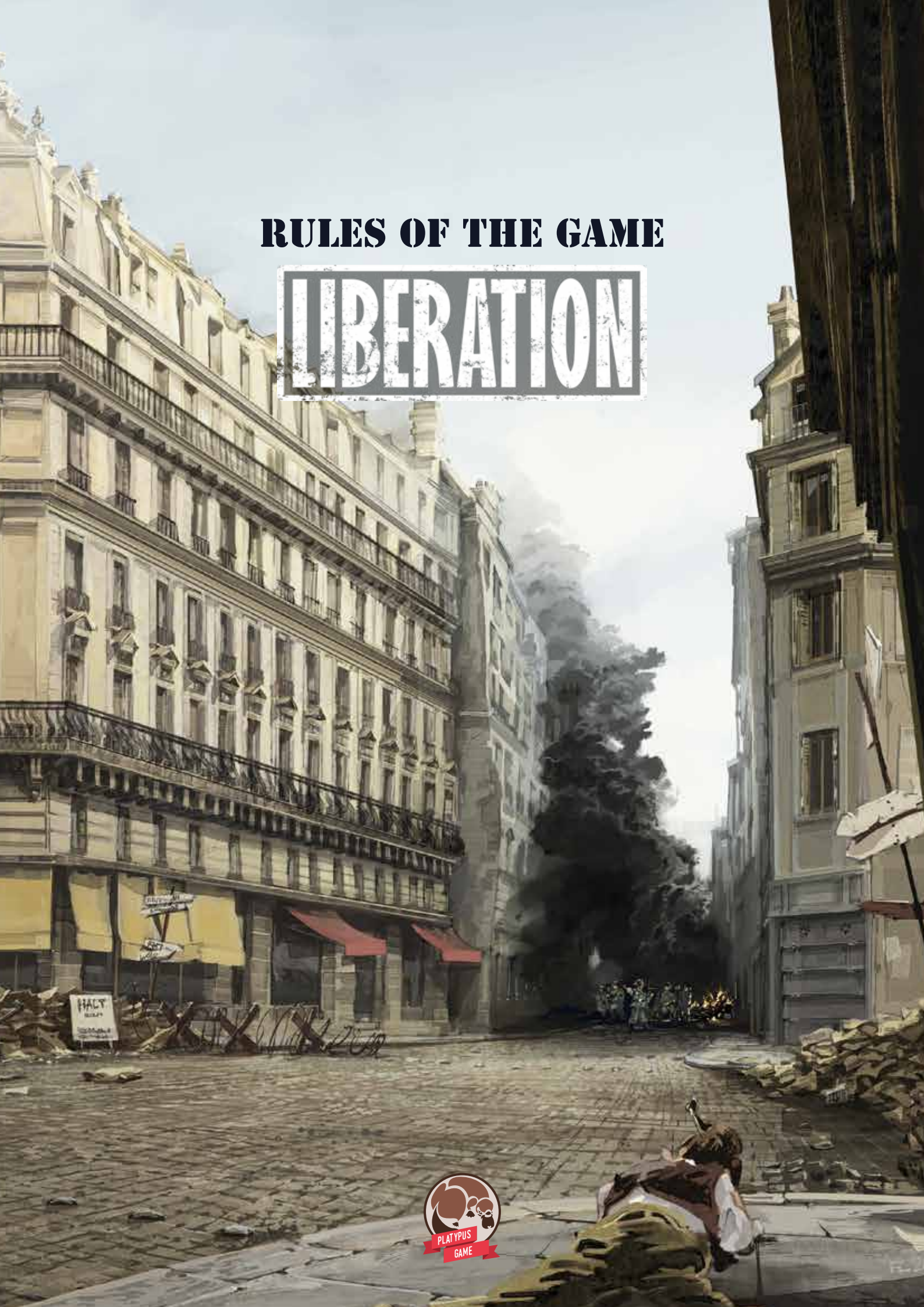


RULES OF THE GAME

LIBERATION



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APPENDICES

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Summary of the game:

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 starting in 1940, the last illustrating the liberation of Paris in August 1944, bringing the insurrectionary actions of the French RESISTANCE to a close.

Each of the scenarios can also be played independently.

It is an asymmetrical game because the RESISTANCE players will act differently from the OCCUPIER player.

How the game is played:

The game will alternate between the RESISTANCE and the OCCUPIERS until one of the two sides wins.



Turn of play:

The RESISTANCE always begins.

The OCCUPIER player plays between each RESISTANT player. Thus with 4 players the turns of play will proceed as follows:



Game in scenario mode:

Each scenario can be played separately.

To do this, simply follow the instructions in the box on the setup page of each scenario, which is 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, which allows the material to be quickly prepared by selecting the cards with this visual.

Example for scenario 1 - The Museum of Mankind network, the cards have this icon:



Game in CAMPAIGN mode:

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

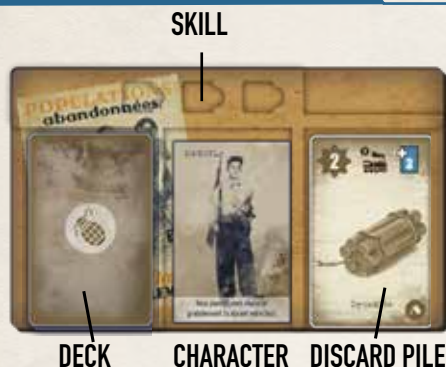
The CAMPAIGN ends at the end of scenario 5. The side that has won the most victory points wins the CAMPAIGN.





BASIC ACTIONS OF THE RESISTANCE PLAYER

BASIC PRINCIPLE



Each RESISTANCE player has a DASHBOARD in their color that has 4 areas: DECK, CHARACTER, DISCARD PILE and SKILL.

When the DECK is empty, shuffle the cards from the DISCARD PILE to make a new DECK.

At the start of the game, each RESISTANCE player shuffles their 7 OBJECT cards and draws the first 3 cards from their pile. During their turn, the RESISTANCE

player performs a single ACTION by playing one or more cards from their hand, which they then place in their DISCARD PILE.

NOTE: The RESISTANCE player **does not refill their hand** at the end of their turn.

Each OBJECT card can be used:

■ Either for its OPERATION power:

the OPERATION power allows you to RECRUIT, MOVE or CREATE A DIVERSION.

■ Or for its planning power: the PLANNING power aims to bring together specific cards in order to carry out a SABOTAGE, GETAWAY or a DECEPTION operation.

■ Or for its DECK power: the DECK power allows you to DRAW a certain number of cards from your DECK into your hand.

If a player cannot play, they DISCARD any cards they have in their hand and DRAW 3 new cards.



DRAW



DECK power:

■ DISCARD a single OBJECT card to DRAW that many cards of the indicated value

■ NOTE: The OBJECT card that has just been DISCARDED to DRAW is not immediately shuffled to form a new DECK.

SABOTAGE Planning



If you DISCARD 2 cards during your ACTION with the train icon (T-key and Dynamite), you carry out a SABOTAGE.

Choose 3 cards from the OCCUPIER's hand and place them in his DISCARD PILE. During his next turn, the OCCUPIER will only play with 3 cards.

GETAWAY Planning



If you DISCARD 3 cards during your turn with the escape icon (Pistolet, Sten and Traction Avant), you have successfully GETAWAY.

Take the RESISTANCE card of your choice from among the RESISTANCE cards arrested by the OCCUPIER and in PRISON, and place it directly in your hand.

DÉCEPTION Planning



If you DISCARD 2 cards during your turn with the DECEPTION icon (binoculars and radio), you perform a DECEPTION operation.

