



## Questions & Answers

By Kim Kanger, designer of Ici, c'est la France!

The following questions and answers were taken from the Ici, c'est la France! and Legion Wargames (LWG) discussion folders on the ConsimWorld website, at [www.consimworld.com](http://www.consimworld.com). They are questions posted by customers playing the game which we thought might be of interest as you begin playing Ici, c'est la France!

**Q1:** When doing a search you say 4 dice max OR the number of attacking units...so no matter how many dice I am eligible for in a region where I am attacking I only use the number of units attacking even if I COULD go over 4 dice to search? And if so does that mean that we are restricted to a total of 4 attacks per search maximum?

**A1:** *Maybe it should be written "and/or" instead of just "or". It means that you can never roll more than 4 dice. If you attack with only three units then you may only roll 3 dice (or less). Yes, with a max of 4 dice, only 4 Faileks can be found each try (therefore only 4 green slots on the Attack chart).*

**Q2:** Do these events only happen once period as opposed to both at different times?, What I mean is can have an appeasement result or tie on one turn and later a rage result or tie in another?

**A2:** *They may only happen once, each. So, neither rage nor appeasement may occur twice. There is no need for them to happen in the same game turn. You can get rage first and appeasement later (or vice versa).*

**Q3:** Do you apply the difference in unit quality to FLN units when they roll to fire back at the French as a modifier or do we only use it when the French fire? Or do we only use any tactical modifier and ignore the difference between French and FLN units quality when the Algerians fire? You only mention the French firing phase in the instructions?

**A3:** *The difference only applies to the French unit's roll (in the few instances where the Failek's quality is better then it becomes a "minus" to the French roll).*

**Q4:** Rage and appeasement...it says that we check only after the first referendum...is this done before the reinforcement and replacement stage THAT turn or in the NEXT turn in stage one right after the political chits are played? In which case would we then use the results of that political phase to determine rage and the current Fell strength to determine appeasement? And if it does not occur at whichever of these time sis correct, do we check for this every turn until a second referendum occurs or the event occurs?

**A4:** *Since rage and/or appeasement takes place after the chits have been played but before a referendum is done, it means that they can never occur in the same game turn as the referendum. So, the first opportunity to check for rage and/or appeasement will be in the following game turn. You may check this in every game turn after the first referendum has been completed.*

**Q5:** When you say off map counters I presume you mean those that are in the counter mix and not yet in the game, correct?

**A5:** *Yes.*

**Q6:** In the example provided in the game, the number of FLN operations: you get 10 to start + three for the contested/controlled regions - 4 for the FLN logistics marker should equal 9; the rule book has 11. is that a mistake or am I missing something?

**A6:** *The rules say the FLN receives "a number equal to the population symbol". 3A and 3B are both each a "population 2" symbol while 3C is a "population 1" symbol. Therefore FLN receives 5 operation points in total for those three regions. So, 10+5-4=11 points. But it could be phrased better in the rules. I will add some words there in a future living rules.*

**Q7:** When one is searching major cities, do you search it like a city under 3.5 or like a region?

**A7:** *Major cities are regions (population 1 regions). Remember that they have no terrain.*

**Q8:** At the beginning of the war (winter 55), the FLN control 1C and the whole Sahara. The French control all the other regions. The FLN control every town and cities free of french military unit (because zero is as great as zero). Is this right ? I ask because I'm surprised to see that the French controls most of the country side while the FLN controls most of the towns/cities.

*A8: When the rules say the "FLN achieves control if the number of Faileks are equal to or greater than the number of French units" it means that there need to be Faileks there in the first place. No Faileks, No possible comparison with any eventual French units (but I will make that clearer in the future living rules). So, FLN starts 1955 by controlling only 1C. The rest is French.*

**Q9:** Is this correct? French units can be moved and used in as many combats as you want as long as you have Ops points to move it through FLN zones and points to search? Example: you could use your 3 mountain troops in 7 or 8 mountain attacks, and when they are done (if they survive), move them back to garrison towns?

*A9: All movement are done before you make any attacks, which means that you can't go to a region and attack and then move on to another region or town/city. Remember that you only pay ops if you pass a FLN controlled region (not just contested) and that all mechanized never pay anything at all when they move.*

*But, in one way you are correct. French units may attack in the same region where they are as many times as the french player wishes to pay ops for (but when they are done, they have to stay there).*

**Q10:** Do the PS events work as follows? Example: "French Repression". Do all non-Support regions move 2 steps left towards 0, and in addition to this the FLN player gets to select a region that moves a step left (3rd step left if it was non-Support and one step if it was Support)?

