

RULES OF PLAY

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I would like to thank *Randy Lein*, *Mikael Norrby* and *Magnus Törne* for helping me making this game come true. I would also like to thank everyone who has helped me with the current version 1.1.

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INTRODUCTION



Ici, c'est la France! is a two player game covering the 1954 - 1962 war in Algeria between FLN (*National Liberation Front*) and France. These are rules version 1.1.

One player is the FLN and will also be called “FLN” throughout the rules. FLN will have units of three qualities: *moussebilines*, which are part time guerrillas with small arms; *moudjahidines*, which are regular guerrillas; *zonal commandos* which are seasoned guerrillas with the best armament. *Fellagha* (*written on the backside of the FLN counters*) means warrior. FLN called their military arm ALN. A company was called *katiba* and three *katibas* were a *failek*. Each unit in the game represents 600 fighters, which is about two *faileks*. For simplicity, I will call each unit a *failek*, unless I refer to a specific type of *failek* (*like moussebiline*), and the whole organization just FLN. One *failek* in each region, town or city will include the local FLN leadership and together with the *Fidayin* (*urban guerrilla*) they will represent the secret political FLN cadre.

The other player is France and will also be called “France” throughout the rules. France will both have regular and elite regiments. The regular ones are big, about 2,500 soldiers. The smaller elite “*Javelot regiments*” were 1,250 men. They were extremely flexible with their four self containing companies and two headquarters. The name of the regiments might be confusing since many units changed their name several times. For example: *6 BPC* became *6 RPC* and then *6 RPIMa*. I have chosen *RPC* when battalions turned into regiments. *Maquis* is the French word for rural guerrilla and may be used as an optional rule. All units, regardless of origin, will be called French units.

Enjoy the game!
 Kim Kanger

GAME MAP

A) **Wilayas and regions:** The map is divided in the following manner:

- The black lines and the “map edge” through Sahara are the borders between Algeria and her neighbors; Tunisia, Morocco and West Africa.
- The white lines divide Algeria into the seven major areas, called *Wilayas* (*even though Sahara was not really a Wilaya*).
- The red lines divide the *Wilayas* into regions. Each region contains an identification number. Example: *2A*; *2nd Wilaya, region “A”*.
- There are also three major cities (*Algiers, Oran, and Constantine*), and each one is considered a region.

B) Terrain: The four main terrain types on the map are:

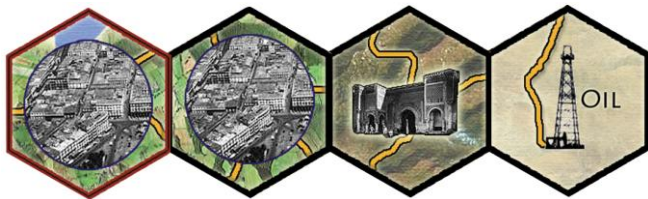
- Coastal Hills - where most of the people live.
- Mountains - which are scarcely populated.
- Dry Hills - (*region 1A and 6A*).
- Sahara – the desert in the south.

The roads connect all regions, towns and cities to each other and are only used by the French units.

The dotted “trails” connect West Africa and the Sahara and are only used by FLN units.

C) Towns, Cities, Major Cities and Resource Sites:

There are three types of communities and one type of resource site (*listed as Coal, Gas, and Oil*).



Major City City Town Resource Site
(Red Hex Outline)

Major cities are considered as regions themselves (*but with no terrain*) and fall under the rules covering regions. Towns, cities and resource sites are not considered regions, nor part of a region (*and they have no terrain either*), and should not be included when checking for control or FLN supply in regions. These communities and sites do not modify any search or combat.



Cities and major cities along the coast, marked with an anchor, are harbors.

Resource sites become active when the *Oil in the Sahara* chit is played (*read more about resource sites in rule 3.3*).

If you are forced to stop when entering a region then you must deploy the unit in the actual region and not in a town, city or resource site inside or bordering to that region. To enter them requires movement from the region into the town, city or resource site.

Note: References to cities in these rules do NOT apply to major cities. Major cities are referred to explicitly.



D) Population Symbol: Each region (*except those in the Sahara*) has a symbol representing the population. Single men show scarcely populated regions. Those with a “x2” are more populated, and those with a “x3” have the largest population 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 symbols” if referred to in general.

E) Charts: On the map there are the following charts:

- *Terrain Effects on Combat Chart* – indicates which French units receive adjustments to their quality during certain combat situations.
- *Search Chart* - indicates the die roll modifiers applied to searches.
- *FLN Political Cell Chart* – used by France to conduct purges of FLN cells.
- *Attack Chart* - where combat takes place.
- *Active Political Chit Track* - place played chits which have long term effects on the game.

GAME BASICS

F) Math & Dice: All fractions are rounded up (*die roll results and operation points costs*). The game includes four six-sided dice, two White and two Black. Throughout the game players will be required to conduct a die roll to determine the outcome of combat, political chit effects, FLN cell purges, referendums etc. The type and results of those die rolls are as follows:

- D6 - a single die is used.
- 2D6 - two dice are used.
- d3 - one die is used and the result is halved.
- 2d3 - two dice are used and the result is halved.

G) Combat units: Each player will command combat



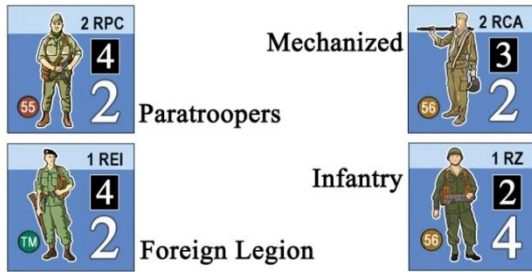
units throughout the game. The large white number represents the unit combat strength and the number within the box represents

the quality of the unit. In the header there is the unit designation. On the French units you will find the year of arrival or the letters “TM” in the lower Left corner.

The French units have a reduced side, indicated with a Red box around the quality number. The FLN units have a hidden side indicated by a question mark.

Combat units do not have a movement factor, due to the three months length of a game turn. However, each side has specific rules governing movement that are covered in the Move & Attack Phase (*rule 3.1 and 3.4*).

Ici, c'est la France! - The Algerian War of Independence 1954-1962



There are four types of French combat units and each type has rules governing their use in the game.