Place a DECEPTION card in the DISCARD PILE of the OCCUPIER player.



RECRUIT Operation

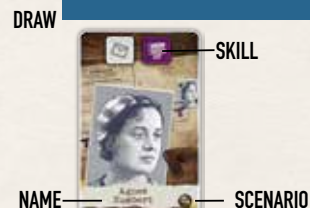


The player can recruit one of the six cards available on the Resistant board which is then completed. The number of OPERATION points equal to or greater than the number of SKILLS shown on the recruited card must be discarded.

In this example, the RESISTANCE player DISCARDS 2 cards with 1 ACTION to recruit Paul Rivet. This card is placed in the player's DISCARD PILE.

When a card is recruited, fill the space by sliding the cards to the left.

RESISTANCE card



There are 2 areas on the board:

- The card drawn is placed on the DISCARD PILE of the player's DASHBOARD.
- The card drawn is placed directly on top of the DECK of the player's DASHBOARD.

DIVERSION Operation



DIVERSION on the RESISTANT board:

The player discards one or more object cards and then remove as many V-MANN or MILICE tokens as there are operation points on the discarded cards. All removed tokens must come from a single card on the RESISTANT board.

DIVERSION on MISSION cards:

The player discards one or more object cards and then remove as many WEHRMACHT or MILICE tokens as there are operation points on the discarded cards.

CAUTION: To remove MILICE or WEHRMACHT pieces positioned on a MISSION card, a RESISTANCE player meeple must be on the site of the targeted MISSION.

MOVING Operation



The player moves his token from one PLACE to another. In the Parisian scenarios (1 and 5), movements are restricted and must follow the route marked on the game board.

In this example, the yellow player moves his piece 2 spaces, DISCARDING 2 cards with 1 point.

EXCHANGE

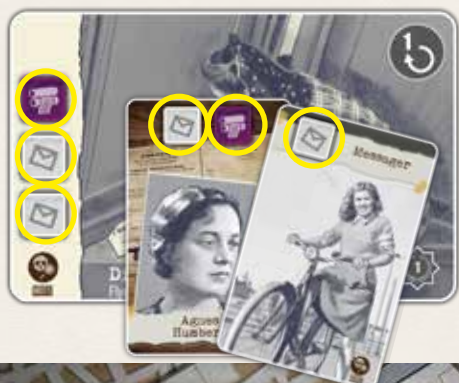


If the meeples of several players RESISTANT are in the same PLACE, they can exchange RESISTANCE cards from their hand at their convenience.

This EXCHANGE corresponds to one of the ACTIONS of one of the players.

The main objective of the RESISTANCE is to accomplish MISSIONS that will bring you BONUSSES and VICTORY POINTS.

Carry out a MISSION



The player discards RESISTANCE cards to complete a MISSION. The SKILLS of the discarded cards must correspond to those of the MISSION card. When the MISSION is accomplished, the RESISTANT player takes the MISSION card and wins the BONUS of the MISSION card.

MISSION card



BONUS

SCÉNARIO

POINT

PLEASE NOTE: the RESISTANT player's counter must be on the PLACE of a MISSION in order to be able to carry it out.

In this example, the yellow player can carry out the MISSION for the PLACE Montmartre.



BASIC ACTIONS OF THE OCCUPIER PLAYER

The OCCUPIER player always starts his turn with 6 cards in his hand. They play one or more cards from their hand to perform one ACTION and refill their hand at the end of their turn so that they have 6 cards again. Here are the ACTIONS they 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 discarding pile of the OCCUPIER player.

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



PLACE card

LOCATION



NAME

SCENARIO

V-MANN



The OCCUPIER player may DISCARD one or more V-MANN cards from his or her hand to place red tokens on a single RESISTANCE card. If a RESISTANT player wants to recruit the card, the OCCUPIER player will roll as many red dice as the number of tokens placed on it.

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

RED DIE



ARREST: The RESISTANCE card with the V-MANN token(s) on it is placed in PRISON. A new card is placed on the empty space directly from the DECK.



NOTHING HAPPENS: The RESISTANT player can take the card and DISCARD the V-MANN counters on it if all the dice have this side.



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

V-MANN card

x4



COST

POWER

RAID



RED DIE



ARREST: Draw a card from the hand of the RESISTANT player. If the latter has no card in hand, carry out an ARBITRARY ARREST by drawing the first RESISTANT card from the deck on the RESISTANT board.



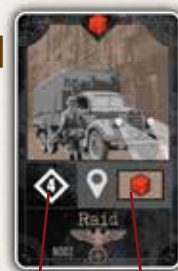
NOTHING HAPPENS



RESISTANCE: This result cancels out the ARREST result of another die.

RAID card

x3



COST

POWER

The OCCUPIER player may DISCARD one or more RAID cards with a PLACE card of his choice to try to make an ARREST in a PLACE where there is a RESISTANT counter. The number of red dice rolled is equal to the number of RAID cards played.

In this example, the OCCUPIER player makes a RAID in Montmartre: he rolls 2 dice and makes 2 arrests.

In turn, the OCCUPIER player may choose to DISCARD all of 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 with a PLACE card of his choice to place WEHRMACHT counters on the MISSION card of that PLACE. If a RESISTANCE player wants to carry out the MISSION, the OCCUPIER player will roll as many green dice as the number of counters placed on it.

WEHRMACHT Card



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

IMPORTANT: the maximum number of tokens that can be placed corresponds to the number of COMPETENCE icons displayed on the MISSION card.

GREEN DIE



ARREST: Randomly DRAW a card from among the RESISTANCE cards that were used to solve the MISSION.



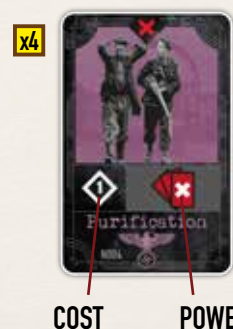
NOTHING HAPPENS: The RESISTANT player can take the MISSION card and discard the tokens on it if all the dice have this side.

PURIFICATION



The OCCUPIER player may DISCARD a PURIFICATION card and remove one of the cards in his hand from the game. The PLACE cards are removed until the end of the game. The other cards go back to their respective piles.

PURIFICATION card



F.A.Q.

PLAN

Can we buy several cards in the same round if we can afford them?
No, only one card can be bought during an event.

V-MANN

Can I place several V-MEN on different RESISTANCE cards during an ACTION?

No, only one RESISTANCE card can be occupied during an ACTION. However, it is possible to place several V-MAN 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 the arrest results are canceled out by RESISTANCE results.

PURIFICATION

Can I get rid of a sanitation card with another PURIFICATION card?

Yes, the PURIFICATION card can be used to get rid of any card that is occupied.

SCORE BOARD

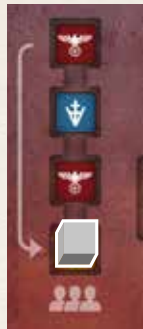


Turn order

In order to facilitate the management of turn order when there is more than one RESISTANT player, a turn order ladder is made available to you and will be managed by the OCCUPIER player.

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

There are 2 turn order ladders, one for a game with 3 players and the other for a game with 4 players.



Score ladder: Scores are calculated in the manner of a "tug of war".



■ Each time the RESISTANTS complete a MISSION, the SCORE MARKER is moved to the symbol / of the number of victory points for the MISSION.



In this example, we move the marker 2 spaces towards /



■ Each time the OCCUPANT captures a RESISTANCE card, move the SCORE MARKER to the symbol / of the number of SKILL icons on the RESISTANCE card.



