

RULES OF PLAY

Edition 2.1

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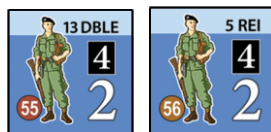
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INTRODUCTION

This is the 2nd edition of *Ici, c'est la France!*. It is a two-player game about the war in Algeria 1954-62 that was fought between the FLN – the National Liberation Front – and France, of which Algeria was part of.



The 2nd edition has rephrased and reformatted rules. It has new map artwork and updated player aids. It also includes a Population Tracks sheet and two new French units.

The player who plays the FLN will have units of three different qualities: Moussebilines (*part time guerrillas with small arms*), Moudjahidines (*regular guerrillas*), and Zonal commandos (*seasoned guerrillas*). "Fellagha", which is printed on the back of FLN counters, means warrior.

A company was called a "Katiba". Three Katibas were a "Failek". Each FLN unit in the game represents 600 fighters, which is about two Faileks. For simplicity, each game unit will be called a Failek, unless I refer to a specific type, like "Moussebiline". One Failek in each Region, Town or City, will include the local FLN leadership and together with the Fidayîn (*urban guerrilla*), they represent the secret political FLN cadre.

The player who plays France will have both regular and elite regiments. The regular units are large, about 2,500 soldiers. The smaller elite "Javelot regiments" are about 1,250 men. The elite regiments were extremely flexible with their four self-contained companies and two headquarters.

The designations of French units might be confusing since many units changed theirs several times. For example: The Battalion 6 BPC (*6th Chasseur Parachute Battalion*) became the Regiment 6 RPC before it was renamed 6 RPIMa. I have chosen to use "RPC" in this game. *Maquis* is the French word for rural guerrilla and may be used as an optional rule. All French-aligned units, regardless of origin, will be called French units.

I always support my games, so please make it a habit to visit: www.legionwargames.com/legion_ICI_GS.html There you will find any updates and extras.

Enjoy the game!
Kim Kanger

GAME MAP

A) Wilayas and Regions

The map is divided in the following manner:

- **Red lines** are the borders between Algeria and her neighbors: Tunisia, Morocco and West Africa
- **White lines** divide Algeria into major FLN areas, called Wilayas (*though the Sahara was not really a Wilaya*)
- **Black dashed lines** divide the Wilayas into Regions. Each Region contains an identification number, a Region ID. **Example:** 2A = 2nd Wilaya, Region "A". The three Major Cities Regions (*Alger, Constantine and Oran*) are exceptions to this. They have names instead of IDs

B) Terrain

The four terrain types on the map are:



Coastal Hills, where most people live.
Example: Region 5C



Mountains, which are scarcely populated.
Example: Region 5F

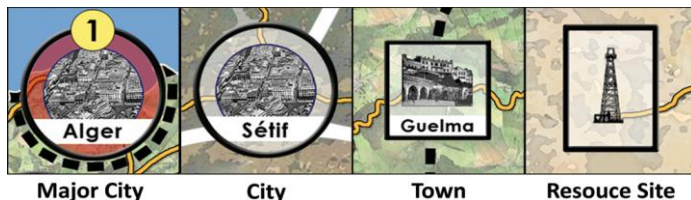


Dry Hills, dry and not very populated.
Example: Region 6A



Sahara, the desert to the south.
Example: Region 7B

C) Major cities and Communities



➤ Major Cities are Regions and fall under all rules concerning Regions, except that Major Cities do not have terrain.

➤ Cities, Towns and Resource Sites are collectively called Communities. Communities have no terrain, regardless of what is seen behind the icon. They are not part of any Region and are therefore not included when checking for control or FLN supply in Regions.



Cities and Major Cities along the coast that are marked with an anchor, are harbors.

➤ Resource sites become active when the "Oil in the Sahara"-chit is played (*rule 3.3*). They do not exist before that chit is played (and you cannot end your movement there before they exist). Near each resource site is printed "Coal", "Gas" or "Oil". The type of the resource has no function in the game and is just historical information.



D) Population Numbers



Each Region, except in the Sahara, has a number beside its Region ID. It represents the population there (*or, in the case of Tunisia, Morocco, and West Africa, the number of refugees*) and it shows how large the population is. Regions with a "1" are either scarcely populated Regions or Major Cities. Those with a "2" are more populated. Those with a "3" have the largest populations and also contain most of the Europeans; the "Pied-noirs" (*"Black-feet"*). These symbols will be called "Population 1, 2 or 3", or just "Population Numbers", if referred to in general.

GAME BASICS

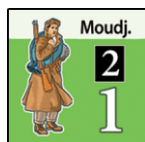
E) Dice

There are two White and two Black six-sided dice to be used throughout the game. Unless a number of dice is specified, then a "die roll" means rolling one single six-sided die. But on certain occasions, players may be required to roll one or two dice in a special manner as shown below:

- **d3** - Roll one die and halve the result. Round any fractions up
- **2d3** - Roll two dice and halve the result. Round any fractions up

Example: *A 2d3 die roll of 9 will result in a final value of 5 (9/2 = 4.5, rounded up to 5)*

F) Combat units

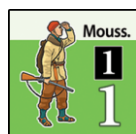


FLN units - Faileks - are green, and French units are blue. The large white number represents the unit's combat strength and the smaller boxed number above represents its quality. The unit type or designation is in the header. French units will have the year of arrival or the letters "TM" in the lower left corner.

The back side of the French units is their reduced side and is indicated by a red box around the quality number. The back side of FLN units is their hidden side and is indicated by a question mark "?".

There is no movement factor. Each side has specific rules governing movement. See the Move & Attack Phase ([rules 3.1 and 3.4](#)).

There are three types of Faileks, shown by their different icons, plus the Fidayîn. The Fidayîns are used only when France conducts a FLN political cell purge ([rule 4.2 - 2](#)).



Moussebiline
Quality
Combat Strength

Zonal Commando



Moudjahidine

Fidayîn



FLN Combat Units

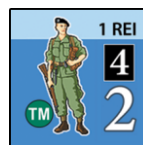
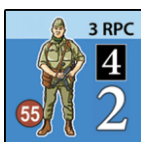
Moussebiline	<i>Auxiliary part-time fighters</i>
Moudjahidine	<i>Regular fighters</i>
Zonal Commando	<i>Well-armed and trained</i>
Fidayîn	<i>Urban guerrillas</i>
Fellagha	<i>General term for fighters</i>

There are four types of French units, shown by their different icons. Paratroopers and mechanized units have certain advantages. See "Terrain Effects on Combat" chart on the map, see also rule 3.4 and the "Helicopter"-chit.



Infantry
Quality
Combat Strength

Paratroopers



Foreign Legion

Mechanized



Certain French units have special capabilities and have a colored box around their unit designation as a reminder. They are as follows:



Foreign Legion Units

- **REC** - follow the rules of mechanized-type units
- **REP** - follow the rules of paratrooper-type units
- **CSPL** - receives a combat bonus in Sahara Regions

Mountain Troops

- **159 RIA & BCA** - receive a combat bonus in mountain areas

French Combat Unit Designations

Paratroopers RCP REP RHP RPC RDP	<i>Chasseur Parachute Regiment Foreign Legion Parachute Regiment Hussar Parachute Regiment Colonial Parachute Regiment Dragoon Parachute Regiment</i>
Mechanized RICM RCA Cuir Drag Huss Spahi Chas REC	<i>Moroccan Colonial Infantry Regiment African Chasseur Regiment Cuirassier (Armor) Dragoon (Armor) Hussar (Armor) Spahi (Armor) Chasseur (Light Armor) Foreign Legion Cavalry (Armor)</i>
Foreign Legion REI CSPL	<i>Foreign Legion Infantry Regiment Foreign Legion Motorized Sahara Co.</i>
Infantry RZ RI	<i>Zouave Regiment (Pied-noirs) Infantry Regiment</i>
Mountain troops RIA BCA	<i>Alpine Infantry Regiment Alpine Chasseur Battalions</i>

G) Stacking

Regions and Communities may contain both Faileks and French units up to their respective stacking limits. Example: Oran may have both 3 Faileks and 4 French units. FLN stacking limits are enforced during the FLN Supply Check (rule 3.2). Faileks exceeding the limit are chosen randomly by the FLN player and returned to the off-map pool of Faileks. French stacking limits are enforced at the end of French movement. French units exceeding the limit are chosen by FLN player and placed in an adjacent Region, within stacking limits.