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

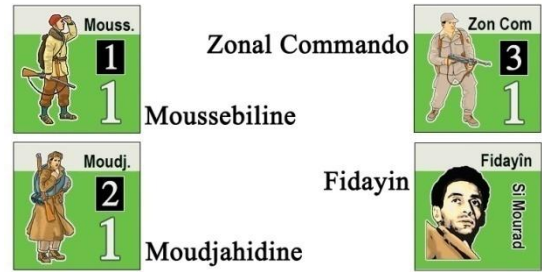
Foreign Legion Units

- **REC** - follow the rules of the mechanized type units.
- **REP** - follow the rules of the paratrooper type units.
- **CSPL** - receives a search bonus in Sahara regions.

Mountain Troops

- **159 RIA** and **BCA** - receive a combat bonus when attacking in mountain areas.

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



There are three types of faileks (*FLN combat units*) plus the Fidayin counters. All combat units function in a similar fashion but the Fidayin are used only when France conducts a FLN political cell purge (*rule 4.2 - 2*).

FLN Combat Units	
Moussebiline	<i>Auxiliary part-time fighters</i>
Moudjahidine	<i>Regular fighters</i>
Zonal commando	<i>Well armed and trained fighters</i>
Fidayin	<i>Urban guerrillas</i>
Fellagha	<i>General term for fighters</i>

H) Stacking: FLN stacking limits are enforced at the end of FLN movement. French stacking limits are enforced at the end of French movement. FLN units exceeding the limit are chosen randomly and removed from the map. French units exceeding the limit are chosen randomly and placed in a bordering region by the opposing player.

- **Major City** - 3 faileks plus 4 French units.
- **City** - 2 faileks plus 3 French units.
- **Town** - 1 failek plus 2 French units.
- **Resource Site** - 1 failek plus 2 French units.
- **Sahara Region** - 3 faileks plus 4 French units.
- **Other regions** – faileks according to supply limit (*rule 3.2*), unlimited amount of French units.

Note: *Because there is a lack of space on the map for the three major cities and for the coastal regions there are separate light blue squares marked FLN where these units can be placed to ease counter congestion.*

I) Operation points: Players receive new operation points each game turn and these points symbolize the means and the will of the French and the FLN. These points are used to pay for certain game actions and all costs are rounded up. Players may not conduct an action unless there are sufficient operation points remaining. A player may never have more than 20 operation points. They may not be saved and are lost if not used in the turn in which they were received. Operation points are subtracted when used and players should keep track of them by moving the *Operation Marker* along the *Operation Point Track* on the map (*rule 1.1*).

J) Troop Density Track and the Garrison Value:

Each region in Algeria is garrisoned by the French. The garrison value in a region is the troop density number plus the population symbol in that region. The number on the *Troop Density Track* on the map represents the density of troops (*or gendarmes in the major cities*) in all regions. Troop density is increased through the play of political chits. Before the first chit is played, which affects troop density, regard the troop density number as a zero.

Example: *A troop density number of 4 would give a garrison value of 7 in region 2A since it has a "population 3". A troop density number of 0 would give a garrison value of 3 in region 2A.*

Towns, cities and Sahara regions which have no population symbols have no garrison value. The actual units on the map are not counted into the garrison value. Their mission was to hunt down the faileks. So while the garrison is there to make it difficult for the faileks to contest a region, the elite units were there to deplete the enemy and thereby prevent FLN from even trying to contest regions.

K) Game Tracks and Markers: The *Population Track* on the map is used for the *Population Markers*. The *Support Level Track* is used for the *French Public Marker* and the *FLN Marker*.



Population Marker shows a region's allegiance towards France or FLN through its position on the *Population Track*. "Pro-France" means that the marker moves towards "20". "Pro-FLN" means it moves towards "0". The marker's orientation also shows the political level of the Moslems. There are 25 regions with a population symbol, each with a marker. There are four levels and both players can change them through insurgency or counterinsurgency actions.

- **FLN Level** (*support for FLN among the masses*)
- **Purge Level** (*FLN's political cells are purged*)
- **Activist Level** (*those who actively support France are brought forward*)
- **Support Level** (*support for France among the masses*)

French Public Marker shows the war-weariness among the population in France. The lower the number the more fed up people are with the war. When it reaches "0" a referendum takes place.

FLN Marker shows FLN's logistical capacity. The higher the number, the more "chaotic" it is for FLN.

L) French Politics: There are two scales:

The *Pied-noirs' Feelings Scale*, which runs from "Mild Acceptance" to "Government Crisis", and the *Government Crisis Scale* which runs from "Fourth Republic" to "Collapse". You can't save any "movement" when you reach the bottom or the top or any end of a scale or track. Any leftover "movement" beyond the scale's/track's end is wasted (*rules 1.3 to 1.6*).

M) Political Chits: Each player has a certain number of *Political Chits* available during the Political Phase of each turn. One new chit is drawn randomly each turn except for winter game turns. Only one chit is played per player, per turn. A chit may only be played if the date of the current turn falls within the time range on the chit.

Each chit will result in one or more markers moving a certain number of steps in one direction. It may also have special results. Some chits will have lasting effects on the game and these are underscored on the *Political Chit Charts*. Place those chits, when played, on the *Active Political Chits Track* on the map, so you will remember that they are in effect (*rule 1.2*).

When you play a chit, conduct the chit's impact in the order it is written on the *Political Chit Chart*. First, carry out the effect under "Actions taken", then the effects under "Chit Effects", which are done strictly from left to right. When the text (*under "Actions taken"*) says that you may add or reduce a region one step, it means that you move one *Population Marker* one step regardless of which political level it has.

Points, which are lost or gained through political chits, apply only to the same game turn the chit is played (*exception: the OAS chit*). This die roll is made by the player who played the chit.

-1 PS = Move all *Population Markers*, except those in Support Level, one step (*or two steps if it says "-2"*) towards pro-FLN. If it says "+1" or "+2", move all markers, except those in FLN Level, towards pro-France (*errata: It should include -2/+2 PS on Player's aid card*).

-1 FLN = Move the *FLN Marker* one step (*or two steps if it says "-2"*) towards "0". If it says "+1" or "+2", move it towards "20".

-1 PN = Move the *Pied-noirs' Feelings Marker* one step (*or two steps if it says "-2"*) towards "Government Crisis". If it says "+1" or "+2", move it towards "Mild Acceptance" (*Carry out the effects of a government crisis immediately when the Pied-noirs' Feelings Marker reaches "Government Crisis" and before you adjust anything else*).