In this example, we move the marker 2 spaces towards the /

In CAMPAIGN mode, the score is saved for the next scenario.

MEDAL tokens

The MEDALS won move the score marker on the winner's side forward three spaces and end the scenario.

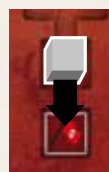
Each MEDAL won is placed on the spaces, starting / with the RESISTANCE side and / of the OCCUPIER side.

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 / or / end of the score scale, the victorious side immediately wins the campaign.



RE-ROLL bonus

When the SCORE MARKER reaches the space with a RE-ROLL token:



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



■ If the marker is blue, one of the RESISTANT players takes the token and places it on one of the 3 spaces on their DASHBOARD.

The raise token allows for any dice roll:

■ Request a reroll of one of the dice (regardless of color).

■ It is possible to reroll the same die several times if you have several reroll tokens.

■ If the RESISTANT releases a prisoner, the OCCUPIER loses points and the score marker is moved to the / of the number of SKILLS of the released RESISTANT.

If the scorer moves in the other direction and leaves the area of the RE-ROLL token, the latter is replaced on the SCOREBOARD.

The RE-ROLL token(s) can only be in the possession of one side.



BONUS AND SCORE BOARD

MISSION card bonuses:

Each MISSION card has a bonus.

These bonuses are represented by square or round tokens that can be placed on the individual boards of the surviving players.

■ The squares are permanent bonuses, they are active until the end of the game or CAMPAIGN. The square bonuses are kept from one scenario to another.

○ The circles are bonuses that can be used only once and immediately after completing the MISSION.

SKILL tokens:



Forger



Propaganda



Messenger

These bonuses add a permanent SKILL to the player who possesses it until the end of the game and until the end of the CAMPAIGN.



DECEPTION cards are dead cards in the OCCUPIER player's hand that cannot be DISCARDED by the OCCUPIER player except by the ACTION of a PURIFICATION card.

RESISTANT PLAYER DASHBOARD:

There are 3 slots for SKILL bonuses. You can remove a Bonus to replace it with another.

SKILL



DECK

CHARACTER

DISCARD PILE

RESISTANT player DASHBOARD:

Marcel

You can MOVE for free once during your turn.

Suzanne

You can recruit the RESISTANCE cards face down on top of the DECK by paying the number of operation points corresponding to the SKILL numbers on the RESISTANCE card drawn. If you do not want or cannot recruit it, place it under the DECK.

The recruited card goes directly into your hand.

Louis

You benefit from a SKILL of your choice at the start of the game.

Jeanne

You can roll a red die and remove a V-MANN pawn on a ❶ or ❷ result.

Pierre

You can play again when you complete a MISSION.

Yvonne

You can roll a green die and remove a WEHRMACHT pawn on a ❶ result.

F.A.Q.

BASIC PRINCIPLE

What do I do if I have no OBJET cards left to DRAW cards with?

DISCARD any cards you may have in your hand, DRAW 3 cards from your DECK and pass.

RECRUIT

Can I recruit the RESISTANCE card on top of the DECK?

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

Is Suzanne's power to recruit considered an ACTION?

Yes, it is a recruitment ACTION.

CARRYING 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.

DIVERSION

Can I use OBJET cards to remove several WEHRMACHT, V-MANN or MILICE pieces placed on different cards?

No, during an ACTION, a DIVERSION can only be carried out on a single card.

MOVING

Can I temporarily remove my counter from the board?

No, you can still be attacked by the OCCUPIER. It is not possible to avoid this.

EXCHANGE

Can I trade several RESISTANCE cards with another player?

Yes, you are free to make any exchanges you wish as long as you are on the same PLACE.

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

Yes, an exchange does not require reciprocity or equivalence.



1940 SCENARIO 1 THE MUSÉE DE L'HOMME NETWORK



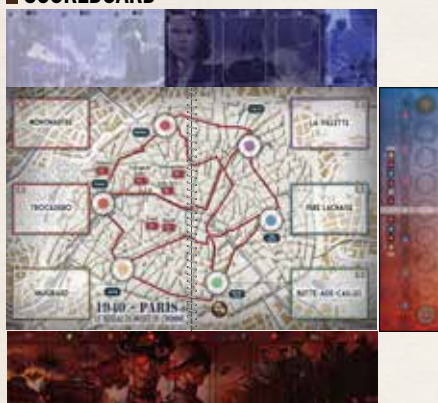
1940

After the debacle and the breakthrough of the German army, France was occupied. Faced with a sense of injustice, some intellectuals began to revolt and organize the beginnings of the French RESISTANCE. The network of the Musée de l'Homme was thus the first group of the French RESISTANCE. The ACTIONS of the first members of the RESISTANCE were modest: printing underground magazines, setting up a traffic in false papers, transmitting secret messages... ACTIONS that may be considered derisory in the face of the brutality of the OCCUPIER. Many of the first members of the RESISTANCE paid a high price, ending up being executed or deported.

Standard equipment:

For all scenarios, you will need these 3 boards.

- DOUBLE-PAGE BOARD BOOK depending on the scenario.
- RESISTANCE board (blue)
- OCCUPIER board (red)
- SCOREBOARD



Each of the RESISTANCE players has a DASHBOARD, a character tile, a counter and 7 item cards in his color.

The OBJECT cards have the symbol



19 cards: 4 x V-MANN, 3 x RAID, 4 x WEHRMACHT, 4 x PURIFICATION (N001 to N004) and 4 x DECEPTION (N010)



End of game in CAMPAIGN mode:

The OCCUPIER player permanently removes from the game all the RESISTANCE cards he has captured. These cards will no longer be available until the end of the CAMPAIGN. All other RESISTANCE cards may be used for the rest of the game.



The OCCUPIER player keeps 1 card of each type: V-MANN. (N001), RAID (N002), and WEHRMACHT (N003).



Each of the RESISTANT players may keep 3 RESISTANCE cards of their choice. The other RESISTANCE cards are returned to the reserve.

3 green dice and 3 red dice



10 green tokens et 10 red tokens



2 grey cubes for the SCOREBOARD



Scenario 1 equipment:

To carry out scenario 1, you will need:

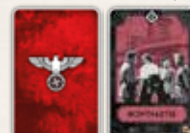
6 RESISTANCE cards (R011 to R016) and 12 1-SKILL cards (R001 to R003)



6 MISSION cards (M011 to M016)



12 PLACE cards (N011 to N016)



Bonus tokens (J001 to J003)



6 MEDAL cards (T011 to T016) and MEDAL tokens



1940 SCENARIO 1 THE MUSÉE DE L'HOMME NETWORK



Setup :

A Place the BOARD-BOOK in the center of the table, then randomly place a MISSION card on the 6 PLACES.

B Each RESISTANCE player places his pawn on one of the PLACES. All RESISTANCE players must be on different PLACES.

C Place the RESISTANCE board on one of the edges of the game book. Shuffle the RESISTANCE cards to form a DECK and place the first 6 cards face up.

D Each RESISTANCE player places their individual board in front of them, positions their character tile and shuffles their 7 Item 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 make a DECK.

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

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

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

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

J Place the score marker in the center of the DASHBOARD and place the 6 raise tokens on their respective spaces.



The game ends if one of the two sides wins a MEDAL.



Each MEDAL won by one of the sides is worth 3 victory points.





