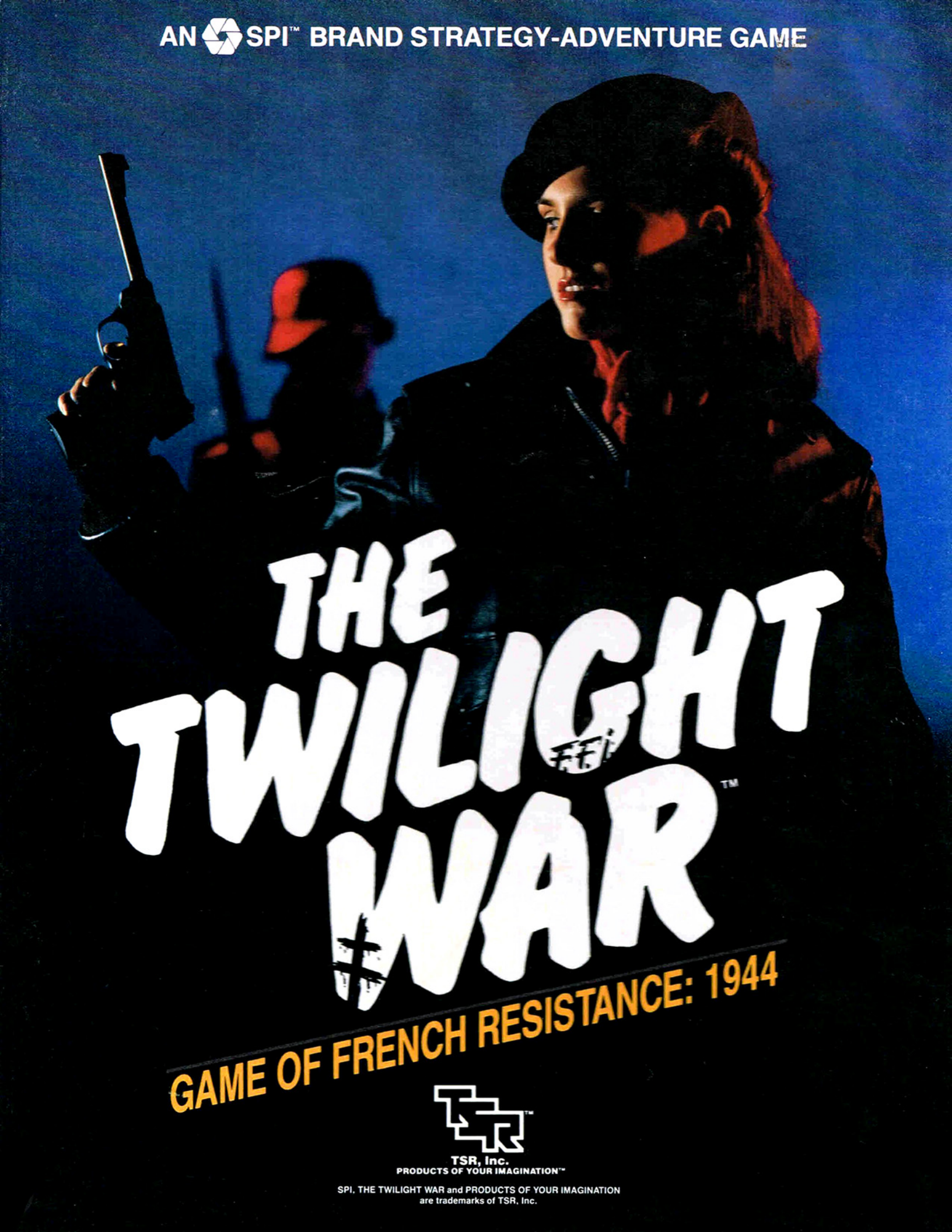

AN SPI™ BRAND STRATEGY-ADVENTURE GAME
THE TWILIGHT WAR™
GAME OF FRENCH RESISTANCE: 1944
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THE TWILIGHT WAR

GAME OF FRENCH RESISTANCE: 1944

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Men who come to the maquis to fight live badly, in precarious fashion, with food hard to find; they will be absolutely cut off from their families for the duration; the enemy does not apply the rules of war to them; they cannot be assured any pay; every effort will be made to help their families, but it is impossible to give any guarantee in this matter; all correspondence is forbidden.

—from a maquis recruiting leaflet

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THE TWILIGHT WAR™

GAME OF FRENCH RESISTANCE: 1944

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INTRODUCTION

THE TWILIGHT WAR™ Game is about Resistance fighting in France from 1943 until the Allied Invasion. The game is for two to four players. To win, the German player must crush the Resistance fighters and defeat the Allied Invasion. The Allies must use spies to collect Espionage Points (paving the way for the Invasion) and special commando teams to aid the Resistance. Resistance forces try to outdo each other in accumulating Resistance Points by harassing the German occupation forces and aiding the Allied player.

The rules for THE TWILIGHT WAR™ game are organized into numbered sections. After setting up the game, skim briefly through the rules to get a general idea of how to play the game, then play through a sample turn to learn the Turn Sequence before starting the first game.

GAME PARTS

- One 22" x 34" mapsheet
- One sheet of 100 playing tiles
- One sheet of 200 counters (playing pieces)
- One 12-page rules booklet
- Two six-sided dice
- One plastic tray
- One game box

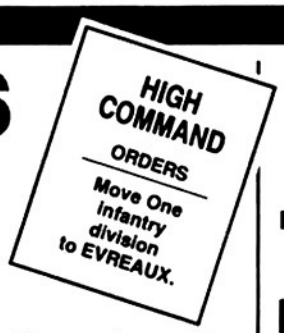
A. Mapsheet

- The game map represents all of northern France. It shows major rail lines, cities, rail junctions, and invasion sites. The rail lines (usable only by the German player) divide the map into Areas, and act as area boundaries. The red cities and junctions are exit points for fugitives.
- The Terrain Effects chart shows how each feature on the map affects movement.
- The Combat Results table gives the result of combat between opposing units.
- The Resistance Recruitment chart shows the number of new Resistance teams the FFI and FTP can bring into play each turn.
- The Game Turn Track is used to record how many game turns have been completed. The Turn Track also specifies, by game turn, how many new Allied special team (**T**), fugitive (**F**), spy (**Spy**), and supply (**Sup**) units can enter on a given turn.

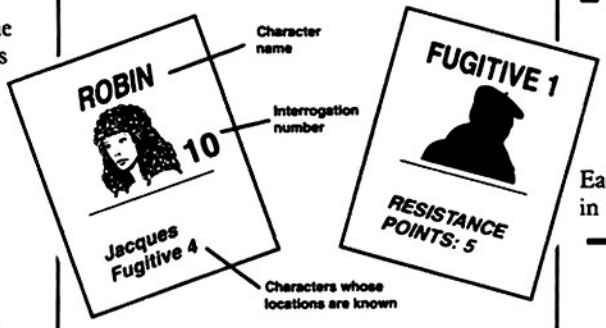
B. Tiles

Four types of tiles are used in the game: Invasion tiles, Character tiles, High Command tiles, and Event tiles.

- **Invasion tiles** describe 35 different Allied Invasion plans. Each Invasion tile gives the turn of the Invasion, the Invasion Area used, the strength of the Invasion force, and the number of Espionage Points the Allied player must have accumulated for the Invasion to succeed.



- **High Command tiles** contain specific orders for the movement of German pieces. They are played by the Allied and Resistance players to send German pieces out of position. Each High Command tile lists a place to which one type of unit must be moved. The German player must obey these orders.



- A **Character tile** names a Resistance Leader or spy, or gives the number of a fugitive group. The tiles are played by the German player to locate these enemy pieces. The tiles also give the *interrogation number* — how likely the character is to reveal more information if interrogated (12.0). Finally, the tile gives the names of additional leaders, spies, and fugitives whose locations are revealed if an interrogation is successful.





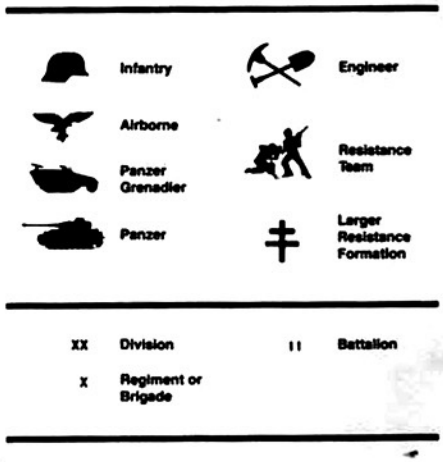
- Each **Event tile** lists an event that can affect players' actions or their ability to perform operations.

