

# The **RED** **BURNOOSE**

 ALGERIA 1857 

## Rulebook





# The RED BURNOOSE

## ALGERIA 1857

1 - 4 players | 60 - 90 minutes | ages 14+

### COMPONENTS



Start decks



Leaders cards  
(8 cards)



Recruitable cards



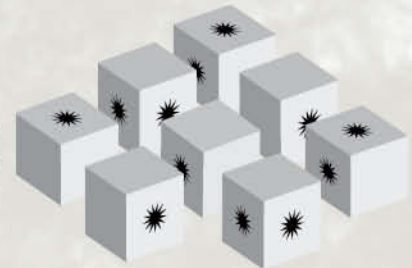
French automata deck

On your turn, use up to 3 actions:  
Play a card and use its ability

UNIT (hit order)	1-2	3	4	5	6
Cavalry (1)					
Carabinier (2)					
Artillery (3)					
Sapper (4)					
Moudjahidate (1)					
Sharpshooter (2)					
Moudjahidate (3)					
Leaders (4)					

As per leader cards

Player aid cards  
(4 cards)



Moudjahidine Dice  
(8 white dice)



Artillery Dice  
(3 black dice)



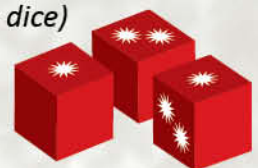
Carabinier Dice  
(10 blue dice)



Cavalry Dice  
(6 brown dice)

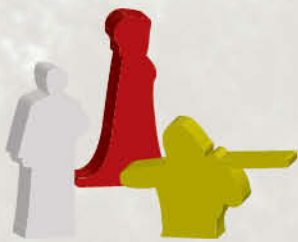


Sharpshooter Dice  
(4 yellow dice)



Moudjahidate Dice  
(3 red dice)





**Leader Meeples**  
(3 meeples)



**French army markers**  
(3 meeples)



**Army start location tokens**  
(3 tokens)



**Village cards**  
(9 cards)



**Reroll token**  
(12 tokens)



**Retreat token**  
(1 token)



**Submitted token**  
(4 tokens)



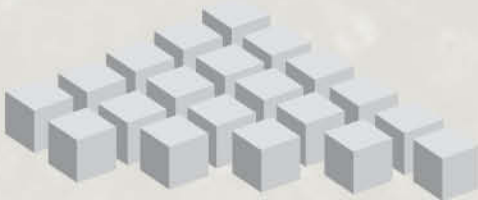
**Artillery**  
(6 black cubes)



**Moudjahidate**  
(8 red cubes)



**Defenses**  
(8 purple cylinder)



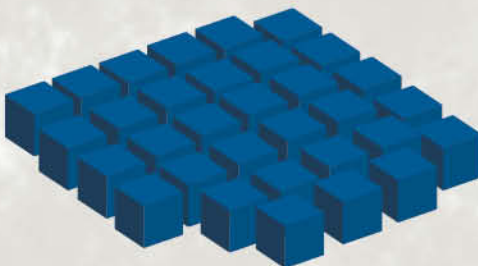
**Moudjahidine**  
(20 white cubes)



**Sharpshooters**  
(8 yellow cubes)



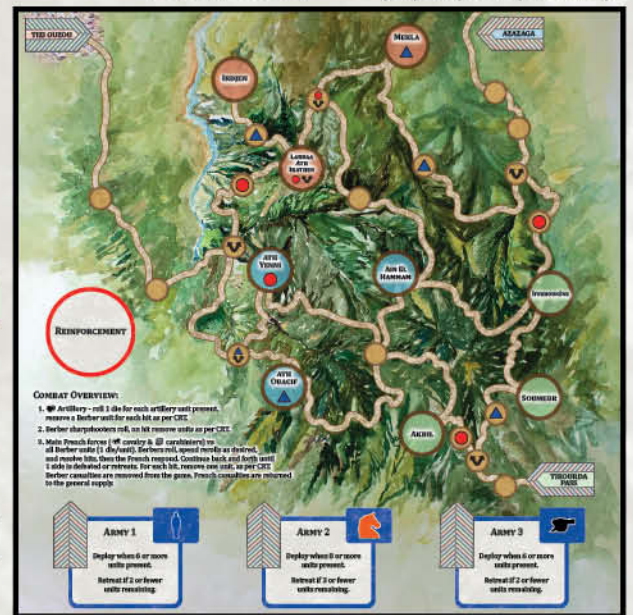
**Sappers**  
(8 orange cubes)



**Carabiniers**  
(32 blue cubes)



**Cavalry**  
(8 brown cubes)



**Game board**

## SYMBOLS



**Influence**



**Military Strength**



**Food**



**Tools**



**Weapons**



**Add to Map**



**Fatma Meeple**



**Omar Oulmokhtar Meeple**



**Omar Oussaid Meeple**



**Army move indicators**



**Artillery**



**Cavalry**



**Carabinier**



**Sapper**



# INTRODUCTION

The Red Burnoose: Algeria, 1857 is a deckbuilding game designed for 1 to 4 players against an automata. The players cooperatively play as Berber forces trying to outlast the French automata. You play on a map divided into 3 color-coded regions that you assign to territories depending on the number of players (*with 3 players regions and territories are identical*). Your villages are all villages in your territory. Combat units of both sides are represented by cubes on the

map. Berbers are always in villages (*except, briefly, while resolving an ambush*), French units are always in an army space on the board; a figure marks the position of the whole army on the map. Each army figure entering the map starts its advance in its start location (*one of the 3 arrow-shaped spaces*). Players use their cards to control the Berber actions; the French automata are controlled by its own deck of cards that also controls when the game will end.

## SET UP



### Starter Deck



Each player begins the game with an identical set of cards, consisting of 2 Man, 2 Woman, 2 Young Man, 1 Elderly Man, 1 Elderly Woman, 1 Young Woman, 1 Youth, 1 Child, and 1 Artisan.

### Recruitable Cards and the Display



Place the 8 recruitable cards - Moudjahidine, Sharpshooter, Olive Orchard, Fig Orchard, Weapons, Tools, Market, and Defenses - in individual stacks in the play area. These may be acquired during the game. This grouping of cards is called "the display."



## Board and Villages

Place the board in the center of your play area and lay out the recruitable cards beside the board. Each player takes their starter deck. The game comes with 20 Moudjahidine cards and cubes, 8 Sharpshooter cards and cubes, and 8 Moudjahidate cubes but you only use all of these in a 4 player game. For games with 2 or 3 players, you only use 5 Moudjahidine cards and cubes, 2 Sharpshooter cards and cubes, and 2 Moudjahidate cubes per player. Solo games are set up the same as a 3 player game. Extra cards and cubes are placed back in the box. Set the dice and other cubes to one side.

Each player takes the village cards for each village they are playing and lays them faceup in front of themselves, taking any starting resources listed on the villages, including cards and reroll tokens.