Stacking limits

Location	Faileks	French Units
Major City	3	4
City	2	3
Town	1	2
Resource Site	1	2
Sahara	3	4
Other	Supply limit (rule 3.2)	Unlimited

Note: *Because of limited space in the three Major Cities and in the coastal regions, there are separate boxes on the map marked FLN where Faileks can be placed to avoid congestion*

H) Operation Points (OP / OPs in plural)

OPs represent means and will on both sides. Both players receive new OPs each Game Turn. You may never have more than 20 OPs. They cannot be saved and are lost if not used in the turn received. Players subtract OPs to pay for an action, by moving the Operation Marker along their respective Operation Point Track (rule 1.1). A player may not conduct an action if there are not enough OPs to do so.

I) Troop Density Track and Garrison Value



There were a lot more French troops in Algeria than what is represented by the units in the game. The rest were garrisoning Regions and are represented by the Troop Density Marker. Its position on the Troop Density Track indicates the current Troop Density Number (all “non-visible” troops). Troop Density increases through play of certain Political chits. So, the Garrison Value for a Region is its ...

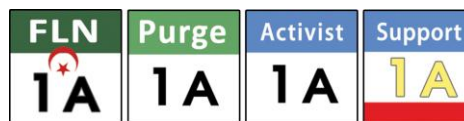
Population Number + Troop Density Number

Communities and Sahara Regions have no Population Numbers and therefore no Garrison Value. Units on the map are not included in any Garrison Value (they were there to hunt Faileks, not to garrison).

Example: *Region 2A is a “Population 3” Region. A Troop Density Number of 4 would give Region 2A a Garrison Value of 7 (3+4). A Troop Density Number of 0 would give Region 2A a Garrison Value of 3 (3+0).*

J) Markers

There are several markers that indicate the current political nature of the conflict. These markers are moved back and forth on tracks and scales. Players cannot save “left-over movement” at either end of a scale or track. Any “movement” beyond the end is lost.



➤ A Population Marker shows, through its position on its Population Track, the allegiance of that Region's population towards France (-> 20) or FLN (-> 0). There are 25 Regions with Population Numbers, and each one has a marker with its name or Region ID on it. Each marker has four sides, split on two counters, that show the different levels of political control that either player has in that Region. Both players can alter that control by changing level through insurgency or counterinsurgency actions. The Political Levels are:

- **FLN Level** - Support for FLN among the masses
- **Purge Level** - FLN's political cells are purged
- **Activist Level** - Supporters of France come forward
- **Support Level** - Support for France among masses

➤ The French Public Marker on the Support Level Track shows the war-weariness among people in France. When it reaches “0”, some kind of political solution is called for and a referendum takes place.



➤ FLN Incap Marker on the Support Level Track shows FLN's logistical incapacity. The larger the value, the greater the problem for FLN to make Structure Attacks or to create new OPs. When a number is deducted, the marker is moved towards “0”, and vice versa when a number is added.



➤ The Pied-noirs' Feelings Marker and Government Crisis Marker depict the sentiment of the local European population in Algeria and its impact on the French government.

K) Political Chits

Both players have Political Chits that are played during each Political phase.

Each chit will move one or more markers a number of steps along tracks and scales. Some chits have lasting effects on the game. These have an asterisk by their titles on the Political Chit Charts. Place those chits, when played, on the Active Political Chits Row on the map, so you will remember that they are in effect.

When you play a chit, conduct the chit's impact in the order given on the Political Chit Chart. First, follow the effect(s) under "Actions Taken", then the effects under "Chit Effects", performing them strictly from left to right. When the text in "Actions Taken" says that you may add or reduce a Region one step, it means that you move one Population Marker one step along its track, regardless of its Political Level. After it has been played, remove the chit and put it aside (except those with an asterisk, see above).

OPs that are lost or gained through Political Chits, apply only to the same Game Turn the chit is played (*exception: the OAS-chit*). Any die roll called for by a chit that concerns OPs is rolled by the player who played the chit.

The different chits are:

PS (Population Support)

- Move all Population Markers, except those at Support Level, one (-1 PS) / two (-2 PS) steps along its track towards pro-FLN
- + Move all Population Markers, except those at FLN Level, one (+1 PS) / two (+2 PS) steps along its track towards pro-France

FLN (FLN Incap)

- Deduct one (-1 FLN) / two (-2 FLN) from the FLN Incap
- + Add one (+1 FLN) / two (+2 FLN) to the FLN Incap

PN (Pied-noirs)

- Move the Pied-noirs' Feelings Marker one (-1 PN) / two (-2 PN) steps towards "Government Crisis"
- + Move the Pied-noirs' Feelings Marker one (+1 PN) / two (+2 PN) steps towards "Mild Acceptance"

Carry out the effects of a Government Crisis immediately when the marker reaches "Government Crisis", before you adjust anything else

FP (French Public)

- Move the French Public Marker a d3 number of steps towards "0"

A referendum, if called for, is made after all tracks and scales have been adjusted due to the political chits and any war fatigue

L) Control or Contested

A Region in Algeria can be controlled by either player. If neither player controls a Region, then it is contested (*except Sahara Regions*).

The conditions to control a Region are these:

- **FLN** controls a Region if the number of Faileks is equal to or greater than the Region's Garrison Value (*rule 1*)
- **France** controls a Region if its Garrison Value is twice as high as the number of Faileks present (*Regions with no Faileks present are French controlled*)
- **Sahara Regions and Communities** can never be contested, they are always controlled by either player:
 - a) FLN achieves control if there are Faileks present, and the number of Faileks is equal to or greater than the number of French units there.
 - b) France achieves control if the above is not true.

The status of a Region or a Community changes at the instant the conditions for it are met, even in the middle of a segment. Place FLN Control or Contested Markers in Regions and Communities to show their status. If there is no FLN Control Marker or Contested Marker, then the region is French controlled.

GAME TURN PHASES

The game is played in seasonal Game Turns that are broken down into phases. These phases consist of segments that must be followed in the order below:

1) Political Phase

- New Operation Points
- Play of Political Chits
- Referendums

2) Reinforcement and Replacement Phase

- FLN Recruitment
- French Reinforcements and Replacements

3) Move and Attack Phase

- FLN Movement
- FLN Supply Check
- FLN Structure Attacks
- French Movement
- French Attacks

4) Insurgency Phase

- FLN Insurgency Actions
- French Counterinsurgency Actions
- Game Turn Advancement

POLITICAL PHASE

1.1 New Operation Points (OPs)

1 - FLN receives

- 10 OPs** (*robbery and foreign aid*) plus a number of OPs equal to the Population Number in each contested or FLN-controlled Region (*revolutionary tax*). Then...
- Deduct** OPs equal to the FLN Incap on the Support Level Track (*FLN's logistical disability*)

Example: *FLN contests or controls region 3A, 3B and 3C and the FLN Incap is "4". FLN will then receive 11 OPs (10 +2 +2 +1 -4 = 11)*

Adjust the FLN Operation Point Track to indicate the number of newly received OPs.

