



*Illustration of the game map after setting up.*

## COLONIAL TWILIGHT Tutorial Game

- by Brian Train

*First-time players should start here!*

Welcome to COLONIAL TWILIGHT!

The purpose of this tutorial is to teach players new to the GMT COIN game system how to play the game, by playing through one “campaign”.

Do the following to unpack the game and ready it for play:

First, unfold the game’s mapboard. Place it on a clean, flat, dry surface, making sure to have ample space around the perimeter of the board so as to have room for game pieces. (Three to five inches of room should do nicely, more if you want to have snacks and notepads nearby.)

Next, punch out all the game’s cardboard pieces, called “counters” or “markers”) and sort them by type. Then sort the wooden pieces by color and shape. Place the sorted piles near the mapboard. We’ll put them on the mapboard shortly.

Finally, unwrap the game’s playing cards. There are three different types of cards in the game: Event Cards (60 of these), Pivotal Event Cards (6 of these) and Propaganda Cards (5 of these). Put the Propaganda Cards in one pile, the Pivotal Event cards in another, and the Event Cards in a third pile. We will construct the tutorial game’s deck in just a moment.

*STOP. Please read section 1.3 through section 1.9 of the rulebook. When you’re finished, you will understand the layout of the game’s map and pieces, and we can begin setting up the game.*

For the tutorial, we'll be setting up for the Full Scenario. Follow the instructions here, or if you're impatient consult the Scenario Setup guide in the player aids.

- Place the "Commit" marker on the "25" space of the Edge Track that runs around the perimeter of the gameboard.
- Place one large blue cylinder on the "16" space to denote Government Resources at start, and one large black cylinder on the "8" space to denote FLN Resources.
- Place the "Support + Commitment" marker on the "25" space.
- Place the "Opposition + Bases" marker on the "9" space.
- Place the "France" (flag) marker in box "A" on the France Track.
- Place the second large black cylinder in the "First Eligible" space on the Initiative Track.
- Place the second large blue cylinder in the "Second" Eligible" space on the Initiative Track.
- Take four "Govt Control" markers and place one in each of the "uncontrolled" boxes in the Cities of Oran, Algiers and Constantine, and in the Sector of Sidi Bel Abbas.
- Take five "FLN Control" markers and place one in each of the "uncontrolled" boxes in the Sectors of Batna, Phillippeville, Tizi Ouzou, Tlemcen, and Mostaganem.
- Take three "Oppose" markers and place one in each of the "Neutral" boxes in the Sectors of Phillippeville, Tizi Ouzou, and Tlemcen.

Now let's get the wooden pieces set up, representing the forces of the two players.

But first, we should do an inventory of the wooden pieces you sorted earlier. It's possible that you will have one or two extra pieces so let's find those and get those out of the way first. Your game should have the following Forces pieces:

- 9 dark blue cubes (French Troops)
- 21 light blue cubes (French Police)
- 6 light blue discs (Government Bases)
- 3 dark green cubes (Algerian Troops)
- 7 light green cubes (Algerian Police)
- 30 black octagonal cylinders (FLN Guerrillas)
- 15 black discs (FLN Bases)

Place any extra wooden pieces into the box; they are extra pieces. (But don't throw these away! These

extra bits may come in handy if you accidentally lose a piece.)

Let's begin the setup of the forces:

