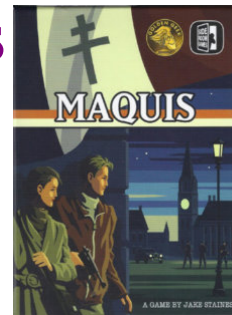


Success record for Maquis

Don't print this - the leaflet starts on next page

If you want to see how your resistance workers fare over time, why not keep a record



Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little leaflets here ►

FunGames4CasualPlayers.com



Fun, popular games available from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. Much deductive thinking!

[Mr. Jack](#)

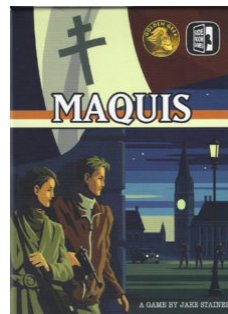
For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

[Orchard](#)

For just one players, Orchard presents a quiet, gentle challenge - but a good-fun one !



Date	Missions						Result	
	Left	✓	x	Day	Right	✓		x



Maquis

by Jake Staines

Reminders & record

FunGames4-CasualPlayers.com



Missions

Shields

If a maquisard is arrested or can't get back to a safe house, the action for a place with a shield on it **is undertaken**. The maquisard **disappears**, however.

If there's no shield, there is no action or resource gathering and the maquisard disappears.

Airdrops

Into either field (1 weapon, 1 money, or 3 food).
If the maquisard **doesn't** return after setting it up, there's **no** drop.

Placing maquisards and patrols

Every day begins with a maquisard going out, followed by a member of the patrol force.

Then another maquisard goes, followed by another patroller ... and so on.

If there are more patrollers than maquisards, remaining patrollers go out one by one in the usual way after all the maquisards have gone about their business.
They still may block the way home or make an arrest.

They may still be able to block the way back to a safe house, or make arrests.

Soldiers **always** go out once they've been enrolled - and they're always **last** out.

How many will go out on patrol?

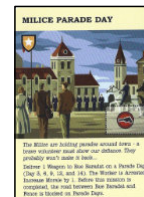
Today's **minimum** is the red number beneath the Morale track's marker cube.

The **actual** number is determined by comparing that red number with how many maquisards are available to go out: including those left in locations because Mission cards require it.

The size of the patrol is the **greater** of the two numbers.

Safe houses

Remember that you can retreat to a new safe house, including a new one, immediately it becomes available.



Spare rooms - establishing useful places to visit

Each spare room can be **rented** for 2 cash tokens, and used by one of the tokens below. It then can be visited. Renting rooms is part of the delicate strategy.

A second safe house

It can be retreated to if a maquisard can't get back to the original safe house.



Propagandist

Even if the maquisard is arrested or can't get back to safety, the morale in town increases by 1 point after a visit to the propagandist.

Forger

False identity documents don't come cheap! It costs a piece of intelligence, and two money tokens



Chemistry lab.

One bag of medicines will get you an explosive device!

Smuggler

Does it free, for the love of France. Get either 3 bags of medicine or 3 piles of provisions



Counterfeiter

For no extra cost, grab a money token (test it with a good bite!)

Informant

As expected, you get 'intel' from the informant : intelligence.



Pharmacist

For two bags of medicine, get a bottle of poison.

Fixer

Fixers can get you onto a really good fiddle: at a price.

It costs 1 money to access the benefits of any spare room that is **not** at present on the board: meeting that room's costs as well.



Remember ... crucial issues

- The day marker **must** be moved onwards once the maquisards have undertaken their actions and everybody has gone back home.
- If the day marker lands on an orange space, the town's morale **immediately** drops by one point. This may affect the number of patrols going out.
- The pile of **used** patrol cards can be viewed at any time.
- Resources earned during a day may be used in that **same** day.
- The **airdrops** may be of one weapon, one money, or three food.
- They cannot be retrieved until the **next** day. Maquisards cannot go into empty fields to await and collect them the same day.
- Cards showing **mission actions** may require maquisards to visit the **card** itself. A yellow marker is left upon it each time they do so successfully.
- Once per day, by using a weapon token, a member of the **Milice** who has gone on patrol and is within the town may be shot and removed.
- The **soldier** track is immediately increased by one step, and **morale** is reduced by one.
- Next day, a **soldier** will replace the Milice member, and **will** become part of the patrol.
- Soldiers** cannot be shot.
- A maquisard can take a **fake ID** with them. It can be used to slip past any one patroller. If it's used, or the escape is blocked by another patroller, it's used up - and removed.

How did you do?

This is just a thought

For keeping a record of how each game goes, perhaps a score can be given for each mission that's been achieved.

✓ or ✗ Instead of a simple succeed ✓ how about something like

- Most difficult - three stars - 12 points
- Two stars - 6 points
- One star - 3 points
- No stars (two missions) - 1 point