1941

SCENARIO 2

THE CONFRÉRIE NOTRE-DAME



1941

The Battle of the Atlantic rages on and the attack on Allied convoys by the forces of the Kriegsmarine endangers the supply of England departing from the French Atlantic ports where submarine bases have been built. The BCRA, the Free French intelligence service headed by General De Gaulle, set up a network of informants in occupied France who provided valuable information by radio. The occupiers hunted down spies in a terrifying game of cat and mouse.

Boards and standard equipment:

Please refer to the information on page 10.

Materials for previous scenarios:

The game materials needed for scenario 2 combine elements of scenario 1 and scenario 2:

(x) RESISTANCE cards (R001 to R003)



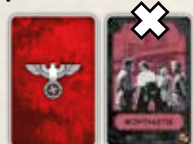
6 MISSION cards (M011 to M016)



bonus tokens (J001 to J003)



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



Start of game scenario only

If you are not playing CAMPAIGN mode, you must prepare the game as follows: Select 3 of each of the following cards: journalist (R001), forger (R002), messenger (R003), shuffle them, and deal 2 cards to each RESISTANCE player. Then shuffle the rest with the cards from scenario 2 (R004 + R021 to R025) to form the RESISTANCE card deck.

End of game in CAMPAIGN mode:

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



The OCCUPIER player removes all the PLACE cards from his DECK and keeps 1 card of each type: V-MANN. (N001), RAID (N002), and WEHRMACHT (N003).

Each of the RESISTANCE players may keep 3 RESISTANCE cards of their choice. The other RESISTANCE cards are returned to the reserve.

Additional material for scenario 2:

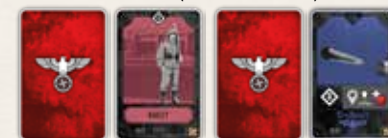
Add the elements of the previous scenarios to those of scenario 2: 4 RESISTANCE cards (R021 to R025) and 4 1-SKILL cards (R004).



4 MISSION cards (M021 to M024)



10 PLACE cards (N021 to N025) and 3 U-BOAT cards (N004)

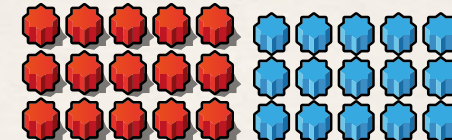


1 bonus token (J004)



1 gray U-BOAT token

15 red and blue TARGET markers



6 MEDAL cards (T021 to T026) and MEDAL tokens



1941

SCENARIO 2

THE CONFRÉRIE NOTRE-DAME



Setup:

- A** Place the BOARD-BOOK in the center of the table, then randomly place two MISSION cards on top of each other in any of the 5 PLACES.
- B** Each RESISTANCE player places their pawn on one of the 5 PLACES. All RESISTANCE players must be in different PLACES.
- C** Place the RESISTANCE board on one edge of the game book. Shuffle the RESISTANCE cards to form a DECK and place the first 6 cards face up.
- D** Each RESISTANCE player places their DASHBOARD in front of them, positions their character tile and shuffles their 7 Item cards to form a DECK. Note: in CAMPAIGN mode, the player can keep up to 3 RESISTANCE cards from the previous game in their starting DECK.
- E** Shuffle the 10 PLACE 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, the player 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)
- G** Place the V-MANN (red) and WEHRMACHT (green) counters next to the board.
- H** Place the SKILL tokens on the side of the board. (J001 to J004)
- I** Place the U-BOAT token on the middle space of the track.
- J** Place the blue TARGET markers on the spaces of the board.
- K** Randomly distribute one MEDAL card to the OCCUPIER player and one MEDAL card to the RESISTANCE players. The RESISTANCE and OCCUPATION players may look at their MEDAL cards but must not show them to the opposing side.
- L** Place the score marker in the center of the SCOREBOARD and place the 6 RE-ROLL tokens on their respective spaces.



The game ends if one of the two sides wins a MEDAL or if there are no more MISSION cards on the board.



Each MEDAL won by one of the sides is worth 3 victory points.





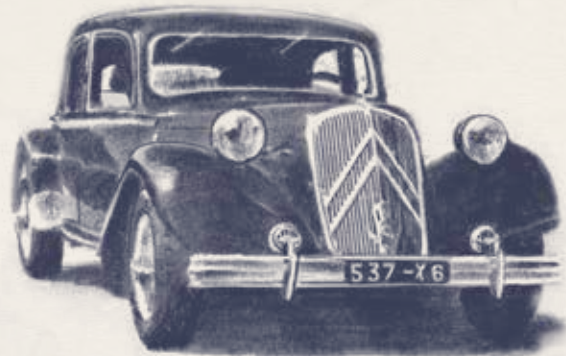
1941

SCENARIO 2 THE CONFRÉRIE NOTRE-DAME

MOVING



In this scenario, the RESISTANCE pawns can be moved from one PLACE to another without restriction. 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 spaces equal to the number of points shown on the MISSION card.

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

U-BOAT



The OCCUPIER player can DISCARD one or more U-BOAT cards with a PLACE card of his choice to carry out a U-BOAT attack. Move the U-BOAT counter as many spaces on the track to the right of the track as U-BOAT cards played, then replace a blue TARGET marker with a red TARGET marker on one of the PLACES of the place.

In this example, the OCCUPIER player DISCARDS 2 U-BOAT cards on Brest, advances the U-BOAT counter 2 spaces and places a TARGET marker on the Brest space.

U-BOAT Card



The OCCUPIER player can no longer carry out a U-BOAT attack by playing U-BOAT cards in the following 2 cases:

1 - All the spaces are occupied by red TARGET markers. In this



case, the MISSION cards are removed from this space.

2 - The RESISTANCE fighters have removed all the MISSION cards from the PLACE.



Bonus for the MISSION cards:

New SKILL token: radio:



Radio

F.A.Q.

MOVING

Can I go 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 PLACE is neutralized for submarine attacks.

Do I have 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.



End of game in CAMPAIGN mode:

In CAMPAIGN mode, at the end of this scenario, the position 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.

This number takes into account the RESISTANCE cards kept by the players.

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 kept by each player and the reserve.

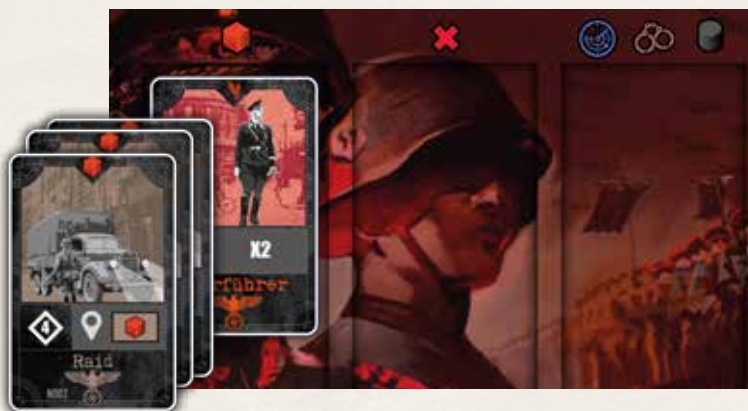
From 1941, the OCCUPIER forces took the risk of insurrection in the country seriously. In order to organize the forces of repression, inflexible and cruel officers were appointed. From then on, the Oberführer would be one of the OCCUPIER forces' trump cards until the end of the CAMPAIGN.

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 Card

x1



COST

POWER

When the Oberführer card is played, the OCCUPIER may carry out 2 ACTIONS of his choice.