- Take 2 dark blue cubes (French Troops) and place 1 each in Constantine and Sidi Bel Abbas.
- Take 3 light blue cubes (French Police) and place 1 each in Algiers, Constantine and Oran.
- Take 3 dark green cubes (Algerian Troops) and place 1 each in Algiers, Constantine and Phillippeville.
- Take 2 light green cubes (Algerian Police) and place 1 each in Algiers and Medea.
- Place 6 French Troops, 15 French Police and 3 Government Bases in the Out of Play box.
- Place the remaining Government Troops, Police and Bases in the Government Available Forces box – blue pieces in the French section, green in the Algerian section.
- Take seven black cylinders (FLN Guerrillas) and place one each in Constantine, Batna, Phillippeville, Tizi Ouzou, Medea, Tlemcen, and Mostaganem. Place them embossed side down, to show they are in Underground status.
- Take four black discs (FLN Bases) and place one each in Batna, Phillippeville, Tizi Ouzou, and Tlemcen. Place them in a "base" circled space.
- Place the remaining 23 FLN Guerrillas into the FLN Available Forces box.
- Place the remaining 11 FLN Bases in the 11 highest value numbered circular spaces of the FLN Available Forces box. (This will show you at a glance how many Bases are already on the map.)

Okay! The map is now set up. Now we need to construct the deck. For purposes of this tutorial, we are going to make a special stacked deck.

First, take the MOBILIZATION Pivotal Event Card and give it to the Government player (or just keep it by you if you are playing this alone). Then take one Propaganda Card and set it aside. Now, go through the deck of Event Cards (which should still be in tidy numerical order, since you unwrapped them just a moment ago), pick out the following 11 Event Cards, and stack them so they will be played in this order:

- 53. POPULATION CONTROL
- 23. DIPLOMATIC LEANINGS
- 21. UNITED NATIONS RESOLUTION
- 38. FRENCH ECONOMIC CRISIS
- 48. ULTRAS
- 51. STRIPEY HOLE

- 32. TALEB THE BOMB-MAKER
- 6. FACTIONALISM
- 52. CABINET SHUFFLE
- 36. ASSASSINATION
- 67. PROPAGANDA! (slip this one in)
- 60. SOUMMAM CONFERENCE

Place the stack of cards face down in a convenient location, making sure that POPULATION CONTROL is on top, followed by DIPLOMATIC LEANINGS, and so on.

All right, almost ready... but

*STOP. Read Section 2.0 to 2.4 in the rulebook, to understand how a "turn" in the game is played. If you have played a GMT COIN system game before, note that in this game only one Event Card at a time will be visible.*

**First Card: POPULATION CONTROL**

One player (it doesn't matter who) turns over the top card in the deck. It is POPULATION CONTROL (that is, if you did everything right).

FLN is First Eligible, and so may choose any box on the Initiative Track.

Basically, he has a choice of executing the Event card or doing some kind of Operation.

Operations do most of a player's "heavy lifting" in the game. Operations, however, are not free. They cost Resource Points. Furthermore, a player may only conduct **one** type of Operation; he may not mix two different Operations on a single card.

Look at the FLN player's foldouts. As you can see by the left column, he can do one of four things:

- he can Rally in order to: get more Guerrillas and Bases on the board; Agitate to arouse opposition to the government; or affect the France Track; **or**
- he can March in order to move his forces around on the map; **or**
- he can Attack in order to remove enemy pieces; **or**
- he can conduct Terror in order to neutralize a space's support of the government.

Special Activities do not cost Resources, but can be paired only with certain Operations. The Operation carried out dictates what Special Activity may accompany it (also, like Operations, only **one** type of Special Activity may be conducted). It's also

important to remember that a Special Activity can be carried out before, during or after the accompanying Operation.

Special Activities are found in the right column of the player foldout. The FLN can do one of three things:

- he can Extort to raise Resources; **or**
- he can Subvert to remove or convert Algerian (green) pieces on the map; **or**
- he can Ambush, which is a special kind of Attack which is automatically successful.

The FLN decides to start things with a bang and declares a Rally in Tizi Ouzou, followed by a Subvert in Medea.

*STOP. Read 3.3.1 and 4.3.2 in the rulebook.*

He expends 1 Resource to place 3 Guerrillas (that is, 2 Pop + 1 Base) in Tizi Ouzou, and replaces the lone Algerian police cube in Medea (it is removed to Available) with a Guerrilla (taken from Available), giving him Control of that Sector. Place a FLN Control marker to show this. All Guerrillas are placed in Underground status (that is, with their embossed side down). He shows the expenditure of Resources by moving his Resource cylinder one space down the Edge Track towards zero; now he has 7 Resources.

