ALGERIA

v. 1.2, March 30, 2000

Index

Paintings:

NOTE: For the procedure to follow during fights, see Table 2, *Fight Results,* in the explanatory note.

These rules were translated from English (2009) based on a draft by Neal Durando, edited by Michel Boucher and proofread by Arnaud Bouis. They are based on the rules and materials published by Fiery Dragon with some improvements: an index that reflects the document, a listing and numbering of tables as well as constant reference in the text to tables by their number and name. These rules are designed to be used without having to reproduce the material (card and pawns) in French.

1. L'INTRODUCTION

Algeria is a game that simulates the Algerian war of independence, a war which opposed the FLN (National Liberation Front) to the French government from 1954 to 1962. The objective of the FLN is to reduce the influence of the government until its political cadres force the 10th department of France to become an independent country.

2. MATERIALS AND CONCEPTS

The game is made up of 288 pieces, an A3 map of Algeria demarcated into zones, a rule booklet, and several tables. It is necessary to obtain two six-sided dice. The term ? **d6** refers to a six-sided dice roll where "? » equals the number of dice to be drawn. There are also modifiers that are added to or removed from the final sum of the shot to produce a number (e.g.: a die with a +1 modifier that rolls a 3 becomes a 4 for the purposes of the game). **All modifiers are cumulative.**

2.1 Pawns

Most of the 288 counters represent formations of different echelons, military as well as paramilitary. It is recommended to add a colored dot on the back of the pawns to better distinguish them when they are face down (neutralized). Units are differentiated between static formations **(FLN** Front and Algerian paramilitaries) and mobile (represented with a NATO symbol--FLN executives or companies as well as all French units, elite and regular and mobile Algerian units). See Table 1, *Unit Identification (/ legend)* for more information.

The number of pawns represents the limit of units needed to play *Algeria.*

2.2 The map

The map is an abstract representation of Algeria, divided into several regions. Most regions are numbered according to the system of *wilayas* used by the FLN.
Thus, region 5-1 corresponds to the first zone in *wilaya* 5. The urban regions bear the name of their cities (Algiers, Oran, Constantine and Bône). Each region on the map has squares to place pawns during the game.

The UG (maquis), OPS (operation), and OC (complete operation) boxes are used by the FLN. The PTL (grid), OPS (operation), and OC (complete operation) boxes are

used by the French player. An area may be marked with a "U" for "urban" terrain or an "R" for "backcountry" terrain (in English, *Remote).*

2.3 Concepts and definitions. Several administrative and political concepts deserve clarification:

Administrative points (AP): The FLN player uses them to continue the fight. APs represent planning time, training, and logistical expenses.
A player can keep his APs from one turn to the next but they are subject to a depreciation procedure each turn. PAs are recorded in Table 11, *Level of Political Support.*

Control: This is an abstraction of the level of popular support by region. A region is either "controlled" or "uncontrolled" and this is indicated by the placement of a control counter. A region without a pawn is considered contested. Zone control is the source of AP points for the FLN player (see 10.11)

The contact or evasion number: This number appears on the unit counters. For mobile units, this is the small print number to the left of the symbol. For static units, it suffices to use the number that is present on the counter. This number represents the unit's effectiveness in flushing out or avoiding the enemy. These numbers are used by the French player in search and intelligence operations and by the FLN player in French reaction missions (see 9.2). Only flushed FLN units can participate in combat.

The French: This category includes all the forces of the French side including the mobile and static units (pale green counters) Algerian (pro-French, indigenous auxiliary contingents composed of harkis and moghaznis), the French army (pale blue counters), and elite units (dark blue counters). References to French units are found in the regulations (see also 11.7).

The National Liberation Front (FLN): This category includes the sections of the politico-administrative framework, the National Revolutionary Council of the FLN, referred to as the **Front,** as well as its two levels of combat units united under the National Liberation Army (dark green counters) of value 1 (executives) and 2 (companies).

The level of political support (PSL): The PSL has different stakes for the two camps. For the FLN, it is the level of popular support from Arabs and Kabyles. For the French, it is an assessment of the political will of the government in Paris to continue the war.

PSL levels are indicated in political support points (PSP). They rise and fall as various events occur. PSL levels are limited to a maximum of 99 PSP and cannot decrease below 0. A player loses the instant his PSL level is reduced to 0 (see 12.0).

3. SETTING UP THE GAME

The French player deploys his units first. He chooses two regular divisions (blue pale), one elite unit (dark blue), and seven mobile Algerian units (pale green). He put his units in the OPS hexes where he wants, but not more than two mobile units per region. Then, he places six static Algerian units in the PTL spaces where he wants. THE other French pawns are set aside for later. The French PSL is set at 65 at departure.

The FLN player chooses three **Fronts** and two frames and places them in the UG boxes where he wanna. The other FLN counters are set aside for later. The FLN rolls 2d6 to establish his starting PSL.