**1p:** Player plays all villages in all regions.



**2p:** The village of Ath Yenni belongs to the French. Place a carabinier here to mark this. Player 1 plays all villages in Thaqvilth Ath Irathen region (*Irdjen, Larbaa Ath Irathen and Mekla*) as well as the village of Ain El Hammam, Player 2 plays all villages in the Thaqvilth Ath Ijjeur region (*Iferhounène, Soumeur, and Akbil*) as well as the village of Ath Ouacif.



**3p:** Player 1 plays all the villages in the Thaqvilth Ath Menguellat region (*Ath Yenni, Ain El Hammam and*

*Ath Ouacif*). Player 2 plays all villages in the Thaqvilth Ath Irathen region (*Irdjen, Larbaa Ath Irathen and Mekla*). Player 3 plays all the villages in the Thaqvilth Ath Ijjeur region (*Iferhounène, Soumeur and Akbil*).



**4p:** Player 1 plays the villages of Irdjen and Larbaa Ath Irathen. Player 2 plays the villages of Mekla and Ain El Hammam. Player 3 plays the villages of Ath Ouacif and Ath Yenni. Player 4 plays all villages in the Thaqvilth Ath Ijjeur region (*Iferhounène, Soumeur and Akbil*).

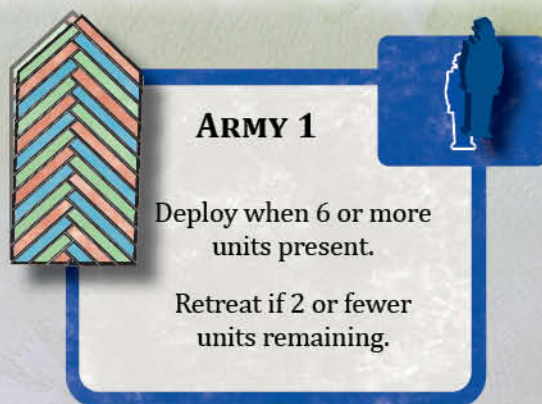
## Leaders



Shuffle the leader cards and deal each player 2. They each choose one and discard the other. If your Leader has starting items listed, take those cards and add them to your starter deck, placing any units as appropriate (see page 8).

## Automata

Shuffle and place the automata deck facedown beside the board. Place the matching army marker on each army space. Shuffle and place the 3 Army Start Location Tokens randomly on the 3 army locations, facedown.



If you are playing a 2-player game, remove 4 automata cards at random from the deck and place them back in the box (*without looking at them*).

Reveal 1 automata card for each player in the game, one at a time, adding units as shown but ignoring any other text. If army 1 reaches the deploy value noted on the board, place any further units in army 2 and so on.



## Player Decks

Each player shuffles their deck, including their Leader and any cards gained from Leader and Village cards. Draw 5 new cards at the start of each of your turns. Players always draw from their own deck and discard to their own discard pile. If you ever need to draw cards and your deck is depleted, shuffle your discard pile to form a new deck and continue.



## PLAY

Players take actions in turn order, then the automata takes a turn, as follows.

- 1p:** See appendix for full solo play rules, including automata exceptions.
- 2p:** Player 1, Player 2, automata.
- 3p:** Player 1, Player 2, automata, Player 3, automata.
- 4p:** Player 1, Player 2, automata, Player 3, Player 4, automata.

If you would like to increase the difficulty of the game, have the automata take a turn after every player instead of the turn orders listed above. If you would like to make the game even more difficult, do not collect the cards and reroll tokens prescribed by your villages. One final thing you can do for maximum difficulty is to also not collect any cards prescribed by your leader.

**Each turn, play cards from your hand as follows:**

First, in the order of your choosing, take up to 3 of the following 4 actions. You may take the same action more than once:

**On your turn, use up to 3 actions:**

**Play a card** and use its ability

**Reserve. You Choose:**

- Place one card in a village
- Retrieve all cards from one village

**Mobilize.** Move any number of moudjahidine and sharpshooters from one of your villages to another of your villages.

**Ambush.** Discard a weapon and an Moudjahidine or Sharpshooter card from your hand to ambush.

**Then,** you may purchase up to 2 cards

## Play

Discard a card from your hand and resolve the Abilities shown on it as applicable. *(See the appendix for card details.)*

If you Acquire reroll tokens, these go into your personal store and may be used during any combat you are directly involved in, including ambushes. You may spend reroll tokens to reroll one of your dice or to force the French to reroll one of theirs.



## Reserve

Place ONE card into any of your villages OR retrieve ALL cards from any one of your villages.



You may Play and/or Reserve any or all retrieved cards immediately, provided you have enough actions remaining to do so.

Many cards grant a bonus when they are placed into a village.

## Ambush

Discard a Moudjahidine or Sharpshooter card AND a Weapon card from your hand to ambush any French unit(s) on a path leading to a village you control. The path may be interrupted by stops, but not by another players' village.





Susan, who controls the Thaqvilth Ath Irathen region, may Ambush army 2 which is threatening a village. Lauren, who controls the Thaqvilth Ath Menguellat region, may not Ambush army 2 because all paths to the army go through villages in a region controlled by another player.



Move any number of units (*moudjahidate, Leaders, and/or sharpshooters*) from ONE of your villages to the target location. Moudjahidate may never be involved in an ambush.

Roll Berber attack dice and remove 1 French unit of your choice for each hit. You may ignore the hit order on the Combat Results Table (CRT, page 14) when removing ambushed French units. If the French army is reduced to its retreat value, it will still counter attack before retreating. (See "Automata Turns," below.)

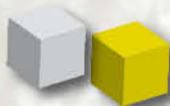


The French counterattack, rolling dice equal to  $\frac{1}{2}$  of the ambushing (*Berber*) force, rounded up, or one die for each French unit present, whichever is fewer. When deciding which dice to roll, use CRT order. (See page 14.)

Remove one ambushing unit for each hit rolled by the French, using the hit order indicated on the CRT. Return all remaining ambushing forces to any ONE of your villages.

## Mobilize

Move any number of moudjahidate and sharpshooters from one of your villages to another of your villages.



No other type of unit (*Leaders or moudjahidate*) may be mobilized.



Susan has in her hand 1 Moudjahidine, 1 Child, 1 Young Man, 1 Elderly Woman, and 1 Man. First, Susan uses the Reserve action to place the Child into the village Soumeur. This lets Susan draw 2 new cards from her deck: a Weapon and another Moudjahidine. For her second action, Susan discards the Weapon and 1 of the Moudjahidine to Ambush the French army approaching from Tirourda Pass. *Example continues on page 8.*



*Example continued from page 7.* She decides to have her units based in Akbil run the ambush, so she takes 2 moudjahidine and Omar Oussaid to attack the approaching 4 carabiniers, 1 sapper, and 1 cavalry. Omar Oussaid and one of the moudjahidine score hits, and Susan chooses to remove the cavalry and one carabinier. The French return fire with 2 carabinier dice and they both miss. Susan is feeling better about her ability to deal with the invading army, and so for her last action she discards the Young Man to move a moudjahidine unit from Iferrhounène to the village of Ath Ouacif, which is controlled by Lauren, because it is lightly defended and has a French army approaching. Susan finishes her actions with the cards Moudjahidine, Man, and Elderly Woman still in her hand.