*Hint: Mark spaces with red pawns when targeted for operations and white pawns when targeted for special activities (or vice versa, just be consistent). They serve as reminders of the selected spaces. They are not a limit on the number of operations or activities that can be conducted.*

After doing all this, he places his eligibility cylinder in the Op + Special Activity box on the Initiative Track. Because he chose an Operation + Special Activity, he will be Second Eligible on the next turn.

Government can now choose an action from any of the boxes on the Initiative Track that are adjacent to the FLN cylinder, that is: Event, Limited Operation, or Pass. He decides to execute the Event because he is afraid that the FLN will in future infiltrate Algiers and Oran with single Guerrillas via Marches and follow up with a wave of urban Terror, which will complicate his efforts to Pacify there. It costs no Resources to execute the Event, and because it is a Government Momentum card, its effects will stay in effect until the Propaganda Round (by which time he hopes he will have secured and Pacified these cities). He places the card in a mutually visible place near the board to remind players that it is in effect for the rest of the campaign.

When he is done, players adjust their cylinders in preparation for the next turn. FLN will be Second Eligible because he chose Op + Special Activity (note this box and Execute Op Only are shaded differently from the others to remind players of this).

### Second Card, DIPLOMATIC LEANINGS

Move the played card to one side. Turn up the next card, to show DIPLOMATIC LEANINGS.

Government is now First Eligible, so can choose any box on the Initiative Track he likes. He does not want the FLN to get his hands on the 6 Resources he would get for the Event. But the unshaded text is useless to him, because Morocco and Tunisia are not independent yet, so instead he chooses to do an Op Only, which will limit the FLN to either a Limited Operation or Pass. He does a Train in Constantine and in Oran, placing 3 Algerian Police cubes in each City from Available, and he also Pacifies in Constantine (placing a Support marker there). This all costs him 6 Resources (2 + 2 for the two Train spaces, and another 2 for the Pacify) and the Support + Commitment marker moves up 2 from 25 to 27 (because the total Population at Support has just increased from 0 to 2). Because he did an Operation in more than one location, he will become Second Eligible next turn. (Note that the First Eligible player's cylinder is placed in the box corresponding to what he actually did. If Government had Trained in only one space, then he would have done a Limited Op and his cylinder would have been placed there.)

FLN does not want to Pass, so he does a Limited Operation: he Rallies in Philippeville, placing 3 Guerrillas (2 Pop + 1 Base) for 1 Resource.

### Third Card, UNITED NATIONS RESOLUTION

FLN is First Eligible this time. He decides to continue building up strength and Resources, so he chooses Op + Special Activity. He begins by Extorting in Tizi Ouzou and Philippeville, two Sectors where he has Control.

*STOP. Read 4.3.1 in the rulebook.*

He Activates 1 Guerrilla in each space (that is, he turns the piece embossed side up), and adds 2 Resources. He Rallies in Tlemcen, spending 1 Resource to place 2 Guerrillas (1 Population + 1 Base), spends another to Rally in Tizi Ouzou to place a Base (removing 1 Activated and 1 Underground Guerrilla to Available, and moving Oppose + Bases

up to 10 on the Edge Track) and spends 1 more to affect the France Track, moving the marker up to box "B". He will be Second Eligible next turn due to his choice.

Government is restricted to a Limited Operation, or Pass, or Event. The Event would give him a cheap +1 Commitment for no Resources, so he takes it: Commitment rises to 26, Support + Commitment moves up to 28.



*The Government moves 6 Algerian Police to Philippeville, where they reveal and then Neutralize Guerrillas.*

### Fourth Card, FRENCH ECONOMIC CRISIS

Government is First Eligible and is tempted by the card, which could reduce the FLN to 0 Resources depending on the die roll, but instead he opts for an Op + Special Activity. He expends 2 Resources to conduct a Garrison, which allows him to move up to 6 Police among populated areas (that is, each space with Population of 1 or more).