Place the appropriate tokens on Table 11, *Level of Political Support.*

4. PLAYING THE GAME

Each round represents a period between one and four months. The progress of each round is as follows:

 i. The Random Events Phase
 ii. The reinforcement phase
 iii. The deployment phase
 iv. The operations phase
 in. L'interphase

   a. The Control and Devaluation Segment
   b. The recovery segment
   c. The redeployment segment
   d. The end-of-turn PSL modification segment

The rulebook follows this structure.

5. THE RANDOM EVENTS PHASE

The French player rolls 1d6 twice in a row. Read them as a single number. SO, a roll of 4 followed by a roll of 6 reads as 46. See Table 3. *Randomize events* and adjust the various tables according to the outcome.

6. THE REINFORCEMENT PHASE

The French player goes first during this phase, but to advance the game, the two players can agree to do so simultaneously. The French player

spends its PSPs to mobilize and/or maintain its static and mobile units (see 6.3). The FLN player uses the APs that come to him from various sources (see 6.1) and he spends them to build and improve his units (see 6.2).

6.1 The FLN and PAs

The FLN receives its APs (see table 4a, *FLN Sources of APs)* for:

Regions under FLN control. He receives 5 AP for each urban area he controls, or 2 AP if the area is contested but nevertheless one of his non-neutralized units is present there. He receives 2 AP for each hinterland area he controls, or 1 AP if the area is contested by at least one of his non-neutralized units. If an area is under a "Terror" token , it receives one less AP than it would normally (see 10.11).

foreign governments. Several foreign governments deliver or sell weapons (represented by APs) to the FLN. This is the result of random events.
These APs arrive by sea and are likely to be intercepted by the French Navy (see 11.6).

Le PSL du FLN.

The FLN player receives a number of APs equal to 10% of his current PSL (round fractions down).

6.2 Construction and improvement (FLN)

The FLN may build new cadres and new companies per Table 4b, *FLN Unit and Operations Costs.* The FLN player expends the required number of APs, and then places the new units in the maquis (MU) boxes of any area that contains an unneutralized **Front .** This procedure does not count as a mission but the presence of a **Front** unit is necessary. These new units can evolve during the following operations phase. The FLN can also upgrade a cadre (which becomes a **Front)** by spending the indicated cost and then replacing the old unit with the new one. A **Front** cannot be created in a Hinterland region (R or *Remote).* There can only be one **Front** per area. A **Front** can be converted back into a cadre during this phase but no AP is recovered.

6.3 Mobilization and maintenance (France)

The French player spends his PSP to receive new units that come into play out of play. Also, he must spend PSP to keep the units already present on the map in good condition. If upkeep is not paid, the unit in question must be removed from the map. It can be mobilized later (see Table 6a, *Mobilization and Maintenance).*

Newly mobilized units are placed in the OPS Box of any Area and may evolve during the Operations Phase that follows. Static and recently mobilized units are placed in the PTL box of any area.

7. THE DEPLOYMENT PHASE

The adversaries are preparing their activities for the next phase of operations. French comes first. He deploys his units wherever he wants in Algeria. He can place them either in the PTL box or in the OPS box, that is to say he moves them from any OPS box to place them in the OPS or PTL box of another zone. It is then that he can change the mode of these army divisions between "dispersed" and "concentrated" (see 11.7).

The FLN, on the other hand, deploys its units from the maquis boxes (UG) in each zone to the Operations box (OPS). There is no AP cost for this action. It is essential that the FLN units are in the OPS box to be able to carry out a mission during the next phase, that of operations.

8. THE OPERATIONS PHASE

During the operations phase the players can carry out all the missions except the grid (PTL). The FLN player always has the initiative, ie he has the choice to carry out the next mission first or to let the French player operate (pass). If both opponents pass one after the other, begin the interphase (see 10).

9. MISSIONS DURING THE OPERATIONS PHASE

The procedures for the missions are different for each player. See tables 5 and 7, *Missions,* of each player for the list of costs and the number of units needed to complete each type of mission.

9.1 FLN missions (Table 5)

9.1.1 Harassment: This mission can only be carried out by one FLN company at a time on a single mobile French unit in the same region. The FLN identifies the company involved and the target then rolls a die using Table 2, *Combat Results.* The targeted French unit may return fire at half strength (half its firepower rounded up). If the FLN company survives, place it in the Operations Completed (OC) box and the enemy unit if neutralized (face down). There is no limit to the number of harassment missions that can be carried out in a region, but each FLN company attacks in turn and can only attack once.

9.1.2 Propaganda: This mission aims to increase the FLN's PSL or decrease the French PSL. The mission can be carried out by any of the FLN units, but it is limited to a single intervention for each region per turn. This mission cannot be completed in backcountry areas (R or *Remote).* The FLN chooses a unit to undertake the mission, expends the required AP, then rolls its die referring to Table 5, *FLN Missions.* After a possible reaction on the part of the French player, and once the operation is finished, he puts the pawn in the box of operations completed (OC). Any PSPs gained this way are added to the FLN PSL or subtracted from the French PSL in any combination (for example: a loss of 3 points can be resolved by giving two points to the FLN and subtracting one point from the French, giving three points for the FLN or taking away three points for the French).

