

COMBAT RESULTS

Odds less than 1:5 are treated as 1:5;

Odds higher than 5:1 are treated as 5:1.

Attacker's Strength: Defender's Strength

AMBUSH

DICE	1:5	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
2	—	—	—	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—	—	—	D
4	—	—	—	—	—	—	—	—	—	D	D
5	—	—	—	—	—	—	—	—	D	D	D
6	—	—	—	—	—	—	—	D	D	D	E
7	—	—	—	—	—	—	D	D	D	E	E
8	—	—	—	—	—	D	D	D	E	E	E
9	—	—	—	—	D	D	D	E	E	E	E*
10	—	—	—	D	D	D	E	E	E*	E*	E*
11	—	—	D	D*	D*	E*	E*	E*	E*	E*	E*
12	*	D*	D*	D*	E*	E*	E*	E*	E*	E*	E*

— = NO EFFECT

E = ELIMINATION:
All defending units are eliminated.

D = DISRUPTION:
Defending German units are retreated to any adjacent City or Junction and disrupted (turned face down). Allied special units are retreated. Defending Resistance units are broken down or eliminated (13.7). Surviving units must retreat. Retreating units can be ambushed if they retreat into a location occupied by enemy combat units.

* = LEADER CAPTURED OR KILLED.

If the Resistance is defending, a resistance leader or spy is captured. If the Germans are defending, a German leader is killed. If the defending stack contains more than one leader or spy, the attacker chooses which is captured or killed.

INTERROGATION

Leader	Leader/Spy/Fugitive Locations Known
Ami	Francois, Michelle, Fugitive 2
Antoine	Blade, Claude, Guillaume
Claude	Antoine, Blade, Guillaume
Elene	Phoenix, Pierre, Robert
Francois	Ami, Leopard, Michelle
Guillaume	Antoine, Claude, Fugitive 3
Henri	Jackal, Jean, Jules
Jacques	Jean-Paul, Marie, Robin

Leader	Leader/Spy/Fugitive Locations Known
Jean	Henri, Jules, Fugitive 1
Jean-Paul	Jacques, Marie, Robin
Jules	Jackal, Jean, Henri
Marie	Jacques, Jean-Paul, Fugitive 4
Michelle	Ami, Francois, Leopard
Pierre	Elene, Robert, Fugitive 5
Robert	Elene, Phoenix, Pierre

RESISTANCE RECRUITMENT

RESISTANCE POINTS SCORED

The **FTP** player always adds +1 to Recruitment die rolls.

Both the **FTP** and **FFI** players add +2 to their Recruitment die rolls for each Gestapo unit on the board.

	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91+
	—	—	—	—	—	1	1	1	1	2
	—	—	—	—	1	1	1	1	2	2
	—	—	—	1	1	1	1	2	2	2
	—	—	1	1	1	1	2	2	2*	3*
	—	1	1	1	1	2	2*	2*	3*	3*
	1	1	1	1	2*	2*	2*	3*	3*	3*
	1	1	1	2*	2*	2*	3*	3*	3*	5*
	1	1*	2*	2*	2*	3*	3*	3*	5*	6*
	2*	2*	2*	2*	3*	3*	3*	5*	6*	9*

0 new units recruited this turn.

= Indicated number of Resistance teams are recruited this turn.

* = A Resistance leader is recruited.

