

FLN PLAYER MISSIONS CHART

Harass <ul style="list-style-type: none"> FLN player designates a single company to do the mission and rolls on the Combat Results Table. The enemy unit fired upon may fire back at half its firepower rating (round fractions up). If the FLN company survived the return fire, place it in the operations completed (OC) box. If the enemy unit was neutralized, place it in the OC box as well. 	Movement # = number of areas the unit may move += attempting unit eliminated DRM -1 = per every unit on Patrol in area where unit starts (dispersed-mode division = 2 units) -? = per Border Zone DRM, if crossed
Propaganda # = PSP added to own or subtracted from enemy PSL (x2 if in Urban area) DRM -1 = area is Terrorized -1 = per every unit on Patrol in that area (dispersed-mode division = 2 units)	Intimidation # = # of Algerian static or mobile units neutralized + @ = area is Terrorized
Strike # x 1D6 = Political Support Level points added to FLN or subtracted from French PSL + = one FLN unit eliminated (FLN player's choice) DRM: +1 = per Cadre assisting -1 = per every unit on Patrol in that area (dispersed-mode division = 2 units)	

FLN AP COST TABLE

Activity	AP	Units	Comments
Build	3 (2)	0	Non-neutralized Front needed; only Cadres or Companies may be Built. Only 2 AP to Build in Morocco or Tunisia.
Augment	3	1 Cadre	Cadre Augments to Front: only one Front per area, and not in Remote.
Harass	0	1 Company	roll on the Combat Results Table; French fire back at HALF firepower. May do any number in area per turn, but Companies attack singly.
Propaganda	1	1 (any unit may do)	any FLN unit may do; only one per area, and not in Remote.
Strike (urban only)	5	1 Front + Cadres	Non-neutralized Front needed; each Cadre assisting gives +1 DRM .
Intimidate	3	1 (any mobile unit)	Only one per area per turn.
Movement	0	1 (any mobile unit)	Units attempt Movement one at a time.

FLN AP SOURCES

Source	APs received		
Areas under FLN control (-1 AP if area is Terrorized)	Urban: 5 if controlled; 2 if contested but non-neutralized FLN units are present	Rural: 2 if controlled; 1 if contested but non-neutralized FLN units are present	Remote: 0
Foreign governments	per random events: AP arrive by sea and some may be intercepted by French Navy (11.7)		
FLN PSL	AP = 10% of current FLN PSL (round fractions down)		

MISSION SUCCESS TABLE

Roll	-1	0	1	2	3	4	5	6	7	8
	0+	0+	1+	1	1	2	2	3@	4@	5@

TURN INTERPHASE SUMMARY

Control / Depreciation Segment

- both sides sum up Control Points in each area:
- 3 Control Points for each FLN Front or Dispersed mode French division, 1 for each other unit. Neutralized units don't count.
- If one side has 2x or more Points than the other, then it gets Control; place Control marker.
- If more but less than 2x as many, take the difference and both sides try to score less than or equal to this # on 1D6. If one player makes it he gets Control. If neither or both do, area is Contested.

DEPRECIATION TABLE

# Points	Loss #
1-5	1
6-10	2
11-15	3
16-20	4
21-24	5
25+	6

Find number of unused AP or Air/Helo Points and roll 1D6 (roll once for Air, once for Helo).

DRM: -1 = if Political Support Level is 30 or less

+1 = if Political Support Level is 70 or more

If roll <= Loss Number, then roll 1D6 again, multiply first roll by that number and deduct that number from the total available.

