THE BRITISH WAY

Palestine

1945-1947



Designed by Stephen Rangazas

RULES OF PLAY

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The following Living rules include updates and clarifications to the original rules.
To aid readability, updates and clarifications are indicated in blue text.

1.0 Introduction

The British Way: Palestine is a game in *The British Way* COIN multipack. Alongside its accompanying games *Malaya*, *Kenya*, and *Cyprus*, this historical simulation strives to depict Britain's attempts to "manage" the emergencies, as the British referred to them, in their colonies during the period of decolonization that swept the world after WWII.

The British Way: Palestine focuses on the British counterinsurgency effort against the Jewish insurgency from the end of WWII in August 1945 to the British decision to leave Palestine in September 1947. The game focuses on the counterinsurgency and counter-terrorism aspects of the conflict, particularly against the Irgun and Lehi organizations, and does not directly model the wider political struggles between the British, Jewish Agency, and Arab political groups, or the civil war that began in November 1947.

The historical simulations that comprise *The British Way* multipack are designed to depict the full range of strategies used by the British during these conflicts, ranging from the more benevolent but still coercive provision of material benefits through pacification programs to the horrific measures used to gain control over the local population. Although many myths have arisen about an enlightened British approach to counterinsurgency that avoids large-scale violence and focuses on winning the population's 'hearts and minds', new scholarship on these conflicts have confirmed the brutality of the methods commonly used. This volume is intended to help synthesize and present this crucial scholarship, even if the simulations depicted are at times more unpleasant than fun. The main goal is that players find these thought-provoking and the gameplay encourages them to seek out the discussion of sources and historical background material in the Event notes and Campaign booklet.

1.1 General Course of Play

In *The British Way: Palestine*, one Event card at a time is revealed from the shared draw deck, and both players will have an opportunity to either execute that Event or perform an Operation from a unique menu, possibly adding a Special Activity. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and British Political Will is adjusted, possibly triggering an instant Irgun victory, after which both players receive an opportunity to collect additional assets and redeploy their forces.

1.2 Components

The following components from the multipack are required to play *The British Way: Palestine*:

- A 17"x22" mounted *Palestine* game board (1.3).
- A deck of 35 *Palestine* cards (5.0).
- 6 blue cubes ('Police'), 12 tan cubes ('Troops'), 15 red embossed octagonal cylinders ('Cells'), 5 flat red discs ('Arms Caches'), 2 embossed cylinders (one blue and one red)—note that this is fewer than the total number of wooden pieces included in *The British Way* multipack; any excess should be set aside while playing Palestine.
- Three black and five white pawns (3.1.1).
- Specific markers from the countersheet: 1x Political Will, 1x Haganah, 3x Curfew, 9x Intel, 15x Sabotage/Terror, 8x Capability—all other markers should be set aside while playing *Palestine*.
- Two player aid sheets.
- One Propaganda Round aid sheet.
- Two six-sided dice (one red, one blue).
- This rules booklet.

1.3 The Map

The map shows British Mandatory Palestine with some of the southern portion of Beersheba subdistrict removed for gameplay purposes.



1.3.1 Map Spaces. Map spaces include Districts, Cities, and Railways. All map spaces can hold forces (1.4). The foreign territories of Egypt, Transjordan, Syria, and Lebanon are marked for flavor purposes and are not playable map spaces.

1.3.2 Districts. The six large irregular spaces are the Districts of Mandatory Palestine. They are each marked with a number '1' to indicate the value of Sabotage in these spaces during the

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Political Will phase of the Propaganda Round (6.1). Several Districts surround a City space or have Railway spaces cutting through them. All Districts aside from Jerusalem are considered Coastal for the effects of some Events (5.0).

1.3.3 Cities. The three large circles are the major Cities of Haifa, Tel Aviv-Jaffa, and Jerusalem. They are each marked with a number '2' to indicate the value of Sabotage in these spaces during the Political Will phase of the Propaganda Round (6.1). Curfew markers may be placed in Cities by the British Search Operation (3.2.3) and by some Events (5.0).

1.3.4 Railways. Four major Railways are marked on the map by black 'track' symbols, running from Egypt (southern edge of the map) to Tel Aviv-Jaffa, Tel Aviv-Jaffa to Jerusalem, Tel Aviv-Jaffa to Haifa, and Haifa to Syria (eastern edge of the map). Sabotage markers on Railways do not affect movement but do count towards Victory (7.0) during the Political Will phase of the Propaganda Round (6.1). Railways may never hold Arms Caches (1.6.2).

1.3.5 Adjacency. Adjacency affects the movement of forces and implementation of certain Events (5.0). Any two spaces that border one another are adjacent. Railways are separate spaces adjacent to all spaces they touch.

EXAMPLE: *British Troops on the Tel Aviv to Haifa Railway are adjacent to Tel Aviv-Jaffa, Haifa City, Haifa District, Samaria District, and Lydda District.*

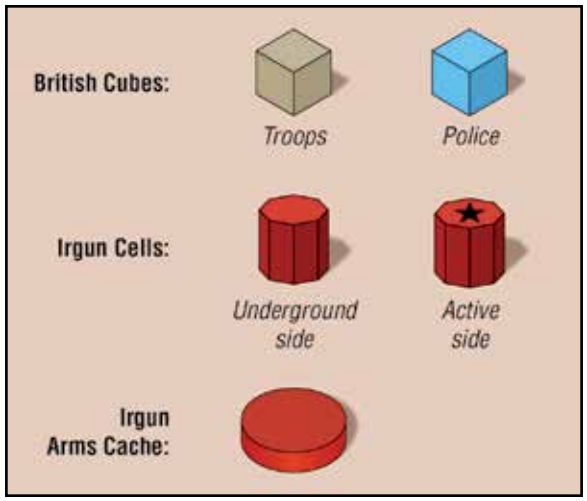
1.3.6 Prison. The Prison box is where Irgun Cells are placed when removed through Patrol (3.2.2), Assault (3.2.4), Mass Detention (4.2.3), or some Events (5.0). Half the Cells in Prison, rounded down, are returned during the Reset Phase of the Propaganda Round (6.4).

DESIGN NOTE: *The Prison box and several other mechanics such as the rolls for Rob and Sabotage are inspired by Fred Serval's brilliant game,* A Gest of Robin Hood.

1.4 Forces

The wooden pieces represent the two Factions' various forces: British Troops (tan cubes) and Police (blue cubes), Irgun Cells (red octagonal cylinders) and Arms Caches (red discs).

DESIGN NOTE: The British Way: Palestine *and* Cyprus *both use Cells rather than Guerrillas because the insurgencies they depict were on the line between operating as a standard insurgency and an urban terrorist organization. Their individual operational groups were far smaller than the usual guerrilla groups depicted by Guerrilla pieces in other COIN series games (including* Malaya *and* Kenya*). Likewise, their Bases are called Arms Caches to reflect that the main limitation on both groups' operations were arms and explosives.*



Important! The British in *Palestine* use only 6 blue Police cubes and 12 tan Troops cubes. The remaining 9 blue cubes and 3 tan cubes should be set aside and not used while playing *Palestine*.

1.4.1 Availability and Removal. Keep forces Available for placement in the Faction's Available Forces box. Forces removed from the map go to Available. ***EXCEPTION:*** *Irgun Cells are sometimes removed to Prison (1.3.6).*

- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

Important! Factions while executing an Operation, Special Activity, or Event to place their own forces may *not* take them from elsewhere on the map if the desired force type is not Available.

DESIGN NOTE: *Unlike other games in the COIN series (including* Malaya *and* Kenya*), pieces that are no longer Available in a Faction's Available box may not be taken from those on the map to place elsewhere.*

1.4.2 Stacking. No more than two Arms Caches (1.6.2) may occupy a single space. Arms Caches may never occupy Railways.

- Arms Caches placed (such as via the Rob Operation [3.3.4], Propaganda Round Expropriations [6.2.1], or Event [5.0]) may never violate stacking.
- More than one Sabotage or Terror marker may be placed in a space whether by Sabotage (3.3.3), Terror (4.3.3), or Events (5.0).
- Only one Curfew marker may be placed in a City space (1.3.3), and never in any other kind of space.

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1.4.3 Underground/Active. Cells are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Arms Caches, Troops, and Police are always Active. Always set up and place new Cells Underground (including if replacing a piece).

NOTE: Unless instructions specify "Underground" Cell, it is sufficient to "Activate" already Active Cells (they stay Active). Also, "moving" or "relocating" Cells does not affect Underground status unless specified.

1.5 Players & Factions

The game requires two players, each playing as one Faction: the British (blue), and the Irgun (red).

DESIGN NOTE: *There were three main Jewish insurgent groups combating British rule of Palestine, the Haganah, Irgun, and Lehi. Haganah, the largest group, oscillated between cooperation and conflict with Britain and the two smaller terrorist groups. They are represented by the Haganah Track and Events. The player is playing a combination of Irgun and the far smaller Lehi. For simplicity, they are collectively referred to as Irgun.*

1.6 Intel Chits and Arms Caches

Neither faction uses Resources as in standard COIN volumes. Instead each faction collects and spends a special form of resource: Intel Chits for British and Arms Caches for Irgun.

DESIGN NOTE: *The general management of resources, such as finances and supplies, was less of an important constraint for the two sides than other more specific resources, such as intel and weaponry. British operations in Palestine struggled due to a lack of intelligence on Irgun despite massively outnumbering them. Likewise, the major restriction on Irgun was arms and explosives. They gained these through expropriations, robberies, and external funding that was generally devoted towards gaining arms.*



1.6.1 Intel Chits. There are 9 Intel Chits with values ranging from 0 to 2 (3 of each), which should be placed in an opaque draw bag or container. British gain Intel Chits through removing an Arms Cache with Assault (3.2.4), Negotiate (4.2.2), and Events (5.0), and should always draw Intel Chits randomly when gaining them, then reveal them to both players. The number and value of Intel Chits that the British currently have is open information. British may *spend* the value of an Intel Chit to remove Underground Cells with Patrol (3.2.2) and Assault (3.2.4), and then the Chit is returned to the draw bag. Each Chit's full value must be spent in a single space. The British player may also *discard* Chits, regardless of value, back to the draw bag when conducting Search (3.2.3) or an Intelligence Lead (2.3.7).

1.6.2 Arms Caches. Irgun spend their unique resource, Arms Caches, to boost various actions. Arms Caches are gained through Rob (3.3.4), Propaganda Round (6.0), and Events (5.0), but may never be placed on Railways. They are *used* for selecting spaces for Recruit (3.3.1). They are *spent* to increase the success of Sabotage Operations (3.3.3) or as part of an Offensive (2.3.7). British may remove Arms Caches through Assault (3.2.4) and Events (5.0). Arms Caches cannot occupy Railways (1.3.4).

1.7 Sabotage and Terror





Sabotage and Terror markers are placed by the Irgun Sabotage Operation (3.3.3), Terror Special Activity (4.3.3), and some Events (5.0), and affect Political Will during the Political Will Phase of the Propaganda Round (6.1). There is no limit to the number of Sabotage or Terror markers that may be placed in one space.

1.8 British Political Will



British Political Will is tracked with a marker on the edge track. The position of this counter will determine Victory (7.0) for either side. The marker is moved during the Campaign and during the Political Will Phase of the Propaganda Round (6.1). It may never be lower than 0 or greater than 20.

1.9 Haganah



The relationship between Irgun and Haganah, the paramilitary armed wing of the Jewish Agency, is tracked with a marker on the Haganah Track (6.5), affecting the number of Irgun pieces available and some other actions.

