

RULES OF THE GAME

LIBERATION



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Game Summary:

Libération illustrates the actions of the French Resistance during the Second World War. The game can be played in campaign mode, as it is made up of 5 scenarios, the first of which begins in 1940, the last of which illustrates the liberation of Paris in August 1944, bringing to a close the insurrectionary actions of the French resistance.

Each scenario can also be played independently.

This is an asymmetrical game, as the RESISTANCE players will play in a different way to the OCCUPIER player.

Game principle:

The game will alternate between the RESISTANCE and the OCCUPIER until one side wins. Roles are distributed as follows, depending on the number of players:



Game turn:

RESISTANCE always begins.

The OCCUPIER player plays between each RESISTANCE player. Thus, with 4 players, the game turns will be as follows:



Scenario mode:

Each scenario can be played separately.

To do this, simply follow the box on the setup page of each scenario, visible from Scenario 2 onwards. In this case, the game ends with a victory for the RESISTANCE players or the OCCUPIER player. Each scenario is symbolized by a logo on the game material, allowing you to quickly prepare the material by selecting cards with this visual.

For example, for Scenario 1 - The Musée de l'Homme network, the cards have this icon:



Campaign mode:

You can play the game in campaign mode, completing the scenarios one after the other. The outcome of each scenario depends on the outcome of the previous one. Scenarios are played in chronological order. The difficulty of the games increases.

The campaign ends at the end of scenario 5. The side with the most victory points wins the campaign.





BASIC ACTIONS OF THE RESISTANCE PLAYER

BASIC PRINCIPLE

SKILL



Pioche Personnage Défausse

Each RESISTANCE player has a DASHBOARD of his own color, comprising 4 areas: deck, discard PILE, CHARACTER and SKILL. When the deck is empty, shuffle the cards from the discard pile to make a new deck.

At the start of each game turn, each RESISTANCE player shuffles his 7 OBJECT cards and draws the

first 3 cards from his pile. During his turn, the RESISTANCE player will perform a single action by playing one or more cards from his hand, which he then places in his discard pile. Caution: The RESISTANCE player **DOES NOT COMPLETE** his hand at the end of his turn.

Each OBJECT card can be used :

- Either for its operation power: the operation power is used to recruit, move or distract.
 - Either for its PLANNING POWER: the PLANNING POWER aims to gather specific cards in order SABOTAGE, ESCAPE, DECEPTION.
 - Either for its DRAW POWER: the draw power allows you to draw a certain number of cards from your deck.
- If a player is unable to play, he discards any cards in his hand and draws 3 new cards.



DRAW



Draw power

- Discard a single OBJECT card to draw as many cards of the indicated value.
- Note: the OBJECT card just discarded is not immediately shuffled to form a new deck.

Planning SABOTAGE



If you discard 2 cards during your action with the TRAIN icon (T-key and a Dynamite), you perform a train SABOTAGE. Choose 3 cards from the OCCUPIER's hand and place them in the OCCUPIER's discard pile. During his next turn, the OCCUPIER will play with only 3 cards.

Planning ESCAPE



If you discard 3 cards during your action with the ESCAPE icon (Pistol, Sten and front wheel drive), you've made an ESCAPE. Retrieve the RESISTANCE card of your choice from among the RESISTANCE cards arrested by the OCCUPIER and held in PRISON, then place it in your hand.

Planning DECEPTION

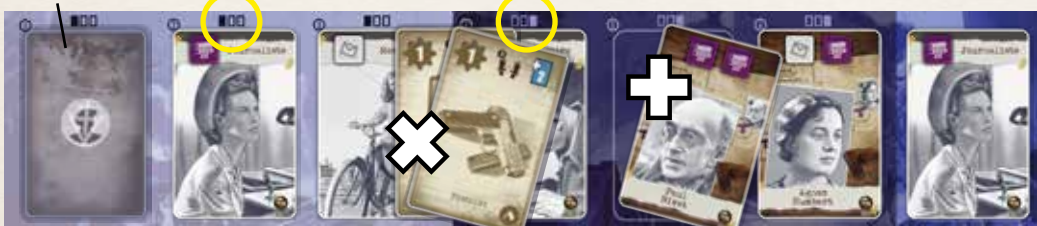


If you discard 2 cards during your action with the DECEPTION icon (binoculars and radio), you perform a DECEPTION operation. Place a DECEPTION card in the OCCUPIER player's discard pile.



Operation RECRUITMENT

DECK



The player may recruit one of the 6 RESISTANCE cards available on the RESISTANCE board, after which the RESISTANCE board is completed. A number of OPERATION points equal to or greater than the number of skills on the recruited RESISTANCE card must be discarded. When the RESISTANCE deck is empty, the discard pile is shuffled to create a new deck.

In this example, the RESISTANCE player discards 2 1-Action cards to recruit Paul Rivet. This card is placed on top of the player's deck.

RESISTANCE card



- There are 2 zones on the board:
- □ ■ The recruited card joins the discard pile on the player's board.
 - □ □ The recruited card goes directly to the top of the deck on the player's board.

Operation CREATE A DIVERSION



The player discards one or more OBJECT cards from his hand to remove as many V-MANN, MILICE or WEHRMACHT counters positioned on a single RESISTANCE or MISSION card.

The player discards one or more of these OBJECT cards to remove counters WEHRMACHT or MILICE from a MISSION card.

WARNING: To remove MILICE or WEHRMACHT counters from a MISSION card, RESISTANCE player's counter must be at the MISSION location.

Operation MOVE AROUND



The player moves his pawn from one PLACE to another. In the Parisian scenarios (1 and 5), moves are constrained and must follow the layout shown on the game board.

In this example, the yellow player moves his pawn 2 places by discarding 2 cards of 1 point.

EXCHANGE

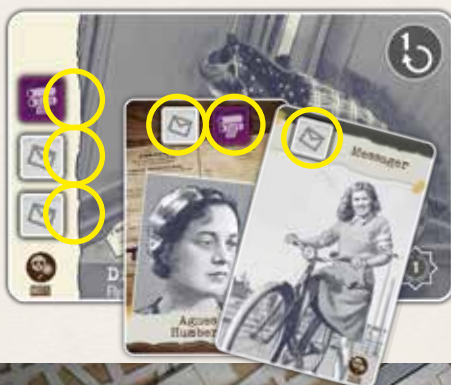


If more than one RESISTANCE players are in the same PLACE, they can exchange RESISTANCE cards from their hand.

This exchange corresponds to one of the players' ACTIONS.

CARRY OUT A MISSION

The main objective of RESISTANCE is to complete MISSIONS that will earn you BONUSSES and VICTORY POINTS.



The player discards RESISTANCE cards to complete a MISSION.

The SKILLS of the discarded cards must match those of the MISSION card. When the MISSION is completed, the player takes the MISSION card and earns the MISSION card BONUS.



MISSION cards



ATTENTION: the RESISTANCE player's pawn must be at the LOCATION in order to carry out the MISSION.

In this example, the yellow player can carry out the MISSION at the Montmartre LOCATION.



BASIC ACTIONS OF THE OCCUPIER PLAYER

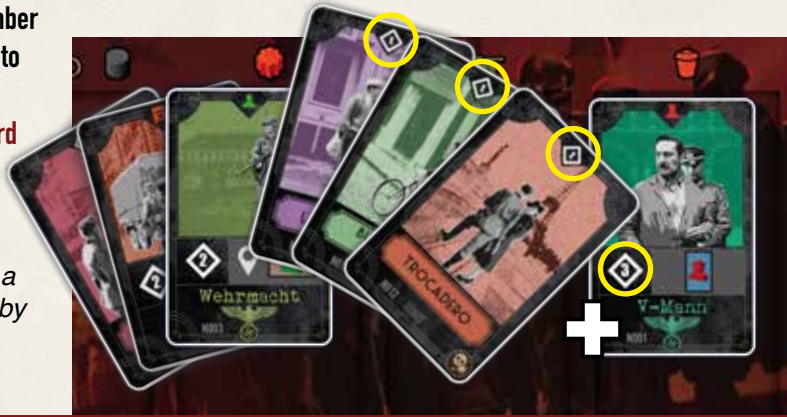
The OCCUPIER player always starts his turn with 6 cards in hand. He plays one or more cards from his hand and completes his hand at the end of the turn with 6 cards. Here are the actions he can perform:

PLAN

The OCCUPIER player can buy a new card by discarding a number of place cards corresponding to the cost of the card.

