# EL ALAMEIN

## English manual

## 0. Presentation

*Beginning of February, 1941. Ordered by the führer, you have come to the blazing deserts near Tripoli to assist the fleeing Italian army, together with your superior, general Erwin Rommel. The General asks:*
*"You have experience from the Russian Front?"*
*As you vigourously nod, the General continues:*
*"Good. That is good to hear."*
*"Our new Afrika Korps is still in Italy, and in the middle of the Middle Sea. But the British are before us, and I have heard the Italian army is retreating, aiming to reach Tripoli, here. So, how would you plan this?"*

El Alamein is a deck building card game for 2–5 players, picturing the battle of the German Africa Korps during the Second World War. Each player is a subordinate of general Rommel, and starts the game with a deck of eight cards, representing troops and supplies under your control. During the game, the players use these personal decks to add new troops to their deck, and use these to take the cities and positions held by the enemy. The final objective is Alexandria, the final defence line and the entrance to Kairo where the British army has its headquarters! Once the game ends, the player with the most victory points (VP) wins.

Will you be able to endure the harshness of the desert, stop the British army, turn the fields of battle and reach all the way to Suez?

Note: The basic rules of this game are the same as for the game Barba*Rossa. However, onto that there are rules for when the British army retaliates, and to accomodate for that, there have been some changes to the combat rules. Those familiar with Barba*Rossa should therefore skim these rules.

## 1. Components

362 cards (and 15 reference cards)
The rules (this booklet)
Box (the cardboard thing you put everything in)

## 2. Symbols

Upon learning the game, one must recognize the different symbols representing different kinds of "points" in the game. Each player will receive a number of these "points" during each turn.

These "points" can be regarded as a sort of currency: you "pay" a point in order to do something in the game, for example, play a card, or buy a card. Generally, all points that a player gets during a turn sort of "enters his wallet" – and stay there to be used at any time as long as the rules allow. Points cannot be exchanged for other points, and they are not kept in between turns (except Victory Points; they always count).

## Symbol/Point reference list

### Tactic Point (black)

During their turn, players need to pay Tactic Points in order to play cardst from their hand; the Tactic Point (top left on each card) is the "playing cost" for the card. Not all cards require Tactic Points to be played. All players start their turn with 1 Tactic Point. Some cards generate Tactic Points when played, allowing the player to play more cards.

### Supply Point (yellow)

In order to buy new cards from the central field and add to their decks, players need to pay Supply Points; the Supply Point (top right on each card) is the "buy cost" for the cards. Some cards generate Supply Points when played. The more supply points, the more expensive card the player can buy.

### Draw Point (blue)

Allows the player to draw a card from his deck. Unlike other points, Draw Points must be used (or ignored) immediately. They may not be saved for later in the turn. Some cards generate Draw Points when played.

### Reinforcement Point (green)

When buying a new card from the central field, players need to pay one Reinforcement Point per card bought, in addition to the Supply Points the card costs. All players start their turn with 1 Reinforcement Point. Some cards generate Reinforcement Points when played, allowing the player to buy more than one card.

### Battle Point (red)

The number of Combat Points the player has generated during his turn is a measure of how strong his force is and allows him to conquer enemy ground and win Victory Points.

### Victory Point (yellow)

Victory Points are never used or consumed. They are "medals" for how successful the player has been in the game. Some cards are worth Victory Points, and these Victory Points are valid regardless of where the player has the card (in hand, in discard pile, in draw deck, in play or deployed). The player with the most Victory Points when the game ends, wins.

## 3. The cards

There are seven types of cards in this game. They all mostly share the same basic layout, but are used a bit differently. They can usually be identified by the colour of the card border.

### 3–1 Supply cards
**(grey border)**

These cards represent transportation to the front line. Supply cards typically generate **Supply Points** and usually cost 0 Tactic Points to play (i.e. you can play as many as you like during your turn). *Unlike other cards, Supply Cards can be played any time during your turn* (even in the middle of battle).

Supply Points are mainly used to buy new cards, but there are also some cards that require Supply Points in order to generate their effect.

### 3-2 Army cards
**(dark green/brown border)**

These cards represent troops, and they form the core of the game. Many Army cards generate Battle Points, and these Battle Points are then used during a player's turn to do battle and gain Victory Points. Also, many Army Cards generate other points (like Tactic Points to play more cards, Draw Points to draw more cards etc) and benefits. Cards representing the German Army have a dark green border, the Italian troops have a brown border.

### 3-3 Tactics Cards
**(yellow border)**

Tactics Cards work like Army Cards, but are usually one-time use – they return to the central field (i.e. the player loses them) when used or when their abilities are activated. Also, they don't directly generate Battle Points.

### 3-4 Deployment Cards
**(wine red border)**

These represent facilities, commanders, or other forces than troops. Deployment Cards will always be automatically deployed after they have been played (this effect they share with some Army cards).