2 - France receives

- 10 OPs** on Winter 1955 Game Turn. Increase the number of OPs received by one each Game Turn, until **20 OPs** are received on Summer 1957 Game Turn (*represents increasing French political will*). OPs received each Game Turn may decrease depending on the current level of the Government Crisis Scale (*rule 1.4*) and/or due to chits. Then...
- Deduct** 1 point for every two Faileks in Tunisia, Morocco and/or West Africa (*political pressure*)

Example: *One Failek in Tunisia and another one in Morocco would together be 1 point reduction. Three Faileks in West Africa would also be 1 point reduction (fractions are dropped)*

Adjust the French Operation Point Track to indicate the number of newly received OPs.

After all calculations are done, the end result for each player may not be less than 0, nor may it exceed 20. Any excess OPs are lost. Players can later receive or lose OPs but the upper and lower limits will always be 20 and 0.

1.2 Play of Political Chits

Ici, c'est la France!
1955 - 56

Roll a die. If the result is 1–3, then France has the initiative and plays a Political Chit first, followed by the FLN player. If the result is 4–6, then FLN plays first, followed by France.

When it is your turn, draw a new chit first, except during Winter Game Turns when none are drawn. Then you must play one of your chits, if possible. A chit may only be played within its year span. If you cannot play one, you must pass.

However, if the turn takes place during a year where one of your opponent's chits is on the Game Turn Track, then roll a die. A result of 5–6 means you must play that chit instead of trying to play one of yours. If there is a chit there and the season of the current turn is Fall, then that chit must be played. No die roll is needed. See the Scenarios section for specific instructions on setting up these chits.

1.3 Pied-noirs' Feelings Scale



This scale represents the hot temper of the French population in Algeria and among the elite units within the army. The marker on this scale is moved through the play of Political Chits. As soon as the Pied-noirs' Feelings Marker reaches "Government Crisis", move the Government Crisis Marker down one space on the Government Crisis Scale and reset the Pied-noirs' Feelings Marker according to instructions.

1.4 Government Crisis Scale



Each space on this scale represents a political consequence of the war that takes effect. If the Government Crisis Marker enters one of the following crises below, then apply all its consequences (*a, b etc*).

- **Charles de Gaulle**

- Reset Pied-noirs' Feelings Marker to "Strong Dislike"
- Move all Population Markers one step along the track towards pro-France

- **Barricade Week**

- Reset Pied-noirs' Feelings Marker to "Angry Protests"
- FLN deducts a 2d3 number from the FLN Incap
- Move all Population Markers, except those in Support Level, one step along the track towards pro-FLN

- **Coup Attempt**

- Reset Pied-noirs' Feelings Marker to "Disgust & Contempt"
- FLN deducts a 2d3 number from the FLN Incap
- Move all Population Markers, except those in Support Level, one step along the track towards pro-FLN
- Remove permanently 1 REP, 14 RCP and 18 RCP from the map. Remove another paratrooper unit instead, for each one of these three that is not on the map
- During the New Operation Points Segment, France will receive only 15 OPs each Game Turn, starting with the next Game Turn

- **Evian Talks**

- Reset Pied-noirs' Feelings Marker to "Violent Demonstrations"
- FLN deducts a 2d3 number from the FLN Incap
- Move all Population Markers one step along the track towards pro-FLN
- During the New Operation Points Segment, France will receive only 10 OPs each Game Turn, starting with the next Game Turn

- **Collapse**

All hell breaks loose. The Pied-noirs terrorist organization OAS goes on a rampage. A million Pied-noir leave Algeria and FLN wins. End the game immediately

1.5 Referendums

If the French Public Marker reaches "0", then a Referendum takes place. If the Referendum happens before 1962 and it is the first occurrence, then the French president is offering the Algerians a "Yes" or "No" vote on a "new deal". Do as follows:

- Reset the French Public Marker to "20".
- Place both Referendum Markers on "0" on the Support Level Track.
- Roll 3 dice for each Region in Algeria that has a Population Number. FLN rolls the dice for Regions whose Population Markers are placed on a value between 0–10 on the Population Tracks. France rolls for those that are placed between 11–20. After rolling the dice for a Region, compare the result with the value where the Population Marker for that Region is.



If the result is greater than this value, then the population of that Region has voted "No". Move the green Referendum Marker up the track a distance equal to that Region's Population Number on the map. Place also a No Marker in that Region.



If the result is less than this value, then it is a "Yes" vote. Move the blue Referendum Marker up the track a distance equal to that Region's Population Number on the map. Place also a Yes Marker in that Region.

If the result is equal to this value, roll again until you receive either a "Yes" or "No".

4) After all die rolls have been made, see who has accumulated most votes (*a draw is not possible*). If a majority has voted “Yes”, then France has won the referendum. Move each and every Population Marker that has a Yes Marker in its Region one step along the track towards pro-France.

If a majority has voted “No”, then France has lost the referendum. Move each and every Population Marker that has a No marker in its Region one step along the track towards pro-FLN. Also, if there is a “No” majority, move the ...

a) Pied-noirs’ Feelings Marker down one step towards “Government crisis”.

b) French Public Marker a d3 number of steps towards “0”.

Do not adjust any Referendum Marker beyond “20”. Any side that reaches “20” wins the referendum

Remove the two Referendum Markers and all Yes and No Markers from the map until next time.

➤ If the Referendum happens in 1962, or if it is the second occurrence, then it is the Final Referendum which concerns total independence. Conduct the Referendum as described above, but with the difference that if a majority votes “Yes”, then France immediately wins the game, otherwise FLN wins. The Final Referendum will take place, no matter what, during the Referendum Segment in the Political Phase in fall 1962.

1.6 Rage, Appeasement and Fatigue



The Pied-noirs may be struck by rage and/or appeasement at any Game Turn after the first referendum has taken place.

If, immediately after both Political Chits have been played, ...

- The two played Political Chits from both sides have caused the French Public Marker to move 6 steps towards “0” (*do not include any step caused by fatigue*), then the Pied-noirs will be struck by rage. Move the Pied-noirs’ Feelings Marker one step towards “Government crisis”.
- FLN has no more than 30 Faileks in Algeria (*just Algeria*), then the Pied-noirs will be appeased; move the Pied-noirs’ Feelings Marker one step towards “Mild Acceptance”.

This extra movement of the Pied-noirs’ Feelings Marker takes place after all effects of the chits have been carried out, but before an eventual final referendum is conducted. If there is both rage and appeasement at the same time, then the Pied-noirs’ Feelings Marker does not move at all, although both events are considered to have happened. These two events may only happen once each in the game. If either event happens, place its marker on the map as a reminder.

The French Public suffered from war fatigue late in the war. During the year 1962, move the French Public Marker each Game Turn one step towards “0”. But do this after the play of both Political chits and after any rage or appeasement.

REINFORCEMENT PHASE

2.1 FLN Recruitment

FLN has Faileks off-map from which FLN may first exchange and then recruit new Faileks. All Faileks have their hidden side up - marked “?” - when placed on the map. FLN may at any time check a Failek, without revealing its type to the French player.

1 - Exchange

FLN may exchange Faileks on the map with Faileks in the off-map pool. Each exchange means that you remove Faileks from a single region or community and replace them with an off-map Failek. Each exchange costs ½ OP.

These three options are available:

- 2 on-map Moussebilines for 1 off-map Moudjahidine
- 3 on-map Moussebilines for 1 off-map Zonal Commando
- 1 Moussebiline and 1 Moudjahidine on the map for 1 off-map Zonal Commando

FLN may recruit new Faileks in one or more regions after any exchanges are done. FLN can only recruit a Failek (*Moussebiline or Moudjahidine*) if there is any off-map.