-d3 FP = 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*).

N) Contest/Control: A non –Sahara region in Algeria can be controlled by either player. If neither player controls the region it is contested. The conditions to control a region are these:

- FLN controls a region if the number of faileks is equal to or greater than its garrison value (*rule J*).
- France controls a region if its garrison value is twice as high as the number of faileks there (*regions with no faileks present are French controlled*).

Sahara regions (*which have no garrison value*) as well as towns and cities can never be contested. They can only be controlled by either player:

- FLN achieves control if there are faileks present and the number of faileks is equal to or greater than the number of French units.
- France achieves control if the above is not true.

Note: *The status of a region changes at the instant when the above conditions are met, even during a phase.*



O) Flag Markers: These counters are included to facilitate play by indicating which regions are controlled by FLN or by France. The absence of a marker in a region indicates the area is contested. Turn them around and they will also indicate FLN Level/Support Level.

GAME TURN PHASES

P) Game turn phases: The game is played in seasonal game turns which are broken down into phases. These phases must be followed in the order below:

- 1) Political phase:**
 - a) Both players receive new operation points
 - b) Both players play Political Chits
 - c) Conduct a referendum if the *French Public Marker* reaches zero
- 2) Reinforcement and replacement phase:**
 - a) FLN recruitment
 - b) French reinforcement and replacements
- 3) Move and Attack phase:**
 - a) FLN movement
 - b) FLN supply check
 - c) FLN structure attacks
 - d) French movement
 - e) French attacks
- 4) Insurgency phase:**
 - a) FLN insurgency actions
 - b) French counterinsurgency actions
 - c) Game turn advancement

1.0 POLITICAL PHASE

1.1 New Operation Points

1 - France receives:

- 10 operation points during the winter 1955 turn. Increase the number of operation points received by one each game turn until 20 points is reached for the summer 1957 turn (*represents French political will*).
- From that total, deduct 1 point for every two Faileks there are in Tunisia, Morocco and/or West Africa (*political pressure*). The number of new points each game turn may decrease depending on where the marker is on the *Government Crisis Scale* (*rule 1.4*).

2 - The FLN receives:

- 10 operation points (*robbery and foreign aid*) plus a number equal to the population symbol in each contested or FLN controlled region (*revolutionary tax*)

Example: *A "population 2" region will give 2 operation points.*

- Then deduct a number of operation points equal to the position of the *FLN Marker* on the *Support Level Track* (*FLN's logistical disability*).

Example: *FLN contests or controls region 3A, 3B and 3C and the FLN Marker is on number "4". FLN then receives 11 operation points.*

After all calculations are done, the end results may not be more than 20 (*any excess points are wasted*) nor less than 0. Both players can later receive or lose points through play of political chits (*but the upper and lower limits are 20 and 0*). These points are added or deducted immediately when the chit is played.

1.2 Play of Political Chits



Roll a D6, if the result is 1-3 France has the initiative and plays a political chit first, followed by the FLN player. If the result is 4-6 the FLN plays first, followed by France.

When it is your turn, you draw a new chit first (*except during winter*). You must then play one of your chits, if possible. A chit may only be played within its year span. A player who can't play a chit must pass.

However, if the turn takes place during a year where there is one of your opponent's chits on the *Game Turn Track*, then roll a D6. A result of 5-6 means you must play that chit instead of trying to play one of yours. If the season for the current turn is fall, then the chit must be played and no die roll is needed. (*see Scenario Setup for specific instructions on choosing these chits*)

1.3 Pied-noirs' Feelings Scale



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

1.4 Government Crisis Scale



Each space on this scale represents political consequences of the war.

- **Charles de Gaulle** - The *Pied-noirs' Feelings Marker* is reset to "Strong Dislike". Move all *Population Markers* one step towards pro-France.
- **Barricade Week** - The *Pied-noirs' Feelings Marker* is reset to "Angry protests". FLN moves the *FLN Marker* a 2d3 number of steps towards "0". Move all *Population Markers*, except those in Support Level, one step towards pro-FLN.
- **Coup Attempt** - The *Pied-noirs' Feelings Marker* is reset to "Disgust & Contempt". FLN moves the *FLN Marker* a 2d3 number of steps towards "0". Move all *Population Markers*, except those in Support Level, one step towards pro-FLN. Remove permanently 1 REP, 14 RCP and 18 RCP from the map (if not on the map, remove other paratrooper units instead). France will only receive 15 operation points each game turn (starting from next game turn).
- **Evian Talks** - The *Pied-noirs' Feelings Marker* is reset to "Violent Demonstrations". FLN moves the *FLN Marker* a 2d3 number of steps towards "0". Move all *Population Markers* one step towards pro-FLN. France will only receive 10 operation points each game turn (starting from next game turn).
- **Collapse** - All hell breaks loose. The Pied-noirs terrorist organization OAS goes on a rampage. A million Pied-noirs leave Algeria and FLN wins. End the game immediately.

1.5 Referendums

1 - If the *French Public Marker* reaches "0" then a referendum takes place. If it is the first referendum, reset the *French Public Marker* to "20" and then start rolling three dice for each region. Compare the result for each region with the number where the *Population Marker* for that region is. If the result is greater than this number then that region's vote is a "No". If the result is less than this number it is a "Yes". If the result is equal to this number, roll again until you receive a "Yes" or "No".

Note: *Important! Mark in some way (with the flags, perhaps) which regions that vote "Yes" and which ones that vote "No".*

FLN rolls the dice concerning the *Population Markers* which are between 0-10. France rolls those that are between 11-20.

2 - 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:

- a) Each region gives a number of "Yes" or "No" votes equal to its population symbol

Example: An "x3" equals three "Yes" or three "No".

- b) Use both *Referendum Markers* to keep track. Place them on "0" on the *Support Level Track*. The blue *Referendum Marker* represents the 'Yes' votes and the green one represents the 'No' votes. Roll the dice until all regions are done (*don't forget to mark them*) or if either marker reaches "20" (*you have a majority of votes if you reach "20"*).
- c) In the end, if a majority has voted "Yes" France has won the referendum. Move all *Population Markers* of those regions that voted "Yes" one step towards pro-France.
- d) If a majority has voted "No" FLN has won the referendum. Move all *Population Markers* of those regions that voted "No" one step towards pro-FLN. Move also the *Pied-noirs' Feelings Marker* one step towards "Government crisis" and the *French Public Marker* a d3 number of steps towards "0".