C. Playing Pieces

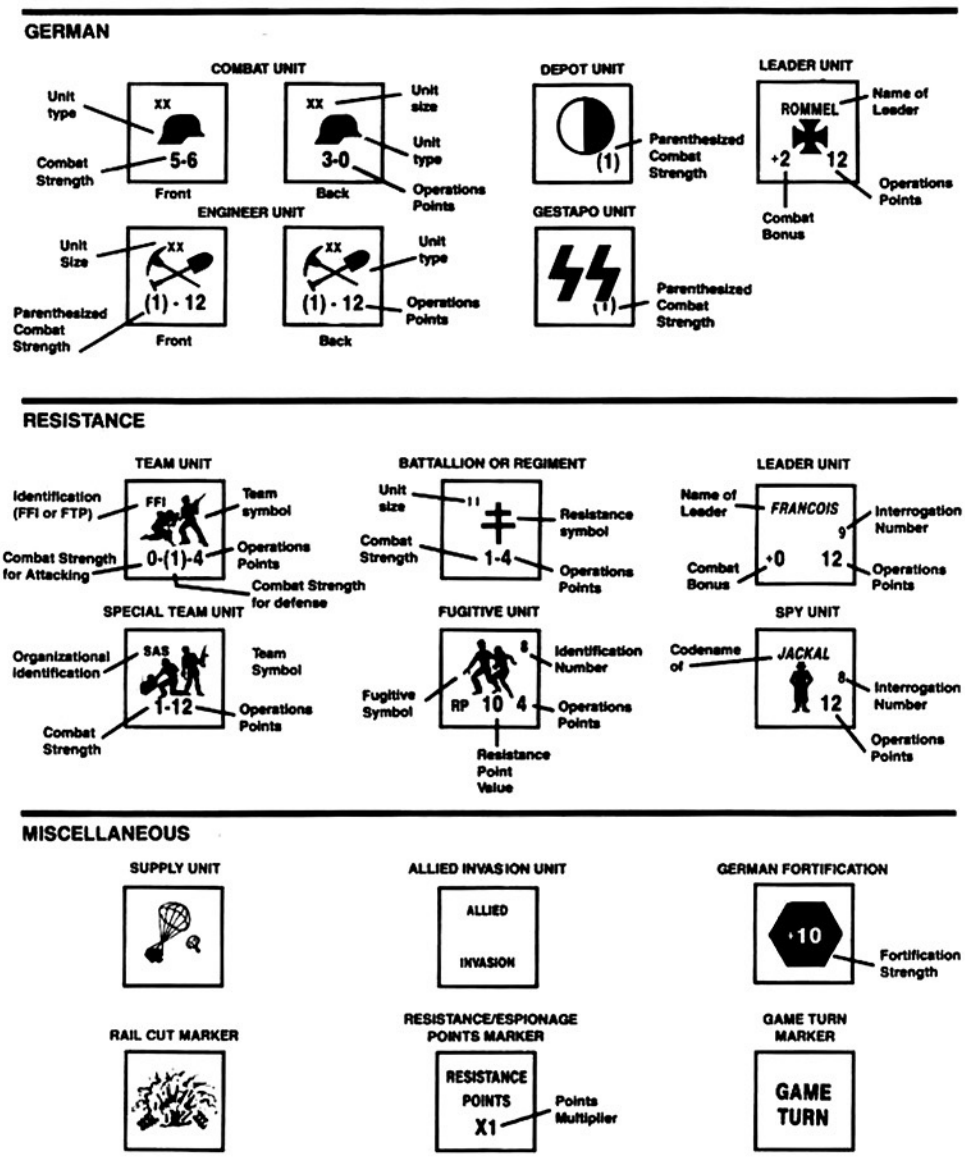
There are two types of playing pieces:

- **Units** are pieces that represent Leaders, spies, combat units, Resistance fighters, fugitives, and supplies. Units are further divided into *non-combat units* (Leaders, spies, fugitives, supplies, engineers, Gestapo) and *combat units* (all others).
- **Markers** are pieces that show the construction of fortifications and cuts made in rail lines by sabotage.

Each piece contains the information shown in the following diagrams:



Note: Generally, the number of counters provided with this game are a designed limit; however, additional railroad cut markers can be used if needed.



- **Combat Strength** is a unit's basic potency when attacking or defending. Leaders, fugitives, and spies have no combat strength. Parenthesized combat strength is only used when the unit is defending by itself.
- **Operations Allowance** is the unit's basic ability to move, attack, and perform other game functions, and is given as a number of *operation points*. A unit may use its entire operations allowance each turn.
- **Leader Bonus** is a die roll modification added to the player's dice roll when resolving combat involving the Leader.
- **Resistance Point Value** is the number of Resistance Points the FFI or FTP player receives by escorting the fugitive unit to a red exit point. Only the FFI and FTP may move fugitives or earn Resistance points.
- **Fortification Strength** is added to the combat strength of units in an Area when defending against the Allied Invasion (17.0).
- **Symbols** on the face of the piece show a unit's type and size.

SETTING UP

Fold the map back against its creases to make it lie flat, then spread it out on a large table. In a two-player game, the German player controls the German pieces, while the Allied player controls all the other pieces. In a three-player game, the third player is the FFI (French Forces of the Interior) player and controls the FFI pieces. The Allied player controls the Allied and FTP (Franc-Tireurs et Partisans) pieces. In a four-player game, the fourth player is the FTP player and controls the FTP pieces.

Players should arrange themselves around the table as follows: Allied player at the north, FFI player at the west, and FTP player at the south, German player at the east (this will also be the order of play). Each player takes the units he will use.

The Allied player plans his Invasion by taking the 35 Invasion tiles, secretly choosing one tile, then shuffling and setting aside the rest. The Invasion tile may not be shown to any of the other players.

Shuffle the remaining 65 non-Invasion tiles and deal out five (5) tiles face down to each player. The players may look at their own tiles, but must keep them secret from the other players.

The German player now places his pieces on the game map. The German player starts with all German units except the Leaders Mödel, Göring, and OKW. The German units can be placed in any location (City, Junction, or Area) of the German player's choice, within stacking limits (3.6). The supply depot pieces must be placed in separate Cities or Junctions. The player controlling the FTP pieces then places six FTP Resistance teams and one Leader (drawn randomly) face down in any Areas on the map. Only one Resistance team may be placed in each Area, and teams may be placed in Areas containing German pieces. The Leader is placed with a team. The FFI player then places six FFI teams and one Leader in a similar manner. The Allied player does not have any units on the board at the beginning of play.

The Resistance Points and Espionage Points markers are placed at 0 on the appropriate record track. The Game Turn Marker is set on Game Turn 1. The game is now ready to play.

1.0 SEQUENCE OF PLAY

The TWILIGHT WAR™ game is played in *Game Turns*. Each Game Turn consists of nine *phases*.

PROCEDURE

Beginning with Game Turn 1, the players complete, in sequence, each of the nine phases outlined below. The player who is performing actions during a phase is the *phasing player*. When all nine phases are completed, the players proceed to the next Game Turn. They repeat this process until the game ends.

SEQUENCE OF PLAY

[1.1] Allied Unit Placement Phase:
The Allied player places supply, spy, fugitive, and special team units face down on the map. The Game Turn Track gives the number of each type of unit available and the total number of units the Allied player may place (2.0).

[1.2]Allied Espionage Phase:

The Allied player resolves espionage attempts for the turn and records Espionage points as he earns them (4.0).

[1.3] Allied Operations Phase:

The Allied player moves and conducts operations with his special team units. All Allied and Resistance units remain face down on the map, except when the rules specifically state they must be turned face up. On the Invasion game turn (the last turn of the game), the Allied player places the Invasion piece in this phase.

[1.4] FFI Operations Phase:

The FFI player moves and conducts operations with his units. In a two-player game, the Allied player conducts this phase.

[1.5] FTP Operations Phase:

The FTP player moves and conducts operations with his units. In a two- or three-player game, the Allied player conducts this phase.

[1.6] Tile Play Phase:

Each player plays tiles, then draws a tile as desired. The order of tile play is: Allied player, FFI player, FTP player, and German player. In a two- or three-player game, the Allied player plays once, holds only five tiles, and can draw only one tile per turn.

[1.7] German Operations Phase:

First, the German player rolls for the arrival of Leaders (8.0). Second, the German player removes Gestapo units from the board if desired. Then, the German player moves and conducts operations with his units. At the end of this phase, the German player turns all face down (disrupted) German units face up (undisrupted). On the Invasion turn, however, face down German units remain disrupted (face down).

[1.8] German Interrogation Phase:

The German player interrogates any captured Allied spies or Resistance Leaders (12.0).

[1.9] Resistance Recruitment Phase:

The FFI and FTP players attempt to recruit new Resistance teams (16.0). In a three-player game, the Allied player acts for the FTP.

At the conclusion of this phase, the Game Turn Marker is moved ahead one space on the Game Turn Record Track, and the next Game Turn begins.

2.0 ALLIED UNIT PLACEMENT

During the Allied Unit Placement Phase, the Allied player places spy, special team, fugitive, and supply units on the game map.

PROCEDURE

The Allied player consults the Turn Track at the start of the phase. The Turn Track lists the minimum and maximum number of each type of unit that may be placed that turn. It also lists the total of *all* types of units that can be placed that turn.

The Allied player must select at least the minimum number of each type of unit, unless all units of that type are already in play. He cannot place more units of one type than the maximum listed, nor can he place more units overall than the total number of units allowed for that game turn.

EXAMPLE: On Game Turn 4, the Allied player must place at least 1 special team, 2 fugitives, and 4 supply units. He can place up to 12 units total. In this example, there are four fugitive counters still on the map, so he can only place one more. He decides to place 3 spies, 2 special teams, 1 fugitive, and 5 supply units this turn.

The units selected by the Allied player are placed face down on the map. They may be examined freely by all players except the German player.

CASES





[2.1] Special team and spy units can be placed in any Area or Junction, regardless of the number of German units present. They may *not* be placed in Cities, though they may move into Cities in the Allied Operations Phase.



[2.2] Supply units can be placed in any Area occupied by Resistance units.



[2.3] Fugitive units are drawn randomly from a cup or box lid by the Allied player. They can be placed in any Area or City that is not occupied by German units. They cannot be placed in Invasion Areas.

[2.4] The special operations **Ambush** (14.0) and **Search on Entry** (9.2) are not triggered by the placement of new Allied units.

[2.5] The counters provided are the absolute limit on the number of units that can be on the map at any time. This limit can be further reduced for Allied spy and Resistance Leader units as the result of German Interrogation (12.0).

3.0 OPERATIONS

During the appropriate Operations Phase, each player conducts operations with units under his control. Operations include movement, searching for Resistance units and characters, sabotaging and repairing rail lines, attacking enemy units, and raiding German units in Cities or Junctions.

PROCEDURE

Units move and conduct operations individually or in stacks, expending Operations Points from their Operations Allowances as they go. Each unit or stack must complete its operations before another begins. The Operations Phase ends when the player announces that he has no more actions. Resistance units other than Leaders can conduct operations *only* if they begin the Operations Phase stacked with a Resistance Leader or Allied special team.

CASES

[3.1] Printed on each counter is its Operations Allowance. This is the number of Operation Points the unit can use during any friendly Operations Phase. A unit cannot exceed its Operations Allowance. A unit may spend less in any phase than its Operations Allowance, but never more. Operations Points cannot be saved for use during later game turns, nor loaned to other units.