0

1

2

3

4

5

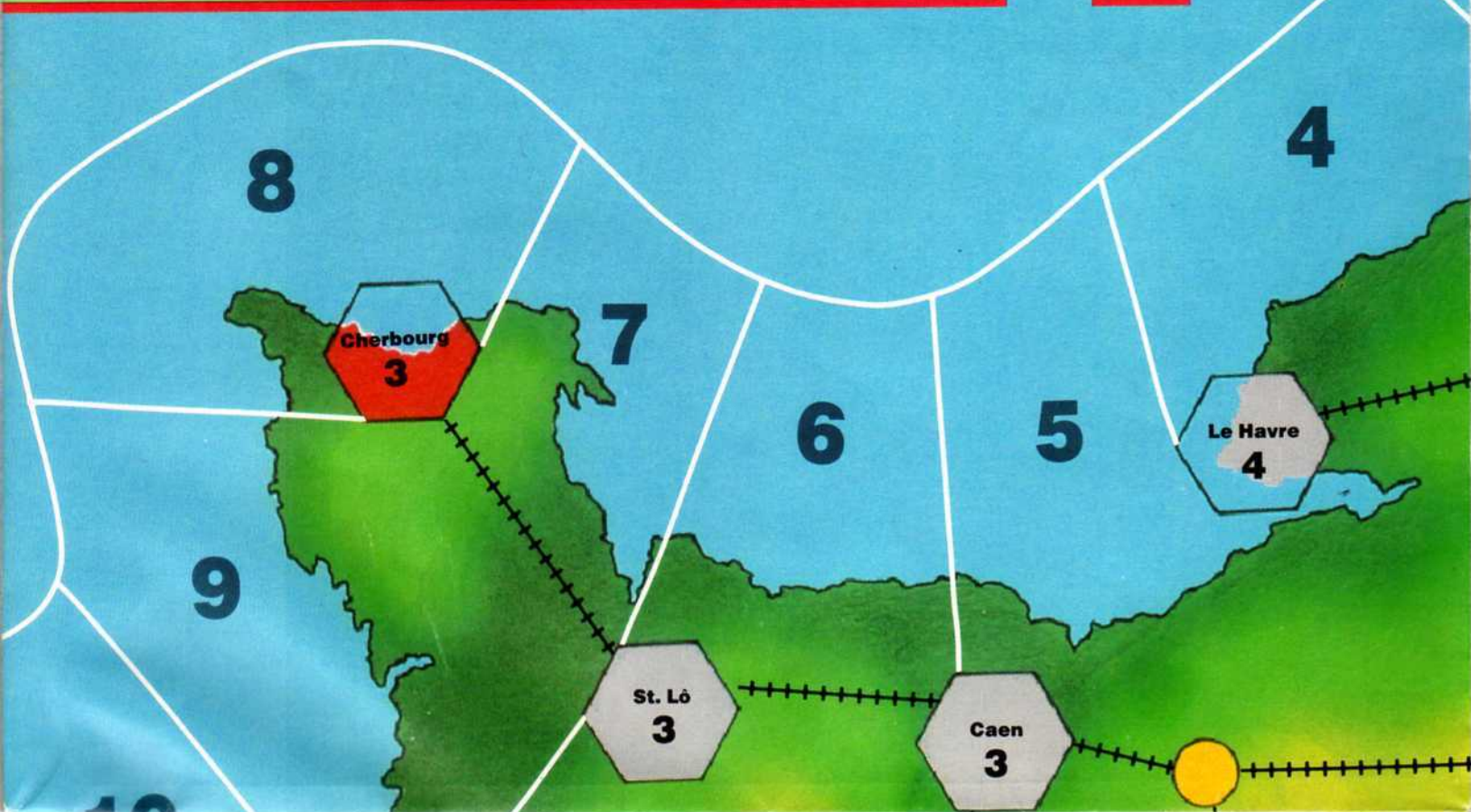
6

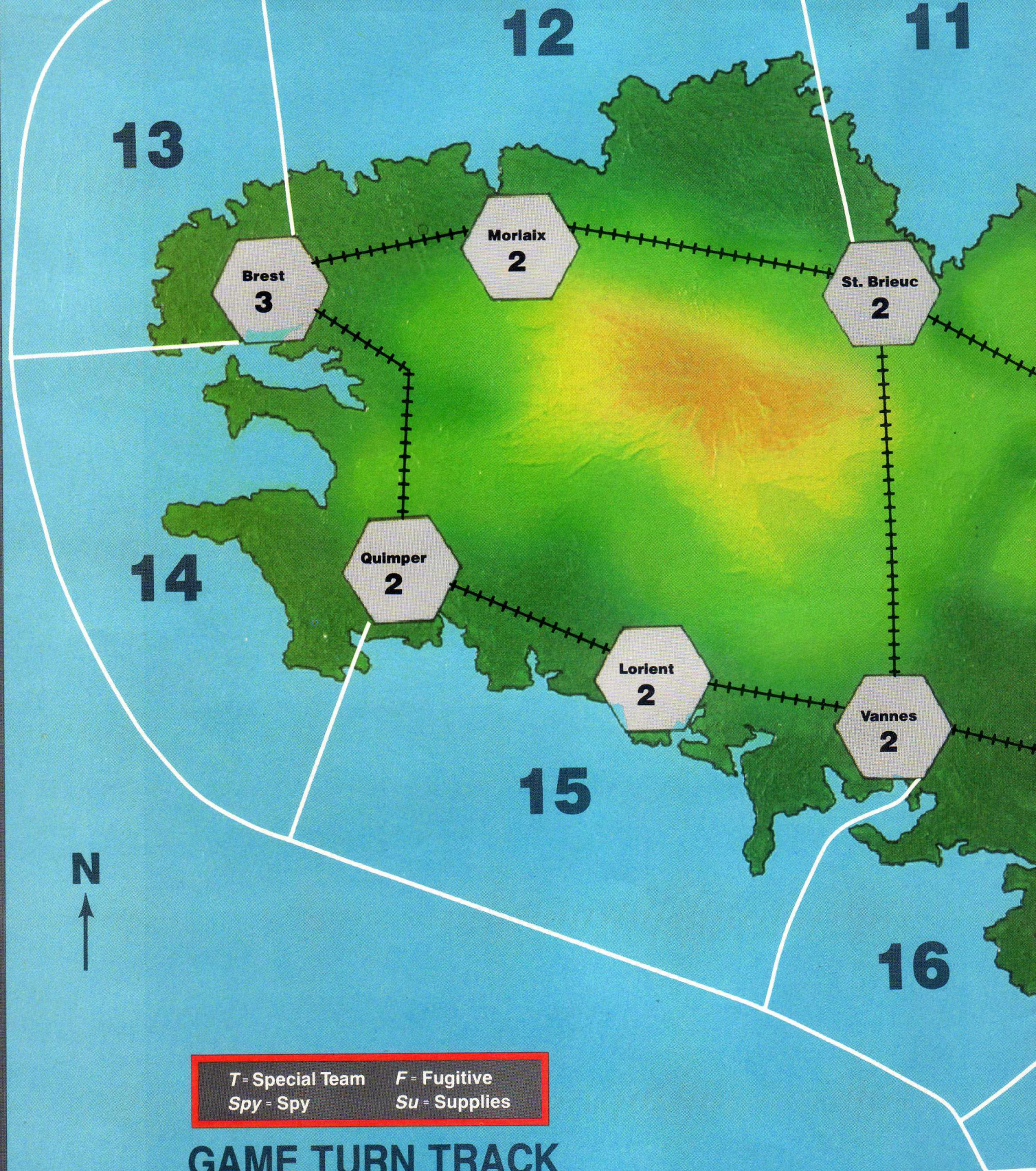
7

8

9

RESISTANCE
ESPIONAGE
POINT
TRACK

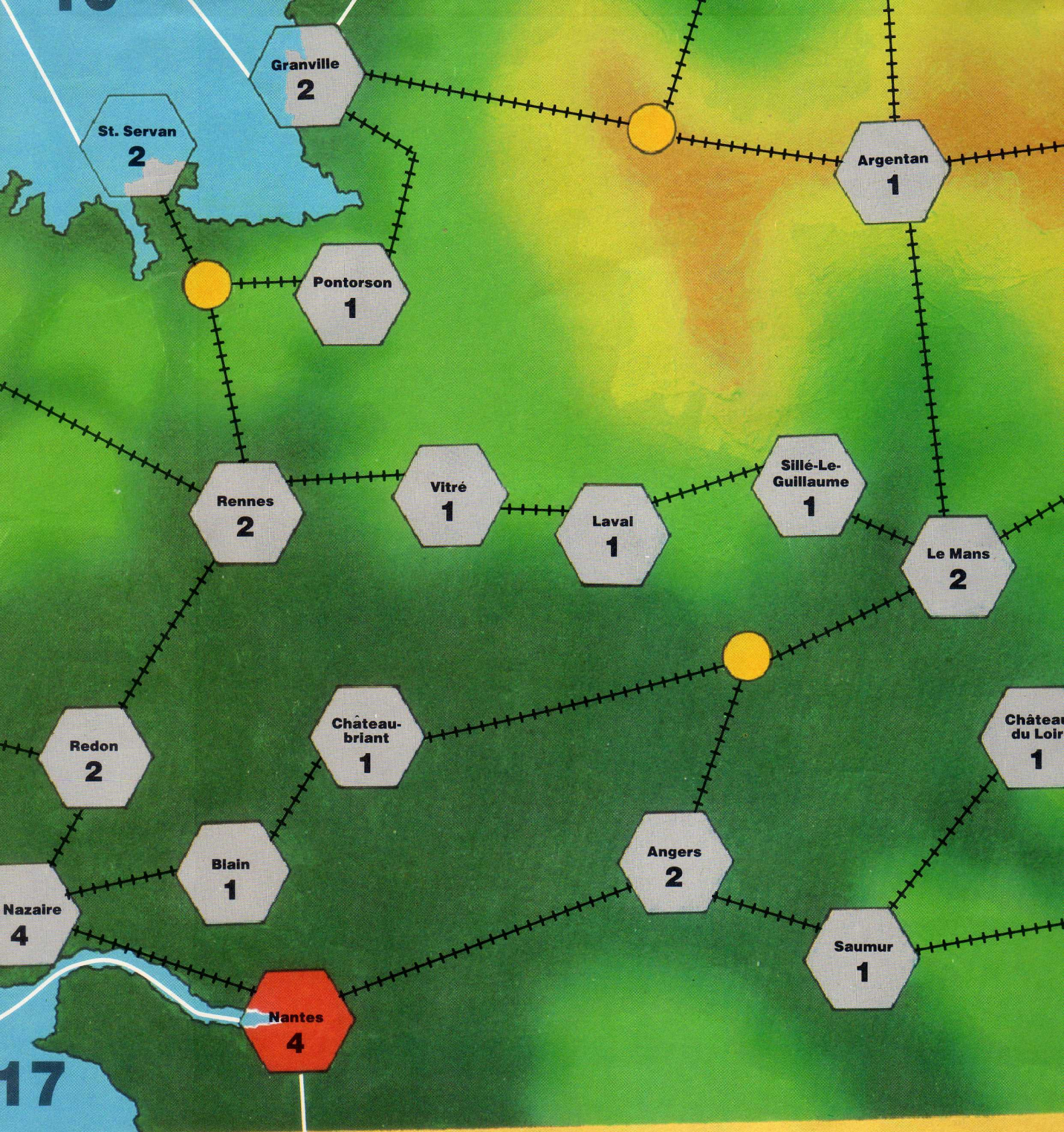




T = Special Team **F** = Fugitive
Spy = Spy **Su** = Supplies

GAME TURN TRACK

1 T 1-3 F 2-3 <hr/> TOTAL 10 <hr/> Spy 0-1 Su 4-6	2 T 1-3 F 2-4 <hr/> TOTAL 12 <hr/> Spy 0-2 Su 4-6	3 T 1-4 F 2-4 <hr/> TOTAL 12 <hr/> Spy 0-2 Su 4-6	4 T 1-4 F 2-5 <hr/> TOTAL 12 <hr/> Spy 0-3 Su 4-6
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5 T2-4 F2-5
TOTAL 15
Spy 0-3 Su 5-7

