ASSYRIAN WARS

Rules

Version 1.2
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Credits

Game Equipment

- 3 Sheets Full Color, Die-cut Counters
- 1 Map DIN A 1 ~23,3" x 32,3 "
- 2 Quick Start Cards
- 1 Rule Booklet
- 1 Tutorial Booklet
- 2 Scenario Cards
- 1 Victory Points Record Sheet
- 6 Six-sided Dice (D6)
- 110 Cards
- Box
- Only for those who placed a P 500 order 1 x Scenario Card Ashurbanipal's Campaigns

The phrase "D6" refers to a six-sided die.
If any of these parts are missing or damaged we apologize for the momentary inconvenience and ask you to please contact orders@ugg.de or gmtoffice@aol.com in the USA, Canada and Mexico.

Should any questions concerning play arise, UGG will gladly answer them. Please follow the guidelines printed below to expedite the process and assure a response:

* ***Please refer to the numbered rules section(s) applicable to each question, and if possible phrase the question in "yes or no" form***.

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Living Rules:
http://www.ugg.de/bg/AW/AWRules.pdf

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For public discussion of UGG games: www.consimworld.com/ Look for Pre Gunpowder, Ancient, Assyrian Wars.

ASSYRIAN WARS

1.0 Introduction

• Assyrian Wars is a game for 1 to 5 players that simulates the struggle between Assyria and neighboring nations from 722 to 605 BC. The players play the part of one or more of the 5 powers represented in the game. The designer recommends having 3 or more players.

1.1 Nations

• Assyrian Wars classifies the countries in the game as powers, minor countries, minor cities, or nomad tribes.

A) Powers

1)   Assyria (AS)

2)   Mede (ME)

3)   Egypt (EG)

4)   Babylonia (BA)

5)   Elam (EL)
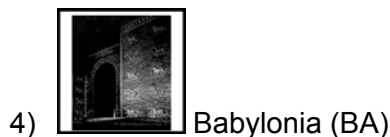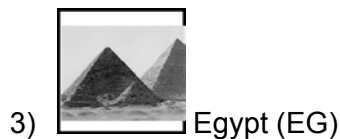
B) Player Control

Who plays which power depends on the number of players and the scenario. The Initial ECO levels and other scenario information may seem to differ from what is resulting from game mechanics, but these modifications are due to the assumed actions which were conducted before the start of the scenario.

Players	AS	ME	EG	BA	EL
Campaign					
5	1	2	3	4	5
4	1	2	3	4	3
3	1	3	2	2	3
2	1	2	2	2	2

Rise and Fall					
4	1	2	-	3	4
3	1	2	-	2	3
2	1	2	-	2	2
The Two Rivers					
3	1	-	-	2	3
2	1	-	-	2	2

If players cannot agree on who plays which power(s), each player rolls one die. The highest roller has first choice, etc.

For Special rules for 2 player games see **8.4**.

C) Minor Countries (Minors)

1)   Phoenicia

2)   Judah, Israel

3)   Syria

4)   Urartu

5)   Phrygia

6)   Persia

D) Minor Cities

Cyprus, Petra, Adana, Malatia, Dilmun, and Zirkitia
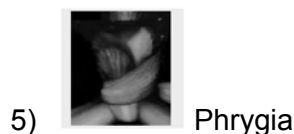
E) Nomad Tribes (Nomads)

Arabs and Aramaeans are both included as special mercenaries. Scythians and Cimmerians are included as independent tribes.

Scythians

Cimmerians

G) Camps

Assyrian Camp

Assyria and all its allies.

Rebel Camp (Rebels)

All countries that oppose the supremacy of the Assyrian "King of the World".

Other Countries

All countries who do not belong to any of both camps.
• See the scenarios about political status of each country in the beginning of the game.

1.2   Map

The Map is divided into **areas**.

Round areas have no production.

Double rectangular areas contain a city or fortress.
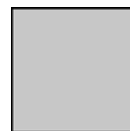
Rectangular areas are used for countries with a fixed economic rating (Persia).
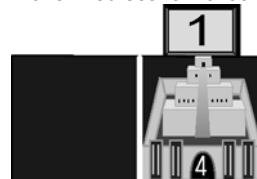
Areas with a number on top of the city (ECO level) represent rich cities with a strong economy.
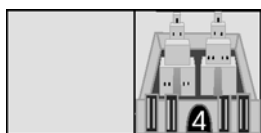
Damascus

Capitals have 2 towers and their names are underlined in red.

Tuvannuva

Tyana
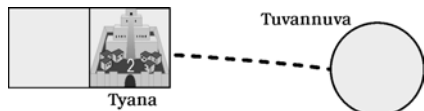
All areas have connections that indicate between which areas movement is allowed.

The sea is divided into **sea zones**. These are separated by dark blue lines. Sea zones have no name; we identify sea zones by the coastal areas adjacent to them.

1.3 Terrain

The areas in the **home country** of a country have their **national color** printed within them and are called home areas.

All areas, with two colors (owner's color on top, white on the bottom) are called associated areas. But associated areas count as cities for income purposes.

Tarsus

Associated areas may be taken by other countries, counting as associated areas for the new owner as long as they maintain a garrison.

Sea zones cannot be entered or crossed by **land units**.

Sealand is both a land area and a sea zone. It can be entered by both land units and ships. Moving land units in and out cost 2 AP and causes attrition for non-Babylonian units.

Designers note: In Ancient times the coast of the Persian Gulf (then known as the Bitter River) was very different from today.

You cannot enter or cross the large sea zone in the middle of a sea unless you move into the Trade Boxes. If you wish to move into another sea zone you must move through the sea zones along the coast.

Land combat is influenced by the terrain of the connection(s) the attacker used to enter the battle area.

The number printed in the City is called the **city defense**. This is the number of battle dice the city provides against attacking besiegers.
Note: The terrain effect chart on the map shows a misprint by indicating the city defense inside the gate.

Fortress

"Attacker –1" decreases all attacking besiegers' combat factors by one. A fortress is a city with stronger city walls.
A fortress is distinguished from other cities by higher walls, dark towers and having the city defense in the gate.

Connection or Border Effects

This rules book is printed in black and white. If a color is needed to identify an effect it is mentioned. Otherwise no color is mentioned.

Standard Connection (black)
There is no penalty for crossing a standard connection.

Desert (orange line on white background)

Make an attrition check immediately after crossing a desert connection. Also make an attrition check on starting an impulse in an area that has **only desert** connections.

River (blue)
Defender rolls 1 extra battle die. Only one extra battle die is rolled, even if more than one river is crossed.

Mountain Connection
Defender rolls 2 extra battle dice.

Mede (white)
Forces other than Mede regulars must check attrition immediately after crossing.
Defending Mede regulars roll 1 extra battle die.

Mede Only

Mede only (red)
Only Mede regulars can cross these connections and enter the Mede Far East Area.

2.0 Counters

In most cases the same illustration is used for the same unit type for all countries. Sometimes there are special illustrations for certain countries. If so that is written underneath the illustration.

2.1 Units

2.1.1 Land Units

Heavy Inf (HI)

Combat Factor

Light Inf (LI)

Persia   Egypt
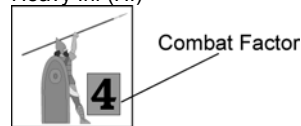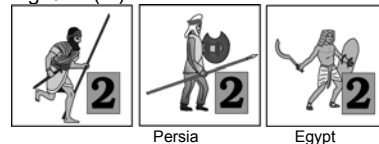
Heavy Cav (HC)

Light Cav (LC)

Horsebowmen (HB)

Bowmen (B)

Assyria

Chariots (CH)

• Each unit has a **number** and a **symbol** printed on it. The number is equal to the **combat factor** of the unit, the symbol identifies the unit's **class**.

Some unit types use different symbols, see above.
Only when playing with the special rules in section **9.7** do we distinguish between unit types. Otherwise all units are treated equal and the only relevant information is the **combat factor**.

2.1.2 Leaders

Action Rating   Command Rating
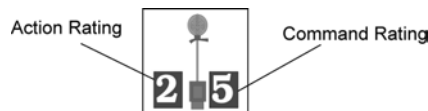
A leader's command rating is the maximum number of regular units it may command.
The action rating is used for battle modifiers, interception and evasion rolls.

If not playing with optional rule **9.2** leaders always use their stronger side.

Kings

King

King Marker

Kings work like leaders, but have no reduced side. The reduced side represents another king. The generic king marker (as opposed to a named king) promotes a standard leader to a king and thus increases that leader's ratings.   (see **6.3**)

Army and Army Group

Army Group
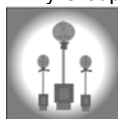
Army
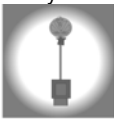
These markers may be used to reduce clutter on the map when there are too many units in one area. The marker goes on the area and the units go on the player's army group Card.

2.1.3 Ships

Combat Factor   Search Number
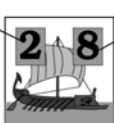
Ships can transport 1 unit each and have a combat factor and a search number.

Front and Reduced Sides

- Nearly all counters are printed on both their front and reduced sides.
- The reduced sides are flat. The front sides have slightly rounded edges.
- The combat factors on the back are always lower than on the front.
- Numbers on the front are black, numbers on the back or reduced side are white.

Powers

Assyria	Black (with spotlight)
Babylon	Dark Green(with spotlight)
Egypt	Yellow (with spotlight)
Mede	Red (with spotlight)
Elam	Dark Grey (with spotlight)

Minors

Phoenicia	Brown (with spotlight)
Syria	Light Green(with spotlight)
Israel	Dark Blue (with spotlight)
Judah	Blue (with spotlight)
Persia	Light Brown (with

	spotlight)
Phrygia	Light Blue
Urartu	Pink (with spotlight)
Nomads	
Cimmerians	Light Yellow
Scythians	Light Grey with orange bars
Nomad Mercenaries	
Aramaeans	Light Grey with inverse spotlight
Arabs	White
Mercenaries	Orange (with spotlight)

Minor Cities have no forces except their city defense. Their areas are printed in white.

The minor cities are: Cyprus, Petra, Adana, Malatia, Dilmun, and Zirkitia.

Each minor city has a marker to indicate its political status on the diplomatic track.

Round areas printed in white are no-mans land without any diplomatic status. They belong to nobody and can be entered by everybody.

2.2 Other Markers

Markers for:

Pillage

City Damage

The background color for all the following markers indicates to which country the marker belongs. Some markers are not country specific.

Victory Points
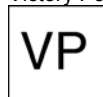
Victory Points+

Trade

Number Marker

Number markers can be used to show hunger siege duration, to display number of APs left for the current impulse, or to increase other markers. Space on a track is limited. Therefore if a marker on a track has reached its maximum the marker is flipped to its + side indicating that it counts 1 x the maximum of the track + the number indicated now.

A number marker on a track indicates how many times the track has reached its maximum and started counting again.

*Example: Assyria has a VP+ marker on the number 5 of its track and a 2 number marker underneath the VP+ marker.*

Assyria has 3 x 15 + 5 = 50 VPs. 2 x 15 for the number 2 marker + 1 x 15 for VP+ and 5 for the current position on the track.

Hunger Siege
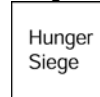
ECO Level

ECO level markers indicate a country's income.

ECO +1

ECO -1

ECO+ markers indicate areas with additional ECO income (one full ECO level per marker); ECO- markers indicate areas with negative ECO income. (see **7.3.1)**

Tribute Refusal

Black background for minors who refused to pay this turn (by tribute check), white background (flip side) for those who successfully refused to pay tribute last turn and get their tribute check increased by one more D6 (see **5.2**).

Tribute

Revolt

Tribute markers indicate a country's positive (powers only) or negative income by tribute. Use the minor tribute track on the map for minors, powers use their own track. Revolt markers are on the reduced side of some "pillage 1" markers.

Game Turn

Impulse Round

Preemption
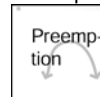
Impulse

Ended Previous Turn
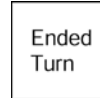
Used

Losses

Bow Hits

2.3 Cards

There is a list of all cards in a special appendix at the end of the **tutorial booklet**. Cards and APs from income drive the game. Without these you can do next to nothing.

Most cards are drawn from the common draw pile and discarded face up in a common discard pile after use (these cards are sometimes called "random cards"). How-

ever Home Cards belong to a specific country. They are set aside when played and returned to that country's hand during each Interphase.

The Army Group Cards are just a holding area to put an army groups' units and leaders on.

Home Cards

- The card(s) for each country that bear its national color are the Home Cards. These are retained throughout play Home cards cannot be removed from your hand by other players and do not count when determining the minimum or maximum hand size. When a Home Card is used the owning country places it on top of a separate discard pile.
- Each active country keeps its own Home Card discard pile. The reduced side of the powers' Home Cards contain the Secret Diplomacy Track and a summary of the power's special abilities (as a reminder).
- The back of the Home Cards may be used for these purposes, even if the Home Card has already been played this turn.
- In the Interphase all Home Cards are returned to their owners.

track (in the scenarios this is Assyria in the beginning) conducts an impulse.
- To conduct an impulse the phasing country **MUST play one card** during the course of the impulse.
- The card can either be played as an event (to do what the text indicates) or for **action points** (APs) equal to the number on the card.
- Regardless of whether the card is played as an event or for AP the country can also use a number of AP from its AP income per impulse round. The number of APs used from income cannot be more than the AP income for that impulse. (plus saved AP, if any).
- A maximum of 4 AP can be saved for use in a later impulse. Use a number marker to indicate the amount of AP saved.
- Saving more than 4 AP is not allowed. Should the number of saved AP voluntarily or randomly exceed that number, the excess AP are lost.
- For details on what can be done during an impulse see chapter **6**.
- After one country has finished its impulse the country to the right on the impulse track takes an impulse.
- After the impulse marker has gone through one round and returned to the starting country one **impulse round** is finished. Move the impulse round marker forward one space. Use Assyria's track to indicate game turn and impulse round.

Name of the Card   AP-Value of the Card

Aramaean Nomads 4

Illustration

Place the Aramaean Nomad units into your available Mercenaries pool. You can hire them like normal Mercenaries and they are unaffected by "Turncoats" and "Give them what they want" cards. They are not removed during the Interphase. While there are Aramaean Nomad units left in your Mercenary pool you may not hire any non-Nomad Mercenaries from your Pool. If this card is played again before the Aramaean Nomad units have all been eliminated then the non-eliminated Units are removed before the card takes effect.

Effect(s) of the Event

AP-Cost of the Event   AP 3   40   Recruit   Type of Card (Indicates when it can be played)

No. Of Card

3.0 The Course of Play

- The game consists of 5 turns with each turn representing the reign of an Assyrian King.
- Each Turn is divided into Impulse rounds. Each Impulse round is divided into impulses.

3.1 Impulse: The country with the impulse marker placed on its space on the impulse

3.2 Multiple Card Play.

- Usually only one card can be played per impulse. Certain cards allow the play of two cards per impulse. These are the **+ cards,** which are home cards for the most part. No pre- declaration of multiple card play is needed. The + card can be the first or second card played in the impulse.
- No more than 2 cards can be played per impulse.

- Exception: response or battle cards played as events do not count towards this limit but require a suitable game situation to be played. **(see 6.11)**

3.3 Preemption

- The country with the most cards on hand (including home cards) may preempt another country, simply by announcing that it will do so before the other country starts its impulse. The preempting country conducts an impulse. Thereafter the country that was preempted continues.
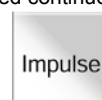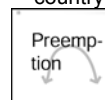
- The country with the preemption ability (Assyria most of the time) has the preemption marker placed in its field on the Impulse Track. If 2 or more countries tie for the most cards on hand no one can preempt.

When to Preempt

- Preemption occurs **BETWEEN** impulses, never during them.
- Before taking an impulse the player with the preempt ability must be asked if he wishes to preempt. If the answer is "No" the game continues normally.

Who Can Be Preempted

- A country with no playable cards on hand cannot be preempted. That condition is checked at the time of preemption. If during a preemptive impulse the country that was preempted loses all his cards that does not cancel the preemption.
- The above is also true if such a country just continues an ongoing siege or adjusts the number on a foreign war card.
- If a country with no cards still has enough AP to buy a card (5 or more, including the income from the current impulse), it must do so. **If a country has enough AP to buy a card it can be preempted**.
- A phasing nomad tribe able to take a random card from the draw pile can be preempted.
- An inactive unaligned minor can be preempted.
- **No Preemption is allowed in the first impulse round of each game turn.**
- No country may conduct 2 consecutive impulses.
- After a country with the preemption ability has conducted one impulse, another country must conduct a scheduled impulse; before this no further preemption is possible.

Preemption and Income:

- A preemptive impulse does not generate the AP from income (see **6.18**).
- Remember: The income is per Impulse Round not per impulse.
- So for a preemptive impulse only APs from cards or events can be used. However, if there are any APs that have been saved from a previous impulse they may be used.
- It is possible to borrow APs to be repaid in future impulses.

5

3.4 Minor Country Card Play

- Card play for minor countries is conducted by the power with whom the minor country is allied.
- If the minor has no allied power but is at war a random player conducts the minor's actions (see **7.3.3**).

- **None-allied minors not at war are inactive and do nothing!**

3.5 Turn End

- The turn ends after the last card is played and all actions of the resulting impulse are committed.

- If a country is the last one with playable cards, but playing another card would cause a consecutive impulse the turn ends. Excess cards leading to a consecutive impulse are kept till **7.3.2**.

- The ability of phasing nomads to draw cards in their impulse and the ability of countries to buy a card for 5 APs are ignored for turn end checks.

3.6 Extended Turn

What appears to be the last impulse could be extended by another country receiving a card or by an inactive minor's unplayed cards becoming available through an Alliance or a Declaration of War.

3.7 Interphase and Game End

- Between the game turns is an Interphase.
- The game starts with the first Assyrian impulse in the reign of Sargon II. It ends after the Interphase following Turn 5.
- The game can end earlier, usually because one camp is completely defeated. (Sudden end see **9.1**).
- There are more scenarios featuring other starting dates.

4.0 Getting Started

The best way to learn the game is just browse the rules a little: then go ahead and set up the "The Two Rivers" Scenario and go through the _Tutorial._
While playing the _Tutorial, u_se the rules as a dictionary to look up matters you do not understand. Do not try to memorize the entire rules before playing.

The game mechanics themselves are easy. Complexity comes with the many options you have and decisions you need to make.

Experienced players of point-to-point games will find most of the mechanics are familiar. Note that some procedures like Interception or Evasion differ in detail from most other point-to-point games.