IMPORTANT: the purchased card joins the OCCUPIER player's discard pile.

In this example, the OCCUPIER player acquires a V-MANN card of value 3 by discarding 3 place cards.



LOCATION Card

VALUE



NAME

SCENARIO

V-MANN



The OCCUPIER player can discard one or more V-MANN cards from his deck to place red counters on a RESISTANCE card. If a RESISTANCE player wishes to recruit the card, the OCCUPIER player rolls as many red dice as the number of counters on it.

V-MANN Card

x4



COST

POWER

RED DIE

IMPORTANT: the maximum number of counters that can be positioned corresponds to the number of SKILL icons displayed on the RESISTANCE card.



ARREST: The RESISTANCE card on which the V-MANN counter(s) is returned to the PRISON. A new card is placed on the empty space directly from the deck.



NOTHING HAPPENS: the RESISTANCE player can take the card and discards the V-MANN counters on it if all the dice have this face.



RESISTANCE: This result cancels an ARREST result from another die.

RAID

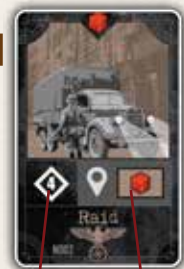


The OCCUPIER player may discard one or more RAID cards along with a LOCATION card of his choice in an attempt to trigger an ARREST on a LOCATION where there is a RESISTANCE pawn. Roll as many red dice as RAID CARDS played.

In this example, the OCCUPIER player makes a RAID to MONTMARTRE, rolls 2 dice and makes 2 arrests.

RAID Card

x3



COST

POWER

RED DIE



ARRESTATION: Draw a card from the RESISTANCE player's hand. If he has no card in his hand, carry out an ARBITRARY ARREST by drawing the first RESISTANCE card from the deck on the RESISTANCE board.



NOTHING HAPPENS



RESISTANCE: This result cancels an ARREST result from another die.

on his turn, the OCCUPIER player may choose to discard all his cards and draw 6 new ones instead of playing normally. He may not partially discard his hand.

WEHRMACHT



The OCCUPIER player may discard one or more WEHRMACHT cards together with a LOCATION card of his choice to place WEHRMACHT counters on the MISSION card for that LOCATION. If a RESISTANCE player wishes to carry out the MISSION, the OCCUPIER player rolls as many green dice as the number of WEHRMACHT counters on the MISSION card.

WEHRMACHT Card



COST POWER

In this example, the OCCUPIER player discards 2 WEHRMACHT cards and 1 PLACE card (Montmartre), so he places 2 WEHRMACHT counters on the Montmartre MISSION.

IMPORTANT: the maximum number of counters that can be placed corresponds to the number of SKILL icons displayed on the mission card.

GREEN DIE



ARREST: Randomly select one card from the RESISTANCE cards
RESISTANCE cards used to resolve the MISSION.

3x



NOTHING HAPPENS: The RESISTANCE player may take the MISSION card and discard the counters on it if all the dice have this face.

3x

PURIFICATION



The OCCUPIER player may discard a PURIFICATION card and remove one of the cards in his hand from the game for each PURIFICATION card played. The LOCATION cards are removed until the end of the game, while the other cards are returned to their respective piles.

PURIFICATION Card



VALUE POWER

F.A.Q.

PLAN

Can I buy several cards in the same turn if I can afford to?
No, only one card can be purchased per action.

V-MANN

Can I place several V-MANNs on different RESISTANCE cards during an action?
No, only one RESISTANCE card can be OCCUPIER during an action. However, it is possible to place several V-MANN tokens on a RESISTANCE card if it has several skill icons.

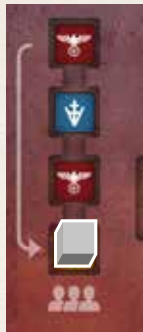
GREEN & RED DICE

Is the RESISTANCE player's action a failure from the moment the dice result shows at least one arrest?
Yes, unless arrest results are cancelled out by RESISTANCE results.

PURIFICATION

Can I get rid of a PURIFICATION card with another purification card?
Yes, the PURIFICATION card can be used to get rid of any OCCUPIER card.

SCOREBOARD



Turn order

To make it easier to manage the turn order when there is more than one RESISTANCE player, a turn-order ladder is available, managed by the OCCUPIER player.

Each time a player finishes his turn, the marker is moved forward one position to indicate the next player.

There are 2 turn-order scales, one for a 3-player game and the other for a 4 players.

Scoring scale: coring is done in the manner of a “tug-of-war”.



■ Each time the RESISTANCES complete a mission, the SCORE MARKER is moved to / symbol by the number of mission victory points.



In this example, the marker is moved 2 places towards /.



■ Each time the Occupier captures a RESISTANCE card, the SCORE MARKER is moved to / symbol by the number of the RESISTANCE card's SKILL symbol.



In this example, the marker is moved 2 places to /.

■ If the RESISTANCE frees a prisoner, the OCCUPIER loses points and the score marker is moved / to the corresponding to the number of skill icons of the freed RESISTANCE member.

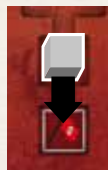


Medal tokens

Earned MEDALS advance the score marker on the winner's side by 3 positions and end the scenario.

Each earned MEDAL is placed on the slots starting with the / side for the RESISTANCES and the / side for the OCCUPIER.

In the event of a tie at the end of the CAMPAIGN, the side with the most MEDALS wins the campaign.



Immediate victory

■ If the score marker reaches the end / or / of the score scale, the victorious side immediately wins the campaign.

Raise bonus

When the SCORE MARKER reaches the location of a ROLL token:



■ If the marker is red, the OCCUPIER player takes the token in front of him.



■ If the marker is blue, one of the RESISTANCE players takes the token and places it on one of the 3 slots on his board.

The re-roll token is used for any roll of the dice:

■ Raise one of the dice (regardless of color)

■ It is not possible to re-roll the same die twice.

■ If the RESISTANCE frees a prisoner, the OCCUPIER loses points and the score marker is moved to / by the number of skills of the RESISTANCE.

If the marker goes back the other way and leaves the ROLL token area, the token is placed back on the SCORE BOARD.

The re-roll token(s) may only be in the possession of one side.

■ Re-roll tokens remain in place until they are repositioned on the scoreboard following a change in the score.

BONUS AND DASHBOARD

Bonus des cartes MISSION :

Each MISSION card features a bonus.

These BONUSSES are represented by square or round tokens, which can be placed on the individual boards of RESISTANCE players.

■ Squares are permanent bonuses, effective until the end of the game or campaign. Square bonuses are retained from one scenario to the next.

○ Rounds are bonuses that can be used only once and immediately after completion of the mission.

SKILL tokens :



Counterfeiter



Propaganda



Messenger

These BONUSSES add a permanent skill to the player who possesses it until the end of the game and the end of the campaign.



DECEPTION cards are dead cards in the OCCUPIER player's hand which can only be discarded by the OCCUPIER player through the action of a purification card.

RESISTANCE player dashboard:

3 BONUS slots for ■

You can remove one bonus and replace it with another.

SKILL



Deck

CHARACTER

Discard

Unique character powers RESISTANCE:

Marcel

You can move free of charge 1x during your turn.

Suzanne

You can recruit RESISTANCE cards face-down from the deck.

By paying the number of operation points corresponding to the SKILLS of the RESISTANCE card drawn. If you don't recruit it, it's returned to the discard pile.

Louis

At the start of the game, you are given a SKILL of your choice.

You can choose from the available SKILLS for each scenario.

Jeanne

You can roll a red die and remove a V-MANN counter on a result of □

Pierre

You can replay when you complete a MISSION.

Yvonne

You can roll a green die and remove a WEHRMACHT counter on a result of □

BASIC PRINCIPLE

What do I do if I run out of OBJECT cards to draw from?

Discard any cards you may have in your hand, draw 3 cards from your deck and skip your turn.

RECRUITMENT

Can the RESISTANCE card on top of the deck be recruited?

No, only the 5 cards visible on the Resistance board can be recruited.

What should I do if there are no more RESISTANCE cards to place?