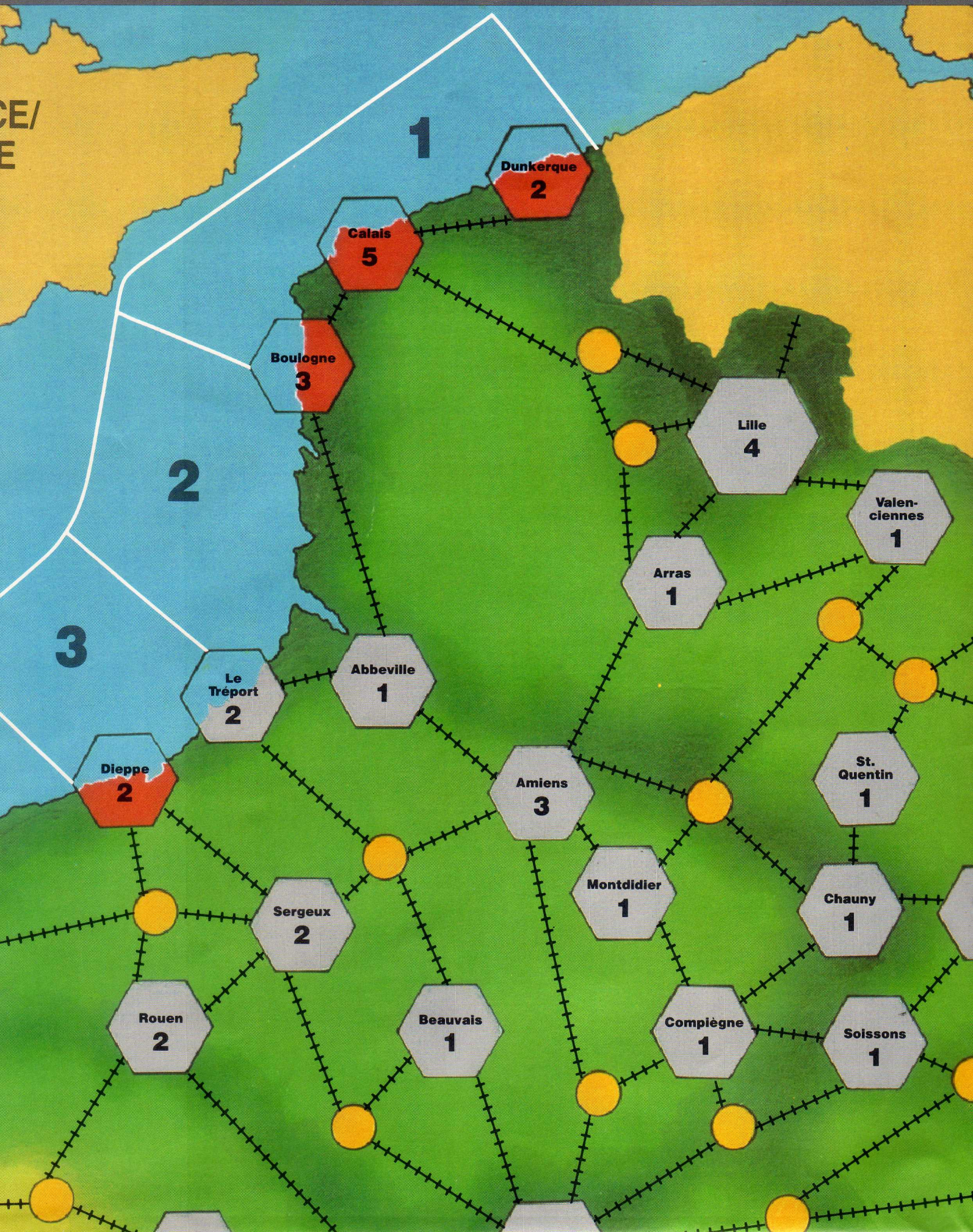
6 T2-5 F3-4
TOTAL 15
Spy 1-3 Su 5-7

7 T2-5 F3-5
TOTAL 15
Spy 1-3 Su 5-7

8 T2-5 F4-5
TOTAL 15
Spy 1-4 Su 5-7


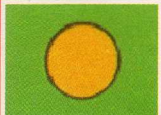
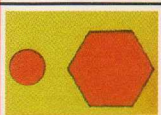
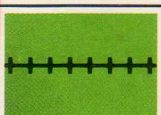
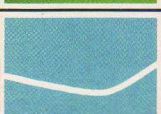
9 T2-5 F3-5
TOTAL 18
Spy 1-4 Su 6-9

