

ASSYRIAN WARS

Simple Rules

Version 1.0
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Credits

Game Equipment see full rules

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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 Nations

• Assyrian Wars classifies the countries in the game as powers, minor countries, minor cities,

Powers

- 1)  Assyria (AS)
- 2)  Mede (ME)
- 3)  Egypt (EG)

- 4)  Babylonia (BA)

- 5)  Elam (EL)





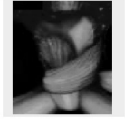
Player Control

Who plays which power depends on the number of players and the scenario.

| Play-ers | A S | M E | E G | B A | 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 |

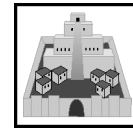
If players cannot agree on who plays which power(s), each player rolls one die. The highest roller has first choice, etc.

Minor Countries (Minors)

- 1)  Phoenicia
- 2)  Judah, Israel
- 3)  Syria
- 4)  Urartu
- 5)  Phrygia

- 6)  Persia

Minor Cities



Cyprus, Petra, Adana, Malatia, Dilmun, and Zirkitia

Components Not Used

Not used in Simple Assyrian Wars are counters for Mercenaries (orange), nomads (Scythians, Cimmerians, Arabs, and Aramaeans) Cards (except the Army group cards and the Assyrian home cards)

Camps

Assyrian Camp

Assyria and all its allies.

Rebel Camp (Rebels)

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

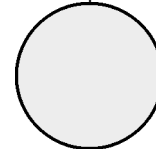
Neutral Countries

All countries who are not at war on either side or allied to a power.

• See the scenarios about political status of each country in the beginning of the game.

1.2 Map

The Map is divided into **areas**.



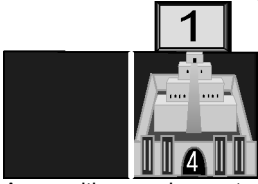
Round areas have no production.



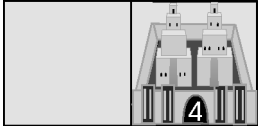
Double rectangular areas contain a city or fortress.



Rectangular areas are used for countries with a fixed economic rating (Persia).

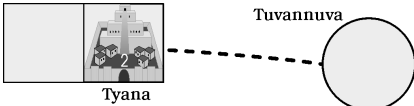


Areas with a number on top of the city (ECO level) represent rich cities with a strong economy.



Damascus

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

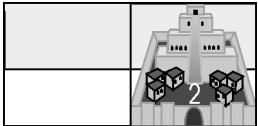


All areas have connections that indicate between which areas movement is allowed.

The sea is divided into **sea zones** which are not needed.

1.3 Terrain

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



Tarsus

There are no terrain effects just connections in the basic game.

There is neither naval movement nor are there ships in the basic game.



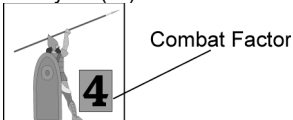
The number printed in the City is called the **city defense**. This is the number of battle dice the city provides against attacking besiegers.

2.0 Counters

2.1 Units

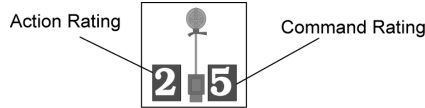
2.1.1 Land Units

Heavy Inf (HI)



• Each unit has a **number** and a **symbol** printed on it. The number is equal to the **combat factor**. Unit Class is not used.

2.1.2 Leaders



The action rating is used for battle modifiers, interception and evasion rolls.

A leader's command rating is the maximum number of regular units it may command. Leaders always use their stronger side.

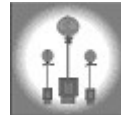
Kings



Kings work like leaders, but have no reduced value on the back. The reverse side represents another king.

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.

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 Gray (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) |

| | |
|--------------------|-----------------------------------|
| | spotlight) |
| Phrygia | Light Blue |
| Urartu | Pink (with spotlight) |
| Nomads | |
| Cimmerians | Light Yellow |
| Scythians | Light Grey with orange bars |
| 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.



Round areas printed white are neutral and belong to nobody.

2.2 Other Markers

Markers for:

City Damage



Used

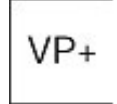


The background color for all the following markers indicates to which country the marker belongs. Some markers are not country specific.