*STOP. Read 3.2.2 and 4.2.3 in the rulebook.*

He takes 3 Algerian Police cubes from each of Constantine and Oran, and places all 6 in Philippeville. Then he Activates the 3 Underground Guerrillas there (he needs 2 Police to Activate each Guerrilla because Philippeville is a Mountain space). Finally, he does a Neutralize, which is permitted by having both Troops and Police there. He removes 2 Guerrillas; the first Guerrilla is removed to Available and the second to Casualties. The space was already at Oppose, so Oppose + Bases is not adjusted but he places a Terror marker. Next turn Government will be Second Eligible.

FLN can do a Limited Operation, or Pass, or take the Event. He decides to Attack in Philippeville with his 2 Activated Guerrillas (if there were any Underground Guerrillas also in the space, he would

have had to Activate them as well – which would improve his odds of a successful attack, but expose them to Government reaction later).

*STOP. Read 3.3.3 in the rulebook.*

He expends 1 Resource and rolls the die. He needs to score equal to or less than the number of Guerrillas; he fortunately rolls a “1” on the die, which not only removes 2 Algerian Police to Casualties (Police before Troops) it also allows him to place 1 new Guerrilla in the Sector, from Available.



*FLN Rally in Phillippeville and Government Deploy of French Police to Constantine.*

#### **Fifth Card, ULTRAS**

The card is not that helpful or harmful to either side at this point, so FLN decides to conduct a Limited Operation, so as to stay First Eligible and get first crack at a better Event Card next time (or just to keep his freedom of action). He Rallies in Phillippeville to place 3 new Guerrillas (2 Pop + 1 Base - he could also have used the Base to turn the 2 Activated Guerrillas back underground, or even built a second Base, but he believes a hard rain is about to fall in that Sector).

Government cannot take the Event due to the FLN's choice of a Limited Operation. He can do an Op + Special Activity, or Op Only, or Pass. He decides he needs some more boots on the ground, through a Train and Deploy.

*STOP. Read 4.2.1 in the rulebook.*

He does the Deploy before the Train, to place the 4 French cubes in Available to at most 3 selectable spaces in Algeria (i.e. City, or Sector with Base or Government Control). (He could also Deploy 2 Bases at this time, to exploit the limit of 6 pieces, but there are no suitable locations in his opinion.) He places 1

French Police in each of Oran, Constantine and Sidi Bel Abbes, and places the French Troop in Sidi Bel Abbes as well. Finally, for his Train operation he spends 2 Resources to move the France Track marker back to box “A”.

#### **Sixth Card, STRIPEY HOLE**

FLN remained First Eligible, so he takes the Event and uses the *unshaded* text to set Sidi Bel Abbes to Oppose (yes, there were no Guerrillas there, but that is not a requirement of the card –massive arbitrary detentions in the Sector, in search of the insurgents who were never there, have set the native population against the government). He will remain First Eligible. Oppose + Bases goes to 11.

Government does an Op + Special Activity. He does a Troop Lift to move 1 French Troop from Constantine to Tlemcen, then he Sweeps.

*STOP. Read 3.2.3 and 4.2.2 in the rulebook.*

He spends 2 Resources to move the 2 French Troops from Sidi Bel Abbes into Tlemcen, then all 3 Guerrillas in the Sector are Activated (because it's a Plains Sector).

#### **Seventh Card, TALEB THE BOMB-MAKER**

FLN grabs this potentially very valuable Capability by executing the Event. Takes the corresponding marker, “Taleb” side up, and places it in the “Capabilities” box at the top of the map to remind players that this is in effect for the rest of the game. (A player may also keep the card out of the played-cards pile, if they want the additional reminder.)

Government spends 2 Resources to execute an Assault against the 3 Activated Guerrillas in Tlemcen.

