

De Gaullic Revolt Against Hitler

French Resistance from Spring to Summer 1944

CONSIM Game Jam #1
project by family team

venoraffe

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Rulebook version 1.0

1. Components

What do you need to play the game?

1.1 Components from Falling Sky

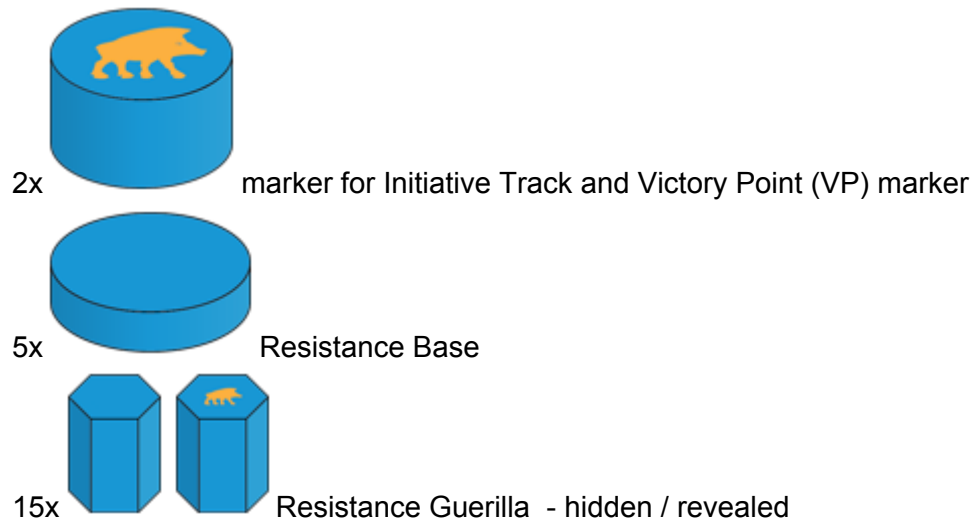
Game map

Red and blue dice

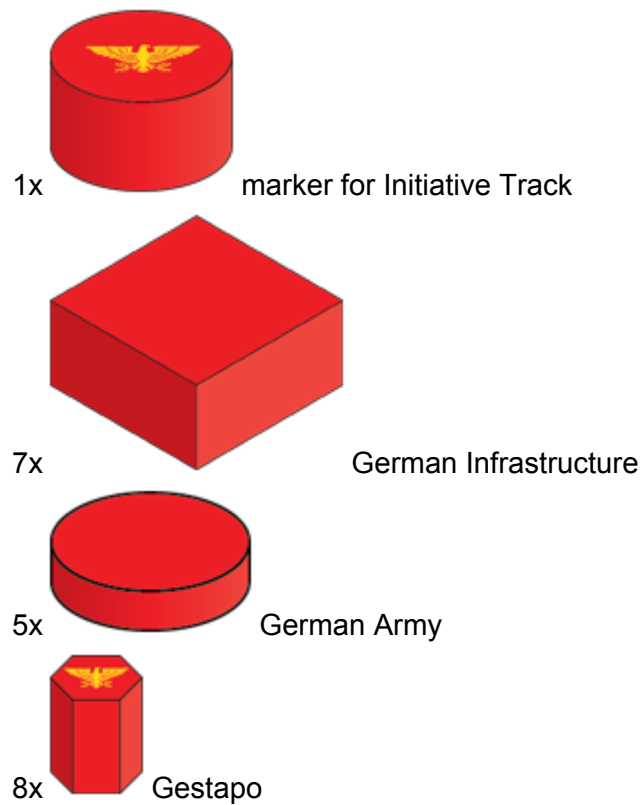
Wooden pieces:

Three white pawns and two black pawns (optional)

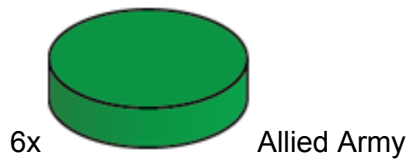
French pieces



German pieces



Allies



(Note: You actually need just five of these. But you can put the sixth one in Paris to celebrate liberation once the game ends.)

These are components limits. No more pieces can be added to the game. Players may remove their pieces from any area and use it elsewhere if there are no left in the supply.

1.2 New components

Add:

Deck of regular poker playing cards - sort out just hearts and one joker.