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





1942

SCENARIO 3 UNIFICATION OF THE RESISTANCE



1942

Scattered RESISTANCE movements operate without coordination in the unoccupied zone. Free France sends an emissary to unite the main RESISTANCE movements and get them to act in concert:

Combat, Libération and Franc-tireur. This emissary was called Jean Moulin. Klaus Barbie, the head of the Gestapo in Lyon, relentlessly hunted down the mysterious Max, alias of Jean Moulin, in order to decapitate the French RESISTANCE.

Materials for previous scenarios:

The game materials needed for scenario 3 combine elements from scenario 1 and scenario 2:

(x) RESISTANCE cards (R001 to R004)



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.



15 TARGET markers of each color (red and blue) are kept.



Beginning of game scenario only

If you are not playing campaign mode, you must prepare the game as follows: Select 2 of each of the following cards: journalist (R001), forger (R002), messenger (R003), radio (R004). Shuffle them and deal 2 cards to each resistance player. Then shuffle the rest with the cards from scenario 3 (R031 to R040 + R005) to form the resistance card reserve.

End of game in CAMPAIGN mode:

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



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 of the RESISTANCE players may keep 3 RESISTANCE cards of his choice. The other RESISTANCE cards are returned to the reserve.

Additional material for scenario 3:

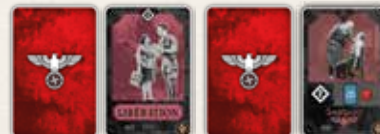
Add the elements of the previous scenarios to those of scenario 3: 15 RESISTANT cards (R031 to R040+ Max) and 4 cards with 1 SKILL (R005).



6 MISSION cards (M031 to M036)



9 PLACE 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 UNIFICATION OF THE RESISTANCE



Setup:

A Place the BOARD-BOOK in the center of the table, then place a MISSION card at random on the 3 spaces. When a MISSION is completed, a new card is placed on its space.

B Each RESISTANCE player places his pawn on one of the 3 PLACES. All RESISTANCE players must be placed on different spaces.

C Place the RESISTANCE board on one of the edges of the game book. Shuffle the RESISTANCE cards to form a DECK and place the first 6 cards face up.

D Each RESISTANCE player places their individual board in front of them, places their character tile in position and shuffles their 7 Item cards to form a DECK. Note: in CAMPAIGN mode, the player 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 make a DECK with 1 V-MANN card (N001), 1 RAID card (N002) and 1 WEHRMACHT card (N003) to make a DECK. Note: in CAMPAIGN mode, the player may keep up to 3 cards of his choice from the previous game instead.

F Create stacks of identical cards and place them on the OCCUPIED board. (N001 to N005 + N010)

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

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

J Place the Max/Jean Moulin card on 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 OCCUPATION players may look at their MEDAL cards but must not show them to the opposing side.

L Place the score marker in the center of the SCOREBOARD and place the 6 RE-ROLL tokens on their respective spaces.



The game ends if one of the two sides wins a MEDAL.



Each MEDAL won by one of the sides is worth 3 victory points.





1942

SCENARIO 3 UNIFICATION OF THE RESISTANCE

GESTAPO



In this scenario, every time the OCCUPIER captures a RESISTANCE card, he places it on the game board in an available space 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 card Danielle Casanova on the second line of the board (with 2 squares).

GESTAPO

x3



COST

POWER

QUESTIONING

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 rolled corresponds to the number of SKILL icons.

In this example, the OCCUPIER player rolls 2 red dice to interrogate the card "Danielle Casanova" on the second line of the board (with 2 squares). The OCCUPIER could not play any additional cards since 2 is the maximum number corresponding to this card.

RED DIE



CONFESSIONS: The RESISTANCE players must give the OCCUPIER a suitable card. If they cannot provide one, they can make an arbitrary arrest by DRAWING the first RESISTANCE card from the deck.



NOTHING APPENS: The RESISTANCE player remains silent.



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

CONFESSIONS



For each result of the CONFESSION dice, the RESISTANT players must give the OCCUPIER a card corresponding to what can be placed on the flowchart:

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

- The delivered RESISTANT player must have a SKILL level equal to or greater than the RESISTANT player being questioned.

■ A red thread must connect the card of the interrogated RESISTANCE fighter with that of the delivered RESISTANCE fighter.

■ 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.

2 - if the RESISTANCE player(s) do not have any corresponding RESISTANCE cards, the OCCUPIER player makes an arbitrary arrest by DRAWING the top card from the deck of the RESISTANCE board.



■ The number of interrogations a prisoner can undergo corresponds to the number of SKILLS on his card. If the interrogation is followed by a confession, a red TARGET marker is placed on

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

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

■ If all the TARGET markers are blue, the RESISTANCE card is placed at the bottom of the RESISTANCE card DECK and can be used again.

In this example, the OCCUPIER player has obtained a confession result. The RESISTANCE players must place one of their cards on an available space.

1942 SCENARIO 3 UNIFICATION OF THE RESISTANCE



MOVING



In this scenario, the RESISTANCE pieces can be moved from one RESISTANCE MOVEMENT to another without restriction.



End of game in CAMPAIGN mode:

at the end of the game, the RESISTANCE cards placed on the game board go to PRISON if they have a red marker, the other cards go to the DISCARD PILE of RESISTANCE cards.



GETAWAY Planning



In this scenario, the RESISTANCE fighters arrested by the OCCUPIERS are positioned on the board. In the escape ACTION, the players will therefore choose the character released on this board, with the exception of the RESISTANCE fighter cards with a red TARGET marker on them.



The RESISTANCE fighters did not take back into their ranks anyone who had cracked in the Gestapo jails.

F.A.Q.

MOVING

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

Yes, there are no movement restrictions in this scenario.

CONFESSIONS

Who chooses the RESISTANCE card denounced during a confession?

It is the camp of the RESISTANCE players. The players consult each other to decide which card will be handed over.

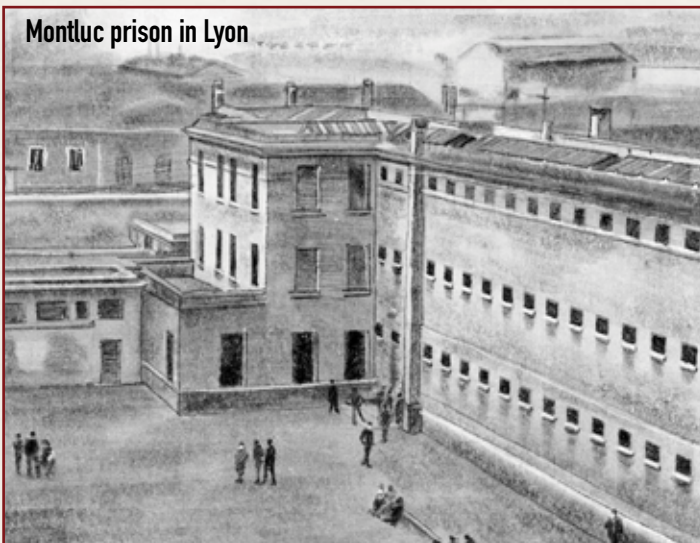
Who chooses where the card is placed on the board?

It is the OCCUPIER player.

If the OCCUPIER player questions a RESISTANCE fighter with only one SKILL icon, what happens to the card?

If the RESISTANCE fighter confesses, this card immediately goes to PRISON. If the RESISTANCE fighter does not confess, this card immediately goes to the DECK of the RESISTANCE board.

Montluc prison in Lyon



Arrest of Jean Moulin in Caluire



Bonus for the MISSION cards:

New SKILL token:



Espionage



1943 SCENARIO 4 THE RED POSTER



1943

The arrival of communists in the resistance circles increases the intensity of the conflict. The aim is to increase the occupier's feeling of insecurity, a strategy that pays off but which will result in countless sacrifices of resistance fighters and an increase in retaliatory measures against the population. Which way will public opinion be leaning?