4.1 Preparations

- All countries set up their forces **at the same time** according to the scenario set up (see scenario cards).

- Set up the trade, ECO, tribute and diplomatic markers for each country as specified in the scenario instructions.
- Minors that are not at war and not allied do not set up their forces on the map. They only place their ECO, tribute and diplomatic markers.
- Powers use their track for VP and tribute. Minors use the Minor Tribute Track for tribute.
- Markers for Impulse and Preemption are placed on the Assyrian spot of the Impulse Track.
- Markers for Game Turn and Impulse Round are placed on the Assyrian track of the Diplomacy Track.

Cards (amount of initial cards see scenario setups) are dealt to the active countries:

- Each player has a hand containing their home cards and cards drawn from the draw pile. This hand is hidden from the other players.
- The Home cards and Army Group Cards are not placed in the random deck but given to the countries owning them instead.
- The remaining cards are shuffled and go face-down into one draw pile that all players draw from.
- The Home cards are used to mark the player's hand of cards belonging to each country.
- All cards but the home cards are discarded face up in one discard pile when played.
- The one exception to the above are foreign war cards and cards with permanent effects or effects lasting longer than one impulse, which remain face-up until the effect is over, and then are returned to the discard pile.
- Each player may have an individual discard pile where they place their Home Cards face-up when played. These cards return to the hand in the Interphase.
- All discard piles may be examined by all players.
- Once all cards have been drawn from the draw pile, shuffle the discard pile and place it as the new draw pile. Otherwise the draw pile is never shuffled.

4.2 Force Pool

- The **Force Pool** of a country consists of all units this country has available for production but not yet built.
- Markers and mercenaries that are not in a country's force pool remain in the game pool.
- Place all available regular units of that country into the force pool. Some units are not available in the beginning, but enter the force pool through certain cards.
- Add the following number of randomly drawn mercenaries to the respective countries' force pools:

Assyria: 8
Power: 4
Minor: 1

- Nomads receive no mercenaries. Inactive minors do not get mercenaries at the

start of the game, but will get one when they are activated. (see **6.17**)
- · Conduct a Secret Diplomacy Phase as outlined in **7.5**.

5.0 Sequence of Play

Actions are carried out **in strict accordance** with the following order:

5.0 Initiation of The Game Turn
(all countries at the same time)

5.1 Initiate Turn
5.2 Tribute

6.0 Action Phase, (see **6.0**).

o   6.1 Build Units & Ships
o   6.2 Hire Mercenaries
o   6.3 Buy Leaders
o   6.4 Rebuild
o   6.5 Buy Units from Regroup Box
o   6.6 Move
o   6.7 Combat
o   6.8 Lay Siege
o   6.9 Conduct Politics
o   6.10 Supplying units on Enemy Territory.
o   6.11 Play Events
o   6.12 Change of Control
o   6.13 Conquest
o   6.14 Pillage
o   6.15 Raid Trade
o   6.16 Naval Affairs
     6.17 Unaligned Minors
     6.18 Income Action Points

The procedure in **6.1-6.18** is repeated till there is only one country left with cards on hand. Actions 6.1 –6.18 can be done in any order you wish.
That country plays one last card (or 2 if one is a + card).

6.19 Turn End
After completing this last impulse the turn ends and the game proceeds to the Interphase.

7.0 Interphase
7.1   Conquest
7.2   Promote Leaders
7.3   Calculate income
7.4   Politics
7.5   Conduct Secret Diplomacy
7.6   Time Table Events
7.7   Army Relocation
7.8   Resume Play

5.1 Initiate Turn

- All countries disband their mercenaries still on the map, in the Regroup Box, in the force pool and on the Homecards of inactive minors.
- Only Assyria may choose to maintain mercenaries on map. All Assyrian mercenaries remain on map until Assyria chooses which to re-hire in its first impulse. The mercenaries not re-hired by Assyria are then disbanded.
- If Assyria has more than 8 mercenaries on map, it may keep hiring more than 8 or all of them.

Mercenaries added to Force Pool:
- Assyria: gets its new random mercenaries in its first impulse: 8 (minus the ones it has kept from the last turn).

Powers: 4
Minors: 1

Skip this step **5.1** in turn 1 (because it was already done during setup.

5.2 Tribute

"Peace is not a condition between independent states. Peace is a service that can be bought...for tribute to the Assyrian King".

- The scenarios specify who already has paid Tribute to Assyria and who refused to pay tribute at the start of the game.

- The player controlling a power decides if that power and any minors allied to it will pay tribute to Assyria.

- Countries that are conquered by anyone or otherwise are obliged to pay tribute to Assyria do so during the Interphase and are not checked again in this phase.

- All other unaligned minors are checked to see if they will pay tribute, doing so in the order of the impulse track. Those who fail the tribute check are marked with a tribute refused marker.

Only powers can receive tribute, minors can only pay tribute. If only a minors units are used to conquer any country then the power allied to this minor receives the tribute.

Minors at status pro or better towards Assyria are considered to have made a successful tribute check for this game turn even if they drop below pro status towards Assyria they continue to pay tribute during this game turn unless they become allied to someone else.

- Nomads do not pay tribute.

5.2.1 Tribute Check

- Check the country's capital. The city defense number in it is the number of dice rolled.
- If a 6 is rolled the country refuses to pay tribute. Place a tribute unpaid marker with a black background on that country's space on the impulse track (use tribute refused markers with black background).
- Countries that have a tribute refused marker with a white background in their box get one die more for the tribute check
- Exception: Since Persia has no cities, the tribute checks to Assyria always succeed unless Persia is allied to another power.
- If no 6 is rolled, the country pays tribute.

5.2.2 Tribute Payment

- Tribute is paid from a country's economy.

- Decrease the tribute payer's economy level by one and increase the economy level of the tribute receiving power by one.
- If a **powe**r must pay tribute, it pays 2 ECO levels.
- Minor Cities are not checked; they pay tribute to their conqueror or minor city pact controller. If a minor city is not in pact status or conquered, it does not pay tribute.
- Minor cities have no economy markers or forces and increase the economy level of the tribute receiving power by one.

- **If the tribute status of a country or minor city changes, adjust the economy and tribute markers immediately.**

Example: Syria pays tribute to both Assyria (because of a successful tribute check) and Babylonia (because of "pro" status on the diplomatic track). Adjust markers as follows: Syria's tribute marker with "tribute +" up in the –1 box of the Minor Tribute track. Increase tribute markers for Assyria and Babylonia by 1 on both power's track. Economic Track: Syria –2, Assyria+1, Babylonia +1

5.2.3 Consequences of Tribute

- Countries who paid tribute to Assyria are considered to be at peace with Assyria and its Allies for this turn.

- If Assyria allies with a country then all wars between that country and any countries paying tribute to Assyria end immediately.

- Assyria can declare war on tribute payers for a cost of 10 AP for minors or 15 AP for powers. Any tribute payments by the attacked countries to Assyria end immediately.
- Countries that refuse to pay tribute can be attacked by Assyria free of AP costs. This is also true if a country pays tribute in **5.1** but refuses in later impulse rounds.

- Assyria is expected to punish those that refuse to pay **by tribute check** in the Tribute Phase. If Assyria does not punish **such** a tribute refuser during the game turn, the country gets 1 additional die for its tribute check next turn (see **7.4.4**). Assyria is not expected to punish those who refused to pay tribute by player decision.

- Assyria loses 2 VP per **tribute (check) refusing** minor still unpunished in the Interphase. (See **7.4.2** and **8.3**).

Designer's note: In addition to economic considerations the historical Assyrians regarded "tribute refusal" as an insult to the God Ashur.

6.0   Action Phase

- The Impulse Track lists all countries starting with Assyria and ending with the Scythians. The minor cities do not take impulses.
- In the beginning of a game the impulse marker starts on the Assyria space.

- The country which currently has the impulse marker on its space is called the phasing country.

- After a country finishes its impulse the impulse marker is moved to the right and the next country takes an impulse. Inactive countries are skipped.

Use Action Points to:

o   6.1 Build Units & Ships
o   6.2 Hire Mercenaries
o   6.3 Buy Leaders
o   6.4 Rebuild
o   6.5 Buy Units from Regroup Box
o   6.6 Move
o   6.7 Combat
o   6.8 Lay Siege
o   6.9 Conduct Politics
o   6.10 Supplying units on Enemy Territory
o   6.11 Play Events
o   6.12 Change of Control
o   6.13 Conquest
o   6.14 Pillage
o   6.15 Raid Trade
o   6.16 Naval Affairs
o   6.17 Unaligned Minors
o   6.18 Income Action Points

- The above actions can be done in any order you wish. Within these points a certain order or procedures may be required. If so, that is listed there.
- How many actions you can do is limited by your APs and the card you played.

- No building, rebuilding or hiring of mercenaries is allowed during battle.
- After the phasing country is finished the next country in the impulse track plays a card and takes action as above.

- After each country has gone through its impulse a new Impulse Round starts. The **Impulse Round** is marked on Assyria's track.

- A phasing country with no cards and less than 5 AP (including income from this impulse and saved APs) cannot take an impulse and must pass.
- Exceptions:
  Ongoing sieges may be continued (see **6.8.3.D**)
  Unsupplied units suffer attrition, (see **6.6.1**)
  The duration of foreign wars is reduced by one (see **6.11.B**).
- If a country cannot take an impulse, it saves the APs from the income for the impulse round.

Fractions

To determine the total AP cost for the impulse, add the cost of each procedure, retaining fractions. Then round up the total to get the AP cost. Unused fractions are lost.

Example see 6.5

6.1 Build Units & Ships

A country can build a unit or ship by taking it from the force pool and placing it in a city in a home area that is free of enemy units. Furthermore ships must be built in a sea zone containing a friendly port city.

- If no such city is available no units can be built.
- Units are always built at full strength.
- The cost to build a unit is 2 AP per strength point.
  E.g. A regular strength 4 unit costs 8 AP.

- Special units may cost more when playing with the optional rules (see **9.7**).
- Only regular units (i.e. non-mercenary units) can be built. Mercenaries, however, can be hired. (see **6.2**)
- It costs 2 AP to build a ship.

6.2 Hire Mercenaries

- A country can hire a mercenary by taking it from its mercenary force pool for this turn (see **5.1**) and placing it with any of its forces, or into an empty home or associated area. It may not be placed into an allied area.
- ·Mercenaries can be hired for ½AP per strength point. Even if playing with optional rule **9.7**, the cost for mercenaries is still ½ AP regardless of unit type.

E.g. A strength 3 mercenary costs 1,5 APs.

- Countries can only hire the mercenaries that are currently in their force pool. Additional mercenaries may become available per Event Cards.

6.3 Buy Leaders

- 1 leader per impulse per country can be bought for 2 AP. The leader is drawn **randomly** from the available leaders in that country's force pool.
- Place the new leader in a home area free of enemy units.
- Kings cannot be bought. They enter the game by a timetable event, or by crowning a leader with the Crown Prince Event.
- If a leader is killed he may be bought again. However, if a king is killed, he is permanently removed from the game. Leaders with a king marker maybe bought again, but without the king marker.

6.4 Rebuild

- Reduced units are rebuilt by flipping them over to their full-strength side.
- Rebuilding a regular unit costs 2 APs per strength point added.

- *E.g. Rebuilding a reduced unit from strength 2 to strength 4 costs 4 APs.*

- Rebuilding a mercenary costs only ½ AP per strength point added.
- If playing with rule **9.7** special unit costs are not paid when rebuilding.
- A regular unit can only be rebuilt if it can trace an uninterrupted path of friendly controlled areas to a friendly controlled home area. This path can include sea zones, as long as the sea zone contains no more enemy ships than friendly ones.
- Mercenaries can be rebuilt without the above restrictions.
- A country may only remove Pillage Markers that are located in either associated areas, own home areas or provinces that are controlled by that country. Pay 1 AP to remove a pillage 1 marker, or to reduce a pillage 2 marker to a pillage 1 marker. Pay 2 APs to remove a pillage 2 marker.
- Repair **city defenses** at a cost of 1 AP per city defense level. Cities under siege cannot be repaired. Cities controlled by a conqueror can only be repaired by the conqueror.

6.5 Buy Units from Regroup Box

- Units and leaders can be bought back from the Regroup Box and placed on the map following the same rules as for placing new regular units, mercenaries and leaders.
- If the unit is at full strength in the Regroup Box, it is placed at full strength. If it is reduced it is placed at reduced strength.
- The cost per unit is the same regardless of the unit's current strength.
- Regular units and leaders cost 1 AP each.
- Mercenaries cost ½ AP each and can be hired from the Regroup Box regardless of who originally hired them.
- Rebuilding mercenaries can be combined with buying mercenaries from the Regroup Box.
  E.g. Pay 1 AP to repair a 1 strength mercenary to a strength 2 mercenary and hire 1 mercenary from the Regroup Box.

6.6 Move

- All movement is conducted by moving units along a path of **connected areas** and/or **sea zones**.
- To move land units without a leader you have to pay 1 AP per unit moved for each area entered. Exception: Sealand and Mede cost 2 AP (see **1.3**)
- A more efficient way to move units is using a leader. A leader can move an army with him for 1 AP per area entered (2 AP for Sealand and Mede). Armies and army groups are defined in **6.6.2** and **6.6.3**.
- Mercenaries cannot move on their own but need a leader of the owning country to do so.
- All friendly ships in a sea zone form a fleet. Pay ½ AP to move a fleet from one sea zone to an adjacent sea zone.

- Pay 1 AP to move a fleet from a sea zone into a Trade Box, or from a Trade Box to a sea zone. However, you cannot use the Trade Box to shorten your naval move.
- You can move your units as far as you want as long you pay the required APs.
- If a land unit moves more than 4 areas in one impulse each unit doing so must check for attrition for each additional area moved.

6.6.1 Attrition

The following activities may cause attrition:
- Moving more than 4 areas per impulse
- Not paying or pillaging to maintain a force
- Certain retreats
- A trade raid
- Starting in a desert area, crossing Desert or Mede connections, entering Sealand
- Certain Events
- Naval movement doesn't cause attrition.
- Leaders are not checked for attrition.

To check for attrition each affected unit rolls a D6. A result of 6 causes one hit. Other results have no effect

6.6.2 Armies

- A force containing a leader and units is called an army.
- The leader's command rating is the maximum number of regular units that can be in the army. The army may also contain a number of mercenaries up to the leader's command rating.
- An army can only contain mercenaries and units of the same country as the leader. An army cannot contain units from different countries.
- An army cannot contain more than one leader.
- An army may freely pick up and drop off units as it moves, as long as it at no time has more units than the command rating of the army leader.
- If an area with several leaders but no army group is attacked, the units are divided up so each leader has at least one unit, and is therefore part of an army. (It is the owner's choice which units belong to which army.)

6.6.3 Army Groups
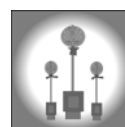
- Two or three armies of the same camp in the same area may form an army group – regardless of how they came to occupy the same area.

- One leader is the commander. Place him in the middle command space of the army group card. Place all the army group's units and leaders into the boxes

on the card and show the group's position on the map with an army group marker.

- In an army group all leaders that actually lead an army add combat dice equal to their action rating, but only the leader of the army group is used to check for interception and evasion.
- Usually only the phasing player may form an army group. However a successful interception can result in the ad hoc formation of an army group before battle.
- An army group can have a maximum of three armies from up to 3 different countries and mercenaries.
- If a king is present, he is automatically the commander of the army group.
- An army group can only contain one king. If two armies with a king share an area they cannot combine to form an army group. If a leader in an existing army group is crowned causing there to be two kings in the army group, the new king's army must immediately leave the army group.
- An army group may freely pick up and drop off units, leaders and armies as it moves, as long as it at no time has more units in any of its armies than the command rating of the army leader, and at no time consists of more than three armies.
- The back side of an army group marker can be used for a single army placed on the army group card.

This could be done if the owner does not want to form an army group, but wishes to handle a larger army off map.

Forming an Army Group

- An army group need not to be formed if a friendly army passes through another friendly army's area, but can be.
- If so the stationary army joins the moving one, and a leader is selected to command the group.
- Forming army Groups cost no AP.
- Each army Group requires an army Group card. If none of the countries in the area have an available army Group Card an army Group cannot be formed

6.6.4 Multinational Army Groups

An army group that consists of Armies from 2 or 3 different countries is a multinational army group. At least one of these armies must come from the power owning the army group card. Forming such an army group requires the consent of all participating **players**. Lack of such consent prevents the relevant allied army from joining.

- Otherwise, once such consent is given, the commander remains the active commander until another leader qualifies for being the army group commander. (Example: If a king joins the army group he will become the commander.).
- A multinational army group can be activated whenever one of the countries having an army in it takes an impulse. In this case command switches to a leader from the phasing country.
- The phasing country may replace his own commander of the army group by another one.
- If a king is present in a multinational army group, the army group may be acti-

vated by other countries but the King is still the commander.

- Should as a result of a battle the forces of the army group card owner be completely removed and allied forces still surviving the army group is dissolved.
- An allied power present may then use its own (unused) army group card to immediately form a new army group.
- Countries with no army group card cannot form army groups, but still can join the army group of another country.
- Forces from different nations cannot join to form a multinational army. If they combine it must be as a multinational army group.

6.6.5 Multiple Armies in an Area

- There may be several Armies of different countries in the same area. If they have not formed an army group in their phasing impulse, they suffer certain penalties.
- They may **NOT** form an army group in reaction to an enemy attack.
- **Disorganization**: Up to 3 allied armies may defend together, but the leaders cannot use their action ratings for extra battle dice. If there are 4 or more armies the defenders must split up. The defenders agree which 3 armies defend first. If the defenders cannot agree which armies fight first they are selected randomly.
- If the attacker wins the forces that have not participated in the first battle are put into a second battle and so on. The Attacker may choose whether to actually attack the next group or to retreat to the area he came from.
- Unless in the form of an army group, armies stacked in the same area cannot evade or intercept together, but must resolve such attempts as different armies.
- Several different armies cannot attack together. This can only be done by army groups.
- Exception: A garrison in a city under siege may immediately join the force that attacks for its relief. As long as there is no more than one leader with the garrison, this does not lead to disorganization.
- The whole garrison may sortie even if it exceeds the leader's limits (see **6.9.3**).
- However, more than one leader within a garrison leads to disorganization (see **6.7.5**) so the garrison gets no battle dice for leaders.

6.6.6 Selling an Army Group Card

- A Power may in **its first impulse** in each game turn decide to sell its army group Card for 4 AP to use in addition to income APs this impulse.
- Selling the army group Card means losing the ability to form army groups for the entire game turn. However it does not prevent the country's Armies from joining an Allied army group formed by another country.