*STOP. Read 3.2.4 in the rulebook.*

The first and third Guerrillas are removed to Available, the second to Casualties. The Control marker flips to show Government Control. Government considers doing another Troop Lift to send 1 or more Troops off to reinforce Phillippeville, but he wants to stay and eliminate the Base there (which will give him +1 Commitment).



*FLN Rally in Tizi Ouzou and Government Troop Lift to Constantine and Philippeville.*

### **Eighth Card, FACTIONALISM**

FLN is tempted by this card. He executes the Event by placing 4 Guerrillas in Tizi Ouzou (2 Pop + 2 Bases), planning next turn to March into adjacent Sectors. (It's been eight cards now and the FLN suspects a Propaganda Round is going to happen soon, so he decides to maximize his potential gains in the Round's Support Phase, when he can Agitate in multiple spaces.)

Government spends his last 2 Resources to Assault, then Troop Lift, in Tlemcen. The Assault removes the FLN Base (raising Commitment by 1 to 27 and Support + Commitment to 29, and reducing Oppose + Bases by 1 to 10). Troop Lift is used to move 1 Troop to each of Constantine and Philippeville.

### **Ninth Card, CABINET SHUFFLE**

FLN chooses an Op + Special Activity. He begins by Extorting in Phillippeville, Medea, Tizi Ouzou, and Mostaganem – gaining 4 Resources and banking that the Propaganda Round will come before the Government has much of an opportunity to react to all those Activated Guerrillas.

*STOP. Read 3.3.2 in the rulebook.*

He spends 5 Resources Marching 7 Underground Guerrillas into 5 destination spaces: 1 from Medea to Orleansville; 2 each from Tizi Ouzou to Bougie and Bordj Bou Arreridj; and 1 each from Phillippeville to Souk Ahras and Setif. Place 5 Control markers to show FLN Control over these Sectors. This now gives him Control over a total of 12 Population points in currently Neutral Sectors.

Government has 0 Resources, and he would rather have Resources than take the Event. He Passes and gains 2 Resources.

### **Tenth Card, ASSASSINATION**

Government, now First Eligible, is able to react to the FLN dispersal. He chooses Op + Special Activity.

He spends 2 Resources for a Garrison Operation to shift 6 Police (3 French (1 each from Algiers, Oran and Sidi bel Abbes) and 3 Algerian (2 from Phillippeville and 1 from Algiers)). 1 French and 1 Algerian Police are placed in Medea, 1 French Police goes to Souk Ahras, and 2 Algerian Police go to Mostaganem, so regaining Government Control of those Sectors. Flip or remove Control markers to match the situation. 1 French Police goes to Tlemcen, which with the French Troop cube will set that Sector up for Pacification in the Propaganda Round. The Government player Activates 1 Guerrilla in Phillippeville with the 2 Algerian Police there.

Finally, the Government player does a Neutralize in Phillippeville, removing 2 Activated Guerrillas (first goes to Available, second to Casualties); the space was already at Oppose and there is already a Terror marker there, so he does not place another.

FLN decides to do a Limited Operation and spends 1 Resource to Rally in Bougie. He removes the 2 Guerrillas there to create a Base, raising Oppose + Bases by 1 to 11. He knows he is taking a risk in leaving this new Base unprotected, but is counting on the Propaganda Card coming up next.

### **Eleventh Card, PROPAGANDA!**

Just in time, for both players.

*STOP. Read 6.0 to 6.5 in the rulebook.*

### **Victory Phase**

There is no Victory check because this is the first Propaganda Round of the scenario.

### **Resources and Commitment Phase**

Government adds 30 Resources (27 Commitment + 3 pieces in the Available box) to make 30.

FLN adds 6 Resources (5 Bases + 1 from the France Track; the Border Zone is not yet active) to make 7.