9.1.3 Strike: FLN player can strike in an urban region where he has a **Front unit.** This mission is limited to a single intervention for each urban region per turn. The FLN designates a **Front** pawn and other cadres to help in the mission, then pays the cost in AP. He rolls his die and consults table 8a, *Mission Successes.* He earns PSPs which can be added to the FLN PSPs or removed from the French PSPs.
Units that have carried out a strike mission are placed in the OC box, after a possible French reaction, if applicable. The French are obliged to react to a strike mission with at least one mobile unit which is in the same region. If so, he loses 1d6 of PSP if he is unable or unwilling to react.

9.1.4 Movement: FLN mobile units move from one region to another. The FLN designates a pawn then rolls a die. He consults Table 8a, *Mission Successes.* The result gives the number of regions that this pawn can cross. The pawn is placed in the OC square of a new region.

9.1.5 Intimidation: The FLN attacks the infrastructure of the Algerian government. An FLN mobile unit can carry out only one intimidation mission per region per turn. The FLN designates a pawn and rolls a die. Then he consults Table 8a, *Mission Success.* The result is the number of Algerian units (static or mobile) that are neutralized (turned face down). A result noted with a "+" or "@" terrorizes the area (see 11.5). Put the neutralized units and the mobile FLN unit in the OC box after the French player's reaction.

9.2 The missions of the French forces (table 7)

9.2.1 Quadrillage: During this mission, French units within a region's Quadrillage Box (PTL) are used to complicate FLN operations and movement. Units assigned to the grid are put in the PTL box during the deployment phase. Crossing is the only mission that static units can participate in, so they are always placed in the PTL box. The general effect of the grid is to give an unfavorable modifier to FLN missions.

Mobile units assigned to patrol can react to any FLN mission (see 9.2.4) or participate in a search mission (see 9.2.2). After the reaction of the FLN player, these units are put in the OC box.

9.2.2 Sweeping: The French player designates one or more units in the OPS box of an area to carry out this mission. Mobile units in the region's PTL box may participate in the mission at no cost. Airmobile units can participate in this mission regardless of distance. (see 11.1 and 11.1.2).

Procedure: Add all the contact numbers of the French units participating in the mop-up mission (see 2.3). French draws a contact die for each FLN unit that is in the OPS or OC squares. If he rolls a number equal to or less than the total contact numbers established earlier, he places the flushed FLN units aside to attack. FLN units contacted (and distinguished from those remaining in place) attack French units in the same area by consulting Table 2, *Combat Results,* then French units return fire in the same manner. (For explanation of the contact figure, see 2.3).

After the combat results are applied, all FLN units and regular French (light blue) or mobile Algerian (light green) units are placed in the OC box.
For elite units (dark blue), the French player rolls one die for each individually. If the result is between 1 and 3, they are placed in the OC box, or, where applicable, they remain in the OPS box of the zone, or can be placed in the PTL box as desired.

9.2.3 Intelligence: This mission is carried out in regions where there is at least one non-neutralized French unit. The French player spends a PSP then indicates the target region. It adds the contact values of these static, non-neutralized units (see 2.3). He rolls a die to contact each FLN unit that is in the UG box by rolling a number equal to or less than the total (mod: +1 against a **Front;** +1 in a Hinterland region [R or *Remote] ;* +1 for a terrorized region; -1 for an urban region [U]). All contacted units are placed in the OC box. Then, they are vulnerable to possible mop-up missions.

9.2.4 Reaction: French mobile units in OPS or PTL boxes have the right to react to an FLN mission in the same region after the FLN player rolls a die on table 8a, Mission Success . Airborne units in OPS or PTL boxes in any region can participate in a reaction mission, regardless of the distance crossed.

Procedure: The French player moves his units from the PTL box to the OPS box. FLN units that have flown a mission are contacted automatically (see 2.3), but the FLN player has a chance to evade (put them in the UG box). The FLN player rolls a die for each unit individually. If he shoots less than their evasion value (see 2.3), they are moved to the UG box. FLN units that do not evade attack by consulting Table 2, *Combat Results,* then French units return fire.

After applying the combat result, all FLN (dark green), regular French (light blue) and mobile Algerian (light green) units are placed in the OC box. The French player rolls one die for each elite unit (dark blue). If he rolls between 1 and 3, these units are placed in the OC box, or if necessary, they remain in the OPS box or they can be put in the PTL box.

9.2.5 Pacification: Only one mission can be carried out in a region per turn. This mission is carried out in regions where there is at least one non-neutralized French unit. There are three possibilities for a pacification mission (see this table, 6b). The French player chooses only one of these: *Civil Affairs, Neutralization,* or *Population Resettlement.* The French player spends one PSP designating a target region and the objective. He rolls a die applying the appropriate modifiers and then consults Table 8a, *Mission Success.*

Civil affairs. This mission cannot be carried out in a backcountry region (R or *Remote*). A modifier of +1 is applied to the die roll for each French PSP spent after the first. If the **Amnesty** event is in play, the PSPs of a civil affairs mission are removed from the FLN PSPs. An extraordinary success also removes a Terror marker .