Victory Points



Victory Points+



Number Marker



Number markers can be used to show, to display number of APs left for the current impulse,



ECO Level

ECO level markers indicate a country's income.

Game Turn



Impulse Round

Impulse



Any units and markers not mentioned here are not needed for the Basic Game:

2.3 Cards

Remove all Cards in the basic game except for Army Group Cards and Assyria's home cards.

3.0 The Course of Play

- The game consists of 5 turns.
- Between the game turns are Interphases that are conducted before the next turn begins.
- Each turn is divided into impulses.
- Place the impulse marker on the impulse track. Assyria begins the game.
- After Assyria finishes all its actions the Mede conducts its impulse. Continue that way and skip any minor nation that has not been activated.
- After the last nation on the impulse track has finished its actions, one impulse round is over and the impulse marker is placed into Assyria's space again.
- Move the impulse round marker to # 2 on Assyria's track.

3.3 Extra Impulse

- Assyria may take a second impulse after Elams Impulse.

Assyria must keep its three home cards in hand, unless playing an extra impulse. When the Assyrian player takes an extra impulse, he discards a home card. The Assyrian player may conduct 3 extra impulses per game turn, with a maximum of one extra impulse per impulse round. No extra Impulses may be taken in the first impulse round.

3.5 Turn End

The turn ends after the 5th impulse round.

3.7 Interphase and Game End

- Between the game turns is an Interphase. (See Section 7.0)
- The game starts with the first Assyrian impulse in the reign of Sargon II. It ends after the Interphase following Turn 2.

4.0 Getting Started

4.1 Preparations

- All countries set up their forces **at the same time** according to the scenario set ups (see scenario cards).
- Set up the ECO 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 and diplomatic markers.

- Impulse Markers are placed on the Assyrian spot of the Impulse Track.
- Game Turn and Impulse Round markers are placed on the raid box underneath Trade.

4.2 Force Pool

- The **Force Pool** of a country consists of all units a country has available for production but not yet built.
- Markers and units that are not in a country's force pool remain in the game pool. The game pool consist of all units and markers that are not on map or in the force pool of a power or active minor.

- Place all available regular units of that country into the force pool.

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

6.0 Action Phase, (see 6.0).

Turn End

The turn ends after the 5th impulse round

7.0 Interphase, (see 7.0)

5.1 Initiate Turn

Return the 3 home cards to Assyria. Conquered countries remove all city damage markers at no cost.

5.2 Tribute

There is no tribute in the basic game.

6.0 Action Phase

- The Impulse Track lists all countries starting with Assyria and ending with the Scythians. Since the basic game does not use Nomads, an impulse round ends after Persia finished its impulse.
- 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.
- Rules numbers of the main game remain here, paragraphs not used have been skipped. So it is possible to find for example 6.18 after 6.13.

Use Action Points to:

- o 6.1 Build Units
- o 6.3 Buy Leaders
- o 6.4 Rebuild
- o 6.6 Move
- o 6.12 Control change
- o 6.13 Conquest
- 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, as detailed below.

- How many actions you can do is limited by your APs.
- Both building and rebuilding are not 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.

6.1 Build Units

- A country can build a unit by taking it from the force pool and placing it in a city in a home area that is free of enemy units.
- 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.



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 city area free of enemy units.
- Kings cannot be bought. They enter the game by a timetable event.
- If a leader is killed he may be bought again. However, if a king is killed, he is permanently removed from the game.

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.*



→
4AP

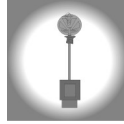


- **Repair city defenses** at a cost of 1 AP per city defense level. Cities under siege cannot be repaired. Cities controlled by a conqueror can only be repaired by the conqueror.

6.6 Move

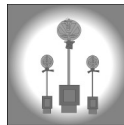
- All movement is conducted by moving units along a path of **connected areas**.
- land units cannot move without a leader.
- A leader can move an army with him for 1 AP. The army has a maximum movement allowance of 4 areas. Armies and army groups are defined in **6.6.2** and **6.6.3**.

6.6.2 Armies



- Any force containing a leader and units is called an army. The leader's command rating is the maximum number of units that can be in the army.
- An army can only contain 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



- 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.
- The Mede will get his army group card on instance when the Mede and Assyria go to war with each other.
- 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.
- 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.
- 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 one of its armies than the command rating of the army leader, and at no time consists of more than three armies.
- The reverse 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.