If it happens in 1962, or if it is the second occurrence, it is the final referendum which concerns total independence. Conduct the referendum as described above. But this time, if a majority votes "Yes" France wins the game, otherwise FLN wins.

Note: *FLN would probably not have accepted a French victory at the polls, but France would have been in a very strong position and would therefore have won the conflict.*

1.6 Rage, Appeasement and Fatigue

1 - At any game turn after the first referendum has been completed, the Pied-noirs may be struck by rage and/or appeasement immediately after both political chits have been played.

If after both chits have been played, the *French Public Marker* has been moved 6 steps towards "0" (*do not include the step caused by fatigue, see below*), the Pied-noirs will be struck by rage. The *Pied-noirs' Feelings Marker* will then move one step towards "Government crisis".

2 - If after both chits have been played, FLN has no more than 30 faileks in Algeria, the Pied-noirs will be appeased and the *Pied-noirs' Feelings Marker* will move 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 a referendum is conducted. If there is both rage and appeasement at the same time, then the *Pied-noirs' Feelings Marker* does not move. These two events may only happen once each in the game.

3 - There was war fatigue within the French public late in the war. Each game turn in 1962, after the play of both chits and after any rage or appeasement, move the *French Public Marker* one step towards "0".

2.0 REINFORCEMENT PHASE

2.1 FLN Recruitment

1 - FLN may have faileks off map in the general counter mix from which FLN may exchange and recruit new faileks. FLN may spend operation points to recruit new fighters in any region with a population symbol and where there already exists at least one failek. Before recruiting, FLN may first exchange faileks on the map with those off map. Faileks on the map that is about to be exchanged into a single off map failek, have to be together in the same region, town or city. Each exchange costs 0.5 operation point and these three options are possible:

- 2 *moussebilines* in a region, town or city exchanged for 1 off map *moudjahidine*.
- 3 *moussebilines* in a region, town or city exchanged for 1 off map *zonal commando*.
- 1 *moussebiline* and 1 *moudjahidine* in a region, town or city exchanged for 1 off map *zonal commando*.

2 - The recruitment cost in operation points to recruit a new failek in a region is:

- 0.5 operation point if both the region's *Population Marker* and the *FLN Marker* are between 0-10.
- 2 operation points if both the region's *Population Marker* and the *FLN Marker* are between 11-20.
- 1 operation point in any other case.

The cost is always a 0.5 operation point to recruit a failek in a major city. FLN may also recruit faileks in Tunisia, Morocco and/or West Africa (*refugees*) if the country in question is independent (*through the play of a political chit*). FLN may only recruit *moudjahidines* in these countries and the cost is always a 0.5 operation point (*or 1 operation point, see optional rule 2.2*).

3 - The number of faileks allowed to be recruited is equal to the population symbol in each country. You may recruit in these countries even if there is no failek already there. Don't round the total operation point cost up until all exchanges have been made and all faileks have been recruited. The number of faileks allowed to be recruited in a region in Algeria is equal to the population symbol in that region. One extra may be recruited if the region is in *FLN Level* but one less if the region is in *Support Level*.

Every odd failek built (*first, third etc*) in a region in Algeria has to be a *moussebiline*, and every even failek built (*second, fourth etc*) in a region has to be a *moudjahidine* (*it is the same cost in operation points to recruit a moussebiline or a moudjahidine*).

Regardless of restrictions, FLN may always recruit, after all other faileks have been recruited, one *moussebiline* per game turn in any region in Algeria with a population symbol. Pay normal recruitment cost for it. Place all faileks with their hidden side up.

2.2 French Reinforcement

1 - France receives reinforcements in three waves:

- a) In winter 1955 put all units with "55" as the year of arrival in a cup. Roll a D6 each game turn in 1955 and draw that number of units from the cup as reinforcement. Spend 0.5 operation point per unit and place them in any harbor (*FLN presence in the harbor does not create any extra "costs"*). Don't roll a die in fall 1955, just pick up the rest of the units.
- b) Do exactly the same procedure in winter 1956 with those marked as "56".

- c) When FLN plays the *Tunisia and Morocco chit*, put all units marked "TM" in a separate cup. Roll a D6 and draw that number of units. Spend 0.5 operation point per unit and place them in any harbor. Roll this die for three consecutive game turns and draw the rest of the "TM" units in the fourth game turn. It may well be that you receive both "TM" as well as reinforcements for the year "56" at the same time.

2 - France may also receive replacements. Flip up any unit which has received a hit by spending 0.5 operation point per unit. Units eliminated during the previous game turn must be brought in and placed in a harbor during the present game turn. Pay 1 operation point for each unit. Don't round the total operation point cost up until all reinforcement replacements and/or maquis cost (*maquis is optional, see below*) have been made.

Note: *Receiving replacements is voluntary but returning eliminated units to play is not.*



3 - **OPTIONAL:** Roger Trinquier was a commander of a para regiment in Algeria and the GCMA (*anti-Viet Minh guerrilla in Indochina 1952-54*). 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, try this optional rule:

- a) France may spend 1 operation point during this phase and place a *maquis* in Tunisia, Morocco and/or West Africa. The country or countries in question (*if I may call the whole of West Africa a country*) must be independent and must contain at least one failek. There may not be more *maquis* in each country than its population symbol. No more than two *maquis* may be placed per game turn, but they may be placed in different countries. Each game turn, during this phase, France must spend 0.5 operation point per existing *maquis* (*to support it*) or remove it.
- b) If there is a *maquis* presence in a country when FLN recruits, then the cost to recruit a failek is increased to 1 operation point per failek (*some of the country's resources are diverted to fight the maquis instead*). An equal number of faileks as there are *maquis* must remain in that country and may not move into Algeria. These faileks that must remain are not counted when deducting French operation points during the political phase. If there are too few faileks, FLN has to recruit the missing ones, if possible, during its next reinforcement phase.

3.0 MOVE & ATTACK PHASE

3.1 FLN Movement

1 - Faileks remain with the hidden side up while moving. Move each failek one by one into or through any region within a Wilaya. The unit may end its movement in any region, town or city within a Wilaya. It may also end its movement in any town or city that borders that Wilaya.