[3.2] Certain units (fugitives, supplies, spies, Gestapo) have no Operations Allowance. Fugitives, supplies, and spies can only move when stacked with other units. They can be freely passed between units in the same location. Gestapo units are placed with a stack and accompany it for the German Operations Phase.

[3.3] Units can conduct several operations during a single Operations Phase, in any order the player desires. The Operations Cost Table shows the number of Operations Points that a unit must pay to conduct each operation.

OPERATION	POINT COST
Enter any Area	2
Enter any City or Junction	1
Enter any City or Junction by rail	1/4
Search any Area	2
Attack enemy units	1
Sabotage rail line	2
Raid	2
Entrain or detrain	1
Repair rail line	3

EXAMPLE: A German panzer division with 12 Operations Points moves into an Area (2 OP), searches there for Resistance units (2 OP), attacks those Resistance units (1 OP), moves to an adjacent City (1 OP), entrains (1 OP), moves up to eight Cities and/or Junctions (2 OP), detrains (1 OP), and moves into an adjacent Area (2 OP), all in one Operations Phase.

[3.4] A unit or stack must cease conducting operations the instant it spends its last Operations Point, or immediately upon becoming disrupted.

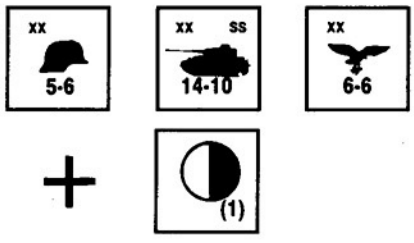
[3.5] Units cannot move off the game map, unless specifically allowed in a following special rule.

[3.6] Stacking. Stacking is the placement of more than one unit in a location. All non-German units are considered one force for purposes of stacking.

There is a limit to how many units can occupy a given location at the end of a friendly Operations Phase:

- **No more than three (3) German units (plus a supply depot) can be stacked together at the end of the German Operations Phase. Only one supply depot is allowed per stack, and supply depots can only be placed in Cites or Junctions. Any number of German units can be in an Invasion Area at the end of an Operations Phase.**

STACKING EXAMPLE (GERMAN)



- **No more than six (6) Allied, FFI, or FTP units (plus an unlimited number of supply units) can be stacked together at the end of any Allied or Resistance Operations Phase. Resistance battalions or brigades count as one unit for stacking.**
- **Units in excess of stacking limitations at the end of the owning player's Operations Phase are removed from play.**

[3.7] German Rail Movement. Only German units can move along rail lines. German movement along rail lines is from one City or Junction to the next. Sabotaged rail lines cannot be used until repaired (11.0). Before moving along a rail line, the unit must entrain at the cost of 1 Operation Point. The unit must be detrained at the end of the Operations Phase, and must spend one Operation Point to do so. If a unit would not have enough Operation Points left to detrain, it cannot move by rail.

Entrain = 1 Operation Point
Detrain = 1 Operation Point. Unit must detrain at end of Operations phase.

[3.8] Special Operations. Three special types of operations require no operations points and can be carried out during another player's Operations Phase:



- **Activate Resistance Unit. A Resistance team, battalion, or brigade can perform operations only if it begins its Operation Phase in a location occupied by an Allied special team or Resistance Leader unit. Resistance Leaders can only activate units of their own faction.**
- **Search on Entry. This is used by the German player whenever the Allied or Resistance players move hidden (face down) units in locations occupied by German units, or when new Resistance teams are placed in German-occupied Areas. If successful, the hidden units are revealed (9.0).**
- **Ambush. This operation can be used by any player to attack enemy units that are moving. The procedure is described in the Ambush Rules (14.0).**

4.0

ALLIED ESPIONAGE

Each Invasion tile requires the Allied player to collect a certain number of Espionage Points. These are gained when Allied spy units conduct successful espionage operations in Cities.

PROCEDURE

Spy units are placed in Areas or Junctions during the Allied Unit Placement Phase. They must be moved into Cities by Resistance combat units (not Leaders). During the Allied Espionage Phase, the Allied player rolls one die for each spy unit in a City.



If the die roll is 5 or 6, the spy is successful and the Allied player scores the number of Espionage Points given in the City hexagon. The spy is removed from the map and may be returned to play in a later Allied Unit Placement Phase.

CASES

[4.1] A spy can only be moved in a stack that contains at least one Resistance combat unit. This means spy units must either be moved by a Resistance player who has the permission of the Allied player to move the unit, or by a stack containing an Allied special team and Resistance units granted by the owning Resistance player.

[4.2] Only one spy unit is allowed in a stack.

[4.3] If a spy's escort is eliminated in combat, the spy is captured on a "*" combat result. Otherwise, the spy is moved to an adjacent Area.

[4.4] If the espionage is successful, the Allied player must verify the spy unit's presence by showing it to the German player before removing it from the board.

[4.5] Espionage Points can be scored more than once for the same City.

5.0

ALLIED OPERATIONS

The Allied player has two main activities: using his spy units to get the Espionage Points he needs for a successful Invasion, and using his special teams to activate and lead Resistance units.



[5.1] Special Teams. Only the Allied player can conduct operations with special teams. Special teams can conduct most operations detailed in the Resistance Operations section: sabotage, raids, attacks, and so on. Special teams have combat penalties unless supplied.

[5.2] The Allied player can stack his special teams with FFI and FTP Resistance teams and use them as his own in his Operations Phase if the appropriate Resistance player gives permission. Resistance units used in this manner by the Allied player cannot be used by the Resistance player later in the same game turn. Resistance points for operations conducted by the Allied player do *not* give the Resistance player any Resistance Points.

6.0

RESISTANCE OPERATIONS

No Resistance team, battalion, or brigade can conduct operations unless it begins its Operations Phase stacked with a Resistance Leader of its faction or a special team. In addition, all combat operations have a -2 penalty (and German attacks have a +2 bonus) unless the Resistance stack includes a supply unit (7.0)

Early operations will probably be confined to escorting spies and fugitives and sabotaging railroads until enough Resistance Points are earned to recruit enough Resistance teams to combine into larger units.

[6.1] Resistance Points. Resistance Points control how fast the Resistance factions grow and determine which faction (if either) wins at the end of the game. Resistance Points are scored when FFI or FTP units conduct successful operations. Each Resistance player keeps track of his own Resistance Point score on the Resistance Point Track on the game map. The number of Resistance Points scored for various operations are given on the Resistance Point chart.



[6.2] Resistance Leaders. Resistance units can conduct operations in an Operations Phase only if they begin that phase stacked with a Resistance Leader or an Allied special team. The Resistance Leader or special team must be revealed to the German player before Resistance or Allied units in the Area can move. The Leader or special team is turned face up to verify its presence, then replaced face down. All units in that location can then conduct operations normally.

Resistance Leaders have no combat strength and, if face up in an location with German combat units, are captured on an "*" combat result.



[6.3] Fugitives. Only Resistance players can conduct operations with fugitive units. Fugitive units cannot move unless they are stacked with at least one Resistance unit. The Resistance Players earn Resistance Points for escorting fugitives to Cities and Junctions marked as Fugitive Exit Points. A fugitive unit is removed from the game map and replaced in the fugitive unit pool when it reaches a Fugitive Exit Point.

If a fugitive unit's escorts are eliminated in combat, it is immediately returned to the fugitive pool. No Resistance Points scored.

7.0

SUPPLY

Supplies for the Resistance and Allied special teams are represented by Allied supply units. These units and teams suffer severe penalties for attacking without supplies. Supply units are placed on the map each Game turn by the Allied player during the Allied Unit Placement Phase.

PROCEDURE

Supply units have no Operations Allowance. They must be "carried" by Resistance combat units or Allied special teams. A stack of Resistance units or Allied teams that does not include a supply unit is "out of supply."



CASES

[7.1] Resistance units that are out of supply subtract "2" from any dice roll they make on the Combat Results Table.

[7.2] German units add "2" to any dice rolls on the Combat Results Table when attacking or Ambushing Resistance units that are out of supply.

[7.3] Only Allied special teams and Resistance teams, battalions and brigades need supply units. All other units do not need supplies.

[7.4] If an Allied or Resistance unit uses supply in combat, one supply unit is removed from that stack and returned to the counter pool.

[7.5] German depots have no effect on the game other than as targets for Allied and Resistance raids.

8.0

GERMAN OPERATIONS

In addition to normal movement, rail movement, and combat, the German player can perform these operations: Searching for Resistance units, Interrogating captured spies and Resistance Leaders, Repairing cut rail lines, and Constructing Fortifications in the Invasion Areas.

Visiting German Leaders. At the beginning of each German Operations Phase, the German player rolls two dice. If the result of the roll is 10 or higher, a German Leader visits Paris. The German player randomly chooses the Leader, who then enters the map along one of the eastern rail lines.



The visiting Leader must be in Paris at the end of the Operations Phase unless the movement is impossible (in which case the move must be completed as soon as possible). The visiting Leader must leave the map via an eastern rail line during the next German Operations Phase. The Resistance player can try to ambush or attack the Leader. Any combat result with an "*" kills the Leader. A 0-(1) team attacking an isolated Leader attacks on the 5:1 column.

[6.4] Leaflets. Posting leaflets is a source of Resistance Points. To post leaflets, a single Resistance team, not escorting any other units, tries to enter a German-occupied City. If successful, a die is rolled and the Resistance player is awarded 1 Resistance Point on a roll of 5 or 6. Leaflets can only be posted the phase the Resistance team enters the City and only once in a given City per Game Turn.

[6.5] Sabotage. Railroad sabotage operations are conducted as Attacks (13.0). The attacking units must be in an Area that is bordered by the rail line being sabotaged. The rail line is treated as an enemy unit with a combat strength of "2". Any result other than "No Effect" means the rail line has been cut. German units in the Area have no effect on the Sabotage operation. There is no limit to the number of "cut" markers that can be placed on a single rail line.

[6.6] Raids. A raid is a special combat operation conducted by Resistance or special team units against German units in Cities and Junctions. German units in Areas cannot be Raided.