Once you have performed up to 3 actions, any cards not yet discarded or placed in a village may be used to Acquire up to 2 new cards.

You may always choose to pass if you don't want to use all your actions.

## Acquiring Cards

Count how many resources (👤 *influence*, 🛡️ *military strength*, 🍲 *food*, 🗡️ *weapons*, or 🧰 *tools*) are on your undiscarded cards in your hand. You may spend this much to gain up to 2 cards.

If the card has the 🚩 Add to Map icon in the Cost area, add the applicable unit or marker to the map. You may place it in any village you control.

Place the newly Acquired card(s) in your discard pile along with all the cards used to buy them.

You may always choose to not purchase a card even if you have the resources to do so.







After taking her actions, Susan still retains 1 Moudjahidine, 1 Man, and 1 Elderly Woman in her hand. This gives her a total of 5 influence, 6 military strength, and 1 food. Looking at the cards available for purchase, Susan buys another Moudjahidine for 4 influence, 4 military strength, and 1 food. The Moudjahidine card goes to Susan's discard pile, and she places her new moudjahidine unit in the village Soumeur. This leaves Susan with 1 influence and 2 military strength left to spend, which is not enough to purchase another card so she passes.

## Automata Turns

(See notes on changes for solo play in appendix):



Reveal the top card of the automata deck.

First, add any listed units to the lowest numbered army space that has not yet deployed, or to the reinforcement space if all armies are deployed. Then follow all instructions as directed.

If all armies have deployed, reinforce retreated armies, always adding to the army with the most troops in it already, until that unit redeploy. If there are no retreated armies, place any units in the reinforcement space. When any army retreats, these units will join that army during the next automata turn.



If an automata card asks you to destroy a card, take that card from either your hand, your deck, your discard pile, or a village and remove it from the game. If you search your deck to find a card, reshuffle it.



Check if any army will now deploy. If the army has the number of units indicated on the board or greater, it will deploy to the location indicated on its Army

Start Location Token, which you will then turn faceup. Place the matching army marker on the map and use this to mark the passage of this army. Do not move the individual units onto the map - they will remain on the army space until removed in combat.



Now move all deployed French armies to the next stop on their path. Armies that were just deployed will move to the first location after their Army's start location. An army will always move out of their current space in the direction of the nearest unconquered village. If 2 villages are equally distant,

the army will always decide where to move as indicated below.

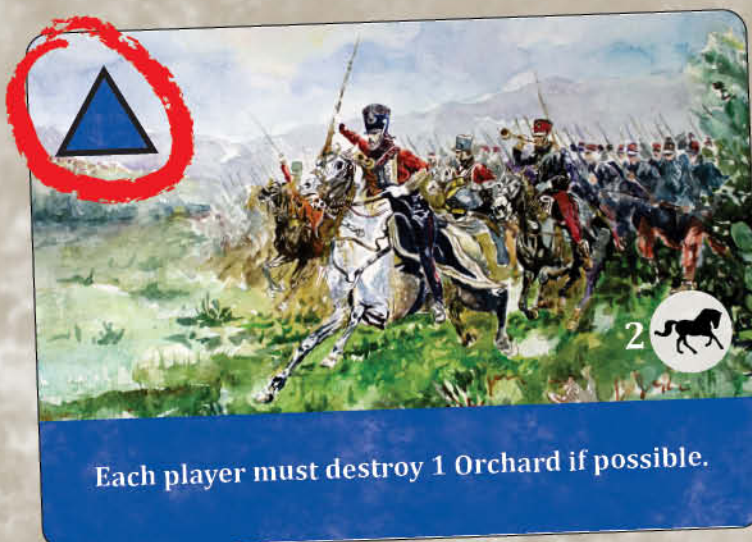
If you are still unclear on where the army should move, please consult the automata Movement Flowchart on page 21.



If the army is in a village that has retreated, it will move to the nearest village belonging to the retreated village's player.



If the army is in a village that has been conquered, it will always move to the nearest village of an unconquered player.






If 2 villages are equally distant and none of the above criteria apply, move the army along the path indicated by the most recent automata card's army move indicator.


Except when leaving Irdjen, an army will never retrace its steps.








If the French unit encounters defenses on a village they are about to enter, check if there are  sappers in the army.

If there are, remove one defense per  sapper, and remove the  sappers that were used in this way from the army. If all defenses are removed in this manner, the French will continue their movement and enter the village this turn. If not, continue as shown, below.






If there are NOT enough  sappers to remove all



defenses, remove French units 1:1 (starting with  carabiniers, then  artillery, then  cavalry) to remove the defenses.

This ends the army movement for the turn, and it remains on the path adjacent to the village. **New defenses may NOT be added to a village at this point.**

**If an army is ever unable to remove all defenses due to a lack of units, it retreats:** return it to its army space to await reinforcements.



It is time for the automata turn. The automata reveals a card that says to add 2  carabiniers (to an undeplayed army), to add 1  artillery to army 2, and has a  circle for the army move indicator. Armies 1 and 2 are already deployed, so the  carabiniers are added to army 3, bringing its total unit count to 7. This means that army 3 will deploy this turn. The single  artillery unit is added to army 2, and then it is time for the armies to move. *Example continues below.*

Army 1 moves forward 1 space to the point just before Ath Ouacif and Ath Yenni. Army 2 moves 1 step further from Tirourda Pass onto the  decision point before Soumeur and Akbil. Army 3 comes onto the board and moves to the first space after Azazaga. Since none of the armies started their turn on a decision point, the  circle move indicator was ignored.





Check to see if any French armies are attacking by looking to see if any of them have entered a Berber village.

If none have, the automata turn ends.



If any French armies have entered a Berber village, resolve combat(s) in order of army number, as follows: *(Note all passive terrain effects on the village card where combat will take place, and gain reroll tokens as indicated)*



**Artillery** - Roll 1 die for each artillery unit present, removing Berber units as per the CRT.



**Sharpshooters** - Roll 1 die for each Berber sharpshooter, removing French units as per the CRT.

Berbers roll and resolve hits first, then the French respond. The main French forces ( cavalry and  carabiniers) roll 1 die per unit against all Berber units, including sharpshooters. Continue back and forth until 1 side has lost or retreats. Each side rolls as follows:

Roll and resolve any rerolls. You may spend rerolls to force the French to reroll dice or to reroll your own dice, discarding 1 token for each die rerolled. You may not spend reroll tokens during another player's combat.



For each hit, remove 1 unit, as per hit order in the CRT. Berber casualties are removed from the game, EXCEPT for Berber Leaders, which are returned to the player's supply and may be re-deployed by Playing that Leader's card from your hand on your turn. French casualties are returned to the general supply.

## Check for retreat/loss.

The French retreat if the army is reduced to or below the retreat value listed on that army's space on the board. Move the army marker back to its army space on the board.