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 activated 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 survive, 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.**
- **Assyria may not enter the territory of another nation with an Army group if there is already one Assyrian Army Group in that nation's territory.**

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. If there are 4 or more armies the defenders must split up. The defenders agree which 3 armies de-

fend first. If the defenders cannot agree which armies fight first they are selected randomly.

- If the attacker wins the [first battle](#), the forces that have not [yet](#) participated 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 2.1.2).

6.6.7 Relocating a leader

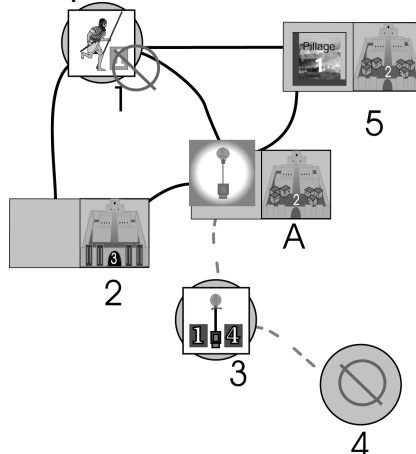
For the cost of 1 AP a country that has one of its **leaders in an area with none of that country's troops** can relocate the leader to another friendly controlled area up to 8 areas away. The leader is then finished for the impulse. No more than one leader may be relocated in an impulse.

6.6.9 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.
- 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 may not intercept.

- The intercepting force rolls 1 D6. If the modified die roll is equal to or lower than the intercepting leader's command rating 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.

- 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.
- If a battle caused by an interception is tied after 1 combat round neither side wins. Both sides must retreat. The interceptor retreats first.
- 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.

- 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).

- If armies intercept separately the action rating of the different army commanders are used.
- A subordinate army of a different player may be forced to intercept by the army group commander.
- 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 neutral areas, nor into an enemy controlled or neutral city.
- A force evading into an enemy controlled area must take 2 hits.
- A force may not evade into an area containing unbesieged enemy units. It may evade into an area containing only enemy 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.

Each force attempting evasion rolls 1 D6. If the modified roll is equal to or lower than the evading leader's command rating the evasion succeeds.

Modifiers

- -1 on die roll if evading into adjacent friendly area
- -1 evading into a friendly city in the same area
- the above [are](#) NOT cumulative.
- Each force may try to evade only once per enemy attack.
- If the defender evades successfully, the attacker is allowed to immediately start a siege in the same area without committing another AP.
- Failed evasions do cause a penalty: The attacker gets one extra battle die strength 3.

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 Movement points left 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.

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 action stops (except for interception and evasion attempts). 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 can multiple forces enter battle together as attackers.

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 events.
 - Before rolling each die the rolling player must declare for which unit the roll is.
- Designer's note: It is best to roll the dice together for all units of the same strength. Just announce for which group of units the roll is.*
- 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.

Elite Troops

- Any stack containing one or more Assyrian regular land unit gets 1 extra battle die. That modifier is increased to 2 extra battle dice for sieges.
- An Assyrian leader alone gets no extra battle dice.

6.7.4 Hits

- Leaders and kings are eliminated after they take one hit.
- Each 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 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.
- If all units (including leaders) are eliminated any excess hits have no effect.

Reduce Losses Check

The winner of battle or siege combat has a chance to reduce his losses.

Roll one die for each surviving leader of the winning side who took part in that battle. If the die roll is equal to or lower than the leader's command rating subtract one hit from the hit total.

A winning King subtracts one hit in addition to the above. That way he may reduce the hit total by 2 if successful.

The total amount of hits can never be reduced to lower than 1 hit. Only land battles and sieges with at least one army participating on each side qualify for a reduce losses check.

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.
- 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.

6.7.6 Winning a Battle

- **The side inflicting more hits is the winner. However if one side is completely eliminated, the other side wins.**
- If after one round of combat the number of hits both sides scored is equal, the defender is the winner.
- However, if a battle resulting from an interception is tied, neither side is the winner. 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.
- 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 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, or it can start a siege against the city in the battle area without expenditure of APs.
- If a moving force loses a battle or siege it is finished for this impulse, even if there are movement points left.
- If a moving force with movement points left wins a battle but does not cause an overrun, roll a die. If that die roll is equal to or lower than the leader's command rating the force can continue if that die roll is higher the force is finished for this impulse.