**Example of Supply card:**
**1. Play cost**. The number of Tactic Points required to play this card from your hand.
**2. Card name**.
**3. Reinforcement cost**. The number of Supply Points it costs to buy this card.
**4. Card category**. Some cards may have a sub-category in (brackets).
**5. Card play effects/rules**. The text inside the white box. Whatever is written in *black* is what happens when you play the card. Any *text that's in red* happens the moment you gain the card. The "play bonus" is what you get for playing the card.

**Example of an Army card:**
**1. Play cost**. The number of Tactic Points required to play this card from your hand. In this example, it's 2 (this is a card that's hard to get to play).
**2. Card name**.
**3. Reinforcement cost**. The number of Supply Points it costs to buy this card from the central field. This example is 8 – a pretty expensive card.
**4. Card category**. Some cards may have a sub-category in (brackets). Sometimes, the rules refer to cards of a certain Category and/or sub-category.
**5. Card play effects/rules**. The text inside the white box. Whatever is written in *black* is what happens when you play the card. Any *text that's in red* happens the moment you gain the card. The "play bonus" is what you automatically get for playing the card; some cards also have an ability that you may activate, but don't have to use if you don't want to. See 9. Abilities.
**6. Card deploy effects/rules**. The text inside the yellow box. Only some Army cards have this. Cards that have this yellow box can be deployed, which shortly means "keep it in your playing area, and do not return it to your discard pile when your turn ends". See later in the rules for deploying. Once a card is deployed, the deploy effects happen, and any deploy abilities can be activated.
**7. Victory Points**. Quite rarely, Army cards can be worth Victory Points. This one is.

**Example of a Deployment Card**
**1. Play Cost**
**2. Card name**.
**3. Reinforcement cost**
**4. Card category**
**5. Card play effects**
**6. Card deploy effect**
**7. Victory Points**

**Example of a Tactics Card**
**1. Play Cost**
**2. Card name**.
**3. Reinforcement cost**
**4. Card category**
**5. Card play effects**

## 3-5 Event Cards
### (dark purple border)

Event cards represent enemy forces defending cities or retaliating. These are drawn from their face-down deck each time a player attacks a "city" Target Card. The number of event cards that should be drawn is specified on the city Target Card. The Event Cards typically increase the city's defence. After drawing the specified amount of Event Cards, a certain amount of Event cards from the Event Card deck is transferred to a special deck called the British Army deck. After the battle, unless otherwise specified, all Event Cards that were added to the city's defence are returned to the bottom of the Event Card draw deck.

## 3-6 Target Cards
### (blue border)

These are the cards that the player wants to gain in order to earn Victory Points. Unlike other cards, these are not bought with Supply Points, instead they are gained by declaring Battle and having enough Battle Points in order to win the card. Any won Target Cards are immediately deployed; they do not go into a player's deck. There are two types of Target Cards: Box Positions and Cities. Box positions have Victory Points printed directly on the card. City Cards do not have Victory Points printed, however they allow the player to draw a number of Victory Point cards, netting the player Victory Points.

## 3-7 Victory Point Cards
### (yellow/light green border)

These cards are the main Victory Point source for the players, and players get these cards from winning "city" Target Cards. Victory Point cards are deployed as soon as they are gained (they never enter a player's deck). Some Victory Point Cards have a Deploy effect. If or when a player loses a city due to retaliation from the British army, the player loses a number of Victory Points at random. See 5–7 Other abbreviations.

### Example of Event Cards
1. **Play Cost**
2. **Card name.**
4. **Card category**
5. **Card play effects/rules**. All effects that happen when the card is drawn or gained are printed in red. There are some Event Cards that after the battle goes into the player's own deck and that the player can use later on. The effects that happen when the player plays the card from his own hand are printed in black.
6. **Card deploy effects/rules**. Certain other Event Cards can be deployed into players' Deploy Areas. The effect and/or abilities for when the Event Card is deployed is described in the yellow box.
8. **Defence increment**. When drawn as extra defence for a city, this defence value is added to the city's defence.

### Example of Target Cards
2. **Card name.**
4. **Card category**
5. **Card play effects**
6. **Card deploy effects**
7. **Victory Points**
8. **Defence value**. The least amount of Battle Points the player must "pay" in order to win this card.
9. **City number**. Only City Card have this. The City Card deck should be arranged in this order, so that the '1' is on the top, and the '9' is at the bottom.
   City cards also have Defence Troops, Reinforcement, Victory Card and Loss values. These are described in 5-7 Other abbreviations.

### Example of a Victory Point Card.
2. **Card name.**
4. **Card category**
5. **Card play effects**
6. **Card Deploy effects**
7. **Victory Points**

## 4. Preparations

**a) Sort out the cards** and place them in the middle of the table, preferably sorted in rows after buy cost.

–The two types of Supply cards, one pile each, face up.