2 - Recruitment

➤ FLN may recruit new Faileks in any region ...

- With a Population Number and ...
- Where there already exists at least one Failek

➤ The maximum number of Faileks that is allowed to be recruited per turn in a region is equal to that region's Population Number, except that ...

- 1 extra may be recruited if the region is at FLN Level
- 1 less may be recruited if the region is at Support Level

➤ The cost in OPs to recruit a new Failek is ...

- ½ OP, if recruited in a major city, regardless of the positions of its Population Marker and FLN Incap Marker, or in Tunisia, Morocco and/or West Africa (*recruitment abroad requires play of certain chits*)
- ½ OP, if both FLN Incap Marker and the Region's Population Marker are between 0-10
- 2 OPs, if both FLN Incap Marker and the Region's Population Marker are between 11-20
- 1 OP in any other case

There is no difference in cost to recruit a Moussebiline or a Moudjahidine. Do not round the total Operation Point "cost" up until all exchanges have been made and all Faileks have been recruited.

Your recruitment mix must follow this rule, though:

- Every odd recruited Failek (*first, third, etc.*) in a region must be a Moussebiline
- Every even recruited Failek (*second, fourth, etc.*) in a region must be a Moudjahidine

Note: *That is why you may wish to exchange first, in order to deal with any shortage of off-map Moussebilines and/or Moudjahidines*

Special rules on Tunisia, Morocco and West Africa (*when they become independent through play of Political Chits*):

- All recruited Faileks in these countries are always Moudjahidines
- The maximum number of Faileks allowed to be recruited is always equal to the Population Number in each country
- You may recruit in these countries even if there is no Failek already there
- If the optional Maquis rule is used, then there are certain adjustments and conditions (*rule 2.2*)

➤ Regardless of restrictions, FLN may always recruit, after all other Faileks have been recruited, one single Moussebiline per Game Turn, which you may place in any region in Algeria that has a Population Number, even if there is no Failek already there. Pay normal recruitment cost for it.

2.2 French Reinforcements & Replacements

1 - Reinforcements

a) In Winter Turn 1955, put all units, with "55" as the year of arrival, in a cup. During the Reinforcement Segment of each 1955 turn, roll a die and draw that number of random units from the cup as reinforcements. Do not roll a die in Fall 1955, just pick up the rest of the units. Spend ½ OP per unit, and place each one in any harbor (*FLN presence there does not create any extra "costs"*). The OP "cost" is the same for the "56" and the "TM" reinforcements.

b) Do exactly the same procedure in Winter 1956 with the units marked "56".

c) When FLN plays the "Tunisia & Morocco"-chit, put all units marked "TM" in a separate cup. Do the same procedure as with the "55" and "56" reinforcements. For three consecutive turns, starting with the Game Turn the chit was played, roll a die and draw random "TM" units during the Reinforcement Segment. Draw remaining units in the fourth Game Turn. It may well be that you receive both "TM" and "56" reinforcements at the same time.

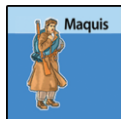
2 - Replacements

France may replace units after any reinforcements have been placed. Flip up any reduced French unit by spending ½ OP per unit. A unit that was eliminated during the previous Game Turn, must be brought in and placed in a harbor. Pay 1 OP for each eliminated unit.

Note: *Receiving replacements is voluntary but returning eliminated units is mandatory*

Don't round the total OP "cost" up until all reinforcement costs and/or replacement costs (*plus any Maquis costs, see below*) have been determined and summed.

3 - Maquis (Optional)



Roger Trinquier was a commander of the GCMA (*anti-Viet Minh guerrilla in Indochina*), and later on of the 3 RPC in Algeria. He wrote about counterinsurgency and advocated that France should attack the enemy's home territory by conducting an insurgency in those countries that actively supported FLN. So, if you wish to try this optional rule, then, after replacing any units, do as follows:

First: France must spend ½ OP per existing Maquis, or remove it.

Second: If there are any remaining Maquis off-map, then France may place 1 or 2 new Maquis in Tunisia, Morocco and/or West Africa (*they may be placed in separate countries*). Spend 1 OP per Maquis. They may be placed under certain conditions:

- The country must be independent and it must contain at least one Failek
- The maximum number of Maquis in a country may not exceed that country's Population number

If there is any Maquis presence in a country when FLN recruits, then ...

- The cost to recruit a Failek there is increased to 1 OP per Failek
- An equal number of Faileks as there are Maquis there must remain in that country and may not move into Algeria. If there are too few Faileks, then FLN has to recruit the missing ones during the next Recruitment Segment, before any other recruitment is done (*FLN must see to it, during the Exchange, that there are enough off-map Moudjahidines*)
- These Faileks that must remain, are not included and counted when deducting French OPs during the New Operation Points Segment

MOVE & ATTACK PHASE

3.1 FLN Movement

Each Failek moves separately. Move a Failek from its current position, tracing a route to another Region or Community. Don't follow the roads, think off-road. There is no cost for a Failek to move, except if it enters a Region controlled by France. That costs 1 OP. FLN do not spend OPs to enter Communities, even if French controlled.

But a Failek must stop if it ...

- Enters a Region with no Failek already there
- Enters a Community
- Enters a Region after Crossing a Wilaya border or a country border

If a Failek has to stop in a Region, then place it in the Region itself, not in any Community therein.

Note 1: *You do not have to enter any Community when entering a Region, unless you must (because it covers the whole border between two Regions). If you exit a Community though, then you will always enter a Region*

Note 2: *If you move a Failek into a Region, then additional Faileks are not forced to stop there (unless you cross a Wilaya/country border)*

Note 3: *After moving a few initial Faileks into a Region, it may no longer be controlled by France. If it is not, then it will not cost anything for further Faileks to enter that Region*

➤ You don't have to stop due to border crossing if you enter a Wilaya from a Community situated along a Wilaya border (*you may have to stop due to other reasons*).

➤ Faileks may only exit (*not enter*) Tunisia, Morocco and/or West Africa.

➤ Only 1 Failek per Game Turn may enter a Wilaya from each bordering Wilaya (*commander rivalry*). There is no limit to the number of Faileks that may enter a Wilaya from a Community on the border, or from Tunisia, Morocco and/or West Africa.

After the "Morice Line"-chit has been played by France, all Faileks that exit Tunisia and Morocco (*not West Africa*) may be attacked when they enter their first Region in Algeria. These Faileks are automatically found. Flip and reveal them as soon as they cross the border. French units in these Regions may, when all FLN movement is complete, make one voluntary special attack per Region against all those revealed Faileks.

France spends 1 OP per Region where an attack is made. Conduct the attack as described in rule 3.5, but without the search. No more than 4 revealed Faileks per Region can be chosen by France. Surviving Faileks become hidden and mixed with any other Faileks in that Region.

3.2 FLN Supply Check

FLN checks supply in all Regions and Communities that contain Faileks. Major cities, Communities and Sahara Regions support an equal number of Faileks as their FLN stacking limit (rule G). Other Regions will supply a number of Faileks equal to their Population Number + 5, except ...

- If there is a Resettlement Marker (a "+3" or a "+1") there, which replaces the default +5 (rule 4.2: "Resettle")
- If the region has its Population Marker between 0-10, then supplies 1 extra Failek (but not if it is a Major City, as mentioned above)

Example: *If Region 4B has a "+3" Resettlement Marker, and its Population Marker is set at 7, then that region will supply 6 Faileks (2 +3 +1)*

When counting Faileks in a Region, do not include Faileks in any nearby Communities. Unsupplied Faileks are chosen randomly by FLN and removed back into the general pool of off-map Faileks. There is no limit to how many Faileks there may be in Tunisia, Morocco and/or West Africa.