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, or if the area has a friendly city, into the city.
- If no friendly controlled area is available a retreat may be conducted into an enemy controlled area. If this happens the retreating force suffers 2 extra hits.
- **No retreat is allowed** into areas containing enemy or neutral forces, into a sea zone, or into an enemy or neutral city.
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 is eliminated.
- 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 a siege as 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 is 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

- 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. A sortie counts as siege combat.

Sortie

- A Sortie can be conducted by a garrison, 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. If the defenders score hits equal to or higher than the besiegers the siege is lifted and the besiegers must retreat.

6.8.3 Siege

- A siege consists of reducing the city defenses step by step.
- In his impulse the besieger can initiate a siege for a cost of 1 AP. One round of siege combat is conducted following the procedure outlined above.
- Place a city damage marker to indicate how many levels the city defenses have been reduced.
- If the attacker rolls a number of hits equal to the city's current defense value, the city is taken. All surviving defenders are then eliminated.
- 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 take the city. However, the defenders choose to take 4 hits on the garrison, reducing the total hits on the city to 2. A 2 level city damage marker is placed on the city.



Multiple Siege Rounds

- A force may continue an already started siege by payment of 1 AP from income.
- If no AP is paid the siege is not relieved but does not progress either. Sieges may be continued in the following game turn regardless of any multiple no siege turns in between.

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

6.9 Conduct Politics

- There is only limited politics in the basic game.

Camps

All powers allied to each other and all the minors allied to them form a camp. There are two camps, Assyrian or Rebel.

Egypt and the Mede are part of the Rebel Camp but not at War with Assyria yet.

If they start at war with or declare war on a neutral minor, that minor becomes part of the Assyrian camp.

Egypt and The Mede cannot declare war on a minor that is already Allied with Assyria without declaring war on Assyria.

The Mede and Egypt cannot enter Rebel territory nor areas that contain Rebel- or Assyrian- Camp forces without declaring war on Assyria first.

Breaking Alliances

Breaking alliances can only be done by Conquest. (see 7.1)

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.
- Control changes immediately if an area is occupied solely by enemy land forces.
- At the beginning and at the end of an impulse there are never 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 hostile to the country controlling the surrounding area, it is called a **contested area**.
- Conquered 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.

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

Sea Zones are not used in the basic game.

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 has the ownership.

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.

6.17 Neutral Behavior

- If a neutral minor is not controlled by a player it remains inactive.
- Its forces are not set up but their ECO markers are.
- If a minor is attacked or becomes allied to a power the minor is immediately

activated. Its forces are set up, according to the setup instructions for that country.

6.18 Action Points In-come

- Each phasing country collects AP income once per impulse round at the beginning of its regular impulse equal to its current ECO level.
- The country can use these APs during the impulse, or it may save them to be used in a later impulse.
- A maximum of 3 APs can be saved. Use a number marker to indicate the amount of APs saved.
- Should there happen to be more than 3 saved APs, the excess APs are lost.

6.19 Turn End

The turn ends after the 5th Impulse round

7.0 The Interphase

- 7.1 Conquest
 - 7.3 Calculate income
 - 7.4 Politics
 - Change Alliances
 - Declare War
 - Peace
 - 7.6 Determine Time Table Events
 - 7.7 Relocate Armies
- If a camp is defeated check for a sudden end to the game. (see 9.1) [NOT 9.1]. If there isn't a sudden end, proceed with the Interphase.

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

- 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 roll if trying to conquer Assyria.
- Add 2 to the 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) Elam occupies all 3 square home areas in Persia, so conquers it without rolling.

C) Joint/Disputed Control

- If more than one invading nation occupies 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
- If a minor city or a minor country is conquered, its political status marker is immediately put in the Conquest Box of the conquering power. Any Alliance it had with any power is terminated.
- If an active minor is conquered, it becomes inactive. Its remaining forces are removed from the game.
- Re-conquering areas of a conquered country does not earn VPs but reduces VPs of the conquering power.

- Conquest of a power ends **all** alliances that power has. Minors Allied to the conquered power are now Allied to that rebel power with the least VP.
- The conquered power is removed from the game. Its cities are added to the conqueror's cities.