But a failek must stop if it...

- Enters a region with no failek already there.
- Enters a town or city or a resource site.
- Crosses a Wilaya border or a country border.

If a failek enters a region controlled by France, then FLN must expend 1 operation point. FLN do not expend any points to enter towns and cities, even if French controlled.

Note: *After moving a few faileks into a region it may no longer be controlled by France. Remember also that major cities are regarded as regions!*

Only one failek may enter a Wilaya from each bordering Wilaya. But there is no limit to the number of faileks that may enter a Wilaya from a bordering town or city, or from Tunisia, Morocco or West Africa. If you enter a Wilaya from a town or city situated along the Wilaya border, the failek is not required to stop (*unless, of course, the region you enter is empty of other faileks*).

2 - Faileks may only exit (*and not enter*) Tunisia, Morocco and West Africa.

After the *Morice Line chit* has been played all faileks that exit Tunisia and Morocco (*not West Africa*) may be attacked by France. This may happen after all FLN movement is complete, but before FLN supply check.

These faileks are automatically found and France has the option to attack them (*no search required*). This attack can only be conducted once at every occasion, and only French units already present in the border region where FLN has entered may be used.

Spend 1 operation point per attack (*an attack against several faileks in a region is still just one attack, but each region is a separate attack*). Surviving faileks become hidden and mixed with other faileks in that region.

3.2 FLN Supply Check

After movement, FLN checks for supply. Each region supports a number of faileks equal to its population symbol plus five (+5) (*except major cities, see rule H*) or plus the resettlement counter instead (+3 *or* +I), if any. Do not count faileks in towns and cities. A region with its Population Marker at 0-10 supports one extra Failek (*except major cities*). Unsupported faileks are removed by the FLN player (*who may choose which faileks are unsupported*). There is no limit to how many faileks there may be in Tunisia, Morocco and West Africa (*see rule H regarding stacking limits in towns, cities, resource sites and in the Sahara regions*).

3.3 FLN Structure Attack

1 - FLN may first receive extra operation points by controlling the following:

- 1 point for each major city (*you only need to contest a major city to get the operation point*).
- 1 point for every two cities.
- 1 point for every three towns.

You may combine different communities: For example, two towns (= "0,67") and one city (= "0,5") would qualify as 1 point. Any remaining fraction is lost.

2 - Faileks in a region with a population symbol may then make structure attacks (*attacking the civil society*). This is to promote fear, make the country ungovernable and to increase the antagonism between the Pied-noirs and the Moslems (*raids against farms, blowing up cafés etc*).

To make a structure attack in a region, spend 2 operation points (*you may attack in as many different regions as you wish. Just pay 2 operations points each time*) and follow this procedure:

- 1) Roll three dice and compare the result with the number where the *FLN Marker* is located. If the result is equal to or more than the number, then the FLN logistics have succeeded in supplying the material and planning and you may proceed with the attack. If you fail this die roll you may, if you wish, spend another 2 operation points and try again.
- 2) If you succeed you may proceed with an attack die roll. You may only roll an attack die roll once per game turn in each region. Roll the same number of dice as the total number of faileks present (*but no more than 4 dice*).

- 3) A hit has been made if any of the dice show a result of 5-6 (*regardless of how many hits you get it is still only counted as one 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 operation points as well as moving its marker one step towards pro-FLN.

FLN may attack resource sites (*even though they have no population symbols*) but only after the *Oil in the Sahara chit* has been played. A hit in a resource site will deduct 2d3 number of French operation points.

3.4 French Movement

French units move through the road network and may end their movement in any region, town or city. There is no "movement procedure" to "enter" or "exit" roads. Just follow a road that leaves the region/town/city and end your road movement in a region/ (*place the unit anywhere in it*) town/city (*see rule H regarding stacking limits*).

Spend 1 operation point per unit, unless it is mechanized, if it passes through (*not just enters or leaves*) a region (*not town/city*) controlled by FLN. Moving from one town/city to another town/city will pass through at least one region. You never pay more than 1 point per unit and FLN controlled region, even if you pass the same region twice. Towns and cities controlled by FLN do not hinder or cost anything for France to enter or pass (*once again, major cities are regions*).

French units may pass but not end their movement in Tunisia or Morocco. French units may not enter Tunisia or Morocco once they become independent. French units can not enter West Africa. *Bellounis units* must stay in Wilaya 6 or in any town bordering to Wilaya 6.

3.5 French Attack

1 - France may attack faileks occupying the same region, city, town or resource site. But faileks must first be found before being attacked. Spend 2 operation points for each search/attack, designate the attacking units and follow this procedure:

- 1) You first have to find the FLN units. To search for FLN units in a region, roll a number of dice equal to the current Troop Density number (*which might be zero*). Add 1 die for every 2 French units present in the region (*not just the attacking units*). The total amount of dice may not exceed 4 dice. The amount of dice may also not exceed the number of units making the attack (*if they are less than 4 units*).

To search for FLN units in a town or city or resource site, roll a number of dice equal to the number of French units stacked there (*not just the number attacking*).

For every result of 5-6 a failek is found, randomly chosen from those you were searching for. Place them, face down and without revealing them, on a green square on the *Attack Chart*, one unit per square (*if no faileks are found, you may spend another 2 operation points and try again, if you wish*).

If all faileks in a region are found and the region is in *FLN Level*, then one failek remains unfound. The last failek in a town or city may not be found either if a bordering region is in *FLN level*.

The search die rolls are modified by certain terrain (*except major cities, cities and towns which do not have any terrain*) and/or if the region is in *Support* or *FLN Level*. See the *Search Chart* on the map.

- 2) Once the search is complete, France chooses which of the attacking French units are placed on the blue corresponding squares, one unit per square.



Both sides have four combat chits with a type of combat written in white at the top of the chit. Each player secretly chooses one. Both combat chits are then revealed simultaneously. If your opponent has chosen the type of combat which is written at the bottom of your chit, then you will have a combat modification which will affect all combats (*if more than 1 failek was found*).

For example:

- If you play *Attack +1 drm against Retreat*, then all your units will get a “+1” to their quality number if your opponent has chosen the *Retreat chit*.
- If you play *Attack strikes first against Recon*, then all your units, if your opponent chose the *Recon chit*, will get to roll their dice first and apply any hits before the opponent rolls any dice.
- If you play *Stand +1 die Attack*, then all your units will each roll one extra die, if your opponent has chosen the *Attack chit*.