–The 14 types of Army cards (some green, some brown), one pile each, face up. (Please note that there are 2 versions of "Panzer Regiment". They should go in one pile, with the 'III's on the top and the 'IV's beneath.)

–The 3 types of Tactic cards, one pile each, face up.

–The 2 types of Target cards, one pile each, face up (the city pile should be in numbered order, with '1' on top).

–All Deployment cards, shuffled, one pile, face up.

–All Victory Point cards, shuffled, one pile, face *down*.

–All Event cards, shuffled, one pile, face *down*.

*This middle field with all the cards is called "The War Zone"*. Each pile of cards in the War Zone counts as a *deck* of cards.

–Make room for a "British Army" deck (empty at first).

**b) Deal starting decks to all players.** Each player should get 6 "Truck Transport" and 2 "Italian Infantry Regiment", a total of 8 cards. This is each player's personal starting deck (draw deck). The 8 cards should be shuffled and placed face down in front of each player. Apart from the draw deck, each player should have room for his personal discard pile and his personal Deploy Area – the Deploy Area will become quite big after a while, so see to that there is room.

**c) Trash all remaining Truck Transports**.

**d) Each player draws the top 4 cards of his draw deck**.

**5) Decide starting player in a suitable fashion**.

## 5. Game words

To play the game, certain terms need to be specified.

### 5-1 War Zone and Combat Zone

*The area in the middle of the table*, with all the cards that belong to no player, is called the *War Zone*. Each player's *personal area* is called the "Combat Zone" and must have room for the player's draw deck, discard pile, area to play cards and area to keep cards set aside (deployed cards). How the Combat Zone is arranged is up to each player, but it's important that deployed cards don't get mixed up with the other cards, so be careful to keep them separate. During a typical turn, a player will play a handful of cards that are then transferred to the player's discard pile when the turn ends. See to that these played cards aren't mixed up with the deployed cards.

### 5-2 "Draw" a card / empty draw deck

To "draw a card" means to take the top card of your personal draw deck and put it into your hand. If your draw deck is empty when you are instructed to draw a card (or look at the next card or select a card from your deck), you must shuffle your discard pile and put it face down, to form a new draw deck. After having done so, you draw (or look at, or select) the number of cards you failed to do prior to shuffling. Please note that you do not shuffle your discard pile until you are instructed to draw/look at/select a card and there are no cards to draw. Also, if both your discard pile and your draw deck are depleted and you are instructed to draw, look or select a card, simply nothing happens.

### 5-2 "Play" a card

To "play a card" means to put the card from your hand into your playing area. A player must have the specified amount of Tactic Points (top left figure) when he plays the card – he cannot pay just a part of the play cost and "pay the rest later during the turn". *Please note that using effects and abilities from deployed cards does not count as playing the card and thus does not cost any Tactic Points.*

When a card is played, *the first thing that happens is that the player recieves the Play Bonus*. If the Play Bonus included any Draw Points, these *must* be used immediately. If the player does anything else, the Draw Points are lost.

The *second thing that happens is the card effect*.

If the card has any ability that can be activated, this can be activated at any point during the Tactics Phase (the phase when the player plays cards from his hand, see later for details) by paying the required cost. Abilities are identified by the => arrow in their text. A player plays the cost specified to the left of the arrow, and then gains the effect to the right of the arrow. Easy, right?

*Cards can only be played during the Tactics Phase and may never be played in the middle of battle* (see later); the only exception is Supply Cards that can be played at any time during a player's turn, even in the middle of battle, and when responding to retaliation.

Each card played is executed separately. You can not play a new card before the effects of the previous card have been fully resolved. Please note, however, that any Abilities, and all points except Draw Points, are stacked in the player's "wallet" – they do not have to be used up before the next card is played.

Unless specified, a played card stays in the play area until the turn ends, at which point they are transferred to the player's discard pile.

### 5-3 "Discard" a card

When a player is instructed to "discard" a cards it goes to his personal discard pile. The discard pile is face up and the order of the cards there is irrelevant.

### 5-4 "Return" a card

When a player is instructed to "return" a card (sometimes "to the War Zone" is specified, but it's always returned to the War Zone), the card is returned to the *bottom* of its appropriate pile in the War Zone. However, any cities that players lost during a British counterattack are put at the *top* of the city pile, not the bottom.

### 5-5 "Trash" a card

When a player is instructed to "trash" a card, the card is returned to the game box and is inaccessible for the rest of the game.

