### **Overview of the Sides, Setting, and Victory Conditions**

#### **Setting**

"The British Way: Palestine" is a board game set during the British Mandate in Palestine, focusing on the period of conflict between British forces and Jewish insurgent groups (Irgun, Haganah, and others) from the late 1940s leading up to the establishment of the state of Israel in 1948.

#### **Sides**

1. British
   * The British forces are tasked with maintaining order and control in Palestine. Their primary goal is to suppress the insurgency and maintain political stability while managing public perception and political will both locally and internationally. This is measured in the game's Political Will track.
2. Irgun
   * The Irgun is a Jewish paramilitary organization fighting against the British mandate in Palestine. Their primary objective is to disrupt British control and gain independence for a Jewish state. They employ guerrilla tactics, sabotage, and propaganda to achieve their goals. They try to lower the political will track.

#### **Victory Conditions**

* Irgun Victory
  + The Irgun wins if the Political Will reaches zero at any time during the game. This indicates that British control has been effectively destabilized and insurgent influence is at its peak.
* British Victory
  + The British win if the third and last propaganda card is flipped, and after scoring the board, the Political Will track is above zero. This means that the British have managed to maintain enough control and political stability despite the insurgency.

### **Key Game Mechanics**

1. Operations
   * Each side can perform various operations to achieve their objectives. Operations can be performed in multiple spaces and include actions like Search, Assault, Sabotage, and others.
2. Special Activities
   * Both sides have access to special activities that can be performed alongside operations to achieve specific tactical or strategic advantages.
3. Cards
   * The game uses a deck of event cards, capability cards, and propaganda cards that drive the narrative and introduce new challenges or opportunities for both sides.
4. Political Will and Haganah Track
   * Political Will is a central measure of control and influence in the game. The Haganah Track represents the shifting support and activities of the Haganah, another Jewish paramilitary group, which can influence the game dynamics.

### **Deck Construction and Game Timer**

* Deck Construction
  + The game deck consists of event cards, capability cards, and propaganda cards. The deck is divided into three piles, each containing a mix of event and capability cards along with one propaganda card.
  + The three piles are shuffled separately, with each pile containing six cards (totaling 21 cards for the game, adding 3 propaganda cards).
* Game Timer
  + The deck serves as the game's timer. Each Round starts with a card drawn from the deck, and when a propaganda card is drawn, it triggers specific scoring and event mechanisms.
  + The game progresses through these three piles of cards. When the third and final propaganda card is drawn, it marks the end of the game.
  + At the end of the game, the board is scored to determine the final state of control and influence, influencing the final victory conditions based on the Political Will track.

### **General Rules**

**Initiative and Turns**

**Starting Initiative**: The game begins with the Irgun having the initiative, granting them the first choice from the available turn options. The British player will then select from the remaining options.

**Turn Options**: Both sides have three turn options:

* Limited Operation: Conduct one side-specific operation in one space.
* Event/Pass: Execute one option from the drawn card.
* Full Operation and Special Activity: Conduct one operation type in up to three spaces and perform paired special activities (if able).

**Initiative Retention and Blocking Mechanism:**

* When a player chooses an option, it blocks the other player from taking the same option until the next round.
* Options are ordered from left to right: Limited Operation, Event/Pass, Full Operation and Special Activity.
* If a player selects the leftmost option (Limited Operation), they retain the initiative and get to pick first again in the next round after a new card is drawn.
* If a player chooses a non-leftmost option, their opponent can select an option to the left of theirs and gain the initiative for the next turn.

All dice in the game are 6 sided dice producing random numbers from 1 to 6

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#### **Board State Management**

* Unit Types and Operations
  + Each side has specific units and operations that can be performed based on the units present in a space.
  + Irgun Units:
    - Cells: Can be in a hidden (underground) or active state. Hidden cells are required to conduct many scoring operations such as Sabotage.
    - Weapons: Provide additional capabilities for certain operations.
  + British Units:
    - Troops And Police are called cubes: They conduct operations such as Assault and Patrol, which can remove a unit(s)from the board or change the state of Irgun Cells.
* Units and State Management
  + Proper management of unit states (hidden or active) is crucial for executing effective operations.
  + For the Irgun, maintaining hidden cells is key for scoring operations and avoiding British detection.
  + For the British, effective use of search and detention operations is vital to disrupting Irgun activities and controlling the board.

