

INSURGENT: Algeria

Rules of Play, V1.6

1-2 players, 15-30 minutes

Designed by Matthew Denton

Introduction

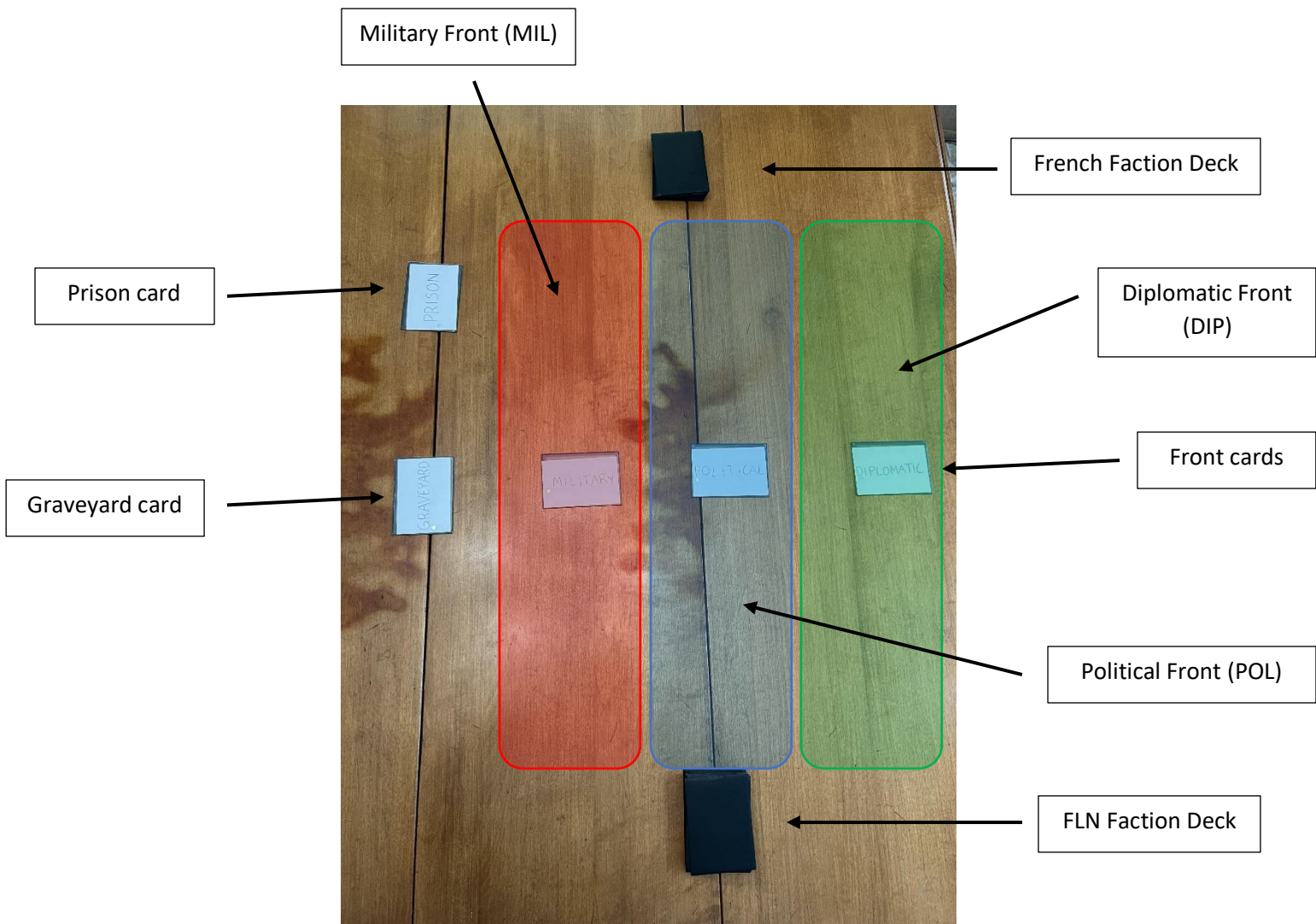
INSURGENT: Algeria is a quick, asymmetric, 2-player card game between Algeria's National Liberation Front (FLN) and the government of France. Players attack and capture their opponent's agents, recruit new fighters, and rally for public support as they attempt to shape the future of the Algerian state. Will the FLN secure independence for the Algerians, or will the French retain their colonial grip on the country?