Shuffle the discard pile to form a new deck, otherwise the recruit action will temporarily no longer be possible.

CARRY OUT A MISSION

Can I carry out a mission if the number of skills on my RESISTANCE cards exceeds the value of the MISSION card?

Yes, but the excess operation points are lost.

SKILL bonus

Can I give a skill bonus token to another player?

No, a SKILL is personal.

During the campaign with Louis, can I choose different skill icons?

Yes, this skill is chosen at the start of each scenario.

CREATE A DIVERSION

Can I use OBJECT cards to remove several WEHRMACHT, V-MANN or Militia counters positioned on different cards?

No, you can only divert one card during an action.

MOVE AROUND

Can I temporarily remove my pawn from the board?

No. You can still be attacked by the OCCUPIER, but you can't avoid it.

EXCHANGE

Can I swap several RESISTANCE cards with another player?

Yes, you're free to make any swap you like, as long as you're on the same square.

Can I give or take RESISTANCE cards to another player for nothing?

Yes, an exchange does not require reciprocity or equivalence.



1940 SCENARIO 1 THE MUSÉE DE L'HOMME NETWORK



1940

After the debacle and breakthrough of the German Army, France was OCCUPIER. Faced with a sense of injustice, some intellectuals began to revolt and organize the beginnings of the French Resistance. The Musée de l'Homme network was the first French Resistance group. The actions of the first members of the Resistance were modest: printing clandestine magazines, setting up a forgery business, transmitting secret messages... Actions that could be considered derisory in the face of the brutality of the OCCUPIER forces. Many of the early Resistance fighters paid a high price, ending up executed or deported.

Standard equipment:

For all scenarios, you'll need these 3 trays.

- Double-page board book, depending on scenario.
- RESISTANCE tray (blue)
- OCCUPIER board (red)
- SCOREBOARD



Each RESISTANCE player has a DASHBOARD, a character tile, a pawn and 7 OBJECT cards of his own color.

OBJECT cards have the symbol



19 cards: 4 x V-MANN, 3 x raid, 4 x WEHRMACHT, 4 x PURIFICATION and 4 x PURIFICATION (N001 to N005)



End of game in campaign mode:

The OCCUPIER player permanently removes from the game all RESISTANCE cards he has captured. These cards are no longer available until the end of the CAMPAIGN. All other RESISTANCE cards continue to be used.



The OCCUPIER player removes all the PLACE cards from his deck and keeps 3 cards of his choice (RAID, WEHRMACHT, V-MANN or PURIFICATION).

Each RESISTANCE player may keep 3 RESISTANCE cards of his choice. The remaining RESISTANCE cards are returned to the reserve.

3 green and 3 red dice



10 green tokens and 10 red tokens



2 grey cubes for the SCOREBOARD



Materials for Scenario 1:

To complete Scenario 1, you'll need :

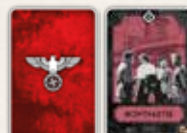
6 RESISTANCE cards (R011 to R016) and 12 1-skill cards (R001 to R003).



6 MISSION cards (M011 à M016)



12 LOCATION cards (N011 à N016)



BONUS tokens (J001 to J003)



6 MEDAL cards (T011 to T016) and MEDAL tokens



1940 SCENARIO 1 THE MUSÉE DE L'HOMME NETWORK



Installation :

A Place the board book in the center of the table, then randomly place a mission card on one of the 6 LOCATIONS.

B Each RESISTANCE player places his counter on one of the PLACES. All RESISTANCE players must position themselves on different PLACES.

C Place the RESISTANCE board on one edge of the game book. Shuffle the RESISTANCE cards into a deck and place the first 6 face-up.

D Each RESISTANCE player places his individual tray in front of him, positions his CHARACTER card and shuffles his 7 Object cards to form a deck.

E Shuffle the 12 Place cards (N011 to N016) with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to form a deck.

F Create stacks of identical cards and place them on the OCCUPIER board. (N001 to N004 + N010)

G Place V-MANN (red) and WEHRMACHT (green) counters and corresponding colored dice next to the board.

H Place the PERMANENT tokens at the side of the board (J001 to J003).

I Randomly distribute a medal card to the OCCUPIER player and a MEDAL card to the RESISTANCE players. The RESISTANCE and OCCUPIER players may look at their medal cards, but must not show them to the opposing camp.

J Position the score marker in the center of the SCOREBOARD and place the 6 re-roll tokens on their respective slots.



The game ends if either side wins a MEDAL.

Each MEDAL won by either side earns 3 victory points.



1941 SCENARIO 2 THE NOTRE-DAME BROTHERHOOD



1941

The Battle of the Atlantic is raging, and the attack on Allied convoys by Kriegsmarine forces is endangering supplies to England. From the French Atlantic ports, where submarine bases had been built. The BCRA, the Free French intelligence service under the patronage of General De Gaulle, set up a network of informers in OCCUPIER France who delivered valuable information by radio. The OCCUPIER forces track down the spies in a terrifying game of cat and mouse.

Trays and standard equipment:

Refer to the items shown on page 10.

Material from previous scenarios:

The game material required for Scenario 2 combines elements from Scenario 1 and Scenario 2:

(x) RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1



6 MISSION cards (M011 à M016)



BONUS tokens (J001 to J003)



The 12 LOCATION cards from Scenario 1 will no longer be used. You can put them back in the box.



Starting the game alone

If you're not playing campaign mode, you'll need to prepare the game as follows: Shuffle the 18 resistance cards (R001 to R003 + R011 to R016) from scenario 1 and remove 5 cards at random, then shuffle these cards with those from scenario 2 (R004 + R021 to R025).

End of game in campaign mode:

The OCCUPIER player permanently removes all the resistance cards he has captured from the game. These cards are no longer available until the end of the campaign. All other RESISTANCE cards continue to be used.



The OCCUPIER player removes all location cards from his deck and keeps 3 cards of his choice (RAID, WEHRMACHT, V-MANN or PURIFICATION).

Each Resistance player may keep 3 RESISTANCE cards of his choice. The remaining RESISTANCE cards are returned to the reserve.

Additional material for scenario 2:

Add the elements of the previous scenarios to those of Scenario 2:

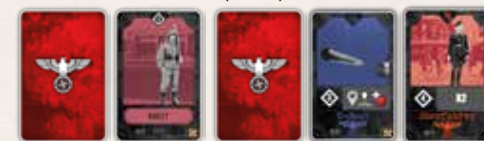
4 RESISTANCE cards (R021 to R024) and 4 1-skill cards (R004).



4 MISSION cards (M021 to M024)



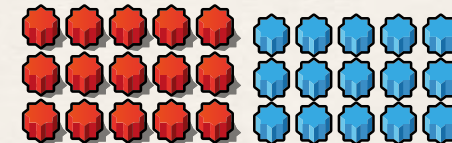
10 LOCATION cards (N021 to N025), 3 U-BOAT cards (N004) and 1 OBERFÜHRER card (N010).



1 BONUS token (J004)

1 gray U-BOAT counter

15 red and blue TARGET markers.



6 MEDAL cards (T021 to T026) and MEDAL tokens



1941 SCENARIO 2 THE NOTRE-DAME BROTHERHOOD



Installation :

A Place the board book in the center of the table, then randomly place two mission cards on top of each other on the 5 locations.

B Each Resistance player places his counter on one of the 5 LOCATIONS.

All RESISTANCE players must position themselves on different locations.

C Place the RESISTANCE board on one edge of the game book. Shuffle the RESISTANCE cards into a deck and place the first 6 face-up.

D Each RESISTANCE player places his individual board in front of him, positions his character card and shuffles his 7 Object cards to form a deck. Note: in campaign mode, players can keep up to 3 Resistance cards from the previous game in their starting deck.

E Shuffle the 10 Location cards (N021 to N025) with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to make a deck. Note: in campaign mode, players can keep up to 3 cards of their

choice from the previous game instead.

F Create stacks of identical cards and place them on the OCCUPIER board. (N001 to N005 + N010). Place the Oberführer card under the RAID cards.

G Place V-MANN (red) and Wehrmacht (green) counters next to the board.

H Place the PERMANENT tokens at the side of the board (J001 to J004).

I Place the U-BOAT token in the middle of the track.

J Place blue target markers on board locations.

