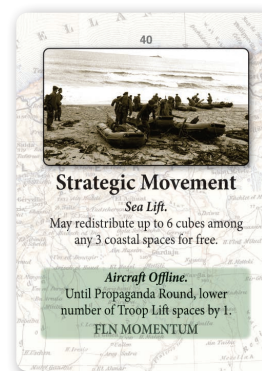
40. Strategic Movement

Sea Lift: May redistribute up to 6 cubes among any 3 coastal spaces for free.

Aircraft Offline: Until Propaganda Round, lower number of Troop Lift spaces by 1.

FLN MOMENTUM

France deployed naval forces to the Mediterranean to interdict insurgent movement of men and supplies along the coastline. This also allowed them to shift forces at will.

41. Egypt

Get Out of Cairo: –3 FLN Resources.

Arab Summit: +1d6 FLN Resources.

Background: In late 1958 the FLN moved its headquarters from Cairo and established a "Provisional Government of Algeria" in Tunis as a government-in-exile. It was swiftly given diplomatic recognition as the legitimate government of Algeria by Morocco, Tunisia and other Arab and African states, as well as the Soviet Union and its satellite countries.

42. Czech Arms Deal

Intercepted: Subtract FLN Resources = twice the current Border Zone Status (subtract 2 if Morocco and Tunisia not yet independent)

Arrived safely: +6 FLN Resources.

Background: During 1954-55 the Soviet Union and Egypt negotiated the purchase of a large amount of Soviet weapons. President Nasser's motivation was to court both the US and USSR to get more aid, while Premier Khrushchev wanted to gain influence in the

Middle East. The deal raised Arab-Israeli tensions and contributed to the Suez Crisis the following year. Meanwhile, for the insurgents in Algeria, obtaining arms and ammunition was a constant problem and the FLN received large amounts of now-surplus weapons (mostly WW II vintage small arms) from Egypt.

43. Refugees

Flee to the cities: Place a "+1 Pop" marker in any 2 Cities. Each such City now has 1 more Population.

Flee the country: The stacking limit for Bases in Morocco and Tunisia (if independent) is increased to 3 (place 1 "Base" marker anywhere in each Country to show this).

Background: Over 2 million Algerians were displaced from their villages during the war. As often happens in irregular wars, many moved to the cities and large numbers also left the country entirely. Once established in camps in Morocco and Tunisia, they became a source of recruits and support for the FLN as well as a burden on and threat to the stability of the governments of these two countries.

44. Paranoia

Rampant mistrust: Until Propaganda Round, FLN may not March into a Sector in a different Wilaya (may still cross International Borders).

GOVERNMENT MOMENTUM

Trust No One: Flip all Guerrillas Underground.

Background: Even without the activities of the 5th Bureau and other "false flag" operations, the leaders of the different Wilayas found it difficult to communicate and plan well with each other, leading to a chronic lack of trust.

45. Challe Plan

Single HQ control: Until Propaganda Round, Police cubes are counted as Troops in all Assaults, not just City spaces. Police do not move in Sweep.

GOVERNMENT MOMENTUM

Worse Coordination: Until Propaganda Round, Troops and Police may not combine in Sweep or Assault (count one or the other, not both).

FLN MOMENTUM

Background: General Maurice Challe commanded the French Air Force in Algeria from 1955 to 1960. In 1959 he implemented the Challe Plan, which emphasized mobility, close cooperation and communication between the sector troops and the intervention units, and which was designed to keep the insurgent units moving and separated from their bases and sanctuaries. He was later involved in the 1961 putsch attempt (see card #66).

46. Moghazni

Rural self-defense: Until Propaganda Round, Government may Train in any Sector that is at Support and is Government-Controlled; however, may place only Algerian Police.

GOVERNMENT MOMENTUM

Force K: Replace up to all Algerian Police in any 1 Sector with an equal number of Guerrillas.

Background: SAS officers (see card #13) would often raise small units of militia (25-50 men) in the villages in their areas of responsibility, as bodyguards or local protection forces.