1.10 Curfews



The three Curfew markers form a pool available to the British Faction. Curfews are placed in Cities by Search (3.2.3) and some Events (5.0). They block Irgun Recruit (3.3.1) and assist in activating Cells during Travel (3.3.2). However, Curfews are also vulnerable to the Irgun Propagandize Special Activity (4.3.2). There may only be one Curfew in each City space. Curfews are removed in one of three ways:

- If a Curfew space is ever empty of British pieces.
- Curfews are removed with the British Restore Special Activity (4.2.1).
- All Curfews are removed during the Reset Phase of Propaganda Rounds (6.4).

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2.0 Sequence of Play

2.1 Setup

Follow the instructions on the second to last page of this booklet to prepare the draw deck and set up markers and forces. A full setup diagram can be found on the back page of this booklet.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. All played cards and the number of cards in the draw deck are open to inspection.

NOTE: Unlike in most previous COIN series volumes, only one Event card is revealed at a time.

RECORD STEPS: As the steps of each Event card play are completed, place the Eligibility cylinder of the acting Faction's color (1.5) into the Initiative Track's appropriate box.

2.3 Initiative Track

One player takes the British Faction and the blue Eligibility cylinder, the other the Irgun Faction and the red Eligibility cylinder.

NOTE: This sequence of play is a new simpler take on the 2-player sequence of play developed by Brian Train in COIN volume VII - *Colonial Twilight*.

When playing an Event card, the British or Irgun player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



2.3.1 Eligibility. Each player puts one cylinder (blue and red respectively) on the First or Second Eligible spaces of the Initiative Track.

NOTE: Irgun always starts the game in the 1st Eligible box and returns there during the Reset phase (6.4) of each Propaganda Round.

2.3.2 Options for Eligible Factions.

First Eligible: The First Eligible player may perform a Limited Operation (2.3.4), execute the Event (5.0), perform an Operation (3.0) with Special Activity (4.0), or Pass (2.3.3).

The player selects their desired action and places their Eligibility cylinder in the appropriate box on the Initiative Track, then immediately executes the chosen action (Limited Operation, Event, Operation with Special Activity, or Pass).

Second Eligible: The Second Eligible player may then choose one of the boxes not containing the First Eligible player's cylinder and conduct the action in the box selected (or Pass).

2.3.3 Passing. After selecting a box, players may forgo the action in the box to Pass. If British pass they draw one Intel Chit (1.6.1). If Irgun pass they may Rob (3.3.4) in one space. Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.3.5).

2.3.4 Limited Operation. A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Deploy (3.2.1), Patrol (3.2.2), or Search (3.2.3), it can involve pieces from multiple spaces but only one destination space.

2.3.5 Adjust Eligibility. After both players have selected and executed their actions, replace the Eligibility cylinders on the Initiative Track with the cylinder in the furthest left box becoming First Eligible, and the other cylinder becoming Second Eligible.

DESIGN NOTE: *Selecting the Limited Operation box guarantees the player first eligibility on the next card. Likewise, selecting the Operation & Special Activity box guarantees second eligibility on the next card. Eligibility after selecting the Event space will depend on what the other player has chosen. The only way to block Events in The British Way is to select the Event box and then either play the Event or Pass.*

2.3.6 Next Card. After eligibility has been reset, reveal the draw deck's next card and continue play.

2.3.7 Intelligence Lead and Offensive. Both players may discard or remove one of their special resources, Intel Chits or Arms Caches respectively (1.6), when conducting an Operation or Limited Operation to select an additional space. The British may discard any Intel Chit to the draw bag to add one additional space to Patrol (3.2.2), Search (3.2.3), or Assault (3.2.4). Irgun may remove an Arms Cache to Available from a space with no British to add one additional space to Recruit (3.3.1), Sabotage (3.3.3), or Rob (3.3.4). An additional space may be added in this way even if the Operation is Limited (2.3.4).

2.4 Propaganda Card

When a Propaganda card is revealed, conduct a Propaganda round (6.0).

NOTE: Each series of Event cards leading up to a Propaganda Round is called a "Campaign."

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3.0 Operations

3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Operations are generally allowed in up to three spaces unless the Operation is Limited (2.3.4), in which case they are allowed in only one space. ***EXCEPTION:*** *Each side may add an additional space through Intelligence Lead or Offensive (2.3.7), and Irgun may add an additional space if the Haganah Track is at '4' (6.5).*

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces do not require that Faction's permission.

3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.2 British Operations

The British choose from Deploy, Patrol, Search, or Assault Operations.

3.2.1 Deploy. Deploy adds Police and then can rapidly deploy Troops to any one space. Select up to three District and/or City spaces with more Troops than Irgun pieces.

PROCEDURE: Place one Police in each selected space. Then, even if a Limited Operation (2.3.4), may move any Troops from anywhere on the map to one space (even a Railway space).

3.2.2 Patrol. Patrol moves Police and then may remove Cells to Prison in one space with Police. Select up to three destination spaces with Cells.

PROCEDURE: May move any Police from anywhere on the map to any destination spaces. Then in one destination space, remove one Active Cell to Prison for each Police in the space. Patrol may remove Underground Cells if the British player spends Intel Chits (1.6.1) equal to or greater in value than the number of Underground Cells removed. Spent Intel Chits are returned to the draw bag.

3.2.3 Search. Search moves Troops, activates Cells, and places Curfews (1.10). Select up to three destination spaces.

PROCEDURE: First, simultaneously move any adjacent British Troops desired into destination spaces. Then, in each District or Railway space selected, Activate (1.4.3) one Cell for every two cubes (moved or already there). In Cities, instead place a Curfew marker (if none there) and Activate only one Cell for every three cubes OR may discard one Intel Chit (1.6.1) of any value to the draw bag to activate one Cell for every cube and place no Curfew.

3.2.4 Assault. Assault uses Troops to remove enemy pieces. Select up to three spaces with Troops and Irgun pieces.

PROCEDURE: In each selected space, remove one Active enemy piece for every two Troops present. First remove Active Cells, then remove Arms Caches only once no Cells remain (even Underground). For each Arms Cache (1.6.2) removed, add 1 Political Will (1.8) and draw one Intel Chit (1.6.1). Cells are removed alternately to Available and Prison, Available first. British may remove Underground Cells if the British player spends Intel Chits (1.6.1) equal to or greater in value than the number of Underground Cells removed. Spent Intel Chits are returned to the draw bag.

NOTE: The value of an individual Intel Chit may not be split across spaces. Underground Cells removed by spending Intel Chits still count towards the total number of pieces that may be removed by Patrol or Assault. Underground Cells in a space prevent removal of Arms Caches with Assault until all Cells are Activated and removed, unless the British possess sufficient Intel Chits and Troops to also remove the Underground Cells.

3.3 Irgun Operations

Irgun chooses from Recruit, Travel, Sabotage, or Rob Operations.

3.3.1 Recruit. Recruit augments friendly forces. Select up to three spaces without Curfew markers.

PROCEDURE: In selected spaces with or adjacent to an Arms Cache (1.6.2), place up to two Cells. Otherwise, in selected Cities without (or not adjacent to) Arms Caches, place only one Cell. No Cells may be placed in non-City spaces without (or not adjacent to) Arms Caches, or in Cities with Curfews.

NOTE: Recruit may place Cells directly onto Railways if there is an adjacent Arms Cache.

3.3.2 Travel. Travel moves Cells and flips them back Underground. Select up to three origin spaces with Cells. A Limited Operation (2.3.4) Travel may select only a single origin space, but may move Cells to multiple destination spaces.

PROCEDURE: Move any Cells in each selected origin space to any spaces on the map, including their original space. Set Cells moving from one origin space to one destination space Active (1.4.3) if:

- The destination is a Railway or Curfew space *and*
- The number of moving Cells plus the number of cubes in that destination exceeds three.

Otherwise, flip moving Cells Underground, even if they return to their original space.

NOTE: Unlike March in *Malaya* or *Kenya*, Travel may move Cells to any spaces, not just those that are adjacent, and selects origin spaces rather than destination spaces. Therefore, a Limited Travel can only select one origin space but may select multiple destinations from that origin space.

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3.3.3 Sabotage. Sabotage places Sabotage markers. Select up to three spaces with at least one Underground Cell.

PROCEDURE: In each selected space, Activate one Underground Cell. Before rolling, Irgun may expend an Arms Cache (1.6.2) that is either in or adjacent to the selected space, returning it to Available to increase the result by 2. Then, roll a die, subtracting 1 from the roll for each Police cube in the selected space. If the modified roll result is greater than 2, place a Sabotage marker in the space.

NOTE: Unlike in *Malaya*, *Kenya*, or other COIN volumes, Sabotage markers may be added to spaces that already have them, and spaces may hold more than one Sabotage marker.

DESIGN NOTE: *Irgun usually place Sabotage rather than Terror markers because most of the group's attacks, especially when cooperating with Haganah, focused on sabotaging railways or destroying British facilities, rather than seeking to terrify the populace or inflict mass casualties on non-combatants.*

3.3.4 Rob. Rob places Arms Caches. Select up to three Districts or Cities with more Cells than Police.

PROCEDURE: In each selected space, roll a die. If the roll result is greater than 2, add one Arms Cache (1.6.2). If there are any Police in the selected space, activate one Underground Cell there if possible.

4.0 Special Activities

4.1 Special Activities in General

When a Faction per the Initiative Track (2.3) executes an Operation (3.0), it may also execute one Special Activity ***(EXCEPTION:*** *Limited Operations, 2.3.4)*. As with Operations, the executing Faction selects spaces and pieces affected, and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 2.3.1).

Important! A Faction may execute its Special Activity at any one time immediately before, during, or after its Operation.

EXAMPLE: *Irgun Sabotage in one space, then pause to Silence to remove Police in a different space, then Sabotages in that space.*

4.1.1 Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities must occur where their Accompanying Operation occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 British Special Activities

The British choose from Restore, Negotiate, or Mass Detention Special Activities.

4.2.1 Restore. Restore removes any Sabotage and Curfew markers and flips Terror markers to their Sabotage side. It may only accompany Deploy (3.2.1) and takes place in one space with Troops, Police, and no Irgun.

PROCEDURE: In the selected space, remove any Curfew and Sabotage markers, then flip any Terror markers to their Sabotage side.

4.2.2 Negotiate. Negotiate attempts to shift the Haganah Track (6.5) in Britain's favor. It may only accompany Deploy (3.2.1), Patrol (3.2.2), or Search (3.2.3).

PROCEDURE: Roll a die, adding 1 to the roll for each Terror marker on the map. If the die roll result is greater than the Haganah Track value, shift the track once to the left. If the Track is already at 0, British instead draw one Intel Chit (1.6.1).

4.2.3 Mass Detention. Mass Detention allows British to arrest a large number of Cells to Prison at the risk of losing Political Will (1.8). It may select any one City with a Curfew marker and at least three British Troops. It may accompany Search (3.2.3) or Assault (3.2.4).

PROCEDURE: Remove a die roll of Irgun Cells from the selected City and its adjacent District to Prison. If the die roll is greater than the number of removed Cells, subtract the remainder from Political Will.

EXAMPLE: *British Mass Detention in a City with two Cells and with one Cell in its adjacent District. They roll a 5, removing all three Cells to Prison and then lowering Political Will by 2 (the remaining dice value once three Cells have been removed).*

4.3 Irgun Special Activities

Irgun chooses from Silence, Propagandize, or Terror Special Activities.