CE/
E



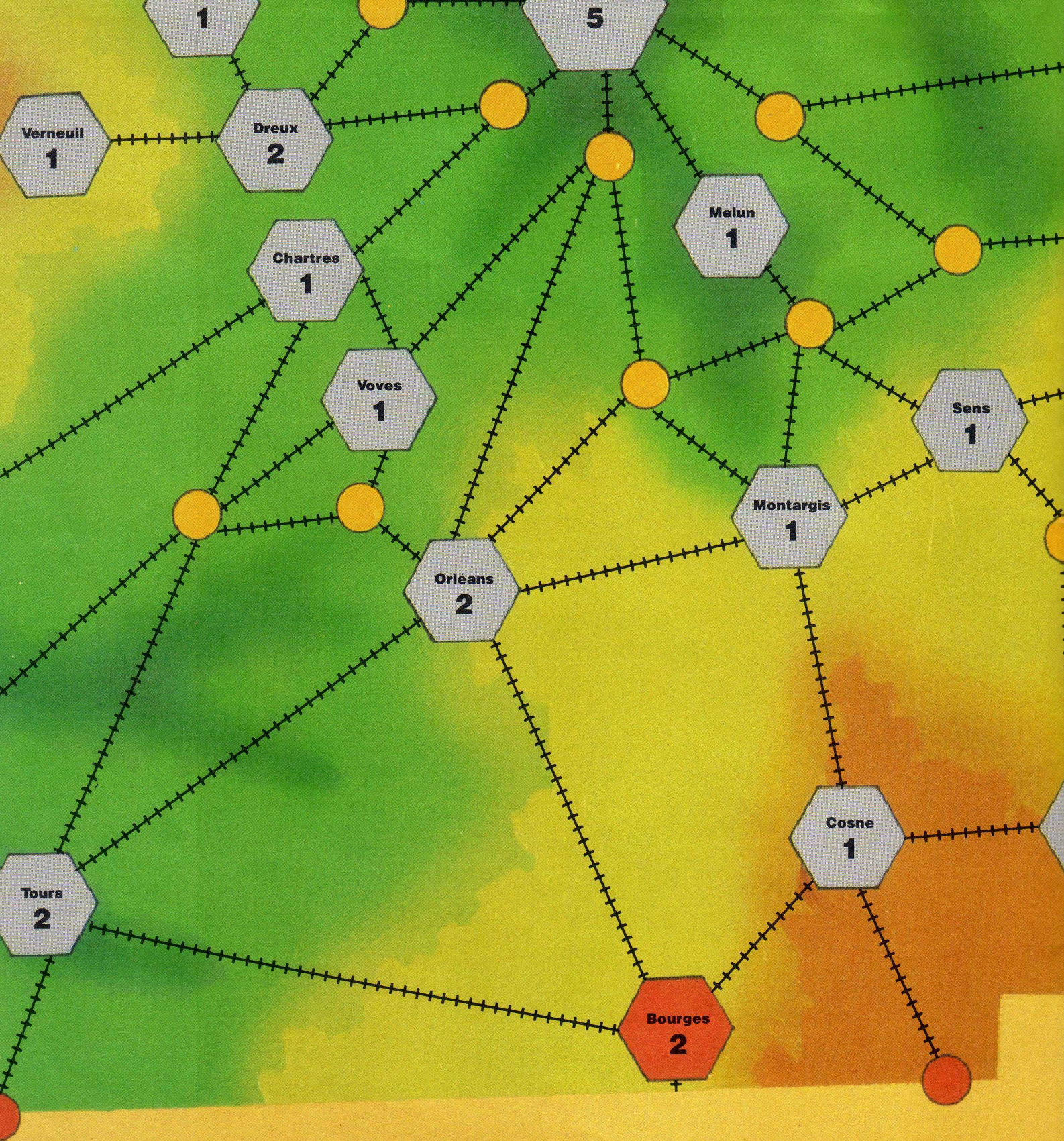
TERRAIN EFFECTS

OPERATION COSTS

TERRAIN TYPE		COST TO ENTER/DO	OPERATION		COST TO ENTER/DO
	CITY	1 NORMAL 1/4 BY RAIL	SEARCH AREA		2
	JUNCTION		RAID		2
	FUGITIVE EXIT POINT		SABOTAGE (RAIL LINE)		2
	RAIL LINE AREA BOUNDARY	2 TO ENTER AREA	ENTRAIN/DETRAIN		1
	INVASION AREA BOUNDARY		ATTACK		1
			REPAIR CUT RAIL LINE		3