### 5-6 "Gain" or "buy" a card

When a player is instructed to "gain" a card, he takes the appropriate card from the War Zone and places it on his *discard pile*. Please note the newly gained card does not go to the player's deck or his hand. "Buying" a card is the same procedure as "gaining" a card (the bought card goes to the discard pile), with the obvious difference that when buying a card, the player must pay the indicated amount of Supply Points and also pay 1 Reinforcement Point.

## 5-6 "Exhaust" / "reactivate" a card.

A player can be instructed to *exhaust* a card in play or a deployed card (cards in hand, in the draw deck or discard pile can not be exhausted – naturally). Exhausting a card means to turn it sideways to mark that it's exhausted. An exhausted card cannot be exhausted again, which means that any ability that requires the card to be exhausted can only be used once. To use it again, the card will have to be reactivated, which means to turn it back. Normally, a player's exhausted cards are reactivated when he starts his next turn, but there are exceptions to this.

Please note that an exhausted card is by no means nullified – its effects are still there, and its abilities can be used, as long as they don't require the card to be exhausted again.

If an already exhausted card by some reason is forces by the rules to be exhausted again, or if an already activated card is reactivated, nothing happens.

## 5-7 Other abbreviations and words

**<Battle>** A card with this text may, unlike other cards, be played during battle (as long as it follows the specified timing). Please note that counterattacks (see 12 Counterattacks) count as combat in this aspect.

**<Unique>** A player may only play one card with this attribute per turn.

**[Defence Units: X]** Cities have this number. When a player attacks this city, X number of Event Cards must be drawn to add to the city's defence. Any effect that happens as soon as the event card is drawn (red text) happens in order as they are drawn.  Please note that any Defence Units that have been destroyed before the player starts counting up his Battle Points, do not increase the city's defence (see 11-3 Battle and destroying enemy units).

**[Reinforcement: X]** When a player attacks a City, after any Defence Units have been drawn, X number of Event Cards must be moved to the special British Army deck, face down, so that no player sees what cards are transferred.

**[VP: X]** When a player conquers a city, he draws X number of Victory Point Cards.

**[Loss: X]** When a player loses a city in a counterattack, he loses X Victory point Cards at random. The lost city and VP cards are returned to the War Zone. If you are instructed to lose more VP cards than you have, you simply lose all that you have. Attached VP cards cannot be lost.

**Battle casualties:** ~ After a battle to conquer a city, regardless if the player won or not, the player must discard the cards specified here. If he has more than specified, he chooses which he discards.

**Attach:** Some cards may be "attached" to deployed cards. When attaching a card, simply place it half on top of the card you're attaching it to. Once attached, an attached card cannot be moved. If the card it's attached to is returned, discarded, returned  to the player's hand or trashed, the attached card is trashed.

## 6. Flow of the game.

Players take turns clockwise around the table. One player finishes his turn fully before the next starts. However, if a player attacks a city during his turn, it might happen that the British Army makes a counterattack between the current player's turn and the next player's turn. And during this counterattack, players may be forced to Respond to the British retaliation, out of turn.

Each turn consists of four phases that are taken care of in order.

**1 – Initializing**: All the active player's exhausted cards are now reactivated.

**2 – Tactics**: The active player receives 1 Tactic Point and may now play card(s), gaining the bonuses and effects, provided he has enough Tactics Points. Once, and only once during this phase, the active player may declare Battle against a Target Card (box position or city).

**3 – Regroup**: The active players receives 1 Reinforcement Point and may now buy card(s) from the War Zone, provided he has enough Supply Points and Reinforcement Points. The newly bought card(s) go to the active player's discard pile.

**4 – Cleanup**: All (non-deployed) played cards, and all cards the active player has left in his hand, are discarded. However, the player may choose to keep one (1) of the cards he had in his hand. He then draws 4 new cards from his deck. All the active player's unused points (of all sorts except VP) are then erased – no point carry over to the next turn.

## 7. Details for each phase

### 7-1 Initializing

During initializing, unless stated otherwise, all the active player's exhausted deployed cards are reactivated. The player may play Supply Cards at this point if needed, but unless otherwise stated, no other action may be taken.

### 7-2 Tactics

The player now automatically receives 1 Tactics Point, allowing  him to play at least one (1) card with a play cost of 1. To play more than one card, or to play a card with a play cost of 2, the player must play a card that gives him more Tactics Points. The player may keep playing cards as long as he has enough Tactics Points.

A player can naturally play any amount of cards with a play cost of  0; but *cards that do not have a play cost specified cannot be played normally*.

When a card is played, the player first receives any Play Bonuses, and then the card's effect(s) take place. One card's effects must be fully resolved before the next card can be played; however note that any points and abilities are simply stacked into the player's "virtual wallet" – they do not have to be used before the next card is played. The exception is Draw Points that must be used as soon as they are gained (or not at all).

The active player may activate any played card's ability at any point during the Tactics phase, as long as he can pay the activation cost. See 9 Abilities.