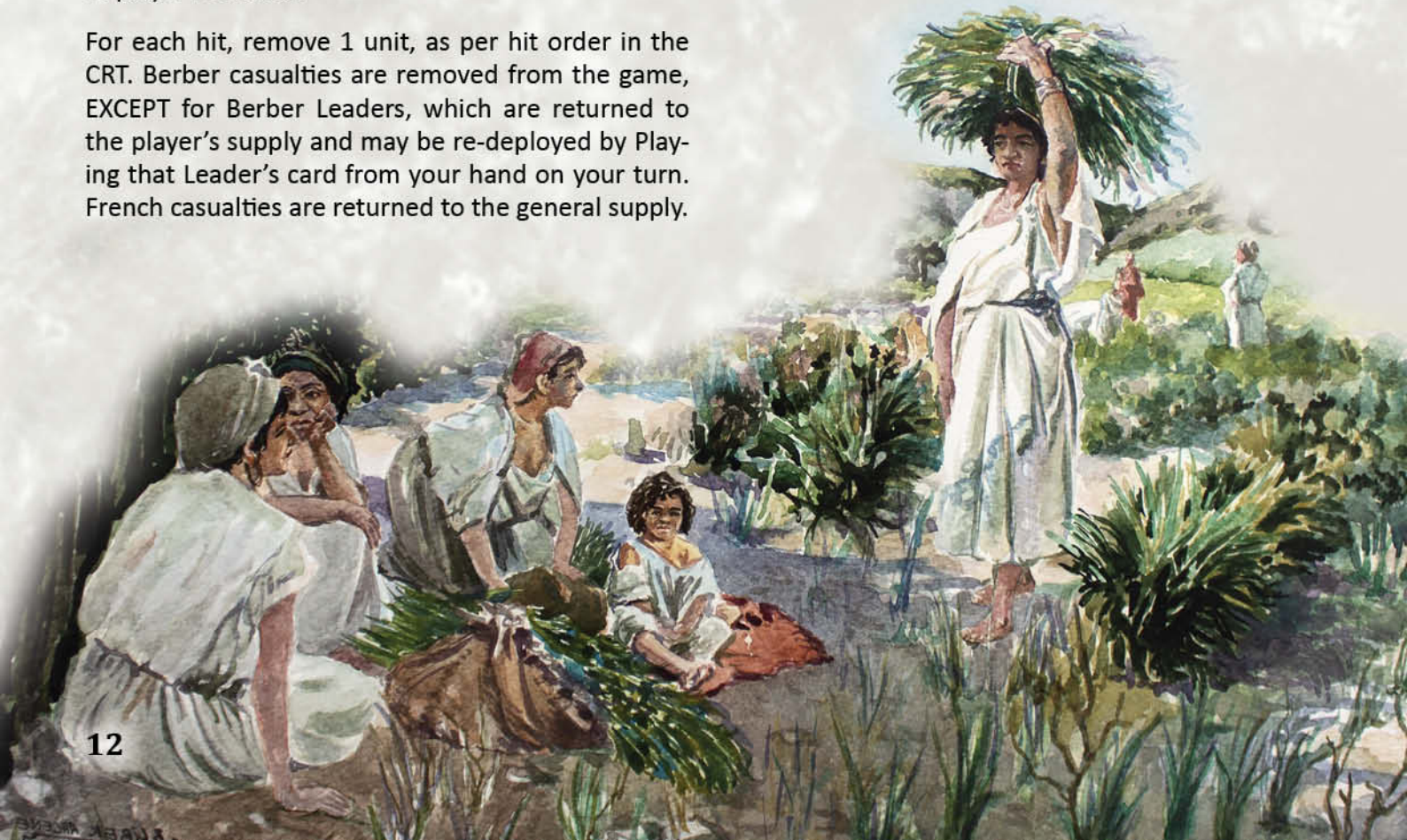


The Berbers may choose to retreat if the retreat token has not yet been used by any Berber player and if there are no Children or Youths present in the village being attacked. If they retreat, remove all cards from the village and place them in your discard pile. Then move any Berber units to one of your other villages, and place the retreat marker in the abandoned village. It may not be entered by any Berber units again during the game. French units pass through it as though it is empty.

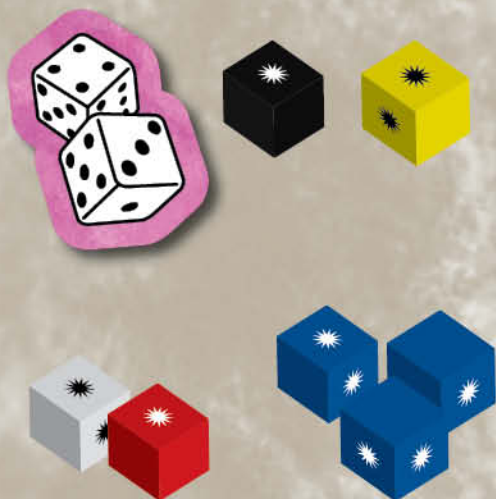
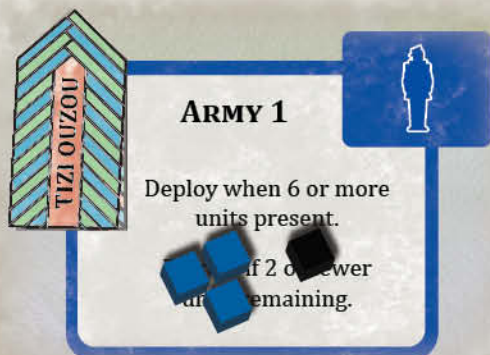
If all Berber units are removed from a village during combat, the controlling player has been conquered and is eliminated from the game. Place a submitted token in each of that player's villages, and move any remaining moudjahidine into the French army that eliminated them. Moudjahidate do not move into the French army. They are instead removed from play.



















The eliminated player may now take over all automata turns, following the automata rules.







It is the automata turn and the card that comes up says to add 1  sapper, 2  carabiniers, and has a  triangle for the army move indicator. Since all 3 armies are currently deployed, the 2  carabiniers and the  sapper are placed in the reinforcement space. Army 1 is at a decision point, and the triangle will send them into Ath Ouacif for combat. Army 1 consists of 4  carabiniers, 2  cavalry, and 1  artillery. Ath Ouacif is defended by 2 moudjahidine, 1 sharpshooter, and 1 moudjahidate, and the card for Ath Ouacif states it is wooded, granting the defending player Lauren 1 reroll token at the start of combat. The  artillery rolls first and scores a double hit. This is not good for Lauren, and so she chooses to spend her sole reroll token to make the  artillery reroll. The  artillery rolls again and this time comes up with a single hit. Lauren must remove 1 of her moudjahidine. The sharpshooter is up next, and they also roll a hit. Lauren removes 1  cavalry from Army 1.