Force K was an example of a pseudo-guerrilla operation: the French intelligence service had created, equipped and trained a number of small units who would operate disguised as insurgents. In the case of Force K, the unit was entirely infiltrated with actual FLN troops, who played their role (occasionally presenting dead bodies of dissident nationalists as insurgents they had killed) but deserted with all their arms and equipment when the local FLN leader suspected the jig was up.

47. Third Force

Rally dissident insurgents: Replace up to 3 Guerrillas in 1 Sector with an equal number of Algerian Police.

Private army mistreats civilians: Set any 1 Sector with Algerian Police in it to Opposition.

Background: In 1957 Mohammed Bellounis, a former commander in the MNA, the FLN's main rival insurgent movement, rallied to the French with the several hundred guerrillas under his command. This private army, called the *Armee Nationale Populaire Algerienne*, operated in Wilaya VI but treated the local population harshly in its efforts to find FLN guerrillas. It reached a strength of up to 3,500 but melted away quickly after Bellounis became uncontrollable and was killed by the French in 1958.

48. Ultras

Freelancers: Remove up to 1 Guerrilla in each City space to Available.

Army suppresses pied-noir hotheads: Remove 1-3 (1d6 halved, round up, Executor's choice) Algerian cubes to Available.

Background: Fearful of being abandoned by France and aware of their likely fate, the pied-noir community harboured a number of militant groups who were responsible for many acts of violence either to provoke or take revenge on the Muslim community. Later, members of these groups would join the OAS (see card #63) and resist the French government itself.
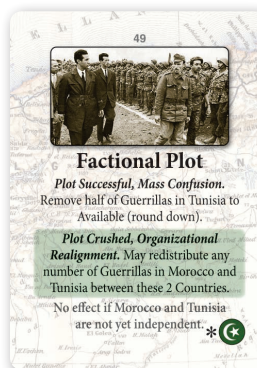
49. Factional Plot

Plot successful, mass confusion: Remove half of Guerrillas in Tunisia to Available (round down).

Plot crushed, organizational realignment: May redistribute any number of Guerrillas in Morocco and Tunisia between these two Countries.

No effect if Morocco and Tunisia are not yet independent.

Background: Tunisia sheltered most of the "exterior army" of FLN guerrillas. Because of the effectiveness of the Morice Line in preventing infiltration in large numbers, and the ongoing peace talks that would end the war, thousands of FLN guerrillas and their leaders had time to sit and plot against their political leadership. Colonel Houari Boumedienne (pictured on the right), crushed a plot against the government-in-exile in 1959 and was rewarded for his efforts. He later held ultimate power when he deposed Ben Bella in a bloodless coup in 1965, and ruled Algeria until he died in 1978.

50. Bleuite

Self-purge: Activate all Guerrillas in 1 space in Algeria, roll 1d6, remove 2 Guerrillas to Casualties if roll ≤ number of Guerrillas.

Blowback: Remove a total of 2 Algerian Police from any spaces to Available.

Background: "Bleuite" (blueness) referred to the 5th Bureau's practice of using "turned" insurgents, or false information implying that some insurgents were double agents (see card #7). A large part of the FLN infrastructure in Wilaya III was taken apart by the insurgents themselves in 1958-59 when the commander Amirouche (pictured on the right) was convinced, based on faked correspondence planted by the French, that there were traitors in his organization. He purged his own command network and, on the strength of false confessions extracted through torture, executed thousands of his own guerrillas.

51. Stripey Hole

Mass arbitrary imprisonment: Activate all Guerrillas in any Sector, set to Oppose.

Prison break: Place 2 Guerrillas in any 1 Sector, from Available or Out Of Play.

Background: As was typical of counterinsurgency methods of the time, the French would often simply arrest all males of a certain age in a given area, interrogate them, and keep them in prison for an arbitrary period. The thinking behind this is that some insurgents would be discovered, and the innocents would be frightened out of joining the insurgency.

52. Cabinet Shuffle

Ministers change chairs: Executor of Event shifts France Track marker 1 box left or right.