4.3.1 Silence. Silence allows Irgun to remove Police. It may occur in one space with an equal or greater number of Underground Cells than Police. Silence may accompany any Irgun Operation (3.3).

PROCEDURE: Remove one Police to Available.

4.3.2 Propagandize. Propagandize lowers Political Will. It may occur in up to two Cities with at least one Cell and a Curfew marker. Propagandize may accompany any Irgun Operation (3.3).

PROCEDURE: If all Cells Underground, Activate one Cell. Then lower Political Will by one.

NOTE: Propagandize does not need to Activate a Cell if there is already an Active Cell in the selected space.

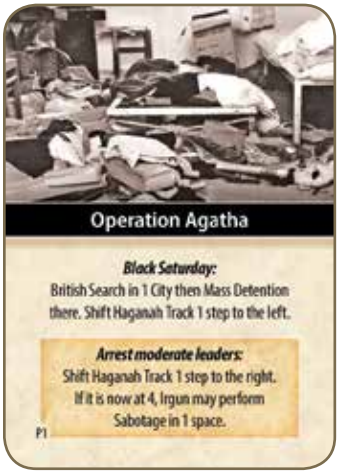
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4.3.3 Terror. Terror places Terror markers. It may occur in any one City selected for Sabotage (3.3.3) and modifies the Sabotage Operation in that space. Terror may only accompany Sabotage (3.3.3) and must be declared before rolling.

PROCEDURE: Roll for Sabotage as usual, but instead place a Terror marker if successful. If the modified roll (adding Arms Cache if used and subtracting Police in the space) is 6 or greater, place two Terror markers and shift the Haganah Track once to the left.

DESIGN NOTE: *Although many Irgun operations focused on sabotage, they also engaged in terrorist attacks, unlike Haganah. They carried out several horrific attacks, with the deadliest being the King David Hotel bombing. These attacks contributed to Haganah condemning the group's actions and ending their cooperation with Irgun.*

5.0 Events



Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by the other Faction). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play.

5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Arms Caches where there are already two, or a Curfew marker where there is already one).
- Events place only Available pieces (1.4.1) and markers; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise British Political Will beyond 20 or reduce it below 0 (1.8).

5.1.2 If two Events contradict, the currently played Event takes precedence.

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the British, a player may select either text option regardless of Faction.

DESIGN NOTE: *Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

5.3 Capabilities

Dual-use Events labeled "BRITISH CAPABILITY" or "IRGUN CAPABILITY" have lasting effects mainly relating to that Faction, either positive or negative. These labels are for flavor only, and both Factions may execute Capability Events with either label. The Event's effects last for the rest of the game.

NOTE: Set out executed Capability Event cards near the board as added reminders, using a Capability marker to indicate which option was selected.

5.4 Starred Events

Several Events are marked with a star (*). These are played normally but interact with the unshaded effect of the Ernest Bevin (P9) Capability card.

6.0 Propaganda Round

Conduct a Propaganda Round in the sequence of phases below when each Propaganda card is revealed. The Propaganda Round aid sheet also lists this sequence.

6.1 Political Will Phase

Calculate the *net* effect to Political Will of the following adjustments before shifting the marker:

6.1.1 Disorder? Lower British Political Will by 1 for each Sabotage marker in Districts. Lower British Political Will by 2 for every Railway with a Sabotage marker (once total per Railway). Lower British Political Will by 2 for each Sabotage marker in Cities, and by 3 for each Terror marker in Cities.

6.1.2 Order? Increase British Political Will by 2 if no Railways are Sabotaged. Increase British Political Will by 1 for each City without any Sabotage or Terror markers.

NOTE: It's important to calculate the net shift in Political Will during these steps before moving the marker and checking victory, rather than adjusting the marker one step at a time.

6.1.3 Victory? If British Political Will is now at 0, the game immediately ends with an Irgun victory.

6.1.4 Game End? If this is the final Propaganda card and Irgun have not won, the game immediately ends with a British victory.

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6.2 Resource Phase

6.2.1 Expropriations. Irgun may Rob in one District or City with more Cells than Police.

6.2.2 British Intel. If British have no Intel Chits, draw one Intel Chit from the draw pool. Otherwise, British must discard half their Intel Chits (rounded down).

6.2.3 Haganah Cooperation. If Haganah Track is at 0, British draw one Intel Chit. If it is at 4, Irgun may place one Arms Cache in any District or City with a Cell.

6.3 Redeploy Phase

6.3.1 British Redeploy. British may move Police on the map to Railways and any spaces with British pieces, then may move Troops to any Cities or Railways.

6.3.2 Irgun Redeploy. Irgun may move one Cell to each City without a Curfew marker then may move one Arms Cache to any District or City with a Cell.

6.4 Reset Phase

Then prepare for the next card as follows:

- Remove all Curfew, Sabotage, and Terror markers from the map.
- Return half the Cells in Prison (1.3.6) to Available (rounded down).
- Flip all Cells Underground (1.4.3).
- Set Irgun to 1st Eligible and British to 2nd Eligible.
- Reveal the next card from the draw deck and continue play (2.3.2).

6.5 Haganah Track

The Haganah, the Jewish Agency's armed wing, was the largest of the Jewish insurgent groups. They were also the most moderate, and focused mainly on sabotage and resisting Britain's immigration policy. At the beginning of the game, they are cooperating with Irgun as part of the United Resistance Movement; however, Haganah ultimately rejected cooperation and condemned many of Irgun's actions over the course of the conflict, even providing intelligence to the British and restraining some of Irgun's attacks. The Haganah Track reflects the group's level of cooperation with the Irgun or British player.

6.5.1 Moving the Track. The Haganah Track can only be increased (shifted right) by Events (5.0). The Track is lowered (shifted left) by British Negotiate (4.2.2), Irgun Terror (4.3.3), and Events (5.0).

6.5.2 Adding and Removing Irgun Pieces. At spaces 4 and 3, the Track provides additional Cells and an additional Arms Cache to the Irgun player. When the track enters spaces 3 or 4 from a lower value, immediately add any forces under those spaces to Irgun Available. If the track ever shifts away from spaces 3 or 4 to a lower value, immediately add forces back to the Track to fill any empty spaces. First remove pieces from Available, then from the map (with Irgun choosing which pieces to remove), then finally Prison (1.3.6).

6.5.3 Additional Space for Irgun Operations. When the Haganah Track is at 4, Irgun may add an additional space to any Operation or Limited Operation.

> **NOTE:** This is in addition to the additional space potentially gained through Offensive (2.3.7) by spending an Arms Cache, allowing up to three spaces for a Limited Operation and up to five for a full Operation.

6.5.4 Intelligence. At space 0, the British gain an Intel Chit with every Negotiate (4.2.2) and at the Propaganda Round (6.0).

7.0 Victory

Victory is determined by the level of British Political Will (1.8). British Political Will is measured on the edge track and can range from 0-20.

7.0.1 Early Victory. At the victory check during the Political Will Phase of a Propaganda round, Irgun wins if British Political Will is at 0.

7.0.2 Final Victory. If Irgun has not won at the end of the Political Will Phase of the final Propaganda Round, the game ends in a British victory.

7.1 Raising Political Will

British Political Will is raised in the following ways:

- Removing an Arms Cache by Assault or Event (+1 PW)
- Events (+1 to +3 PW)
- At Propaganda Round, no Sabotaged Railways (+2 PW)
- At Propaganda Round, for each City without any Sabotage or Terror markers (+1 PW)

7.2 Lowering Political Will

British Political Will is lowered in the following ways:

- Propagandize at Curfew marker (–1 to –2 PW)
- Mass Detention (–1 to –6 PW)
- Events (–1 to –3 PW)
- At Propaganda Round, each Sabotage marker in District spaces (–1 PW)
- At Propaganda Round, each Railway with a Sabotage marker (–2 PW)
- At Propaganda Round, each Sabotage marker in a City (–2 PW)
- At Propaganda Round, each Terror marker in a City (–3 PW)

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8.0 Example of Play

Setup the game as indicated in section 2.1 (consult the setup diagram on the back of this booklet), but construct only the first part of the deck with these cards in the following order, facedown from top to bottom: Dov Gruner (P31), Palestine Police Force (P10), American Loans* (P27), Menachem Begin (P25), Lehi (P7), Harry Truman* (P8), and Propaganda! (P35).

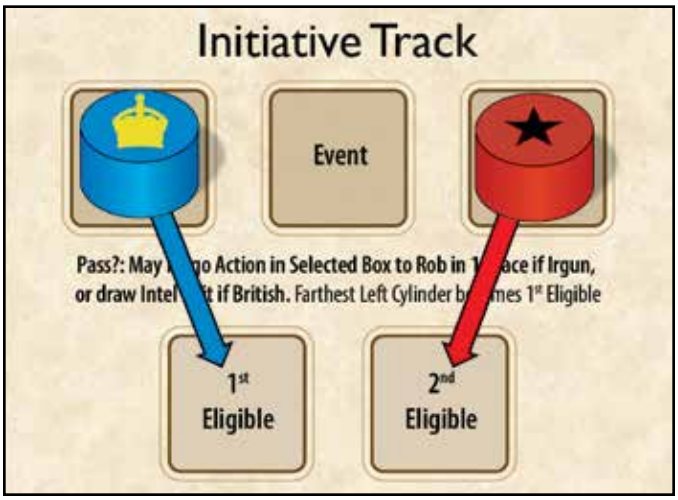
Reveal the first card (Dov Gruner) from the top of the deck. Irgun is 1st Eligible and decides to perform a **Sabotage** Operation combined with the **Terror** Special Activity. Place their round Eligibility cylinder into the 'Op & Special Activity' box on the Initiative Track. They can usually select up to three spaces for Operations, but are currently able to select an additional fourth space because the Haganah Track is at '4' (they could even select a second additional space, up to five total, by removing an Arms Cache for an Offensive, but decide not to). They select Jerusalem City, Haifa City, Galilee, and Gaza for Sabotage. The Terror Special Activity modifies the Sabotage Operation in one space, and they select Jerusalem City.

The Sabotage Operation requires an Underground Cell to be Activated in each space—flip over all four Cells in these spaces so that their embossed star end is visible. Then the Irgun player must roll a die in each space, succeeding and placing a Sabotage marker on a roll of 3 or greater. In Galilee they roll a 4 and succeed—place a Sabotage marker. In Gaza they roll a 2 and fail. In Haifa their roll is reduced by 1 due to the blue Police cube there, but they roll a 4 and still succeed—place a Sabotage marker. In Jerusalem their roll is also reduced by 1 due to the Police cube, but they will place a more valuable Terror marker if they succeed (or two on a modified roll of 6). They decide to improve their chances by spending the Arms Cache from the adjacent Jerusalem District (return it to the Irgun Available Forces box), increasing their roll by 2. The roll itself is a 5, reduced to 4 by the Police but then increased to 6 by the Arms Cache! Place *two* Terror markers in Jerusalem, then shift the Haganah Track marker one step to the left. Two Cells and one Arms Cache must now be placed in the indicated spots underneath '4' on the Track, as Haganah withdraws support from Irgun in disgust at the Terror attack—take these pieces from the Irgun Available Forces box and place them on the Track. the Irgun player is also no longer able to select an additional space for Operations without Haganah Coordination.