Board spaces are called areas. Areas are selected to perform operations on. Areas of type Available and prison are not eligible to be selected for operations. They are holding areas for faction pieces.

You can only recruit or deploy pieces, which include Irgun cells, Irgun weapons, British police and British troops if they exist in the available area. There is a fixed number of playing pieces for each side. Note:may select the deploy operation and place no new pieces from available but still may move Troops from any space to any other 1 space.

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### **Victory Conditions**

* Irgun Victory: The Irgun wins if the political will reaches zero at any time during play.
* British Victory: The British win if the third and last propaganda card is flipped, and after scoring the board, the political will track is above zero.

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### **British Operations**

When the rules say up to 3 operations, that is for a full operation. If you choose a limited operation then you are limited to 1 space. These operations and special activities can only be chosen by the British

**Deploy - can be used with Restore or Negotiate**

* Purpose: Place Police and reposition Troops.
* Location: Up to 3 Districts or Cities with more Troops than Irgun pieces.
* Procedure: Place 1 Police in each selected space. Then in addition the British may move Troops from any space to any other 1 space.

**Patrol - can be used with Negotiate**

* Purpose: Move Police and remove Cells to Prison.
* Location: Up to 3 if a Full operation, (1 if a limited operation), destination spaces with Cells.
* Procedure: May move any Police to any destination spaces. Do this first. Then in 1 destination space, remove 1 Active Cell to Prison per Police (may remove hidden Cells by spending Intel Chits equal to or greater in value than the number of Underground Cells removed).

**Search - can be used with Negotiate or Mass Detention**

* Purpose: Move Troops, Activate Cells, and Place Curfew.
* Location: Up to 3 destination spaces.
* Procedure: May move any Troops into adjacent destination spaces. Do this first. Then, if the space is a Railway or District, Activate 1 Cell for every 2 cubes; if the space is a City, then place a Curfew marker if none there already and change to active state 1 Cell for every 3 british cubes OR British can discard 1 Intel Chit to activate 1 Cell per cube in the space and place no Curfew.

**Assault - can be used with Mass detention**

* Purpose: Remove Irgun.
* Location: Up to 3 spaces with British Troops and Irgun pieces. (cells or weapons)
* Procedure: Remove 1 Active Irgun piece per 2 Troops (may remove hidden Cells by spending Intel Chits equal to or greater in value than the number of hidden Cells removed). Remove Arms Caches only after no Cells remain in the space, and add 1 Political Will and draw 1 Intel Chit for each Arms Cache removed. Remove Cells alternately to Available and Prison, available first.

### **British Special Activities**

Restore

* Purpose: Remove Curfew, Sabotage, and Terror markers.
* Accompanying Op: Deploy.
* Location: 1 space with Troops, Police, and no Irgun pieces.
* Procedure: Remove any Curfew markers and Sabotage markers in the space, then replace any Terror markers in the space to their Sabotage markers.

Negotiate

* Purpose: Shift Haganah Track or gain Intel.
* Accompanying Op: Deploy, Patrol, or Search.
* Location: Haganah Track.
* Procedure: Roll a die and add 1 for each Terror marker on the map – if die roll is greater than the Haganah Track value, shift once to the left. If the Track is already at 0, instead the British draw 1 Intel Chit.

Mass Detention

* Purpose: Remove Cells from City and adjacent District.
* Accompanying Op: Search or Assault.
* Location: 1 City with Curfew marker and at least 3 Troops in the space.
* Procedure: Remove a die roll of Irgun Cells from the City and the adjacent Districts to Prison. If the die roll result is greater than the Irgun removed Cells, subtract the remainder from Political Will.