Background: Until the events of May 1958 brought Charles de Gaulle back into power, the government of the Fourth Republic of France was unstable. Presidents and ministers came and went in a matter of weeks or months.

53. Population Control

ID cards and housing registers: Until Propaganda Round, FLN Marching into City Activates if more than 2 Government cubes present.

GOVERNMENT MOMENTUM

Collective punishment: Set any 1 City to Neutral.

Background: Another practice of Colonel Roger Trinquier (see card #7) during the Battle of Algiers in 1957 was strict control of the movements of the civilian population. He reasoned that an accurate census, identity cards, and extensive information on where people live and work would be effective in countering infiltration by insurgents. He also instituted a system of "responsibles", where a given person in a block or building had to answer for its inhabitants. These measures were widely resented by the Muslim population and "responsibles" were often targeted for assassination by insurgents.

54. Operation 744

Beat the bushes: Executor of Event moves up to 4 French Troops from any spaces to 1 Mountain Sector. Remove up to 2 FLN pieces (may be Underground, but Guerrillas before Bases) to Available if any are there.

Background: Operation 744, executed in March 1956 in Wilaya III, was one of the first airmobile operations of the Algerian War. Conceived and executed by Colonel Marcel Bigeard (pictured on the card), then commanding the 3rd Colonial Parachute Regiment, the operation was a success. But it also often happened that French troops would wander the hills for weeks at a time, finding nothing.

Tip: note that if the FLN executes this Event, French troops can be sent far away to do just that.

55. Development

Infrastructure: Place up to 2 Government Bases anywhere in Algeria from Available or Out of Play.

Siphoned: FLN +3 Resources.

Background: The French made sporadic efforts to address the economic and social situation of the Muslim population, but spent far more money and effort on the military aspects of the conflict.

56. Hardened Attitudes

Plague on both your houses: Until Propaganda Round:

Government may not Train in a Sector without Support. FLN may not Extort in a Sector without a Base.
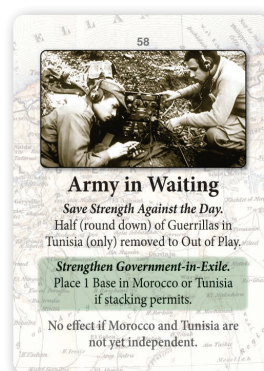
DUAL MOMENTUM

Background: As in most insurgencies, the majority of the Muslim population was caught in the middle and could not be convinced to overwhelmingly support one side or the other. Note that this Momentum card has effects on both players.

57. Peace Talks

Play nice, now: Until Propaganda Round: Government may not Assault. FLN may not Attack.

DUAL MOMENTUM

Background: The illustration is of the FLN delegation to the negotiations at Evian, France that began in May 1961. Almost a year later, in March 1962, the two sides declared a ceasefire that formally ended the war. Note that this Momentum card has effects on both players.

Army in Waiting

Save Strength Against the Day. Half (round down) of Guerrillas in Tunisia (only) removed to Out of Play.

Strengthen Government-in-Exile. Place 1 Base in Morocco or Tunisia if stacking permits.

No effect if Morocco and Tunisia are not yet independent.

58. Army in Waiting

Save strength against the day: Half (round down) of Guerrillas in Tunisia (only) removed to Out of Play.

Strengthen government-in-exile: Place 1 Base in Morocco or Tunisia if stacking permits.

Background: No effect if Morocco and Tunisia are not yet independent.

After the peace negotiations began in 1961, the FLN had little interest in expending its armed strength against the Morice Line, when it would be needed to assert the control of the new government over Algeria.

59. Bandung Conference

Waste of time: –1d6 FLN Resources.

Pledges of support: +1d6 FLN Resources.

Background: The April 1955 international conference of Afro-Asian nations at Bandung, Indonesia condemned both Soviet and Western colonialism, and contributed to the creation of the Non-Aligned Movement. A delegation of the FLN attended as a "guest" and obtained pledges of financial and material support from several countries.