K Randomly distribute a MEDAL card to the OCCUPIER player and a medal card to the RESISTANCE players. The RESISTANCE and OCCUPIER players may look at their medal cards, but must not show them to the opposing side.

L Position the score marker in the center of the SCOREBOARD and place the 6 retry tokens on their respective slots.



The game ends if either side wins a MEDAL, or if there are no MISSION cards left on the board.

Each MEDAL won by either side earns 3 victory points.

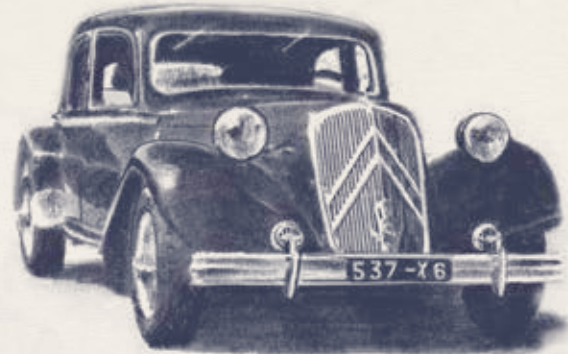


1941 SCENARIO 2 THE NOTRE-DAME BROTHERHOOD

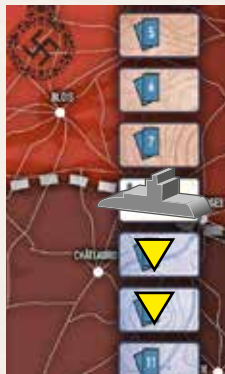
MOVE AROUND



In this scenario, RESISTANCE pawns can be moved from one location to another without constraint. The OPERATION cost is 1. In this example, the RESISTANCE player spends 1 operation point to move.



CARRY OUT A MISSION



In this scenario, each time a RESISTANCE player completes a mission, he moves the U-boat counter down a number of squares equal to the number of points on the mission card.

In this example, the RESISTANCE player completes a mission of value 2. The U-BOAT counter is therefore moved down 2 spaces on the U-BOAT track.

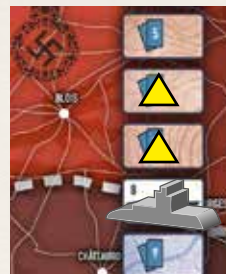
U-BOAT



1941 LA CONFRÉRIE NOTRE-DAME



The OCCUPIER player may discard one or more U-BOAT cards along with a location card of his choice to carry out a U-BOAT attack. Advance the U-BOAT counter as many squares on the track to the right of the board as there are U-BOAT cards played, then replace a blue TARGET marker with a red TARGET marker on one of the LOCATION slots.



U-BOAT cards

x3



Cost

Power

In this example, the OCCUPIER player discards 2 U-BOAT cards on Brest, moves the U-BOAT counter forward 2 squares and places a TARGET marker on the Brest LOCATION.



The OCCUPIER player can no longer carry out a U-BOAT attack by playing U-BOAT cards in the following 2 cases:
1 - All slots are OCCUPIER by red TARGET markers. In this case, the



MISSION cards are removed from this LOCATION.
2 - The RESISTANCE fighters have removed all MISSION cards from the LOCATION.



MISSION card BONUSES :

New SKILL token:



Radio



Campaign mode endgame:

In campaign mode, at the end of this scenario, the location of the U-BOAT counter indicates the total number of RESISTANCE cards from scenarios 1 & 2 that can be kept for the rest of the campaign.

In this example, the U-BOAT counter is on position 8 of the track. This means that the RESISTANCE players will have to select only 8 RESISTANCE cards for the rest of the campaign, counting the cards held by each player and the reserve.

F.A.Q.

MOVE AROUND

Can I travel from Brest to Bordeaux in a single action?

Yes, there are no travel constraints in this scenario.

U-BOAT

Can I carry out a U-BOAT attack on a PLACE that no longer has a MISSION card?

No, from now on this LOCATION is neutralized for submarine attacks.

Do I need to place as many target markers as the number of U-BOAT cards played?

No, the number of U-BOAT cards played affects progress on the track. However, only one token is placed, regardless of the strength of the attack.

From 1941, the OCCUPIER forces took seriously the risk of insurrection in the country. Inflexible and cruel officers were appointed to organize the forces of repression. From now on, the OBERFÜHRER would be part of the OCCUPIER's map until the end of the campaign.

OBERFÜHRER

Setup

Place the OBERFÜHRER card under the RAID cards. This card will only be available for a planning action once the raid cards have already been acquired.



OBERFÜHRER cards

x1



Coût

Pouvoir

When the OBERFÜHRER card is played, the OCCUPIER can perform 2 actions of his choice.

In this example, the OCCUPIER player places 1 TARGET marker on Brest and recruits a WEHRMACHT card during the same turn.





1942 SCENARIO 3 UNIFYING THE RESISTANCE



1942

Scattered resistance movements operate without coordination in the unOCCUPIER zone. Free France sends an emissary to bring together the main resistance movements and get them to work together: Combat, Libération and Franc-tireur. The emissary's name was Jean Moulin. Klaus Barbie, head of the Gestapo in Lyon, relentlessly hunts down the mysterious Max, alias of Jean Moulin, in order to decapitate the French resistance.

Material from previous scenarios:

The game material required for Scenario 2 combines elements from Scenario 1 and Scenario 2:

- (x) RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1
- (x) RESISTANCE cards (R004 + R021 to R024) from scenario 2



10 MISSION cards (M011 to M016 and M021 to M024)



4 BONUS tokens (J001 to J004)



The U-BOAT and place cards from Scenarios 1 and 2 will no longer be used. The OBERFÜHRER card (N010) is retained.



15 red and blue TARGET markers.



Starting the scenario alone

If you're not playing campaign mode, you'll need to prepare the game as follows: Shuffle the 18 RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1 and remove 5 cards at random, then shuffle the 8 cards from scenario 2 (R004 + R021 to R025) and remove 3 cards at random. Add scenario 3 cards (R031 to R040 + 005) and shuffle.

End of game in campaign mode:

The OCCUPIER player permanently removes from play all RESISTANCE cards he has captured. These cards are no longer available until the end of the campaign. All other RESISTANCE cards continue to be used.



The OCCUPIER player removes all location cards from his deck and keeps 3 cards of his choice (RAID, WEHRMACHT, V-MANN or PURIFICATION).

Each RESISTANCE player may keep 3 RESISTANCE cards of his choice. The remaining RESISTANCE cards are returned to the reserve.



Additional material for Scenario 3:

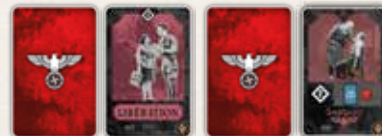
Add elements from previous scenarios to those of scenario 3: 15 resistance cards (R031 to R040+ Max) and 4 cards with 1 cards (R005).



6 mission cards (M031 to M036)



9 location cards (N031 to N033) and 3 Gestapo cards (N005)



1 bonus token (J005)

6 medal cards (T031 to T036) and medal tokens



1942 SCENARIO 3 UNIFYING THE RESISTANCE



Installation :

A Place the board book in the center of the table, then randomly place a MISSION card on the 3 slots. When a MISSION is completed, a new card is placed on its slot.

B Each RESISTANCE player places his counter on one of the 3 locations. All RESISTANCE players must position themselves on different LOCATIONS.

C Place the RESISTANCE board on one edge of the game book. Shuffle the RESISTANCE cards into a deck and place the first 6 face-up.

D Each RESISTANCE player places his individual board in front of him, positions his CHARACTER card and shuffles his 7 OBJECT cards to form a deck. Note: in campaign mode, players can keep up to 3 RESISTANCE cards from the previous game in their starting deck.

E Shuffle the 9 RESISTANCE MOVEMENTS cards (N031 to N033) to form a deck with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to form a deck. Note: in campaign mode, players can keep up to 3 cards of their choice from the previous game instead.

F Create stacks of identical cards and place them on the OCCUPIER board. (N001 to N005 + N010). Place the Oberführer card under the RAID cards.

G Place V-MANN (red) and WEHRMACHT (green) counters next to the board.

I Place the PERMANENT tokens on the side of the board (J001 to J005).

J Place the MAX/JEAN MOULIN card in the top slot on its Max side.