Components

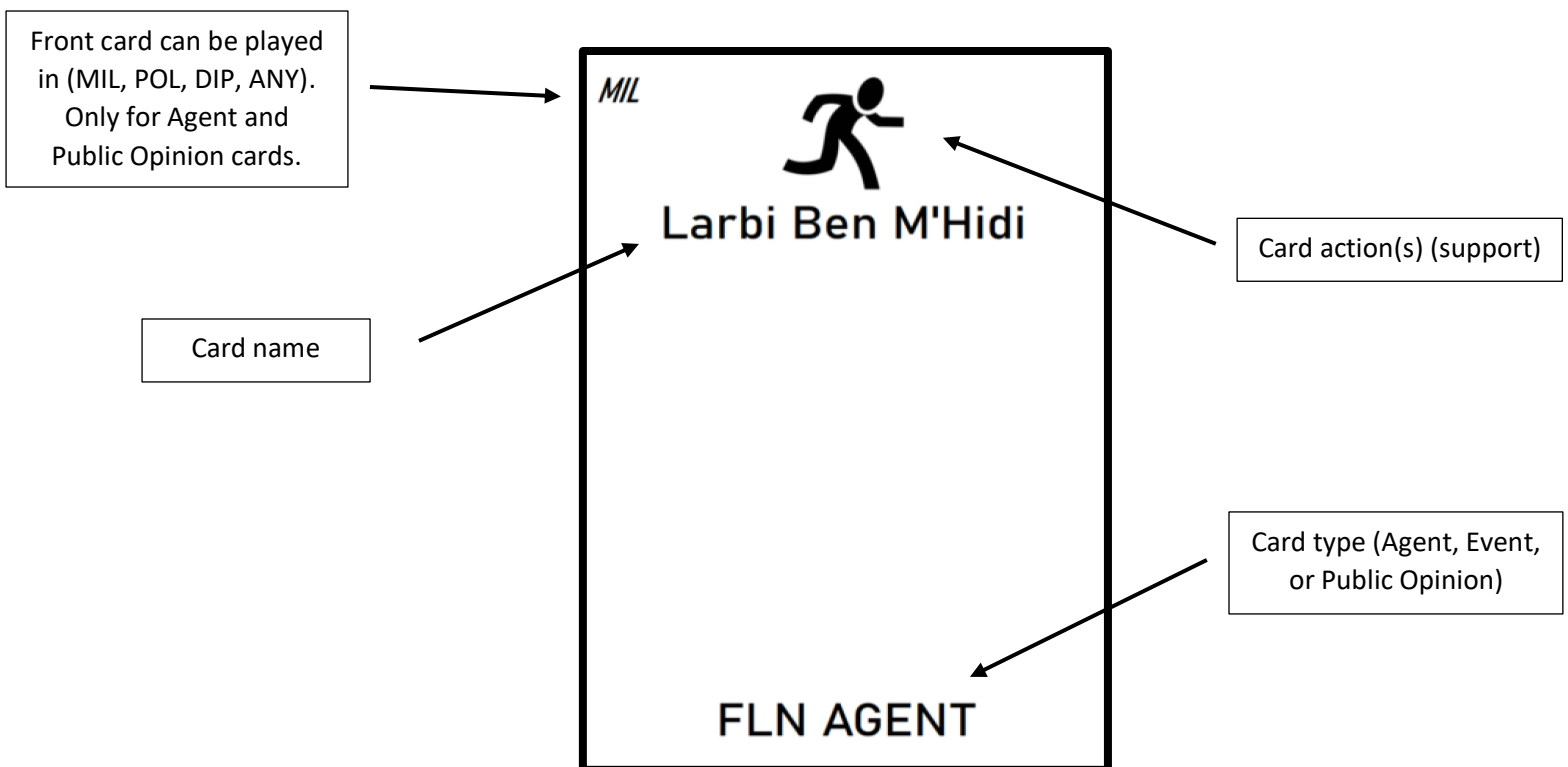
- 49 cards. Types are as follows:
 - o 24 agent cards (12 FLN, 12 French)
 - o 10 event cards (5 FLN, 5 French)
 - o 8 supporters cards (4 FLN, 4 French)
 - o 3 front cards
 - o 1 prison card
 - o 1 graveyard card
 - o 2 reference cards
- 2 d6.