Some cards *may* be deployed after playing, some *must* be deployed after playing. To deploy a card after playing, the player simply moves the card to his Deploy Area (a bit away from his play area).

Once and only once during the Tactics phase, the player can announce battle, and try to win a Target card. During battle, unless otherwise specified, no cards except Supply Cards may be played. Abilities, however, may be activated. Please refer to 11 Battle for details.

The Tactics phase ends when the player decides to; either because he has run out of Tactics points or if he doesn't wish to play more cards.

### 7-3 Regroup
The player now automatically reveives 1 Reinforcement Point, allowing him to buy at least one (1) card from the War Zone, providing the player has enough Supply Points to afford it. He may buy as many cards as he has Reinforcement Points (some cards played during the Tactics phase might have generated Reinforcement points), *but he must be able to pay Supply Points for each and everyone of the cards he buys*. All bought cards are taken from the War Zone and put into the player's *discard pile*. Only cards with a buy cost may be bought this way: Supply cards, Army cards, Tactics cards and Deployment cards. *Event cards, both from the Event deck and the British army deck, Target cards and Victory point cards may not be bought, as they have no Supply Point cost.*

Please note that once a player enters the Regroup phase he may not, unless specifically specified, play any more cards (except Supply cards), nor may he activate any card's abilities or start Battle.

The Regroup phase ends when the player decides to; either because he has run out of Supply or Reinforcement points or if he doesn't want to buy more cards.

### 7-4 Cleanup
The player discards all cards he played, and all cards in his hand. However, he may choose to keep one (1) card from his hand if he wants to. Also, deployed cards are not discarded; they stay in the Deploy Area.

The player then draws 4 cards from his deck. If his draw deck is empty when he must draw cards, he shuffles his discard pile and puts it face down to form a new draw deck, and then draws the cards he lacked.

Once he has drawn cards, it's the next player's turn.

## 8. Game end and victory
The game ends after the Tactics phase in which a player won the Alexandria city Target Card. The game also ends after a Tactics phase if the Victory Point card deck is depleted.

Each player then counts his number of Victory Points. Victory Points count regardless of whether the cards are in your hand, in your deck, in your discard pile or in your Deploy Area. As long as the card is in your possession, the Victory Points are valid. The player with the most Victory Points wins the game. The tie breaker is the number of the cities – the highest number wins (among those who tied).

Play Bonus: 👤 +2
You may deploy [this].
*I'm repairing more enemy units than friendly... oh well...*
After a battle that you won, return this to the War Zone → You may gain up to 2 of the destroyed enemy tanks.
When responding, [this] does not need to assign a target.
© Arclight inc.            Art: Nogami Takeshi            11/48

## 9. Abilities
Some play effects or deploy effects on cards contain so called "abilities". They are identified by the => arrow in the text. A card's ability can be activated at any time during your Tactic phase, or when you are Responding to a Counterattack.

The text to the left of the arrow is the "cost" for using the Ability. The text to the right of the arrow is what effect the player gains from paying the cost.

Abilities are optional – the player doesn't have to use them if he doesn't want to. Please note that the non-ability effects are mandatory: They happen whether the player wishes to or not.

Abilities may be used in any order, and may be used even if the card in question is exhausted. As long as the cost can be paid, a card Ability may be activated as many times during a turn as the player wishes. However, one card's ability effects must be fully resolved before another card is played or ability activated. Also, please note that an exhausted card cannot be exhausted again, and an ability can not be activated if the player cannot fully pay the activation cost before the ability effect is resolved.

### Example of an Ability
The cost for the second Ability is to exhaust the card in question. The player may do this at any time during his Tactics phase, even mid-battle, and gain +2 Battle Points.

You may deploy [this] exhausted.

*With the infantry assisting, we are unbeatable!*

Exhaust [this] and return 1 deployed infantry unit → ⊗ +X
X is the number of infantry units you have deployed.
Exhaust [this] → ⊗ +2
© Arclight inc.            Art: itou            17/48

## 10. Deployment
Some cards, such as Deployment cards, when played, must or may be "deployed". Some other cards (Target cards and Victory Point cards) must be deployed as soon as they are gained (they never enter your deck).

To "deploy" a card means to set it aside from your playing area. The card stays in your possession and control, but is not discarded at the end of your turn. The deployed card will stay in your Deploy Area, turn after turn, until a rule forces it away.

All deployed cards have a yellow text box. The text in here (effects and abilities) becomes applicable once the card is deployed. Please note that the text in the white box (if any) is no longer applicable once the card has been deployed. Also, applying the effects of a deployed card does not count as playing the card, and does not require any Tactics Points. Deployed cards can be used, turn after turn, again and again.

The "Special training" Victory Point card may either be deployed or attached to an already deployed Army card. If the card isn't atttached at this point, it cannot be attached at a later point.