K Randomly distribute a medal card to the OCCUPIER player and a medal card to the RESISTANCE players. The RESISTANCE and OCCUPIER players may look at their MEDAL cards, but must not show them to the opposing camp.

L Position the score marker in the center of the SCOREBOARD and place the 6 re-roll tokens on their respective slots.



The game ends if either side wins a MEDAL.



Each MEDAL won by either side earns 3 victory points.





1942 SCENARIO 3 UNIFYING THE RESISTANCE

GESTAPO



In this scenario, each time the OCCUPIER captures a card, he places it on the board in an available square of his choice.

- The number of SKILL icons on the RESISTANCE card must correspond to the number of squares on the board.

In this example, the OCCUPIER player places the “Danielle Casanova” card on the second row of the board (with 2 squares).

GESTAPO

x3



COST

POWER



INTERROGATION

The OCCUPIER player discards one or more GESTAPO cards to interrogate a prisoner of his choice. He rolls as many dice as cards played.

The maximum number of dice that can be played corresponds to the number of SKILL icons.

In this example, the OCCUPIER player rolls 2 red dice to interrogate the “Danielle Casanova” card on the second row of the board (with 2 squares). The OCCUPIER would not be able to play any additional cards, since 2 is the maximum number that can be played for this card.

RED DIE



CONFESIONS: RESISTANCE players must provide the OCCUPIER with a suitable card. If they cannot provide one, make an ARBITRARY ARREST by drawing the first Resistance card from the deck.



NOTHING HAPPENS: The RESISTANCE player does not speak.



HEROISM: The interrogated RESISTANCE member escapes, and the card is returned to the hand of a RESISTANCE player after consultation.

CONFESIONS



For each Confessions dice result, the RESISTANCE players must hand the OCCUPIER a card corresponding to what can be placed on the flowchart :

1 - from the hand of one of the RESISTANCE players, as chosen by the players.

- The RESISTANCE fighter must have a skill level equal to or higher than the RESISTANCE fighter being questioned.

■ A red thread must link the questioned RESISTANCE member's card with the delivered RESISTANCE member's card.

■ It is not possible to cover a card already in place.

■ If the only card available is Max, the card is turned over to the JEAN MOULIN side.

■ If the RESISTANCE player(s) have no matching RESISTANCE cards, the OCCUPIER player makes an arbitrary arrest by drawing the first card from the RESISTANCE deck.



■ The number of interrogations a prisoner can undergo corresponds to the number of SKILLS on his card. If the interrogation results in a CONFESION, place a red TARGET marker on one of the

SKILL icons on the RESISTANCE card. If, on the other hand, the interrogation does not result in a CONFESION, a blue TARGET marker is placed. When all the skill icons are covered, the RESISTANCE card is removed from the board according to the following criteria:

■ If at least one of the TARGET markers is red, then the RESISTANCE card is discarded in the PRISON.

■ If all TARGET markers are blue, the RESISTANCE card is returned to the RESISTANCE card deck and can be used again.

In this example, the OCCUPIER player has obtained a result of confessions. RESISTANCE players must place one of their cards in an available slot.

1942 SCENARIO 3 UNIFYING THE RESISTANCE



MOVE AROUND

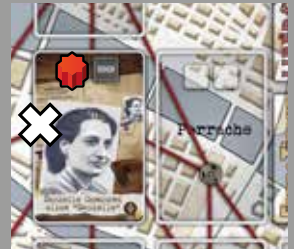


In this scenario, RESISTANCE pawns can be moved from one RESISTANCE MOVE to another without constraint.



End of game in campaign mode:

At the end of the game, cards that have been placed on the board as RESISTANCE are returned to the PRISON if they have a red TARGET marker; other cards are returned to the RESISTANCES' discard pile.



Planning ESCAPE



In this scenario, RESISTANCE fighters arrested by the OCCUPIER forces are positioned on the board. With the escape action, players will choose the CHARACTER liberated on this board, with the exception of RESISTANCE cards with a red TARGET marker.



RESISTANCE fighters wouldn't welcome back into their ranks someone who'd cracked in the GESTAPO's jails.

F.A.Q.

MOVE AROUND

Can I move from Combat to Liberation in a single action?

Yes, there are no movement constraints in this scenario.

CONFESSIONS

Who chooses the RESISTANCE card denounced during an CONFESSIONS?

This is the camp of the RESISTANCE players. The players work together to decide which card will be delivered.

Who chooses where the card is to be placed on the board?

The OCCUPIER player.

If the OCCUPIER player interrogates a RESISTANCE fighter with a single SKILL icon, what happens to the card?

If the RESISTANCE fighter confesses, the card is immediately returned to the PRISON. If the RESISTANCE fighter does not CONFESS, the card immediately goes to the RESISTANCE board's pile.

Montluc prison in Lyon



Jean Moulin arrested in Caluire



MISSION card BONUSES :

New SKILL token:



Spy



1943 SCENARIO 4 THE RED POSTER



1943

The arrival of Communists in resistance circles increased the intensity of the conflict. The aim was to increase the OCCUPIERS' sense of insecurity. A strategy that paid off, but one that led to countless sacrifices by members of the Resistance and increased retaliation against the population. Which way will public opinion go?

Material from previous scenarios:

Playing equipment for Scenario 2 combines elements from Scenario 1, Scenario 2 and Scenario 3:

- (x) RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1
- (x) RESISTANCE cards (R004 + R021 to R024) from scenario 2
- (x) RESISTANCE cards (R005 + R031 to R040) from scenario 3



16 MISSION cards (M011 to M016, M021 to M024 and M31 to M36)



5 BONUS tokens (J001 to J005)



The U-BOAT, GESTAPO and LOCATION cards from Scenarios 1, 2 and 3 will no longer be used.



The red and blue TARGET tokens are kept.



Starting the game alone

If you're not playing campaign mode, you'll need to prepare the game as follows: Shuffle the 18 resistance cards (R001 to R003 + R011 to R016) from scenario 1 and remove 5 cards at random, shuffle the 8 cards from scenario 2 (R004 + R021 to R025) and remove 3 cards at random, then shuffle the 15 cards from scenario 3 (R005 + R031 to R040) and remove 6 cards at random. Add the cards for Scenario 4 (R041 to R047 + R006) and shuffle.

End of game in campaign mode:

The OCCUPIER player permanently removes from play all Resistance cards he has captured. These cards are no longer available until the end of the campaign. All other Resistance cards continue to be used.



The OCCUPIER player removes all location cards from his deck and keeps 3 cards of his choice (Raid, Wehrmacht, V-mann or Purification).



Each Resistance player may keep 3 Resistance cards of his choice. The remaining resistance cards are returned to the reserve.



Additional material for Scenario 4:

The game material required for Scenario 4 combines elements from Scenario 1, Scenario 2 and Scenario 3:

6 RESISTANCE cards (R041 to R046) and 4 1-skill cards (R006).



5 mission cards (M041 to M045)



10 location cards (N041 to N044) 4 militia cards (N007) and 2 exaction cards (N008)



1 bonus token (J006), 2 grey tokens, 3 black dice and 10 black MILICE counters



6 medal cards (T041 to T046) and medal tokens



1943 SCENARIO 4 THE RED POSTER



Installation :

- A** Place the board book in the center of the table, then place missions on the 4 slots. When a mission is completed, a new card is placed on its location.
- B** Each Resistance player places his counter on one of the 4 locations. All Resistance players must position themselves on different locations.
- C** Place the Resistance board on one edge of the game book. Shuffle the Resistance cards into a deck and place the first 6 face-up.
- D** Each Resistance player places his individual board in front of him, positions his character card and shuffles his 7 Object cards to form a deck. Note: in campaign mode, players can keep up to 3 Resistance cards from the previous game in their starting deck.
- E** Shuffle the 10 Location cards (N041 to N044) with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to make a deck. Note: in campaign mode, players can keep up to 3 cards of their choice from the previous game instead.

- F** Create stacks of identical cards and place them on the OCCUPIER board. (N001 to N005 + N007, N008 and N010). Place the Oberführer card under the RAID cards.
- G** Place the V-MANN (red), Militia (black) and Wehrmacht (green) counters next to the board.
- I** Place the PERMANENT tokens at the side of the board (J001 to J006).
- L** Randomly distribute a medal card to the OCCUPIER player and a medal card to the RESISTANCE players. The RESISTANCE and OCCUPIER players may look at their medal cards, but must not show them to the opposing camp.
- M** Position the score marker in the center of the SCOREBOARD and place the 6 re-roll tokens on their respective slots.
- N** Placez les 2 jetons beiges sur les emplacements médians des échelles de SOUTIEN.