- In the next Interphase the army group Cards are returned to their owners.
- Assyria with its standing army can never sell its army group Cards.
- The Mede cannot form army groups before turn 4. In its first impulse of turns 1, 2 and 3 it must sell its army group Card.

6.6.7 Relocating a leader

For the cost of 1 AP a country that has one of its **leaders in an area with none of that country's troops** can relocate the leader to another friendly controlled area up to 8 areas away. The leader is then finished for the impulse. No more than one leader may be relocated in an impulse.

6.6.8 Forced March

- Play at least one card in combination with APs from your income or from a + card. For a total of 10 AP **one army** can be relocated an unlimited number of connected land areas within **friendly** territory. A forced march is similar to relocating in the Interphase. No attrition is suffered. Units can be picked up along the way up to the leader's command rating but no units can be dropped off. The army is then finished for the rest of the impulse.

6.6.9 Interception

If a friendly force enters an area adjacent to an enemy force, the enemy force may try to intercept.
- An enemy force may also attempt to intercept units appearing on the map as reinforcements or by play of an event.
- No interception is possible into an area that already contains units, unless these units are friendly to the intercepting force.
- A leader without units cannot intercept.
- An army or army group uses the leader in command. Units without a leader must check individually for each unit trying to intercept.
- If more than one force could intercept, those countries in turn order declare whether or not they will attempt an interception. However, subordinate armies in an army group declare their intention as soon as the army group Commander says if the army group will intercept. Once the decision to intercept or not is made the player may not change his mind.
- After all interception attempts are declared, but before any are resolved, all players - in turn order - may play cards to influence the interception.
- If forces at war with each other qualify for an interception attempt into the same area (to intercept a force which is enemy to both) the force with the better leader action rating may make the first attempt. Roll a die to resolve ties. If the first force is successful the other cannot intercept.
- **The intercepting force rolls 2 D6. If the modified die roll is** 7 or higher **the interception attempt succeeds.**
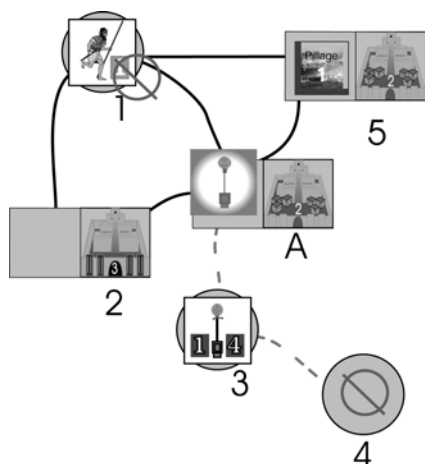
Example: The army in A cannot intercept into 1 (because of the enemy unit already there) and not into 4 (because there is no connection). It can intercept into 2,3, and 5. The solitary leader in 3 cannot hinder an interception.

Modifiers:

- -2 intercepting force has no leader
- -1 intercepting into enemy territory
- + action rating of intercepting leader

Advanced Modifiers (if using 9.7)

These modifiers are either added or subtracted so as to penalize the side with less cavalry:

- +3 for an all cavalry force vs. a force with no cavalry
- +2 for an all cavalry force vs. a mixed force
- +1 for a mixed force vs. a force with no cavalry
- +1 to the side with higher mobility if both sides have mixed forces

- Each force may try to intercept only once per enemy force entering an adjacent area.
- Each force that failed an interception attempt may try again if a force, even the same force, enters another adjacent area. It may even try to intercept again into the same area if the first force moves out of it and another force enters it.
- In case of a successful interception neither side receives any bonus modifiers for terrain in the upcoming battle.
- If a battle caused by an interception is tied after 2 combat rounds neither side wins. Neither side can use leaders to reduce rout loses. Both sides must retreat. The interceptor retreats first.
- If playing with 9.7 then the side with the higher mobility is considered to be the defender in a battle caused by an interception.

- An army that has already fought a battle this impulse cannot intercept. Mark such a force with a "Used" marker. After

the impulse ends remove the "**Used**" marker.
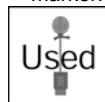
Exception: After an overrun victory the victorious force does not get a "Used" marker.

- A successful interception requires the intercepting force to suffer attrition if intercepting into Mede or Sealand. Attrition losses are applied before battle resolution.
- A failed interception attempt never causes attrition since no move was made.
- *An interception cannot trigger another interception.*
- *An evasion or a retreat may trigger an interception.*

Army Groups and Interception

- army groups may intercept as a whole (using the battle rating of the army group commander) or each component army may attempt to intercept separately. In the latter case some of the armies may decide not to intercept at all.
- If armies intercept separately the action rating of the different army commanders are used.
- A subordinate army of a different player may not be forced to intercept by the army group commander. In this case, if the interception succeeds, the armies that opted not to intercept remain where they are and are no longer part of the army group.
- On the other hand, no army of a different player may intercept alone without the consent of the army group commander.

6.6.10 Evasion

- If an enemy force enters an area containing allied forces, the allied forces may try to evade battle by either moving inside the city (if there is an allied or own city in the area) or moving to an adjacent friendly area.
- If no friendly controlled area is available a force may evade into an enemy controlled area, but not into unaligned areas, nor into an enemy controlled or friendly city.
- A force evading into an enemy controlled area must immediately check for attrition.
- A force may not evade into an area containing unbesieged enemy units. It may evade into an area containing only enemy ships and/or leaders.
- A force that was intercepted may not evade.
- All the forces from one country must evade together into the same target area or city. Furthermore, you cannot decide to evade with part of the force while leaving the rest to fight.
- If forces controlled by different countries are present, each country announces, in turn order, if his forces will attempt to evade.
- However, an army group cannot split up. It is up to the army group Commander to

decide if the whole army group will try to evade.
- All forces must declare whether or not they will attempt evasion before any force rolls for evasion. Players can not alter their decisions after they are declared.
- After all evasion attempts are declared, but before any are resolved, all players - in turn order - may play cards to help or hinder the evasion.

Each force attempting evasion rolls 2 D6. If the modified roll is 9 or more the evasion succeeds.

Modifiers

- +1 evading into adjacent friendly area
- +3 evading into a friendly city in the same area
- -2 evading force has no leader
- + action rating of evading leader
- - action rating of attacking leader
- + 2 for a **hasty evasion** (must be announced before rolling) and always causes attrition at once, one or more leaders without units can do this without attrition.

Hasty Evasion

A standard evasion is conducted by keeping the body of troops in order. A player may choose a hasty evasion to increase the chances to evade by risking attrition.

Advanced Modifiers (if using 9.7)

These modifiers are either added or subtracted so as to penalize the side with less cavalry.

- +3 for an all cavalry force vs. a force with no cavalry
- +2 for an all cavalry force vs. a mixed force
- +1 for a mixed force vs. a force with no cavalry
- +1 to the side with higher mobility if both sides have mixed forces

- All modifiers are cumulative.
- Each force may try to evade only once per enemy attack.
- If a force fails to evade it only takes one hit against this force in the ensuing battle to cause a unit to rout, instead of the usual two hits. (see **6.7.4**)
- If the defender evades successfully, the attacker is allowed to immediately start a siege in the same area without committing another AP.

Automatic Evasion

- A single unit or leader in an area containing a friendly city can automatically evade into the city.
- A force can also automatically evade into the city if the attacking force is three or more times stronger. For this purpose the strength of each force is simply the number of units and leaders.

Pursuit

Given sufficient AP the phasing force may pursue the evading force(s) into an adjacent area or move in a different direction. Should it enter the same area as the evading force, that force may try to evade again. This may lead to attrition for the attacker and/or the defender. (see **6.6.1**)

6.7 Combat

- Moving a friendly force into an area that contains enemy force(s) causes a battle (unless the enemy successfully evades).
- Initiating a field battle doesn't cost AP.
- The battle cannot be delayed to wait for other friendly forces to enter the area even if that other force started from the same area as the moving force.
- Once the attacking force has entered the battle area all other actions stop (except for interception and evasion attempts). The phasing player may not play any cards that might affect the battle other than battle cards and response cards.
- If there happen to be two or more separate defending forces, see **6.6.5** to determine if they can defend together, or if not, which one will give battle first. Initiating a land battle does not require APs regardless of the amount of forces present.
- **Only by simultaneous movement as an army group or by multiple intercepts, or the coordinated attack card event can multiple forces enter battle together as attackers.**

6.7.1 Battle Cards

- Before the battle is fought, all countries involved decide, in turn order, which Battle Cards they will use to influence the coming battle. Any number of cards or none may be selected. The selected cards are kept face-down until everyone has made his decision. Then they are all revealed. (see **6.11.d**)
- Immediately after the Battle Cards are revealed the participating countries may play "Counter Maneuver" or as they are sometimes called "Battle Counter Measures" Cards, following the same procedure as above.
- When all Battle Counter Measures Cards are revealed, the participating countries may play Counter Measures Cards to cancel any of the previously played cards, again following the same procedure.

6.7.2 Course of Combat

- **Roll one die for each participating unit. If the die roll is less than or equal to the modified unit strength it scores a hit.**
- The modified unit strength is the number printed on the attacking unit plus or minus modifiers for terrain and events.
- Note that ships have no modifiers, except for the Phoenician home card.
- Land units cannot fight against ships and vice versa.
- Before rolling each die the rolling player must declare for which unit the roll is for. *Designer's note: It is best to roll the dice together for all units of the same strength (and class if playing with **9.7**) Just announce which group of units the roll is for.*
- All combat is considered to be performed simultaneously. But for reasons of playability the phasing country rolls first for all of its units. Mark all **hits** with the LOSSES marker on the Losses Track. Then, before applying any losses, the non-phasing country rolls for all of its units.
- *Experienced players may speed things up by executing combat simultaneously.*
- After all dice are rolled for both sides, losses are applied (see **6.7.4**).

6.7.3 Battle Dice

Leaders, cities, and certain game situations provide extra battle dice. A battle die is always strength 3 and is modified the same way that dice for combat units are.

Leaders

- A leader provides battle dice equal to his action rating.
- A leader only gets battle dice if stacked together with combat units or located in a city which can roll battle dice. (see **6.8**)
- Hits in battles may be voluntarily assigned to leaders. If a leader takes one hit he is eliminated.
- If all other units are eliminated and there are still hits to take, these must be applied to the leader(s).
- When a leader is eliminated he is returned to the force pool. If a king is eliminated, he is removed permanently.

Terrain

- If any attacking unit entered the battle by crossing a river, the defender gets 1 extra battle die.
- If any attacking unit entered the battle by crossing a mountain connection, the defender gets 2 extra battle dice.
- The above are cumulative but counted only once per battle.
- Battle dice for terrain are only applied in the first round of combat.
- If the battle was initiated by an interception, neither side gets battle dice for terrain.

Elite Troops

- Any stack containing one or more Assyrian regular (i.e. non-mercenary) land unit gets 1 extra battle die.
- An Assyrian leader alone gets no extra battle dice.

6.7.4 Hits

- Leaders and kings are eliminated after they take one hit.
- Every other unit can take two hits.
- The first hit weakens the unit and reduces its combat strength. This is shown by flipping the unit to its reduced side.
- A second hit eliminates this unit.
- Eliminated regular units return to the force pool.
- Eliminated Mercenaries go to the game pool.
- Eliminated leaders return to the force pool. If a king is eliminated, he is removed permanently.

- The owning country may decide how to apply the losses among his participating units, subject to the following:
- Half the hits must be taken by mercenaries, the other half by regulars. If there is an odd number of hits, the owning country decides which type takes the extra hit.
- If all units (including leaders) are eliminated, any excess hits have no effect.

6.7.4.a Routs

- **For every two hits taken, another surviving unit routs. Round fractions up.**
  E.g. Three hits cause two routs.
- If there are more rout results than units apply the remaining routs to leaders.
- The winner of a battle sums up the action ratings of all his leaders taking part in the battle, and subtracts this number from the rout results suffered.
- If there is more than one defending army, and they are not organized into an army group, they cannot use their leaders to prevent routs.
- One half of the routs must be taken by mercenaries, the other half by regulars. If there is an odd number of routs, the owning country decides which type takes the extra rout.

- Routed units and leaders are placed into the **Regroup Box** at their current strength. Buying units back from the Regroup Box is cheaper than building them from the force pool.

Example: Your force wins a battle in which it suffers 9 hits. That results in 5 routs on the survivors. Because you won the battle, if you had a leader with action rating of 2, and another with a rating of 1, you would rally 3 units. Only 2 units would go into the regroup box.

Designer's note: Routs represent the scattering and disorganization of troops caused by battle.

6.7.5 Multinational Forces

- If more than one country is taking part in a battle on the same side, hits and routs are distributed equally between them. Distributing hits and routs between countries is done before they are distributed between regulars and mercenaries (6.7.4 and 6.7.5).
- If they cannot be equally distributed the army group commander decides who is

to take the excess. If the forces are not in an army group, the decision is made by the owner of the strongest force on that side at the beginning of the battle round.

- If one country has not enough units left to take the distributed hits or routs the other countries must take them according to the above.

Designers note: Although the term "multinational" is inappropriate in ancient times, it is none-the-less used in these rules to concisely designate forces containing units from more than one country.

Modifying to "0"

Because of **terrain** the combat strength of a unit can be reduced to "0" or less. These units **cannot fight** at all but may take losses.

6.7.6 Winning a Battle

- **The side inflicting more hits is the winner. However if one side is fully eliminated by hits, routs and card play, the other side wins.**
- If neither side has won, then after both sides take their hits and routs, a second combat round is fought.
- If after the second round of combat the number of hits both sides scored is still equal, the defender is the winner.
- However, if a battle resulting from an interception is tied after 2 rounds, neither side is the winner. Both sides suffer rout results without using any leaders to reduce them. Both sides must retreat. The interceptor retreats first.

6.7.7 Overrun

- An overrun occurs when one side removes the enemy force completely from the map by hits, routs or card play.
- However, if there is still an enemy field force in the area there is no overrun.
- It is also considered an overrun to take a city by assault (see **6.8.2**) or in one round of siege. (see **6.8.3**)
- Unless a battle results in an overrun, all the participants are finished for the impulse.
- If the phasing force wins an overrun it can continue moving, pillage the battle area, or it can start a siege against the city in the battle area without expenditure of APs.

6.7.8 Retreat after Combat

- **All** the units in the losing side in a battle must retreat. The winners remain in the area.
- The retreat can be into any connected friendly area belonging to a country you have march status or better with, or if the area has an allied city, into the city.
- If no such area is available a retreat may be conducted into an enemy controlled area. If this happens the retreating force suffers attrition.
- **No retreat is allowed** into areas containing enemy forces or areas of countries you are at peace with, but below march status), onto ships, into a sea zone, or into an enemy or a non allied city.

- If you wish to retreat into an area that belongs to a country you are at peace with but below march status then you can pay the costs for a declaration of war on that country before the retreat, changing the area to an enemy controlled area. If there are no enemy forces in this area you may then retreat into this area as above.
- No retreat is allowed into the area(s) the winning force(s) came from.
- Retreating forces can be intercepted by any enemy force adjacent to the retreat area, except for the force(s) in the area where the battle took place.
- A force can only retreat into an area where it can be intercepted if no other retreat is possible.
- If there is no valid retreat available, the force suffers attrition, and any survivors are placed in the Regroup Box.
- Retreating countries cannot split up their own forces, but forces of different countries can retreat into different areas.

6.8 Lay Siege

- To start a siege an army or army group must end its movement in the area with an enemy city, and there can be no enemy forces outside the city in that area.
- A force can initiate a siege on the same impulse that it moves into the area with the city. This does not cost any APs.
- To continue a siege started in an earlier impulse costs 1 AP regardless how many armies take part.
- Only Armies in the same army group can lay siege together. All others have to conduct different siege attempts.
- A city is considered to be "under siege" if an enemy force has started one of the 3 kinds of sieges listed below. Just occupying the area does not cause a siege.
- A siege is lifted when all enemy forces have left the area.

City Defense

- Each city has a number printed in it, known as the **city defense value**. This is the number of battle dice the city has each combat round representing its defenses and intrinsic garrison.

- The city defense value is reduced by the number of city damage markers currently on the city.
- The city's battle dice are equal to the printed city defense value minus the number of city damage markers. The city defense value has no influence on field battles, including sorties.

Siege Combat

- No routs are suffered during siege combat of any kind.
- The special abilities of different units described in **9.7** are ignored in siege combat, except that defending bow units get + 1 in an assault and a standard siege.

- Assyrians get 2 extra battle dice when taking part in any kind of siege combat. This is instead of their single battle die bonus for field battles.
- In case of multinational city defenders losses are equally distributed between them. The owner of the city decides who takes excess losses including sorties.

Sortie

- A Sortie can be conducted by a garrison, either as a response when the besiegers try to increase the hunger siege level, during their impulse or during the defender's impulse, by expending one AP as an action.
- The city defense does not help the units taking part in the sortie. Only one combat round is fought. It is like a standard field battle but there are no routs. If the defenders score hits equal to or higher than the besiegers the siege is lifted and the besiegers must retreat. A sortie against a siege counts as field battle for VP calculations.

Multinational Sortie

- A multinational sortie works like a standard sortie by a garrison, either as a response when the besiegers try to increase the hunger siege level, during their impulse or during the city owner's impulse, by expending one AP as an action (numbers of nations taking part not counted).
- The city owner has the rights of an army group commander and all nations in the city must take part in the sortie. Still more than one leader causes disorganization (6.7.5) unless an army group is the city garrison.
- An army of another nation than the city owner may conduct a sortie in its own impulse, but without the other nations taking part.

Kinds of Siege

6.8.1 Hunger Siege

- The term hunger siege is used in this game to describe a siege where the besiegers try to simply starve the city into submission. No combat occurs unless the defending garrison sorties.
- Start the siege by placing a "1" marker on top of the besiegers and a hunger siege marker on the city. In the their next impulse place the "1" marker on top of the city. Every time the besiegers take another impulse increase the number by 1.
- As soon as the siege number is 2 more than the city's current defense value the city surrenders and all remaining forces in it are eliminated. Do not place any city damage marker. For a capital the siege number must be 3 more than the city defense value.
- The city's current defense level is the printed defense value less the value of any damage markers on the city.
- You cannot pursue a hunger siege against a port city unless the port is **blockaded**. The port is blockaded if, from the besieger's point of view, there

are more friendly ships than enemy ones in the sea zone beside the port.