Materials for previous scenarios:

The game materials needed for scenario 2 combine elements from scenario 1, scenario 2 and scenario 3:

(x) RESISTANCE cards (R001 to R005)



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



5 bonus tokens (J001 to J005)



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



The red and blue TARGET pawns are kept.

Start of game scenario only

If you are not playing campaign mode, you must prepare the game as follows: Select 2 of each of the following cards: journalist (R001), forger (R002), messenger (R003), radio (R004), spy (R005). Shuffle them and deal 2 cards to each resistance player. Then mix the rest with the cards from scenario 4 (R041 to R047 + R006) to form the resistance card reserve.

End of game in campaign mode:

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



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 of the RESISTANCE players may keep 3 RESISTANCE cards of his choice. The other RESISTANCE cards are returned to the reserve.

Additional material for scenario 4:

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

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



5 MISSION cards (M041 to M045)



10 PLACE cards (N041 to N044) 4 MILITIA cards (N007) and 2 EXTORTION cards (N008)



1 bonus token (J006), 2 beige tokens, 3 black dice and 10 black counters MILITIA



6 MEDAL cards (T041 to T046) and MEDAL tokens



1943 SCENARIO 4 THE RED POSTER



Setup :

A Place the BOARD-BOOK in the center of the table, then place MISSIONS on the 4 PLACES. When a mission is completed, a new card is placed on its space.

B Each RESISTANCE player places his pawn on one of the 4 PLACES. All RESISTANCE players must be placed on different PLACES.

C Place the RESISTANCE board on one edge of the BOARD-BOOK. Shuffle the RESISTANCE cards to form a DECK and place the first 6 cards face up.

D Each RESISTANCE player places their DASHBOARD in front of them, positions their CHARACTER tile and shuffles their 7 Item cards to form a DECK. Note: in campaign mode, the player can keep up to 3 RESISTANCE cards from the previous game in their starting DECK.

E Shuffle the 10 PLACE 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, the player 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 OCCUPY board. (N001 to N005 + N007, N008 and N010)

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

I Place the SKILL tokens on the side of the board. (J001 to J006)

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

I Place the score marker in the center of the SCOREBOARD and place the 6 RE-ROLL tokens on their respective spaces.

I Place the 2 beige tokens on the middle spaces of the support scales.



The game ends if one of the two sides wins a MEDAL or if all the spaces are filled.



Each MEDAL won by one of the sides is worth 3 victory points.





1943 SCENARIO 4 THE RED POSTER

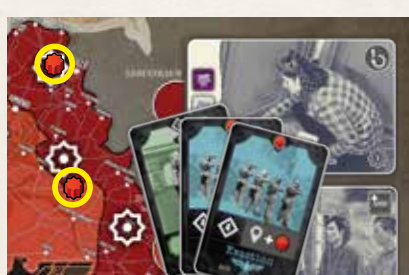
CARRY OUT A MISSION



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

In this example, the RESISTANCE player completes a MISSION with a value of 1. He moves the Sympathy marker one notch to the left and places a TARGET marker.

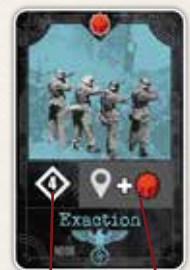
EXACTION



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

The OCCUPIER player can discard one or more EXACTION cards with a PLACE card of his choice to place an equivalent number of TARGET markers in the designated zone. He also moves the Sympathy marker an equivalent number of spaces. EXACTION cards can also be used to remove TARGET markers from resisters.

EXACTION Card



COST

POWER

MILITIA



The OCCUPIER player may discard one or more MILITIA cards with a PLACE card of his choice to place an equivalent number of MILITIA tokens in the designated area.

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

OR

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

In this example, the OCCUPIER player discards 2 MILITIA cards to place 2 MILITIA tokens on the RESISTANCE card of his choice.

MILITIA card



COST

POWER

If a RESISTANCE player wants to recruit the card, the OCCUPIER player will roll as many black dice as the number of pawns positioned on it. **Whether the attempt is successful or not, the MILITIA tokens are then discarded.**

BLACK DIE



ARREST: Draw a card from the hand of the RESISTANT player. If the latter has no card in his hand, make an arbitrary arrest by drawing the first resisting card from the deck.



NOTHING HAPPENS: The RESISTANT player can take the card and discard the tokens on it.



HEROISM: This result cancels out an arrest result from another die.

MISSION card bonus: New SKILL token  Assassination

ORGANIZATION CHART OF THE RESISTANCE FRANCE UNDER OCCUPATION

Organizational chart of the RESISTANCE

FREE FRANCE (London)
Gal de Gaulle

Links with the internal RESISTANCE - General Delegate: Jean Moulin

BCRA
Central Bureau of Intelligence and Action

AS
Secret Army
Gal Delestraint

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

ORA
Army Resistance
Organization

January 1943 **MUR**
United Resistance Movements

OCM Civil and Military Organization
CDLR Those Of The Resistance
CDLL Those of the Liberation
Liberation North

February 1943 **Coordination Committee**
Grouping of movements in the North zone

FTP
FTP-MOI
Front National
National Front
Communist
Resistance

May 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 seize the key points, but the lack of ammunition is sorely felt. Von Choltiz has received orders from Hitler to defend the city and destroy it if necessary by mining the bridges and the main monuments of Paris. The Parisian resistance managed to cross the lines and ask the allies to attack Paris. Will the city of lights be saved? It's up to you to decide.

Materials for previous scenarios:

The game materials needed for scenario 5 combine elements from scenario 1, scenario 2, scenario 3 and scenario 4:

(x) RESISTANCE cards (R001 to R006)



The MISSION cards from scenarios 1, 2, 3 and 4 are no longer used.



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



The MILITIA (N007), EXACTION (N008) and PLACE cards from scenario 1 (N011 to N016) are kept.



The red TARGET, MILITIA and black MILITIA dice tokens are kept.



The blue TARGET tokens are removed.

Start of game scenario only

If you are not playing campaign mode, you must prepare the game as follows: Select 2 of each of the following cards: journalist (R001), forger (R002), messenger (R003), radio (R004), spy (R005), resistance fighter (R006). Shuffle them and deal 2 cards to each resistance fighter player. Then mix the rest with the cards from scenario 5 (R051 to R056 + R007 + R008) to form the resistance card reserve.

End of game in CAMPAIGN mode:

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



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 of the RESISTANCE players may keep 3 RESISTANCE cards of their choice. The other RESISTANCE cards are returned to the reserve.

Additional material for scenario 5:

The game material required for scenario 5 combines elements from scenarios 1, 2 and 3 and scenario 4:

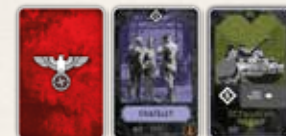
6 RESISTANT cards (R051 to R056) and 8 cards with 1 SKILL (R007 and R008).