Irgun launch a devastating Terror attack in Jerusalem

The Irgun turn is now complete, and the British player may choose from either of the remaining two boxes on the Initiative Track—Limited Operation or Event. They decide to perform a Limited **Patrol** Operation (place their blue Eligibility cylinder in the 'Limited Op' box on the Initiative Track), selecting Jerusalem City as their destination and moving one Police cube from Haifa City there. They can then remove Activated Cells up to the number of Police there to Prison, and do so with the one Activated Cell present. The British turn is complete, and as both players have completed their turns we reset Eligibility. The Faction whose cylinder is furthest to the left, in this case British, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.

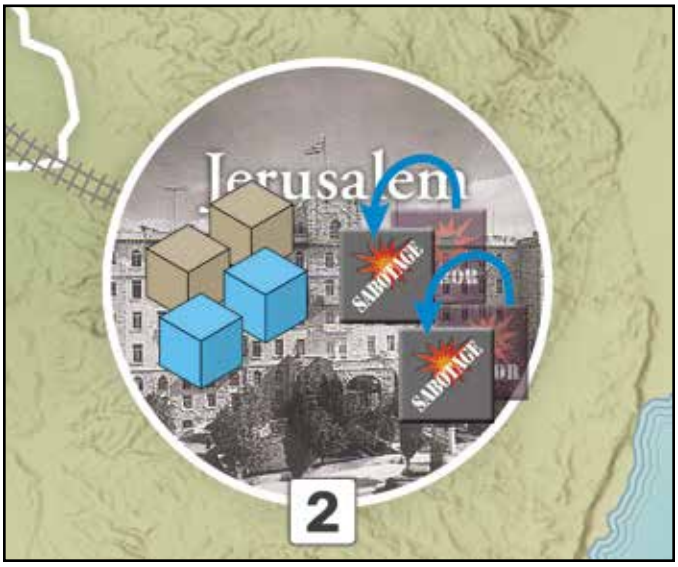


Eligibility is reset at the end of each turn

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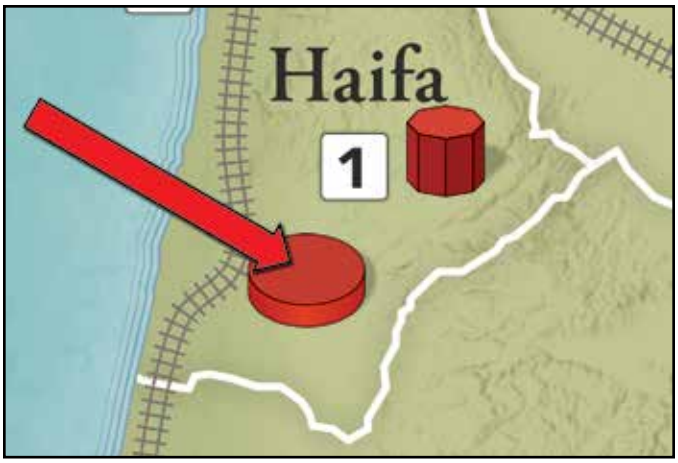
Reveal the next card: Palestine Police Force. British are now 1st Eligible and decide to perform the **Deploy** Operation with the **Restore** Special Activity—place their cylinder in the 'Op & Special Activity' box. British Operations may usually select up to three spaces (unless they spend an Intel Chit for an additional space), and Deploy is restricted to spaces with more Troops than Irgun pieces. They select Samaria, Tel Aviv-Jaffa, and Haifa City, and place a new Police cube from the British Available Forces box in each space. After placing Police they may also move any Troops cubes on the map to any one space, and decide to move the two Troops from Samaria to the Tel Aviv-Jerusalem Railway.

Next, they select a space with Troops, Police, and no Irgun pieces for Restore, and choose Jerusalem City. Restore would first remove all Sabotage and Curfew markers in the selected space, but there are none here. Then it flips any Terror markers to their Sabotage side—do this with both markers now. A future Restore Special Activity would then be able to remove the newly flipped Sabotage markers.



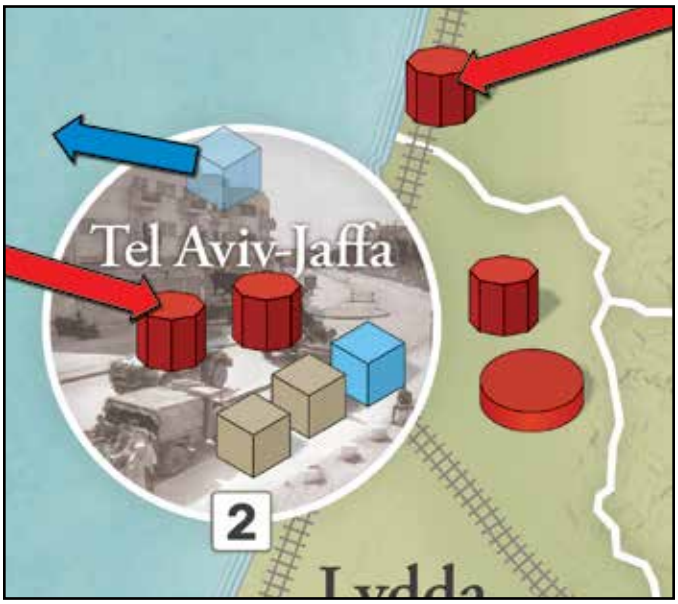
Having apprehended the culprits, the British begin to Restore order in Jerusalem

The British turn is now complete, and Irgun have the same choice that British did previously—Limited Operation or Event. They choose to perform a Limited **Rob** Operation (place their cylinder in the 'Limited Op' box). Rob may select any space with more Cells than Police, and places a new Arms Cache on a roll of 3 or greater, then Activates a Cell if any Police are in the space. They select Haifa District, roll a 4, and place an Arms Cache there (from Available) without Activating the Cell. We then reset Eligibility, Irgun to 1st Eligible and British to 2nd Eligible.



Irgun Rob to place a new Arms Cache in Haifa District

Reveal the next card: American Loans*. Irgun now decide to perform the **Recruit** Operation with the **Silence** Special Activity. Recruit places up to two new Cells in spaces with or adjacent to Arms Caches, or one new Cell in any City space otherwise (and may never place Cells in Cities with Curfews). Irgun choose to place one Cell in Jerusalem City, one Cell on the Haifa-Tel Aviv Railway, and one Cell on the Tel Aviv-Egypt Railway. They then remove the Arms Cache in Haifa City to perform an 'Offensive', allowing them to select a fourth space, and place one Cell in Tel Aviv-Jaffa (they could have placed two Cells if another was Available, but the Cell in Prison cannot be placed back on the map). Finally, they Silence in Tel Aviv-Jaffa, where they now have as many Underground Cells as there are Police, and remove one Police cube to Available.



Irgun launch a Recruitment Offensive and Silence a Police cube in Tel Aviv-Jaffa

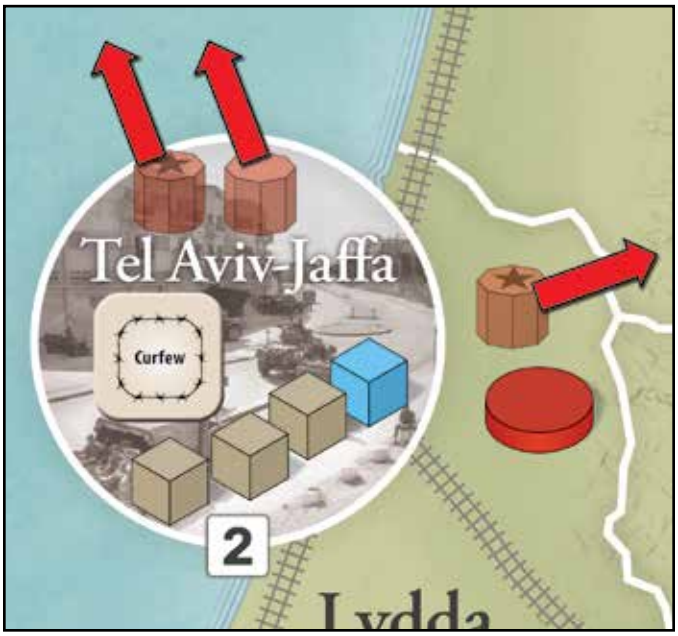
British decide to **Pass**, placing their Eligibility cylinder in either of the remaining boxes on the Initiative Track (in this case it doesn't matter which), and drawing a random Intel Chit. They draw one with value '1' and place it near their Available Forces box, face-up. Intel Chits can be spent to remove Underground

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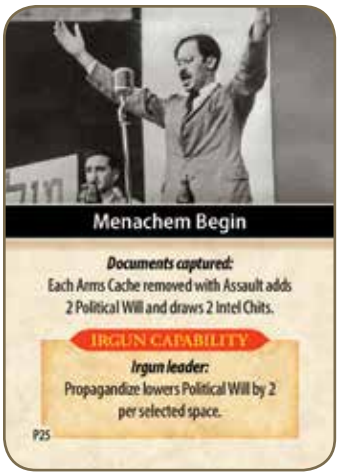
Cells with Patrol or Assault, to enhance Search, or to select an additional space for Operations with an 'Intelligence Lead'. We then reset British to 1st Eligible and Irgun to 2nd Eligible.

Reveal the next card: Menachem Begin. British decide to perform the **Search** Operation with the **Mass Detention** Special Activity. Search moves Troops into adjacent spaces, Activates Cells there, and may place Curfew markers in Cities. The British move one Troop from the Tel Aviv-Jerusalem Railway into Tel Aviv-Jaffa, the other Troop from Tel Aviv-Jerusalem Railway into Jerusalem City, and the two Troops from Gaza into Lydda. Then, in Lydda they Activate one Cell for every two Troops now present (in this case, one), and in both Cities they Activate one Cell for every three Troops now present (again, one in each City), then place a Curfew marker in both Cities. They could alternatively spend an Intel Chit of any value to Activate one Cell per Troop in a City, without placing a Curfew marker, but decide not to do so.

Next, their Mass Detention Special Activity targets one City with a Curfew marker and at least three Troops—this could be either Tel Aviv-Jaffa or Jerusalem, but they select the former. Mass Detention rolls one die and removes that many Cells (even Underground) to Prison from the selected City and its adjacent District, with any excess result from the die being subtracted from Political Will. They roll a 4 and remove the two Cells in Tel Aviv-Jaffa and one in Lydda to Prison, then reduce the Political Will marker from '18' to '17' on the numbered edge track.



The British Search, Curfew, and Mass Detention in Tel Aviv-Jaffa removes three Cells to Prison



Irgun now decide to execute the **Event** (place their cylinder in the 'Event' box). Menachem Begin is a Capability Event that will have a lasting effect, so we place it by the side of the board with a red Capability marker on it to indicate that the shaded bottom effect (favoring Irgun) was selected. We then reset Irgun to 1st Eligible and British to 2nd Eligible.

Reveal the next card: Lehi. Irgun decide to take advantage of their new Capability and perform the **Travel** Operation with the **Propagandize** Special Activity. They first Travel from Gaza, moving the one Cell there to Tel Aviv-Jaffa—it remains Active because there is a Curfew in the destination space, and the moving Cells plus cubes there exceed three. Then, they interrupt the Travel Operation to perform Propagandize, which selects up to two spaces with Cells and Curfew markers—here they can select Tel Aviv-Jaffa and Jerusalem City. Propagandize Activates a Cell in each space if there is not already one Active (but in this case there is), then usually subtracts one Political Will for each selected space—however the shaded Menachem Begin capability increases this to two per space, lowering Political Will by 4 from '17' to '13'! With Propagandize complete they can continue the Travel Operation, and just decide to move the Cell in Samaria to the Tel Aviv-Jerusalem Railway, and the Cell in Galilee to the Haifa-Syria Railway. Both moving Cells flip Underground if they are not already, and if they had selected an origin space with more than one Cell then they could have moved each Cell to different spaces.