Flip up and reveal all the faileks on the *Attack Chart*. Each attack between two corresponding squares are now resolved. Each player, in each attack, rolls a number of dice equal to the strength of their own unit. If the French unit has a higher quality than the failek, then France adds the difference between the qualities to the French dice. If the failek has a better quality, then France subtracts the difference.

Certain terrain will affect the quality of some French units. Any combat chit die roll modifications add to or subtract from the French unit’s quality number (*see the Terrain Effects on Combat Chart*).

- 3) A hit is made for each modified result of 5-6. An unmodified die roll of “1” is always a miss. If a failek receives a hit, remove it from the map. If the last failek in a region is killed move the region’s Population Marker one step towards pro-FLN (*fighters return home and affect the population*). Any failek which survives an attack is placed back on the map in its original location and becomes hidden.

If a French unit receives a hit flip it over to its reduced side. If a reduced French unit receives a hit remove it from the *Attack Chart*/map and return it as reinforcement during the next game turn.

France, if so wished, may now spend another 2 operation points and make another search and attack either in the same location or in a new one.

4.0 INSURGENCY PHASE

4.1 FLN Insurgency Actions

FLN may conduct insurgency to change the political level in regions. FLN may only change a region’s level once per game turn. If a region is contested or FLN controlled, FLN may:

- **Spread propaganda:** Spend 3 operation points and turn the *Population Marker* for that region from *Support Level* to *Activist Level*. Move the marker also one step towards pro-FLN.
- **Assassinate Pro-French Activists:** Spend 3 operation points and replace that region’s blue *Population Marker*, which is in *Activist Level*, with the green *Population Marker* and place it in *Purge Level*. Move the marker also one step towards pro-FLN.
- **Build Political Cells:** Spend 3 operation points and turn the *Population Marker* for that region from *Purge Level* to *FLN Level*. Move the marker also one step towards pro-FLN or at least down to slot “10”.

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

4.2 French Counterinsurgency Actions

1 - France may first receive extra operation points. For each region in *Support Level* France receives as follows:

- 1 point for every region with "population 3".
- 1 point for every two regions with "population 2".
- 1 point for every three regions with "population 1".

You may combine different regions: For example, two "population 1" (= "0,67") and one "population 2" (= "0,5") would qualify as 1 point. Any remaining fraction is lost.

2 - France may then conduct counterinsurgency to change the political level in regions. France may only change a region's level once per game turn. If France controls a region, France may:

- **Purge:** Spend 3 operation points to purge, through interrogation, the political cells in regions which are in FLN Level. To purge, do the following:
 - a) Go to the seven Fidayîn counters on the *FLN Political Cell Chart* (*historically in Algiers, it was Yacef Saadi at the top and Ben M'hidi and Ali-la-Pointe in the middle*). Roll two black and two white dice. For each die that shows a result of 4-6 flip a Fidayîn in the lowest row over to the captured side. Only black dice will affect those in black slots and white dice those in white slots.
 - b) 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 Fidayîn's slot. Each result of 4-6 identifies and captures a Fidayîn in the middle row. Again, a black die will not expose a Fidayîn in a white slot and vice versa.
 - c) You may now roll one or two dice (*color doesn't matter now*) depending on how many middle row Fidayîns that have been captured. A result of 4-6 will capture the local boss. If successful, turn the *Population Marker* for that region from *FLN Level* to *Purge Level* and move the marker one step towards pro-France (*and flip all the Fidayîns face up*). If unsuccessful, all Fidayîns are turned faced up and you may try again to purge, if you wish, by spending another 3 operation points.

You may use "harsh interrogation" (*this was widely used to break the back of many political cells, but it also gave France infamy*). If you decide to use this in a purge, move first the region's *Population Marker* one step towards pro-FLN before attempting to purge. Then add "+1" to each die roll (*it will increase the chance of finding the top man from 50% to about 85%*).

- **Detect Pro-French Activist:** Spend 3 operation points and replace that region's green *Population Marker*, which is in *Purge Level*, with the blue *Population Marker* and place it in *Activist Level*. Move the marker one step towards pro-France.
- **Mobilize the Masses:** Spend 3 operation points and turn the *Population Marker* for that region from *Activist Level* to *Support Level*. Move the marker one step towards pro-France or at least up to slot "11".



3 - Resettle People: If the *Resettle chit* has been played then you may spend 2 operation points and either place a "+3" *Resettlement Marker* in a French controlled region with a population symbol (*except major cities*) or flip an existing "+3" marker into a "+1" marker. The number on the marker replaces the default "+5" which each region has regarding FLN supply (*rule 3.2*).

Note: *You may not spend 6 points and resettle a region directly into a "+1". But you may resettle people in as many regions as you can afford paying operation points.*

Move a region's *Population Marker* one step towards pro-FLN each time you resettle people there. A region will not adjust its number of faileks until the next "FLN supply check", even if, after resettlement, there are now more faileks than it can support.



4 - Infiltrate: If the *Léger/Safy Coup chit* has been played you may spend 2 operation points in an attempt to have the French secret service infiltrate regions which are contested (*only*) and through disinformation create animosities between different FLN commands. Roll four dice and if any die shows a result of 5-6, move the *Population Marker* one step towards pro-France (*regardless of how many "5-6" you get you may still only move the marker one step*). On any other result, you may, if you wish, spend another 2 points and try again. But you may only successfully infiltrate a certain region once per game turn.

Note: *You may infiltrate as many regions as you can afford paying operation points.*

France may conduct counterinsurgency as well as resettlement and infiltration during the same phase and even in the same region.

5 - When all insurgency and counterinsurgency actions are complete, advance the *Season Marker* to start a new game turn. Advance the *Year Marker* if the *Season Marker* moves from fall to winter.

5.0 GAME SET UP

Ici, c'est la France! can be played either as a full game beginning in January of 1955 or as a shorter scenario beginning in 1959.

1955 Scenario and Campaign

Place all 25 of the Green *Population Markers* on the *Population Track* at these levels:

- Region 1C and 3A show *FLN Level*
- All other regions show *Purge Level*.
- Regions 1C and 3A are set to number "10".
- Regions 6A and 6B are set to number "13".
- Major Cities are set to number "13".
- Remaining Regions
 - a) with population 1 are set to number "11".
 - b) with population 2 are set to number "12"
 - c) with population 3 are set to number "13".