Neutralization. Each elite unit that participates in this mission brings a +1 modifier. After the mission, if they shoot between 1 and 3, they are placed in the OC box, or else, if necessary, remain in the OPS box or they can be put in the PTL box. Add a +1 modifier when the **Amnesty** Random Event is in play. A number of FLN companies in the region equal to the result of Table 8a, *Mission Success* are neutralized (put face down), regardless of which space they are in and placed in box OC. The FLN player chooses the units to neutralize. An "@" result neutralizes all cadre and **Front** units and the region is put under a Terror token . A "+" result fails the mission and the French player loses 1d6 PSP. A Terror token *is* placed on the region in question.

The resettlement of the population. This mission represents the movement of rural populations from their traditional villages to government hamlets where they can be better controlled. This mission is carried out only in the hinterland regions. The result is an automatic success, the French places an "R" token on the region which means that, for the rest of the game, it will be treated as a hinterland region (R or Remote) . The region is immediately put under a Terror token . The FLN automatically gains 3d6 of PSP. Because **Fronts** cannot exist in a Hinterland region (R or *Remote),* a **Front** that is in a region that has been affected by this mission is immediately converted to a cadre. The French player does not earn any PSP for causing this reduction.

10. THE INTERPHASE OF THE TOUR

During the interphase, the following events take place in the exact order given here.

10.1 Turn Interphase Progression: Control and Depreciation Segment

10.1.1 Control: Opponents examine each region to determine which are controlled and which are contested (see Table 9a, *Control).* Each turn, control of a region is awarded as follows: three (3) control points are granted for each FLN **Front** or each French division in "dispersed" mode (see 11.8), and one (1) control point for every other unit in the region. Neutralized units are not counted.

An opponent controls a region if he obtains more than double the control points of the other player. Place a control token in the region. If the difference between the two sides is less than double, calculate the difference between the two. The opponents each roll 1d6. A side gains control if it draws equal to or less than this difference.
If neither or both are successful, the region remains *Contested* and no control tokens are placed. A region under the control of a camp remains there until the next interphase.

10.1.2 Depreciation: This concept represents the effect of inertia, marauding, sabotage, and apathy on the part of the population, all of which Clausewitz called "friction". The French player records separately his air points (see 11.1) and his helicopter points (see 11.2) not used during the previous operations phase. The FLN player notes how many APs he has left after the Operations Phase. Each player then rolls at least one die (two for the French if he has air points AND unused helicopter points) to check the depreciation, and each in turn removes the points he has lost (see table 9b, *Impairment).* If the French player has no air points or helicopter points, he does not fire during this phase and cannot be affected by depreciation.

10.2 Turn Interphase Progression: Recovery Segment

A unit is neutralized (put face down) for several reasons and then put in the OC box. It cannot fly missions in this state and it does not count towards the total for control of a region. It can, however, return fire if attacked.
Any neutralized units recover by rolling a die on Table 9c, *Recovery.*

All neutralized units may attempt to recover during this phase by rolling one die for each unit on Table 9c, *Recovery.* A unit is flipped to its active side if it rolls a 5 or 6 (after modifications). Terrorized regions can also recover during this segment by shooting the same board.

10.3 Turn Interphase Progression: Redeployment Segment

The FLN player returns all his units to the UG box. The French player returns all his units to the OPS box. It is then that the French player can redeploy the non-neutralized Algerian units to the PTL boxes in the regions he wants. It can also change the mode of these infantry divisions between concentrated or dispersed.

The French player replaces his available air points and helicopter points tokens in the same spaces as the maximum air points and maximum helicopter points tokens (see 11.1).

10.4 Turn Interphase Progression: Final Segment, Political Support

If his PSL is less than 30 (see 11.4), the French player checks for a coup. Both sides adjust their PSL as shown in Table 10, *Summary of PSL Changes.*

11.0 SPECIAL RULES

11.1 Power and air mobility

The French player has air points and helicopters. Each point represents approximately 50 devices of various kinds. He records the total of these points on track 8c, *Airplanes and helicopters (Air Pts MAX* and *Helo Pts. MAX) :* each new point mobilized is added to the others for a maximum of 10 points in total for each category. He then uses a token representing the available points *(Air Pts AVAIL* and *Helo Pts AVAIL)* to indicate his expenditure during the turn. The depreciation phase can only affect units still available at the end of the turn.

11.1.1 Air points: An air point can be spent when the French player consults the CRT. Each air point spent moves the result column one column to the right. There is no limit to the number of air points that can be spent during combat (considering of course the amount of points available).
Spent points will be recovered during the Redeployment Segment. Air points cannot be used to support combat that takes place in an urban area.

11.1.2 Helicopter points: These points are used to move mobile infantry units (ie, a mobile unit that is not armored cavalry). A point allows the transport of a battalion. Three points allow the transport of a regiment. A division cannot be transported by helicopter. These points are assigned to a unit at any time during the turn. They remain with the transported unit until the Redeployment Segment. The helicopter points token on track 8c, *Air and Helicopters* is modified accordingly. Rotate these units 90 degrees or place them under a helicopter token.