6.8.2 Assault

- An Assault is a massive attack trying to take a city by storm.
- During his impulse the attacker may initiate an assault for a cost of 1 AP.
- The assault is resolved as described in the siege combat procedure given above, with the exception that the defender rolls twice the usual number dice.
- If the attackers inflict more hits than the defenders, the city is taken. All surviving defenders are routed. The latter is an exception to the rule that there are no routs in siege combat. No city damage markers are placed.
- There is no second round or combat.

6.8.3 Standard Siege

- A standard siege consists of reducing the city defenses step by step.
- In his impulse the besieger can initiate a standard siege for a cost of 1 AP. One round of siege combat is conducted following the procedure outlined above.
- If the attacker rolls a number of hits equal to the city's current defense value, it reduces the city defense value by one. Fewer hits have no effect on the defenders, although the attacker still may take loses.
- A city may lose more than one defense level in a single attack.
- Place a city damage marker to indicate how many levels the city defenses have been reduced.
- When the value of the city damage markers is equal to the printed city defense value the city is taken. Place excess hits on the defenders. All surviving defenders are then placed into the Regroup Box.
- Instead of placing hits on the city, the defender may elect to take some or all of the hits on the garrison (if there is any). The defender chooses which units will take these hits.

Example: Assyria is besieging a level 3 city with 6 defenders as a garrison. Assyria inflicts 6 hits on the city. If there were no garrison 3 hits would reduce it to level 2, 2 more to level 1, and the 6th hit would take the city.
However, the defenders choose to take 2 hits on the garrison, reducing the total hits on the city to 4. 3 hits reduce the city defenses from 3 to 2, and the last hit has no effect because 1 hit is not enough to destroy a level 2 city defense. On the city a level 1 city damage marker is placed.

Multiple Siege Rounds

- A force may continue an already started siege by payment of 1 AP from income. For a hunger siege just increase the siege marker.
- If no AP is paid the siege is not relieved but does not progress either. The besiegers need to check for attrition if they cannot maintain their force by pillage or AP expenditure.

- Phasing countries with no AP income and no cards left cannot take an impulse and are thus unable to continue their sieges, but they still can suffer attrition if they cannot maintain their force.
- Sieges may be continued in the following game turn.

Taking a city in one round of siege or by an assault is considered to be an overrun. (see **6.7.7**)

6.8.4 ECO Deportation

- When a area is taken, any ECO + markers can be deported (removed form the current area and placed into another area by the conqueror). If a non-Assyrian country takes the area the ECO + marker needs to be placed into the nearest area with an ECO - marker. If no ECO- markers are on the map the deporting country may freely place the ECO + marker into a home area.
- Nomads have no home areas. They get 7 AP per ECO +1 marker to build, rebuild or buy from the Regroup Box. The ECO + marker is returned to the marker pool.
- **Assyria** may move the ECO + marker to an area of Assyria's choice regardless of ECO - markers.
- Assyria also has a Deportation Home Card that can be used to deport ECO markers even when there is no ECO + marker on the city. Assyria places an ECO -1 marker on the targeted city and a ECO +1 marker on the home city of its choice.
- No more than 2 ECO +1 markers may be deported at one time, no targeted area may have more than one ECO-1 marker, and no destination area may have more than 2 ECO +1 markers (ignoring the ECO value printed on map).
- **The Mede** places ECO + markers received by the Gathering The Tribes Event into the Mede Far East Box. This is the only way to place ECO + markers there. There is no limit to the number of ECO + markers that can be placed there. Once there they cannot be deported.

6.9 Conduct Politics

- A power may influence minors to either weaken their allegiance to another power or to strengthen their allegiance to itself.
- To show that a minor is aligned with a power, the minor's country marker is placed on the power's Diplomatic Track. The extent of its allegiance is indicated by the position of the marker on the track.
- A power may spend APs to influence minors. One AP is paid to move a diplomatic marker one space on the **Diplomatic Track**. Exception: Israel and Judah may be influenced for ½ AP per space on the Diplomatic Track.
- Usually the power can only move the marker down another power's track or up it's own track. However, an Alliance Breaker Event allows a power to move the marker up another power's track.
- A power cannot influence a country that it is at war with. Exception: A power can influence nomads even when at war with them.

- Nomads that have no forces on map cannot be influenced diplomatically. Units in the Regroup Box do not count as on-map units.
- A country cannot use more than 6 AP per impulse for diplomatic actions. An Alliance Breaker Card Event may move a diplomatic marker more than 6 spaces but then no more AP may be spent on diplomacy in that impulse.

Diplomatic Status

Neutral (0-3)
The country is strictly neutral. For the diplomatic track on the map place diplomatic markers positioned "0" into the white "neutrals" box.

Trade (4-6)
The power earns a trade point for each minor country in trade status during the Interphase.

Pro (7-9)
The power gets the benefits of Trade - Status, and the minor must pay tribute to the power. If the power is not Assyria the minor still needs to check for paying tribute to Assyria during the Tribute Phase. This can lead to paying tribute to both the other power and Assyria.

March (10-12)
The power gets the benefits of pro status, and the power does not pay maintenance costs for its forces in the minor's territory. March status allows you to enter the Minors Territory without causing a declaration of war and the minor's territory is considered as **friendly** territory and vice versa.
However, March status does not allow to enter the minor's cities at any time.

Free Passage

A free passage can be agreed by 2 powers neither at war with nor allied to each other. Both powers agree to have friendly status with each other.

Alliance (13-15)

- The Power gets the benefits of march, pro and Trade status, and the minor's actions are completely controlled by the Power. Additionally the alliance partners may enter each other's cities and defend together or be part of each other's army group.
- If a power has agreements as above its Allied minors are included. That includes free passage agreements with other powers.
- However the power cannot force the minor to give it extra tribute, troops, APs or cards.
- The power can only move allied forces with its own APs if those forces are in a multinational army group or a multinational fleet with its own.
- **A minor is activated as soon as it becomes allied to a Power**. Its forces set up on the map and it gets cards according to its ECO level on map. (The other time a minor is activated is when a country declares war on it.)

- · Once a country is in an alliance with a power other powers cannot reduce its allegiance by using APs. The alliance can only be broken with a suitable Alliance Breaker Event Card.
- · A declaration of war on an **allied minor** by another country **allows** the allied power to immediately declare war on the aggressor for no AP cost (**but the power is not required to do so**). (also see 7.4.6).
- · A declaration of war on a power is also a declaration of war on all minors allied to that power, and on all powers in the same camp and their minor allies (also see 7.4.2).
- · Allied countries may be part of a multinational fleet or multinational army group. Multinational armies are not possible.

Camps

All powers allied to each other and all the minors allied to them form a camp. There are two camps, Assyrian or Rebel. Neutral powers may have minor allies but they do not form a camp. Powers have no sub levels on the diplomatic track, they are either neutral or within a camp. (More see 7.4.1. and 7.4.2.

Breaking Alliances

Breaking alliances between a power and a minor/nomad tribe can only be done by:
1) Playing an Alliance Breaker Event, or
2) Conquest. (see **7.1**)

Allied Minors Become Unaligned

- If a formerly allied minor becomes unaligned it immediately is deactivated. (Any status lower than allied means unaligned here).
- The minor's forces are removed from the map and are placed on the minor's home card in the condition they are in. The minor's trade raiders go to the Regroup Box. Its units already in the Regroup Box stay there. Any regular cards left in its hand are discarded.
- Should that minor be activated again, the setup is ignored. Units from the home card are placed into home cities as the controlling player decides and new cards are drawn.

6.10 Supplying Units on Enemy Territory.

- Each force in enemy territory at the start of an impulse must immediately pay 1 AP for maintenance, or it must pillage the area.
- If a force cannot pay the maintenance cost nor pillage, every unit in it must conduct an attrition check.

6.11 Play Events

- Instead of using the AP value of a card, you can play the listed event and follow the given instructions. If the event cannot be played because of the game situation, the card can only be played as AP.

- Some events require payment of APs from income. The AP cost is printed on the bottom of the card. If the income from the current impulse is insufficient, the country may still be able to play the event by:
- using its saved APs, or
- using a + card for APs, or
- borrowing APs against the next impulse. If this is done, place pillage markers on the country's home card to show how many APs were borrowed. If the loan cannot be repaid in the next scheduled impulse the country must place an ECO - 1 marker on one of its cities (owner's choice). If the country has an ECO +1 marker, remove this instead.
- If none of the above is possible the card cannot be played as an event. A power cannot force an allied minor to play an event that cannot be paid for and would result in getting an ECO –1 marker as above.
- Events can be played against allies regardless of alliance status.
- Some events are playable by certain countries only. If such a card offers an alternative secret diplomacy action, that is available to all countries.
- Some cards use definitions like "you" or "your". "**You**" means the card owning country, not the player. You cannot use it for other countries unless the card specifically says so.
- If two events contradict each other the last one played prevails.
- Certain events can cancel others. If an event is cancelled both the event card and the cancelled card are put into the discard pile. If an event is cancelled you do not pay AP cost as shown on the card.

Types of Cards

The card type is printed on the bottom right of the card. Some cards have more than one type. This means that you can use the card in one way or the other.
E.g. The Pharaoh Takes Action Card can be used as either a move card or a draw card.

6.11.a Disaster

Disaster (Pirates or Pestilence) may strike any country unless a Counter Measures Event is used. The Counter Measures Card must be played **before** any effects of the disaster are determined.

6.11.b Foreign War

- Both sides named on the card must commit 2 + D3 units (owning players choice) to the foreign war. To roll a D3 roll a D6 and halve the result, rounding fractions up.
- Both sides have to bring in the amount of forces stated above. In a Mede vs. Mede foreign war, the Mede must provide forces for both sides.
- One of the units on each side may be a leader.
- Both sides place the forces they committed onto the Foreign War Card. They will remain there until the foreign war is over.

- If one side is not a country in the game like Lybia, Nubia, or nomads, their force is not set up, but is considered to have the same number and kind of units on the Foreign War Card as does the other side. If the on-map country places a leader, the off-map country is considered to have a leader with the same values.
- Once all forces are placed on the Foreign War Card the duration of the foreign war is rolled with a D6. Place the die on the card. Reduce the duration by one each impulse round. Do this each time the marker on the Impulse Track reaches the first country named on the card. When the duration reaches zero, the war ends.
- **At the end of a foreign war, roll a D6 for each unit, including leaders, on the Foreign War Card. On an even number the unit suffers one hit. If a unit is eliminated this way it goes back to the force pool.**
- **All surviving units are then placed into the Regroup Box.**
- If not enough units are on map or on a trade raid to fulfill a Foreign War Event, the affected power must use saved APs, use cards for APs, or borrow APs from the next impulse to fulfill the event. If still unable to do so the duration of the foreign war is not reduced until all needed units are placed on the Foreign War Card.
- Alternatively, the country may give up one VP per missing unit.
- A foreign war can end early in one of two ways:
- Playing the End Any Foreign War Card.
- **Winning a battle**. Pay 1 AP and place a leader on the Foreign War Card, or activate a leader already there. Fight a field battle following the usual procedure. If you win, the foreign war ends. If you lose, the duration of the foreign war is doubled.
- When a country is involved in one foreign war, no other foreign war card may be played on it.
- Foreign wars cannot be played if the two countries involved are allied to each other.

6.11.c Alliance Breaker

- An Alliance Breaker Card can be used to establish or break an alliance between a power and a minor or a power and a nomad tribe, or just move markers on the diplomatic track.

Definition: A battle for which the winner was awarded at least 1 VP is called a **VP Battle** hereafter.

As well as being played during a player's own impulse, an Alliance Breaker Card can be played as a response card. Played as a response card it halves its AP cost and doubles its effect. An Alliance Breaker Card can only be played as a response card in the following cases:
1) In order to break an alliance if one of the alliance partners loses a VP Battle. Any country can play the Alliance Breaker Card for this purpose.
2) In order to create an alliance between any country and the card playing coun-

try after **the card playing country** wins a VP Battle.

3)   If the VP Battle is involving a multinational force, then it can be used for all winning and losing participants as cases 1) and 2).

- Results can both move the diplomatic status marker down the diplomatic track of another power, and/or up the track of the card-player's power.
- If the card player is a minor, then it can move the diplomatic status marker on behalf of the power it is allied with.
- If a minor is at war with you because it is allied to a power at war with you, then you may play an Alliance Breaker Event on that minor. This is an exception to **6.9**.
- You may not play an Alliance Breaker Event against a minor at war with you for other reasons.

Examples: 1) Phoenicia is on Assyria's Diplomatic Track at level 9. Assyria just lost a VP battle, it doesn't matter to whom. Urartu (allied with Elam) plays the Phoenician Alliance in response and pays 2 AP instead of the usual 4. Urartu rolls 2 D6 a "3" and a "4" which totals 7. The result is doubled to 14. Phoenicia's marker is now moved by 9 down the Assyrian track and by 5 up the Elamite track. (Urartu is a minor, so has no diplomatic track of its own, but can act for the benefit of the Power it is allied with.)
For the above example the Alliance Breaker Card could also have been played in response if either Phoenicia lost a battle, or Urartu won a battle. It cannot be played in response if Elam won a battle because Elam is not the card playing country.
If there is no suitable VP Battle victory Urartu could still play the Alliance Breaker for normal cost and normal effect during its own impulse.
2) The Mede is at war with Persia as listed in the setup (for historical reasons). The Mede cannot play an Alliance Breaker event against Persia, since Persia is not allied to a power at war with the Mede.
3) Assyria cannot play an Alliance Breaker event against a Tribute Refuser that Assyria is just punishing.

6.11.c2 Minor City Pacts

- Minor Cities are not subject to Alliance Breaker Events. Their minor city pact markers are not subject to sublevels on the Diplomacy Track. A minor city can only be in the "neutrals" box, conquered, or allied to a power.

6.11.d Battle Cards

- A Battle Card can be played by all countries that have forces participating in the battle, and it can only affect forces participating in that particular battle. All Battle Cards are played before any dice are rolled. The effects of the cards are cumulative. Some cards can cancel each other out.
- Battle Cards are selected by the players in turn order, but kept face down until every player has decided which card(s) if any to play. They are then revealed. No

additional battle cards can be played, but there may be response cards.
- Because interception and evasion happen before battle, battle cards have no effect on them.

6.11.e Response Cards

- Response Cards are played by any country in reaction immediately after the condition mentioned on the card has happened.
- The play of a Response Card may interrupt the action of the phasing country. The effect of the Response Card takes effect before the phasing country continues its actions.
- A **Counter Measures** Card supercedes a Battle Counter Measures Card, meaning the event that the Battle Counter Measures Card intended to cancel does take effect.

6.11.f Political Cards

Political Cards affect the political status. Some of them like "Marduk's Assyrian Followers" are laid face up on the table as long they remain in effect.

6.11.g Draw Pile Cards

Draw Pile Cards allow the owner to take cards from other players or from the draw pile. In return one or more cards are discarded or exchanged.
The play of a Draw Pile Card counts as an action and does not require play of another card to finish the impulse. One may play a + card or spend APs in addition to the playing the draw pile card.
Exception: No + Cards or APs may be played in addition to "Careful Preparations" or "Pass Impulse" as these cards cancel your actions for this impulse in order to get a blast in the next impulse.

6.11.h Move Cards

Move Cards allow moves that otherwise would not be possible, such as longer moves, or moves with more units than usually allowed, or avoiding interception, or obtaining automatic results without a die roll.   Some Move Cards may force the enemy to move.   Move Cards can also affect interceptions or evasions.

6.11.i Economic Cards

Economic Cards can affect trade or income. Some have permanent effects.

6.11.j Recruit Cards

Recruit Cards can be used to hire extra mercenaries, regular troops, or ships. Elam's home card can convert mercenaries into regulars. Some cards bring in nomads.

6.11.k Sabotage Cards

Sabotage Cards can cause attrition checks or other damage checks on the target.

6.11.l Permanent Cards

Permanent Cards are played face up on the table so all can see them. They remain effective as long as the condition mentioned on the card is met or until a specified end condition occurs.

6.11.m Secret Diplomacy

- Certain cards have a secret diplomacy action as an alternative event.   Such cards have restrictions on who can play the first event of the card, but there is no restriction on who can take the secret diplomacy action.
- The secret diplomacy action is handled as described in **7.5**, except that the action is executed immediately and it cannot be cancelled by other Powers. Instead of the possible cancellation by another power as in **7.5** roll 2 D6. If the die roll is 9+ the secret diplomacy action fails.

6.12 Change of Control

- At the start of the game, each country controls every home area and every associated area in its own territory unless specified differently in the scenario setup.
- Control changes immediately if an area is occupied solely by enemy land forces.
- At the beginning and at the end of an impulse there can never be units of enemy countries in the same area, unless one side is inside a city and the other is out-side of it.
- If there is a city in the area, it must be conquered to take control of the area.
- If the country controlling the city is at war with the country controlling the surrounding area, it is called a **contested area**.
- Conquered home or associated areas that contain no enemy land forces at the end of an impulse revert to the control of the original owner, as indicated by the color printed in the area.
- An area does not change control when an allied force enters it.

6.12.a Consequences of Change of Control

Home Areas

If a country loses control of a home area, it loses the city income from that area. However, the conquering country does not get the income from the area, unless it has made it a province through conquest. (see **7.1**)

Associated Areas

- If a country loses control of an associated area, it loses the city income from that area, and the conquering country gains it.
- To indicate that the conquering country owns the city, and is not besieging it, place one or more units on the city. These units, however, are not considered to be "in" the city. If an enemy force enters the area, these units still must roll if they want to evade into the city. (see **6.6.10**).

Contested Areas

- A city in a contested area is not counted when determining income during the Interphase. The original owner does, however, count the city's ECO value (as printed on the map and including any ECO markers), but only at half value.

- Control change of an area (except Minor city states) does not effect a country's actual ECO income except at the end of the game turn (see **7.3**).

Sea Zones

- A country controls a sea zone if its ships are the only ones in it.
- Unoccupied sea zones belong to nobody and nobody controls them.
- Sea zones with ships from two or more warring countries are contested, and nobody owns them. Ownership of Sea zones has no effect on economics.

Multiple Occupants

- If an originally enemy owned area has been conquered or occupied by different powers the powers decide amongst themselves who will control the area. If they cannot agree the power with the strongest force in the area (including allied minors) decides.
- If only a power and its allied minor occupy an area, the power decides ownership.
- The same rules hold true for sea zones.

6.13 Conquest

You can try to conquer a country during your impulse. The procedure is the same used in the Interphase. (see **7.1**) For each country, conquest can be attempted only once during the game turn. Another attempt may be made during the Interphase.