Setup

1. Decide who will be the French player and who will be the Algerian (FLN) player for the game. It is easiest if players sit across from each other.
2. The French player shuffles all French agent, event, and public opinion cards together to form a deck of 21 cards, and places it in front of them. The FLN player does the same with FLN cards.
3. Place the front cards in a row between the players, creating the three columns, or fronts, for which players will be competing.
4. Place the graveyard card and 2 d6s off to the side. Place the prison card near the French player.
5. Each player draws a hand of 5 cards. Each player may choose to reshuffle and draw a new hand of 5 if they are unsatisfied with their initial hand (each player may only do this once).



Card Anatomy



Gameplay

The FLN player takes the first turn, then players alternate taking turns until the end of the game is triggered.

Winning the Game

The game can end in two ways:

1. **ATTRITION:** Either player plays their **last card** (this means that they have no more cards in their hand OR their faction deck). Finish the current turn. The other player gets one more turn, then the game ends. **Final scoring** determines the winner.
2. **DOMINATION:** Either player has **eight more** action icons on their cards than their opponent in **any one front**. The game ends **immediately**, and this player is the winner.
 - The French player may ask if they have won in this manner at any time. The FLN player must respond truthfully but **should not reveal their cards** unless they have indeed lost.
 - If the FLN player has won in this manner, but has face-down cards, the player should reveal them to prove their victory.

Final Scoring

If neither player ends the game early, final scoring is conducted.

1. The FLN player flips all of their cards face-up, keeping them splayed so that the action icons are visible. Prison cards remain in prison; they do not count for final scoring.
2. Each player counts the **total number of action icons** that remain in their military fronts. The player with the most icons wins that front. Repeat this for the political and diplomatic fronts.
3. Whoever **wins the most fronts** wins the game! If any front is tied, the player with the **most RALLY icons in the tied front** wins. If still tied, the front is a draw. If neither side wins more fronts than the other, the game is a draw.

Play a Turn

Each turn has three parts:

1. **PLAY A CARD:** the player chooses one card from their hand to play. How and where the card is played depends on the **type of card** and the **player's faction** (FLN or French).

- **Agent** and **Supporters** cards are played to one of the three fronts, in front of the player. **Supporters** cards can be played to any front; **Agent** cards must be played to the front listed in the top left corner of the card. If a player has already played a card to a front and wants to play another, splay the new card so that the action icons and name of the card below it is still visible.
 - The **FLN player** may play their cards face-up **OR** face-down. If multiple face-down cards are played to the same front, still splay them as if the action icons and name were visible. The FLN player does not take the actions on cards played face-down.
 - The **French player** must play all their cards face-up.
- **Event** cards are played face-up to a personal discard pile near each player's faction deck.



Example of French and FLN splayed cards. On the left, de Gaulle is the “top” card for gameplay purposes. On the right, the top card is the fully visible face-down card.

2. **TAKE ACTIONS:** the player takes the actions listed on the played card **from left to right**. Some actions are not always able to be taken; if a player plays a card with such an action, it is ignored. Players may choose to ignore any action on the cards they play, even if they are able to perform the action. Actions can target cards in fronts other than the front they were played in.
3. **DRAW CARDS:** if the player has no cards in hand, they draw five new cards. Otherwise, skip this step.

Actions

Some actions can be taken by both players, while others can only be taken by one faction or the other. The French player only takes actions when playing cards on their turn. The FLN player can take actions in three ways:

1. When playing a face-up card on their turn, as explained above.
2. When either player takes an EXPOSE action and flips their face-down card(s) face-up. This can happen multiple times in a game.
3. When taking the JAILBREAK action, upon returning the captured card to a front **if played face-up**. This too can happen multiple times in a game.

If an FLN action taken during a French turn (via options 2 or 3) results in the elimination of the French card played that turn, do not take the remaining action(s) on the card.

COMMON ACTIONS



ATTACK: Remove **any face-up card** from one of your opponent's fronts OR remove **any card in prison**. Place the removed card in the graveyard.



BOMB: Roll **two** d6s. 1-2 = miss, 3 = reroll, 4-6 = hit. Remove **a face-up card** from one of your opponent's fronts for each hit.



RALLY: No immediate effect. However, unlike any other cards in the game, cards with the Rally action can be played on **any front**.



RECRUIT: Draw **two** cards from the top of your faction deck and play one of them immediately, resolving its action(s) (before any other actions on the original card, if there are any) as if you played it from your hand. The card you chose not to play goes on the bottom of your faction deck.