- **Combat Units defend against a raid with a combined strength of 6, regardless of their actual strengths.**
- **Supply Depots, Leaders, and Engineers in a City or Junction without other German combat units have a defensive strength of 1 when defending against a raid. Any result other than a "No Effect" against the depot destroys it, regardless of the presence of other German units. Destroyed depots are placed back on the map at the beginning of the next German Operations Phase. Only one depot can be placed in a given Junction or City. German Leaders are killed on a "*" result. Engineers are destroyed on an "E" result.**

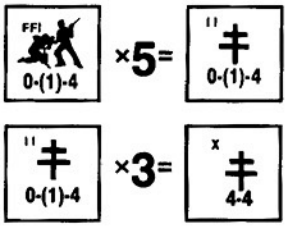
[6.7] Resistance Unit Build-up & Breakdown. All initial and newly recruited Resistance units except Leaders are Resistance teams. Resistance teams can be combined to form Resistance battalions with increased combat strength. Resistance battalions can be combined to form Resistance brigades with even greater strength.

At the end of the owning player's Operations Phase, five (5) Resistance teams stacked with a Resistance Leader or Allied special team can be replaced with a Resistance battalion. Likewise, three (3) Resistance battalions can be replaced with a Resistance brigade.

This procedure can be reversed to break a brigade down to three battalions or a battalion down to five teams.

A Resistance unit is forced to break down when a "**D**" result is achieved against it in combat. A brigade breaks into battalions, a battalion breaks into teams. Teams cannot break down, so they are eliminated instead. Surviving units must retreat into an adjacent Area.

A Resistance battalion or brigade counts as one unit for stacking.



9.0

SEARCHING

German units conduct normal Search operations during the German Operations Phase. A special *Search on Entry* operation can be conducted when Allied or Resistance units enter German-occupied locations, or are placed there during the Resistance Recruitment Phase.

NORMAL SEARCH PROCEDURE

German units can conduct Search operations in any German-occupied Area at a cost of 2 Operation Points. Cities and Junctions cannot be searched *(exception, see 9.4)*. The German player announces the search and rolls one die, **adding 1 to the result for each face down Resistance or Allied unit in the Area** (including supplies, fugitives, etc.). If the searching stack contains a *Gestapo* unit, the German player adds an additional 2 to the die roll. If the modified result is 9 or more all Allied and Resistance units in the Area are immediately turned face up.

SEARCH ON ENTRY PROCEDURE

Search on Entry operations are conducted as desired against Allied or Resistance units that enter German-occupied locations, including units placed in the Resistance Recruitment Phase (16.0). The Search on Entry is resolved as a normal search except that the German player need only roll a modified 7 or better on one die. All Allied or Resistance units in the location count toward discovery, and are all discovered if the search is successful. They can be ambushed immediately if found (14.0). A Search on Entry does not cost Operation Points.

CASES

[9.1] The German player can conduct only one normal Search operation per Area in a single German Operations Phase. Normal search operations cannot be conducted in Cities or Junctions.



[9.2] Gestapo Units. The German player also has available three (3) Gestapo units.

Any time during the German Operations Phase, a Gestapo unit may be placed directly on top of any German stack before it conducts operations. The unit takes part in operations normally conducted by its stack, and adds a +2 bonus to all search rolls. (The use of Gestapo also gives large bonuses to Resistance Recruitment rolls.)

Gestapo units can be removed from play at the *beginning* of any German Operations Phase. They cannot be returned to play in the same Operations Phase they are removed.

Gestapo units are never eliminated by combat. If the units they are with are eliminated, place the Gestapo unit on the nearest available friendly unit.

[9.3] Revealed Allied or Resistance units remain face up until the beginning of the owning player's next Operations Phase.





[9.4] If a Leader or spy was discovered in the last German Interrogation Phase, the German player receives a +1 bonus in the current German Operations Phase when searching an Area occupied by the Leader. Also, any City or Junction occupied by that leader or spy can be searched. The leader or spy is revealed on a roll of 9 or better, which is adjusted by the bonus to a roll of 8 or better.

10.0

FORTIFICATION

German units that do not conduct operations during a Game Turn can build fortifications in Invasion Areas.

PROCEDURE

To construct fortifications in an Invasion Area, the German player must meet two requirements:

- **The Invasion Area must be occupied by at least 10 German units (including Leaders and engineers, but not Gestapo); and**
- **German units involved in construction cannot perform normal operations. They may conduct special operations if desired.**





At the end of a German Operations Phase in which these conditions are met, the German player can place a "+10" Fortification marker in the Invasion Area. The contructing units can stay or move away during their next Operations Phase.

If the construction requirements are met a second time in the same Area, the Fortification marker is flipped over to its "+20" side. No Invasion Area can have more than *one* Fortification marker.

11.0

REPAIRING RAIL LINES

Repairing cut rail lines is done as a normal operation by German units. A unit must move to a City or Junction that is adjacent to the cut rail line and spend three (3) Operation Points to remove one "Cut" marker.



12.0

INTERROGATION

Resistance Leader and spy units may be captured as a result of Combat operations. These units may be interrogated by the German player during any Interrogation Phase that the Leader or spy unit is in the City of Paris.





PROCEDURE

Captured Leader and spy units are stacked with the German units that captured them during combat. These captured units must be escorted by their captors to Paris before they can be interrogated.

During the Interrogation Phase, the German player rolls two dice for each captured Leader or spy unit in Paris. If the dice roll is *equal to or greater than* the Interrogation number on the counter, the interrogation is successful. All Leader and spy units listed on the Interrogation chart under the name of the interrogated Leader or spy are immediately turned face up, along with all Allied or Resistance units in the same location. The interrogated spy or Leader is permanently removed from play.

If the interrogation fails, the Leader or spy is returned to the owning player. Spies may be brought back normally in the Allied Unit Placement Phase. Leaders are placed face down with any other Resistance unit during the Resistance Recruitment Phase. If all spies or leaders of a Resistance faction have been killed, the following pieces are returned to play as needed: JACKAL (Spy), FRANCOIS (FFI), HENRI (FTP).

Regardless of the outcome of the interrogation, the German player randomly draws one tile from the stack of unused invasion tiles for each Leader or spy interrogated.

13.0

COMBAT

Allied special teams and activated Resistance teams can attack German units as desired, but may be hindered by lack of supplies. German units cannot attack face down Allied or Resistance units; such units must first have been revealed by a Search operation, tile play, or Allied/Resistance attacks or ambushes.

There are three types of Combat Operations: Attacks, Raids, and Railroad Sabotage. The same Combat Procedure is used for all three operations. All German combat units, Resistance combat units, and Allied special teams can Attack at the cost of one Operation Point. Raids and Sabotage are conducted only by the Resistance and Allied players and cost two Operation Points.

GERMAN COMBAT UNITS, RESISTANCE COMBAT UNITS, ALLIED SPECIAL TEAMS
To Attack = 1 Operation pt.
RESISTANCE/ALLIED UNITS
To Raid & Sabotage = 2 Operation pts.

COMBAT PROCEDURE

Units in the same location as opposing units can conduct combat operations in their Operations Phase. Compare the total Combat Strengths of the attacking units to the total combat strengths of the defending units. Reduce this comparison to one of the simple odds ratios listed on the Combat Results Table, rounding down in favor of the defender where necessary (12:5 rounds down to 2:1, for example). The attacking player rolls two dice and cross indexes their sum with the odds column on the Combat Results Table. The result is applied immediately to all the units in the defending stack.

CASES

[13.1] A unit or stack of units can conduct as many Attack, Sabotage, or Raid operations as its Operations Allowance will permit. An enemy unit or stack of units can be attacked any number of times in one turn.

[13.2] Units with parenthetical combat strengths cannot attack, and defend with a strength of "1" if they are not stacked with friendly combat units. Resistance teams with a strength of 0-(1) can attack with a strength of "0" on the 1:5 column.

[13.3] German units can never attack face down Allied or Resistance units. These units are turned face up when they attack or ambush, but not when they raid or sabotage.

[13.4] Any one Leader present in a stack of attacking units can add his combat bonus to the combat die roll. Defending Leaders do not affect the roll. Leaders have no combat strength and cannot attack alone.

[13.5] All enemy units occupying the same location are combined into a single combat strength total and attacked together. All units with a parenthetical combat strength defend with a combined defensive value of "1" if they are not stacked with friendly units with unparenthesized strengths. When stacked with such units, they have no combat strength.

[13.6] Units without combat strengths that are face up in the same location as enemy combat units without friendly combat units suffer the following results.

- **Leaders or spies are killed (German) or captured (Allied/Resistance) if an "*" combat result against them is rolled. Only one Leader in the stack (attacker's choice) is affected in any given attack.**
- **Fugitives and supplies are automatically returned to the appropriate unit pool. No Resistance Points are received for the fugitives in this case.**
- **Gestapo units are stacked with the nearest friendly unit.**

[13.7] Resistance teams suffering a "**D**" result are eliminated. Resistance battalions break down into teams on this result, while Resistance brigades break down into battalions. Surviving units retreat into an adjacent location. If face up, they can be ambushed if the Area is German-occupied.

[13.8] Allied teams suffering a "**D**" result are retreated to an adjacent location. Allied teams suffering an "**E**" result are eliminated.

[13.9] The FFI and FTP factions cannot attack each other.

14.0

AMBUSHES

Units can conduct Ambush operations during an opposing player's Operations Phase. Ambush operations have no Operation Point cost. Units are never required to conduct Ambush operations.

PROCEDURE

A Resistance or Allied player can declare an Ambush whenever a German unit enters a location occupied by Resistance or special team units, or moves along a rail line boundary of an Area occupied by such units. The ambush must be declared as soon as the German unit enters the location of the ambush.

The German player can announce an ambush when a face up Resistance or special team unit enters a location occupied by a German unit. An Ambush can also be declared immediately after a successful Search on Entry operation.

The ambush is resolved immediately, before the ambushed stack's operation is completed or any others are begun.

CASES

[14.1] Ambushes are resolved using either the "Ambush" column (1:2 odds) or the normal odds column on the combat results table, whichever the ambushing player prefers.