British can Raise Political Will

* During Campaigns:
  + Remove Arms Caches (+1 PW per Arms Cache removed).
  + Events (+1 to +3 PW).
* During Propaganda Rounds:
  + No Railways with Sabotage (+2 PW total).
* Each City without any Sabotage or Terror markers (+1 PW per City)..

By effectively using these Special Activities, the British forces can enhance their control, disrupt Irgun operations, and strategically manage the game state to work towards their victory conditions.

### **Irgun Operations**

When the rules say up to 3 spaces, that is for a full operation. If you choose a limited operation then you are limited to 1 space. Hagganh track level can increase these limits by 1 if at level 4.

These operations and special activities can only be chosen by the Irgun

#### **Recruit can be used with Silence or Propagandize?**

* Purpose: Place Cells.
* Location: Up to 3\* spaces without Curfew markers.
* Procedure: Place up to 2 Cells in spaces with or adjacent to Arms Caches, or 1 Cell in Cities without (or not adjacent to) Arms Caches.

#### **Travel can be used with Silence or Propagandize?**

* Purpose: Move Cells.
* Location: Up to 3 origin spaces with Cells.
* Procedure: Cells may move from any origin space to any space. If any destination space is a Railway or has a Curfew marker in the space, and if Cells moving from the origin space plus cubes already there exceed 3, Change the moving cells to Active. otherwise change all moving Cells hidden.

#### **Sabotage can be used withAny?**

* Purpose: Place Sabotage Markers.
* Location: Up to 3\* spaces with Underground Cells.
* Procedure: In each selected space, Activate 1 Underground Cell per space and roll a die, subtracting 1 for each British Police in the space, and adding 2 if an Arms Cache in or adjacent to the space and Irgun choose to remove it. If the roll result is greater than 2, place a Sabotage marker in the space.

#### **Rob can be used with Silence or Propagandize?**

* Purpose: Add Arms Caches.
* Location: Up to 3\* Districts or Cities with more Irgun Cells than British Police.
* Procedure: In each selected space, roll a die, and if the roll result is greater than 2, place 1 Arms Cache in that space. Change 1 hidden cell to active if there are any British Police in the space.

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### **Irgun Special Activities**

#### **Silence max 1 space**

* Purpose: Remove Police.
* Accompanying Op: Any.
* Location: 1 space with an equal or greater number of hidden Irgun Cells than British Police.
* Procedure: Remove 1 British Police.

#### **Propagandize max 2 Cities**

* Purpose: Lower Political Will.
* Accompanying Op: Any.
* Location: Up to 2 spaces with Cells and a Curfew marker in the cell.
* Procedure: In each space, if all Cells are hidden, Activate 1 Cell. Then lower Political Will by 1.

#### **Terror max 1 City**

* Purpose: Place Terror markers.
* Accompanying Op: Sabotage.
* Location: 1 City selected for Sabotage.
* Procedure: Follow the same procedure as the Sabotage operation , but instead place a Terror marker if the die roll is successful. If die roll plus any weapons bonus is 6 or greater, place 2 Terror markers in that space and reduce the Haganah Track value by 1.

\*Offensive: During a Recruit, Sabotage, or Rob Operation (even if Limited), Irgun may remove an Arms Cache from a space with no British present to select one additional space (2.3.7).

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### **Events Summary**

Events in "The British Way: Palestine" provide historical flavor and introduce dynamic elements to gameplay. Each event card includes a title, flavor text (for historical context), and event text that affects gameplay.

Dual-Use Events

* Event options: Many events offer 2 options. The executing Faction can choose either option, but only 1, regardless of the Faction it favors.
* Design Note: These events represent different historical outcomes or interpretations of the same event.

Executing Events

* Implementation: When a Faction executes an event, it must follow the event text literally and in order. The executing Faction makes all selections involved, such as choosing which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details.
* Rules Precedence: Event text overrides rules but cannot violate stacking rules, must place only available pieces and markers, and cannot raise British Political Will above 20 or below 0.
* Conflict Resolution: If two events contradict each other, the currently played event takes precedence.
* Partial Implementation: If an event's text cannot be fully implemented, implement as much of it as possible.