A heliborne unit can cross any distance to participate in a sweep or reaction mission. A helicopter unit is considered to have a contact value of one point more than normal.

11.2 Other countries

Normally, French units and the FLN are not allowed to enter other countries except in the following cases :

11.2.1 Morocco and Tunisia

These two countries each receive their independence from France following a shooting result on Table 3, *Random Events.* When a country gains its independence, the following conditions apply: the LSP of the FLN and that of the French are increased by 2d6 (the two players fire separately) and the FLN player receives a Front unit **in** the country in question. From then on, the FLN player can build units in that country (at a lower cost) and cross the border at will, but the French player is not allowed to enter. It is important to note that the FLN player does not control these countries so they do not count during the interphase (segment of control and depreciation); he can only carry out construction or movement missions there.

The French player may build *Border Zones* along the borders with Morocco and Tunisia (or both) to prevent FLN infiltration into Algeria. He cannot build these areas until the country in question becomes independent. The effect of these zones is to produce a negative die roll modifier for the FLN when attempting to cross the border during a movement mission. Border *Zone* tokens are placed on the track at the edge of the map to indicate which modifier applies (0, -1, -2, or -3).

Note that the construction and upkeep of the eastern and western border areas is paid for separately. If the French player does not pay upkeep for a border area, its modifier is reduced by 1 (-3 becomes -2, -2 becomes -1, and -1 becomes 0).

11.2.2 France

The French player cannot deploy his units in the metropolitan territory (although it is their point of origin), except the OAS token if he controls it and if he wishes. The FLN player can place a single cadre unit in France (during the deployment phase) where it can carry out a single propaganda mission per turn. The cadre unit can be placed back in Algeria during the deployment phase in any zone where there is a Front unit.

In reality, neither the FLN player nor the French player controls France.

11.3 OAS

The Secret Army Organization (OAS) was a clandestine French political-military organization of the extreme right, even terrorist, made up of black feet, deserters, and other tough guys; it brought together the partisans of the maintenance of "French Algeria" through armed struggle.

The OAS is automatically activated in the reinforcements phase of a turn if the French PSL is less than 30. At this point, one of the players rolls a single die to determine who controls the OAS: between 1 and 3 c is the FLN player, if applicable it is the French player. Control of the OAS (if the counter is active) is determined in each Random Events phase. There is a PSP penalty that is applied at the end of the turn, depending on where the OAS counter is (see Table 10, *Summary of PSL Changes).*

In the reinforcements phase, the controlling player places the OAS token in an urban area in Algeria or France. In Algeria, the OAS counter automatically performs a pacification mission with the "neutralization" objective in the operations phase, at no cost to the player. Regardless of the outcome of the mission, place a Terror token *in* the area, if there isn't one already. In France, the OAS counter adds a +1 modifier when calculating the chance (or success) of a coup.

The OAS counter must be removed in the reinforcements phase of a turn where the French PSL is greater than 70. This is the only way to remove the OAS counter once it is in play. French PSL will again be below 30.

11.4 The coup

The French player risks the possibility of elite units of the French army intervening to install a leader more suitable to their liking if, at the start of the final segment (see 10.4), the French PSL is less than 30. Roll 1d6. There is an attempt on a result of "6". Then roll 2d6 on table 8b, *Coup.* There is a +1 modifier to each of the two die rolls if the OAS counter is in France (+1 on 1d6 AND +1 on 2d6). If the French player is forced to remove elite units, they are immediately removed from play, eliminated, and therefore cannot be rebuilt. The French player chooses the units to be removed and sets them aside.

11.5 Terrorism

The placement of a "Terror" token *is* possible following an intimidation or pacification mission. Place only one token per region under the effect of "Terror". This condition complicates the efforts of both sides. The FLN player receives less AP and suffers a negative modifier for Propaganda, Flush , and *Intelligence missions.* Terrorized Regions are restored following a successful Civil Affairs Mission, or during the Recovery Segment (see 10.2 and Table 9c, *Recovery).*

11.6 The French fleet

The French player can mobilize navy points *(Naval).* Use the navy counter *(Naval)* to indicate the number of navy points on the political support track.

Navy points are used to reduce arms deliveries to the FLN (represented by APs) from foreign governments. Roll a die on Table 8a, *Mission Success.* Add a +1 modifier for each navy point after the first (so three navy points gives a +2 modifier), then subtract the resulting number of AP points that arrive by sea.

11.7 Change in operational mode of French divisions

The French player has several infantry divisions (Army, pale blue). He can deploy them in concentrated mode (with a firepower of 25 and a contact number of 0) or in dispersed mode (firepower 7, contact digit 2).

This represents a choice favoring firepower over terrain dominance. Divisions switch modes in the deployment and redeployment phases. If there was a change of mode, exchange the old token for the new one.

12. POLITICAL SUPPORT AND VICTORY

The game does not have a fixed duration. The French and the FLN each maintain their PSLs independently of the other player. Support levels constantly change during gameplay. Check the various charts for the impact of these changes and how often.