[14.2] Resistance and special team units that conduct ambushes are immediately turned face up. They remain face up until the beginning of the next friendly Operations Phase.

[14.3] A single unit or stack of units can conduct any number of ambushes during the enemy player's Operations Phase.

15.0

PLAYING TILES

Each player begins the game with five tiles. These tiles are played during the Tile Play Phase of the Game Turn. Each tile has an effect on the game as detailed on the tile itself.

PROCEDURE

During the Tile Play Phase, each player in the following order: Allied player, FFI player, FTP player, and German player, may play any number of tiles from his hand, placing them face up at the edge of the game map. When a player has finished playing as many tiles as he wants, he may randomly draw one tile from the deck. Only one tile may be drawn per Tile Play Phase, regardless of the number of tiles played. A player who chooses not to play a tile must discard one tile and draw another. A player with less than five tiles is not required to discard.



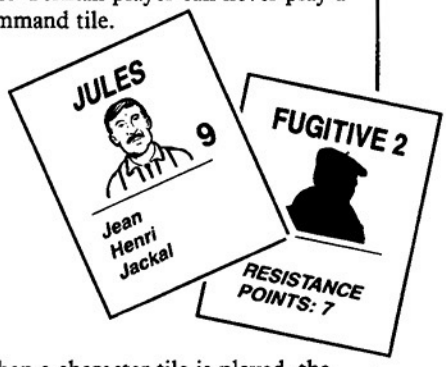
CASES

[15.1] Event tiles take effect immediately upon being played. The effect given on the tile remains until the next Tile Play Phase, at which time the tile is placed in the discard pile.

[15.2] High Command Tiles require the German player to move a specific type of unit to a specific location during the next German Operations Phase. The German player must make every possible attempt to fulfill the requirements of the High Command tile *before* conducting any other operations that Operations Phase. If the first unit being used to fulfill the High Command tile is ambushed and disrupted or eliminated before reaching the designated destination, another unit of the same type must be moved to that destination. This process is continued until the requirement is fulfilled or no more units of that type are left to move. If more than one High Command tile is in play, the German player chooses which to fulfill first, which one second, and so on.

A High Command tile is in effect only for the turn in which it is played. At the end of the turn, the High Command tile is placed in the discard pile.

[15.3] The German player can never play a High Command tile.



[15.4] When a character tile is played, the named character and all Allied or Resistance units in the same location are turned face up immediately. If the character is not in play, the owning player announces this and shows the unused counter to the German player, and the tile is discarded without effect. If the character is in play, it must remain face up until the owning player's next Operations Phase.

[15.5] The Allied and Resistance players cannot play character tiles.

[15.6] Any player can play any event tile. Event tiles can also be discarded without penalty.

[15.7] There is no Tile Play Phase on the Invasion Game Turn.

16.0

RESISTANCE RECRUITMENT

Recruitment is the process by which new Resistance units are brought into play.

PROCEDURE

The FFI and FTP players recruit their own new units separately. During the Resistance Recruitment Phase, each Resistance Player rolls one die and consults the Resistance Recruitment Table on the game map.

Cross-indexing the die roll with the current Resistance Point total scored by that player gives the number of new teams that are recruited by that faction. The German use of Gestapo units gives a +2 bonus per Gestapo unit in play that turn to all Resistance recruiting rolls. Units can be placed anywhere, but placing units in German-occupied locations can trigger a German Search on Entry.

In addition, the FTP player has a +1 bonus on all recruitment rolls.

17.0

INVASION

The Allied player must invade France on the Game Turn and in the Invasion Area specified on the Invasion tile he chose at the beginning of the game.

PROCEDURE

At any point during the Allied Operations Phase of the appropriate Game Turn, the Allied player reveals the Invasion tile and places the Invasion counter in the proper Invasion Area. The Game Turn is immediately altered as follows:

1. **The Allied player conducts a normal attack against all German units in the Invasion Area. The German units defend with their full strength, plus the strength of any fortifications in the Invasion Area. If the attack is "No Effect", the Invasion fails and the German player wins.**
2. **On any other result the Invasion force comes ashore. Compare the Allied player's Espionage Point total with the total required by the Invasion Tile. If the player's point total equals or exceeds the number on the tile, the Invasion will succeed unless the German player can counterattack successfully.**
3. **The counterattack is successful if the the German player can get more than 10 undisrupted combat units (not including Leaders or Gestapo units) into the Invasion Area by the end of his Operations Phase. If the counterattack succeeds, the Invasion fails.**

CASES

[17.1] The turn the Invasion force lands is the last turn of the game. There will be only one Invasion per game.

[17.2] The Invasion force cannot be ambushed. The Invasion force cannot ambush counterattacking German units.

[17.3] There is no Tile Play Phase in the Invasion Game Turn.

18.0

NEGOTIATIONS

The Allied player and the Resistance players can discuss strategy among themselves at any time. The Resistance players, especially, may want to bargain for a greater share of the Allied resources.

The only restriction on such bargaining is that it must be done in the presence of the German player.

19.0

VICTORY

The game ends on the turn of the Allied Invasion. The German Operations Phase is the last phase of that turn. After the Invasion Turn ends, the players compare their performances to the conditions listed here to determine who wins. It is possible for more than one player to win in the three- and four-player games.

CASES

[19.1] The German player wins if the Invasion fails and if the combined total number of Resistance Points scored by the FFI and FTP are less than the Allied Invasion Strength given on the Invasion tile. The Invasion fails if:

- **The Combat to determine if the Invasion landed was a "No Effect" result**
- **The Allied player failed to score the required number of Espionage Points; or**
- **The Invasion landed, but the German player succeeded in moving 10 or more undisrupted combat units into the Invasion Area in his final Operations Phase.**

[19.2] The Allied player wins if the Invasion succeeds.

[19.3] The FFI player wins if the combined total Resistance Point score is equal to or greater than the Invasion Strength shown on the Invasion Tile, and the FFI scored more Resistance Points than the FTP.

[19.4] The FTP player wins if the combined total Resistance Point score is equal to or greater than the Invasion Strength shown on the Invasion tile, and the FTP scored more Resistance Points than the FFI.

20.0

OPTIONAL RULES

The use of these rules must be agreed on prior to the start of the game.

[20.1] German Engineers. The German engineer units count as two (2) units each when constructing fortifications, but they cannot be used to counterattack the landing if the invasion comes ashore.

[20.2] Increased FFI/FTP Rivalry. Under this rule, the FFI and FTP players can betray each other's Leaders to the German player by using the Character tiles. In addition, the FFI and FTP players can attack and ambush each other's units. This should be used only in the four-player game.

[20.3] Improved German Intelligence. Each German Operations Phase that Rommel begins in Paris and a Gestapo unit is assigned to him for the turn, the German Player rolls two dice. On a roll of 9 or better, the Allied player must reveal an Invasion Area that will *not* be used (place an Invasion tile for that Area in the Invasion Area to mark this). The Gestapo counter counts as active for purposes of Resistance Recruitment. This rule is in addition to the normal Interrogation rules.

[20.4] Improved German Counterintelligence. The OKW counter doubles as a counterintelligence counter. The German player may roll for it in his Operations Phase instead of for a visiting officer. The OKW counter enters on a roll of 8 or better on two dice. It will not leave the board unless eliminated in combat, and cannot be brought back into play if lost. The OKW acts as a normal Leader in all respects, except that it gives an additional +1 to German Search rolls when it is involved in a search operation.

CONTINUED ON BACK COVER

20.0

OPTIONAL RULES

CONTINUED

[20.5] Allied Air Support. On the Invasion Game Turn, the Allied player can automatically place one "Cut" marker for every six (6) units he does not bring on during the Allied Unit Placement Phase. Alternately, he can make a 1:1 attack on any single German unit in a City or Junction at the cost of not bringing in ten (10) units.

[20.6] SS Panzer Reserve. Three SS Panzer units and the SS Motorized unit are placed as follows:

LILLE (Brussels) — SS Panzer
EVREUX (west of Paris) — SS Panzer
CHARTRES (southwest of Paris) — SS Panzer
Junction south of TOURS — SS Motorized

They may not move until released, though they may conduct other operations. They *can* be used fo fulfill High Command Tile instructions, but must be returned to reserve status the following German Operations Phase.

They can be released in two ways:

- **They are automatically released for the German Operations Phase on the Invasion Game Turn.**
- **Rommel can exit the eastern board edge to ask Hitler to release the reserve. On the next German Operations Phase, he can re-enter play. When Rommel reaches Paris, the German player rolls two dice. On a roll of 9 or better, the SS Reserve is released.**

21.0

HISTORICAL SET-UPS

The following initial placements approximate historical locations of the combat units. The units placed on the south board edge, especially, were actually stationed much further south.

GERMAN

Location	Unit	Location	Unit
PARIS	Rundstedt, 14-10 SS Panzer, Gestapo	DIEPPE*	7-6 Infantry
		BALOGNE	5-6 Infantry
		CALAIS*	7-6 Infantry
PARIS (NW Junction)	9-10 Motorized	DUNKERQUE*	7-6 Infantry
NANTES*	12-10 Panzer, 5-6 Infantry, Gestapo*	LILLE	14-10 SS Panzer (R), 7-6 Infantry, 9-10 Motorized
ST. NAZIER	2*5-6 Infantry	ARMIENS	12-10 Panzer
LORIENT	5-6 Infantry	EVREUX	14-10 SS Panzer (R)
QUIMPER	6-6 Airborne	CHARTRES	14-10 SS Panzer (R)
BREST	7-6 Infantry	MENZIERS	7-6 Infantry
ST. BRIEUC	7-6 Infantry	DJION (SE Junction)*	5-6 Infantry
RENNE	6-6 Airborne	DJION (SW Junction)*	5-6 Infantry
CHERBOURG*	2*5-6 Infantry	CONSNE Junction*	5-6 Infantry
ST. LO	7-6 Infantry	BOURGES*	7-6 Infantry
CAEN	2*12-10 Panzer, Gestapo	TOURS Junction*	10-10 SS Mot. (R)
		LE MANS	12-10 Panzer
LE HAVRE	7-6 Infantry		9-10 Motorized

Rommel and the 5 Engineer Battalions are placed as desired.

