

COMBAT RESULTS TABLE

DIE ROLL	1	2-4	5-8	9-15	16-24	25-36	37-50	51+
1	-	-	-	-	1	1	1	2
2	-	-	-	1	1	1	2	2
3	-	-	1	1	2	2	2	3
4	-	1	1	2	2	2	3	4
5	1	1	2	2	2	3	4	4
6	1	2	2	2	3	4	4	5

Total the Firepower Ratings involved and roll 1d6 on the Combat Results table: the result is the number of 'hits' scored on enemy units (shift one column right for each Air Point used: cannot use Air Points in urban areas). Each 'hit' on French units is -1 PSP to the French PSL or +1 to the FLN PSL: each 'hit' on FLN units eliminates one Cadre or company, or reduces a Front to a Cadre (FLN player chooses how to distribute his losses). The remaining units of the side that received the largest number of 'hits' are neutralized (no one is neutralized if equal results). (When units fire at half Firepower Rating, round fractions up.)

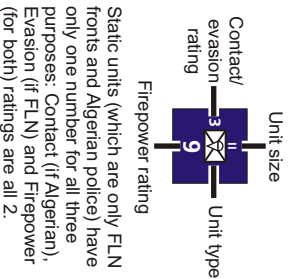
RANDOM EVENTS TABLE [roll 1d6 twice in succession]

11-26	No event. Lucky you.
31-36	FLN Foreign Arms shipment. 2d6 AP arrive by sea; they are subject to naval interception (11.7)
41-42	Elections in France. French player rolls on the Coup Table (no DRM) and adds or subtracts the number of PSP indicated: no units are gained or lost.
43-44	UN Debates Algerian Independence. Player with higher PSL raises FLN or lowers French PSL by 1d6.
45-46	FLN Factional Purge. The French player chooses one willaya or urban area and rolls 1d6, neutralizing that number of FLN units there (FLN player's choice which ones).
51-52	Morocco Gains Independence. Raise both FLN and French PSL by 2d6; FLN player gets one free Front in Morocco and may Build units there from then on. Treat as No Event if rolled again.
53-54	Tunisia Gains Independence. Raise both FLN and French PSL by 2d6; FLN player gets one free Front in Tunisia and may Build units there from then on. Treat as No Event if rolled again.
55-56	NATO pressures France to boost European defense. The French player rolls 1d6 and must remove French regular army or elite units worth equal PSP (on the 'to Mobilize' column) in the Reinforcement Phase.
61-62	Suez Crisis. The French player must remove 1d6 elite units from play: they will return in the Reinforcement Phase of the next turn. Treat as No Event if rolled again.
63-64	Amnesty. The French government offers "the peace of the brave" to FLN rebels. All French Civil Affairs or Neutralization Pacification missions get a +1 DRM this turn.
65-66	Jean-Paul Sartre writes article condemning the war. Reduce French PSL by 1 PSP.

COUNTER LEGEND

	Front
	Cadre
	Army
	Static
	Administrative points (see 2.3.1)
	Control (see 2.3.2)
	Political support level (see 2.3.5)
	Remote area (see 9.2.6)
	Air points (see 11.1.1)
	Helicopter points (see 11.1.2)
	Airmobile (see 11.1.2)
	Border Zone (see 11.2.1)
	The OAS (see 11.3)
	Terror (see 11.5)
	Naval points (see 11.6)

UNIT LEGEND



UNIT TYPES

	Armoured cavalry
	Cadre
	Infantry
	Marine
	Parachute infantry

UNIT SIZES

I	Company
II	Battalion
III	Regiment
XX	Division

COLOURS

Green	FLN
Light Green	Algerian
Blue	French regular army
Dark Blue	French elite forces