

## El Alamein (SPI) Expanded Sequence of Play by Donald Johnson 05/29/2022

### A. First Player Turn (Jul:Axis, Sep:Axis, Oct:Allied)

#### 1. Initial Movement Phase

a. Fix overstack subphase – MUST move to meet limits or eliminate units.

b. Regular movement subphase

1) Select individual unit to move/Road move.

2) Determine unit's supply status (S, P = full; U,I = half round down)

3) Move unit, when done tilt it to show movement is completed.

4) Invert any unit that is now isolated and note hex & when on paper.

c. Isolated unit removal subphase

1) Each removed isolated Allied unit counts as 1 VP.

#### 2. Combat Phase

a. Minefield Clearing subphase

b. Regular Combat subphase

1) Attacker selects attacking units and defending hex(es).

2) Note on paper the supply unit(s), if any, supplying this attack  
(limited by the attack support allowance (top left) of supply unit).

3) Determine A unit supply status S=full; P, U=half round down; I=0-no attack

4) Determine D unit supply status S, P, U=full; I=half round down.

5) Determine Combat Odds.

6) Roll Die and determine combat result.

7) Victor determines retreat path, if any.

8) Advance after combat, if any.

9) Invert any unit that is now isolated and note hex & when on paper.

10) Each Allied unit elim. by DE or blocked retreat counts 1 VP, but not EX.

c. Minefield and isolated unit removal subphase

1) Each removed isolated Allied unit counts as 1 VP.

#### 3. Mechanized Movement Phase

a. Fix overstack subphase – MUST move to meet limits or eliminate units.

b. Regular mech movement subphase

1) Select individual mech unit to move/Road move that did not attack.

2) Determine supply status (S, P = full; U,I = half round down)

3) Move unit, tilting it to show movement is completed.

4) Invert any unit that is now isolated and note hex & when on paper.

c. Isolated unit removal subphase

1) Each removed isolated Allied unit counts as 1 VP.

#### 4. Supply Movement Phase

### B. Second Player Turn (Jul:Allied, Sep:Allied, Oct:Axis)

### C. End of Game Turn

a. If last turn, then evaluate victory; else advance game turn marker.