(The German player can shift up to 10 units before the game's start to allow the construction of one Fortification on Turn 1.)

*Fugitive Exit Point
(R) Reserve—optional rule

FTP:

Any Area that extends north of Paris

FFI:

Any Area within 4 Areas of the southern map edge

TURN SEQUENCE

1. Allied Unit Placement Phase
2. Allied Espionage Phase
3. Allied Operations Phase
4. FFI Operations Phase
5. FTP Operations Phase
6. Tile Play Phase
7. German Operations Phase
8. German Interrogation Phase
9. Resistance Recruitment Phase

Adjust Game Turn Marker

SPY INTERROGATION

Spy	Leader/Fugitive Locations Known
Blade	Antoine, Fugitive 3
Jackal	Jules, Fugitive 1
Leopard	Francois, Fugitive 2
Phoenix	Robert, Fugitive 5
Robin	Jacques, Fugitive 4

RESISTANCE POINTS

ACTION	POINTS
Post Leaflets	1
Rail line cut	1
German non-Panzer division disrupted	1
German Panzer division disrupted	3
German Leader killed	5
German depot destroyed	5
Fugitives escorted to exit point	*
German division destroyed	10

* Points are given individually on each fugitive unit.

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THE TWILIGHT WAR™ Game: Front (200 counters)









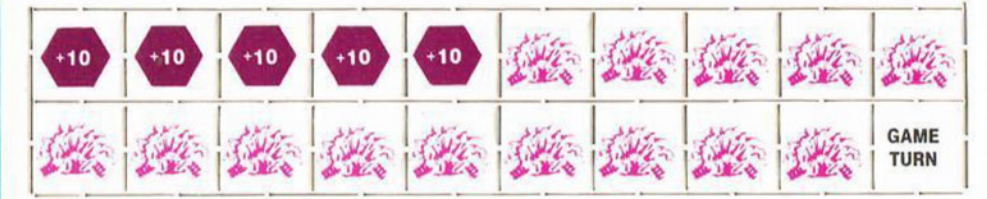








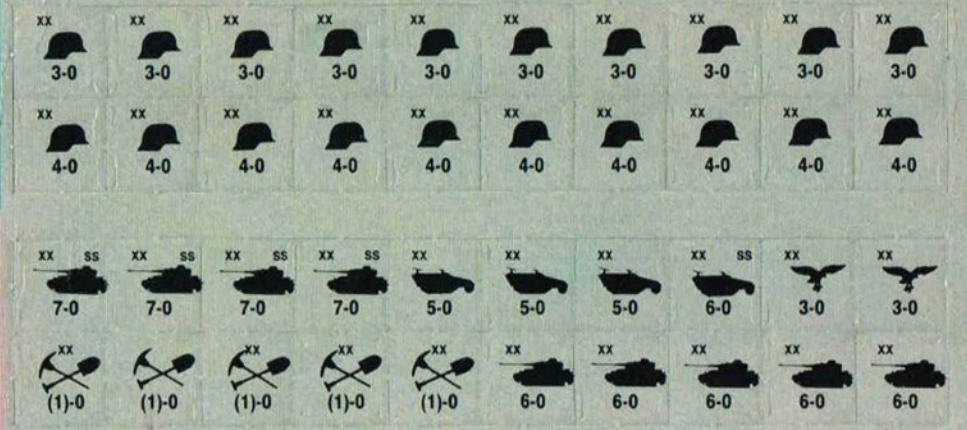




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THE TWILIGHT WAR™ Game: Back (200 counters)





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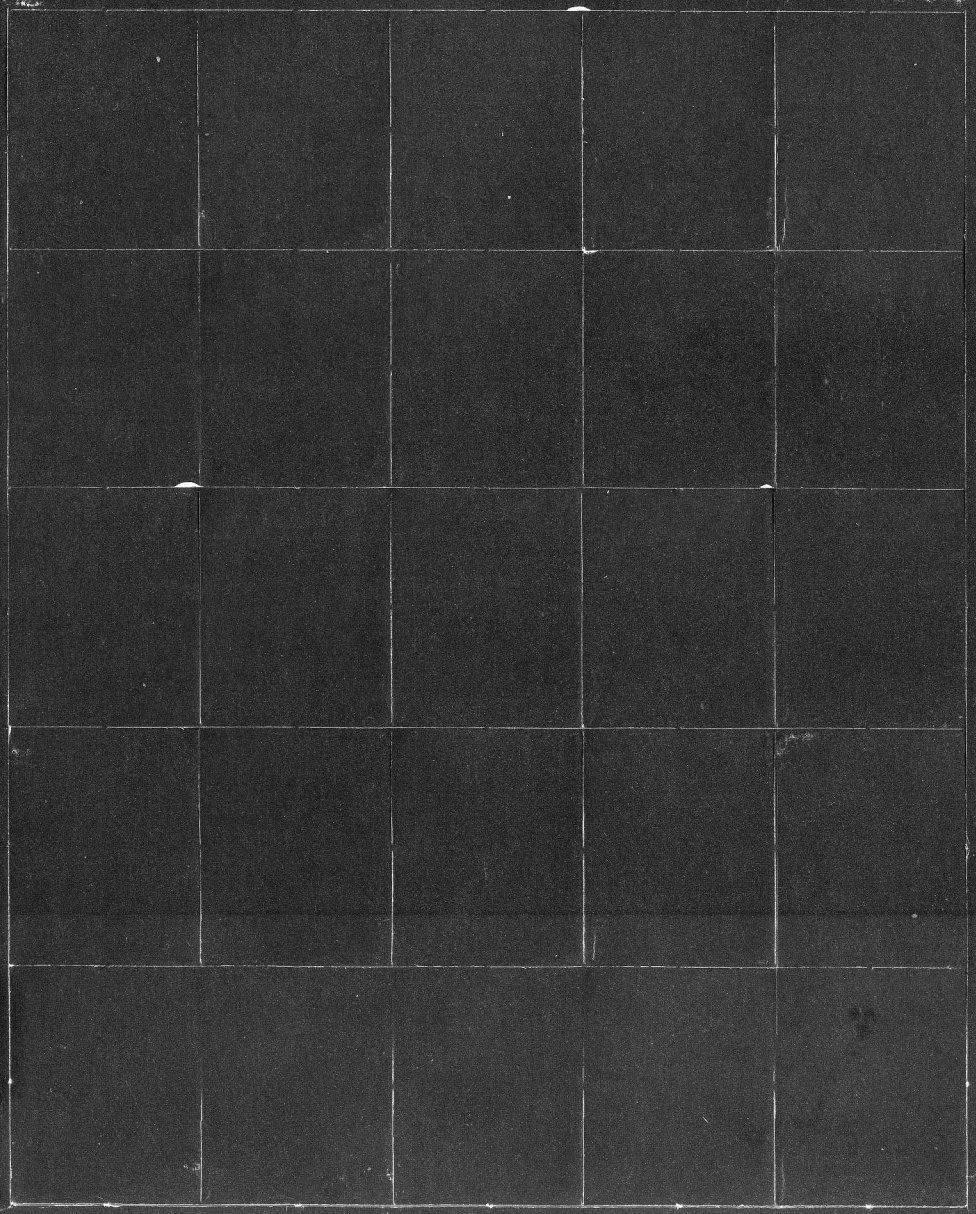
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JACKAL	LEOPARD	BLADE	ROBIN	PHOENIX
 8	 9	 9	 10	 11
Jules Fugitive 1	*Francois Fugitive 2*	*Antoine Fugitive 3*	*Jacques Fugitive 4*	*Robert Fugitive 5*
FUGITIVE 1 	FUGITIVE 2 	FUGITIVE 3 	FUGITIVE 4 	FUGITIVE 5 
RESISTANCE POINTS: 5	*RESISTANCE POINTS: 7*	*RESISTANCE POINTS: 7*	*RESISTANCE POINTS: 7*	*RESISTANCE POINTS: 10*
HIGH COMMAND ORDERS Move One infantry division to LORIEN.	HIGH COMMAND ORDERS Move One infantry division to CHATEAUBRIANT.	HIGH COMMAND ORDERS Move One infantry division to LAVAL.	HIGH COMMAND ORDERS Move One infantry division to ANGERS.	HIGH COMMAND ORDERS Move One infantry division to TOURS.
HIGH COMMAND ORDERS Move One infantry division to EVREAUX.	HIGH COMMAND ORDERS Move One infantry division to MONTDIDIER.	HIGH COMMAND ORDERS Move One infantry division to RAVIERIES	HIGH COMMAND ORDERS Move One infantry division to ARRAS.	HIGH COMMAND ORDERS Move One infantry division to ST. DIZIER.
HIGH COMMAND ORDERS Move One infantry division to COSNE.	HIGH COMMAND ORDERS Move One SS Panzer division to VANNES.	HIGH COMMAND ORDERS Move One SS Panzer division to SENS.	HIGH COMMAND ORDERS Move One Panzer division to NEUFCHATEAU.	HIGH COMMAND ORDERS Move One Panzer division to LIART.