The game ends if one of the 2 sides wins a MEDAL or if all slots are completed.

Each MEDAL won by either side earns 3 victory points.



1943 SCENARIO 4 THE RED POSTER

CARRY OUT A MISSION



In this scenario, each time a RESISTANCE player completes a MISSION, he moves the SUPPORT marker by the number of points indicated on the MISSION card. He also places a TARGET marker on one of the zone LOCATIONS. Mission points can also be used to remove TARGET markers from the OCCUPIER.

In this example, the RESISTANCE player carries out a MISSION of value 1. He moves the SUPPORT marker one notch to the left and places a TARGET marker.

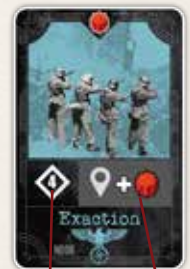
EXACTION



In this example, the OCCUPIER player discards 2 EXACTION cards in the north zone. He moves the SUPPORT marker in the northern zone 2 places and places 2 TARGET markers in this zone.

The OCCUPIER player may discard one or more EXACTION cards along with a LOCATION card of his choice to position an equivalent number of TARGET markers in the designated area. He also moves the SUPPORT marker an equivalent number of squares. EXACTION cards can also be used to remove TARGET markers from RESISTANCE fighters.

EXACTION cards



COST

POWER

MILITIA



The OCCUPIER player can discard one or more MILITIA cards along with a LOCATION card of his choice to place an equivalent number of MILITIA counters in the designated area.

In this example, the OCCUPIER player discards 2 MILITIA cards in the northern zone to place 2 MILITIA counters on the MISSION card.

OR

The OCCUPIER player can discard one or more MILITIA cards to place an equivalent number of MILITIA counters on the RESISTANCE card of his choice.

In this example, the OCCUPIER player discards 2 MILITIA cards to place 2 MILITIA counters on the one RESISTANCE card.

MILITIA cards



COST

POWER

If a RESISTANCE player wants to recruit the card, the OCCUPIER player rolls as many black dice as the number of counters positioned on it. **Whether the attempt succeeds or fails, the MILITIA counters are discarded.**

BLACK DIE



ARREST: Draw a card from the RESISTANCE player's hand. If the RESISTANCE player has no card in hand, make an arbitrary arrest by drawing the first RESISTANCE card from the deck.

3x

NOTHING HAPPENS: the RESISTANCE player can take the card and discards the counters on it.



RESISTANCE: This result cancels an arresting result from another die.

MISSION card bonus: New SKILL token: Murder

RESISTANCE ORGANIZATION CHART FRANCE UNDER OCCUPATION

Resistance organization chart

France LIBRE (Londres)
Gal de Gaulle

Liaison with the Internal Resistance - General Deleg: Jean Moulin

BCRA
Central Intelligence and Action Bureau

AS
Secret Army
Gal Delestraint

ORA
Army Resistance
Organization

Combat Henri Fresnay
Libération Sud E. d'Astier de La Vigerie
Franc-Tireur Jean-Pierre Lévy

Janvier 1943 **MUR**
United Resistance Movements

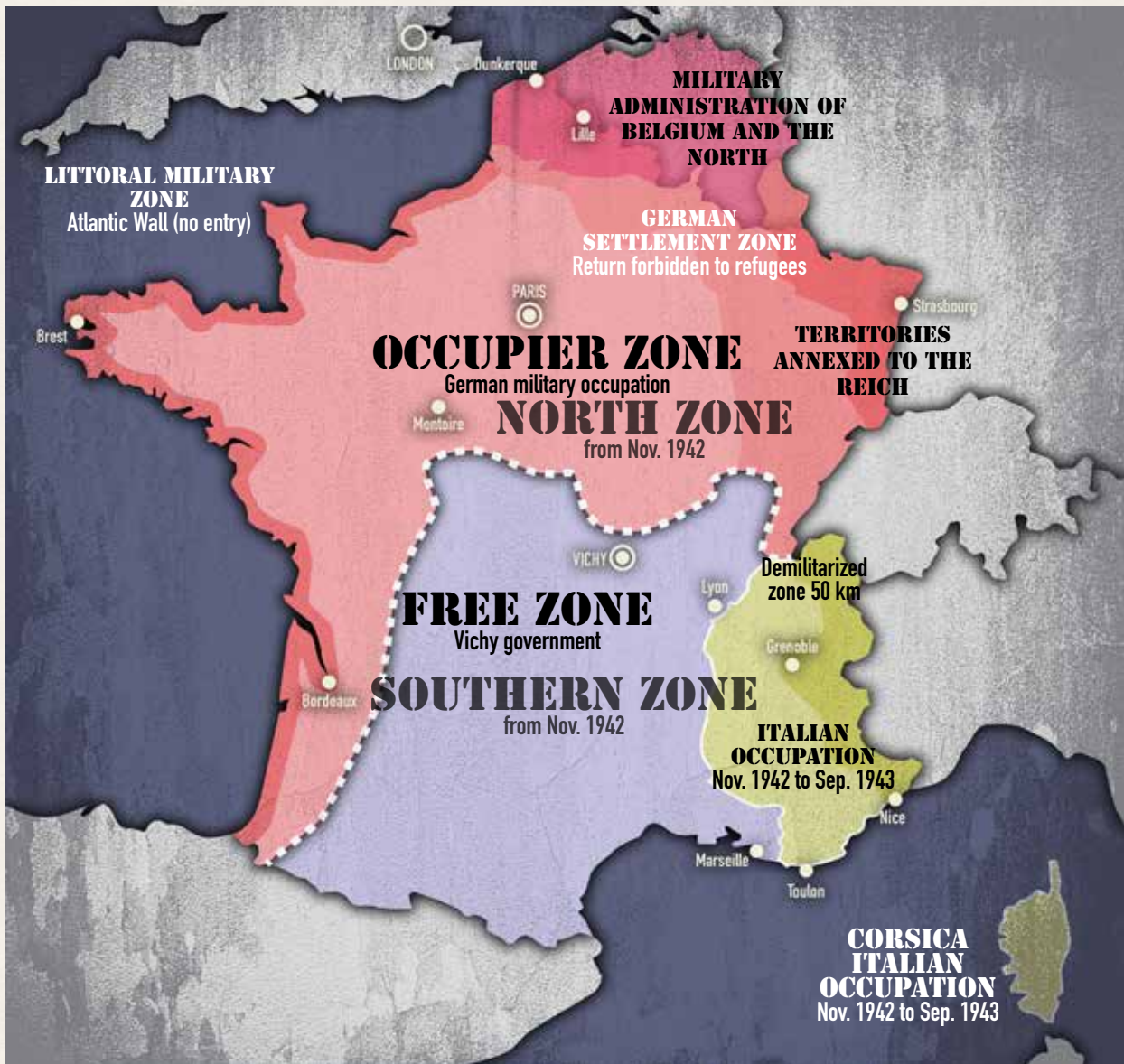
OCM Civil and Military Organization
CDLR Ceux De La Résistance
CDLL Ceux De La Libération
Libération Nord

Février 1943 **Coordination Committee**
Consolidation of North Zone movements

FTP
FTP-MOI
Front National
Resistance communist

Mai 1943 - **CNR** National Council of the Resistance

France under occupation





1944 SCENARIO 5 THE LIBERATION OF PARIS



1944

After D-Day, the Allies are at the gates of Paris. The Resistance and the people of Paris take up arms against the OCCUPIERS. They quickly seized key points, but the lack of ammunition was cruelly felt. Von Cholitz received orders from Hitler to defend the city and, if necessary, destroy it by mining the bridges and main monuments of Paris. The Paris Resistance succeeded in breaking through the lines to ask the Allies to attack Paris. Can the City of Light be saved? It's up to you to decide.