After a country is conquered all cities in that country remain under the conquerors control without garrison.

- A conquered minor city without garrison remains loyal to the conqueror until its taken by an enemy. That enemy may now count this minor city as his own VP.
- This is a difference to other cities, which require a garrison to remain controlled by the conqueror.

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 the ECO value printed on the map. Count a capital as two cities.
- Minor cities are counted.
- Count 1 ECO for each conquered Minor and 2 ECO for each conquered power.
- Do not count:
 - Cities in another country's col-or.
 - Allied minors have their own production and do not contribute to the power they are allied to.
- 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.
- Fractions are rounded down
- Minor cities, and any conquered countries automatically repair all city damage in the Interphase with no AP cost.
- Persia has no cities and has a fixed ECO level of 2. Persia may place its newly build units and leaders into any friendly controlled home area.

Players' Note: The city count (counting the capital as 2) for each country is printed under the name of the country on the map.

7.3.3.e ECO Level

- ECO points from 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 of anything that happens during the game turn including change of control.

7.4 Politics

7.4.1 Alliance Change

Alliance Change is not used in the basic game.

7.4.2 Declarations of War

- Powers declare war on minors for 2 AP.
- Powers declare war on other powers for 5 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
 - Any combat action a power conducts against a country to which it was formerly neutral, is a declaration of war on that country. AP as above must be paid.

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 other power is given.

7.4.5 Attacking Neutral Minors

- If a minor country is attacked by the **Assyrian camp**, the minor joins a randomly chosen rebel power. If a **minor country is attacked by the Rebels**, the minor joins Assyria.

7.6 Timetable Events

- The Timetable that can be found on the reverse side of the Campaign Game Scenario

Card is consulted.

- 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.

The following modifications to the listed events apply:

New Kings candidates succeed automatically. All Events regarding Nomads (Cimmerians and Scythians) are ignored.

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.
- No leader may relocate more than once in the Interphase.

7.10 Resume Play

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

8.0 Special Rules

8.1 Neutrals

- Nobody can enter any area of a neutral country without a declaration of war.
- The above is also true for a retreat or an evade (6.7.8) into a neutral area. 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.

8 War Entry

See 7.4.2

8.3 Victory

Victory points are collected immediately for:

Taking and retaining control of enemy cities.

One city earns 1 VP. Count all cities as conquered that were not controlled by that power on the beginning of the game.

Do not count cities that a power lost to its enemies. Do not count cities that have been originally controlled lost to the enemy and then re taken. Do not count cities of minor Allies.

Each **Allied Minor earns 1 VP** to its Allied Power.

The camp that makes 15 VPs wins at the time when that condition is first met. The

game ends immediately.

If a power is conquered, count all its cities to the conquerors VP, a conquered minor is treated accordingly. Capitals do not earn an extra VP.

The Rebels can win alternatively by conquering Assyria.

One Rebel Power can win alone by making 8 VPs.

Within the Rebel camp, the power with the most VP wins.

Elam wins ties before Babylon, Babylon before Egypt and Egypt before the Mede (reverse impulse track order).

Assyria can win by conquering 2 Rebel Powers.

If nobody matches that conditions above:

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

Alternatively Assyria wins if the Rebels fail to win at the end of turn 2.

ASSYRIAN WARS Campaign Game for Simple Assyrian Wars

Abbreviations:

HI = Heavy Infantry, LI = Light Infantry

B = Bowmen, HB = Horse Bowmen

LC = Light Cavalry, HC = Heavy Cavalry

CH = Chariot

Note: Beginners ignore the different kinds of units. Just look for any units with the correct combat factor to simplify the setup.

Later you may like to include section 9.7 of the standard rules.

Political Conditions:

Assyria (Assyrian Camp) is at war with: Babylon, Elam, Israel, and Urartu.

Judah has paid tribute to Assyria as well as Phoenicia and Per-

sia (3 Eco), Urartu has paid tribute to Elam (1 Eco), Israel has done so to Babylon (1 Eco). All other countries check for tribute payment normally.

The Mede is at war with Persia.

Diplomatic Track:

Phoenicia, is pro Assyria (8),

Persia is pro Assyria (9). Israel is allied to Babylon (13), Urartu is allied to Elam (15).