6.14 Pillage

- Instead of paying APs to maintain a force, it can pillage the area instead. The troops are allowed to plunder the area for supplies. Place a pillage 1 marker on the area, or if there is already a pillage 1 marker, flip it to pillage 2.
- An area containing a pillage 2 marker cannot be pillaged.
- Pillaging an area does not cost APs.
- Pillaging an area of a country you are at peace with can only be done after a declaration of war by the pillager on the country the pillager is going to pillage.
- Only one pillage per area per impulse is allowed.
- Pillaging without supplying forces just to harm the enemy is allowed.

6.15 Raid Trade

Raiding is a way of improving your income, while reducing the income of other powers. A successful raid removes other powers' trade markers from the Trade Box, and may let you bring back trade markers you lost

previously. Trade markers translate into income during the Interphase, so raiding is a means of economic warfare.

Raid Boxes

- There is large Trade Box located in the "The Deep Sea". This holds the trade markers each power gets at the start of the game. If the trade markers are still in the Trade Box at the Interphase, they will generate income. The object of raiding therefore, is to remove the other power's trade markers and place your own.
- The large Trade Box is located in "The Deep Sea" only for convenience. It represents overland trade, and raids against it are conducted by land units. Sea trade is handled with the smaller Trade Boxes with the image of a ship.
- There are 5 Raid Boxes below the Trade Box. Before you can raid your opponents' trade markers you must have a land unit in at least one Raid Box.
- For the cost of 1 AP you can remove any unbesieged land unit from the map or the Regroup Box and placed it in a Raid Box.
- No more than one unit per impulse per country may be moved to the Raid Box.
- Mercenaries cannot be used for raids but minor allies or nomads, including Arabians and Aramaeans, can.
- If all Raid Boxes are occupied you can try to displace one of the current occupants.
- To do so, roll a D6. If the result is 6, the attempt fails immediately. On 1-5 you fight one round of combat with the current occupant of the corresponding Raid Box.
- Both sides take hits and routs as usual in a field battle.
- If either side is eliminated, the other stays in the Raid Box.
- If you score a hit and the occupant does not you stay in the Raid Box and the occupant is placed in the Regroup Box.
- Otherwise the attempt fails. Your unit returns to the area it came from.

Special Cases

- If you roll a Trade Box that you or an allied minor already occupies, you can choose which Raid Box you will attack.
- Allied minors' units are treated as your own when raiding.

Raiding

- Activate all your country's raiders and those of allied minors or allied nomads in the Trade Box by spending 1 AP. Raiders that entered the Raid Box in an impulse cannot be activated in the same impulse.
- **Roll a D6. On 6 the raid fails. If you roll 1-5 you may try to remove a trade marker belonging to the power with that number.**
- If you roll your own power, or you roll a power with no trade markers, you may choose another power to raid.
- **Conduct an attack against the trade marker. If you score a hit, the trade marker is removed from the Trade Box.**

- If playing with optional rule **9.7** cavalry units may make a second raid attempt, provided the first raid was successful.

- **For each trade marker you remove you can try to bring back one of your own trade markers. Roll one D6. If an even number is rolled put one of your removed trade markers in the Trade Box.**
- Raiding is not affected by alliance status. You may raid allied or neutral powers' without affecting the alliance status or making a declaration of war.
- If a raider leaves a Raid Box, it does an attrition check, and if it survives it goes in the Regroup Box.

6.16 Naval Affairs

- Ships can be used to conduct sea trade, to transport land units, to blockade ports, and to combat enemy ships.
- Ships never enter land areas, not even ports. The only exception is Sealand, which is both a land area and a sea zone.

6.16.a Building and Repair

- Building a ship costs 2 AP.
- Newly build ships can be placed into any sea zone adjacent to a friendly home port which does not contain enemy ships.
- If no such sea zone is available a sea zone containing enemy ships may be chosen, but it must still be adjacent to a friendly home port.
- Repairing a ship costs 1 AP.
- To repair a ship move it to a sea zone containing a friendly port.
- If no friendly home port is available new ships cannot be built. If no friendly port at all is available no damaged ships can be repaired.

6.16.b Naval Movement

- All friendly ships in a sea zone form a fleet.
- Fleets can contain ships of more than one allied country. Such a multinational fleet can be moved by the phasing country as long as the non-phasing countries agreed the move.
- Countries not allied to each other cannot form fleets together.
- Naval movement is restricted to coastal sea zones and to the small Trade Boxes.
- Pay ½ AP to move a fleet from one sea zone to an adjacent one.
- Pay 1 AP to move a fleet from a sea zone into or out of a Trade Box. Entering or leaving 2 different Trade Boxes costs 2 AP.
- If a ship enters or leaves a Trade Box it is the only thing it can do in that impulse.
- Ships in the game are never considered to be in a port. They can never evade into a port to avoid battle.

6.16.c Naval Transport

- Each full-strength ship can transport one full-strength unit, or two reduced units, and any number of leaders from its own country or an allied country.

- A reduced ship can transport one reduced unit and any number of leaders.
- A ship may only move one force per impulse, with the exception of retreats. (see **6.16.e**)
- A ship carrying land units cannot enter a Trade Box.

6.16.d Boarding & Disembarking

- Boarding & disembarking land units does not cost APs.
- Land units cannot move by land either before boarding or after disembarking.
- Boarding & disembarking is only possible in port areas.

6.16.e Amphibious Assault

- Disembarking into an area that contains enemy forces is an amphibious assault. Such a battle is handled exactly as a normal field battle with the following exceptions:
- The ships do not participate in the battle.
- If the assaulting units lose the battle the survivors may retreat onto the ships they came from. Note that only units that attacked by sea can retreat by sea.
- Non Cavalry units conducting an amphibious assault have their combat factors reduced by 1. Chariots, Horsebowmen, Heavy Cavalry, and Light Cavalry are reduced by 2.

6.16.f Search Procedure

- Unlike land areas, enemy fleets may coexist in the same sea zone without participating in a battle. In order to bring about a battle the phasing country must first find the enemy fleet.
- The phasing country may conduct one search roll per impulse for each sea zone in which it has a fleet.
- An inactive fleet may conduct a search for each enemy fleet entering its sea zone, whether it enters through movement, building, or entry of reinforcements.
- Each search costs 1 AP whether or not it is the searching country's impulse.
- If you wish to attack fleets from different countries in naval combat, still pay one AP, but conduct a different search roll for each fleet.
- Different fleets from the same side cannot fight together in one battle.
- **To detect an enemy fleet roll 2 D6. If the number rolled is higher than or equal to the lowest search number printed on any of the searching ships the enemy ships are detected and a naval battle occurs.**
- If a lower number is rolled the enemy fleet has not been detected, and no battle occurs. The phasing fleet may continue moving.
- Evasion from naval battles is not possible.
- If a friendly fleet enters a sea zone containing both friendly and enemy ships the friendly ships already there cannot help the new fleet if it is involved in a naval battle. After a successful naval combat, or if there are no longer any enemy fleets in the area, these two fleets may unite.

- The procedure for a naval battle is the same as for a field battle except that there are no extra battle dice. The winners remain in the sea zone, and surviving losers retreat to an adjacent sea zone.
- Ships carrying land forces may participate in naval combat, but the land forces they are carrying may not. This is also true for Sealand.
- If a ship with a land force on board is hit that force automatically suffers the same number of hits as the ship does.

6.16.g Trade Boxes

- The first country to move into a Trade Box may occupy it with up to 4 ships. Countries which move into this Trade Box later can either occupy the unused capacity or can try to make some capacity available by defeating the current occupants in a naval battle.
- To initiate such a battle requires paying 1 AP (on top of the 1 AP to enter the Trade Box) and making a successful search roll. If there is more than one fleet present, a search roll for each of these fleets may be made. If all the search rolls fail the phasing fleet must return to the sea zone it came from, and it is finished for the impulse.
- Pay 1 AP to move a fleet from a sea zone into a Trade Box and 1 AP to search for each different country's fleets in the Trade Box.
- When a fleet wins a naval battle in a Trade Box it may place up to 4 of its surviving ships into that Trade Box. If there is not enough room now for the loser's ships, he must remove any excess and put them in the nearest sea zone with a friendly port.

- No declaration of war is needed to fight a naval battle in a Trade Box. Ally may fight ally in a Trade Box without diplomatic consequences.

6.17 Unaligned Minors

- If an unaligned minor is not controlled by a player it remains inactive.
- Its forces are not set up but their ECO, tribute, and diplomatic markers are set up and are adjusted if a modification occurs.
- If a minor is attacked or becomes allied to a power the minor is immediately activated. Its forces are set up, it gets a randomly drawn mercenary, it gets its home card, and it is dealt a hand of cards from the draw pile, all according to the setup instructions for that country.

6.18 Income Action Points

- Each phasing country collects **AP income** once per impulse round at the beginning of its scheduled impulse. This income is in addition to any generated by playing a card.
- The country can use these APs during the impulse, or it may save them to be used in a later impulse.

- A maximum of 4 APs can be saved. Use a number marker to indicate the amount of APs saved.
- Should there happen to be more than 4 saved APs, the excess APs are lost.
- When a country has no cards left at the start of its scheduled impulse it **MUST** use 5 APs to buy a new card.
- If the country's income plus saved APs is less than 5, it **can** pass and buy a card in a later impulse once it has 5 APs. Alternatively such a country **may**:
1) Continue a siege started in a previous impulse
2) Pay for maintenance of its forces.
3) Reduce the duration on a foreign war card.
- You can use 3 APs to transform any card into a + card.
- Players' Note: Use number markers or dice to indicate how many APs you have left in the current impulse.

6.19 Turn End

- The impulse procedure is repeated till there is only one country left with cards in its hand.
- That country takes an impulse, including playing one card, or two cards if one is a + card. When this impulse is over the game turn ends.
- Any unplayed cards are kept in the player's hand.
- Home cards and any army group Cards that were sold during the turn are now returned to their home countries.

7.0 The Interphase

If a camp is defeated check for a sudden end to the game. (see **9.1**).

7.1 Conquest

- **A minor city** is conquered when the city itself is taken.
- A country is conquered if all **square home areas**, including home cities, are enemy controlled.
- If the invading country doesn't control all square home areas, he still may attempt to conquer the country by conducting a conquest check.
- To conduct a conquest check against a **minor country**, the invader must control at least one square home area.
- To conduct a conquest check against **Assyria**, the invader must control Nineveh and at least 5 other home cities.
- To conduct a conquest check against **any other power**, the invader must control at least 5 home cities, or the capital and at least 3 other home cities.
- A conquest check can never be made against the Mede. **The Mede** can only be conquered if 7 Mede home cities (in-

cluding the capital) are enemy controlled at the same time.

- A n**omad** tribe, like the Scythians, can not be conquered. However, if all its on-map forces are eliminated or in the Re-group Box, all alliances with the tribe are ended. Put its diplomatic marker to the neutrals box, and it becomes inactive for the rest of this turn.

- The Cimmerians and Scythians may reappear after their "defeat", in full strength, due to timetable events.

A) Conquest Check

- The invading country counts the number of home cities he occupies, counting the capital as 2.

- **Roll one D6. If the number rolled is less than or equal to the number of cities as determined above, the country is conquered.**

- Add 6 to the die roll if trying to conquer Assyria.

- Add 2 to the die roll if trying to conquer any other power.

Examples:

1) Assyria controls 3 cities, but not the capital, in Syria (a minor country). To conquer Syria, Assyria must roll 1-3 with a D6.

2) Assyria controls 4 cities in Elam (a power), one of which is the capital. Assyria needs to roll 1-5 to conquer Elam. Assyria rolls 4, then adds 2 because Elam is a power, making the adjusted roll 6. Assyria fails to conquer Elam.

3) Assyria occupies all 3 square home areas in Persia, so conquers it without rolling.

B) Surrender

- If a player feels resistance is futile he may surrender a country to a potential conqueror in order to avoid further havoc.

- A country can only offer to surrender if it has lost a least 3 home cities, or was de-feated in a battle that earned the victor 3 VP.

- When a country surrenders it is consid-ered to be conquered, and all the penal-ties for being conquered apply to it.

- If a country is at war with more than one power, it cannot surrender to just one of the powers but must surrender to all of them.

- The potential conqueror may reject an offer of surrender (in order to inflict more havoc). If an offer of surrender is re-jected, the country making the offer earns 1 VP.

- Assyria cannot surrender.

C) Joint/Disputed Control

- If more then one invading nation occu-pies a country, they must decide among themselves who will be the conqueror. If no agreement is reached the Power who occupies the most square home areas decides. If tied on areas, the decision is made by the country with the largest force (including minor allied forces) in the conquered country.

- If a conquest check is necessary, it will be made by the country chosen to be the conqueror. Only one roll is made, but all areas controlled by all the occupying countries count for the conquest check.

D) Effects of a Conquest

- If a country is conquered, the areas it controls **outside** the home country switch back to their original owners. Any of the conquered nation's forces in these areas are immediately relocated to the nearest home area.

- The conquered country must pay tribute to the conqueror at once.

- If a minor city or a minor country is con-quered, its political status marker is im-mediately put in the Conquest Box of the conquering power. Any relations it had with any power are terminated.

- If an active minor is conquered it be-comes inactive. Its remaining forces are removed from the map and are placed on the minor's home card at their current strength. Its raiders go to the Regroup Box. Regulars already in the Regroup Box stay there. All cards except home cards go to the discard pile.

- Should that minor be activated again, the setup is ignored. Instead the controlling player takes the units on the home card and places them at their current strength into unoccupied home city areas of his choice.

- Conquest of a power ends **all** alliances that power has. Roll 2 D6 for each minor on the conquered powers' track. Move the minor's diplomatic status marker to-wards 0 by the number rolled. The marker stops if it reaches 0 even if there should be points left from the die roll. Any roll of 2 is treated as a roll of 3.

- Minor cities on the power's track become neutral.

- The power and all minors aligned with it end their war with the conquering power and all minors aligned with it.

- If a minor is conquered there is a grace period during which nobody except the conqueror can use AP or card events to influence it on the Diplomatic Track. (see Grace Period below).

- The conqueror may occupy one area with its own troops, converting it to a "province" for its country. The province can generate income for the new owner during the Interphase. The area will re-main a province of the conqueror as long as he occupies it with at least one land unit.

- If that unit is eliminated, driven away, or withdrawn the control of the province goes to the new occupant, or if unoccu-pied, to the original owner. Furthermore, it immediately ceases to be a province. It can only become a province again if the country is conquered again.

- **Capitals** and cities with a blue ECO number printed on map cannot be taken as a province.

- As soon as one area is converted into a province, any of the conqueror's units located in the rest of the conquered country are immediately relocated to the nearest friendly territory. This happens before the new "friendly to the conqueror" status is applied to areas as a result of the conquest, see Grace period below.

- **Once conquered, that country remains conquered and pays tribute to its conquer until the conqueror influ-ences it to Alliance Status by diplo-macy, or until the grace period ends** (see below). See **10.4.c** for Multiple con-quest.

- A conquered minor city without garrison switches back to neutral if an enemy force enters its area.

- Another way to get a minor city is to play a Minor City Pact Card. If such a pact is in effect the minor city defends without garrison.

Grace Period

- A conquered country and its conqueror are committed to a grace period during which the conqueror considers all areas of the conquered country as friendly terri-tory, but not vice versa.

- During the grace period only the conquering country can influence the conquered country on the Diplomatic Track.

- That grace period lasts at least a full game turn. If the conquest happened during an Interphase the grace period lasts until the start of the next Interphase.

- If the conquest has been made during the game turn, the grace period lasts for the rest of that game turn and then an-other full game turn.

- Neither the conqueror nor the conquered country may attack each other or pillage each other during the grace period. The same is true for their allied minors, allied minor cities and allied nomads.

- Non-the-less the two countries may play event cards on each other, with the exception of Battle Cards.

- Political, diplomatic, and trade actions are not subject to the grace period.

- Grace periods are binding, but the cards "Opposing Party Takes Command" and "Priests of Marduk" can cancel them.

- Also, the "Incite Hostilities" Event can cancel a grace period between Elam and Persia.

- After the grace period is over a con-quered minor's diplomatic marker is put back to neutral. If a conquered minor has been diplomatically influenced by the conqueror during the grace period that status is kept and the minor's marker is not switched to neutral at the end of the grace period. A power, on the other hand, may join either camp, and/or de-clare war on its erstwhile conqueror.

- During the grace period a conquered power may join the conqueror's camp, but only with the permission of the con-queror.

Conquest of Assyria

- If allied powers conquer Assyria, each of the conquering powers gets a province and the 12 VP are divided equally be-tween them.

- After Assyria is conquered all random tribute checks are gone. Countries con-tinue to pay tribute to conquerors. Mi-nors pay tribute to allied powers.

- Assyria no longer loses VPs for unpun-ished tribute refusers.

- Assyria pays tribute to each of the conquerors at the same rate that would be used if the conqueror paid tribute to Assyria.

Elimination

Players may agree before the game to use Elimination as a voluntary rule.

- A power can be eliminated by reducing it to 2 or less friendly controlled cities, neither of which is the capital.
- Only powers that have previously been conquered can be eliminated. A surrender does not count as being conquered here.
- Exception: in the last turn any power can be eliminated even if not previously conquered.
- Elimination of a power scores twice as many victory points as conquest does.
- If a power is eliminated all its remaining forces and markers (except VP) are removed from the game.
- Except for the province(s) taken by the conqueror(s) the areas in the conquered country will generate no income for the rest of the game. All pillage, city damage, and ECO markers are removed from these areas.
- An eliminated country cannot trade, nor can it pay tribute.
- The home cards of the eliminated power remain in play to be used for the substitute country as specified below. Its player remains in the game and now plays the Scythians regardless of their current political status.
- Should more than one power be eliminated, the second powers' player takes control of the Cimmerians and a minor of its choice.
- If a third or fourth power is eliminated, the owning player chooses 2 minors to play.
- Victory points earned by a player with his substitute country(ies) are added to his total.
- Minors (other than Urartu) cannot be eliminated.
- The Scythians or Cimmerians can eliminate Urartu, and they don't need to conquer it first.
- If the Medes are eliminated the owning player gets a substitute country(ies) as outlined above. But the **Mede** player can also use the Gathering the Tribes Card to resurrect the Mede, so the power is never completely eliminated. If the Mede uses the Gathering the Tribes Card for Resurrection they no longer get ECO+ markers in the Far East Box. If the Medes are brought back into play, the owning player permanently controls both the substitute country and the Mede.
- If a power should be eliminated from play and its player is given either a nomad tribe or 2 minors as replacement to continue play with, then these replacements are treated as if they were powers. This is also how the rules affect them. If anything is not allowed for nomads/minors or only allowed for powers then these replacements are treated as powers.