*A10: Yes, you are correct (and, of course, it is vice versa if you play a French chit with +PS. Then you move all non-FLN to the right, towards "20". If you may move an extra region then you may move any region, including those in FLN level).*

**Q11:** I didn't find the rules about the subphase in which the Political Chits are drawn each political phase (except Winter, of course).

*A11: Political chits are introduced on page 4. The phase (game turn phase 1.b) where they are drawn is mentioned in rule 1.2.*

**Q12:** The rules state "Every odd Failek built (1, 3 etc) in a region in Algeria has to be a Moussebiline and every even Failek built (2, 4 etc) in a region has to be a Moudjahidine." What do you do when you run out of Moussebiline counters? Can you then just keep placing Moudjahidines instead or must you stop until you free-up Moussebilines?

*A12: Then you are in trouble. But you have the exchange option before you recruit. That is a good way of releasing Moussebilines (or Moudjahidines) for future recruitment.*

**Q13:** Do you have any insight on how the pay testing went and what types of strategies emerged from it? I am thinking about which counters to use when (ex: FLN hitting hard at Pied Noir because French might be missing one or two), or FLN attacking regions vs. towns/cities at different stages of the game.

*A13: Regarding which chits to play, that is the big question! There is really no easy answer to that one. But a good thing is to keep an eye on all the tracks and scales and try to keep a balance to it. One often plays a chit to put certain pressure on your opponent. As French, try to avoid having the PN marker reaching "Disgust & Contempt" since FLN will then be able to move it directly to "Government crisis" with the play of a "-2 PN" chit.*

*Recruitment in a region becomes more expensive for FLN if its population marker is on slot "11" or higher, therefore moving important regions back and forth across the "border" between slot 10 and 11 will be important for both the French and FLN.*

*Certain chits are worth a lot for the game as such, like "Commando de chasse" when suddenly the French will be able to search with good results (that is a good occasion to start clearing out mountain regions), but remember, it is not always a good thing to kill the last Failek.*

*Anyway, welcome to insurgency warfare. You simply have to try different strategies and learn by your mistakes. Eventually, you will figure out a good combination of politics, insurgency/counterinsurgency and terror/warfare. Not only do you have to balance within each of these aspects (which chit to play and how many attacks to make) but you have to balance between these aspects as well (should I spend ops for attacks or insurgency etc). Finally, you have to plan in order to be able to do certain things (I have to attack a certain region in order to control it and then be able to conduct counterinsurgency there)*

**Q14:** Could you please confirm: at the beginning of the game, when the board is mostly empty, are the regions French controlled, because the garrison level is at least 1 everywhere. But the empty cities and towns are FLN controlled, because they equal the French presence, i.e. 0=0.

*A14: The empty towns and cities are French controlled. This because it says that if the number of faileks are equal to or more than the number of French units, then it is FLN controlled. But, there has to be faileks present in order to make the actual comparison with French units. If there are no faileks in a town/city, then there is no possible FLN control, therefore it is French control. But I agree, it is not totally clear and I will rephrase it better in a future living rules.*

**Q15:** If the French player has enough units, he MUST attack all Faileks found. In other words, no having units present just to get more search dice, all must attack if possible.

*A15: If you conduct a search then you must attack those that have been found (and why not? You don't gain anything by declining the actual attack). Initially, when you wish to search/attack, you declare which units you wish to participate. You are NOT forced to include all units in a region. You add a die (to the garrison number) for each two units that participate BUT the number of dice may not exceed the number of participating French units. If you attack with three units, then you may not roll more than three dice, no matter what.*

**Q16:** Algerian Ops points in the move and attack phase : I think it should be made more clear in the living rules / sequence of events as to when these points are determined. I'm pretty sure it happens after moving and before attacking, but I think this rule would benefit from a more clear statement.

*A16: Regarding the ops, I will see if I can make it clearer in future living rules. But for now, I can tell how it is. Basically, you are correct in your interpretation. When you move, you will pay, if forced to, the instant it is called for. For example, a failek enters a region which is French controlled. This will cost 1 ops and you deduct it as soon as that failek enters and before you do anything else. This rule is the same for the French (when a non-mechanized unit passes through, not just enters, a FLN controlled region). When it comes to combat, then you pay in advance. For example, you wish to make a structure attack, pay and then you roll a those dice to see if you succeed.*

**Q17:** Seeking a clear understanding: I was not talking about when you spend Ops Points, but when the FLN gains new Ops Points in their Move & Attack Phase. My assumption and how I've been playing is that the FLN moves, then calculates for new Ops Points, then attacks.