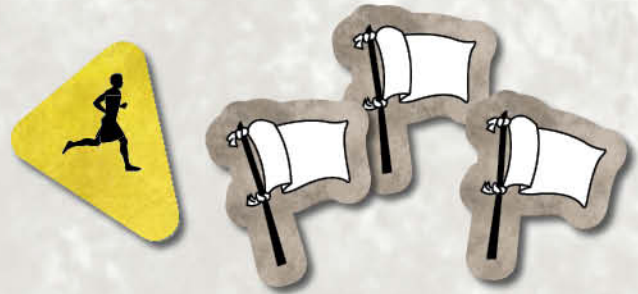
The next section of combat has the Berber resolving their hits first. Lauren rolls her dice and the moudjahidine and moudjahidate both score hits. She removes 1  cavalry and 1  carabinier from Army 1, leaving them with 3  carabiniers and 1  artillery. The dice are rolled for the French, and a  carabinier manages to score a hit, but all other units miss. One moudjahidine is removed from the forces at Ath Ouacif, leaving 1 sharpshooter and 1 moudjahidate to defend the village. Army 1 will not retreat unless they have 2 or fewer units remaining, and so combat will continue unless Lauren decides to use the players' sole retreat token. Lauren decides that her odds are not good and the sharpshooter is too valuable to lose, so she decides to use the retreat token. The Woman card that was in Ath Ouacif is placed in Lauren's discard pile. The sharpshooter and moudjahidate units both retreat to Ain El Hammam. The retreat marker is placed on Ath Ouacif, and the combat ends.



## COMBAT RESULTS TABLE (CRT):

Combat Results Table (CRT)						
UNIT (hit order)	1-2	3	4	5	6	
Cavalry (1)						☀☀
Carabinier (2)			☀	☀	☀	
Artillery (3)				☀	☀☀	
Sapper (4)						
Moudjahidine (1)			☀	☀	☀	
Sharpshooter (2)		☀	☀	☀	☀	
Moudjahidate (3)				☀	☀☀	
Leaders (4)	As per leader cards					

## END OF GAME



The French win if 1 Berber player has been conquered AND the retreat token has been used, OR if any 2 Berber players have been conquered. The Berbers win if the French do not achieve this before their deck has been depleted (*and so the automata may not take a turn*).

## APPENDIX - TIPS

Unit location can be everything. Be sure to put units where you think you will need them, but be ready to spend a couple of actions to move units to vulnerable villages at key points of the game.

Don't forget to help each other out. You can fall into a trap of only keeping units for the villages in your own region. This can be disastrous and cause a loss if players are not willing to share units effectively.


It can be tempting to buy nothing but Moudjahidine cards but try not to fall into this trap. Ignoring other cards can leave you shorter on time by not buying defenses, or unable to effectively use ambushes by not having enough Weapons in your deck.

## APPENDIX - CARDS

### Starter Deck



#### Artisan

When played along with a tools card, the tools card gains 3  influence.

When played along with a tools card, the tools card gains 3 influence.



#### Child

When placed in one of your villages to use, you may choose to draw 2 cards OR move 1 card from that village to any other of your villages.

When placed in one of your villages to use, may choose to draw 2 cards OR move 1 card from that village to any one of your other villages.





### Elderly Man

Whenever placed into a village already containing a moudjahidine or sharpshooter, gain 1 reroll token.



### Elderly Woman

When placed in a village, move any one other card from that village back into your hand. It may be played immediately, provided you have enough remaining actions to do so.



### Man

You may discard this card as an action. When you do, move 1 sharpshooter from one of your villages to any other village (*yours or that of another player*). If you move the sharpshooter into another player's village, gain any 1 card from the display that does NOT have an 'Add to Map' icon. Place this in your discard.



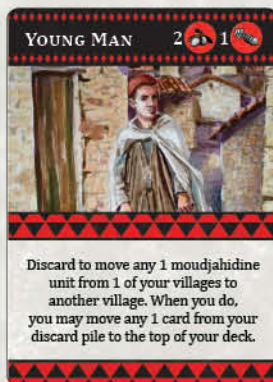
### Youth

When placed into one of your villages, draw 3 cards, keeping 1 and discarding the others.



### Woman

When placed into one of your villages, add 1 moudjahidate to that village. Moudjahidate may not be used to ambush, nor can they be mobilized. The number of moudjahidate available is limited, so if a moudjahidate is removed during combat, put the marker in the game box. When all tokens have been placed, the Woman card may still be played for influence, but may not add additional moudjahidate.



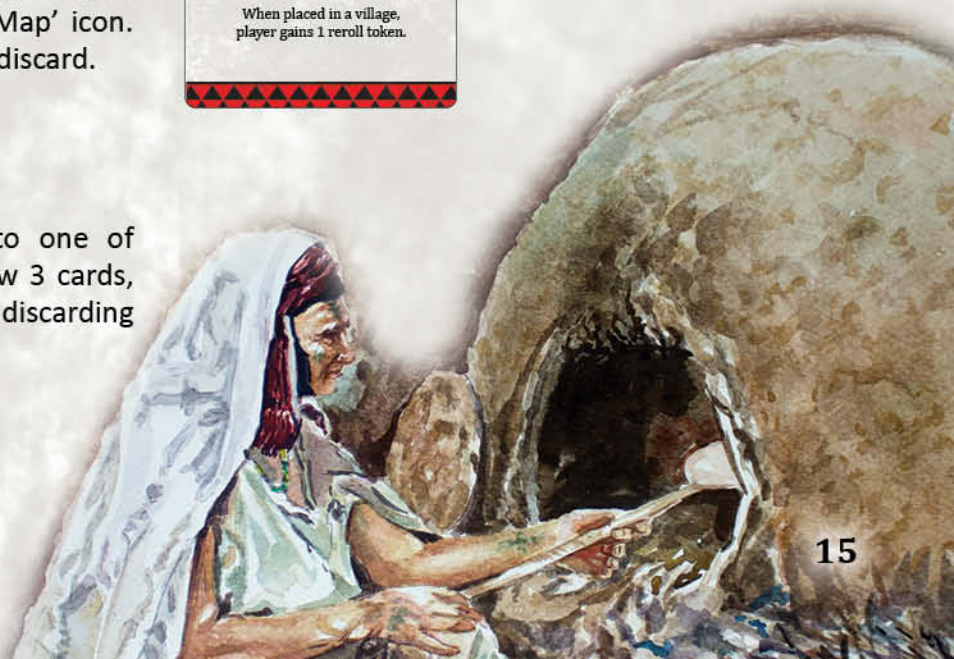
### Young Man

You may discard this card as an action. When you do, you may move 1 moudjahidine from one of your villages to any other of your villages, then place any 1 card from your discard on the top of your deck.



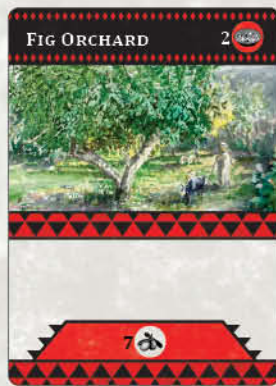
### Young Woman

Whenever placed into one of your villages, gain 1 reroll token.