3.3 FLN Structure Attacks

1 - FLN extra Operation Points

FLN may first receive extra OPs before any Structure Attacks are made. FLN receives ...

- 1 OP for each Major City that FLN controls or contests
- 1 OP for every two Cities that FLN controls. Drop any fractions (example: three Cities mean 1 OP)
- 1 OP for every three Towns that FLN controls. Drop any fractions (example: two Towns mean 0 OPs)

2 - Structure attacks

FLN may now make Structure Attacks in Regions where there is at least one Failek.

Note: *Structure Attacks were made to promote fear, to make the country ungovernable, and to increase the antagonism between the Pied-noirs and the Moslems*

To attack within a Region, which is voluntary, spend 2 Operation Points and follow this procedure:

1) Test of Logistics

Roll 3 dice and compare the result with the number where the FLN Incap Marker is on the Support Level Track. If the result is equal to or greater than that number, then FLN logistics have succeeded in supplying material and planning, and you may proceed with the Attack die roll below.

If you fail your Test of Logistics, then you can always try again, as long as you spend 2 OPs each time.

2) Attack die roll

Roll the same number of dice as the total number of Faileks in the Region (*not in the communities*) where you attack, but no more than 4 dice. You may only roll an Attack die roll once per Region, per Game Turn.

➤ A hit has been made if any of the dice show a result of 5-6 (*regardless of how many 5-6 you get, it is still only counted as one single hit*). Move that Region's Population Marker one step towards pro-FLN.

➤ A hit in a Major City will also deduct a d3 number of French OPs as well as moving its Population Marker one step towards pro-FLN.

➤ FLN may attack Resource Sites, even though they are not Regions and have no Population Numbers, but only after the "Oil in the Sahara"-chit has been played. A hit in a Resource Site will deduct 2d3 number of French OPs.

3.4 French Movement

French units move along roads only, and end their move in any Region or Community (*in the game, French units will not enter other countries*). There is no procedure to "enter" or "exit" roads. Just follow a road that leaves the Region or Community where you are and end your road movement in any Region or Community. If you stop in a Region, just place your unit anywhere within that area.

Spend 1 OP per unit, unless it is mechanized, if it passes through (*enters and leaves*) a Region controlled by FLN. A unit never pays more than 1 OP per FLN controlled Region, even if it passes through the same Region more than once during a single move. Communities controlled by FLN do not cost anything for France to pass through.

The Bellounis units will appear immediately after the play of "Melouza Massacre"-chit. Each Bellounis unit is initially placed in any Region in Wilaya 6, or in any Town in or bordering to Wilaya 6. They may not, during the game, enter any Region outside Wilaya 6, or any community that is not in or bordering to Wilaya 6.

Note: *Moving between two Communities will pass through at least one Region, even if both communities are within that Region. Same thing if you enter a Region across its border and end your move in a community that is inside that region*

3.5 French Attacks

1 - Search

French units may attack Faileks that occupies the same Region or Community as they do. But Faileks must first be found. Spend **2** Operation Points for each Search and Attack. Follow this procedure to search in a region:

- 1) Select a number of dice equal to the current Troop Density Number (*which may be zero, which means zero dice*)
- 2) Add 1 die for every two French units present in the region (*3 units mean 1 die, and 4 units mean 2 dice*)
- 3) The total amount of dice may not exceed the number of French units in the region, and it may not, in any case, exceed 4 dice

➤ To search for FLN units in a community, simply select a number of dice equal to the number of French units stacked there.

➤ Roll the dice. Each die may be modified by certain terrain (*except Major Cities and Communities, of course*) and/or if the Region is at Support or FLN Level. See Search Modifiers Chart. For each and every modified result of 5 or more, a random Failek is found in the Region/ Community. Place any found Failek on a green square on the Attack Chart, one unit per square, face down and not revealed.

The last Failek in a Region at FLN Level may not be found. Neither may the last Failek in a Community be found, if it borders to a region at FLN Level (*in both cases, just leave it, even if found*). If no Faileks are found, a player may make additional searches, as long as 2 OPs are spent for each attempt.

2 - Attack

France chooses which French units in the Region that will be placed on the blue corresponding squares on the Attack Chart, one unit per square. Each French unit facing a Failek is a separate combat. All Faileks on the Attack Chart must be attacked.



Both sides have a set of four different Combat Chits each, with the type of combat printed at the top. Both players secretly choose one each. The two chosen Combat Chits are then revealed simultaneously. If your opponent has chosen the type of combat printed at the bottom of your chit, then you will have an advantage that will affect all separate combats in this attack. There are three possible modifications, shown through these examples below:

- **Flank against Stand:** All your units will get a "+1" to each die roll, if your opponent has chosen the "Stand" Combat Chit
- **Attack against Recon:** All your units, if your opponent has chosen the "Recon" Combat Chit, will get to roll their dice first and apply any hits before the opponent rolls any dice
- **Stand against Attack:** All your units will roll one extra die each, if your opponent has chosen the "Attack" Combat Chit

Flip and reveal all Faileks on the Attack Chart. There will now be a combat between each two corresponding squares. Each player, in each combat, rolls a number of dice equal to the strength of their own unit.

In a combat, if the French unit's Quality Number is higher than the Failek's Quality Number, then France adds the difference between the qualities to each die that France rolls in that combat. If the Failek has a better quality, then France subtracts the difference instead. Certain terrain will affect the quality of some French units. See Terrain Effects on Combat Chart. The dice may also be modified by certain Combat Chits.

➤ A hit is made for each modified result of 5 or more. An unmodified die roll of "1" is always a miss. A Failek that receives a hit is removed and placed back into the general pool of off-map Faileks. If it survives, return it to its original location where it becomes hidden again.

➤ If the last Failek in a Region is killed, move that Region's Population Marker one step towards pro-FLN (*surviving fighters return home and affect populations*).

➤ If a French unit receives a hit, flip it over to its reduced side. If a reduced French unit is hit, remove it off map. France must return an eliminated unit as a replacement during the next Game Turn.

You may, if you wish, spend another 2 OPs and make another Search and Attack, either in the same location or in a new one.

INSURGENCY PHASE

4.1 FLN Insurgency Actions

FLN may conduct Insurgency to change the political level in Regions that are contested or FLN-controlled. FLN may conduct insurgency in many Regions, but may only change each Region's level once per Game Turn. In each Region, FLN may spend 3 Operation Points to do one of the following ...

- **Spread Propaganda**

Flip that Region's Population Marker from Support Level to Activist Level, and move it one step towards pro-FLN.

- **Assassinate Pro-French Activists**

Replace that Region's Population Marker at Activist Level, with the Population Marker at Purge Level. Then move it one step towards pro-FLN.

- **Build Political Cells**

Flip that region's Population Marker from Purge Level to FLN Level. Then move it one step towards pro-FLN, or at least down to slot "10", whichever is the lowest number.

Note: *While the level show how much power either side has over the population, the marker's position on the Support Level Track show the people's true allegiance*

4.2 French Counterinsurgency Actions

1 - French extra Operation Points

France may first receive extra OPs. For each Region at Support Level, France receives as follows:

- 1 OP for each region with "Population 3"
- 1 OP for every two Regions with "Population 2". Drop any fractions
- 1 OP for every three Regions with "Population 1". Drop any fractions

The color of the Region ID on a Population Marker corresponds with the color of its Population Number on the map. This is to make it easier to add together any extra OPs.