*A17: Yes, you are correct. But don't forget to check FLN supply after movement but before the new operation points. If you see rule 3.3 (FLN structure attacks), it says "FLN may first receive extra Operation points..." . So first new points (if any) then attacks (if so wished)*

**Q18:** As I understand, Faileks can't attack directly to French units, true?

*A18: Correct. Faileks can't attack because they never did (the French were far too strong and the FLN were far too wise). Of course there were ambushes, and this is reflected in the losses that French units might get when they attack the Faileks. The strategy of FLN and their Faileks were to take control over the Moslem population, not to wage a conventional war on the French.*

**Q19:** I believe reducing/increasing one step refers to the FLN/purge/activist/support levels, right ?

*A19: Wrong. It means moving the pop marker. Nothing in the event allow you to change the FLN / purge / activist / support level. Also note that the + 2 PS does affect FLN region. Only the + 1 PS effect is negated in FLN or French support region. On page 4, it says: -1 PS = Move all Population Markers, except those in support level, one step (or two steps if it says "-2") towards pro-FLN. If it says "+1" or "+2", move all markers, except those in FLN level, towards pro-France. So, it includes both -/+1 as well as -/+2 chits. Unfortunately, the play aid only mention +/-1*

**Q20:** Rule 1.2 does not mention when a new chit is drawn, does it ?

*A20: No, it is mentioned under "Political chits" on page 4. But, I agree, it should be also be mentioned in rule 1.2. After initiative has been decided, you draw (except Winter game turns) a new chit before you try playing one.*

**Q21:** Does the red shading around the 1REP and 2REP mean anything? All the other units with shading have some sort of added 'quality', but I can't find anything about these two units.

*A21: They are paratroopers, even though they don't have the same icon as the other paras. This matters since one of the chits refers to paratroopers only.*

**Q22:** In one region there are 2 French units vs 2 Faileks. The French are successful in discovering 1 of the 2 FLN units. There is a fight. How does the player choose the French unit which will fight? Are the two units able to fight against the FLN unit?

*A22: The Failek is chosen randomly (by the French since FLN knows better which failek is which) and placed with its hidden side up on a green square on the attack chart. France chooses which unit (of those that were committed to the attack) will be placed on the corresponding blue square for the attack. Only one unit per square is permitted (see rule 3.5/"The Attack").*

**Q23:** Can the play of political chits be described as follows?

(1) Starting with the player who has the initiative, each player draws a political chit from their cup of chits, and adds it to their hand of 9 chits (in the 1955 scenario). They can then play one chit from their hand. The chit must be valid for the current year.

(2) During Winter turns, no new chits are drawn, but a chit may be played from the player's hand if possible.

(3) If your opponent has a chit on the turn track for this year (and since the chits are face down it's unclear how we'd know whose chit was on the track) roll a D6 and see if that chit gets played instead of a chit chosen from your hand.

Are these correct?

*A23: 1.) Correct, except for the minor detail that by the time you draw your first chit (during spring 1955) you will only have 8 chits on your hand since you don't draw any new ones during winters. The player with the initiative plays his/hers chit first.*

*2.) Correct with the exception that a chit MUST be played, if possible, not just MAY be played (the same thing for any game turn).*

*3.) Correct. You will see whose chit it is by the colour of it (blue/green). A roll of 5-6 forces you to play your opponent's chit on the track instead of one of yours. If the season/game turn is fall and there still is one of your opponent's chit on the track for this year, then no die is rolled. Just play the chit. Remember that when randomly drawing those chits which are placed on the track, they have to be from different years. If the second chit is from the same year as the first one, return it to the chit pool and draw a new one.*

**Q24:** Is it possible to take 1 Moussebiline in 3 different Regions and put a commando in one of them ?

*A24: No, each exchange has to take place in each region. Those Mousies have to be together in the same region in order to become a commando.*

**Q25:** So if played solo, one could roll to randomly determine which Failek is discovered. But do you folks playing solo also roll to randomly determine which French unit is involved? Seems the thing to do.

*A25: As the French in a solo play you should chose your unit. Because in a real ftf game, the French will always be able to maximize the odds. If you do it randomly, the French will fail in a lot more fight than you would ever see in a ftf game (because some units are brought only to catch the FLN, not to fight it).*

**Q26:** Do both side get additional Operation pts at different parts of the turn sequence? That may be right, but just wanted to be sure.