# Recrutable cards



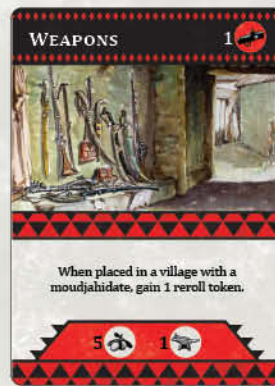
## Fig Orchard

Good for generating food.



## Olive Orchard

You may discard this card as an action. When you do, draw 2 cards.



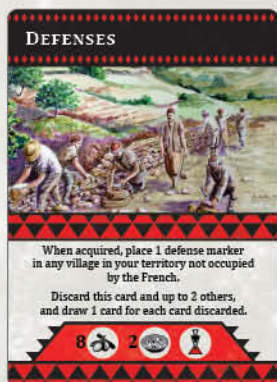
## Weapons

When placed into any of your villages that contain a moudjahidate, add 1 reroll token to your supply.



## Sharpshooter

You may discard this card as an action. When you do, you may perform an ambush. See ambush section page 6 in rules for details.



## Defenses

**When Acquired:** Place 1 defense marker in any of your villages. May not be placed in a village occupied by the French. The number of markers available is the only limit to the number of defenses allowed in a village.

**When Played:** Discard up to 2 other cards and draw 1 for each card discarded in this manner (*including the Defenses card*).



## Tools

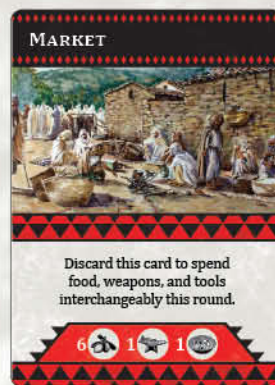
You may discard this card as an action. When you do, reveal cards from your deck until you find a food card. Take it into your hand and discard the other revealed cards.

If you play this card alongside an artisan card when purchasing from the card display, gain 3 influence.



## Moudjahidine

You may discard this card as an action. When you do, you may perform an ambush. See ambush section page 6 in rules for details.



## Market

You may discard this card as an action. When you do, you may spend food, weapons, and tools interchangeably this turn. For example, you may discard the market, then use a Fig Orchard and 3 Moudjahidine to Acquire a Sharpshooter, spending one of the food on the Fig Orchard as a weapon.



# Leaders



## Fatma N'Soumer

You may discard this card as an action. When you do, place or move the Fatma marker. Fatma may be placed in any village not occupied by the French. When placed, the owner of the village gains 1 reroll token.

During combat, Fatma rolls as a moudjahidate, but she may be used during ambushes.

Begin the game with 2 Moudjahidine, placing these units immediately.



## Oumouhand n'ath Freh

May be discarded as part of an ambush to add an additional Moudjahidine die. Oumouhand may not ambush alone.

Begin the game with 1 Moudjahidine, placing this unit immediately.



## Tahar.

Begin the game with 1 Weapon, 1 Sharpshooter, and 1 Moudjahidine, placing the sharpshooter and moudjahidine units immediately.



## Mouhand Ouchikhoun

When Mouhand enters your hand, draw 1 additional card.

Begin the game with 1 market and 1 fig orchard.



## Omar Oussaid

You may discard this card as an action. When you do, place or move the Oussaid marker into any village not occupied by the French.

Oussaid rolls as a sharpshooter and may be used during ambushes.

Begin the game with 1 Tool.



## L'homme à la Mule

You may discard this card as an action. When you do, look at the top 2 French automata cards, putting one on the bottom of the deck and replacing the other.

Begin the game with 1 Weapon and 1 Moudjahidine, placing the moudjahidine unit immediately.



## Omar Oulmohkstar n'ath Yirathen

You may discard this card as an action. When you do, you may place the Omar marker in any village not occupied by the French or return the Omar marker to your supply. Whenever Omar is placed into a village with no defenses, build 1 defense.

Omar rolls as a moudjahidine.



## Tayeb

Tayeb may be played as a copy of any card in your hand. Reveal the card to be copied and discard Tayeb to take the action or gain the resources as desired.



# Villages

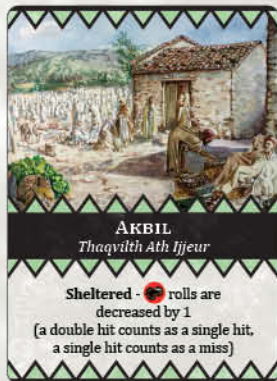


## Soumeur

Region: Thaqvilth Ath Ijjeur

When French approach, roll 1 artillery die. On a hit or double hit, they overlook Iferhounène and continue towards the next village.

Begin game with 1 Fig Orchard



## Akbil

Region: Thaqvilth Ath Ijjeur

**Sheltered** - Artillery rolls are decreased by 1 (a double hit counts as a single hit, a single hit counts as a miss).



## Mekla.

Region: Thaqvilth Ath Irathen

**Steep** - Cavalry may not attack.

Begin game with 1 Market.

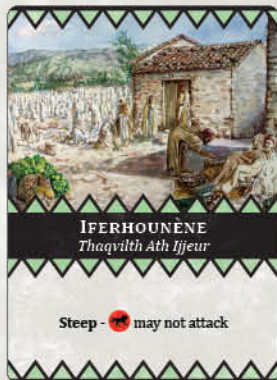


## Irdjen

Region: Thaqvilth Ath Irathen

**Wooded** - Gain 1 reroll token at the beginning of combat.

Begin game with 3 reroll tokens.



## Iferhounène

Region: Thaqvilth Ath Ijjeur

**Steep** - Cavalry may not attack.



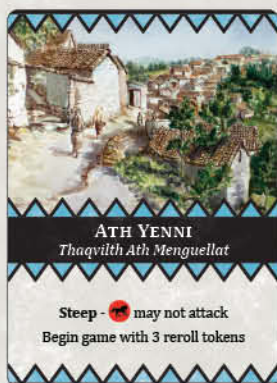
## Larbaa Ath Irathen

Region: Thaqvilth Ath Irathen

**Sheltered** - Artillery rolls are decreased by 1 (a double hit counts as a single hit, a single hit counts as a miss).







### Ath Yenni

Region: *Thaqvilth Ath Menguellat*

**Steep** - Cavalry may not attack.

Begin game with 3 reroll tokens.



### Ain El Hammam

Region: *Thaqvilth Ath Menguellat*

**Sheltered** - Artillery rolls are decreased by 1 (a double hit counts as a single hit, a single hit counts as a miss).



### Ath Ouacif

Region: *Thaqvilth Ath Menguellat*

**Wooded** - Gain 1 reroll token at the beginning of combat.

Begin game with 1 Market.





## APPENDIX - SOLO RULES

The solo game follows the same rules as for other player counts. The automata wins when either the retreat token has been used and a village has been lost in 1 region, or when a village has been lost in 2 regions. For cards, such as Man, that state you gain something for moving a unit from one player's village to another player's village, you gain the benefit when you move the unit from one of your regions to another of your regions using that card.