Material from previous scenarios:

The game material required for Scenario 2 combines elements from Scenario 1, Scenario 2, Scenario 3 and Scenario 4:

- (x) RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1
- (x) RESISTANCE cards (R004 + R021 to R024) from scenario 2
- (x) RESISTANCE cards (R005 + R031 to R040) from scenario 3
- (x) RESISTANCE cards (R006 + R041 to R046) from scenario 4



Scenario 1, 2, 3 and 4 MISSION cards are no longer used.



The U-BOAT, GESTAPO and place cards from Scenarios 2, 3 and 4 will no longer be used.



MILITIA (N007), EXACTION (N008), Scenario 1 LOCATION cards (N011 to N016) and OBERFÜHRER card are retained.



Red target, MILITIA and black MILITIA counters are retained.



Starting the game alone

If you're not playing campaign mode, you'll need to prepare the game as follows: Shuffle the 18 RESISTANCE cards (R001 to R003 + R011 to R016) from scenario 1 and remove 5 cards at random, shuffle the 8 cards from scenario 2 (R004 + R021 to R025) and remove 3 cards at random, then shuffle the 15 cards from scenario 3 (R005 + R031 to R040) and remove 6 cards at random. Shuffle the 10 RESISTANCE cards from scenario 4 (R041 to R047 + R006) and remove 3 cards at random. Add the 14 cards from scenario 5 (R051 to R056 + R007 + R008) and shuffle.

End of game in campaign mode:

The OCCUPIER player permanently removes from play all RESISTANCE cards he has captured. These cards are no longer available until the end of the campaign. All other Resistance cards continue to be used.

The OCCUPIER player removes all LOCATION cards from his deck and keeps 3 cards of his choice (RAID, WEHRMACHT, V-MANN or PURIFICATION).

Each RESISTANCE player may keep 3 RESISTANCE cards of his choice. The remaining RESISTANCE cards are returned to the reserve.

Additional material for Scenario 5:

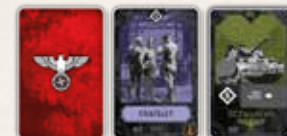
The game material required for Scenario 5 combines elements from Scenario 1, Scenario 2, Scenario 3 and Scenario 4: 6 RESISTANCE cards (R051 to R056) and 8 1-skill cards (R007 and R008).



8 LIBERATION-backed MISSION cards (M051 to M058)



16 LOCATION cards (N011 to N016) + (N051 and N052) and 2 OFFENSIVE cards (N009)



5 BARRICADE counters and an armoured token. 6 MEDAL cards (T051 to T056) and MEDAL tokens



1944 SCENARIO 5 THE LIBERATION OF PARIS



Setup:

A Place the board book in the center of the table, then randomly place the 8 MISSION cards on the slots. When a MISSION is completed, it is turned over to the release side.

B Each RESISTANCE player places his counter on one of the 8 LOCATIONS. All RESISTANCE players must position themselves on different LOCATIONS.

C Place the RESISTANCE board on one edge of the game book. Shuffle the RESISTANCE cards into a deck and place the first 6 face-up.

D Each RESISTANCE player places his individual board in front of him, positions his CHARACTER card and shuffles his 7 Object cards to form a deck. Note: in campaign mode, players can keep up to 3 RESISTANCE cards from the previous game in their starting deck.

E Shuffle the 16 location cards (N011 to N016) + (N51 and N52) with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to make a deck. Note: in campaign mode, players can keep up

to 3 cards of their choice from the previous game instead.

F Create stacks of identical cards and place them on the OCCUPIER board. (N001 to N004 + N007 to N009). Place the Oberführer card under the RAID cards.

G Place the V-MANN (red), WEHRMACHT (green) and MILICE (black) counters next to the board.

H Place the armored counter (gray) on one of the slots.

I Randomly distribute a medal card to the OCCUPIER player and a medal card to the RESISTANCE players. The RESISTANCE and OCCUPIER players may look at their medal cards, but must not show them to the opposing side.

J Position the score marker in the center of the SCOREBOARD and place the 6 retry tokens on their respective slots.



The game ends if either side wins a MEDAL.



Each MEDAL won by either side earns 3 victory points.





1944 SCENARIO 5 THE LIBERATION OF PARIS

ERECTING A BARRICADE



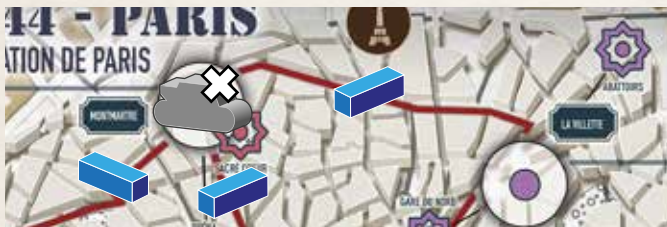
In this scenario, a RESISTANCE player can place a BARRICADE pawn on one of the courses adjacent to his position by discarding RESISTANCE cards bearing 3 x the same skill.

BARRICADE counters prevent the advance of the OCCUPIER's grey counter.

ADVANCE: If there are no more barricade counters available, you can move one that has already been placed.

In this example, the RESISTANCE player places a Barricade between Montmartre and La Villette to prevent the German armor (gray counter) from advancing.

Note: the RESISTANCE player's counter must be adjacent to the BARRICADE.



If the German armored column is blocked by the BARRICADES and cannot move, the OCCUPIER player's offensive action is no longer possible.

In this example, the 3 possible routes are blocked by BARRICADES.

CARRY OUT A MISSION



In this scenario, when a RESISTANCE player completes a MISSION, he turns the card over to the LIBERATION side.

In this example, the RESISTANCE player discards 3 RESISTANCE cards to complete the MISSION. He wins the bonus and turns the mission card over to the LIBERATION side.

Note: the OCCUPIER player can turn over a mission card to cancel the LIBERATION. In this case, the mission must be completed again.

F.A.Q.

CARRY OUT A MISSION

Is it possible to carry out the MISSION where the armored column is located?

Yes, you can.

If a MISSION has already been carried out, then invalidated by armor, then carried out again, can the MISSION card bonus be used a second time?

Yes, this can even be a game strategy.

OFFENSIVE

What happens if the armored column arrives at a location where one or more RESISTANCE pawns are present?

Nothing, we imagine that the RESISTANCE fighters are hiding in the many buildings of Paris.

How can I invalidate a mission carried out at the LOCATION of the armored column?

The armored column will have to move and then return to this LOCATION to invalidate the MISSION.

1944 SCENARIO 5 THE LIBERATION OF PARIS



OFFENSIVE



The OCCUPIER player can discard one or two OFFENSIVE cards to move the armor column a number of squares equal to the number of cards played.

In this example, the OCCUPIER player moves the gray counter to Châtelet by discarding 1 OFFENSIVE card. It is not possible to move the gray counter to Montmartre because of the BARRICADE.

OFFENSIVE cards

x2



COST

POWER



When the OCCUPIER player moves the armored column to a LOCATION, if the MISSION card is on its release side, he turns it over to its MISSION side.

In this example, the OCCUPIER player moves the gray counter to Châtelet, discarding 1 OFFENSIVE card.

Note: the OCCUPIER can play several OFFENSIVE cards to advance several times.

EXACTION



The OCCUPIER player can discard one or two EXACTION cards associated with a LOCATION card, and place a number of TARGET markers corresponding to the number of EXACTION cards played on one of the LOCATION-colored monument slots on the board.

In this example, the OCCUPIER player places 2 TARGET markers on the two Paris monuments (Opéra and Sacré-cœur) by discarding 2 exaction cards with the Montmartre LOCATION card.

DESTROYING A BARRICADE



The OCCUPIER player can remove a BARRICADE by discarding 3 Wehrmacht cards.

In this example, the OCCUPIER player discards 3 WEHRMACHT cards to remove the BARRICADE of his choice.

APPENDICES

SOLO MODE



SOLO mode principle:

SOLO mode allows you to play solo, but also to replace the OCCUPIER player for a group of players who don't want one of them to play the OCCUPIER for ethical reasons. In this mode, the OCCUPIER is managed in automatic mode. Game turns alternate between the OCCUPIER and the RESISTANCE players, so that the OCCUPIER plays the same number of turns as the RESISTANCE player(s).

Preparing the OCCUPIER game:

Make up 2 separate decks and shuffle each deck:



The first deck is made up of the LOCATION cards for the scenario being played.