Capabilities

* Lasting Effects: “CAPABILITY Cards" have two options, they provide lasting effects for the rest of the game. These labels are for flavor; both Factions can execute these events, but only 1 option.

Starred Events

* Interaction with Capabilities: Some Events marked with a star (\*) interact with the option and effect as a normal event card These are played normally but have additional interactions as specified by the capability.

### **Propaganda Round Summary**

Overview

The Propaganda Round is a special phase triggered when each Propaganda card is revealed. There are 3 in the deck. It involves several phases that adjust Political Will, manage resources, redeploy units, and reset the board state for the next round of play.

6.1 Political Will Phase

* Disorder Adjustments: Calculate and lower British Political Will:
  + By 1 for each Sabotage marker in Districts.
  + By 2 for every Railway with a Sabotage marker (only once per Railway).
  + By 2 for each Sabotage marker in Cities.
  + By 3 for each Terror marker in Cities.
* Order Adjustments: Increase British Political Will:
  + By 2 if no Railways are Sabotaged.
  + By 1 for each City without any Sabotage or Terror markers.
* Victory Check: If British Political Will is now at 0, the game ends immediately with an Irgun victory.
* Game End Check: If this is the final Propaganda card and the Irgun have not won, the game ends immediately with a British victory.

6.2 Resource Phase

* Expropriations: Irgun may conduct a Rob operation in one District or City with more Cells than Police.
* British Intel: If the British have no Intel Chits, draw one from the pool. If they have Intel Chits, discard half (rounded down).
* Haganah Cooperation:
  + If the Haganah Track is at 0, the British draw one Intel Chit.
  + If the Haganah Track is at 4, the Irgun may place one Arms Cache in any District or City with a Cell.

6.3 Redeploy Phase

* British Redeploy: Move Police to Railways and any spaces with British pieces, then move Troops to any Cities or Railways.
* Irgun Redeploy: Move one Cell to each City without a Curfew marker, then move one Arms Cache to any District or City with a Cell.

6.4 Reset Phase

Prepare for the next card as follows:

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

6.5 Haganah Track

* Context: The Haganah Track represents the level of cooperation or resistance of the Haganah group towards the Irgun or British.
* Track Movement:
  + Increased (shifted right) by Events.
  + Lowered (shifted left) by British Negotiate, Irgun Terror, and Events.
* Adding/Removing Irgun Pieces:
  + At level or spaces 4 and 3, provides additional Cells and an Arms Cache to the Irgun player. The game starts at level 4.
  + When entering spaces 3 or 4, add forces to Irgun Available.
  + When shifting away from spaces 3 or 4, remove forces back to the Track from Available, the map, and Prison. This takes them out of play.
* Additional Operation Space:
  + At space 4, Irgun may add an additional space to any Operation or Limited Operation. At this level a limited operation can be done in up to 2 spaces, a Full operation can be done in up to 4 spaces. Very Helpful. Remember this.
* Intelligence: At space 0, the British gain an Intel Chit with every Negotiate and at the Propaganda Round.

This summary covers the key points of the Propaganda Round, detailing how each phase affects gameplay and influences the overall strategy for both sides.

### **Raising and Lowering Political Will Summary**

Raising Political Will

British Political Will is increased through various actions and events. Here are the ways to raise Political Will:

* Removing an Arms Cache: By conducting an Assault or through specific Events, British forces can remove an Arms Cache, which raises Political Will by 1 point.
* Events: Certain Events provide a direct increase to Political Will, typically ranging from +1 to +3 points.
* Propaganda Round Adjustments:
  + No Sabotaged Railways: If there are no Sabotaged Railways during the Propaganda Round, British Political Will increases by 2 points.
  + Cities without Sabotage or Terror Markers: During the Propaganda Round, for each City without any Sabotage or Terror markers, British Political Will increases by 1 point.