LEADER ENTRY
JUNCTION





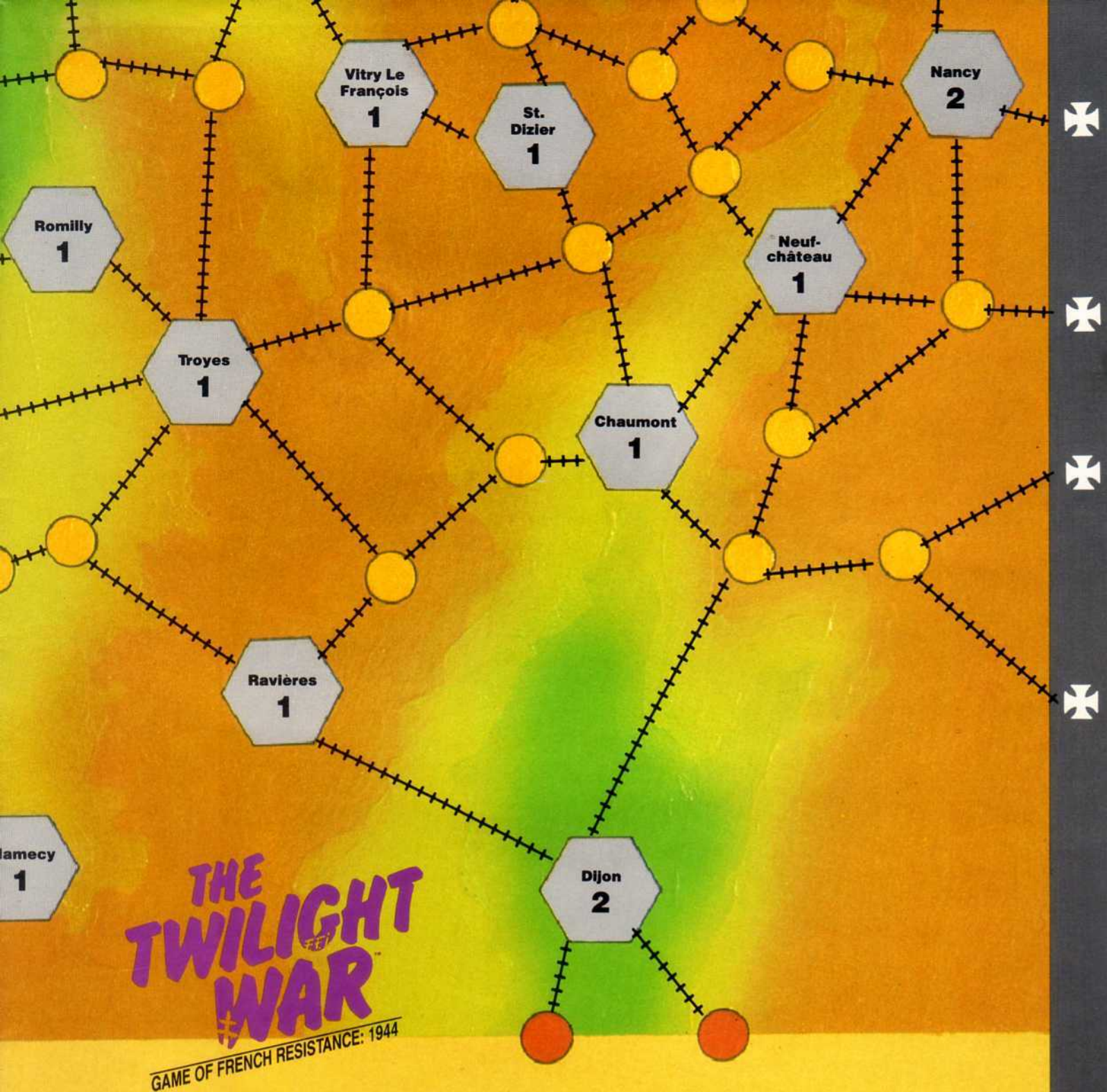
T 1-4 F 3-4
TOTAL 18
Spy 2-3 Su 6-9

T 1-3 F 2-5
TOTAL 18
Spy 2-3 Su 6-9

T 1-3 F 2-5
TOTAL 18
Spy 2-4 Su 6-9

T 1-3 F 2-4
TOTAL 20
Spy 2-4 Su 6-9

T 2-4 F 2-4
TOTAL 20
Spy 2-4 Su 7-10



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T2-5 F2-3
 TOTAL 20
 Spy 2-5 Su 7-10

16 T2-5 F2-3
 TOTAL 22
 Spy 3-4 Su 8-10

17 T2-5 F1-3
 TOTAL 22
 Spy 3-5 Su 8-10

18 T2-5 F0-2
 TOTAL 22
 Spy 4-5 Su 8-10