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HIGH COMMAND ORDERS Move One Panzer division to VERNUIL.	HIGH COMMAND ORDERS Move One Panzer Grenadier division to ROMILLY.	HIGH COMMAND ORDERS Move One SS Panzer Grenadier division to PONTOSSON.	HIGH COMMAND ORDERS Move One Panzer Grenadier division to VITRE.	HIGH COMMAND ORDERS Move One Airborne division to DUN.
SPECIAL EVENT ALLIED RAID: All German divisions in one invasion area of Allied Player's choice are disrupted	SPECIAL EVENT BAD WEATHER: All units lose one operations point in their next operations Phase	SPECIAL EVENT BAD WEATHER: All units lose one operations point in their next operations Phase	SPECIAL EVENT BAD WEATHER: No Allied Supply unit may be placed on the map	SPECIAL EVENT BAD WEATHER: No Allied Supply unit may be placed on the map
SPECIAL EVENT UNTRAINED REPLACEMENTS: Resistance Players add "1" to all Raid and Ambush dice rolls	SPECIAL EVENT UNTRAINED REPLACEMENTS: Resistance Players add "1" to all Raid and Ambush dice rolls	SPECIAL EVENT PARTS SHORTAGE: All Panzer and Panzer Grenadier divisions reduced to 8 Operations Points.	SPECIAL EVENT PARTS SHORTAGE: All Panzer and Panzer Grenadier divisions reduced to 8 Operations Points.	SPECIAL EVENT AMMO SHORTAGE: All German units have Combat Strength reduced by 2, but never below "1".
SPECIAL EVENT AMMO SHORTAGE: All German units have Combat Strength reduced by 2, but never below "1".	SPECIAL EVENT INFORMERS! The Resistance Players must turn face-up any two leaders named by the German player.	SPECIAL EVENT REPRISAL INCIDENT Resistance Players add "2" to next Recruitment die roll	SPECIAL EVENT REPRISAL INCIDENT Resistance Players add "2" to next Recruitment die roll	SPECIAL EVENT GOOD PROPAGANDA: Resistance Players subtract "1" from next Recruitment die rolls.
SPECIAL EVENT GOOD PROPAGANDA: Resistance Players subtract "1" from next Recruitment die rolls.	SPECIAL EVENT PACIFICATION WORKS Resistance units in any 2 towns, cities or junctions forced into adjacent Area face-up.	SPECIAL EVENT PACIFICATION WORKS Resistance units in any 2 cities, towns or junctions forced into adjacent Area face-up.	SPECIAL EVENT EAST FRONT DEMANDS: Any 4 Panzer or Panzer Grenadier divisions must be immediately disrupted.	SPECIAL EVENT EAST FRONT DEMANDS: Any 4 Panzer or Panzer Grenadier divisions must be immediately disrupted.

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THE TWILIGHT WAR™ Game: Front (100 tiles)

INVASION!

TURN: 6
AREA: 2
STRENGTH: 90
E.P.'s: 12

INVASION!

TURN: 6
AREA: 5
STRENGTH: 90
E.P.'s: 12

INVASION!

TURN: 6
AREA: 9
STRENGTH: 90
E.P.'s: 12

INVASION!

TURN: 6
AREA: 13
STRENGTH: 90
E.P.'s: 12

INVASION!

TURN: 6
AREA: 16
STRENGTH: 90
E.P.'s: 12

INVASION!

TURN: 7
AREA: 3
STRENGTH: 100
E.P.'s: 14

INVASION!

TURN: 7
AREA: 7
STRENGTH: 100
E.P.'s: 14

INVASION!

TURN: 7
AREA: 10
STRENGTH: 100
E.P.'s: 14

INVASION!

TURN: 7
AREA: 14
STRENGTH: 100
E.P.'s: 14

INVASION!

TURN: 7
AREA: 1
STRENGTH: 100
E.P.'s: 14

INVASION!

TURN: 8
AREA: 4
STRENGTH: 110
E.P.'s: 16

INVASION!

TURN: 8
AREA: 6
STRENGTH: 110
E.P.'s: 16

INVASION!

TURN: 8
AREA: 9
STRENGTH: 110
E.P.'s: 16

INVASION!

TURN: 8
AREA: 12
STRENGTH: 110
E.P.'s: 16

INVASION!

TURN: 8
AREA: 16
STRENGTH: 110
E.P.'s: 16

INVASION!

TURN: 9
AREA: 1
STRENGTH: 120
E.P.'s: 18

INVASION!

TURN: 9
AREA: 4
STRENGTH: 120
E.P.'s: 18

INVASION!

TURN: 9
AREA: 8
STRENGTH: 120
E.P.'s: 18

INVASION!

TURN: 9
AREA: 12
STRENGTH: 120
E.P.'s: 18

INVASION!

TURN: 9
AREA: 15
STRENGTH: 120
E.P.'s: 18

INVASION!

TURN: 16
AREA: 3
STRENGTH: 180
E.P.'s: 38

INVASION!

TURN: 16
AREA: 7
STRENGTH: 180
E.P.'s: 38

INVASION!

TURN: 16
AREA: 11
STRENGTH: 180
E.P.'s: 38

INVASION!

TURN: 16
AREA: 14
STRENGTH: 180
E.P.'s: 38

INVASION!

TURN: 16
AREA: 17
STRENGTH: 180
E.P.'s: 38

INVASION!

TURN: 17
AREA: 8
STRENGTH: 200
E.P.'s: 40

INVASION!

TURN: 17
AREA: 2
STRENGTH: 200
E.P.'s: 40

INVASION!

TURN: 17
AREA: 5
STRENGTH: 200
E.P.'s: 40

INVASION!

TURN: 17
AREA: 11
STRENGTH: 200
E.P.'s: 40

INVASION!

TURN: 17
AREA: 15
STRENGTH: 200
E.P.'s: 40

INVASION!

TURN: 18
AREA: 1
STRENGTH: 225
E.P.'s: 45

INVASION!

TURN: 18
AREA: 6
STRENGTH: 225
E.P.'s: 45

INVASION!

TURN: 18
AREA: 10
STRENGTH: 225
E.P.'s: 45

INVASION!

TURN: 18
AREA: 13
STRENGTH: 225
E.P.'s: 45

INVASION!

TURN: 18
AREA: 17
STRENGTH: 225
E.P.'s: 45

JULES



9

Jean
Henri
Jackal

FRANCOIS



9

Ami
Michelle
Leopard

ANTOINE



9

Guillaume
Claude
Blade

JACQUES



9

Marie
Jean-Paul
Robin

ROBERT



10

Pierre
Elene
Phoenix

JEAN



10

Jules
Henri
Fugitive 1

AMI



11

Francois
Michelle
Fugitive 2

GUILLAUME



11

Antoine
Claude
Fugitive 3

MARIE



11

Jacques
Jean-Paul
Fugitive 4

PIERRE



11

Robert
Elene
Fugitive 5

HENRI



9

Jules
Jean
Jackal

MICHELLE



10

Francois
Ami
Leopard

CLAUDE



10

Antoine
Guillaume
Blade

JEAN-PAUL



11

Jacques
Marie
Robin

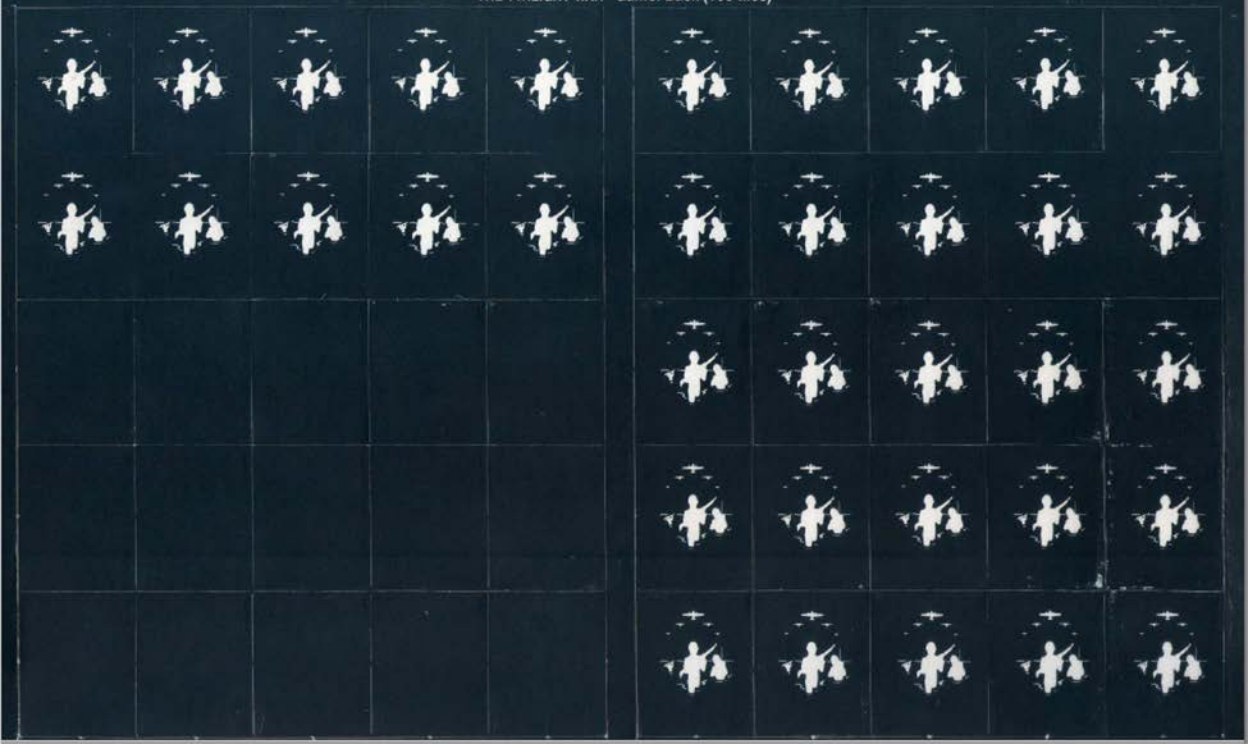
ELENE



11

Robert
Pierre
Phoenix

THE TWILIGHT WAR™ Game: Back (100 tiles)



COMBAT RESULTS

Odds less than 1:5 are treated as 1:5. Odds higher than 5:1 are treated as 5:1.

Attacker's Strength: Defender's Strength

AMBUSH

DICE	1:5	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
2	—	—	—	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—	—	—	D
4	—	—	—	—	—	—	—	—	—	D	D
5	—	—	—	—	—	—	—	—	D	D	D
6	—	—	—	—	—	—	—	D	D	D	E
7	—	—	—	—	—	—	D	D	D	E	E
8	—	—	—	—	—	D	D	D	E	E	E
9	—	—	—	—	D	D	D	E	E	E	E*
10	—	—	—	D	D	D	E	E	E*	E*	E*
11	—	—	D	D*	D*	E*	E*	E*	E*	E*	E*
12	*	D*	D*	D*	E*	E*	E*	E*	E*	E*	E*

— = NO EFFECT

E = ELIMINATION: All defending units are eliminated.