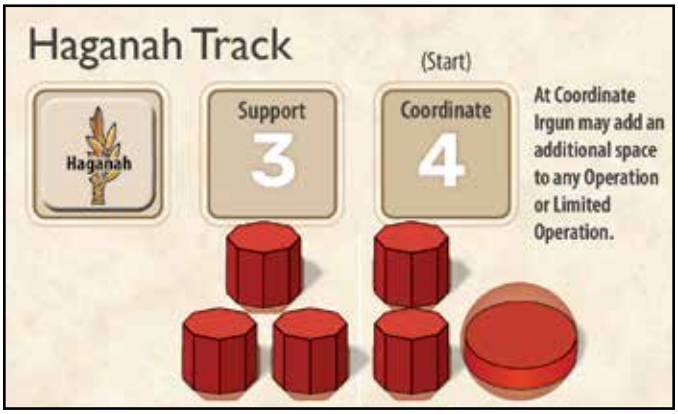
British decide to perform a Limited **Assault** Operation in Lydda. Assault allows them to remove one Active Irgun piece for every two Troops present, only removing Arms Caches once no Cells (even Underground) remain in the space. Any Cells removed by Assault are sent alternatively to Available and Prison, starting with Available. In this case they remove the only piece in the space, an Arms Cache, which returns to Available and gains them one Political Will (up to '14') and another Intel Chit (this time a 0 value chit). They decide to immediately spend the 0 value chit for an Intelligence Lead, allowing them to select a second Assault space, Jerusalem City, where they remove the one Cell to Available. We then reset British to 1st Eligible and Irgun to 2nd Eligible.

Reveal the next card: Harry Truman*. British decide to first perform the **Negotiate** Special Activity, which allows them to roll a die and shift the Haganah Track one step to the left if they roll greater than the current Track value. They roll a 5, greater than the current value of '3', and shift the Track down to '2'. This further restricts the pieces Available to Irgun, and they must return three Cells to the Track as indicated under the '3' box. One of these can come from Available, but the other two must

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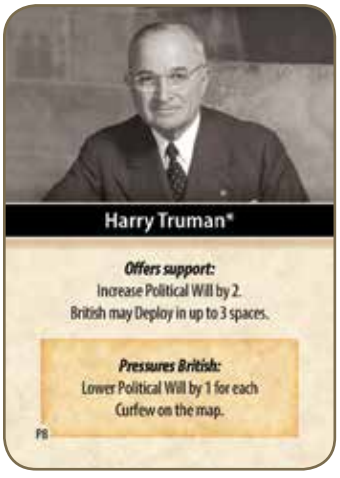
come from the board, and they choose to remove the two Cells in Haifa District and Jerusalem District.





With Haganah at Neutral (2) the Available Irgun forces are severely depleted

Next, British perform the **Patrol** Operation again, moving one Police to each of the three Railways adjacent to Tel Aviv-Jaffa, one from Samaria and two from Jerusalem City. They can remove a Cell from one of these spaces to Prison, but only if the Cell is Active—unless they spend an Intel Chit with a value of at least 1, which they do, and remove the Cell from the Tel Aviv-Jerusalem Railway to Prison.



Irgun decide to execute the **Event**, selecting the shaded effect to lower Political Will by 2 to '12' (as there are two Curfews on the map). We then reset Irgun to 1st Eligible and British to 2nd Eligible.

The next card revealed is the Propaganda! card, triggering a Propaganda Round. We work through each phase in turn, starting with the Political Will phase:

- **Political Will:** Political Will is lowered by a net total of 4 (–2 for each Sabotage marker in Cities, –1 for each Sabotage marker in Districts, +1 each City without Sabotage or Terror, and +2 because no Railways have Sabotage markers), down to '8'. If Political Will was now at '0' then Irgun would win.
- **Resources:** Irgun may perform a Rob Operation in one District or City with more Cells than Police, but there are no eligible spaces. British gain one Intel Chit, drawing a 0 value chit. If Haganah was at '0', British would draw another Intel Chit, or if it was at '4' Irgun would place an Arms Cache, but it is currently at '2'.
- **Redeploy:** British may move Police on the map to any spaces with British pieces or any Railways, and Troops to any Cities or Railways. They choose just to move one Police from the Tel Aviv-Jerusalem Railway to the Haifa-Syria Railway, and two Troops each from Lydda and Galilee to the Tel Aviv-Egypt Railway and the Haifa-Syria Railway. Irgun may then move one Cell to each City without a Curfew, but decide not to move any Cells, and may move one Arms Cache to a City or District with a Cell, but do not currently have any Arms Caches on the map.
- **Reset:** Remove all Sabotage, Terror, and Curfew markers from the map. Return half the Cells in Prison, rounded down, to Available (in this case two). Flip all Cells Underground. Set Irgun to 1st Eligible (they already are), then reveal the next card and continue play.

This example of play is now complete. You can continue the current game by constructing the rest of the deck (two stacks of six random Event cards, each with a Propaganda card shuffled in with the bottom two Event cards) and revealing the next Event card. Irgun are in a strong position with Political Will already very low, but they have lost a lot of Cells to Prison and the Haganah Track, so the British might be able to resist defeat by keeping the pressure on them. Good luck!



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9.0 Event Tips and Background

At the bottom of each Event Background is a chapter number from Bruce Hoffman's *Anonymous Soldiers: The Struggle for Israel, 1917-1947* to provide more context for the event. Hoffman's book is a recent account of the British struggle with Irgun and should be easy to find. For other accounts, though harder to find, see David Charters' *The British Army and Jewish Insurgency in Palestine, 1945-1947* or J. Bowyer Bell's *Terror Out of Zion*.

P1. Operation Agatha

Black Saturday: British Search in 1 City then Mass Detention there. Shift Haganah Track 1 step to the left.

Arrest moderate leaders: Shift Haganah Track 1 step to the right. If it is now at 4, Irgun may perform Sabotage in 1 space.

Tips: To perform Sabotage with the shaded text, Irgun would as usual require an Underground Cell in the selected space.

Background: Operation Agatha, also known as 'Black Sabbath,' was one of the largest British search operations of the conflict. The operation targeted anyone associated with the 'Jewish resistance movement.' Curfews were placed in the three main cities with around 10,000 troops and 7,000 police participating. The majority of the arrests and searches fell on the larger Jewish Agency (Card P22) and Haganah, not the smaller, more clandestine, Irgun and Lehi organizations (Card P7). Although the operation uncovered a significant amount of arms and supplies, it did little to curb the less moderate Jewish resistance organizations and also angered many of the arrested moderates. The limited damage to Irgun was made clear when the bombing of the King David Hotel (Card P3) occurred shortly after the operation (Hoffman, Chapter 13).

P2. Exodus Affair*

Crackdown on immigration: Remove all Cells from Coastal Districts with Troops to Prison.

Britain disgraced: Lower Political Will by 3.

Tips: The star (*) indicates that any Political Will loss from this Event is lowered by 1 if the unshaded Ernest Bevin (P9) Capability is in play.

Background: One of the major goals of Haganah was facilitating illegal immigration of Jewish refugees into Palestine (Card P4). In July 1947, a major illegal immigration operation led to the Exodus affair. The *Exodus*, carrying several thousand refugee passengers, was stormed by the Royal Navy at sea. Rather than the usual method of interning the refugees in camps on Cyprus, Bevin (P9) ordered them returned to Germany. The incident became a propaganda disaster for Britain. Some scholars cite the *Exodus* Affair and the Sergeants Affair (Card P24) as major incidents that pushed the British to declare a withdrawal from Palestine (Hoffman, Chapter 19).

P3. King David Hotel

Widespread condemnation: Remove 1 Terror marker from the map to shift Haganah Track 1 step to the left.

Horrific terror attack: Place 2 Terror markers in 1 City with an Underground Cell.

Tips: The unshaded text requires a Terror marker to be removed to have any effect, so cannot be used if there is no Terror on the map.

Background: The King David Hotel bombing is one of the most infamous events of the conflict. The Irgun bombing killed 91 people and injured many more. The attack was widely condemned by both the British and Haganah. There are several controversies surrounding the bombing such as whether there was a warning to limit casualties and the extent that the plan was approved by the United Resistance Movement (Card P21). The British launched Operation Shark (Card P11) against Irgun in response to the attack (Hoffman, Chapter 14).

P4. Illegal Immigration*

British block entry: If no Sabotage markers in Coastal Districts, Political Will +2. Otherwise, lower Political Will by 1 for every 2 Sabotage markers or Irgun pieces in Coastal Districts (max of –3 Political Will).

Tips: The star (*) indicates that any Political Will loss from this Event is lowered by 1 if the unshaded Ernest Bevin (P9) Capability is in play. Count the combined total of Sabotage markers and Irgun pieces to determine Political Will loss.

Background: Following the 1939 White Paper that restricted Jewish immigration, Haganah focused on organizing illegal immigration. The issue became pressing after WWII with the large number of Jewish refugees in Europe and the Labour government's refusal to alter the immigration policy. The Jewish Agency's (Card P22) main focus during the conflict was organizing illegal immigration and negotiating with British officials on the issue. Unlike Irgun, they did not see a direct confrontation with Britain as essential. After the collapse of the United Resistance Movement (Card P21), Haganah shifted most of its activities to fostering illegal immigration rather than direct attacks against British forces. The clash over illegal immigration would lead to a worldwide scandal when Bevin ordered the Jewish refugees on the *Exodus* (Card P2) to return to Germany (Hoffman, Chapters 11, 14).

P5. Acre Prison Break

Prisoners sent to Eritrea: Remove up to 2 Cells in Prison from the game.

Mass escape: Move all Cells in Prison to Available.

Tips: Any Cells removed from the game by the unshaded text may no longer be used by Irgun under any circumstances.

Background: The fortress at Acre served as the main maximum security prison in Palestine. Many of the Jewish Resistance members arrested during major search operations were imprisoned at Acre. In response to the execution of Dov Gruner (Card

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P31), Irgun organized a daring operation to free prisoners from Acre. Forty-one members of Irgun and Lehi were freed, although several were killed or captured after escaping. The British set up an additional prison for Jewish terrorists in Eritrea, making a similar escape more difficult (Hoffman, Chapter 17).

P6. Montgomery

Pushes harsh measures: British may Search in up to 3 spaces but may not use Intel Chits.

Ignores cities: Place 1 Cell in each City without Troops.

Tips: The unshaded text would allow British to Search in 3 spaces even if the shaded Ernest Bevin (P9) Capability is in play.

Background: Field Marshal Bernard Montgomery, Chief of the Imperial General Staff, had prior experience from serving in Palestine during the Arab Revolt (1936-1939). Experienced in the repressive tactics used against the rural-focused Arab rebels, Montgomery advocated for similar measures against the Jewish insurgency. This strategy clashed with General Cunningham's (Card P16) strategy of targeting the terrorist organizations directly while working to win the assistance of Haganah in combating Irgun (Hoffman, Chapter 15). Image source: Archives New Zealand.

P7. Lehi

Poor coordination: Remove up to 1 Cell to Available in each space with more than 1 Cell.

Assassinations: Remove up to 1 Police from each space with an Underground Cell.

Tips: None.

