

German Player Card

Operations:

Deploy *(Note: Represents the change of Gestapo focus. Not total abandonment of areas.)*

Move Gestapos from any area.

Sweep

Roll 1d6 number of times equal to hidden Resistance Guerillas present. Reveal hidden Resistance Guerilla for each 2 or less rolled.

Attack

Remove the number of revealed resistance pieces equal to the number of Gestapos and German Army pieces present in the area.

Special Activities:

Rebuild

Place one German Infrastructure in any free square spot on the map and score -1 VP.

Infiltrate

Automatic success during one sweep roll.

Interrogate

Reveal Target card held by French player.

French Resistance Player Card

Operations:

Recruit

Place number of Resistance Guerillas equal to 1 plus number of Resistance Bases. If at least one hidden Resistance Guerilla there before the operation, place new Resistance Guerillas hidden. Otherwise place all new Resistance Guerillas revealed. OR Replace 2 Resistance Guerilla with Resistance Base.

Escape

Roll one 1d6. Hide one Resistance Guerilla for 2 or less rolled.

Attack

Roll 1d6 number of times equal to hidden Resistance Guerillas present. Remove German Infrastructure, reveal one Resistance Guerilla and score 1 VP for at least one die with 2 or less rolled. Score another 1 VP if German Infrastructure was removed from the space matching the target card held. If scored, discard the Target card and draw a new one.

Special Activities:

Regroup

Move 1 French piece to the adjacent area (may just stay as it is). Hide the piece if it is Resistance Guerilla.

Provide intel

Score 1 VP for a chain of areas with at least one hidden Resistance Guerilla in each from German Army to Allied Army (German Army and Allied Army areas included). OR Score 1 VP for the area with hidden 2 Resistance Guerillas and Resistance Base and German Army.

Get orders

Draw a new Target card. Discard the old one.