60. Soummam Conference

Inter-Wilaya wrangling: Replace up to 2 FLN Bases in any spaces in Algeria with 1 Guerrilla each. No change in Commitment.

Productive meeting: Place up to 2 FLN Bases in any spaces in Algeria for free.

This conference of FLN political and military leaders took place in Wilaya III in August 1956. It was an important event in the development of the insurgency in that it worked out general agreement on military structure, tactics, and political issues.

61. Morocco and Tunisia Independent

FLN Pivotal Event—may play if *Mobilization* has been played.

Morocco and Tunisia are now playable spaces. FLN may now enter them, Rally and Extort there, etc.. See 1.3.4, 5.1.8. Set Border Zone Status marker to "0". From now on, Police in Border Sectors count as Troops in Assaults (3.2.4).

Background: Legally Morocco and Tunisia were French protectorates, not colonies, but they were part of the empire nonetheless. In March 1956 both countries became independent and the French garrisons left, as they were needed in Algeria and in Europe. Throughout the rest of the war the FLN would treat these countries as sanctuaries, operating training and supply bases from their territory.
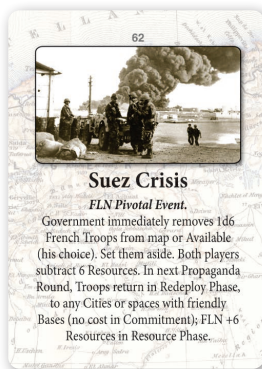
62. Suez Crisis

FLN Pivotal Event

The Government player removes 1d6 French Troops from map or Available (his choice). Set them aside. Both players subtract 6 Resources. The Troops return in the Redeploy Phase of the next Propaganda Round, to any Cities or spaces with friendly Bases (no cost in Commitment). The FLN player (only) will receive 6 Resources in the Resource Phase of the next Propaganda Round. See 5.1.9.

Background: President Gamel Abdel Nasser's government gave political and logistical support to the FLN in its early stages, which was a factor in France's decision to join Great Britain in "Operation MUSKETEER", the air and naval landings in the Suez Canal Zone undertaken in October-December 1956. The temporary cost in Resources to the FLN player reflects the interruption of arms and supplies coming to him from Egypt, but he will get them back after the invasion crisis has passed. For his part, the Government player left his Resources sitting on the beach at Port Said.

63. OAS

FLN Pivotal Event and DUAL CAPABILITY

May play if *Recall de Gaulle* is in play. Cancelled if *Recall de Gaulle* is cancelled. See 5.1.7, 5.3.1.

Either player may use this Capability any time in place of any Special Activity. Place 1 Terror marker in any non-Terrorized Populated space in Algeria (set space to Neutral); - Commitment = Population Value of space; - FLN Resources = twice the Population Value of space.

Background: The *Organization de l' Armee Secrete* (OAS) was formed at the end of 1960 by right-wing military officers and members of "ultra" pied-noir groups. For the final two years of the war the OAS was continuously active in both Algeria and France. They carried out selective assassinations and bombings to either silence people and organizations seeking progress in the peace negotiations, and/or to provoke violent reactions from the FLN to derail these same negotiations. Their actions in France, including several attempts to kill de Gaulle, brought them into conflict with the French security agencies and further alienated the French civilian population.

The cost in Commitment and FLN Resources reflects the effects of one organization provoking the other, and the reflexive retaliation that ensues. Note rule 1.8: If a player does not have sufficient Resources or Commitment to pay for a given action or choice, they may not perform it. However, if required to lose Resources or Commitment beyond 0 (zero) because of the other player's actions, they may not have a "deficit" inflicted on them—the index is lowered to 0 and the excess is ignored.

64. Mobilization

Government Pivotal Event

May play if Oppose + Bases ≥ 15.

Move any number of pieces from Out of Play to Available, up to the one-half the current Commitment level (round up), at no cost in Commitment. Government may now Resettle Pop 1 Sectors (4.2.1).