D = DISRUPTION: **Defending German units** are retreated to any adjacent City or Junction and disrupted (turned face down). **Allied special units** are retreated. **Defending Resistance units** are broken down or eliminated (13.7). Surviving units must retreat. **Retreating units** can be ambushed if they retreat into a location occupied by enemy combat units.

* = LEADER CAPTURED OR KILLED.

If the **Resistance** is defending, a resistance leader or spy is captured. If the **Germans** are defending, a German leader is killed. If the defending stack contains more than one leader or spy, the attacker chooses which is captured or killed.

INTERROGATION

Leader	Leader/Spy/Fugitive Locations Known	Leader	Leader/Spy/Fugitive Locations Known
Ami	*Francois, Michelle, Fugitive 2*	*Jean*	*Henri, Jules, Fugitive 1*
Antoine	*Blade, Claude, Guillaume*	*Jean-Paul*	*Jacques, Marie, Robin*
Claude	*Antoine, Blade, Guillaume*	*Jules*	*Jackal, Jean, Henri*
Elene	*Phoenix, Pierre, Robert*	*Marie*	*Jacques, Jean-Paul, Fugitive 4*
Francois	*Ami, Leopard, Michelle*	*Michelle*	*Ami, Francois, Leopard*
Guillaume	*Antoine, Claude, Fugitive 3*	*Pierre*	*Elene, Robert, Fugitive 5*
Henri	*Jackal, Jean, Jules*	*Robert*	*Elene, Phoenix, Pierre*
Jacques	*Jean-Paul, Marie, Robin*		

RESISTANCE RECRUITMENT

RESISTANCE POINTS SCORED

The **FTP player** always adds +1 to Recruitment die rolls.

Both the **FTP and FFI players** add +2 to their Recruitment die rolls for each Gestapo unit on the board.

DIE	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91+
1	—	—	—	—	—	1	1	1	1	2
2	—	—	—	—	1	1	1	1	2	2
3	—	—	—	1	1	1	1	2	2	2
4	—	—	1	1	1	1	2	2	2*	3*
5	—	1	1	1	1	2	2*	2*	3*	3*
6	1	1	1	1	2*	2*	2*	3*	3*	3*
7	1	1	1	2*	2*	2*	3*	3*	3*	5*
8	1	1*	2*	2*	2*	3*	3*	3*	5*	6*
9	2*	2*	2*	2*	3*	3*	3*	5*	6*	9*

— = No new units recruited this turn.

= Indicated number of Resistance teams are recruited this turn.

* = A Resistance leader is recruited.

RESISTANCE/ ESPIONAGE POINT TRACK

0 1 2 3 4 5 6 7 8 9

TERRAIN EFFECTS

TERRAIN TYPE	COST TO ENTER/DO
CITY	1 NORMAL 1/4 BY RAIL
JUNCTION	
FUGITIVE EXIT POINT	
RAIL LINE AREA BOUNDARY	2 TO ENTER AREA
INVASION AREA BOUNDARY	

OPERATION COSTS

OPERATION	COST TO ENTER/DO
SEARCH AREA	2
RAID	2
SABOTAGE (RAIL LINE)	2
ENTRAIN/ DETRAIN	1
ATTACK	1
REPAIR CUT RAIL LINE	3

LEADER ENTRY JUNCTION

N

T - Special Team F - Fugitive
Spy - Spy Su - Supplies

GAME TURN TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
T 1-3 F 2-3	T 1-3 F 2-4	T 1-4 F 2-4	T 1-4 F 2-5	T 2-4 F 2-5	T 2-5 F 3-4	T 2-5 F 3-5	T 2-5 F 4-5	T 2-5 F 3-5	T 1-4 F 3-4	T 1-3 F 2-5	T 1-3 F 2-5	T 1-3 F 2-4	T 2-4 F 2-4	T 2-5 F 2-3	T 2-5 F 2-3	T 2-5 F 1-3	T 2-5 F 0-2
TOTAL 10	TOTAL 12	TOTAL 12	TOTAL 12	TOTAL 15	TOTAL 15	TOTAL 15	TOTAL 15	TOTAL 18	TOTAL 18	TOTAL 18	TOTAL 18	TOTAL 20	TOTAL 20	TOTAL 20	TOTAL 22	TOTAL 22	TOTAL 22
Spy 0-1 Su 4-6	Spy 0-2 Su 4-6	Spy 0-2 Su 4-6	Spy 0-3 Su 4-6	Spy 0-3 Su 5-7	Spy 1-3 Su 5-7	Spy 1-3 Su 5-7	Spy 1-4 Su 5-7	Spy 1-4 Su 6-9	Spy 2-3 Su 6-9	Spy 2-3 Su 6-9	Spy 2-4 Su 6-9	Spy 2-4 Su 6-9	Spy 2-4 Su 7-10	Spy 2-5 Su 7-10	Spy 3-4 Su 8-10	Spy 3-5 Su 8-10	Spy 4-5 Su 8-10

THE TWILIGHT WAR
GAME OF FRENCH RESISTANCE: 1944

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"BLESSE MON COEURE D'UNE LANGUEUR MONOTONE..."

Allied coded message
to the French Underground
announcing the Invasion of Normandy.
From a poem by Verlaine.

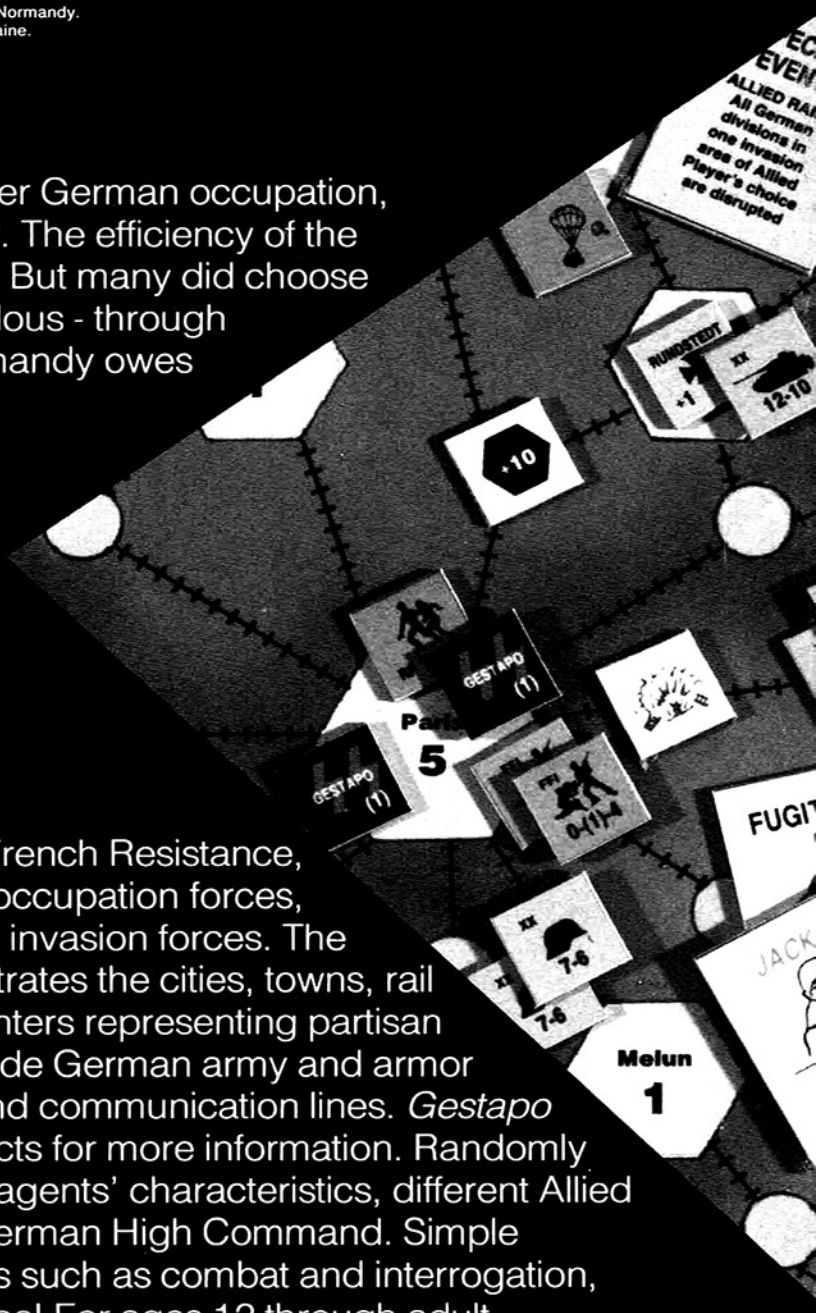
COMPONENTS

(1) 22" x 34" map
(1) 12 pg. rules booklet
(2) six-sided dice
(1) counter tray
100 event tiles
200 die-cut counters

For the French people under German occupation, resistance was a risky affair. The efficiency of the *Gestapo* made sure of that. But many did choose to make occupation hazardous - through sabotage. The Allied invasion of Normandy owes some success to their efforts.

THE TWILIGHT WAR

GAME OF FRENCH RESISTANCE: 1944



COMPLEXITY LEVEL
LOW

In TSR's new game of the French Resistance, players represent German occupation forces, French partisans and Allied invasion forces. The full-color map of Northern France illustrates the cities, towns, rail lines and invasion areas. Colorful counters representing partisan teams and commandos elude German army and armor divisions, sabotaging rail and communication lines. *Gestapo* units can interrogate suspects for more information. Randomly drawn cards represent the agents' characteristics, different Allied Invasion plans and decisions of the German High Command. Simple probability charts determine outcomes such as combat and interrogation, to name a few. Vive la France! For ages 12 through adult.

PLAYING TIME
2 TO 3 HOURS

NO. OF PLAYERS
2 TO 4

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Becket/Becket
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PACKAGE DESIGN

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