7.2 Leader Promotion

- Any unpromoted leader on map may now rolls for promotion (see **9.2**). Leader promotion die roll: if a leader is on the winning side in a battle, or has conducted a successful siege, or conducted a siege battle round in which the leader's side scored more hits than the other side, then roll a D6. If an even number is scored, the leader is promoted to his stronger side.

7.3 Calculate Income

7.3.1 Map Income

- Calculate the income for each country separately.
- Add up the ECO points for controlled cities, including both the ECO value printed on the map, and the ECO makers on the cities.
- Count the cities. Count a capital as two cities.

- Do not count:
  - Home cities in another country's color unless they are provinces obtained by conquest.
  - Minor cities. These generate tribute but not income.

- Divide the city count by 3, then add the ECO points. This is the economic level (ECO level) of that country for the next game turn. The country will receive this many APs during each impulse round in addition to any they may get from card play.
- Retain fractions to combine with income from trade. (see **7.4.3**) Any fractions left after combining with trade points are lost.
- However, minors with just 2 city points left (i.e. their capital) round up to 1 ECO.
- Pillage markers must be removed and paid for if possible during phasing impulses. For every 7 pillage points (a pillage 2 marker = 2 pillage points) in the country's home areas during the Interphase reduce the ECO level by 1. Any pillage points less than 7 have no effect here.
- Minor cities auto repair all **city damage** and remove all pillage levels in the Interphase with no AP cost.
- Persia has no cities and has a fixed ECO level of 2.

Players' Note: The city count (counting the capital as 2) for each country is printed under the name of the country on the map These numbers do not include on-map ECO points

7.3.2 Cards

- Each country is dealt a number of cards from the draw pile equal to its new ECO level minus one.
- Deal the hands in Impulse Track order.
- In turn 1, Assyria is the first to receive cards. Thereafter start the deal with the country that follows the country that played the last card in the preceding turn.

- All countries get their home cards back in addition to the cards from the draw pile.

Hand Size

- Each country must have a minimum number of cards in their hand at this point, even if the country does not have the needed ECO Level.
- Likewise, after dealing each country has a maximum number of cards they may keep in their hand.
- The home cards do not count towards either of these limits.

Minimum & Maximum Hand Size

Minors	1 - 3
Power	2 - 6
Assyria	4 – 10

Players May Inspect Cards
Now each player can inspect the new cards received. That includes all cards of all countries a player controls.
- If a country exceeds the maximum hand size because of ECO income or excess cards from the last turn, the country discards excess cards of owner's choice.
- For each 10 full AP discarded the owner gets 1 VP.
- If you have less than 10 AP, for each 5 full AP discarded you get 1 extra secret diplomacy action in **7.5**.
- Both exchanges as above can be combined.
- After using AP for the above, all excess AP from these excess cards are lost.
- If an active minor has too many cards the power allied to the minor gets the secret diplomacy action and/or the VPs.

Mulligan

- In order of the impulse track each player-controlled country may keep or discard all the new random cards.
- · If you decide to use a Mulligan (i.e. discard your hand to draw another) you receive one card less than you discarded. **You can use a Mulligan before you discard cards to reduce your hand to your maximum hand size**.
- · You cannot use a Mulligan if you already have the minimum hand size.
- Only one Mulligan per country per game turn is allowed.

7.3.3 Trade

Trade comes from three sources, trade markers, sea trade, and trade status with minors. Trade points earned from each of these are added together.

7.3.3.a Sea Trade

- Get 1 trade point for each full-strength ship in a Trade Box.
- Get ½ trade point for each reduced ship in a Trade Box.
- Ships in Trade Boxes now return to a sea zone containing a friendly port. The port

must be on the same body of water as the Trade Box. If there is no friendly port, the ship is returned to the force pool.

7.3.3.b Trade Markers

For each trade marker still in the trade box in the Trade Phase of the Interphase the owner gets 1 trade point.

7.3.3.c Trade Status

Each minor country whose diplomatic status is "Trade" or better on a power's Diplomatic Track, the power gets 1 trade point.

7.3.3.d Trade Income

- Each trade point earned as above counts as one city for income purposes. So 3 trade points generate 1 ECO point.
- Any fractions remaining can be combined with city fractions to obtain a full ECO point.
- At this time check who has 1st and 2nd ranking in trade for VP calculations. (see **8.3**)
- After all trade income has been collected:
  - Ships in Trade Boxes return to sea zones with friendly ports.
  - **Trade raiders** are checked for attrition and then placed into the Regroup Box.
  - Removed trade markers are returned to the Trade Box.
  - Trade markers already in the Trade Box remain there.

7.3.3.e ECO Level

- **ECO points from trade and the map are combined to set the new ECO level for the next game turn. That ECO level is not checked again until the next Interphase regardless anything that happens during the game turn including change of control.**

- The one exception to the above is that a change of *tribute status takes effect immediately (see 5.2).*
- Minors get no trade income from trade markers but may from sea trade.
- Minors that have been inactive for an entire game turn have their ECO level increased by 1 (3 levels for Phoenicia).
- Inactive minors that have pillage markers or city damage repair all of them automatically in the Interphase but get no ECO level increase.

7.3.3.f Negative Income

- Should a country generate a negative income (for example by both tribute and deportation) it gets one pillage point for each negative income level on each Impulse Round that it pays tribute.
- If the country has no free area left to place a pillage marker or cannot increase to pillage 2 marker it is bankrupt and it stops paying tribute immediately.
- That does not count as tribute refusal and it lasts till the next Interphase.

7.4 Politics

7.4.1 Alliance Change

- Changing a camp (from Rebel to Assyria and vice versa) can only be done during the Interphase. In other words you cannot declare war on a power in your camp during a game turn. Exceptions are possible by the cards "Opposing Party Takes Command" or "Priests of Marduk". Should a power become neutral by conquest or payment of tribute to Assyria it cannot declare war on the camp it was part of at the beginning of the game turn.
- Joining a camp (from Neutral to Rebel or from Neutral to Assyria) can be done for free in the Interphase, or for 10 AP during the game turn by a declaration of war on a power in the opposing camp. If a power in a camp declares war on a Neutral power, that power automatically enters the opposing camp free of AP costs unless the opposing camp rejects this. (see below)
- If all members of one camp are conquered or eliminated and the resulting sudden end check (9.1) does not end the game, free declarations of war and camp changes may be made directly in response in order of the impulse track.
- By joining a camp, a country automatically allies with all powers in that camp, and declares war on all countries in the opposing camp.
- To join the Assyrian camp, the permission of Assyria is **always** required.
- Joining the Rebel camp does not require anybody's consent. Exception: a power that has been conquered needs the consent of its conqueror to join the conqueror's camp. If the joining power is at war with one power, which is already in the rebel camp, then this power may reject the joining country.
- If a power's camp entry attempt is refused, that power earns 1 VP. Only one attempt per power and turn is allowed.
- When you have march status or better with any other country, and have units within this country's home areas, and the diplomatic status changes to below march status, then your units within this country's home areas have to be relocated to the closest friendly area.

7.4.2 Declarations of War

- Declarations of war can be made during the Interphase, without any AP cost.

However, you must pay APs to declare war during a game turn:

- Minors pay 5 AP against any target.

- · Powers declare war on minors for 5 AP.

- · Powers declare war on other powers, or join a camp, for 10 AP.

- · A declaration of war on a minor city does not cost any AP.

- In order to declare war on a minor city that is conquered by a power, or is in a minor city pact, war on that power must be declared.

In addition to Action Point costs, the following also apply:
- If a power has diplomatic points for a minor on its track, and declares war on that minor, these diplomatic points are lost. The minor's marker is switched to the war box of the power.
- If another Power B declares war on a minor with diplomatic relations to Power A, the diplomatic marker remains on Power A's track. Use a unit from the minor's force pool and place it in the War Box of the attacking Power B.
- Any combat action a power conducts against a country it was formerly at peace with, is a declaration of war on that country. AP as above must be paid.
- If a country has forces in the home area of a country, and in the Interphase or during the game turn war has been declared between the two countries, then all forces in each other's territory immediately relocate to the nearest friendly area.

- A declaration of war on an **allied minor** by another country **allows** the allied power to immediately declare war on the aggressor for no AP cost (**but the power is not required to do so**). (also see 7.4.6 and 6.9).
- ·A declaration of war on a power is also a declaration of war on all minors allied to that power, and on all powers in the same camp and their minor allies.

7.4.3 Peace

- If a minor is at war with a power because of an alliance with another power, that war ends if the alliance ends.
- If a minor is at war with a power without an alliance, that war ends if the minor (or the power) is conquered. The war ends automatically in the next Interphase, if the consent of the power is provided.
- Peace between player-controlled countries can be negotiated freely. As an alternative to surrender or conquest **(see 7.1)** a power may obtain peace with a victorious enemy by paying tribute at the given rate of 2 ECO, or by giving a home card to the enemy as tribute.
- The home card is returned to its original owner (whether the enemy used it or not) in the next Receive New Cards Segment.
- Assyria and its allies may enter any country that pays tribute to Assyria without declaration of war (see 5.2.3).

7.4.4 Tribute Refuser Punishment

- 1.) A tribute refuser is punished by conquest.
- 2.) Other ways to punish a tribute refuser are to defeat him in a battle or take one of his cities. Either of the above causes an immediate tribute check. If the tribute check is positive the minor pays tribute. It is considered to be punished, and the war ends.
- If a tribute refuser has been punished successfully, the tribute refused marker

is removed. Assyria will not lose 2 VP as a penalty for that minor not paying tribute.

- Assyria can punish a tribute refuser with Assyrian or allied forces.
- Should a former tribute (check) refuser become allied to a power, Assyria still must punish the tribute refuser to get rid of the VP penalty. If the minor has been successfully punished as in 2) above the tribute refuser is considered to be punished and the tribute refused marker is removed. . It is up to that allied power if the minor now pays tribute to Assyria. If that power is at war with Assyria neither the war ends nor is tribute paid, though the minor is considered to be punished.
- What was started as an action to punish a tribute refuser may be turned into a campaign to conquer a minor at any time. That does not cost AP but forfeits any tribute checks thereafter.

7.4.5 Player Control of Non- Allied Minors at War

- If a **minor country is attacked by the Assyrian camp,** the minor will be played by a randomly chosen rebel power.
- If a **minor country is attacked by the Rebels**, the minor will be played by Assyria.
- Minors attacked by non-allied nomads are alternately controlled by the two camps. Thereafter control changes for any new impulse.

- Minors at war with both camps (or with a neutral power) are alternately controlled by the two camps.
- The controlling power should be one not at war with the minor, if possible.
- Randomly select which camp is to play the minor in its first impulse.
- A power temporarily controlling a minor as above cannot alter tribute status or make the minor declare war or negotiate peace.
- Minor player control remains with the same player until a new player takes over in the next impulse. This means the controlling player makes the decisions for passive behavior until then (like interception, evasion and battle tactics).

Example: Persia is at war with the Mede. The Mede joins the Assyrian camp and Elam (in the Rebel camp) declares war on Persia. Since Persia is at war with both camps, control of Persian actions alternates between the Assyrian camp and the Rebel camp. Since the Mede and Elam are at war with Persia, other powers in their respective camps play the Persians.

7.4.6 A Minor at War Becomes Allied

- If a minor at war becomes allied with a power, then that power **may** declare war on any countries currently at war with the minor free of AP costs. (Also see 6.9, Alliance)
- Alternatively, all players involved can negotiate peace (taking effect immediately) with the consent of all **players** involved.

7.5 Secret Diplomacy

New Players should not use Secret Diplomacy, that is a voluntary rule.

- The back of one Home card of each power (two for Assyria) has a Secret Diplomacy table.
- Each Power uses one marker (two for Assyria) and secretly places it on 1 of the objectives on the card. All players do this simultaneously, and have a maximum of one minute for placing their markers.
- After each player has placed his marker(s), the results are made visible simultaneously.

7.5.1 Cancellation

- If any objective has been chosen more than once, these markers cancel each other out, and there is no effect. (The same is true if Assyria places both markers on the same objective).
- Exception: More than one trade objective marker can be placed without cancelling each other.
- If only one power has chosen an objective, it now chooses one of the options for that objective, and carries it out.

7.5.2 Possible Objectives

Each power has different possible objectives on its card(s): All powers (including your own), all minors, Cimmerians, Scythians, minor cities and trade. This is represented by the national symbols (which are shown on the impulse track) and the symbols below:

Minor Cities   Trade

Impossible Objectives like an eliminated country or nomads not yet activated by timetable events, cannot be chosen.

Possible Effects

If more then one possible option is listed choose one of them.

7.5.2 a Objective Trade

Kick out any 1 trade marker, or place a raider for free and conduct one raid attempt for free.

7.5.2.b Objective: Yourself or Minor Allied to You

1) Get one extra card for the target country – maximum hand size still applies. (see **7.3.2**.)
2) Or choose a special preemptive impulse, without an extra card, before the 1st impulse of the next turn is conducted. If more than one power chooses this option, the preemptive impulses are executed in impulse track order, starting with the county that would start the next game turn.

7.5.2.c Objective: A Non-Allied Minor or Nomad:

1) Roll a D6 and move the minor', the number of spaces rolled, on the Diplomatic Track.
2) Or, that minor country does not pay tribute to Assyria and is marked as tribute refused. Conduct the tribute die roll anyway. If the die roll result is Tribute Refused, that minor pays tribute to the power that placed the marker as an objective.
3) The tribute option can be chosen by Assyria to secure tribute payment of that minor, even if that minor is "Pro" or higher on another power's track.
4) Place a **revolt** marker on any city in that country. (See below for details.)

7.5.2.d Objective: A Power other than yourself, or a Minor Ally of another Power

- Place a revolt marker on a city in that country. You cannot place a revolt marker on an occupied city or a capital, but it may be placed on a city within intercept range of any force. The revolt marker negates all control of the city and its surrounding area.
  If not removed sooner, the revolt marker is removed at the start of the Secret Diplomacy Phase of the next Interphase.
- The next force of any country entering the city's area is the new controller of both the city and the area. If an intercept occurs, a battle is fought, and the winner is the new controller.
- After the new controller is determined, the Revolt marker is removed.
- A city conquered with the help of a revolt does not earn victory points.

1) Alternatively, the original owner of a home area can play a revolt against a city currently occupied by another non-Allied country. If the occupying garrison (including leaders) has less units then the city's current city defense, the garrison is put into the Regroup Box and a revolt marker is placed.
2) If the objective is a power, you can reduce that power's chance to get a King by increasing that power's king candidate die roll by 1.

7.5.2.e Objective: Minor Cities

Get one free minor city pact with any minor city that is not conquered nor already the subject of another minor city pact.

7.5.2.f General Rules

- Secret diplomacy is free and is not affected by alliance status, conquest status, nor any other diplomatic agreements.
- Player agreements about how to place diplomacy markers are not allowed.
- If players violate the latter rule, all involved players' powers lose one VP, and forfeit this secret diplomacy action.

7.5.2.g Secret Diplomacy as a Card Event

- A secret diplomacy action can be conducted as a card event, done during an impulse, not in the secret diplomacy phase.
- In this case, no other powers can cancel the event by placing a marker on the same objective.
- However, roll 2 D6. If the die roll is 9 or more the secret diplomacy actions fails.

7.6 Time Table Events

- The Timetable can be found on the reverse side of the Campaign Game Scenario Card.
- Check the Timetable. If one of the **listed events** is scheduled to happen, follow the given **instructions**.
- All Timetable events are considered to be a part of the rules, and are not repeated here.

7.7 Army Relocation

- In the Interphase one leader per active country (including kings) may freely move by land through an unlimited number of friendly areas. On its way, it may pick up (but not drop off) units up to its command rating.
- A relocating leader cannot enter an area in which it could theoretically be intercepted, nor can it enter a revolting city's area.
- No leader may relocate more than once in the Interphase.

7.8 Resume Play

Move the game turn marker to the next turn and resume play with **5.1.**

8.0 Special Rules

8.1   Unaligned Countries and Peace

- You cannot enter any area of an unaligned country at less than march level, without a declaration of war.
- The above is also true for an evasion (**6.6.10**) or a retreat (**6.7.8**) into a country at peace with you. The AP costs for the declaration of war are to be paid by the moving country. The moving player decides if to declare war or suffer the consequences of not being able to evade or to retreat.
- Assyria and its allies supercede the other paragraphs of 8.1 regarding countries paying tribute to Assyria and can enter any country paying tribute to Assyria without a declaration of war and consider that country's territory as friendly. Paying tribute to Assyria does not allow the tribute payer to enter Assyrian territory or the territory of Assyria's allies.

- If you already have forces in a country when it switches to peace with you, or its

diplomatic status drops below march Status you must relocate as below.
- Any territorial violations occurring because of the former war status, are corrected immediately by relocating the respective units to the nearest friendly area. If no land connection (not counting the country you are leaving) is available through friendly territory, the relocating units are placed in the Regroup Box instead. If more than one friendly area is the nearest option, the relocating country chooses one.

8.2   War Entry

After a country joins the war it becomes a **supply source** for its own forces and for allied troops.

8.3   Victory

Victory points are collected immediately for:

- 1 **VP** for winning a land battle against 5-9 enemy units, or taking a level 3 or higher city
- 2 VP for winning a land battle against 10-14 enemy units
- 3 VP for winning a land battle against 15+ enemy units
- 1 VP for winning a naval Battle against 3+ enemy ships.
- 1 VP for taking a level 2 city with a garrison of at least 1 unit.
- 1 VP for taking a city level 3 or higher.
- 3 VP for taking a strength 4 fortress (instead of the above).
- 4 VP for taking Nineveh (instead of the above).
- 1 VP for taking a city with a garrison of 5 or more units. (in addition to the above)
- 1 VP for taking a capital (in addition to the above)

- In case of a siege taking more than one impulse to succeed, count the City strength at the start of the siege to obtain VPs.

- No victory points are gained for causing more hits than the enemy in a siege combat, unless the city is taken.