2 - Counterinsurgency

France may conduct Counterinsurgency to change the political level in Regions that are French-controlled. France may conduct Counterinsurgency in many Regions, but may only change each Region's level once per Game Turn. In each Region, France may spend 3 Operation Points to do one of the following ...

- **Try to purge (*interrogation*)**

Go to the Fidayîns that are set up on the FLN Political Cell Chart. Roll two black and two white dice. For each die that shows a result of 4-6, flip a Fidayîin in the lowest row over to its captured side. Only black dice will affect those in black slots and only white dice those in white slots.

Roll the same number of dice as the number of captured Fidayîns. Pick the color of the die according to the color of the captured Fidayîin's slot. Each result of 4-6 identifies and captures a Fidayîin in the middle row. Again, a black die will not expose a Fidayîin in a white slot and vice versa.

You may now roll one or two dice (*color doesn't matter now*) depending on how many Fidayîns in the middle row that have been captured. Any result of 4-6 will capture the local top boss. If he is captured, then flip the Population Marker for that Region from FLN Level to Purge Level, and move it one step towards pro-France.

Whether you succeed or not, all captured Fidayîns are now turned back to their face side up. You can always try to purge again, if you have failed to get the top boss, as long as you spend 3 OPs each time.

➤ You may use “harsh interrogation” (*this was used to break many political cells, but it gave France infamy*). If you decide to use this, move first that Region’s Population Marker one step towards pro-FLN before attempting to purge. Now, all attempts to capture any Fidayîn during this purge attempt will succeed on a result of 3-6 instead.

• Detect Pro-French Activist

Replace that Region’s Population Marker at Purge Level, with the Population Marker at Activist Level. Then move it one step towards pro-France.

• Mobilize the Masses

Flip that Region's Population Marker from Activist Level to Support Level. Then move it one step towards pro-France, or at least up to slot “11”, whichever is the highest number.

➤ In addition to the three options above, France may also resettle populations and/or infiltrate FLN in one or more Regions. See below:

3 - Resettle

➤ If the “Resettle”-chit has been played, then France may resettle the population in French-controlled Regions with Population Numbers, except Major Cities. A Region may only be resettled once per Game Turn.

To resettle the population in a Region, France must spend 2 Operation Points and then either ...



- Place a “+3” Resettlement Marker in that Region or ...
- Flip an existing “+3” marker into a “+1” marker.

The number on the Resettlement Marker replaces the default “+5” during the FLN Supply Check (*rule 3.2*).

➤ Move a Region's Population Marker one step towards pro-FLN if its population is resettled.

Note: *You may not spend 4 OPs and resettle a Region from “+5” directly into “+1”*

4 - Infiltrate

➤ If the “Léger/Safy Coup”-chit has been played, then France may try to infiltrate one or more contested Regions. A Region may only be infiltrated once per Game Turn.



In order to try to infiltrate a contested Region, France must spend 2 Operation Points and then roll 4 dice. If any die shows a result of 5-6, move that Population Marker one step towards pro-France (*only one step, regardless of how many “5-6” results you get*).

If you fail to infiltrate, then you can always try again, as long as you spend 2 OPs each time.

Note: *The French Secret Service used disinformation to create animosity between separate FLN commands*

Game Turn advancement

Discard any remaining OPs on both sides. Advance the Season Marker. If it moves from Fall to Winter, then advance the Year Marker as well.

SCENARIOS

Ici, c'est la France! has two scenarios. You can either play the full campaign, starting in Winter 1955, or you can play the shorter scenario, starting in Winter 1959.

1955 Scenario/Campaign

➤ Set ...

- The French Public Marker to “20” and the FLN Incap Marker to “4” on the Support Level Track
- Pied-noirs’ Feelings to “Mild acceptance”
- Government Crisis to “Fourth Republic”
- Troop Density to “0”
- The Operation Markers to “0” on their respective Operation Point Track
- Referendum Markers, Appeasement Marker and Rage Marker aside
- The Season Marker on “Winter” and Year Marker on “1955” on the Game Turn Track

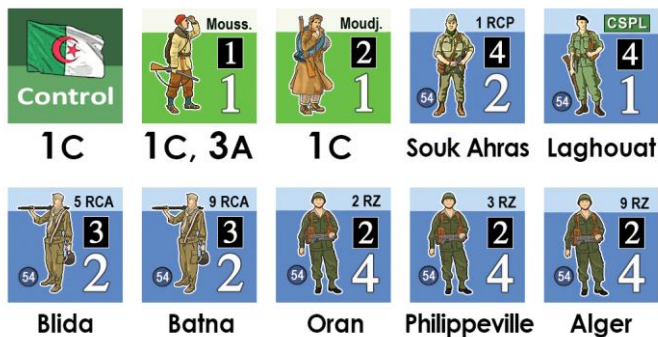
Note: *Winter turns cover the period between December and February. Although the war began in November of 1954, setting the Season Marker to Winter 1955 is close enough*

➤ FLN places the Fidayîn counters on the FLN Political Cell Chart, one on each of the seven slots in any desired order.



Exchange one for “Kim al-Kanger”, if you wish ☺ (*historically in Algiers, it was Yacef Saadi at the top and Ben M'hidi and Ali-la Pointe in the middle row*).

➤ Set up the FLN Control Marker, the initial three Faileks with their hidden side up, and the French units with “54” as the year of arrival, in the following regions and communities:



All Regions and Communities, with the exception of 1C, are controlled by France.

➤ Place all 25 Population Markers on the Population Tracks sheet. Place each marker on the track that shares the same Wilaya as the marker (*shown by the big number in the circle by the track*), except Major City Population Markers that have their own track. Set all of them to these levels and numbers:

- Region 1C and 3A at FLN Level, and set to number “10”

All other Regions at Purge Level, and set as follows:

- Regions 6A and 6B and all three Major Cities are set to number “13”

Remaining Regions with ...

- Population 1 are set to number “11”
- Population 2 are set to number “12”
- Population 3 are set to number “13”

➤ Political Chits. Both players do as follows:

Choose any four of your own Political Chits and put the rest of your chits into a cup (*the players have separate cups*). Then draw five more chits randomly from your own cup. Look at them and place them, together with the first four, face down in front of you.

When both players have done this, draw two random chits from your opponent’s cup, one at a time. Look at them (*don't reveal them to your opponent*) and place them face down on the Game Turn Track. Place each one on the year box corresponding with the last year on the chit. If the second drawn chit has the same last year as the first one, return it to the cup and draw a new one until both chits have different last years.

➤ Victory Conditions:

The game ends when either player wins:

- France wins by either controlling all Regions on the map by the end of any Game Turn, or by winning the Final Referendum
- FLN wins by either causing the Government Crisis Marker to reach “Collapse”, or by winning the Final Referendum

The Final Referendum will take place, if not sooner, during the Referendum Segment in the Political Phase in Fall 1962.

1959 Scenario

➤ Set ...

- The French Public Marker to “20” and the FLN Incap Marker to “8” on the Support Level Track
- Pied-noirs’ Feelings to “Strong dislike”
- Government Crisis to “Charles de Gaulle”
- Troop Density to “4”
- The Operation Markers to “0” on their respective Operation Point Track
- Referendum Markers, Appeasement Marker and Rage Marker aside. The first referendum has taken place, but Appeasement and Rage have not yet taken place
- The Season Marker on “Winter” and Year Marker on “1959” on the Game Turn Track

➤ FLN places the Fidayîn counters on the FLN Political Cell Chart, one on each of the seven slots in any desired order. Exchange one for “Kim al-Kanger”, if you wish ☺.

➤ Place Faileks, FLN Control and Contest Markers, and French units as follows:

The following Faileks are placed with their hidden side up. FLN places ...