Lowering Political Will

British Political Will can be decreased by the following methods:

* Propagandize at Curfew Marker: The Irgun can use the Propagandize special activity at a Curfew marker to lower British Political Will by 1 to 2 points.
* Mass Detention: The Mass Detention special activity can lower British Political Will by 1 to 6 points, depending on the die roll and the number of Irgun Cells removed.
* Events: Some Events directly lower British Political Will, typically by 1 to 3 points.
* Propaganda Round Adjustments:
  + Sabotage Markers in Districts: During the Propaganda Round, each Sabotage marker in District spaces lowers British Political Will by 1 point.
  + Sabotaged Railways: Each Railway with a Sabotage marker during the Propaganda Round lowers British Political Will by 2 points.
  + Sabotage Markers in Cities: Each Sabotage marker in a City during the Propaganda Round lowers British Political Will by 2 points.
  + Terror Markers in Cities: Each Terror marker in a City during the Propaganda Round lowers British Political Will by 3 points.

Here is a quick guild on adjusting Political Will:

### **Lower Political Will**

During Campaigns/ Players Turns:

* Propagandize (-1 to -2 PW)
* Mass Detention (-1 to -6 PW)
* Events (-1 to -3 PW)

During Propaganda Rounds:

* Sabotage markers in Districts (-1 PW each)
* Sabotage marker on Railway (-2 PW per Railway)
* Sabotage markers in Cities (-2 PW each)
* Terror markers in Cities (-3 PW each)

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### **Strategy Guide for AI**

This strategy guide provides general advice for both players and specific tips for playing each faction. It is intended to help get you started, with much of the enjoyment coming from exploring and developing these strategies yourself.

#### **General Advice**

Have a Plan

* Each campaign (sequence of Event cards leading up to a Propaganda Round) lasts an average of six Event cards, giving you approximately three full Operation + Special Activity turns per campaign.
* Begin each campaign with a clear plan for what you want to achieve and only deviate from it if necessary or if a better opportunity arises from Event cards.

Keep Your Eyes on the Prize

* The game is ultimately a struggle for Political Will.
* Carefully study the various ways Political Will can be raised and lowered, summarized on both Faction player aids and the Propaganda Round aid sheet.
* Focus on long-term effects from the Propaganda Round adjustments, as they are likely to have a greater impact than immediate effects.

Master the One-Two Punch

* The Initiative Track structure means performing a Limited Operation guarantees a full Operation + Special Activity on the next turn (unless the Propaganda card is drawn).
* Use a Limited Operation to set up for a powerful action on the next turn, and remember you can target two spaces with a Limited Operation by spending an Intel Chit or Arms Cache.

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#### **Irgun Tips**

Haganah or Bust

* At the start of the game, maximize the Haganah alliance to flood the map with Cells and perform Operations in an additional space each turn.
* Be cautious while allied with Haganah, but don't hesitate to use Terror once the track falls below 3, as there is less to lose.

Prioritize Your Targets

* A single Sabotage marker on a Railway results in a net swing of 4 Political Will (by also preventing the British from regaining 2), so aim for this every campaign.
* After targeting Railways, focus on Cities, using Districts as safe havens for Arms Caches and only Sabotaging there when there are no better options.

Victory in Defeat

* The British can lock you out of Cities with Curfews, but this allows you to target valuable Railways and use Travel to move Cells back into Cities for Propagandize.
* Beware of sacrificing too many Cells to Prison in this way.

#### **British Tips**

Target Arms Caches

* Removing an Arms Cache with Assault can severely impact Irgun, limiting their ability to Recruit and improving their chances of Sabotage.
* Regain Political Will and draw a valuable Intel Chit. A Limited Search can be an ideal way to prepare for an Assault.

Damage Mitigation

* Options like Curfews and Mass Detention may reduce your Political Will but weigh these risks against the cost of doing nothing.
* A Curfew in a City might lose 1 or 2 Political Will to Propagandize but gains 1 Political Will back if there's no Sabotage or Terror during the Propaganda Round, compared to losing at least 2 to a Sabotage marker (or 3 to a Terror marker).
* The net loss might be lower than the loss from not using the Curfew.