NEGOTIATE: Draw a card from your faction deck.



EXPOSE: Flip **one** face-down FLN card face-up. The FLN player resolves the actions on the newly flipped card(s) as if they played it from their hand.

FRENCH-SPECIFIC ACTIONS



CAPTURE: Place any **face-up** FLN card in prison.

FLN-SPECIFIC ACTIONS



HIDE: Flip any **one** FLN card **face-down**. A card with the Hide action can be used to flip itself over; in this case, any subsequent actions on the card are forfeited.



JAILBREAK: Place any FLN card in the prison back into its front, **face-up OR face-down**. If returned face-up, resolve the action(s) on the card again as if you played it from your hand.

Solo Variant

Insurgent: Algeria can be played solo, with the player taking the role of the FLN against an automated French opponent. As the solo player, you play the game as normal.

FRENCH TURNS

To take a turn for the French, flip a card from the top of their faction deck. They play the card as normal, resolving its effects.

Change the effect of the NEGOTIATE action to: Play another card from the French faction deck.

Unlike the normal game, when the French play the last card off their deck, the game ends immediately.

The following lists address ambiguities that will arise concerning where to play Supporters cards, which card to play when performing the RECRUIT action, and which cards to target for the different French card effects.

PLAYING SUPPORTERS

1. Front where FLN has 3+ more cards than French
2. Front with the most French cards
3. Front with the most French icons
4. Random (roll a d6, split into logical number of categories i.e. MIL 1-2, POL 3-4, DIP 5-6)

CHOOSING RECRUITS

1. Card with most total action icons
2. Supporters > Agent > Event
3. Random

ATTACKING/CAPTURING/BOMBING TARGETS

Restrictions from the normal game apply to these targets, i.e. A card must be face-up to be attacked, captured or bombed.

1. Card(s) with the most icons
2. Card(s) in the front with the most cards
3. Prison (only applicable for ATTACK action)
4. Random

TARGETS FOR EXPOSING FLN CARDS

Target card must be face-down in order to be exposed.

1. Topmost card in front with the most cards
2. Random

Acknowledgements, Designer's Notes & Sources

It's unbelievable to me how much support I've received on this little game from people who don't even like history, let alone this war. Thanks to:

- the Hurford Center at Haverford College for making this game my day job over the summer;
- the many family and friends who have play-tested, expressed interest and excitement, and given instrumental feedback that made the game what it is;
- the mentor designers I have had the privilege of learning from throughout this process;
- my fellow contestants in the 2022 BGG Wargame Print and Play Design Contest, who have also been invaluable in improving the game, and
- the Haverford Innovations program, who will be helping promote the game prior to its wider release.
- My illustrator, who is bringing the game's mechanics to life through the art and graphic design on the cards.

My goal with *INSURGENT: Algeria* was to create a short, accessible card game which would engage (and, perhaps more importantly, not intimidate) anyone; it also had to bring out what I felt were the important aspects of the war. These include, but are not limited to, the importance of public support (represented by the action icons; to win the game is to win the support of the people), the geographical advantage of the FLN (represented by their capability to hide cards and play them face-down), and the weapons advantage of the French (represented by the firepower in their faction deck). The game is not meant to be a pure simulation of the conflict, but rather a means for players to engage with these key themes, as well as important actors and events. I consulted the sources below in my research, and would recommend any and all of them if you are interested in learning more about the Algerian War and the history of the country generally.

Evans, Martin. *Algeria : France's Undeclared War*. Oxford University Press, 2013.

Frantz Fanon. *A Dying Colonialism*. Grove Press, 1965.

Harrigan, Pat, and Matthew G. Kirschenbaum. *Zones of Control : Perspectives on Wargaming*. The MIT Press, 2016.

Macmaster, Neil. *Burning the Veil : The Algerian War and the "Emancipation" of Muslim Women, 1954-62*. Manchester University Press ; New York, 2012.

Matthew James Connelly. *A Diplomatic Revolution : Algeria's Fight for Independence and the Origins of the Post-Cold War Era*. Oxford University Press, Impr, 2003.

Mcdougall, James. *A History of Algeria*. Cambridge University Press, 2017.

The Battle of Algiers. Directed by Gillo Pontecorvo, 1966.

Zohra Drif. *Inside the Battle of Algiers : Memoir of a Woman Freedom Fighter*. Just World Books, 2017.