There are pros and cons to having a high or low PSL. See the modifiers that apply on the appropriate tables. If a player's PSL rises above 99 due to events, excess PSPs are not lost : rather, they are subtracted from the other player's PSLs.

Example: The FLN PSL remains at 98 and the French player executes a population resettlement mission (see 9.26). The FLN player rolls 3d6, scoring 10 PSP. He raises his PSL by one space, up to 99 (the limit), and then he removes 9 PSP from French PSL.

If either player's PSL drops to 0 or less, the game is over. In this case, the one who has a positive PSL level remaining is declared the winner.

13. OPTIONAL RULE FOR A MORE HISTORICAL GAME

French authorities were slow to perceive and react to the threat posed by the FLN's initial actions in November 1954, the point where the game begins. They were also slow to adopt more effective tactics. Therefore, until the PSL of the

FLN exceeds opponent's PSL, the following player restrictions apply French:

- he cannot mobilize more than one unit, or point of any type, per turn,
- his infantry divisions cannot adopt dispersed mode, - he cannot carry out intelligence missions (9.2.3) or pacification (9.2.5).

Légende des pions

FRONT 2	Front
4 [Cadre] 1	Cadre
3 [XX] 9	Armée
[Statique] 2	Statique
AP	Points administratifs voir 2.3.1
CONTROL / CONTROL	Contrôle voir 2.3.2
PSL / PSL	Niveau d'appui politique voir 2.3.5
Remote	Zone d'arrière-pays voir 9.2.6
AIR PTS AVAIL / AIR PTS MAX	Points aériens voir 11.1.1
HELO PTS AVAIL / HELO PTS MAX	Points d'hélicoptère voir 11.1.2
AIRMBL	Transport par hélicoptère voir 11.1.2
BORDER ZONE	Zone de frontière voir 11.2.1
OAS ACTIVE	L'OAS voir 11.3
TERROR	Zone terrorisée voir 11.5
NAVAL PTS	Points de marine voir 11.6

Légende: unités

- Taille de l'unité
- Chiffre de contact/évasion
- Type d'unité
- Puissance de feu

Les unités statiques (Fronts FLN et police algérienne) n'ont qu'un seul chiffre qui sert de puissance de feu et aussi de chiffre d'évasion (FLN) ou de contact (gouvernement).

Types d'unités

Blindés	
Cadres	
Infanterie	
Troupes de marine	
Paras	

Taille des unités

I	Compagnie
II	Bataillon
III	Régiment
XX	Division

Couleurs

Vert	FLN
Vert pâle	Algériennes
Bleu	Armée régulière
Bleu foncé	Unités d'élite

2. FIGHT RESULTS

Early. firepower **Roll of the dice**	1	2-4	5-8	9-15	16-24	25-36	37-50	51+
1	-	-	-	-	1	1	1	2
2	-	-	-	1	1	1	2	2
3	-	-	1	1	2	2	2	3
4	-	1	1	2	2	2	3	4
5	1	1	2	2	2	3	4	4
6	1	2	2	2	3	4	4	5

Procedure: Each player adds up all the firepower of his units and rolls a die during their combat phase. THE
result is the number of losses the enemy must immediately suffer. Don't forget to move the shooting column from one column to
line for each air point used (not permitted in urban areas). When the fire is at half power, round up
high. There is only one combat phase for each side.

Results: *Each point* scored against French units results in the loss of one PSL for France or the gain of one PSL for the
FLN. *Each point* scored against the FLN results in the loss of a cadre or a company, or reduces a Front to a cadre (the
FLN player chooses). The units on the side which took the most losses and which remain in place are neutralized except in the case of a
equal result. "Eliminated" FLN units are not removed from play and may be built as new units.

Small explanatory table of the combat phases:

First shot	Second tir	Second half-fire shot
FLN: Harassment, raking, reaction	**France: Raking, reaction**	**France: Harassment**

3. RANDOM EVENTS (Roll 1d6 twice, see 5.)

11-26 No events. Lucky!

31-36 The FLN receives arms from abroad. 2D6 APs arrive by sea, and may be intercepted (see 11.7)

41-42	**Elections in France.** The French player rolls a die on table 8b, *Coup d'état,* without modifiers and adds or subtracts the number of PSPs indicated. There is no loss of units.
43-44	**Debate at the United Nations on the independence of Algeria.** The player with the highest PSL increases that of the FLN or reduces that of the French by 1d6.
45-46	**Purges inside the FLN.** The French player chooses a *wilaya* or urban area, rolls 1d6 and neutralizes this number of FLN units there (FLN player chooses).

51-52 Independent Morocco. Increase FLN and French PSPs by 2d6 each (see 11.2.1); the FLN player receives a Front in Morocco and can build units there. Treat this result as "no event" in the future.

53-54 Independent Tunisia. Increase FLN and French PSPs by 2d6 each (see 11.2.1); the FLN player receives a Front in Tunisia and can build units there. Treat this result as "no event" at the future.

55-56 NATO puts pressure on France to increase European defence. The French player rolls 1d6 and must withdraw the equivalent number of PSP (elite or regular units) as defined by Table 6a, column *Mobilization,* during the reinforcement phase (see 6.3).