### Example of a deploy effect
The player who plays "Motorized Repair Company" gets 2 Draw Points and may then deploy the card if he wishes to. If he doesn't deploy it, the card has no more effect and will be discarded at the end of his turn. If he does deploy it, the deploy effects are applied, and the player may activate the ability if he wants to.

## 11. Battle

Once and only once during the Tactics phase, a player may declare Battle. Battle is resolved the following way.

### 11-1 Battle resolution

**1)** The player declares battle. A player who has no Army card deployed may not declare battle.

**2)** The player chooses one Target card deck as the target of the battle. He will attack the top card of this deck. Normally the box positions or the cities.

**3)** If the player targets a city, a number of Event cards equalling the "Defensive units" figure on the city card, are drawn. Any red text on the drawn Event cards are resolved in order as they are drawn.

**4)** Next, if the target is a city, a number of Event cards equalling the "Reinforcements" figure on the city card, are transferred, without looking at them, to a separate pile called the British Army deck in the War Zone.

**5)** The player may now activate as many abilities, in any order, as he wants of the cards he has in his Combat Zone (deployed or simply in play). He may *not* play further cards from his hands, with two exceptions: Supply cards and cards with the text <Battle> may be played. Any Event cards that are destroyed at this point are turned sideways to mark so.

**6)** If the target is a city, the defence increment of any Event cards that were not destroyed are now added to the city's defence value, forming the total defence value.

**7)** The player may still activate card abilities of cards in his Combat Zone, as long as he can pay the activation cost, and he may play Supply Cards and card with the text <Battle> (but no other cards). *If the player can generate Battle Points equal to or more than the total Defence value, he wins the battle. If not, he loses.*

**If the player won the battle** he gains the Target card he attacked, immediately deploys it and applies any text printed in red. He then discards a number of Army cards from his Deploy Area, according to the "Battle Casualties" designated on the Target card, and draws as many Victory Point cards as designated after "VP" on the Target card, deploying them.

Lastly, if any of the Event Cards that were drawn carry the instruction that the player gains or takes them after the battle, this is applied. Any remaining Event Cards that were drawn are now put at the bottom of the Event Card draw deck (in any order).

**If the player lost the battle** the text printed in red on the Target Card is applied, with the exception of "VP" – the player does not gain any Victory Point cards. He does, however, suffer the Battle Casualties.

**8)** After the resolution, the player may still activate any abilities if he wishes to. Once he is done, *any remaining Event cards from the Battle are returned to the War Zone* (player chooses the order).

### 11-2 Depletion of the Event deck and British Army deck

If the Event deck is depleted and enough Defence units cannot be drawn from the Event deck, the missing number of Event cards are instead drawn from the British Army deck. As long as the Event deck is depleted, no more Event cards are transferred to the British Army deck.

### 11-3 Destroying enemy units

When a player wins a battle, all the Event cards that were drawn for that battle are considered as having been *destroyed*. If the player loses, the Event Cards have not been destroyed, with the exception of any Event cards the player destroyed using special card abilities (see point 5 above). To keep track of destroyed units, turn them sideways (exhausted).

## 12. British Army Counterattack

Unlike Barba*Rossa, in El*Alamein, it happens that the British Army strikes back at the players. This takes place in between player turns and is called the British Counterattack turn.

### 12-1 Start and end of counterattack

A British Army counterattack can only happen after a turn in which the active player declared battle against a city. To be more precise, it will happen if the player draws the "British Counterattack" event card when he is drawing the Event Cards that must be drawn when a city is attacked. The British Army also counterattacks automatically if it hasn't retaliated yet when the El Alamein city card is won by any player.

*The British Army counterattack turn happens after the active player has finished his turn.* The player first finishes his full turn, including the remaining Tactics Phase, the Regroup phase and the Cleanup, and the British Army takes its turn before the next player starts his turn.

The British Counterattack turn ends when all the retaliating units have been destroyed or there are no more responding players left. Once the British Army turn has finished, play continues as normal.

### 12-2 How the British Army retaliates

**1)** Reveal all the Event cards in the British Army deck. These are the retaliating units. *All data on the cards, except the card category and sub-category, is ignored.* Even if there is a "British Counterattack" card among the retaliating units, nothing specific happens – it's treated as a retaliating unit, too.

**2)** The British Army will first attack the player who was the active player when the counterattack was declared. Next, they will attack all players who have conquered a city, in reverse city number order (highest number first). The British Army does not attack players who have not conquered a city (except the player who was active when the counterattack was declared).

**3)** Players will "respond" to the counterattack (meaning, fight back), in the order they are attacked. One at a time.

**4)** The counterattack goes on, attacking player after player in the order described in 2), until either a) all retaliating units have been destroyed or b) there are no more players left that should be target of counterattack.