- 1 VP for a city defender if he wins an assault battle

- Defeating a nomad tribe by eliminating them, or forcing them to regroup: the country destroying the last unit(s) on the map earns the following VPs:
- Arabians or Aramaeans 1 VP
- Cimmerians 2VP
- Scythians 4 VP

- 1 VP for ending a foreign war by winning a battle
- For alliance and/or conquest:
  - Minors 1 VP
  - Powers 3 VP
  - Assyria 12 VP (conquest only)
- Defeat of an entire camp 4 VP (in addition to the above)
- 1 VP if your surrender attempt is rejected (see **7.1.B**)

- 1 VP if you wish to join a camp, but the powers of the camp refuse. Only one attempt per power and per turn is allowed.
- Should a multinational force score VPs together they are shared equally between the participating powers.
- If they cannot be equally distributed the army group commander decides who is to take the excess. If the forces are not in an army group, the decision is made by the owner of the strongest force on that side at the beginning of the battle round.

- **Count in the Trade Phase:**

- 3 VP for the power with the most trade points (for being the Trade Tycoon). The power with the second highest trade points gets 1 VP.
- If more than one power is tied for the most trade points, then each gets 2 VP (and the second ranked gets nothing). If there is a tie for second place, then each second place power gets 1 VP.

Only at the End of the Game Count

- All powers except Assyria earn 1 **VP** for each game turn in which they have not been not conquered.
- If a power manages not to be conquered for the entire game, then the VP amount above is doubled.
- Sum up the total ECO level for every power, including trade and tribute. Subtract from that the starting "ECO base level" (without tribute) given for the scenario. That final "ECO increase" is doubled and added to the VP total.

The power with the highest VP total at the end of the game wins.

If a minor scores a VP the power allied to the minor get the VP. If the minor is not allied to a power, any VPs the minor scores are lost.

Victory if the Game Ends Early

Use this procedure if a game ends before the end of turn 5 (because of a sudden end, or because a majority of the players agreed on it before the game). Check for victory every turn after the Interphase trade income has been determined.

For games ending after or during turn 1 Assyria must meet penalized victory conditions.

If Assyria has more VPs than the best and worst scores of the other powers combined, Assyria wins. If not, and one other power has more VPs than any power except Assyria, it wins. Otherwise the game is a draw.

8.3.1 VP Penalties

- Assyria gets a 2 VP penalty for each unpunished tribute refuser with a tribute unpaid marker still present during the Interphase. (See **7.4.4** for how to punish a tribute refuser.)
- Loosing a king through elimination costs 1 VP.

- Being unable to remove city damage markers or pillage markers costs 1 VP each. Both are checked when the respective markers run out of stock.
- Powers are liable for VP lost by their allied minors. That is also true for such minors temporarily controlled by rule 7.4.5.

Designers note: Leaving city damage and pillage unrepaired decreases the loyalty of your citizens.

- Cheating in the Secret Diplomacy Phase. (see **7.5**)
- A Power can have a negative VP total.

8.4 Campaign Games For 2 Players

After Assyria has conquered one or more powers it can use the Any Alliance Card and additional APs to establish an alliance with one of these powers for one turn in order to gain complete control of that power for the duration of the alliance. After the grace Period control of that power switches back to the Rebel player. The Mede cannot be aligned by Assyria that way.

9.0 Optional Rules

The Optional Rules are recommended; they take effect unless all players agree not to use all or some optional rules **before** the game begins.
Beginners should start without Rule **9.7**.

9.1 Sudden End

A sudden end of the game **may** occur if one camp is completely defeated. That is, all powers in it were conquered, eliminated or have surrendered.

Procedure:

- Roll a 10 or higher with 2 D6, add the turn number as bonus to the die roll.
- If the sudden end roll succeeds, the game ends immediately and victory is calculated on the current game situation.
- Proceed to the Interphase and calculate ECO level, trade, and tribute on the current situation, to obtain the winner.
- Any political or timetable changes for that last Interphase are skipped.
- Should a sudden end occur during the game turn, any unplayed cards and resulting impulses are lost.

Bonus: Add the number of defeated Powers to die roll. If Assyria is conquered add 3 to the bonus die roll.

- A sudden end also occurs if one power has a higher VP total (at the VP segment of any turn) than all other powers together.
- Or if a non-Assyrian power has a higher VP total then the 2nd best and worst power together.
- In both cases that power wins and the game is over.

Players' Note: It helps to use the VP record sheet after each turn.
If all members of one camp are conquered or eliminated and the resulting sudden end check does not end the game, free declarations of war and camp changes may be made directly in response.

9.2 Reduced Leaders

- Newly placed leaders appear on their reduced side. Kings have no reduced side. The reduced side of a king counter represents another king.
- Leader promotion die roll: if a leader is on the winning side in a battle, or has conducted a successful siege, or conducted a siege battle round in which the leader's side scored more hits than the other side, then roll a D6. If an even number is scored, the leader is promoted to his stronger side.
- During the Interphase, all leaders that are on the map on their weaker side, get one free promotion roll. (see **7.2**)

9.3 Combining Reduced Units

- During a card initiated impulse 2 units of the same country in the same area (or sea zone) which are of **exactly the same kind and combat strength**, and which are both on their reduced sides, may be replaced by one unit placed on its front side. In this process, simply flip one of the units over to its front side and remove the other one. This can be done anywhere.
- A full strength unit can **never** break down into 2 reduced units.

9.4 Standing Army

The Assyrians were the first world power in history to maintain a standing army. To reflect this:
- Assyria may roll 2 dice for all leader promotion die rolls.
- The Assyrian player may decide not to disband mercenaries. (see Rule **5.1**)
- Assyrian on-map mercenaries may be rehired during Assyria's first impulse the following turn. They remain on map until then.
- Powers (other than Assyria) may disband one strength 2 regular unit and pay 4 AP to transform the unit into 1 permanent ECO income. This must be done in the first impulse of a game turn. Place an ECO + marker on any home city.

9.5 Fog of War

- Players are not allowed to inspect enemy stacks, except for the top unit (which must be the best leader, if any). If no leader is available, then the unit with the best combat rating must be placed on top.
- An area or sea zone may contain an unlimited number of units, but no single stack may contain more than 1 army or 10 units. If more than 1 army or 10 units are in one area, then additional stacks must be made.

9.6 Sell Mercenaries

- Instead of hiring mercenaries from its force pool, a **power** may offer to sell all (or some) of them from its force pool to another country. These mercenaries enter the map as usual.
- Pricing is unchanged. The APs are not paid to the game AP treasure, but to the power the mercenaries come from.
- The country receiving APs takes a number marker equal to the APs obtained. That number is then added to the power's available APs for the next impulse.
- The maximum limit of 4 APs saved may not be increased in this way.
- Mercenary prices are fixed; no negotiations are allowed. Fractions are rounded up. The buying country can just decide to buy or not to buy at the conditions specified above.
- If a power sells mercenaries to another country it is not allowed to buy mercenaries from others.
- Arabian/Aramaean Mercenaries may not be sold.

9.7 Special Unit Abilities

Heavy Troops

- Heavy Troops are Heavy Infantry (HI), Heavy Cavalry (HC), and Chariots (CH).

- Heavy Troops can inflict "kills" by rolling a unmodified 2 during combat. **A kill is 2 hits** instead of the usual 1.
- If heavy units are modified by terrain, an unmodified die roll of "2" still inflicts a kill. However, if a heavy unit has a modified combat strength of 1 or less, then the ability to cause kills is lost.
- Heavy Troops cancel 2 enemy bow fire hits if there are 5 or more friendly heavy units present in the combat. If only 2 heavy units are present in the combat only one Bowhit will be absorbed. No more than 2 bow fire hits can be cancelled.
- Heavy units only enjoy their special abilities in field battles, not in siege battles.

Cavalry

- Cavalry are Light Cavalry (LC), Heavy Cavalry (HC), Chariots(CH), Horsebowmen (HB).
- Cavalry can move 2 areas with 1 AP.
- The first area entered costs ½ AP. However if the cavalry units are engaged in a battle or a siege after ½ AP is paid the second ½ AP is lost and cannot be used to continue moving after battle. Leaders commanding an all-cavalry army have the same movement ability as cavalry.
- The presence of just one non-cavalry unit prevents the above.
- Cavalry units have to check for attrition if moving more than 4 areas, just like all other kinds of units. In a siege, cavalry have their combat factors reduced by 1 in an impulse in which they have used their "quick moving" ability. If they move normally, they perform normally in sieges.

Bow

- Bow units are Bowmen (B), Horsebowmen (HB), and Chariots (CH).
- During the first round of combat, bow fire is conducted and hits are applied before other units fight. This is called the **Bow Fire Phase.** The phase thereafter is called the **Melee Phase.**
- In the second combat round, bow units no longer pre-fire, but fight in the standard combat phase. Any battle bonus die rolls because of terrain, leaders, Assyria, or cards are treated as if "Light Inf" were conducting them and are executed in the Melee Phase.
- If one or more leaders are left without units after the Bow Fire Phase, they lose their battle dice.

- Should bow fire completely eliminate one side (including leaders), any bonus die rolls for terrain, leaders, Assyria, or cards are lost.

- Some units have more than one of the above abilities. Chariots have all 3!

Other Specials

- **Heavy Infantry:** reduce combat factors by 1 if attacking over a river.

- **Light Cavalry:** No Attrition in Desert.

- **Horsebowmen and Chariots** can **Ambush**. That is they can fire in the Bow Fire Phase, and then try to evade battle. Chariots can only do so if there is at least one HB present in the friendly force. If there are other cavalry units in the friendly force they too can evade, even though they don't take part in the Bow Fire Phase.
- A successful ambush does not generate any VPs.
- No ambush is possible against an enemy force that successfully intercepted into the battle.

- **Chariots:** can ambush together with HB. Combat factors – 1 if attacking in Mountain, over a River, and in Sealand.

- **Chariots** can not have the Special Abilities of both Heavy Troops and Bow units in the same combat. Before combat, you must declare how all friendly chariots will fight. If they fight as Bow units, they will pre-fire in the Bow Fire Phase, but they will not inflict "kills" or be protected against enemy bow-fire. If they fight as Heavy Troops, they can inflict "Kills" and protect against enemy bow-fire, but do not fire in the Bow Fire Phase.

Mobility rating of a force

The mobility rating is the number of cavalry units less the number of non-cavalry units.

The Army with the highest mobility rating is the defender in a battle caused by interception.

Unit Costs

Units	AP Cost	Special Ability Cost
Light Infantry	2 x Combat Str	0
Heavy Infantry	2 x Combat Str	1
Bowmen	2 x Combat Str	1
Light Cavalry	2 x Combat Str	1
Horsebowmen	2 x Combat Str	1
Heavy Cavalry	2 x Combat Str	1
Chariots	2 x Combat Str	2

- Rebuilding units costs double the AP difference between the front side and reduced side. Rebuilding does not cost any extra APs for special abilities.
- If playing without special rule **9.7** just count the basic AP cost and ignore the AP cost for special abilities.

Siege

In a siege (exception a hunger siege sortie (see **6.8**)) no special abilities exist, except that defending Bow units get +1 to their combat factors.

10.0 Advanced Rules

All rules here are mandatory. They are not needed often, so read them only when the relevant situation arises.

10.1 Nomad Behaviour

- Arabian and Aramaean Nomads appear by card play. They do not have any diplomatic status at all. They are treated as mercenaries with some special conditions as listed on the Arabian and Aramaean Nomad Cards.
- Like other mercenaries eliminated Aramaeans and Arabians go to the game pool. Reduced ones **cannot** be rebuild.

- Scythians or Cimmerians appear on the map per timetable event.
Hereafter the term nomads refers to Scythians or Cimmerians.
- Nomads are considered to be at war with all countries and other nomad tribes, unless they are allied with a power.

- Nomads ignore diplomatic status, except that nomads do not pillage the territory of a power (and its allies) that has their diplomatic marker on March Status. The nomads are considered to be "supplied" in such territory.
- Nomads always pillage a non-allied area when they start an Impulse in it, regardless of player control. The same is done in a non-Allied area that they just entered.
- Nomads always leave an area that is pillaged to level 2, even if that would mean abandoning an ongoing siege. If nomads are allied, the controlling power may opt to pay 1 AP maintenance to keep the nomads from moving.
- Nomads cannot form army groups but can be part of the army group of an allied power.

- Nomads have no ECO level and no income per impulse round, but they draw a random card each time the impulse marker reaches them.
- Nomads cannot hire mercenaries from the force pool or Regroup Box.
- During the Interphase, any Nomad Tribe currently with on-map units, returns all of their units to full strength. This includes on-map units that were flipped to a weaker side, units in the Regroup Box and any eliminated units. Completely eliminated Nomad Tribes are brought back at full strength at their starting location as given in the Timetable. If only a part of a Nomad Tribe was eliminated the Nomads will reinforce to full strength where the remaining Nomads are during the Interphase.
- Nomads get their reinforcements where they are, which means they can reinforce anywhere, even in enemy territory. They always replenish to full army strength if possible.
- Nomads do not play events or conduct diplomatic actions, but do spend APs to move, pillage, attack, raid trade, and lay siege.
- If Nomads conquer a city with an ECO + marker, they remove it from the map, and immediately use up to 7 APs to build new units or rebuild reduced units in that area.

10.1.1 Control of Non Allied Nomads

- For control of **Scythians** and/or **Cimmerians**, each camp rolls a die.
- The camp with the highest roll takes control.
- Within the Assyrian camp, Assyria decides which country controls the nomads. The rebel camp powers alternate for nomad control in Impulse Track order. This decision is made again each impulse round. If one camp is defeated, the neutral powers take over control of the nomads.
- In each impulse, control is checked individually. If not all APs are spent for aggressive actions, the remaining APs are used to reinforce (if possible).
- Nomad player control remains with the same player until a new player is determined in the next impulse. This means the controlling player makes the decisions for passive nomad behaviour until then (like interception, evasion, battle tactics, and placing of returned units in the Interphase).
- Nomads do neither make senseless one unit suicide attacks nor do they attack with less then a full army if a full army is available. In other words misusing Nomad control to give other countries an advantage is not allowed.

10.1.2 Allied Nomads

- If a nomad tribe is allied to a power, it is treated like a minor ally. Exception: Nomads do not deactivate when they become unaligned, but get treated again as in **10.1.1**.
- The restrictions of **10.1** still apply.
  If Cimmerians or Scythians are required (by Timetable event) to hassle a certain

minor exclusively, that special condition ends if a power allies them.

10.2 The Mede

We speak of the Medes and not of Media, because the Medes did not exist as a political entity at this time, but were nothing but a bunch of rival tribes. That changes in turn 4 when "Khshathrita" becomes King.

- The Medes cannot form army groups before turn 4.
- The Medes cannot operate outside Mede home territory with more than one army at the same time before turn 4.
- The Medes may still drop off units from an army to secure control of areas. The total number of regular Mede units outside Mede home areas may not exceed the command rating of that army's leader.
- One Mede army may still be part of a multinational army group of another allied power, as long the above is met.

10.3 Succession

Any power that wants to crown a king, or to maintain one, rolls a D6. If a modified 6 or more is rolled, the **King** candidate fails, and no King is received for this turn.
Modifiers
- The candidate's power has been conquered: + 2.
- The candidate's power has conquered another power: –1 per power.
- The candidate's power has conquered 3 Minor countries: –1 per 3 minors.
- The candidate's power sacrifices a card for next turn: –1 (may only be used once).

Assyrian Modifiers

1st Interphase: none
2nd Interphase: +2
3rd Interphase: +1
4th Interphase: +5

The Crown Prince Event can cause an automatic succession to the throne without a die roll.

Riots

If the royal candidate is not crowned, or if there are 2 candidates for one country, then all non-mercenary troops of that power check for attrition. If both of the above apply, there are 2 attrition checks.

A Power that has been eliminated cannot crown a king.

10.4 Rare Game Situations

Read this chapter only if one or more of the following applies:

10.4.a Markers Out Of Stock

- If pillage markers or city damage markers run out of stock, then all countries that have pillage makers or city damage markers in their friendly controlled areas, have to repair one marker each (immediately) with APs from income and/or cards. That way the game's marker stock is replenished. If a power cannot do so, because it lacks APs or cards, it loses 1 VP.
- Excess APs from cards used in this way can be saved for the countries' next impulse. Place a number marker on the home card of the respective state. The maximum limit of 4 saved APs may not be exceeded.

10.4.b Attrition Check for Stacks with Different Movement

If you pick up units during movement, keep them separated during the move to see if they suffer the same attrition as the main stack (if moving more then 4 areas)
(see 6.6.1)

10.4.c Multiple Conquest

- A country that is already conquered can be conquered again by another country.
- If so, both the old conqueror and the new one hold a province each, and the conquered country must pay tribute to all conquerors (in order of conquest).
- This can lead to a country being unable to pay tribute (see **7.3.3.f**)
- Since the country's diplomatic marker is already in the Conquest Box of the first conqueror, use an unbuilt unit to indicate conquest in the Conquest Box of the new conqueror.
- There is a new grace period for the conquered country with the new conqueror. That grace period may overlap with the grace period of the former conqueror. During that overlap time, both powers can influence a conquered minor diplomatically.
- To meet the condition "conquer all cities", provinces (i.e. territory now owned by another country) do not need to be taken. (see **7.1**)

10.4.d Simultaneous Conquest

Simultaneous conquest is not possible. In the Interphase, there could be a situation where 2 countries fulfill the conquest conditions for each other. In this case, the next country in Impulse Track order (counting from the country that played the last card) may roll for conquest of the other first. If that die roll fails, then the other country gets his chance. If both fail, then neither is conquered.

10.4.e Turncoats in a City

A "Turncoats" or a "Give Them What They Want" event played against mercenaries in a city is handled in the same way as in a field battle, except that mercenaries in a fortress do not suffer the -1 attacker's penalty. (They are considered to be "in" the fortress).

10.4.f Coexistence in Areas

Forces of several countries not at war with each other may peacefully coexist in the same area if they meet the conditions to enter such areas (see 6.9, 5.2.3, 8.1). These forces do not affect each other nor do they affect the condition of areas belonging to countries at peace with them. They do not interfere into a battle going on in the same area as long as the participants are at peace with them. If such a country you were formerly at peace with becomes an enemy (by a new alliance or a declaration of war) relocations may occur. The country that owns the area may stay with its forces, the new enemy must relocate to the nearest friendly area. If no relocations are required, a battle between the new enemies is fought on instance.