RECOVERY TABLE

Die roll	Neutralized unit	Terrorized area
1-4	-	-
5-6	recovers	recovers
DRM:	+1 = French elite unit or PSL => 70 -1 = PSL <= 30	+1 = no non-neutralized FLN units in area

POLITICAL SUPPORT LEVEL ADJUSTMENTS SUMMARY

Who	#psp	Why	When
both sides	+/- ?	as demanded by Random Event	Random Events Phase
French	- ?	for units newly mobilized or maintained	Reinforcement Phase
FLN	+?	Propaganda or Strike mission	Operations Phase
French	-?		
FLN	-?	Civil Affairs mission	Operations Phase
FLN	+3D6	Population Resettlement mission	Operations Phase
French	-1D6	failed Neutralization mission	Operations Phase
French	+1	for each FLN Cadre or company eliminated	Operations Phase
French	+2	for each Front reduced to a Cadre	Operations Phase
French	-1	for each 'hit' inflicted on French units, OR for each Algerian mobile or static unit point neutralized in Intimidation missions (FLN player's choice)	Operations Phase
FLN	OR +1		
French	-1D6	did not React to Strike	Operations Phase
French	+/-?D6	coup d'etat: see Coup table	final PSL Adjst Segment
French	-1	OAS deployed in Algeria	final PSL Adjst Segment
French	-2	OAS deployed in France	final PSL Adjst Segment
French	-1	for each area Terrorized	final PSL Adjst Segment
either side	+?	side that controls more areas gets PSP equal to HALF the difference between them (round fractions up)	final PSL Adjst Segment

COUP TABLE

die roll (2d6)	Result
2-4	abject failure: -3D6 PSP, remove 1D6 elite units from the game
5-6	failure: -2D6 PSP, remove 1 elite unit
7	fizzle: -1D6 PSP
8-9	success: + 1D6 PSP
10-11	big success: +2d6 PSP, mobilize 1D6 PSP of units for free
12	wild success: +3d6 PSP, mobilize 2D6 PSP of units for free

DRM: +1 = for both coup attempt and coup result rolls, if OAS is deployed in France
use if French PSL <= 30; coup attempt if roll 6 on a 1D6

FRENCH PLAYER MISSIONS CHART

Patrol <ul style="list-style-type: none"> Patrolling units are deployed to the PTL box during the deployment phase. The general effect of patrolling units is to give an unfavorable DRM to FLN missions. Any mobile units patrolling in the area may react to any FLN mission or join a flush mission if the French player wants them to. Place in the OC box of the area after reacting. 	Intelligence Mission Routine <ul style="list-style-type: none"> May only be conducted in areas with at least one non-neutralized static unit. Pay one PSP, total Contact Ratings of static units and roll to contact each FLN unit in the UG box by rolling this total or less on 1D6 (DRM: +1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if in Urban area). Units contacted are moved to OC box, where they are vulnerable to future Flush operations.
Flush Mission Routine (mobile units only) <ul style="list-style-type: none"> Designate Flushing units from area's OPS box. Patrolling mobile units in that area may join the mission, and airmobile units may travel any distance to join. Contact number = Total of Contact Ratings of involved units. Government player must roll equal to or less than Contact Number on 1D6 to find individual FLN units in OPS or OC box (DRM: +1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if target unit in Urban area or OC box) First Contacted FLN units, then the French, fire on the Combat Results Table. Apply results. Place FLN and French regular Army units in OC box; French elite units go there on a 1-3. 	React Mission Routine <ul style="list-style-type: none"> Deploy mobile units from the OPS box of the area against the FLN units that just conducted a mission. Patrolling mobile units in the area may join, and airmobilized units may travel any distance to join. The FLN units are automatically Contacted, but they have a chance to evade to the UG box (roll equal to or less than Evasion Rating). After evasion check, first FLN units, then the French, fire on the Combat Results Table. Place remaining FLN and French regular Army units in OC box; French elite units go there on a 1-3.

PACIFICATION MISSIONS

Mission	Results
Civil Affairs DRM: +1 per PSP spent after the first one, or 'Amnesty' event in effect	Roll on Mission Success Table. May not conduct in Remote areas. # = PSP taken from FLN PSL @ = remove Terror marker in area, if present
Neutralization DRM: +1 = each Elite unit assisting or 'Amnesty' random event in effect	Roll on Mission Success Table. # = number of FLN companies neutralized @ = area Terrorized; all Cadres and Fronts in area are neutralized + = area Terrorized; -1D6 French PSP
Population Resettlement (rural only)	Area automatically becomes Remote and Terrorized; FLN gains 3D6 PSP. Fronts are converted to Cadres.