Place out sharpshooters, moudjahidine, and moudjahidate as if you were setting up for a 3-player game.



When playing solo, treat all three regions as separate for the purposes of moving units around the map. This means that you may only move moudjahidine and sharpshooters between regions using the Young Man and Man cards. You may also move units between villages in a region using the Mobilize action as usual.

Solo play has the following change to the automata:

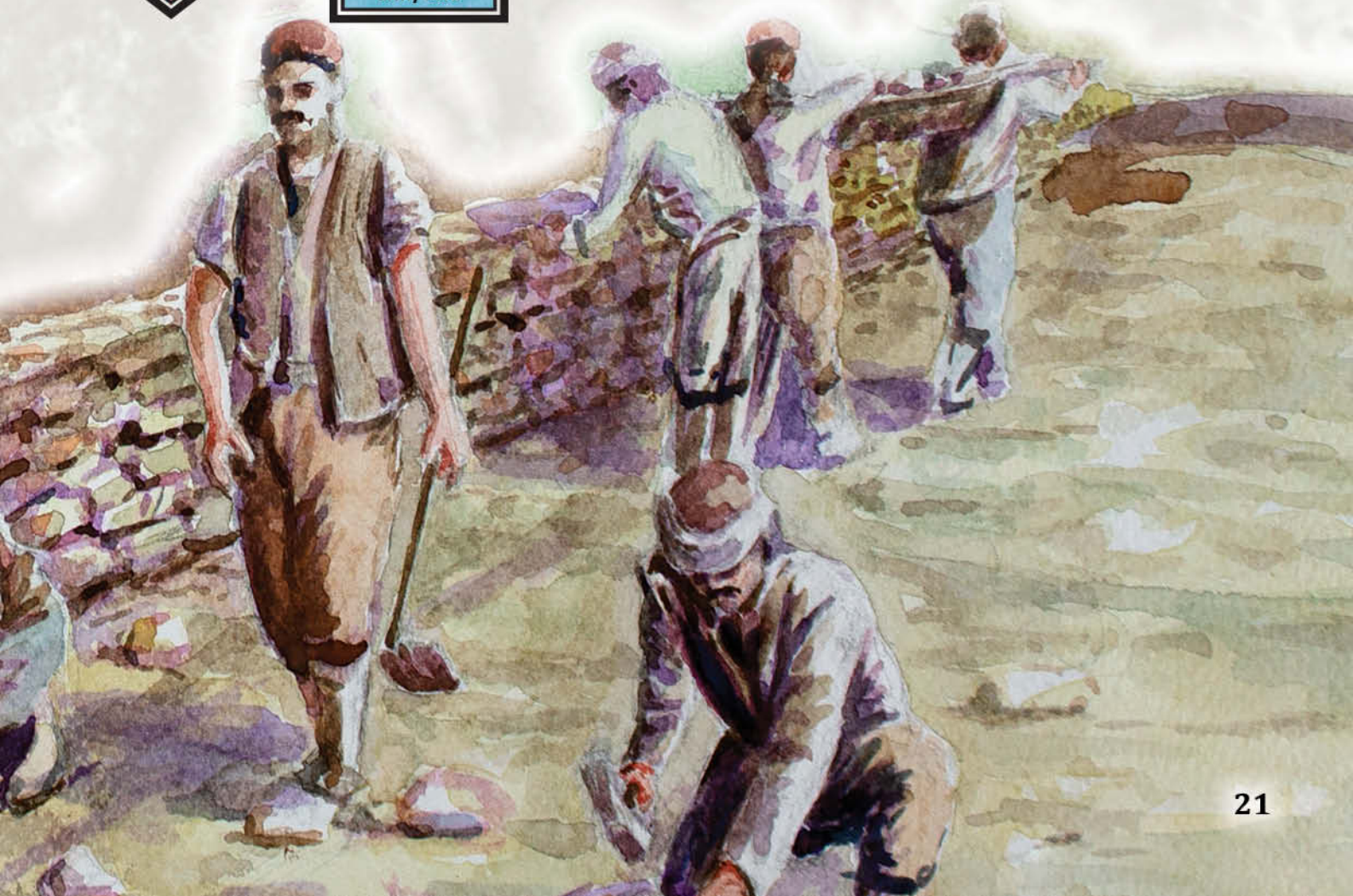
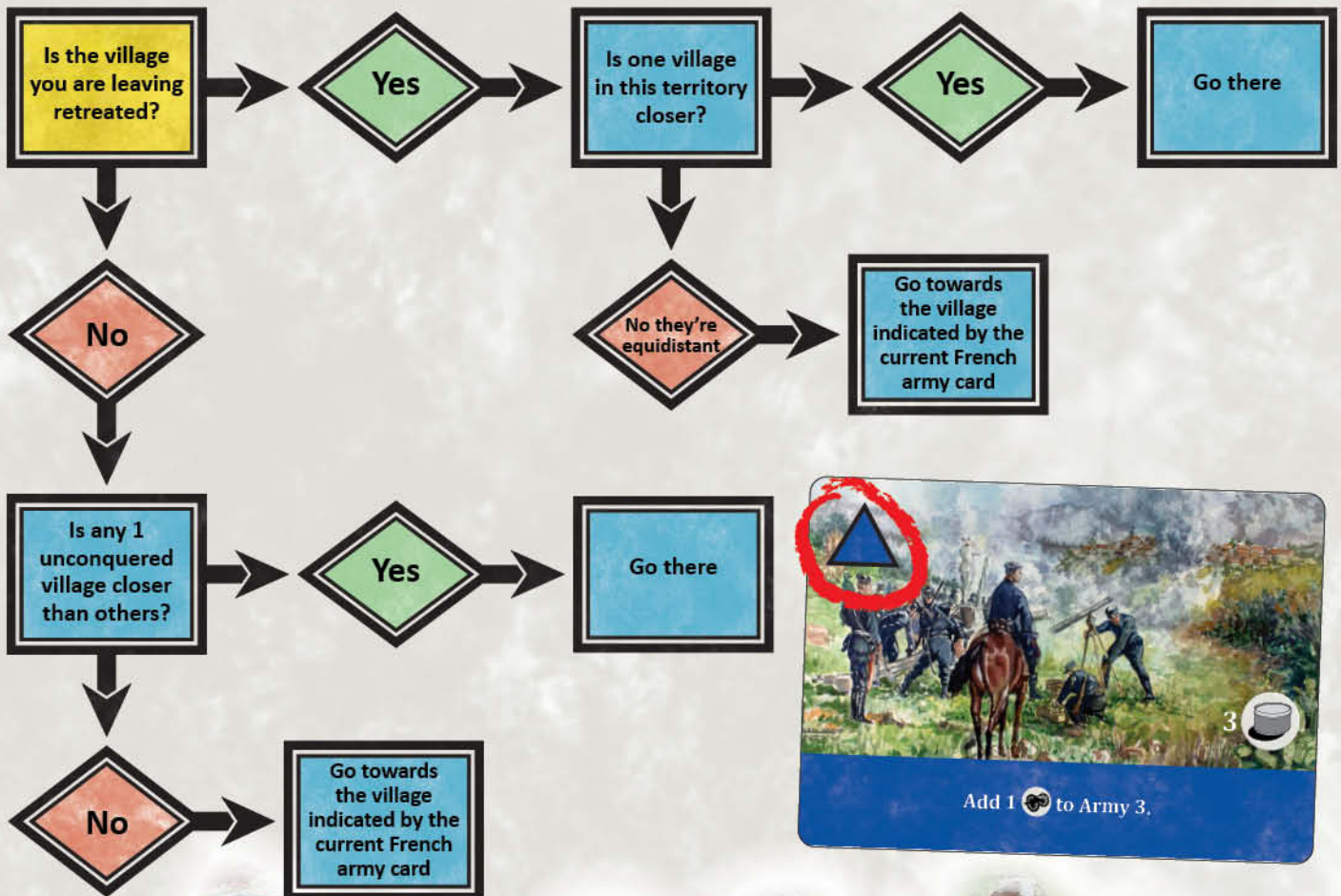
During the automata turn, if no French Army cards are faceup, draw 2 and place them on the table faceup beside the deck, with the first card drawn on the right and the second next to it, between the first and the deck. Then end the automata turn. If at least one French Army card is faceup, play the right-most card, then discard it.