8 MISSION cards with LIBERATION back (M051 to M058)



16 PLACE cards (N011 to N016) + (N051 and N052) and 2 Offensive cards (N009)



5 BARRICADE counters and one ARMORED counter. 6 MEDAL cards (T051 to T056) and MEDAL tokens



E Shuffle the 16 PLACE cards (N011 to N016) + (N51 and N52) with

1 Place the score marker in the center of the SCOREBOARD and place the 6 RE-ROLL tokens on their respective spaces.



1944 SCENARIO 5 THE LIBERATION OF PARIS

ERECT A BARRICADE

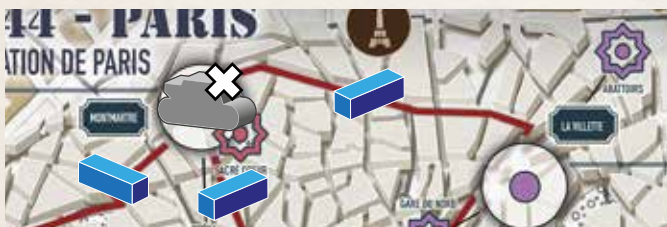


In this scenario, a RESISTANCE player can place a barricade counter on one of the routes adjacent to his position by discarding RESISTANCE cards bearing 3 x the same SKILL.

The BARRICADE counters prevent the advance of the gray ARMORED counter. If there are no more BARRICADE counters available, you can move one that has already been played.

In this example, the RESISTANCE player places a BARRICADE between Montmartre and La Villette to prevent the German armored vehicles (ARMORED counter) from advancing.

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



If the column of German armored vehicles is blocked by the BARRICADES and unable to move, the OCCUPIER player's offensive action will no longer be possible.

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

CARRY OUT A MISSION



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

In this example, the RESISTANCE player DISCARDS 3 RESISTANCE cards to carry out the MISSION. He gains the bonus and turns the MISSION card over to the LIBERATION side.

WARNING: 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

Can we complete the MISSION where the ARMORED column is located?

Yes, it is possible to do so.

If a MISSION was already completed, then invalidated by the ARMORED column, then completed again, can we benefit a second time from the MISSION card bonus?

Yes, this can even be a game strategy.

OFFENSIVE

What happens if the armored column arrives at a PLACE where one or more RESISTANCE pieces are located?

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

How can I invalidate a MISSION carried out at the PLACE of the ARMORED column?

The ARMORED column will have to move and then return to that PLACE to invalidate the MISSION.

1944 SCENARIO 5 THE LIBERATION OF PARIS



OFFENSIVE



The OCCUPIER player may DISCARD one or two OFFENSIVE cards to move the column of armored vehicles a number of spaces equal to the number of cards played.
In this example, the OCCUPIER player moves the gray pawn to Châtelet by DISCARDing 1 Offensive card. It is not possible to move the gray pawn to Montmartre because of the barricade.

OFFENSIVE Card

x2



COST

POWER



When the OCCUPIER player moves the column of armored vehicles to a PLACE, if the MISSION card is on its liberation side, he turns it over to its MISSION side.

In this example, the OCCUPIER player moves the ARMORED counter to Châtelet by discarding 1 Offensive card.

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

EXACTION



The OCCUPIER player may DISCARD one or two EXACTION cards associated with a PLACE card to place a number of TARGET Markers corresponding to the number of EXACTION cards played on one of the Monument spaces on the board of the color of the PLACE.

In this example, the OCCUPIER player places 2 TARGET markers on the two monuments of Paris (Opéra and Sacré-Cœur) by discarding 2 EXACTION cards with the Montmartre PLACE 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



Principle of SOLO mode:

SOLO mode allows you to play alone but also to replace the OCCUPIER player for a group of players who do not want one of them to play the OCCUPIER for ethical reasons. In this mode, the OCCUPIER is managed in automatic mode. There are alternating turns of play between the OCCUPIER and the RESISTANCE fighters so that the OCCUPIER plays the same number of turns as the RESISTANCE fighter(s).

Setup of the OCCUPIER's game:

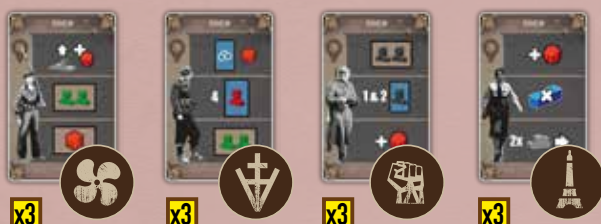
Make 2 separate DECKS and shuffle each one:



The first DECK consists of the PLACE cards for the scenario being played.



The second DECK consists of the SOLO cards. For the first scenario, only the 10 basic cards will be used.



For each of the other scenarios, you need to add 3 cards with the icon of each scenario to create a DECK of 13 cards.

OCCUPIER's turn:

DRAW one card from each pile to make a SET:



Then carry out the first ACTION. If this ACTION is not possible, move on to the next one, and so on. If none of the 3 ACTIONS are possible, the OCCUPIER passes their turn.

Once the ACTION has been carried out, the two cards go back to their respective DISCARD PILES. If a pile is empty, shuffle the cards from the DISCARD PILE to form a new pile.

Description of ACTIONS - Basic game:



RAID

■ Roll the number of red dice indicated on the map at the PLACE indicated on the SET map.

■ The result of the dice follows the same rules as in the basic game. RAIDS allow the OCCUPIER to make numerous arrests. WEHRMACHT

■ Place the indicated number of WEHRMACHT tokens (green) on the corresponding MISSION at the PLACE indicated on the SET map.



■ If the number of WEHRMACHT tokens exceeds the number of SKILL icons on the MISSION card, proceed to the next ACTION.

■ The WEHRMACHT follows the same rules as the basic game.

V-MANN

2



■ Place a V-MANN counter (red color) on the card of the RESISTANCE board corresponding to the number indicated.

■ If the number of V-MANN counters 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 PLACE card from the game.

SPECIAL ACTION FOR SCENARIO 2

U-BOAT

■ Place a red TARGET marker on the indicated spot and move the U-BOAT counter the indicated number of spaces.



■ If 3 red TARGET markers are already in position, move on to the next ACTION.

SPECIAL ACTION FOR SCENARIO 3

GESTAPO

■ Choose the highest-ranking RESISTANCE fighter (with the most SKILL icons) and the one furthest to the left on the board, then roll the indicated number of dice.

■ If this ACTION is not feasible, move on to the next ACTION.

SPECIAL ACTION FOR SCENARIO 4

EXACTION

■ Place a red TARGET marker on the indicated PLACE and move the support marker down one position.



■ If all the TARGET markers (red and blue) have been positioned in this zone, move on to the next ACTION.

MILITIA

These ACTIONS are equivalent to those of the V-MANN and the WEHRMACHT but with MILITIA counters and dice.



■ The Militia follows the same rules as the basic game.

SPECIAL ACTION FOR SCENARIO 5

EXACTION

■ Place a red TARGET marker on one of the indicated PLACES.



■ If all the TARGET markers have been placed on this PLACE, proceed to the next ACTION.

OFFENSIVE



■ Move the ARMORED counter one position.

– The armored column always moves towards a PLACE where the MISSION card is on its liberation side.

– As the column of armored vehicles cannot pass a BARRICADE, it will take a path that is not barricaded.

■ If this movement is impossible, move on to the next ACTION.

APPENDICES SOLO MODE



APPENDICES MEDAL CARDS



DECEPTION PLAN

■ When a RESISTANCE player plays a combination of OBJECT cards to carry out a DECEPTION, place a DECEPTION card on top of the PLACE DECK.



SABOTAGE PLAN

■ When a RESISTANCE player plays a combination of OBJECT cards to carry out a derailment, place a derailment card on top of the solo DECK.

■ The presence of a derailment or DECEPTION card in the SET means that the OCCUPIER takes a turn when they are DRAWN and henceforth pollute his card piles.

■ In CAMPAIGN mode, 2 of the derailment cards and 2 of the DECEPTION cards are removed from each of the piles. Those that remain are kept for the next scenario.