61-62	**Suez Crisis.** The French player must remove 1d6 elite units. They will return to the reinforcements phase (6.3) of the next round. Treat this result as "no event" in the future.
63-64	**Amnesty.** The French government offers a "peace of the brave" to the FLN rebels. All missions of pacification and civil affairs (see 9.2.5) this turn receive a +1 die roll modifier.
65-66	**Sartre publishes a new critique of the situation in Algeria in *Les Temps Modernes.*** Reduce PSP French by one (1) point.

4a. FLN Sources of APs (see 6.1)

Sources	APs received		
Areas under FLN control (-1 if terrorized)	**Urban area:** 5 if controlled; 2 if disputed but there is no neutralized FLN unit	**Rural areas:** 2 if controlled; 1 if disputed but there is no neutralized FLN unit	**Countryside:** 0
Foreign governments	According to random events; APs arrive by sea and can be intercepted by the Navy French (see 11.7)		
PSL you FLN	AP = 10% of current FLN PSL level (fractions rounded down)		

4b. FLN Costs of units and operations (see 6.2 and 9.1)

Activity	APs	Units	Comment
Construction	3 (2)	0	A non-neutralized Front is necessary; only executives and companies can be built. Only 2 APs to build in Morocco or Tunisia
Improvement	3	1 frame	A frame becomes a Front; there can only be one Front per zone and none in any hinterland area.
Harassment	0	1 company	Roll a die on the table 2. *Combat results.* The French do not respond only with half-fire. There can be as many operations of this kind per area each turn, but only one per company.
Propaganda	1	1 (any) Any unit is sufficient, but only one per urban or rural area.	
Strike (urban area)	5	1 Front + Cadres A non-neutralized Front is necessary; each executive who attends gives +1 to dice	
Intimidation	3	1 (mobile unit)	Only one such operation per area per turn.
Movement	0	1 (mobile unit)	Units attempt movement in turn.

5. FLN Missions (see 9.1)

Harassment • The FLN player designates a single company for the mission and rolls a die on table 2. *Combat results* • The enemy unit that is the target can retaliate, if it is not neutralized. She uses half her firepower (rounded up) If the FLN company survives, place it in the OC box. If the enemy has been neutralized, place it in the OC box as well.	**Propaganda** # = PSP added to own or subtracted from enemy's PSL (double if in urban area). **Modifiers** -1 = terrorized area -1 = each unit in the PTL box. A scatter mode division is equivalent to two units for this calculation.
Struck • # x 1d6 = PSP added to FLN or subtracted from French PSP + = one FLN unit eliminated (player's choice) **Modifiers** +1 = each frame that helps -1 = each unit in the PTL box. A scatter mode division is equivalent to two units for this calculation.	**Intimidation** # = # of Algerian units (static or mobile) neutralized + @ = the area is terrorized
Movement # = number of movement zones for the unit + = the unit in question is eliminated **Modifiers** -1 = each unit in the PTL box. A dispersed mode division is equivalent to two units for this calculation. ? = by border zone modifier, if the unit crosses it	

6a. France Mobilization and maintenance (see 6.3)

Item	PSP required for mobilization	PSP required for maintenance
Regular Army Division	5	2
Regular Army Regiment	2	1
elite unit	3	1
Mobile Algerian Unit	1	0
Static Algerian Unit	2 (in PTL box)	0
1 aerial point	1	0
1 helicopter point 1	2	1
naval point	1	1
Border area	6 (per modifier per Zone, east or west)	1 (per Zone)

6b. France Pacification missions (see 9.2.5)

Mission	Result
Civil Affairs **Modifiers:** +1 for each PSP spent after the first or Amnesty Event (see Table 3) has occurred this turn.	Roll a die on Table 8a, *Mission Success.* can't have place in hinterland areas. # = the number of PSP subtracted from the FLN PSL @ = remove *Terror* in the area, if any
Neutralization **Modifiers:** +1 for each elite unit that assists or event Amnesty (see Table 3) took place this turn.	Roll a die on table 8a, *Mission Successes.* # = the number of FLN companies neutralized @ = terrorized zone, all cadres/Fronts in the zone are neutralized + = terrorized zone, the French loses 1d6 PSP
Resettlement of the population (rural areas only)	The area immediately becomes a backcountry area *(Remote or R)*; the FLN receives 3d6 PSP; Fronts are converted to frames

7. France Missions (see 9.2)

Patrol (see 9.2.1)

• Units on patrol are sent to the PTL box during the
deployment phase. •

The general effect of patrolling units is to add an
unfavorable modifier to FLN missions. • Any mobile
unit patrolling the area can react to
any FLN mission or join a mop-up mission if the French player
desires. • See **Reaction** below.

Intelligence (see 9.2.3)

• Can only be performed in an area that has at least one
non-neutralized unit

• Pay 1 (one) PSP, total the contact values of the static units and
roll a die for each FLN unit in the maquis box (MU) rolling
the total number or less on 1d6
(Modifiers: +1 if the unit is a Front or in a hinterland area
or if the area is terrorized; -1 in an urban area)

• Contacted FLN units are sent to the mailbox of the
completed operations (CO) where they are more vulnerable
to upcoming mop-up missions.