Print out:

Set Up Player Aid card

French Resistance Player Card (with important sections from the rulebook)

German Player Card (with important sections from the rulebook)

Event cards (10 blue, 10 grey, 3 green)

Initiative Track overlay

Note: You may want to print out two copies of each Player card. That is common COIN series game approach.

2. Game set-up

Follow the set-up on Set Up Player Aid card and place following pieces in areas containing (should be an error here the picture is correct :)):

Britain - All Allied Armies

Brest - German Army, German Infrastructure, Gestapo

Calais - German Army, German Infrastructure, Gestapo, Resistance Guerilla

Rouen - German Army, German Infrastructure, Gestapo, Resistance Guerilla, Resistance Base

Nancy - German Infrastructure, Gestapo, Resistance Guerilla, Resistance Base

Nantes - German Army, German Infrastructure, Gestapo

Paris - German Army, German Infrastructure, Gestapo, Resistance Guerilla, Resistance Base

Dijon - German Infrastructure, Gestapo, Resistance Guerilla

Vichy - Gestapo, Resistance Guerilla, Resistance Base

All other areas are out of play.

9 Resistance Guerillas and 1 Resistance Base will remain in supply of the French player.

Place Initiative track overlay on the right bottom corner of the map. French player is 1st Eligible (place marker), German player is 2nd Eligible (place marker).

Place blue VP marker on 0 space of general records track.

Shuffle the deck of blue and gray event cards. Take 3 of them and shuffle the "Liberation of Paris" green card into the deck. This is the bottom of the draw deck. Take another 7 cards and shuffle "Breakout from Normandy" green card into these. Put these on top of the deck. Finally shuffle "D-Day" green card into the last 10 cards and put this on top of the deck. Therefore there should be "D-Day" among the top 11 cards, "Breakout from Normandy" among the next 8 and "Liberation of Paris" among the last 4.

Shuffle the hearts suite and one joker of regular poker playing cards. This forms the Target cards deck. French player secretly draws one Target card from the deck.

3. Standard COIN rules

Standard 2-player COIN game rules are used. The turn order is determined by Initiative Track. Basically 1st Eligible player chooses the type of his/her turn by placing the marker on what he/she wants to perform. After the actions are done the 2nd Eligible does the same but must put his marker adjacent (limiting options). Then markers are returned on 1st and 2nd Eligible marks based on the shading of the spot and new cards are revealed.

Note: I believe I don't have to rewrite all details of the rules. I assume the basic knowledge of the COIN system: Initiative Track and rules on performing actions based on the Initiative Track.

Resources and any rules regarding them are not used in this game.

Support/Opposition status of areas and any rules regarding this topic are not used in this game.

4. Use of map

There are new names for cities and towns (replacing the tribe names). When this name is called by card or rule the situation is resolved in the area as a whole. Allied Army discs are the only pieces placed on the city or town circle representing liberation. Other circles remain with the eagle (already on game board) for the whole game.

Areas without pieces at the beginning of the game are out of play.

Place the German Infrastructure block in squares. German Infrastructure can not ever be placed in the Vichy area. There cannot be more than two Resistance Bases in any Area at any point of the game.

Track VPs on general track on the board.

5. Card play

Any blue and grey cards drawn are resolved as usual using the initiative track. Blue card events can be resolved only by French player. Grey card events can be resolved only by German player. Green "Mandatory event" cards are resolved differently. When this card is drawn, resolve the event immediately. Then discard the card and draw a new one. Initiative track is not used during the resolution.

Target cards (regular poker playing cards) are not ever mixed with event cards. Rules for handling them are included within events and player actions rules.

6. Player actions

Following usual COIN structure rules for Ops special Activities of Each side follow. All of these rules can be found on Player Cards for reference.

French Resistance Ops (non-limited in up to three areas, limited in one area only)

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.

French Resistance Special Activity (limited to one area only)

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.

German Ops (non-limited in up to three areas, limited in one area only)

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.

German Special Activity (limited to one area only)

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.

7. Game end and victory

Game ends immediately when green card “Liberation of Paris” is drawn. Follow instructions on this card: In case two or more cards are left in the draw pile award 1 VP (*for the resistance contribution to fast liberation*). With 9 or more VPs French player wins. Otherwise German player wins.

8. Questions and Answers

Given the nature of CONSIM Game Jam event this is of course the game prepared with very brush strokes. Don't hesitate to contact me on Twitter [@MojzisPetr](https://twitter.com/MojzisPetr) or on BoardGameGeek (user “Jezura”) in case any questions come up.