- 1 Moudjahidine, each in 1D, 3A, 4B, 5C, 5F
- 2 Moudjahidines, each in 1A, 1B, 1C, 2B, 2C, 3B, 4C
- 1 Moussebiline in 1A
- 2 Moussebilines, each in 1D, 2C, 3A, 3B, 4B, 5C
- 3 Moussebilines, each in 1B, 1C, 2B, 4C, 5F
- 1 Zonal Commando, each in 2B, 3A, 4B, 4C, 5C, 5F
- 6 Moudjahidines in Tunisia
- 4 Moudjahidines in Morocco
- FLN Control Marker, each in 1B, 1C, 2B, 4C, 5F
- Contested Marker, each in 1A, 1D, 2C, 3A, 3B, 4B, 5C

All communities and all remaining Regions (*all those with no FLN Control or Contested marker in them*) are controlled by France

France places all French units anywhere in Algeria. Flip four units with quality “4” to their reduced side. The three Bellounis units are set up as described in rule 3.4. France then places ...

- “+3” Resettlement Marker, each in 2A, 5B, 5D, 5E, 6B

➤ Place all 25 Population Markers on the Population Tracks sheet. Place each marker on the track that shares the same Wilaya as the marker (*shown by the big number in the circle by the track*), except Major City Population Markers that have their own track. Set all of them to these levels and numbers:

Regions 1A, 1B, 1C, 1D, 2B, 2C, 3A, 3B, 4B, 4C, 5C, 5F are placed first. They are in FLN Level and are set by FLN to numbers 7, 8 and 9 - four markers per number. FLN chooses which marker goes on which number

- Regions 2A, 5B, 5D, 5E, 6B are in Purge Level and are set to number 14

Regions 3C, 4A, 5A, 5G, 6A, Alger, Constantine, Oran are in Activist Level and are set by France to numbers 15 and 16 - four markers per number. France chooses which marker goes on which number

➤ Political chits. Both players do as follows:

Place the FLN Political Chits with the year spans: “1959-61”, “1960-62” and “1961-62” in a cup. Add also the following chits from “1958-60”: “Army Discontent” and “Suffer of Resettled”.

Place the French Political Chits with the year spans: “1959-61”, “1960-62” and “1961-62” in a separate cup. Add also the following chits from “1958-60”: “Int. FLN Purges” and “Oil in the Sahara”.

Place the following chits on the Active Political Chits Row: “Tunisia & Morocco”, “Les bleues”, “Léger/Safy coup”, “Morice Line”, and “Resettle”. They are all in effect.

Then draw five chits randomly from your own cup, look at them and place them face down in front of you. When both players have done this, draw one random chit from your opponent’s cup. Look at it (*don't reveal it to your opponent*) and place it face down on the Game Turn Track. Place it on the year corresponding with the last year on the chit.

➤ Victory Conditions:

The game ends when either player wins:

- France wins by either controlling all Regions on the map by the end of any Game Turn, or by winning the Final Referendum
- FLN wins by either causing the Government Crisis Marker to reach “Collapse”, or by winning the Final Referendum

The Final Referendum will take place, if not sooner, during the Referendum Segment in the Political Phase in Fall 1962.

PLAYER’S NOTES

France

Don’t try to fight the FLN everywhere and don’t despair during the first two years when FLN seems to roam freely. Prioritize regions where FLN tries to contest and especially those with a Population number 2 or 3. Those regions will always be the most important throughout the game. See to it that you have enough operation points left over so that you can conduct one or two counterinsurgencies. Try to get as many regions as possible to Activist Level so that you will have some distance from FLN Level.

Even though it is good to have regions at Support Level, there is a point saving that for later. If FLN manage to lower a region far below “10” on the scale, you can always, late in the game, bring it back to “11” by making it Support Level. Since you are the stronger side, it will be easier for you to achieve control in a region. Beware though, when politics start to get in the way and lower your number of operation points.

The tougher units are the paras and the legion. They will only have an 11% risk of failing to kill a Moudjahidine, while infantry units have a 20% risk to fail. Mechanized have a 25% risk and will not be useful in the mountains. But they can move around freely and are good units to have in isolated regions as well as in towns and cities. Learn to accept FLN presence anywhere since killing the last Failek will either not be permitted or not be a good idea, since it will make the population more pro-FLN. Unless, of course, you really want to clear a larger area of the map to prevent FLN from spreading out. If so, do it properly and only in regions where new recruiting will cost FLN 2 operation points per Failek. Otherwise it will be too cheap for FLN to replace it.

Winning the first referendum is important for FLN, therefore it is equally important for you to win it. Try to make it take place after the Government Crisis Marker has reached “Charles de Gaulle” since all Population Markers will then have moved up one step along their tracks. If you lose it, one consolation is that the French Public Marker will also move down the track. Play chits with a “-d3 FP” as soon as possible after the first referendum and hope for some high die rolls in order to get an early ending of the war, before your Government Crisis Marker starts to enter some really difficult stages. If the Pied-noirs are struck by rage, start fighting and reduce the Faileks in order to appease the Pied-noirs. Otherwise FLN will much more likely reach “Collapse”.

FLN

The FLN player has to spread out and grow quickly during the first two years before the French player gets all those units and operation points. Don't try to control every region since to contest is sufficient to receive operation points and to be able to conduct insurgency. The French player will not have units and points enough to fight you everywhere so it will favour you to spread out. Remember that your last Failek in a region is safe, as well as those in bordering towns and cities, if the region is at FLN Level.

So, create a few safe havens. But getting your last Failek in a region killed is not too bad either, since it will make the population there more pro-FLN.

Occupy towns and cities when you have more Faileks than the region can support or when you want to gather extra operation points. It is also a good way of moving between the Wilayas since there is no limit to how many Faileks that may enter a Wilaya from a town or city. Try to make as many regions as possible FLN Level, since regions at FLN-level will not move towards pro-France when political chits are played. Later on, structure attacks will be a good choice, especially in regions which are at Support Level. The French player will not be able to move those markers upwards again, except through infiltration and then only if the region is contested. Therefore - late in the game, when the Troop density number is at 4 - consider having no more than 3 Faileks in a “population 3” region, so that you won't contest it. This will give you a good chance to succeed in your structure attacks, while not allowing the French to infiltrate you.

The first referendum is more important than you think. If you win it, not only will a bunch of regions move one slot in your direction but the Pied-noirs will also move down one step. This will put “collapse” on the Government Crisis Scale within reach. See to it that you have enough Faileks in Algeria, just after the first referendum, so that the French player will not achieve appeasement easily. Try also to play the early chits in 1955 that do not reduce the Pied-noirs. This might force the French player to waste one of the “+PN” chits, just because the Pied-noirs' Feelings Marker is still on “Mild acceptance”.

BACKGROUND OF POLITICAL CHITS

Algeria was considered part of France but only European settlers benefited from all civil rights (*Ici, c'est la France*). A demonstration in Sétif in 1945 got out of hand with an ensuing massacre on local Pied-noirs. Violent retaliation fell upon local Moslems and an estimated 6,000 people were killed. This event, in addition to the fact that reforms were blocked by the Pied-noirs and that the 1948 elections were rigged, increased the mistrust between the two communities (**French repression**). The nationalist movement in Algeria was represented mainly by Ferhat Abbas who wanted to bring on reforms, but who felt it increasingly difficult to withstand those who demanded total independence (**Abbas joins FLN**).