Background: France was unable and unwilling to commit large numbers of troops to Algeria at the beginning of the violence in late 1954, as they were still trying to extricate themselves from Indochina. Also, the FLN revolt was treated at first as criminal activity to be dealt with by the police. But by the fall of 1955 the growing influence of the FLN, and the frequency and violence of insurgent operations, led the French government to mobilize new drafts of reservists for service in Algeria. In the end, over 1.25 million conscripts from metropolitan France served two-year terms in Algeria, most of them as "sector troops".
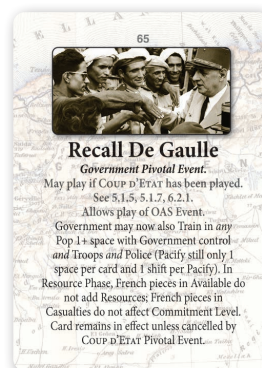
65. Recall De Gaulle

Government Pivotal Event. May play if *Coup d'Etat* has been played. See 5.1.5, 5.1.7., 6.2.1. Allows play of OAS Pivotal Event. Government may now also Train in any Pop 1+ space with Government control and Troops and Police (Pacify still only 1 space per card and 1 shift per Pacify). Each Resource Phase: Gov't Resources increased by Commitment and total Support; French Casualties do not affect Commitment. This card remains in effect for the rest of the game unless cancelled by *Coup d'Etat* Pivotal Event.

Background: To conclude a complex chain of events in the spring of 1958, including a revolt in Algiers by *pieds-noirs,* a conspiracy of senior generals, a threatened coup d'etat in Paris and the collapse of the Fourth Republic, Charles de Gaulle re-emerged from retirement and became Prime Minister of France in June 1958. De Gaulle was interested in pursuing some form of compromise end-state for Algeria between colony and total independence that would respect the wishes of the Muslim majority and protect both the *pieds-noirs,*

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many of whose families had lived in Algeria for over a century, and French commercial and strategic interests. This made him enemies.

66. Coup d'etat

Government Pivotal Event. May play once per Campaign; retain this card. See 5.1.5.

Each player rolls 1d6.

If Government rolls higher: RECALL DE GAULLE and/or OAS Events cancelled if in play; add Commitment = lower of the 2 die rolls; add Resources = sum of the 2 rolls.

If FLN rolls higher: choice of: remove Troops = lower of the 2 die rolls from map or Available to Out of Play (FLN may choose, no change in Commitment); OR subtract Commitment = lower of the 2 die rolls.

If tied, no change (but card has been played).

Background: There were three major instances during the Algerian War where the French Army intervened in politics. As frustration grew in 1957-58, elements in the Army leadership and pied-noir community decided that Charles de Gaulle would be the man to prosecute the war as vigorously as they wanted. "Operation Resurrection", a military revolt in May 1958 featuring an airborne landing and intervention by armored units in Paris, got as far as the bloodless seizure of Corsica by several French paratroop regiments before the government collapsed and de Gaulle assumed power. As de Gaulle attempted to engage the FLN in peace negotiations throughout 1960, the pieds-noirs and the elite troops of the intervention forces, particularly the paratroop regiments, felt betrayed by the man they had placed in power to help them win the war. In January 1960 the "Week of the Barricades" began as a *pied-noir* revolt in Algiers; the revolt was supposed to spread to the military and Paris itself but de Gaulle defused the situation through his personal influence. By the end of 1960 some leaders of the revolt formed the OAS, which would in the following years make multiple attempts to assassinate de Gaulle. In April 1961 the "General's Putsch" seized power in Algiers, and it was feared that there would be a military-wide revolt. Again, de Gaulle saved the situation by appearing on radio and television to appeal to the French nation; the steam went out of the rebellion and several elite units were disbanded.

67 – 71 Propaganda!

(The card images are of contemporary propaganda posters.)
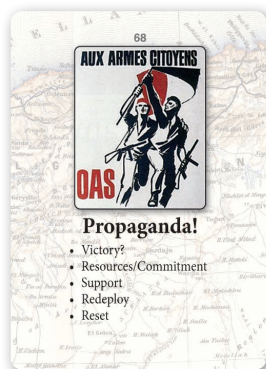
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