Race to the Bottom

* Irgun can only win by reducing your Political Will to 0, and they often weaken as the game progresses, especially if they lose Haganah support or have many Cells in Prison.
* Rather than aiming to "win," aim to "not lose" by making life

as difficult as possible for the Irgun player. Persevere even if your situation seems bad, and focus on survival and maintaining Political Will above zero by the end of the game.

**Method of Gameplay with AI**

The gamestate will be communicated to the AI via a Json array.

Below is an example gamestate JSON file. With a brief explanation of the fields.

{

//Things the AI should always remember

Tips: “AI tips”

// Which Turn number is current, also the current card count

"turnNumber": 1,

, // Who should be making a move now

"initiative": "British"

//Value of Political Will scoring

"politicalWill": 18,

//Value of the Haganah Track

"haganahTrack": 4,

// If text is present, these list each fraction’s capabilities selection

// These effects stay in play for the entire game

"selectedCapabilities": {

"british": [],

"irgun": []

},

//Each map area is listed in every gamestate.

"areas": [

{

"name": "Haifa City",

// Is it a City,District or rail

"type": "City",

//Strategic importance

"pointValue": 2,

//Which areas are next to the current area, this is important to determine if weapons caches can be used from adjacent areas as well as effects on operations

"adjacentAreas": [

"Haifa District",

"Railway Tel Aviv-Haifa"

],

// Is this area considered coastal for some event card effects

"coastal": true,

// Each area can have units inside, these values describe the units in an area and their state

"irgunUnits": {

"cells": 1,

"hiddenCells": 0,

"weapons": 0

},

"britishUnits": {

"police": 1,

"troops": 2

},

// Are there any markers in the area, Areas can have Sabotage,Curfew and Terror

//Markers have scoring effects and effect faction operations

"markers": [

{

"type": "Sabotage",

"effect": "If on the board when a Propaganda is flipped will lower Politcal Will "

}

]

}, {

//this section shows what turn it is and the card count for the game

"eventDeck": {

"drawPileCount": 20,

"discardPileCount": 1

},

//Which card is in play this turn and the option choices for the factions

"currentCard": {

"title": "P31 - Dov Gruner",

"type": "Event",

"option1": "Option 1: Captured and sentenced: Remove a Cell from 1 space with Troops to Prison.",

"option2": "Option 2: Galvanizes resistance: Place up to 3 Cells total in any Cities or Districts"

},

// The current player can choose from these available options for its move this turn

"availableOptions": [

"Full Operation and Special Activity",

"Take Event / Block Event"

],

// If the British play has intel marker they will be listed here with their values

// The Irgun are the current player, the values will not be listed

"intelMarkerInfo": {

"count": 0,

"values": []

}

}

# AI response Format

Here is an example of how the AI should respond:

### **Move Type: Full Operation and Special Activity**

#### **Operation: Recruit**

* Location: Select up to 3 spaces without Curfew markers. The recommended locations based on the current state are:
  + Jerusalem City
  + Haifa City
  + Lydda
* Procedure: Place 2 Cells in each selected space.

#### **Special Activity: Silence**

* Location: Choose 1 space with an equal or greater number of Underground Cells than Police. The recommended location is:
  + Jerusalem City (assuming conditions meet)
* Procedure: Remove 1 Police.

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### **Execution:**

1. Recruit Operation:
   * Jerusalem City: Place 2 Cells.
   * Haifa City: Place 2 Cells.
   * Lydda: Place 2 Cells.
2. Silence Special Activity:
   * Jerusalem City: Remove 1 Police (if conditions meet).

# **Reason for Selection:**

This move increases Irgun presence and weakens the British in key areas.

**AI should remember and always consider these points before declaring move:**

Conduct operations in the maximum numbers of spaces a turn choice allows:

Full Operations allow up to 3 spaces for an operation type if conditions are met. If the Haganah track is at 4 then 4 spaces can be selected. (2 for limited operation)

Does the operations space selected get a bonus from using (removing) a weapons cache. Some operations allow the use of weapons cache from adjacent areas. Utilize weapons caches for operations in higher value areas.

Always ensure the operational space selected meets the requirements to conduct that operation in that space (under location)