NOTES

The OCCUPIANT's ACTIONS are potentially more arbitrary when they are performed automatically rather than by a human. This represents the relentless aspect of the OCCUPIER's repression. One way to gain more control over the OCCUPIANT is to harass them by carrying out DECEPTION or SABOTAGE PLANS. This will help limit the OCCUPIER's terrible actions.



THE MUSÉE DE L'HOMME NETWORK

ESCAPE TO THE SOUTHERN ZONE



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



RESCUING JEWISH FAMILIES



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



AWAKENING CONSCIENCES



The MISSIONS can be completed in any order you choose..



MASS ARREST



To collect at least 7 RESISTANT cards, regardless of the number of SKILL icons.



ARRESTING NETWORK LEADERS



Collect at least 8 SKILL icons on the arrested RESISTANT cards.



INCREASING REPRESSION



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



APPENDICES MEDAL CARDS

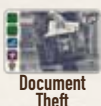


THE CONFRÉRIE NOTRE-DAME

ENIGMA REPORT



The MISSIONS can be completed in any order, but one after the other. It is possible to complete other MISSIONS beforehand.



REPORT TO LONDON



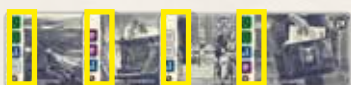
You must have completed 4 MISSIONS in 2 PLACES. Discarded MISSIONS cannot be counted.



BRCA REPORT



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



RADIO TRACKING



Arrest RESISTANCE cards to gain at least 3 radio SKILLS.



CONVOY ATTACK



Having positioned 6 TARGET markers in two different PLACES.



PACK OFF U-BOATS



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



UNIFICATION OF THE RESISTANCE

RESISTANCE GETS ORGANIZED



Complete 3 MISSIONS with the spy SKILL.



ON ALL FRONTS



Collect at least 16 SKILL icons on MISSION cards.

$$4 + 4 + 4 + 4 = 16$$



FEAR CHANGES SIDES



Score at least 12 points on all the MISSION cards completed.



=12

HEADHUNTER



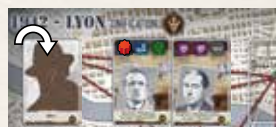
Fill the top row on the board with 3 cards RESISTANT with 3 SKILLS.



ARREST OF JEAN MOULIN



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



ENHANCED INTERROGATION



Place at least 5 TARGET markers on RESISTANT cards after successful interrogations.



APPENDICES MEDAL CARDS

THE RED POSTER

OCCUPANT HARASSMENT



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

PUBLIC SUPPORT



Place at least 4 blue TARGET markers in an area.

THE WIND TURNS

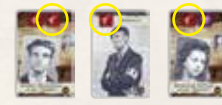


Reach the top of one of the 2 SUPPORT ladders by completing MISSIONS in succession.

TRACKING DOWN PARTISANS



Collect at least 3 RESISTANT cards with the assassination SKILL.



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TERRORIZING THE POPULATION



Place 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 in consecutive order.

THE LIBERATION OF PARIS

LIBERATE PARIS



Have 6 MISSION cards with the LIBÉRATION side up.



SECOND ARMORED DIVISION



To have completed the MISSION "Convince the allies" and surround the occupier's ARMORED column token with BARRICADES.

CALL FOR INSURRECTION



The MISSIONS must be completed in the correct order and in sequence. It is possible to complete other missions beforehand.



General strike

Population uprising

Assault on the Kommandantur

IS PARIS BURNING?



Position the 15 red TARGET markers on the monuments of Paris.

PUTTING DOWN THE REVOLT



Flip over 2 MISSIONS cards that were on their LIBÉRATION side during the same turn.

LAST CONVOY



Complete at least 7 RESISTANT cards, regardless of the number of SKILL icons.



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Index :

ACTION: Only one action can be performed per turn.

CAMPAIGN: Consists of linking the scenarios together.

CHARACTER: Represents the incarnation of a RESISTANCE player in the form of a tile with a special ability.

DASHBOARD: RESISTANCE player's game area with DECK, CHARACTER, SKILL and DISCARD PILE.

DECEPTION: Dead card to be placed in the OCCUPIER's deck.

DISCARD: All the cards already played that can make up a new deck.

DIVERSION: The action of removing one or more V-MANN, WEHR-MACHT or MILITIA tokens.

DECK: All playable cards in the form of a pile.

ESCAPE: The ability to retrieve a RESISTANCE card placed on the PRISON.

EXACTION: OCCUPIER's ability to place a TARGET marker.

EXCHANGE: The ability for RESISTANCE fighters to give or exchange RESISTANCE cards if they are in the same place.

MEDAL: Objective cards that immediately end the game when they are completed.

MILITIA: Ability of the occupier from scenario 4 to use the MILITIA pawns that can be placed on the RESISTANCE cards or on the missions.

MISSION: Cards placed on the board that require skill to complete.

MOVE: RESISTANCE fighters' ability to move from one PLACE to another.

OBERFÜHRER: OCCUPIER force's ability to play 2 actions instead of one in their turn.

OBJECT: Multi-purpose cards that make up the basic deck of the RESISTANCE player.

OCCUPIER: Refers to the player as well as the type of card used for the German side.

PLACE: Indicates a card and a PLACE on the game board.

PLANNING: The OCCUPIER's ability to acquire new cards by discarding PLACE cards.

PRISON: Place where the RESISTANCE cards that the OCCUPIER has arrested are placed.

PURIFICATION: The OCCUPIER's ability to get rid of cards from his hand.

RAID: OCCUPIER's ability to make arrests where a RESISTANCE pawn is located.

RESISTANCE: Refers to the player and the type of card used for the RESISTANCE camp.

SABOTAGE: RESISTANCE fighters' ability to remove half of the cards from the OCCUPIER's hand.

SCORE MARKER: Indicates a "tug of war" type score. The OCCUPIER earns points by arresting the RESISTANCE fighters, the RESISTANCE fighters earn points by completing MISSIONS...

SKILL: Ability required to carry out MISSIONS.

TARGET: Red (OCCUPIER) or blue (RESISTANCE) marker that is placed on the board.

U-BOAT: OCCUPIER's ability to place TARGET markers.

V-MANN: Increases the risk in recruiting RESISTANCE fighters.

WEHRMACHT: Increases the risk in completing MISSIONS.

Bonus for the MISSION cards:



Lets you play again (x) times immediately.



Allows you to take back (x) RESISTANCE cards in your discard pile.



Allows (x) DECEPTION cards to be placed in the discard pile of the OCCUPIER player.



Allows you to draw (x) RESISTANCE cards from your DECK.



Allows you to remove (x) MISSION cards from the board by removing any WEHRMACHT/MILITIA tokens placed on them. Points are not scored in this case.



Allows you to remove (x) RESISTANCE cards from the RESISTANCE board along with any V-MANN/MILITIA tokens on them and place them under the RESISTANCE DECK.



Allows you to free (x) RESISTANCE cards of your choice from the PRISON, which you put directly into your hand.



Allows the OCCUPIER to immediately pass (x) turns.



Used to remove (x) MILITIA pawns located on the cards of the resistance or mission of your choice.



Used to remove (x) WEHRMACHT tokens from any mission cards.



Allows you to remove (x) V-MANN tokens located on the RESISTANCE cards of your choice.



Allows you to look at and remove up to (x) cards from the occupier's hand until the end of the scenario. They only complete their hand of 6 cards at the end of their turn.



Used to remove (x) red TARGET markers from the board.



Used to add or move a BARRICADE marker on the board.

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