By summer 1954 the war in Indochina had finally ended. France had lost, and one effect was that colonial subjects lost their respect for French rule. The Algerian soldiers were bitter of the treatment they received when they returned home. On the 1st of November 1954 attacks were made all over the country by a new group called FLN (National Liberation Front). There was also a boycott on French goods (**Economic boycott**) as well as recognition from many of the independent Moslem countries (**Bandung conference**). There was a rivalry within FLN (**FLN dissent**). But at a meeting in Algeria the military structure were established and decisions were taken on how to conduct peace negotiations with France: no cease fire before recognition of independence; no division of Algerian territory; and no double citizenships for the Pied-noirs. FLN were to stick to these principles up to the end.

FLN divided Algeria into six regions called Wilayas, each with an independent military leader. To get a grip on the Algerian population, FLN had to create a chasm between Moslems and the Pied-noirs (**Ambush**). They had to make every Moslem a terrorist in the eyes of the enemy by conducting blind terror among the French. The leaders in the easternmost Wilaya decided to throw a torch into the conflict by conducting a massacre on Pied-noirs in the area of Philippeville (**Massacre**). Paras were sent to the area and, in rage, answered with a “ratonnade” (rat hunt) where they, together with armed civilians, shot any Moslem on sight. The nation had been pushed to a point where there was no turning back (**Reinforce**). But France worked hard also to gain support among Moslems by sending people into villages (**SAS**), charged with building schools and other kinds of social work (**Reforms**).

FLN received increased support from Egypt after the Suez crisis in 1956 (**Suez crisis**), a war which humiliated the French military and gave FLN a stronger political recognition from Moslem countries (**Middle East unity**) and parts of the US political elite (**Kennedy**). Algiers was the main battle site during 1956-57 (**Bomb attacks**). Under the leadership of Yacef Saadi, FLN started to attack the police and civilians through shootings and bombings.

General Massu was given full powers to deal with the situation. Coinciding with the UN opening in New York a general strike all over Algeria was called for by the FLN to demonstrate their authority. The order from Massu was to break the strike at all costs (**Breaking the strike**). The strike was stopped and the French intelligence managed to fool the FLN leadership around Algiers completely (**Léger/Safy coup**).

France also managed to capture the FLN leader Ben Bella (**Capture Ben Bella**). A certain war-weariness was now spreading among Moslems as they quarrelled among themselves (**Melouza massacre**). France was gaining the initiative through informers (**Les bleues**) and through resettlement of Algerians into protected villages, thereby denying FLN any supply (**Resettle**).

Oil was found in the Sahara (**Oil in the Sahara**) which made it worthwhile to fight for Algeria (**France will stay**). At the same time the public in France was shocked over the news of the use of torture (**Population suffers**). The war was expensive and France faced an economic and a political crisis (**Economic crisis**). After the independence of Tunisia and Morocco (**Tunisia & Morocco**), France constructed the “Morice Line” along the borders to seal off any traffic across them (**Morice line**). FLN were in dire straits and tried to bring the war into France itself by bomb attacks and by taxing the Algerians living there (**Algerian taxation**).

The war seemed to have no solution in sight, so, in May 1958, 50,000 people gathered in Algiers (half of them Moslems) calling, together with the army, for a “national arbiter of a high authority to re-establish the situation”. There was only one man who could do that: Charles de Gaulle. In June, he became president and the 5th republic was born. FLN was facing increasing problems with its supply (**Hunt arms dealers**) and political internal purges (**Internal FLN purges**), often made after false information had been planted by French intelligence (**2e bureau**). Amirouche, the local leader south of Algiers, is said to have had 3,000 men and women killed before he himself was killed (**Amirouche madness**).

Maurice Challe, the new commander-in-chief, arrived in 1959. The army was spread out throughout the country in the “quadrillage” system, a grid pattern, which made it difficult for FLN to move around. But Challe also wanted to hunt the enemy down so he brought four main changes (**Challe plan**). First, he created special commandos with Moslem trackers, called “Commando de chasse” (**Commando de chasse**). They would track the enemy and then call in the mobile reserve of paras to kill it (**Helicopter**). Second, he increased the number of Moslems in the army to make loyal Moslems take a more active part in the struggle against FLN (**Harkis mobilized**). Third, he intensified the resettlements of civilian Moslems (**Suffer of resettled**). Fourth, he concentrated his forces to one area at a time to be able to effectively purge it from FLN presence, which included attacks on foreign soil (**Bombing of Sakiet**).

This strategy was a major success and the French authorities were hoping that this, combined with economic development (**Economic development**), would make the Moslems accept French rule. But FLN refused to surrender.

De Gaulle was starting to modernize the armed forces (**Atomic tests**) and wished to get rid of the “Algerian problem”. He suspected that no settlement would survive without the support of the Moslem population, so he was starting to speak in terms of “self-determination” (**Selfdetermination**). The Pied-noirs and the army were not amused (**Army discontent**). The political temperature was rising and when General Massu was sacked in January 1960, after having mildly criticized de Gaulle (**Recall of Massu**), the right-wing of the Pied-noirs turned to the streets in Algiers wanting to force the downfall of the government. They created barricades and opened fire on the approaching gendarmes (**Ortiz's militia**). The two para regiments in the city were sympathetic to the Pied-noirs but did not join them. On the 29th of January de Gaulle made a brilliant speech on television which made the insurrection in Algiers implode.

But the FLN in Algeria had problems too. It lacked arms (**Capture of arms**). The leaders of the Wilaya around Algiers tried to offer a separate peace (**Operation Tilsit**). But in late 1960, Boumedienne was now in power. He consolidated FLN (**Rise of Boumedienne**) and started to receive new supply from China (**FLN in China**). FLN was indirectly recognised as representatives of the Algerians when de Gaulle, for the first time, turned to them and suggested a cease fire (**French truce**).

The rest of the French colonial empire in Africa was becoming independent (**West Africa**) and de Gaulle uttered the words “an Algerian republic” in a speech. He visited Algeria once more in December 1960 and miraculously survived four attempts to kill him. During his visit, Algiers exploded in violence as the right-wing elements took to the streets to fight the police. Then on the 11th of December, a totally unexpected pro-FLN demonstration poured out from the Arab quarters and Algiers turned into a battle scene (**FLN riots**). No-one could be fooled any longer regarding Arab allegiance. Discontent was now ripe in many quarters.

Challe resigned (**Challe resigns**) and among some of the elite regiments, rage was brewing. In April 1961, the generals Jouhaud, Zeller, Salan and Challe took over power in Algiers with the help of some of the para regiments. The plan was to mobilize both Pied-noirs and Moslems and to relaunch those successful offensives previously made during Challe's command. But Algeria only had supply for two weeks and most of the army there, although sympathetic, would not join the rebellion. De Gaulle now made a new speech, perhaps the most important since his radio speech in 1940, where he forcefully ordered all soldiers to stop these rebels. Private soldiers, tired of the war, now refused to cooperate with their superiors and the rebellion died. Para regiments such as 1st REP, 14th RCP and 18th RCP were disbanded and the army was demoralized.

Negotiations with FLN commenced in April 1961 in a small town called Evian (**Negotiate**). In the meantime a clandestine terrorist organization called Organisation Armée Secrète (**OAS**) was recruiting among disillusioned soldiers and Pied-noirs.

They started killing everyone they regarded as traitors and conducted bombings in France itself. When some conscripts were gunned down in Algiers the army sent in tanks against OAS and a three day civil war raged in the city. By March 1962 an agreement of Algerian independence was reached, which had the effect that all Pied-noirs just stood up and left Algeria. The French authorities were shocked, they were expecting around 100,000 people, but instead around 1,000,000 flooded into France. The Moslems who had cooperated with the French now received the full wrath of the FLN. Perhaps more than 100,000 of them were killed.

A long nightmare of twenty-two years of continuous war, which started in 1940 with the humiliation of defeat and German occupation, had brought the nation to the very brink of civil war. But in July 1962 it was finally over.

Kim Kanger

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