Raking (mobile units only) (see 9.2.2)

• Indicate which units in the OPS box will participate in the
assignment. Units patrolling this area and any air unit may
join. • Contact number =
total contact values of units
involved. The French player must roll this number or less on
1d6 to unearth FLN units in the OPS or OC boxes (Modifiers:
+1 if the unit is a Front or in a Hinterland area or if the
area is terrorized; -1 in an urban area or the OC box)

• The FLN units contacted then the French forces roll a die on
Table 2, *Combat Results,* the result is applied, then the
French units fire in turn. • Place the
surviving units (FLN and French regular army units) in the OC box;
elite units go there on a 1 to 3 shot on 1d6.

Reaction (see 9.2.4)

• Use mobile units from an area's OPS box against FLN units that
have just continued a mission. Mobile units patrolling the
area may participate, as well as any unit mobilized by air (see
11.1). • FLN units are automatically
unearthed (contacted)
but may attempt to escape the Maquis (UG) box on a shot equal
to or less than their contact number.

• After a failed escape attack, the FLN units roll a die on Table 2,
Combat Results, the result is applied, then the French units fire
in turn. • Place the surviving units (FLN
and French units of the regular army) in the OC box; elite units go
there on a shot of 1 to 3 on 1d6.

8a. Mission success										
Throwing the dice	-1	0	1	2	3	4	5	6	7	8
Result	0+	0+	1+	1	1	2	2	3@	4@	5@

8b. Coup (see 11.4)	
Dice roll (2d6)	Result
2-4	Bitter Defeat: -3d6 PSP and additionally remove 1d6 elite units from the current game
5-6	Defeat: -2d6 PSP and remove one (1) elite unit from the current game
7	Minor negative effect: -1d6 PSP
8-9	Mixed Success: +1d6 PSP
10-11	Success: +2d6 PSP and mobilize 1d6 PSP of units for free
12	Resounding success: +3d6 PSP and mobilize 2d6 PSP of units for free

Modifiers: +1 for the coup attempt and for the result if the OAS is deployed in France; the coup can be attempted if the PSL

French is less than or equal to 30; success if the result is 6 on 1d6

8c. Airplanes and helicopters (see 11.1)									
0	1	2	3	4	5	6	7	8	9

9. Interphase (see 10)

9a. Control and impairment segment (see 10.1.1)

Each of the players adds up the points he has in each zone as follows:

- 3 points for each Front or French division in dispersed mode, 1 point for each other unit (do not count the neutralized ones).
- if a player has two (2) times more points in the zone than the other, he obtains control; place a control marker
- if one player has more than the other but less than double, calculate the difference and each tries to roll a number or less on 1d6. If a
  of them succeeds, he gains control. If neither or both succeed, then the area remains contested.

9b. Depreciation (see 10.1.2)

# Points	loss figure	**Procedure:** Establish the number of unused plane and helicopter points and roll 1d6 (roll once for planes, once for helicopters)
1-5	1	
6-10	2	**Modifiers:**
11-15	3	
16-20	4	• -1 if PSL is less than or equal (<=) to 30
21-24	5	• +1 if PSL is greater than or equal (>=) to 70
25+	6	If the shot is <= the number of losses, shoot another time, multiply the first shot by it and deduct that number from the total available.

9c. Recovery (see 10.2)

God	Unit neutralized	Terrorized area
1-4	don't recover	Don't recover
5-6	recover	recover
Modifiers:	• +1 for elite unit or PSL >= 70 -1 is PSL <=30	• +1 if there are no non-neutralized FLN units in the area

10. Summary of PSL Changes

Who?	# the PSP	For what?	When?
both	+/- ?	As required by random events	Random Events
French	- ?	For newly mobilized or maintained units	Reinforcements phase
FLN ---> French --->	+ ? - ?	Propaganda or strike mission (FLN)	Operations phase
FLN	- ?	Civil Affairs (France)	Operations phase
FLN	+ 3D6	Population reimplementation (France)	Operations phase
French	- 1D6	Failed neutralization mission	Operations phase
French	+ 1	For each FLN executive or company eliminated	Operations phase
French	+ 2	For each Front reduced to a frame	Operations phase
French ---> FLN --->	- 1 OR + 1	For each hit counted on French units **OR** for each point of units Algerian troops (static or mobile) neutralized during an Intimidation mission (see 9.1.5) (FLN player's choice).	Operations phase
French	- 1D6	Did not react to a strike mission (FLN)	Operations phase
French	+/- ?D6	Coup	Interphase segment final
French	- 1	OAS deployed in Algeria	Interphase segment final
French	- 2	OAS deployed in France	Interphase segment final
French	- 1	For every terrorized area	Interphase segment final
one or the other	+ ?	Whoever controls the most zones receives a number of PSPs equal to half of the difference between the two players (round up)	Interphase segment final

11. Level of political support

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
Active OAS 30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
FLN departure 50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	France departure 65	66	67	68	69
70	OAS removed 71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99