A second deck is made up of SOLO cards. For the first scenario, only the 10 basic cards will be used.



For each of the other scenarios, add 3 cards with the scenario icon to create a 13-card deck.

OCCUPIER's turn:

One card from each deck is drawn to make an assembly:



Then you perform the first action. If this action cannot be performed, the next action is performed, and so on. If none of the 3 actions can be performed, the OCCUPIER passes his turn.

Once the action has been completed, both cards are returned to their respective discard piles. If a deck is empty, shuffle the cards from the discard pile to form a new deck.

Action description - Basic game :



RAID

- Roll the number of red dice indicated on the card at the indicated assembly location.
- The dice results follow the same rules as in the basic game.
- Raids allow the OCCUPIER to make numerous arrests.



WEHRMACHT

- Place the indicated number of WEHRMACHT counters (green color) on the corresponding mission at the location indicated by the assembly card.
- If the number of WEHRMACHT counters exceeds the number of skill icons on the mission card, proceed to the next action.
- WEHRMACHT follows the same rules as the basic game.

2



V-MANN

- Place a V-MANN counter (red color) on the RESISTANCE board card corresponding to the number indicated.
- If the number of V-MANN tokens exceeds the number of SKILL icons on the RESISTANCE card, move on to the next action.
- V-MANNs follow the same rules as in the basic game.



PURIFICATION

- Remove the assembly location card from the set.

SCENARIO 2 SPECIAL ACTION



U-BOAT

- Place a red target marker on the indicated location and move the U-BOAT counter up the indicated number of positions.
- If 3 red TARGET markers have already been placed, proceed to the next action.

SCENARIO 3 SPECIAL ACTION



GESTAPO

- Choose the highest Arrested RESISTANCE fighters (with the most SKILL icons) and the one furthest left on the board, then roll the number of dice indicated.
- If this action is not feasible, move on to the next action.

SCENARIO 4 SPECIAL ACTION



EXACTION

- Place a red TARGET marker in the indicated area and move the support marker down one position.
- If all TARGET markers (red and blue) have been positioned in this area, move on to the next action.



MILITIA

- These actions are equivalent to those of V-MANN and WEHRMACHT, but with MILITIA counters and dice.
- The Militia follows the same rules as the basic game.

SCENARIO 5 SPECIAL ACTION



EXACTION

- Place a red TARGET marker on one of the indicated locations.
- If all TARGET markers have been placed at this location, proceed to the next action.



OFFENSIVE

- Move the armored counter one position.
- The armored column always moves to a LOCATION where the MISSION card is on its release side.
- Since the armored column cannot cross a barricade, it will take an unbarricaded path.
- If this is not possible, move on to the next action.



DECEPTION PLAN

■ When a RESISTANCE player plays a combination of object cards to create a deception, place a DECEPTION card on top of the LOCATION deck.



SABOTAGE PLAN

■ When a RESISTANCE player plays a combination of object cards to create a derailment, place a SABOTAGE card on top of the solo deck.

■ The presence of a derailment or disappointment card in the ASSEMBLY

ASSEMBLY causes the OCCUPIER to lose a turn when they are drawn and henceforth pollute his card stacks.

■ In campaign mode, 2 of the derailment cards and 2 of the SABOTAGE cards are randomly removed from each pile. The remaining cards are kept for the next scenario.

NOTES

The OCCUPIER's actions are potentially more arbitrary when played automatically rather than by a human. This represents the implacable aspect of Nazi repression. One way of gaining more control over the OCCUPIER is to harass him by carrying out deception or SABOTAGE plans. This will limit the OCCUPIER's terrible actions.



THE MUSÉE DE L'HOMME NETWORK

Escape to the southern zone



MISSIONS must be completed in the right order and in sequence. It is possible to complete other tasks beforehand.



Rescuing Jewish families



MISSIONS must be completed in the right order and in sequence. It is possible to complete other tasks beforehand.



Awakening consciences



MISSIONS can be completed in any order.



Mass arrests



Stop at least 9 RESISTANCE cards, regardless of the number of SKILL icons.



Arresting Network leaders



Total at least 8 SKILL icons on stopped RESISTANCE cards.



Increasing repression



Place at least 1 WEHRMACHT counter on each visible mission and 1 V-MANN counter on each RESISTANCE.



ANNEXES MEDAL CARDS



THE NOTRE-DAME BROTHERHOOD

Enigma report



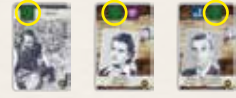
MISSIONS can be completed in any order, but in sequence. It is possible to complete other MISSIONS first.



Radio tracking



Stop at least 3 RESISTANCE cards with radio SKILL.



Report to London



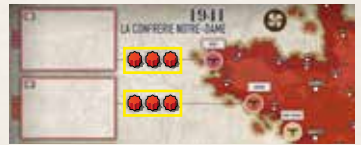
You must have completed 4 MISSIONS in 2 PLACES. Discarded MISSIONS are not counted.



Convoy attack



Position 6 TARGET markers in two different LOCATIONS.



BRCA report



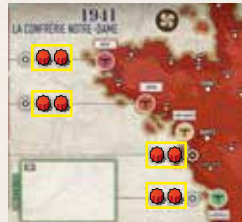
Total at least 3 SKILLS icons of each type. In this example: 4 radio, 3 message, 3 propaganda, 3 false paper.



Pack of U-boats



Position at least 2 TARGET markers in 4 different PLACES on the board.



UNIFYING THE RESISTANCE

Resistance gets organized



Complete 3 MISSIONS with Spy SKILL.



Headhunter



Fill the top row on the board with 3 RESISTANCE cards with 3 SKILLS.



On all fronts



Total at least 1 icon from each of the 5 available SKILLS: messenger, forger, propaganda, radio and spy.



Arrest of Jean Moulin



The RESISTANCE player has no choice but to reveal Max's identity.



Fear changes sides



Total at least 12 points on all completed MISSION cards.



Enhanced interrogation



Place at least 5 TARGET markers on RESISTANCE cards following successful interrogations.



THE RED POSTER

OCCUPIER harassment



Position at least 2 blue TARGET markers in each of the 4 zones.

Public support



Position at least 4 blue TARGET markers in an area.

The wind turns



Reach the top of one of the 2 SUPPORT ladders by completing consecutive MISSIONS.

Tracking down partisans



Arrest at least 3 RESISTANCE cards with Assassination SKILL.



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Terrorizing the population



Position at least 4 red TARGET markers in an area.

Crush the rebellion



Reach the bottom of one of the 2 SUPPORT ladders by completing MISSIONS consecutively.

THE LIBERATION OF PARIS

Liberate Paris



6 MISSION cards on their LIBERATION side.



Is Paris burning ?



Position the 15 red TARGET markers on the Paris monuments.

Second DB



Complete the "Convince the Allies" MISSION and surround the OCCUPIER's PANZER column token with BARRICADES.

Putting down the revolt



Turn over 2 MISSIONS cards that were on their RELEASE side during the same move.

Call for insurrection



Missions must be completed in the right order and in sequence. It is possible to complete other tasks beforehand.



Last convoy



Stop at least 7 RESISTANCE cards, regardless of the number of SKILL icons.



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MISSION card BONUS :

-  Allows immediate replay (x) times.
-  Allows (x) RESISTANCE cards to be returned to the discard pile.
-  Allows you to place (x) DECEPTION cards in the OCCUPIER player's discard pile.
-  Draw (x) RESISTANCE cards from the RESISTANCE board.
-  Removes (x) MISSION cards from the board, removing any WEHRMACHT/MILICE counters. Points are not scored in this case.
-  Removes 2 RESISTANCE cards from the RESISTANCE board, together with any V-MANN/MILICE counters on them, and places them in the discard pile.
-  Releases (x) RESISTANCE cards of your choice from the prison in your hand.
-  Allows the OCCUPIER to spend (x) turns immediately.
-  Allows you to remove (x) MILITIA counters located on the RESISTANCE or MISSION cards of your choice.
-  Remove (x) WEHRMACHT counters from any mission.
-  Removes (x) V-MANN counters from any RESISTANCE card.
-  Removes (x) cards from the OCCUPIER's hand until the end of the scenario.
-  Remove (x) TARGET markers from the board.
-  Add or move a BARRICADE marker on the board.

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