Background: Lehi, also known as the Stern Gang, was the smallest of the three major Jewish resistance organizations. The group focused on assassinations and bombings against British forces. One of their most prominent attacks, the assassination of Lord Moyne, occurred prior to the start of the game. On its own, Lehi never rose to become a serious threat to British rule, but did join the United Resistance Movement (Card P21) and coordinated with Irgun during several operations (Hoffman, Chapters 6 and 11).

P8. Harry Truman*

Offers support: Increase Political Will by 2. British may Deploy in up to 3 spaces.

Pressures British: Lower Political Will by 1 for each Curfew on the map.

Tips: The star (*) indicates that any Political Will loss from this Event is lowered by 1 if the unshaded Ernest Bevin (P9) Capability is in play. The unshaded text would also allow British to move any Troops to one additional space as usual with a Deploy Operation.

Background: President Truman put pressure on Britain to open up Palestine to greater immigration of Jewish refugees (Card P4) by issuing an additional 100,000 immigration certificates and condemning their repressive tactics (Card P14). Truman could pressure Britain due to their reliance on American post-war loans (Card P27), particularly after he abruptly ended the lend-lease agreements. In the United States, there was significant popular sympathy for Irgun (Card P12), and this likely influenced Truman's decision to pressure Britain (Hoffman, Chapter 11).

P9. Ernest Bevin

BRITISH CAPABILITY

Foreign Secretary: Lower the Political Will loss from all starred (*) Events by 1.

Declining great power: British Operations limited to up to 2 rather than 3 spaces.

Tips: The unshaded Capability affects five Events: P2, P4, P8, P20, and P27. If the shaded Capability is in effect, British could still spend an Intel Chit to perform an Operation in an additional space.

Background: Ernest Bevin was the Foreign Secretary of the Attlee Labour government in the immediate postwar period. Instability in Palestine was one of the Labour government's immediate issues at the end of WWII, and Bevin had significant authority over British policy in Palestine. Bevin took a hard stance against widening Jewish immigration which helped push Haganah to join the United Resistance Movement (Card P21). Bevin also sought to maintain Britain's importance as a great power shaping the new world order, but the difficult economic situation of the postwar period limited his efforts (Hoffman, Chapter 11).

P10. Palestine Police Force

Guard railways: Place up to all Available Police in any Railway spaces.

Poorly funded: Remove half Police on the map to Available (round down).

Tips: None.

Background: The Palestine Police Force was hampered by several issues that prevented it from effectively countering Irgun. First, the force faced personnel shortages, and attempts to expand the pool of recruits often lowered their quality. Unlike in its other counterinsurgency campaigns, the British did not extensively recruit from other local groups to expand the police force. The police force also became militarized by focusing more on fighting than intelligence gathering, a particular problem with the mobile force who operated from armored cars. The armored cars may have protected the police from mines (Card P23), but also hampered their ability to collect intelligence from the local population. (Hoffman, Chapter 16)

P11. Operation Shark

Crackdown on Irgun: Search then Assault in 1 City. Remove an Arms Cache within 1 space of the City (*+1 PW if an Arms Cache removed*).

Leaders slip through net: Travel from up to 2 spaces with Cells and Curfew.

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Tips: British would gain +1 Political Will if the unshaded text removes an Arms Cache.

Background: Operation Shark was a major British cordon and search operation launched in Tel Aviv in response to the King David Hotel bombing (Card P3). Over 20,000 troops were committed to the operation, and nearly 100,000 inhabitants were screened. Although the operation uncovered several arms caches and arrested key members of Lehi (Card P7), it failed to deliver a crushing blow due to a lack of intelligence on Irgun. Irgun leader Menachem Begin (Card P25) avoided capture despite the massive searches and screenings (Hoffman, Chapter 14).

P12. Peter Bergson

British complaints: Remove 2 Arms Caches from map to Available (*gain no Political Will*).

American fundraising: Place up to 2 Arms Caches total in any spaces with Cells.

Tips: British would not gain any Political Will for removing Arms Caches with the unshaded text.

Background: Irgun's main source of external support came from the United States. Fundraising events were often used to raise money, and many of these efforts were organized by Peter Bergson, a pseudonym used by Hillel Kook. American support groups also put pressure on Britain to reveal information on Jewish terrorists imprisoned in Eritrea (Card P5). Britain formally sent a protest to the US State Department about the fundraising efforts, but to little effect (Hoffman, Chapter 15, Epilogue).

P13. Palmach

IRGUN CAPABILITY

Preparing for next fight: Haganah Track 4 (Coordinate) no longer adds an additional space to Irgun Operations.

Haganah's elite: Haganah Track 3 (Support) also adds an additional space to Irgun Operations.

Tips: None.

Background: Palmach was the elite force of Haganah, numbering around 5,000 strong. During periods of Haganah's cooperation with the British, Irgun's more aggressive strategy against Britain lured Palmach forces to their organization. As part of the United Resistance Movement (Card P21), Palmach forces carried out sabotage operations in coordination with Irgun. Several hundred Palmach fighters were even lent to Irgun to strengthen collaboration between the two groups. After the collapse of the United Resistance Movement, the Jewish Agency (Card P22) focused on conserving Palmach and Haganah for the conflict with the Arab community after Britain withdrew from Palestine (Hoffman, Chapter 12).

P14. Martial Law

Extensive searches: British may Search in up to 2 Cities then Mass Detention.

Angers populace: Place up to 1 Cell in each City with a Curfew.

Tips: British would still need to meet the usual requirements to conduct Mass Detention with the unshaded text.

Background: British officials repeatedly threatened to implement martial law in response to outrageous terror attacks. In March 1947, the declaration finally came, with areas under curfew (Card P29) also being placed under martial law. Martial law severely disrupted everyday life. Commerce and transportation ceased, as well as most government services. In addition, curfews and searches were carried out in cordoned off areas. Martial law was intended to hamper Irgun operations, but also to coerce the population into providing greater assistance in identifying Irgun members. Rather than achieving either of those goals, martial law largely angered the affected population and made them more sympathetic to Irgun's struggle (Hoffman, Chapter 17).

P15. Chaim Weizmann

Meets with British: Shift Haganah Track 1 step to the left and remove up to 1 Sabotage marker from the map.

Moderates ignored: Shift Haganah Track 1 step to the right. Irgun may perform Sabotage in 1 space.

Tips: Irgun would need an Underground Cell as usual to perform Sabotage with the shaded text.

Background: Chaim Weizmann was a key Zionist activist who advocated for negotiating with rather than fighting the British. At the end of Operation Agatha (Card P1), General Cunningham (Card P16) met with Chaim Weizmann to discuss limiting Haganah and Palmach (Card P13) operations against British forces. Weizmann succeeded in convincing Haganah to break off coordination with Irgun. However, less moderate members of the organizations criticized his decision and continued cooperation with Irgun's strategy of direct confrontation with Britain (Hoffman, Chapter 13).

P16. Alan Cunningham

Restrained approach: British may conduct 2 Limited Operations then Restore.

Cells released: British must place 2 Cells from Prison into any Cities.

Tips: The two Limited Operations granted by the unshaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice. The shaded text may be used to release 1 Cell if there is only 1 in Prison.

Background: General Sir Alan Cunningham commanded British forces in the counterinsurgency campaign against Irgun. Cunningham advocated for negotiations with the Jewish Agency (Card P22) and other Jewish leaders to gain their cooperation in combating Irgun, as had occurred during World War II. Cunningham's restrained approach was criticized by his superior Field Marshal Montgomery (Card P6), who pushed for more heavy-handed measures and the replacement of Cunningham. Cunningham argued against punitive measures and was vindicated when martial law (Card P14) produced few results (Hoffman, Chapter 12).

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P17. Bevingrads

BRITISH CAPABILITY

Fortified bases: Terror places max 1 Terror marker.

Isolated from population: If Intel Chit not used, Search in Cities requires 4 Cubes to Activate a Cell.

Tips: None.

Background: Following the repeated kidnappings of British officials and bombings by Irgun and Lehi (Card P7), British forces created special security zones in major cities, nicknamed 'Bevingrads' by the local population. The retreat into Bevingrads reduced the threat to British forces, but also limited their ability to collect intelligence on Irgun. Following the kidnapping of the two sergeants by Irgun (Card P24), all nonessential personnel were evacuated to Bevingrads and then removed from Palestine as part of Operation Polly (Hoffman, Chapters 14, 16).

P18. 6th Airborne

BRITISH CAPABILITY

Seasoned veterans: Assault removes 1 Irgun piece per Troop.

Cells evade capture: Assault and Mass Detention remove all Cells to Available (not Prison).

Tips: The unshaded Capability still only allows Assault to remove Active Cells unless an Intel Chit is spent.

Background: There were over 100,000 British troops in Palestine during the conflict. However, the 6th Airborne division carried out many of the major operations against Irgun. The division were seasoned veterans of several major Allied operations during World War II (Card P26). The division was the main formation conducting Operation Shark (Card P11), a major cordon and search operation against Irgun in Tel Aviv. Despite the division's previous combat experience, rapidly adjusting from conventional warfare to counterinsurgency proved to be a difficult transition (Hoffman, Chapter 11).

P19. Rome Embassy Bombing

Plot foiled: Remove up to 2 Cells and 1 Arms Cache to Available *(+1 Political Will if an Arms Cache is removed).*

International attacks: Roll a die and lower Political Will by 2 if the result is greater than 2.

Tips: The unshaded text may remove the specified pieces from any combination of map spaces, and British would gain +1 Political Will if an Arms Cache is removed.

Background: Irgun attempted to organize operations outside of Palestine by relying on volunteers in Europe. The most spectacular terror attack conducted outside of Palestine was the bombing of the British embassy in Rome. The British embassy in Rome was targeted for symbolic reasons, and also due to the embassy's role in limiting immigration (Card P4). The bombs were timed to explode in the early hours of the morning to avoid casualties. The explosion extensively damaged the building, but there were no fatalities and only one injured bystander. The bombing increased British fears that a wider Irgun terror campaign would be conducted outside of Palestine, but the threat never seriously materialized (Hoffman, Chapter 15). Image source: British Government under the Open Government Licence v3.0.

P20. Indian Independence*

Strategic value of Palestine: Increase Political Will by 2 if no Railways Sabotaged.

Growing pressure: Lower Political Will by 2.

Tips: The star (*) indicates that any Political Will loss from this Event is lowered by 1 if the unshaded Ernest Bevin (P9) Capability is in play.

Background: A major British argument for preserving a presence in Palestine was its use as a strategic base in the Middle East. Britain also feared that consenting to demands of the Jewish resistance movements would damage British relations with other states in the Middle East. However, the granting of independence to India put greater pressure on Britain to grant independence to other colonies and also lowered the need for Palestine as a strategic base (Hoffman, Chapter 11).

P21. United Resistance Movement

Cooperation falls apart: Shift Haganah Track 1 step to the left. Remove up to 2 Cells to Available.

Offensive against railways: Shift Haganah Track 1 step to the right. May perform Sabotage at each Railway.

Tips: The Cells removed by the unshaded text are in addition to any that might need to be placed back on the Haganah Track. Irgun would require Underground Cells as usual to perform Sabotage with the shaded text.