Place markers as follows:

- On the *Support Level track* place the *French Public Marker* on "20" and the *FLN Marker* on "4".
- *Pied-noirs' Feelings Track* is set to "Mild acceptance".
- *Government Crisis Track* is set to "Fourth Republic".
- *Troop Density Track* is Zero (so, the marker is "placed beside the number "1" slot).
- Put the two *Operation Markers* and the two *Referendum Markers* aside.
- Place the *Season Marker* on "winter" and the *Year Marker* on "1955" on the *Game Turn Track*.

Note: *The war began in November of 1954, but since "Winter 1955" covers the period December -54 to February -55, it is close enough.*

Arrange units and chits like this:

- The FLN player then places the seven Fidayîn counters, in any arrangement desired, on the slots on the *FLN Political Cell Chart* (exchange one for "Kim al-Kanger" if you wish ☺). Place the starting units on the map according to the *Set Up Chart - 1955*.
- **Both** players do this:

Choose four of your own Political Chits and put the rest of your chits into a cup (*the players have separate cups*). Then draw five additional chits randomly from your own cup, look at the chits and place them face down in front of you. When both players have done this, you draw two random chits from your opponent's cup, one at a time. Look at them and place them face down on the *Game Turn Track*.

Place them on the last year indicated on the chit. If the second chit drawn 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*). Mark them with flags so you know whose chits that are lying there.

Victory Conditions: The game ends when either player wins. France wins by controlling all regions on the map by the end of any game turn. FLN wins by causing the *Government Crisis Marker* to reach "Collapse". Either side can also win by winning the last referendum (*rule 1.5*) which takes place, if not sooner, during the political phase in the fall of 1962.

1959 Scenario

The *Population Markers* are placed on the *Population Track* at these levels:

- Regions 1A, 1B, 1C, 1D, 2B, 2C, 3A, 3B, 4B, 4C, 5C, 5F are placed first. They are in *FLN Level* and are placed by FLN on slots 7, 8 and 9 (*four markers on each*).
- Regions 2A, 5B, 5D, 5E, 6B are in *Purge Level* and are placed on slot 14.
- Regions 3C, 4A, 5A, 5G, 6A, *Alger, Oran, Constantine* are in *Activist Level* and are placed by France on slots 15 and 16 (*four markers on each*).

Place markers as follows:

- On the *Support Level Track* place the *French Public Marker* on "20" and the *FLN Marker* on "8".
- *Pied-noirs' Feelings scale* is set to "Strong dislike".
- *Government Crisis Scale* is set to "Charles de Gaulle".
- *Troop Density Track* is set to "4".
- Put the two *Operation Markers* and the two *Referendum Markers* aside. The first referendum has taken place.
- Place the *Season Marker* on "winter" and the *Year Marker* on "1959" on the *Game Turn Track*.

Arrange units and chits like this:

- The FLN player then places the seven Fidayîn counters, in any arrangement desired, on the slots on the *FLN Political Cell Chart* (exchange one for "Kim al-Kanger" if you wish ☺).

The FLN players places the following units with their hidden side up in each region and country:

- 1 *moudjahidine* in 1D, 3A, 4B, 5C, 5F.
- 2 *moudjahidine* in 1A, 1B, 1C, 2B, 2C, 3B, 4C.
- 1 *moussebiline* in 1A.
- 2 *moussebilines* in 1D, 2C, 3A, 3B, 4B, 5C.

- 3 *moussebilines* in 1B, 1C, 2B, 4C, 5F.
- 1 *zonal commando* in 2B, 3A, 4B, 4C, 5C, 5F.
- “+3” *Resettlement Marker* in 2A, 5B, 5D, 5E, 6B.
- 6 *moudjahidines* in Tunisia.
- 4 *moudjahidines* in Morocco.
- The French player places all French units anywhere in Algeria, flipping four units with quality “4” to their weaker side. The 3 *Bellounis* units are placed in Wilaya 6 or in any town bordering Wilaya 6.
- Place in two separate cups the FLN and the French *Political Chits* from the years “1959-61”, “1960-62” and “1961-62”.

Add also the following chits from “1958-60”:

FLN cup: *Army Discontent* and *Suffer of Resettled*.

French cup: *Int. FLN Purges* and *Oil in the Sahara*.

Place the following chits on the *Active Political Chits Chart* on the map as they are considered to have been played and are in effect: *Tunisia & Morocco, Resettle, Les bleues, Morice Line* and *Léger/Safy coup*.

- Both players do this:

Draw five chits randomly from your cup, look at the chits and place them face down in front of you. Then draw one random chit from your opponent’s cup. Look at it and place it face down on the *Game Turn Track*. Place it on the last year indicated on the chit. Mark it with a flag so you will know whose chit that is lying there.

Victory Conditions: Same as for the 1955 game.

6.0 DESIGNER'S NOTES

France

Don’t 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 symbol of “x2” or “x3”. 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 to *FLN Level*. Even though it is good to have regions in *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 lowers your amount of operation points. The tougher units are the paras and the legion with their 2-4 units. They will only have an 11% risk of failing to kill a *moudjahidine*. The bigger 4-2 units have a 20% risk to fail. The mechanized 2-3 have a 25% risk and will not be useful in the mountains. But they 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 lower the *Population Marker*. So, don’t be afraid to attack with just a few units in order not to find the last failek by mistake. 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 him to replace it. Winning the first referendum is important for the FLN, as it is described for the FLN above, and therefore equally important for you to win it. Try also to make it take place after Charles de Gaulle when all the *Population Markers* have moved up one step. If you loose 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. This 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 reach “Collapse” through the chits.

FLN

The FLN player has to grow quickly during the first two years before the French player has 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 and try to contest more regions than the French player can attack. Remember that your last failek in a region is safe, as well as those in bordering towns and cities, if the region is in *FLN Level*. But being killed in a non-*FLN Level* region is not too bad either since it will lower the *Population Marker* there. 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*. Then they will not move towards pro-France on the scale when political chits are played, so try to

change the level as early in the game as possible. Later on, attacks will be a good choice, especially in regions which are in *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. So, therefore, consider having, late in the game, up to only 3 faileks in a "population 3" region, so that you won't contest it. This will give you a good chance to succeed in attacking it but without 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 make "collapse" on the *Government Crisis Scale* come within reach. See to it that you have enough faileks just after the first referendum so that the French player will not get a free use of the appeasement rule. 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". This will make the French fall behind in this race and make "collapse" reachable for you.