Example: Syria pays tribute to Assyria because of a successful tribute check. Syria is on Babylonia's diplomatic track status march. Both Assyria and Babylonia may enter Syrian territory and fight each other there without affecting Syrian territory. Now; neutral Egypt declares war on Syria and the Syrian forces are set up. Syrian forces may coexist with Assyrian or Babylonian forces in the same area. Should Assyria and Babylonia fight a battle with Syrian forces in the same area the Syrian forces are neither affected nor do they interfere. Babylonian or Assyrian forces may also coexist with Egyptian forces. Later Egypt declares war on Babylonia (paying 10 AP, or during the Interphase) while there are forces of both countries in the same Syrian area. Nobody relocates, a battle is fought.
After a while Babylonia manages to establish an alliance with Syria. The latter now automatically declares war on Assyria, Assyrian forces in Syria must relocate. Egyptian forces stay. Assume now Egypt did not declare war on Babylonia as above. After establishing an alliance with Syria Babylonia can declare war on Egypt free of AP cost, but is not obliged to do so.

GLOSSARY

The important terms used in the rules are repeated and explained here. This glossary can be used as a **dictionary** and be referred to as needed when reading the appropriate rules section. Part of this can be found in the main rules text as well, or here is just a short version, see the rules for further details.

Action Points (APs): The number within the square in the top-right corner of a card, spent by nations (mainly by the currently phasing nation) as the "currency" in the game. APs are also gained from a nation's economy (7.3.3.e). In some cases APs may be "borrowed" from the next impulse. (6.11)

Action Rating: A leader's left number (0 to 5) which favorably modifies intercept/evade attempts and provides that many battle dice if that leader is the commander of the battling army (6.6.2 and 6.7.3).

Active: A country controlled by a player (either direct control of a power or in case of minors control through an alliance or because the minor is at war with the opposing camp).

Adjacent: Areas which are directly connected by solid or dashed lines, sea zones which share the same boundary, sea zones and areas which share an anchor symbol.

Alliance: An alliance is created when a minor's or nomad's diplomatic marker has reached alliance status on a power's row of the diplomatic track. The minor becomes an ally of that power. The power's player may play the cards of that minor, build and move its units, conduct diplomacy for it, may enter its cities, defend together and form army groups with each other (6.16, 8.2).

Allies: Multiple nations in the same Camp, or a power and minor(s) and or nomads sharing alliance status (6.9).

Ambush: Special ability of horsebowmen and chariots to conduct a bow fire phase and then try to evade before the melee phase is resolved (9.7). If the evade roll is successful the battle ends, otherwise the melee phase is conducted normally. Ambush battle victories do not give VP to the winner.

Area: An area is a space on the map that is either rectangular shaped or has a round shape. The background color of the areas indicate which power or minor this area belongs to initially. The different types of areas include:
• *Associated Areas*: An area with two different colored halves. An area that is colored in white and another color is considered to be an associated Area for the nation indicated by the non-white color. Control of this area at the start of play is indicated by the color of its top half. *Example: Zamua is an associated area for Assyria. (1.3).* Associated areas can provide income for a new owner in contradiction to home areas.
• *Capital*: A home area with its name underlined in red is a capital. (1.2, 7.1). *Example: Jerusalem is a Capital.*
• *Contested* : An area, that contains a city controlled by a nation enemy to the controller of the area.
• *Enemy* (Area): An area that has the background color of a nation at war with you or is occupied by units of an enemy nation and currently not occupied by forces belonging to you or your allies.
• *Fortress*: A city with stronger city walls (1.3).*It decreases the combat factors of all attacking besiegers by one.*
• *Friendly* (Area): An area controlled by your units, an ally's units or the units of a nation currently at march status that is currently not occupied by enemy forces.
• *Home*: An area with only the background color of your nation. Home areas can only provide income for its original owner unless transferred into a province.
• *No-Mans Land:* Round areas in white are No-Mans land without any diplomatic status and belong to nobody and can be entered by everybody.

• *Province*: An area for which control is handed over to the conqueror on a successful conquest or upon the surrender of a nation. A Province must be garrisoned with at least one regular unit. A province belongs to the conquerors nation until the garrison leaves the province by any means.
• *Port*: A naval facility within a sea zone where ships can be build/repaired. A port is located in a sea zone close to the nearest area, represented on the map by an anchor symbol in a sea zone. The port is adjacent to the sea zone containing the anchor symbol. (6.16)

Army: Any stack of a leader with regular units of the same nationality up to that leader's command rating and/or mercenaries up to that leader's command rating in the same area **are** an army. Forces of allies may not be in the same army. Extra units in the same area beyond the leader's command rating must defend that area with the army, but are not part of this army and may not attack/move/intercept with it (6.6.2).
It is not allowed to have single units of the same nationality outside an army at the end of a move if the leader's command rating in the same area is not exceeded.

Army Group: Two or three allied armies under the same commander occupying the same area or moving together. An army group can be composed of 2-3 allied armies and its commander is the leader of one of those armies (6.6.3). The commander is placed on the army group card in position 1. A corresponding army group marker is placed on the map to represent the entire army group. The rest of the units (leaders and units) are placed on the army group card. An army group card is mandatory for the formation of an army group. If an army group contains a king then the king must be the commander of the army group. Each army group may contain only one king.

At Peace With: Relative term. Any countries that are not at war with each other, but still can be at war with others.

Attrition: An occurrence requiring a number of die rolls equal to the number of units (not leaders) in an army/army group or force (some events may cause attrition to all units in an area). Each roll of "6" causes a hit which must be assigned to a unit from the affected group of units. Selection of affected units among these is up to the owner's choice (6.6.1).

Besieger: Any force currently conducting one of the 3 possible kinds of sieges against an enemy city (6.8).

Blockade: When a fleet is in control of a sea zone it can blockade ports in that sea zone to cut off the supply by sea for besieged port cities. Port cities may only be the target of a hunger siege if the port is blockaded in this way (6.8.1 and 6.16).

Bow: All Units with the ability to fire during the bowfire phase: bowmen, horsebowmen, and chariots. (9.7)

Camp: A group of nations whose members are considered to be mutually allied. Nations in one Camp are at war with all nations in the other Camp. A nation's diplomatic marker, is placed in the appropriate Camp box on the map chart to show membership to a Camp. A player power may only leave (or join) a camp by conquest or surrender, by voluntarily changing camps during the Interphase (in impulse track order) (7.4.1), or by a declaration of war during an impulse (exceptions and cost see 7.4.1 and 7.4.2). Minors leave a camp only by conquest, surrender (7.1) or play of an alliance breaking event (6.9). A rebel power may become neutral by agreeing to pay tribute to Assyria for the rest of the game turn, Assyria's consent required. If all members of one camp are eliminated or conquered and the game is not ended by a sudden end (9.1.) then all powers may in impulse track order declare war (free of AP costs) on any power or minor country. This may result in a power switching from one camp to the opposite camp.

Cavalry: All units with cavalry ability: light cavalry, horsebowmen, heavy cavalry, and chariots (9.7)

City 2nd division of an area that can only be entered by own or allied forces or entered by enemy forces after a successful siege. Please note that not all areas contain cities.

City damage The city defense value is reduced by the number of city damage markers currently on the city. The city's battle dice are equal to the printed city defense value minus the number of city damage markers. City damage of a city that is currently not besieged can be repaired by paying APs equal to the city damage (6.4).

City defense The number printed in the city is called the city defense. This is the number of battle dice the city provides against attacking besiegers. When the number of city damage markers on a city is equal to the starting city defense then the (standard) siege is ended successfully for the besiegers.

Command Rating: A commander's right number (ranging from 2-10) is the maximum number each for regular and mercenary units that he can command in his army. *Example: A leader with Command rating 6 can command up to 12 units (a maximum of 6 regulars and 6 mercenaries each).*

Commander: The leader of a force whose ratings influence battle, interception and evasion of an army (or army group). A force's commander can only be changed during the impulse of the new commander's nation or when another own leader enters (or is placed in) the force's area (by any means). In case of an army group an allied leader may trigger this replacement of the current commander.

Control: A nation's ownership of a area or sea zone. Control is shown as follows:
• Areas: Having its color in the Area. If not enemy occupied, the original owner of that area (shown by its color) controls it unless there is a revolt marker in this area .(6.12)
• Sea Zones: Sea zones, which contain only forces that are allied to each other, are controlled by the country with the most ships within that sea zone. If forces enemy to each other are within the same sea zone but do not engage in battle (due to failed search rolls) no one is in control of the sea zone. (6.16).

Country: Other term for nation.

Conquest: Defeating a power, minor country, nomad tribe or minor city state in a military way so that it is forced to terms with the conquering country. (7.1.)

Conquered: If a power, minor country or city state becomes conquered it pays tribute to the conqueror at the given rate immediately. In case of a power or minor country the conquered and the conqueror are committed to a grace period. Conquered minor cities which are left un-garrisoned will revert back to neutral. The conqueror may enter the areas a conquered nation as if they were friendly areas. The conquerors nation is the only nation who can influence those conquered by this nation diplomatically by using APs. In case of powers or minor countries the conqueror may pick a home area of the conquered as a province for himself, which must be kept garrisoned (the area containing the capital may not be chosen as a province). (7.1)

Deportation Removing an economy "+" marker from the conquered area they are located in and placing it into another area of the conquerors choice. (6.8.4) Assyria has a home card that allows deportation without the presence of ECO + Markers. In this case an ECO – Marker is placed in the deported area and an ECO + Marker is placed in an Assyrian City of the card players choice.

Diplomatic Track: The diplomatic track can be found on the lower part of the map and is used to record the changing diplomatic relations between powers and minors, nomads and minor cities. The space a diplomatic marker occupies in a power's row on the track identifies the relationship between the diplomatic marker's nation and that power. (6.9)

ECO: Abbreviation for economy. The ECO level is the amount of APs a nation receives in each regular impulse in additions to those APs gained from cards. (7.3.3.e)

Fleet: One or more ships of the same nation or its allies stacked in the same sea zone (13.1).

Forces: The term forces can be used to refer to any amount or kind of units. There is a distinction between land forces (or units) and naval forces (or units).

Force: Each unit not part of an army, each army not part of an army group, and each army group is a separate force and should be stacked separately. There may be more than one force in the same area. Units not part of an army may be physically stacked together to save space, but are always treated as if each were a separate force. All forces in the same area may defend together (except see 6.6.5 disorganization), but may only move, attack, intercept, or evade with the other pieces in their force.

Force Pool: The force pool of a country consists of all units this country has available for production that are not yet built.

Fractions: To determine the total AP cost for the impulse, add the cost of each procedure, retaining fractions. Then round up the total to get the AP cost. Unused fractions are lost. (6.0). That procedure is similarly used for other game situations where fractions occur unless otherwise specified there.

Friendly: The term friendly in this game refers to all countries who share march status with each other. Powers who agree on a free passage are friendly to each other but this does not include any benefits of "pro" or "trade" diplomatic status. A conqueror can treat the areas of his conquered nations as if they were friendly towards the conqueror, but not vice versa. Assyria and its allies can treat the areas of nations paying tribute to Assyria as friendly but not vice versa. You can only enter cities in friendly areas if you are **allied** to the nation controlling these cities.

Units that are controlled by a power, minor or nomad that is allied to you or has march status with you are considered to be friendly units. And of course anything under the control of a nation is considered to be friendly towards this nation (including minor cities, provinces, associated areas and units).

Grace Period: The time during which a conquered country may not declare war on its conqueror and vice versa and during which only the conqueror may influence the conquered country diplomatically by spending APs.

Halved: See Fractions above. (7.1.E)

Hand: All of the cards a nation drew that it has not yet played, discarded or exchanged with other cards per event. (7.3.2).

Heavy Units: All units which are able to absorb bowfire hits and are able to inflict kills in melee are considered to be heavy units. Heavy units are: heavy infantry, heavy cavalry, and chariots (9.7)

Hit: Casualty suffered in combat, due to attrition or events. The first hit flips a combat unit to its reduced side, the second one eliminates it. Leaders (non-combat units) are eliminated through the first hit.

Home Card: The card(s) of each nation bearing its nationality color. Home cards are always added to a nation's hand after the process of drawing new cards has been completed (4.1, 7.3.2). Home cards can never be drawn from your hand and are never considered part of a nation's minimum or maximum hand size (7.3.2).

Impulse: A nation's required play of a card as dictated by the movement order on the impulse track (3.1). A nation with no playable cards remaining may still take action as described in 6.18 (for example, it can still continue a siege started in a previous impulse) or if 5 or more APs are available a new card must be bought.

Impulse Round: When each nation has conducted an impulse in order of the impulse track (excluding any occurring preemptions) an impulse round has passed. If any nation is unable to take an impulse in any way then it is skipped and the next nation in order of the impulse track conducts an impulse.

Impulse Track: A display on the map indicating the sequence of play (left-to-right) in which nations perform various game functions, most notably Impulses.

Inactive: An unaligned minor that is not controlled by a player remains inactive and does not take any action unless activated through an attack, an alliance or a special card event.

Kill: Heavy units have the ability to inflict kills in the melee phase by rolling a die result of "2". A kill inflicts 2 hits instead of 1. (9.7)

Mercenary: Units that are not printed in the color of any nation but with an orange background instead. Mercenaries are hired for one turn and are disbanded during the Interphase.

Mulligan: After distributing new cards, in order of movement, each nation may discard its entire hand (excluding home cards and those left over from the previous turn) and replace it, drawing one card less than discarded (7.3.2).

Neutral :1) Any country that has its diplomatic marker positions on the diplomatic track of a power from 0-3, the area labeled as neutral on the track of a power. If a scenario or rules sentence uses the term "neutral" without any numbers status "0" is meant.

2) Powers that do not belong to a camp.

Neutral Port: Relative term. Port that is not controlled by an enemy country.

Neutrals Box: Box on the diplomatic track printed white to place diplomatic markers of powers that do not belong to a camp, both minors and nomads which have no relation to a power on the diplomatic track (status "0"), and any minor cities that are not in a minor city pact or conquered.

Order of Movement: A sequence in which nations take their scheduled impulses, unless they are preempted, or perform various game functions – always starting with the next impulse, not necessarily Assyria. Note the difference from impulse track order.

Overrun: The complete elimination of either side in a battle is considered to be an overrun. When all surviving units of one side are placed in the Regroup Box at the end of the battle this counts as an overrun for the winner of the battle as well. (6.7.7). It is also considered to be an overrun to take a city after one round of siege or by an assault. After battling once an active army is finished for this impulse unless the battle was won with an overrun victory.

Phasing: The nation currently conducting its impulse (6.0).

Pillage Place a pillage 1 marker into an area or replace a pillage 1 marker by a pillage 2 marker. Pillaging can be done for different reasons like acquiring supplies or simply to harm the enemies economy. Pillaging costs no AP, but to remove a pillage marker one has to pay 1 AP for a pillage 1 marker and 2 AP to remove a pillage 2 marker. (6.14, 6.10, 2.2, 7.3.1). A country may only remove Pillage Markers that are located in either associated areas, own home areas or provinces that are controlled by that country.

Powers: Assyria, The Mede, Egypt, Babylonia and Elam (1.1).

Regroup Box: A map display where units that rout in combat, or return from a resolved foreign war card or other events are placed. Such units may be bought back into play at a cost of 1 AP per regular unit or leader, mercenaries cost ½ AP (6.5).

Regular: Units that are printed in the color of a nation. Regulars are built and remain until they are eliminated. Eliminated regulars are returned to the force pool and may be built again.

Relocation: Voluntary strategic movement of a leader (6.6.7), an army (6.6.8, 7.7) or an involuntary movement of any forces due to peace/conquest (8.1) or a declaration of war. (7.4.2)

Scheduled Impulse: The point in the order of movement when a nation becomes active (excluding preemption). A nation with no playable cards remaining in hand, that is unable to buy a card for 5 APs, cannot be preempted and may or may not be active, but still takes a scheduled impulse for purposes of choosing whether or not to continue a siege, or just resolve the passage of time required for the effects of certain events.

Sea Trade: Trade income received from ships in Trade Boxes. Interphase: Get 1 trade point for each full-strength ship in a Trade Box. Get ½ trade point for each reduced ship in a Trade Box. (7.3.3)

Sea Zone: Each of the blue sea areas.

Ship: Ships can move and conduct combat on their own or assembled in fleets. All allied ships stacked in the same sea zone form a fleet (6.16).

Siege: An attack on a city or fortress. There are 3 possible kinds of sieges: standard siege, hunger siege, and assault. (6.8).

Sudden End: A game end before the maximum playing time of 5 turns is expired (.9.1).

Trade: Trade income received from trade markers. Interphase: Get 1 trade point for each trade marker still in the Trade Box.

Trade Raid: Procedure to harm another power's trade by assigning units to raiding duties. (6.15).

Tribute: Decrease the minor tribute payer's economy level by one and increase the economy level of the tribute receiving power by one. Powers pay 2 ECO instead. Tribute is paid by allied minor's or by minor's with diplomatic status of "pro" or higher. Conquered powers and conquered minors pay tribute to the conquering country. Minor's not allied to a power and not conquered conduct a tribute check, to determine if they pay tribute to Assyria (5.1)

Tribute Refusal: If any minor country, that is neither allied or conquered, refuses to pay tribute to Assyria then it is marked with a tribute refused marker. Assyria is obliged to punish any minor country with a tribute refused marker during the current game turn or lose 2 VP per unpunished tribute refuser. (See 7.4.4 on how to punish tribute Refusers).

Turn: One of five potential periods in which nations receive new hands of cards and, in order of movement, alternate play of their cards during scheduled or preemptive Impulses or as battle-events or response-events. A turn lasts until only one nation has cards left on hand and this nation has conducted an impulse (5). If due to the playing of battle cards or response cards no country should have cards left on hand at the end of an impulse this impulse ends the current game turn.

Unaligned: 1) A nation not at war with either **Camp.** The term unaligned does not mean absolute absence of war. A country can be unaligned but still at war with a minor or an unaligned power.

2) A minor whose diplomatic status is neutral, trade, pro, or march status on the diplomatic track is unaligned (6.9).

Unit: Any kind of either regular or mercenary combat units or a leader. Ships are considered to be naval units. Each unit has one or more values printed on them and a symbol representing the units type. Both together determine the exact abilities of this unit. Combat units have a normal (front) side and a damaged (reverse) side which usually have different values but always have the same type. For an explanation of the units different printed values see chapter 2.0 of the rules. Leaders have a promoted side (front) and an unpromoted side (reverse) while the promoted side has better abilities. Kings do not have reverse sides. They are always assumed to be "promoted", and on the reverse side of a king counter there is a different king.

Victory Points (VPs): Points collected to win the game (8.3). Victory points are awarded for various activities that further your nations success in history, winning major battles, conquering enemy nations, having the best trade income, establishing new alliances for your nation, and others (see chapter 8.3)

ASSYRIAN WARS

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