(must have non-neutralized static unit in the area to perform: all missions cost one PSP)

FRENCH MOBILIZATION AND MAINTENANCE TABLE

Item	PSP to Mobilize	PSP to Maintain
Regular Army division	5	2
Regular Army regiment	2	1
French elite unit	3	1
Algerian mobile unit	1	0
Algerian static unit	2 (place in PTL box)	0
1 Air Point	1	0
1 Helo Point	2	1
1 Naval Point	1	0
Border Zone	6 (per DRM per Zone (east or west))	1 (per Zone)

MISSION SUCCESS TABLE

Roll	-1	0	1	2	3	4	5	6	7	8
	0+	0+	1+	1	1	2	2	3@	4@	5@

TURN INTERPHASE SUMMARY

Control / Depreciation Segment

•both sides sum up Control Points in each area:

•3 Control Points for each FLN Front or Dispersed mode French division, 1 for each other unit. Neutralized units don't count.

•If one side has 2x or more Points than the other, then it gets Control; place Control marker.

•If more but less than 2x as many, take the difference and both sides try to score less than or equal to this # on 1D6. If one player makes it he gets Control. If neither or both do, area is Contested.

DEPRECIATION TABLE

# Points	Loss #
1-5	1
6-10	2
11-15	3
16-20	4
21-24	5
25+	6

Find number of unused AP or Air/Helo Points and roll 1D6 (roll once for Air, once for Helo).

DRM:-1 = if Political Support Level is 30 or less

+1 = if Political Support Level is 70 or more

If roll <= Loss Number, then roll 1D6 again, multiply first roll by that number and deduct that number from the total available.

RECOVERY TABLE

Die roll	Neutralized unit	Terrorized area
1-4	-	-
5-6	recovers	recovers
DRM:	+1 = French elite unit or PSL => 70 -1 = PSL <= 30	+1 = no non-neutralized FLN units in area

POLITICAL SUPPORT LEVEL ADJUSTMENTS SUMMARY

Who	#psp	Why	When
both sides	+/- ?	as demanded by Random Event	Random Events Phase
French	- ?	for units newly mobilized or maintained	Reinforcement Phase
FLN	+?	Propaganda or Strike mission	Operations Phase
French	-?		
FLN	-?	Civil Affairs mission	Operations Phase
FLN	+3D6	Population Resettlement mission	Operations Phase
French	-1D6	failed Neutralization mission	Operations Phase
French	+1	for each FLN Cadre or company eliminated	Operations Phase
French	+2	for each Front reduced to a Cadre	Operations Phase
French	-1	for each 'hit' inflicted on French units, OR for each Algerian mobile or static unit point neutralized in Intimidation missions (FLN player's choice)	Operations Phase
FLN	OR +1		
French	-1D6	did not React to Strike	Operations Phase
French	+/-?D6	coup d'etat: see Coup table	final PSL Adjst Segment
French	-1	OAS deployed in Algeria	final PSL Adjst Segment
French	-2	OAS deployed in France	final PSL Adjst Segment
French	-1	for each area Terrorized	final PSL Adjst Segment
either side	+?	side that controls more areas gets PSP equal to HALF the difference between them (round fractions up)	final PSL Adjst Segment

COUP TABLE

die roll (2d6)	Result
2-4	abject failure: -3D6 PSP, remove 1D6 elite units from the game
5-6	failure: -2D6 PSP, remove 1 elite unit
7	fizzle: -1D6 PSP
8-9	success: + 1D6 PSP
10-11	big success: +2d6 PSP, mobilize 1D6 PSP of units for free
12	wild success: +3d6 PSP, mobilize 2D6 PSP of units for free

DRM: +1 = for both coup attempt and coup result rolls, if OAS is deployed in France
use if French PSL <= 30; coup attempt if roll 6 on a 1D6

POLITICAL SUPPORT LEVEL TRACK

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

AIR AND HELICOPTER TRACK

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

13.0 CREDITS

Design: Brian Train
Graphics: Kerry Anderson
Playtesting: Roy K. Bartoo,
Terence Co,
Joe Miranda,
Doug Murphy,
Charles Vasey
Production: Microgame Design Group
www.microgamedesigngroup.ca