7.0 POLITICAL CHITS' BACKGROUND

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. Algeria was considered part of France but only European settlers benefited from all civil rights (*Ici, c'est la France*). A demonstration in 1945, in Sétif, 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*).

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 Moslem countries (*Bandung conference*). FLN divided Algeria into six regions called Wilayas, each

with an independent military leader. To get a grip of 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*). 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 end. France worked hard to gain support among Moslems by sending people into villages (*SAS*), charged with the mission of 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 Saadi Yacef, 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 captured 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 supply (*Resettle*).

Oil was found in the Sahara (*Oil in the Sahara*) which made it worthwhile to fight for the country (*France will stay*) but at the same time the public in France was shocked over the news of the use of torture (*Population suffers*). The war was becoming 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 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*). In 1959 Maurice Challe, a new commander-in-chief, arrived in Algeria. The army was spread out throughout the country in the “quadrillage” system (“squaring”) which made it difficult for FLN to move around. But Challe also wanted to hunt the enemy down so he brought forward four main changes (*Challe plan*).

First, he created special commandos, called “commando de chasse”, with Moslem trackers (*Commando de chasse*). They would track the enemy and then call in the mobile reserve 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 (*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 modernising 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 criticized de Gaulle (*Recall of Massu*), the right-wing of the Pied-noirs in Algiers turned to the streets 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.

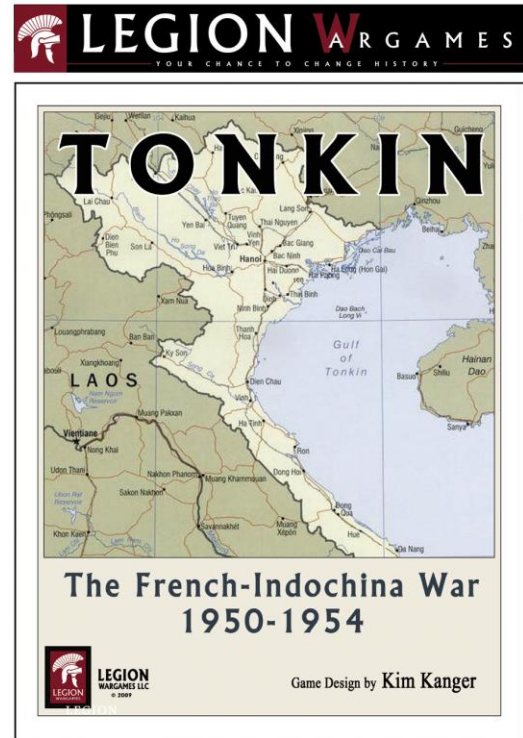
But FLN in Algeria had problems too, with its lack of arms (*Capture of arms*). The leaders of the Wilaya around Algiers tried to offer a separate peace (*Operation Tilsit*). But in late 1960, Boumedienne was now in power. He consolidated FLN (*Rise of Boumedienne*) and started to receive new supply (*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 became independent (*Independence for West Africa*) and in a speech de Gaulle uttered the words “an Algerian republic”. He also 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 ripe in many 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 had only 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, then 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 cease fire and Algerian independence was reached, which had the effect that all French just stood up and left Algeria. The French authorities were shocked, they were expecting around

100,000 people, but around 1,400,000 flooded into France instead. 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 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.

*Best wishes from
Kim Kanger*



TONKIN
The French-Indochina War 1950-54
Designer: Kim Kanger

Tonkin is a highly interactive two-player game that covers the area of Northern Vietnam, called Tonkin, during the crucial years of 1950-1954 of the French-Indochina War fought between the Viet Mihn and France from 1946-1954. The French units have artillery and air support, plus they are highly motorized which gives them supior mobility in clear terrain. The Viet Minh units move faster in tough terrain and they can ambush, infiltrate, and fight with sudden ferocity.

Tonkin is a reprint of the game that appeared in issue #70 of Vae Victis magazine and was nominated for a CSR award in the category of Best Post-WWII Game of 2006.

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Region Status	Effects on Play for Each Region as Indicated by Status
Support Level	FLN recruits one less unit.
	The region's Population Marker is not moved when a -1 PS or a -2 PS chit is played.
	It is easier to find FLN units during search.
FLN Level	FLN recruits one more unit.
	It is more difficult to find FLN units during search.
	The region's Population Marker is not moved when a +1 PS or a +2 PS chit is played.
	The last FLN unit will not be found during search.
French Controlled	France may conduct counter-insurgency.
	France may resettle people.
	FLN units pay 1 Operation point to enter.
Contested	FLN may conduct insurgency.
	FLN receives new operation points, equal to population symbol.
	France may conduct infiltration.
FLN Controlled	FLN may conduct insurgency.
	FLN receives new operation points, equal to population symbol.
	French non-mechanized pays 1 operation point to pass through region.

Sequence of Play

- 1) **Political Phase:**
 - a) Both receive new operation points
 - b) Both play political markers
 - c) Possible referendum
- 2) **Reinforcement and Replacement Phase:**
 - a) FLN recruitment
 - b) French reinforcements and replacements
- 3) **Move and Attack Phase:**
 - a) FLN movement
 - b) FLN supply check
 - c) FLN attacks
 - d) French movement
 - e) French attacks
- 4) **Insurgency Phase:**
 - a) FLN insurgency actions
 - b) French counter-insurgency actions
 - c) Game turn advancement

Stacking Limits

- **Major City** - 3 faileks plus 4 French units.
- **City** - 2 faileks plus 3 French units.
- **Town** - 1 failek plus 2 French units.
- **Resource Site:** 1 failek plus 2 French units.
- **Sahara Region** - 3 faileks plus 4 French units.
- **Other regions** – faileks according to supply limit (see rule 3.2), unlimited amount of French units.

Contest/Control of a non-Sahara Region

- FLN controls a region if the number of faileks is equal to or greater than its garrison value.
- France controls a region if its garrison value is twice as high as the number of faileks there.

Control of a Sahara Region/Town/City

- FLN achieves control if the number of faileks is equal to or greater than the number of French units.
- France achieves control if the above is not true.