If you would like a greater challenge, instead of using the above automata changes have the automata match you turn for turn.



## APPENDIX - AUTOMATA MOVEMENT FLOWCHART





## ALGERIA 1857 HISTORICAL OVERVIEW

In 1830, the French began their invasion of Algeria. Algiers fell quickly, but the French did not succeed in completely eliminating the Ottoman presence, which began in 1516 and would remain until 1837. That same year, Abd al-Qādir renewed his call for jihad against the French and rekindled his resistance to them in Algeria's interior. The fighting continued for several years until the end of 1847 when Abd al-Qādir surrendered. His defeat ended resistance in the northern portion of Algeria everywhere except the still independent Kabylia, located in the Djurdjura range of the Atlas mountains.



*Chérif Boubaghla and Lalla Fatma n'Soumer,  
1866 painting by Félix Philippoteaux*



When the French began to fight the Ottomans for Algeria in 1830, Lalla Fatma N'Soumer was born in the village of Ouerdja. Fatma belonged to a marabout (*religious leader*) family. She had four brothers and two sisters. She likely received a better education than most girls of the Kabylia at this time. Married by her family against her will at the age of 15, Fatma rebelled, demonstrating some of the spirit she would use against the French in the coming years. Her husband refused to divorce, and Fatma renounced a married life, preferring one in God's service. Over the years, Fatma developed a saintly status as she offered spiritual advice, fed the poor, and healed the sick. She was also known for wearing a red burnoose.

Fatma's family first became involved in resistance against the French in 1847, when French Marshal Bugeaud led the first expedition to the Oued Sahel. In 1850, a resistance fighter, sharif Bû Baghla, led a resistance movement in the Kabylia of the Babors. Fatma and Bû Baghla had great respect for each other, and Fatma was likely present at some of the battles with the French. In 1854, the governor-general of Algeria Jacques Louis Randon led an expedition of 12,000 troops to try and conquer the Kabyles. The final battle of the campaign was at Tachekirt, on July 18 and 19 of 1854. For this battle, Fatma and her brother Tahar were tasked to assemble a group of volunteer fighters called imseblen. Fatma and other women were present at this battle, since it was important for women to participate in the defense of their homes. Women bound the legs of several of the fighters so they could not retreat. The women could also be heard ululating throughout the fight, providing inspiration for their men and haunting the French. After two days of fighting, the French lost the battle and withdrew. Randon left the Kabylia and would not return for three years. In the end of 1854, Bû Baghla died, leaving the Kabyle resistance without a leader. After a conference in early 1855, it was decided that the resistance would be led by Lalla Fatma N'Soumer with the assistance of her brothers.

In the spring of 1857, Randon returned to the Kabylia to "pacify" the region. This time he led a force of 35,000 troops and 10,000 mules. The terrain of the Kabylia is extremely mountainous, which gave the French much difficulty both logistically and in their fighting capacity. It was not uncommon for mules carrying supplies or artillery equipment to go tumbling down a ravine. The French had learned quite a bit from their previous experience in the area.



They had a better understanding of the geography and the defensive capabilities of the Kabyles. Part of this experience was an effective use of artillery during the campaign. The French brought with them three types of artillery - mountain Howitzers, rifled Howitzers, and rockets - which were all used to great effectiveness in forcing the Kabyle fighters from their defensive positions.

In order to pen the Kabyles in, the French broke their force into several groups. The main force consisted of around 25,000 troops led by General Mac Mahon and came in from the north. A division of around 5,000 soldiers approached from the southeast. Two other groups came in from the west and south, respectively. The French were also able to use the saff system to their advantage. The saff system was a system of alliances between various Kabyle tribes forming a group called a saff. If the French were able to defeat a saff, all tribes in the saff would be forced to surrender. Additionally, the tribes in the saff would then be obligated to turn their rifles on remaining independent tribes. This meant as the French made their way through the Kabyle, tribes had to face not just the French, but other Kabyles who were recently resisting as well.

The first notable engagement was between the main French force and the Ath Irathen at Icherouia on May 24, 1857. The use of artillery in this engagement caused several problems for the Kabyles and allowed the French columns to advance. The French were able to take several positions and hold them despite Kabyle counterattacks. Eventually, the French were victorious, and they settled in to resupply and hold their position. They maintained themselves there until late June. With this group of Kabyles subdued, the French had them guard the French soldiers from ambushes by still independent Kabyles.

The next battle fought was the battle of Icheriden, on June 24, 1857, which was largely participated by a group known as the Beni-Yenni. The Kabyles had fortified the village in advance of the French attack. Despite their preparations, the French soldiers (numbering 35,000) and their artillery were too much for the Kabyles (merely 5,000 soldiers), who were defeated after resisting day and night. The French pushed forward after the battle and were able to capture several villages in relatively quick succession in the days following the initial engagement. This led to the capitulation of the Beni-Yenni and several other tribes within the saff. Several Kabyle tribes continued to fight after this and regularly harassed

the French rear guard. The French ordered the burning of several villages in retaliation and threatened to destroy fig and olive trees, both of which were culturally and economically significant. While the main French force advanced, some of the other French armies in the area also had combat successes.



*"A visit to the home of the Kabyles"  
Le Charivari, June 18, 1857*

The fighting continued into July as the French continued to press forward. Another saff surrendered on July 6, 1857. On July 11, the village of Takhlidjt was captured, and with it Lalla Fatma N'Soumer and one of her brothers, Tahar. With their conquest of non-Saharan Algeria complete, the French concluded their campaign in the Kabylia on July 15. Fatma N'Soumer died in prison in 1863 at the age of 33.





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