*A26: Yes. FLN at the beginning of their structure attack and France at the beginning of their counterinsurgency.*

**Q27:** At the start of the 1955 scenario, are all unoccupied regions with population French controlled? ie the FLN has \*no\* units in them so the region's "garrison value is twice as high as the number of Faileks there" (ref Page 5 column 1 bullet 2) even though nothing is "twice zero". Or are such completely unoccupied regions contested? Put another way, can France control regions that do not have Faileks in them? Example, does France control region 5D at the start of the 1955 scenario?

*27A: Yes, any garrison value is at least twice as high compared to zero Faileks. All regions, which are empty of Faileks, are therefore French controlled. Empty towns and cities are also French controlled. The main idea is that FLN has to have some kind of Failek presence in order to calculate any kind of control or contest.*

**Q28:** From the FLN perspective, what is the difference between controlling a region and simply contesting it? It seems that for all practical purposes the FLN gets the same benefits for contesting a region as they do for controlling it.

*A28: Usually, contesting is quite enough. Take a look at the played aid chart. There you can see that the extra you get if you, as FLN, control a region is that it becomes more costly for the French to pass through (although, this is seldom a big deal for the French). More importantly, you deny the French the ability to conduct infiltration there (which he can do when he has played the Léger/Safy coup chit). Then, of course, by controlling, you create a greater distance to French control which means that it might not be enough for the French to pay for combat once there.*

**Q29:** At the beginning of the war (winter 55), the FLN control 1C and the whole Sahara. The French control all the other regions. The FLN control every town and cities free of French military unit (because zero is as great as zero). Is this right ? I ask because I'm surprised to see that the French controls most of the country side while the FLN controls most of the towns/cities.

**29A:** *I see your point, but when it says that "FLN achieves control if the number of Faileks are equal to or greater than the number of French units" it means that there need to be Faileks there in the first place. No Faileks, No possible comparison with any eventual French units (but I will make that clearer in the future living rules). So, FLN starts 1955 by controlling only 1C. The rest is French.*

**Q30:** When a unit "moves into a region" where does it go on the map? There's no holding box in that region for regional forces.

**A30:** *Just place it somewhere in the region it has entered (this applies for both Faileks and French units). The coastal regions have holding boxes for the Faileks just because of the lack of space there.*

**Q31:** When a unit that is "in a region" tries to move, what is its first move? Is it on a road? Does it first have to move ONTO a road? Does it first move from the region into a city/town?

**A31:** *When it comes to Faileks, just move from region to region, just as long as they border each other and as long as you follow the restrictions regarding FLN movement. You can also move from a region into a town/city (where you then have to stop, according the rules).*

*Observe that being in a region does not mean that you are, at the same time, automatically in a town/city within that region or bordering to that region. You can move into that town/city if you wish, but if you do, then are no longer in the region you left (This applies to both FLN and France).*

*French units move from region to region (or into/through towns/cities) as long as they border each other AND as long as those regions are connected by a road. You don't have to "move onto" the road first.*

**Q32:** Do major cities (Alger, Oran, Cosntantine) take advantage from +1 drm coastal region?

**A32:** *No, major cities (as well as cities and towns) have no terrain and do not modify any search or combat die rolls.*

**Q33:** Does a unit in a "region" have to somehow migrate onto a road to move further, and if so, where within a region does it move onto a road? Regions have multiple roads between multiple cities, and one can take advantage of that so as not to encounter enemy units.

**A33:** *The roads are just there to show where the French units may move. Basically the French units move directly from region to region (or from region to town/city or vice versa), but it may not move between two regions unless there is a road that connects them (French units can reach any region/town/city, but they may have to take a detour in order to reach them).*

**Q34:** How does movement "into" or "out of" a region work? What are the specific mechanics? How does it enter the road net from a region? What costs are associated with this?

**A34:** *You are on that road net just by being in a region/town/city where that net is. So, when you wish to move as French, just look for a road in the region/town/city where you are and then follow it to where you wish to go. Once again, there is no "special movement" onto a the road as there is no "movement" off the road. When you reach the region/town/city where you wish to stop, just place the unit there.*

**Q35:** So this is really an Area Movement game rather than a point-to-point movement game. French units don't use the roads for movement, they use them as guides to where they can move most quickly. Can a unit move into a region (provided a road connections the region it is in to the one it enters) then move "off road" and into that adjacent region, avoid a city containing enemy units, and move out the other side of the region via the road on the other side of the occupied city, thus completely bypassing a city for purposes of movement?

**A35:** *You, as French, can't bypass a city/town if the road goes through it unless, of course, you find another road instead. But faileks in towns and cities (please observe that major cities are considered regions) are not a problem. Only regions (not towns/cities) that are FLN-controlled force the French to pay ops for passing through with non-mech units. (see rule 3.4)*