**5)** Once the counterattack stops, any remaining retaliating units are put face down at the bottom of the Event card pile.

## 12-3 How to respond to counterattacks

Responding to counterattack rule-wise counts as doing battle, i.e. a responding player can activate any card abilities from cards they have deployed, and may also play Supply cards or cards with the <Battle> text.

**1) Preparation** – The targeted player may first, in any order, activate any abilities among the cards he has in his Combat Zone. Also, if any effect from a card in his Deploy Area is applicable in this combat situation, it may be applied. He may also play those cards from his hand that are playable in combat/retaliation situations. Once he is finished with this, he announces that he is ready, and at this point he may no longer activate any abilities or play any cards at all.

*Please note that unlike normal battle, unless otherwise specified, Battle Points have no function during counterattacks. All types of points that the responding player gains during the counterattack are lost when the counterattack stops.*

**2) Assigning targets** – The targeted player *must* now assign a targets (a non-destroyed retaliating unit) for each and everyone of his deployed units that have a respond value of at least 1. The respond value of deployed cards is as follows:

> • **Italian infantry = 0**
> • **German tanks = 2**
> • **Other Army cards** (including British tanks) = **1**
> *Cards have respond value even if they are exhausted.*
> Italian infantry have respond value 0, but the reponding player may choose to use his Italian infantry in one of the following two ways, if he wishes to: *Either* he targets one retaliating unit with ALL of his Italian infantry cards, which then together count as having a total respond value of 1. *Or* he attaches his Italian infantry units to any box positions Target cards he has deployed, 1 unit for 1 box. The infantry+box combo counts as having repond value 1 each.

One card (or card combo) must target as many retaliating units as the card (or combo) has respond value. For example, a German tank must target 2 retaliating units. Also, when assigning targets, the player must target as many of the retaliating units as he can (but he is not forced to use his Italian infantry if he doesn't want to).

**3) The strike** – All retaliating units that have been targeted are now destroyed – turn them sideways (exhaust them) to mark that. *All the player's targeting army cards are discarded* (to the player's discard pile).

**4) Aftershock** – If possible, the responding player may again activate card abilities and play allowed cards (Supply and/or <Battle> cards).

**5) Check results** – If all the retaliating units are destroyed at this point, the player has won, nothing special happens, the counterattack stops and it's the next player's turn in the normal turn sequence. However, if there are any retaliating units left, the responding player has lost the skirmish, *and loses the city card with the highest number of those he has conquered. He also loses a number of Victory Point cards*, drawn at random, equal to the "Loss" figure on the city card he lost. Finally, the counterattack continues with the next player in retaliation order (according to 12-2-2).

## 13. Other rules

### 13-1 Card rules and game rules
Generally, if a card contradicts a rule in the rule book, the card has priority.

### 13-2 Checking contents of card decks
No player may unless specifically stated, check any face down deck, either in the War Zone or in any player's Combat Zone. The contents of any face up pile, however, may always be checked by anyone at any time, but the order of the cards must not be changed. Players may even check the contents of other player's discard piles if they wish.

## 14. Example of play
This example only covers Battle and Counterattack. For an example of a normal player turn, please refer to the Barba*Rossa rules.

### 14-1 Battle
Player B starts his Tactics phase and gets 1 Tactic Point, and uses it to play and deploy "Motorized Rifle Regiment". He then declares attack against the next city: Fort Capuzzo (defence 6). He has, apart from the sniper regiment he just played, one Cost 7 Panzer Regiment, three Italian Infantry Regiment, three Italian Tank Regiment, one 88mm Anti-aircraft Battery Company and one Motorized Repair Company. All are active (non-exhausted).

After having declared battle, he draws the number of defensive units for Fort Capuzzo: three Event cards. He draws British Tank Brigade (defence increment +4), British Counterattack and British Artillery Regiment. British Counterattack and British Artillery Regiment have red text printed on them, so he applies them. First of all, he trashes the British Counterattack cards, and draws another Event card as instructed; he draws British Infantry Brigade. Once his turn is finished, the British Army will retaliate. There were already 3 cards in the British Army deck, so no further Event cards are transferred there due to the effect of the British Counterattack card. Next he applies the effects of the British Artillery Regiment card – he discards one of his deployed Italian Infantry.

After that, B adds, as instructed on the Fort Capuzzo card, 2 Event cards to the British Army deck, without looking at them.

At this point, B will start his battle against Fort Capuzzo and may activate any abilities of cards in his Combat Zone, and play any cards that may be played during battle. First he uses the ability of the 88mm Anti-aircraft Battery Company, returns it to the War Zone and destroys the British Tank Brigade, exhausting it to show that it's been destroyed. Fort Capuzzo's total defence value is now 13 (if the tanks hadn't been destroyed, it would have been 17).