Government may move pieces from Out of Play to Available at this time. He moves 6 Troops and 3 Police to Available, reducing Commitment by 3 (that is, by 1 for every 3 pieces moved, rounding up) to 24. Support + Commitment is lowered to 26. His plan, in the upcoming campaign, is to Deploy as many Troops as possible into Algeria and engage FLN strongholds methodically via Troop Lifts, Sweeps

and Assaults. The France Track is in box “A” so he does not lose any Commitment.

### **Support Phase**

Note that during campaigns, players can Pacify only 1 level at a time in a restricted range of spaces, but in a Propaganda Round they can Pacify or Agitate by up to 2 levels in a wider range of spaces.

Government can Pacify in any spaces where he has Control and Police and Troops. He spends 4 Resources to Pacify in Tlemcen (Pop 1), changing the Sector from Oppose to Neutral to Support. Oppose + Bases goes down by 1 to 10, Support + Commitment rises by 1 to 27.

FLN can Agitate in any space that is not controlled by Government and has FLN pieces in it. He expends 4 Resources to Agitate in Orleansville (Pop 2), Bougie (Pop 2), Bordj Bou Arreridj (Pop 1) and Setif (Pop 1), changing them all from Neutral to Oppose, raising Oppose + Bases by 6 to 16.

### **Redeploy Phase**

Government does not move any pieces in this Phase.

FLN redeploys 1 Guerrilla each from Tizi Ouzou and Bordj Bou Arreridj to Bougie (since it’s the same Wilaya, and Bougie has a Base), to defend the Base there.

No spaces change Control as a result of these moves.

### **Reset Phase**

There are 3 Guerrillas in the Casualties box, so 1 goes to Out of Play and 2 return to Available. The 2 Algerian cubes in Casualties return to Available. The France Track is in box “A” so does not move. The Terror marker in Phillippeville is removed. All Guerrillas are flipped back Underground, the “Population Control” card is discarded, and the players set cylinders to show the FLN is First Eligible.

### **Twelfth Card, SOUMMAM CONFERENCE**

FLN is First Eligible. But before he can choose an option, Government declares that he will play the MOBILIZATION Pivotal Event (which he can now do, since Oppose + Bases is now equal to or greater than 15).

*STOP. Read 2.3.7, 5.1.4 and 5.1.6 in the rulebook.*

He plays this card on top of SOUMMAM CONFERENCE, replacing it as the event to be executed. He places his

cylinder in the Event space on the Initiative Track. He moves the remaining 12 Police cubes from Out of Play to Available (the maximum permitted by his Commitment of 24, halved), and notes that he can now Resettle Sectors (place the Resettled Sectors marker on the 0 space on the Edge Track). Finally, he becomes First Eligible for the next turn.

A little shocked, FLN can now choose from Op + Special Activity, or Pass. He conducts Terror in Constantine.

*STOP. Read 3.3.4 in the rulebook.*

This costs him no Resources thanks to the TALEB Capability. He Activates the Guerrilla, the City is set to Neutral (reducing Support + Commitment to 25) and a Terror marker is placed. For a Special Activity, he conducts a Subvert in Medea, replacing 1 Algerian Police (which goes to Available) with 1 Guerrilla (don’t forget to flip the Control marker to show FLN Control there).

The game goes on, but the situation looks perilous for both sides: the FLN is widely but thinly spread across the country, and while the Government is now able to enter large numbers of forces into Algeria, it will take a while as he is limited to doing so 6 pieces at a time via Deploy Special Activities.

*Final note: this tutorial did not show optimal play on the part of either player! There are many, many different tactics and sequences of operations the players could have pursued. Instead, we chose to have them do as many different Operations and Special Activities as possible for each side, to show how they work.*



*FLN 9<sup>th</sup> Card and Government 10<sup>th</sup> Card actions shown. FLN Marches 7 Guerrillas into 5 destination spaces (numbered 1-5 in green). Government responds with Garrison Operation to move 6 Police, and a Neutralize Special Activity in Phillippeville.*