Background: In an effort to coordinate their efforts, the three main Jewish resistance groups, Haganah, Irgun, and Lehi (Card P7) formed a loose alliance known as the United Resistance Movement (URM). On October 31, 1945, the alliance launched widespread sabotage attacks on major railways throughout Palestine. Haganah, by far the largest of the three organizations, primarily carried out sabotage attacks against Britain while participating in the URM. Once the URM collapsed following Operation Agatha (Card P1) and the King David Hotel bombing (Card P3), Haganah's attacks became limited to facilitating illegal immigration (Card P4). During the URM period, Irgun received financial support and Palmach fighters (Card P13) from Haganah, bolstering their ability to conduct attacks. Once the URM fell apart, Irgun relied more on robbing banks for funds (Hoffman, Chapter 11).

P22. Jewish Agency

Cooperate or condemn terror?: Shift Haganah Track 1 step in either direction. Then, Irgun may conduct a Limited Operation or British may draw an Intel Chit.

Tips: None.

Background: The Jewish Agency and its armed wing Haganah shifted between cooperation and confrontation with Irgun. During World War II, Haganah had cooperated with Britain

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in targeting Irgun in a campaign known as the 'Saison'. After the war, due to British refusals to open Palestine to Jewish immigration (Card P4), Haganah coordinated with Irgun as part of the United Resistance Movement (Card P21) until August 1946. For the rest of the conflict, the Jewish Agency either condemned or limited Irgun actions as part of a 'little Saison.' Jewish Agency leaders such as Ben Gurion wanted to conserve Haganah's strength for any struggle following Britain's exit and did not want to risk damaging the organization by provoking British repression, such as during Operation Agatha (Card P1). The Jewish Agency also condemned Irgun's most violent attacks, such as the King David Hotel bombing (Card P3), and cooperated with British forces during the Sergeants Affair (Card P24) (Hoffman, Chapters 11 and 17).

P23. Road Mines

IRGUN CAPABILITY

Armored cars: Patrol may remove Cells in up to 2 selected spaces.

Early IEDs: When Patrol moves Police to any space with a Sabotage marker, remove 1 Police to Available on a roll of 1-3.

Tips: The unshaded text still only allows Cells to be removed from *selected* spaces, so Limited Patrol may not remove Cells from two spaces unless an Intel Chit is spent to select an additional space.

Background: Irgun used improvised road mines to attrition British forces traveling by convoy. The indirect form of attack also conserved Irgun's strength by avoiding direct clashes with British troops. The Police Mobile Force who patrolled the major railways and lines of communication commonly operated from armored cars that were more resistant to the road mines (Hoffman, Chapter 16).

P24. Sergeants Affair

Backlash in Britain: Increase Political Will by 1 for each Terror marker on map (max of +3 Political Will).

Calls for withdrawal: Lower Political Will by 1 for each Terror marker on map (max of –3 Political Will).

Tips: None.

Background: In response to the British hanging of captured Irgun fighters, Irgun threatened retaliation and kidnapped a number of British soldiers and citizens. The most controversial act occurred when they kidnapped two sergeants, Clifford Martin and Mervyn Paice. A massive search was conducted to find the two men, including the Jewish Agency (Card P22) committing over one thousand Haganah members to the search. The two men were tried and publicly hanged by an Irgun court. A mine was placed under their bodies, injuring the British officer who attempted to remove them. Begin (Card P25) argued the British had forced them "to answer gallows with gallows." The attack, alongside the *Exodus* affair (Card P2), increased calls in Britain to withdraw from Palestine (Hoffman, Chapter 19).

P25. Menachem Begin

IRGUN CAPABILITY

Documents captured: Each Arms Cache removed with Assault adds 2 Political Will and draws 2 Intel Chits.

Irgun leader: Propaganda lowers Political Will by 2 per selected space.

Tips: The unshaded Capability replaces the usual bonus for removing an Arms Cache with Assault, rather than being in addition to it.

Background: Menachem Begin joined Irgun in 1942 and assumed leadership in 1944. Begin's main strategy for defeating Britain was targeting its prestige. He stated that Irgun "hit at the British government's prestige, deliberately, tirelessly, unceasingly." One of Begin's main innovations was the use of propaganda against Britain, both in Palestine and abroad. Irgun had its own propaganda branch that particularly focused on British coercive measures or reprisals to serve as 'atrocity propaganda' to create sympathy for the group and increase pressure on Britain to withdraw (Hoffman, Chapters 15 and Epilogue).

P26. Veterans of WWII

Experienced in resistance and combat: Irgun may Sabotage in up to 3 spaces or British may Assault in up to 3 spaces. The Executing Faction may also conduct a valid Special Activity for that Operation.

Tips: Irgun would require an Underground Cell as usual in any space selected for Sabotage, and could conduct any Special Activity, while British could only conduct Mass Detention with their Assault.

Background: There were veterans of the Second World War on both sides of the conflict. The Sixth Airborne Division (Card P18) had participated in Operation Overlord and Operation Market Garden. On Irgun's side, Jewish refugees from Europe experienced in partisan warfare joined the group, including fighters who had participated in the Warsaw ghetto uprising (Hoffman, Chapter 13).

P27. American Loans*

Passed through Congress: Britain may conduct an Operation in up to 4 spaces.

"Financial Dunkirk": Political Will –1. Britain must Pass on the next card with no draw of an Intel Chit.

Tips: The star (*) indicates that any Political Will loss from this Event is lowered by 1 if the unshaded Ernest Bevin (P9) Capability is in play. The shaded text effectively means that British will not perform any action on the next card, but they should still place their eligibility cylinder to determine who becomes 1st Eligible on the following card.

Background: Britain faced a desperate economic situation at the end of World War II, particularly due to the cancellation of lend-lease agreements by the US. The economist John Maynard Keynes described the situation as a "financial Dunkirk." Despite

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these economic difficulties, Britain still had large overseas commitments, the value of which became seriously questioned. To manage the economic situation, Britain requested loans from the United States, which increased their ability to pressure Britain on issues such as Palestine (Hoffman, Chapters 11, 16).

P28. CID

Intelligence gathering: Gain 1 Intel Chit for each space with both Police and Cells.

Headquarters targeted: Irgun may perform Sabotage in 1 space with Police, and removes any Police there if successful.

Tips: Intel Chits gained from the unshaded text should be drawn at random as usual. The shaded text requires that an Underground Cell be Activated to perform the Sabotage as usual, and only removes Police if the Sabotage roll is successful.

Background: As with the Palestine Police Force (Card P10), the Criminal Investigation Department (CID) had significant personnel shortages during the conflict. The lack of officers with Hebrew language skills hampered the organization's main role as an intelligence gathering unit. Irgun targeted the CID to limit their intelligence capabilities. One of Irgun's most daring attacks was the bombing of the CID headquarters in Jerusalem (Hoffman, Chapter 16).

P29. Curfews

BRITISH CAPABILITY

Punitive response: At start of Reset, remove 1 Cell to Available from each space with a Curfew.

Harsh measures backfire: At start of Reset, Irgun may place up to 1 Cell from Available in each space with a Curfew.

Tips: Cells removed or placed by either text can come from, or be placed in, any map spaces.

Background: Curfews were a frequently used measure during large cordon and search operations such as Operation Agatha (Card P1) and Operation Shark (Card P11). Curfews were also issued in areas under martial law (Card P14). Curfews were highly disruptive to everyday life and many British officials saw them as measures to coerce the Jewish population into supplying information on Irgun. Other officials thought they did little to hinder Irgun and only angered the population, driving more recruits into the terrorist groups (Examples in Hoffman, Chapters 12 to 14).

P30. Roy Farran

Undercover police: Remove 1 Cell to Available from each of up to 3 spaces with Police.

Controversial killing: Remove 2 Police to Available. Lower Political Will by 1.

Tips: None.

Background: Roy Farran had extensively served with the SAS during the Second World War. In Palestine, Farran was tasked with organizing covert operations against Irgun using undercover squads. These undercover squads had little oversight from higher command. Farran's unit killed a teenager, Alexander Rubowitz, associated with Lehi (Card P7). When the killing was investigated, the evidence led back to Farran from a hat with his name on it that he had dropped nearby. Farran fled Palestine for Syria as the investigation continued, but was eventually acquitted and his undercover squad disbanded (Hoffman, Chapter 17).

P31. Dov Gruner

Captured and sentenced: Remove a Cell from 1 space with Troops to Prison.

Galvanizes resistance: Place up to 3 Cells total in any Cities or Districts.

Tips: None.

Background: The trial and execution of Dov Gruner was intended to illustrate British resolve by implementing the death penalty against captured terrorists. However, Gruner became a symbol of Jewish resistance and Irgun threatened retaliation for the execution. A British official and businessman were kidnapped by Irgun, but both were released. Both sides threatened hanging of the other side's captured personnel, and Irgun's trial and execution of two British sergeants (Card P24) was a controversial response to Britain's use of hangings (Hoffman, Chapter 16).

P32. Weapon Factories

IRGUN CAPABILITY

Accidental detonations: If Irgun Sabotage rolls a 1, remove the Activated Cell to Available.

Homemade innovation: Rob always places an Arms Cache (no roll).

Tips: None.

Background: Irgun faced weapons and explosives shortages throughout the conflict. The organization began its revolt with around 50 firearms and a small amount of explosives. To help augment their arsenal, Irgun developed weapons factories for producing homemade substitutes. Improvised road mines (Card P23) used to harass British convoys were one of their most prevalent manufactured explosives (Hoffman, Chapter 7 and 17).

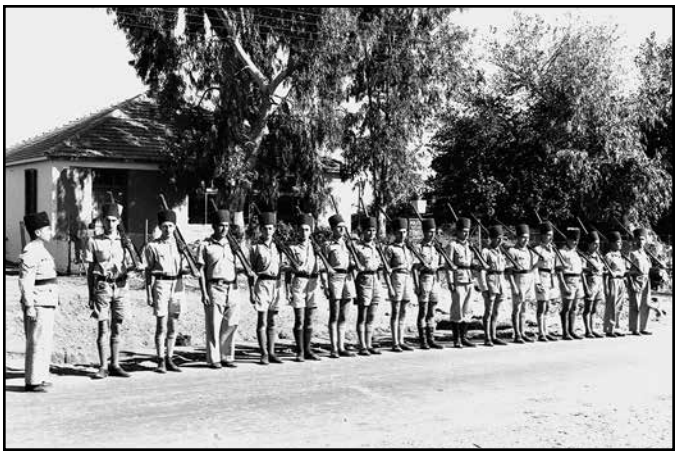
P33, P34, P35. Propaganda

Background: In September 1947, Britain declared their decision to withdraw from Palestine by August 1948. Throughout the fall of 1947, violence between Arab and Jewish forces increased. In the spring of 1948, civil war and ethnic violence would characterize the last months of British rule in Palestine. Britain largely focused on safely withdrawing its own forces as the violence escalated. The final withdrawal was moved forward to May 1948. The image on these cards depicts the lowering of the British flag in Haifa (Hoffman, Chapter 19).

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Strategy Guide

By Joe Dewhurst



This strategy guide consists of some general advice for both players and then some specific tips for playing each Faction, and is intended to help get you started rather than explaining everything about the game. Much of the enjoyment of playing will come from exploring and developing these strategies yourself, and of course I need to keep some tricks up my sleeve in case we ever end up on opposite sides of the table.

General Advice

Have a plan – Each campaign (the sequence of Event cards leading up to a Propaganda Round) only lasts an average of six Event cards, meaning that you only should expect to get approximately three full Operation + Special Activity turns per campaign. This doesn't give you much time to get things done, so you should begin each campaign with a plan for what you want to achieve, and only divert from it if there is something more important you need to respond to, or if a better opportunity arises from the Event cards (although beware the allure of these, often they are not your best option).