B now plays a Truck Transport card, gains 1 Supply Point and uses it to activate the ability of his Panzer Regiment, and gets 4 Battle Points. He uses the abilities of his two remaining Italian Infantry Regiment and his three Italian Tank Regiment, exhausts them to get another 8 Battle points (a total of 12 now). He still lacks 1 Battle point to conquer Fort Capuzzo, so he uses

the second ability of his (exhausted) Motorized Rifle Regiment, and discards one of his (exhausted) Italian Infantry Regiment, to gain another Battle point. He now has 13 Battle points, so he wins the battle and conquers Fort Capuzzo.

As he won the battle, the British Artillery Regiment and the British Infantry Brigade are destroyed. Player B gains the Fort Capuzzo card and deploys it.

Now he must apply the Casualties, so he discards one remaining Italian Tank Regiment. He then recieves his booty, four Victory Point cards. He draws "Enemy general captured!" (4VP), "Enemy forces annihilated!" (3VP) and "Valuable Experience!" (1VP). The last card can be attached to a Army card, so B attaches it to his Motorized Rifle Regiment.

He now has the chance to further activate abilities or play cards he can play during combat. He activates the ability of Motorized Repair Company by returning it to the War Zone and gains the British Tank Brigade (puts it on his discard pile). This card will be playable once he gets it into his hand.

According to the deploy rule of the two Italian Infantry Regiments, they must be discarded at the end of his turn if they are exhausted. However, his two Italian Tank Regiment will not have to be returned to the War Zone once his turn ends, even if they are exhausted. The reason is that the enemy tank (British Tank Brigade) was destroyed by the ability of the 88mm Anti-aircraft Battery Company before the battle started, and thus his Italian tanks never took part in a "battle with enemy tanks".

B continues his turn until the Cleanup phase. In his cleanup phase, his Italian Infantry Regiment are discarded.

## 14-2 British Army retaliatory strike

As B drew a British Counterattack card when he attacked Fort Capuzzo, the British Army counterattack turn will take place before player C's normal turn. There are 5 cards in the British Army deck – the retaliating units. They turn out to be 2 British Tank Brigades, British Counterattack, Incoming Sand Storm and Royal Air Force, but the text on the cards are completely ignored; only the category and sub-category are valid.

The British Army will first attack player B, as he was the one who caused the retaliation to happen.

B's deployed troops are "Panzer Regiment", "Motorized Rifle Regiment" (with an extra "Experience!" attached) and two "Italian Tank Regiment", a total of 4 cards. All of them are exhausted, but they can still respond, and B has to assign them to targets so that he destroys as many of the retaliating units as possible. B really wants to keep his Panzer Regiment, so he assigns his both Italian Tank Regiments to one retaliating unit each, and he assigns his Motorized Rifle Regiment to the remaining three retaliating units (it had a total respond value of 3: The base respond value of 1 , plus 2 from the attached "Experience!" card).

B has finished assigning targets, and all retaliating units are destroyed, so B stopped the counterattack; the British Army counterattack turn will be finished after this.

If he had kept his 88mm Anti-aircraft Battery Company, he could have destroyed *two* retaliating tanks before assigning targets. (In that case, he could have saved the Motorized Rifle Regiment, but then again, his Italian Tank Regiments would have returned to the War Zone.)

All five retaliating units are destroyed, are exhausted for the sake of principle before they are returned to the bottom of the Event card deck. Please note that the "British Counterattack" card that was part of the retaliating force is returned to the Event deck as well. B's Italian Tank Regiment and his Motorized Rifle Regiment are discarded, causing his attached "Experience!" card to be trashed.

The British counterattack turn has finished, and it's now C's normal turn.

Another "if" clause: If B had kept his "Motorized Repair Company", he would have been able to gain *both* of the British Tank Brigades that took part in the counterattack. If B had lost against the counterattack, he would have had to return Fort Capuzzo and also lose 2 of his Victory Point cards at random. And if any other player had conquered any cities, the British Army would have then continued to retaliate against them.

## 15. Mixing El*Alamein with Barba*Rossa

Barba*Rossa and El*Alamein share the larger part of the rule system. The differences are the counterattacks, the rules for City cards and Victory Point cards, and the Battle rules that concern them.

If the players want, it's perfectly possible to use some of the cards from one set together with the other. It is a fun way to add some spice once the players are used to both games. How the sets are to be mixed is up to the players. The players also have to decide whether they want to play with the Barba*Rossa rules and to that add cards from El*Alamein, or if they want to play with the El*Alamein rules and to that add cards from Barba*Rossa.

## 16. To finish

There is an FAQ at ArcLights site, howevery currently this is only kept in in Japanese. If you have any rules questions, the best way to find answers is to post at the El*Alamein forums on www.boardgamegeek.com.

http://www.arclight.co.jp/br/