Keep your eyes on the prize – The game is ultimately a struggle for Political Will, and you should carefully study the various ways in which this can be raised and lowered (these are summarised on both Faction player aids, and on the Propaganda Round aid sheet). Some of these have immediate effects and can often be very attractive, but in the long-term the Propaganda Round effects are likely to have a greater impact, and you should make sure that you are always working towards achieving these.

Master the one-two punch – The structure of the Initiative Track means that if you perform a Limited Operation on one turn you are guaranteed to be able to perform a full Operation + Special Activity on the next turn (unless the Propaganda card is drawn). This means that you can use a Limited Operation on one turn to set yourself up for a powerful action on the next – and remember that you can burn an Intel Chit or Arms Cache to target two spaces with a Limited Operation.

Irgun Tips

Haganah or bust – At the start of the game you need to make the most of your alliance with Haganah, flooding the map with Cells and performing your Operation in an additional space each turn. Be cautious while you have this alliance, but once the track falls below 3 don't be afraid to use Terror, as you no longer have so much to lose if it falls further.

Prioritize your targets – A single Sabotage marker on one Railway results in a net swing of 4 Political Will (by also preventing the British from regaining 2), so make sure to achieve this every campaign. After that, target other Railways and then Cities, using Districts as more of a safe haven for Arms Caches and only Sabotaging there when you have nothing better to be doing.

Victory in defeat – The British can quickly lock you out of one, two, or even all three Cities by placing Curfews, but this is in fact an opportunity in disguise. While they are busy protecting the Cities you will be able to target the valuable Railways, and you can also use Travel to move Cells back into the Cities to use Propagandize even if they end up Active as a result (although beware of sacrificing too many to Prison in this way).

British Tips

Target Arms Caches – Removing an Arms Cache with Assault can deal a severe blow to Irgun, limiting their ability to Recruit, and preventing them from adding spaces to Operations or improving their chances of Sabotage. At the same time, you will regain a Political Will and draw a very rare and valuable Intel Chit. A Limited Search can be the perfect way to prepare for an Assault!

Damage mitigation – Many of your options for fighting Irgun, such as Curfews and Mass Detention, come with a risk of reducing your Political Will. This can make these options seem unattractive, but it's important to weigh these risks against the cost of doing nothing: a Curfew in a City might lose you 1 or 2 Political Will to Propagandize, but you will get 1 Political Will back if there is no Sabotage or Terror in the City during the Propaganda Round, compared to losing at least an additional 2 Political Will to a Sabotage marker there (or 3 to a Terror marker). So in reality the Curfew might only lose you 1 Political Will in total, compared with a loss of 2 or more if you hadn't used it.

Race to the bottom – Irgun can only win if they reduce your Political Will all the way to 0, and they will often become weaker as the game goes on, especially if they lose their Haganah support or end up with a lot of Cells in Prison. Rather than aiming to 'win' you are simply aiming to 'not lose', so persevere even if your situation seems bad and just focus on making life as difficult as possible for the Irgun player.

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Key Terms Index

Accompanying: Operation required for a Special Activity. (4.1.1)

Activate: Flip Cells Active. (1.4.3)

Active Pieces: Troops, Police, Active Cells (symbol end up), and Arms Caches. (1.4.3)

Adjacent: Spaces next to each other for actions or Events. (1.3.5)

Arms Cache: Irgun forces that enable Recruit and may be spent for additional Operations or to modify Sabotage rolls. (1.4, 1.6.2)

Assault: British Operation to remove Active Irgun pieces, possibly to Prison. (3.2.4)

Available: Pieces in Available boxes, waiting to be placed. (1.4.1)

British: A Faction committed to maintaining British influence in Mandatory Palestine. (1.5)

British Political Will: Marker on edge track indicating British commitment to Mandatory Palestine, position determines victory. (1.8, 7.0)

Campaign: Event card series leading up to a Propaganda Round. (2.4)

Cell: Mobile Irgun forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

City: Urban space. (1.3.3)

Cube: British Troops or Police piece. (1.4)

Curfew: Marker placed by British Search or Events that inhibits Irgun Recruit and Travel, but enables Propagandize (1.10).

Cylinder: Token to mark a Faction's Eligibility on the Initiative Track. (2.3)

Dual Use: Event with two alternative effects. (5.2)

Deploy: British Operation to place Police and rapidly move Troops to one space. (3.2.1)

District: Rural space. (1.3.2)

Event: Card with text a Faction may execute. (5.0)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Faction: Player role: British or Irgun. (1.5)

Flip: Switch Cells between Underground and Active. (1.4.3)

Forces: Troops, Police, Cells, and Arms Caches. (1.4)

Friendly: Forces belonging to the executing Faction. (1.4)

Haganah Track: Track indicating the current posture of Haganah, possibly locking or unlocking Irgun forces, enhancing Irgun Operations, or adding British Intel Chits. (6.5)

Initiative Track: Track indicating which Faction is 1st and 2nd Eligible, and to mark actions performed on an Event card. (2.3)

Intel Chit: Marker acquired by British and spent to remove Underground Cells, modify Search, or enhance British Operations. (1.6.1)

Irgun: A Faction committed to ending British rule of Mandatory Palestine. (1.5)

Limited Operation: Operation in one space with no Special Activity. (2.3.4)

Mass Detention: British Special Activity to remove large numbers of Irgun Cells to Prison. (4.2.3)

Negotiate: British Special Activity to attempt to shift the Haganah Track. (4.2.2)

Operation (Op): Core action a Faction takes with its pieces. (3.0)

Pass: Forego the action in the selected Initiative Track box to either draw an Intel Chit or perform a Limited Rob Operation. (2.3.3)

Patrol: British Operation to rapidly move Police and remove Active Irgun Cells to Prison. (3.2.2)

Pawn: A token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase: Part of a Propaganda Round. (6.0)

Place: Move a piece from Available to the map. (1.4.1)

Police: British forces that inhibit Sabotage and may Patrol. (1.4)

Political Will Phase: Propaganda Round phase in which British Political Will is adjusted and victory is checked. (6.1)

Prison: Box where Irgun Cells are placed and kept unavailable until Reset. (1.3.6)

Propaganda Round: Interruption to usual play, during which Political Will is adjusted, victory is checked, and other status phases are carried out. (6.0)

Propagandize: Irgun Special Activity in Cities with Curfews to lower Political Will. (4.3.2)

Railway: Map space connecting Cities and Districts. (1.3.4)

Recruit: Irgun Operation to place new Cells. (3.3.1)

Redeploy Phase: Propaganda Round phase in which both Factions move pieces. (6.3)

Remove: Take from the map and return to Available or Prison. (1.4.1)

Replace: Remove pieces to place others in their stead. (1.4.1)

Reset Phase: Propaganda Round phase to ready for the next card. (6.4)

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Resources Phase: Propaganda Round phase in which both Factions may gain (or lose) Intel or Arms Caches. (6.2)

Restore: British Special Activity to remove Sabotage and Curfews, then flip Terror to Sabotage. (4.2.1)

Rob: Irgun Operation to place Arms Caches. (3.3.4)

Sabotage: Irgun Operation to place Sabotage markers. (3.3.3)

Sabotage marker: Indicates successful Irgun Sabotage and affects British Political Will. (1.7)

Search: British Operation to move Troops to adjacent spaces, place Curfews in Cities, and flip Cells Active. (3.2.3)

Shaded: 2nd choice of Dual-Use Event, typically favors Irgun. (5.2)

Silence: Irgun Special Activity to remove Police. (4.3.1)

Space: A map area holding pieces in play: Cities, Districts, or Railways. (1.3.1)

Special Activities: Actions accompanying Operations; unique to each Faction. (4.0)

Stacking: A limit of two total on Arms Caches that can occupy a space. (1.4.2)

Target: Faction or piece that is the object of an action. (3.1, 4.1)

Terror: Irgun Special Activity that modifies Sabotage to place Terror markers. (4.3.3)

Terror marker: Indicates successful Irgun Terror and affects British Political Will. (1.7)

Travel: Irgun Operation to rapidly move Cells and possibly flip them Underground. (3.3.2)

Troops: British forces that may Search and Assault. (1.4)

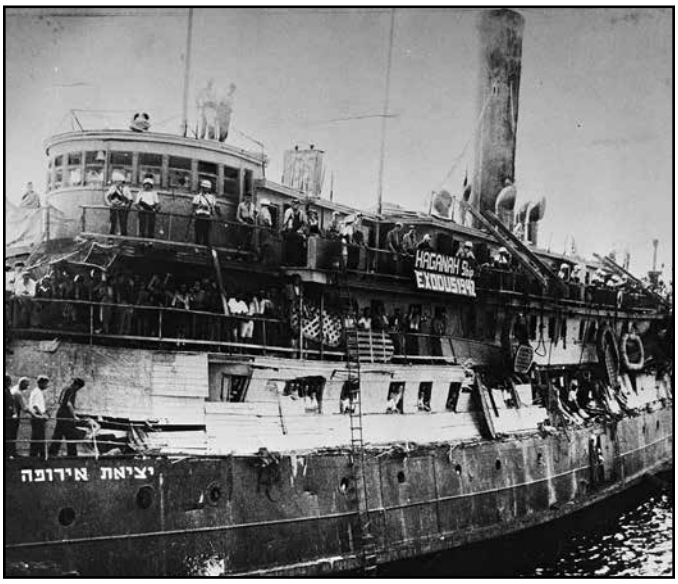
Underground: Cell, symbol end down: not usually subject to removal from Patrol or Assault and capable of Sabotage and Silence. (1.4.3)

Unshaded: 1st choice of Dual-Use Event, typically favors British. (5.2)



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Setup Instructions (2.1)



Palestine Emergency: 1945-1947

Deck Preparation. Gather the Palestine Event cards, remove the three Propaganda cards, and shuffle the remaining cards. Form three piles of 6 regular Event cards and set aside the remaining 14 regular Event cards (they will not be used). In each pile, shuffle a Propaganda card with 2 of the Event cards and place these 3 cards under the remaining 4 Event cards. Stack the resulting three 7 card piles to form the complete Event Deck of 21 cards. Place the 9 Intel Chits in a cup or container for random drawing.

NOTE: The British only use 12 tan Troop Cubes and 6 blue Police Cubes. Irgun uses 15 red octagonal cylinders (Cells) and 5 flat red discs (Arms Caches). The British only use 3 of the 4 Curfew markers, set 1 aside.

Set up the map as follows (see back page of this booklet for a full setup diagram):

- **Haganah Track:** Coordinate (4, with no Irgun pieces on the track)
- **British Political Will:** 18
- **Initiative:** Irgun 1st Eligible, British 2nd Eligible

Available:
Irgun—3 Arms Caches, 6 Cells
British—3 Police

Prison:
Empty

Galilee:
Irgun—1 Cell
British—2 Troops

Haifa District:
Irgun—1 Cell

Haifa City:
Irgun—1 Cell
British—2 Troops, 1 Police

Samaria:
Irgun—1 Cell
British—2 Troops

Tel Aviv-Jaffa:
Irgun—1 Cell
British—2 Troops, 1 Police

Lydda:
Irgun—1 Arms Cache, 1 Cell

Jerusalem District:
Irgun—1 Arms Cache, 1 Cell

Jerusalem City:
Irgun—1 Cell
British—2 Troops, 1 Police

Gaza:
Irgun—1 Cell
British—2 Troops

All Railways:
Empty

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Setup Diagram