Camps

Assyria is in the Assyrian Camp
Babylonia and Elam are in the Rebel Camp,

All other powers are neutral. Inactive countries are not setup, but will be if they are activated.

Initial Economics

| Name | Eco Level |
|-----------|-----------|
| Assyria | 9 |
| Mede | 5 |
| Egypt | 5 |
| Babylon | 6 |
| Elam | 5 |
| Phoenicia | 2 |
| Israel | 1 |
| Judah | 1 |
| Syria | 2 |
| Urartu | 2 |
| Phrygia | 3 |
| Persia | 2 |

Assyria (19)

Black (with spotlight)

Nineveh: 1x Sargon II 4/8,
1x LI 2, 2x B 2, 2x HI 3,
1x LC 3, 1x HI 4, 1x CH 4

Assur: 1x Leader 3/7, 2x
B 2, 1x LI 2 1x CH 4, 2x HI 3,

Calah: 1x LI 2

Arbela: 1x B 2

Samaria: 1x Leader 1/4, 1x
B 2, 2x HI 3, (in Israel) 1x
HC 3 inflicting a siege on
Samaria

Zamua: 1x Leader 3/6, 1x
CH 4, 1x HI 3, 2x B 2

Harran: 1x LC 3

Tushan: 1x HI 3

South

Mannea: 1x LI 2

Mede (11)

Red (with spotlight)

Hyrkania: 1x LC 3

Ecbatana: 3x LI 2, 1x

Leader 2/6, 1x HB 3

Kas Su: 1x LC 3, 1x B 2,

1x HB 4

Bost: 1x LC 3, 1x LI 2,

1x HC 4

Babylonia (11)

Dark Green (with spotlight)

Babylon: 1x Mardukka-
pallidin 2/6, 2x LI 2,

2x B 2, 2x LI 3

Sealand: 1x B 2,

Minor Alliance with Israel (1
VP)

Egypt (10)

Yellow (with spotlight)

Memphis: 1x LI 3

Thebes: 1x Leader 1/5, 1x
LI 2, 1x B 2,

1x B 3

Tanis: 1x LI 2

Pithom: 1x B 2

Gaza: One mercenary LI 2-
Gaza is independent controlled.
Once conquered by Egypt Gaza
is an Egyptian associate area
thereafter.

Elam (10)

Dark Gray (with spotlight)

Deh Luran: 1x Leader 3/6, 2x
B 3, 3x B 2

Susa: 1x B 2

Anshan: 1x LI 2

Izeh: 1x CH 4

Minor Alliance with Urartu
(1 VP)

Phoenicia (4): (Inactive)

Brown (with spotlight)

Tyros: 1x LI 2

Seazone adjacent to Tyros: 5
ships

Sidon: 1x B 2

Israel (3)

Dark Blue (with spotlight)

Samaria: 1x B 2, 1x LI 1 (B)
(under siege in the city)

Judah (3) (Inactive)

Blue (with spotlight)

Jerusalem: 1x B 2, 1x LI 3

Syria (7) (Inactive)

Light Green (with spotlight)

Damascus: 1x CH 3, 1x LI 2, 1x B 2

Urartu (6)

Pink (with spotlight)

Tushpa: 1x HI 3

Toprak-Kale: 1x Leader 3/6, 1x HI 4, 1x HI 3, 2x

B 2, 1x LI 2

Musasir: 1x LI 2

Phrygia (6) (Inactive)

Light Blue

Ankyra: 1x LI 2

Gordion: 1x LI 3, 1x Leader 1/3

Tyana: 1x B 2

Isaura: 1x LC 3

Tarsus: One mercenary

LI 2. Tarsus is independent controlled. Once conquered by Phrygia Tarsus is a Phrygian associated area thereafter.

Persia (2ECO)

Light Brown (with spotlight)

West Persia: 1x Leader 3/6, 1x HC 4,

1x HB 4, 1x LC

3, 1x LI 2

South Persia: 1x Leader 1/4, 1x LC 3, 1x B 2

North Persia: 1x B 2

=====
The Timetable is handled by the Egyptian Player

ASSYRIAN WARS Simple Timetable

Turn 1 -2

During the turns 1- 2 no time table events happen.

1st Interphase

Remove Sargon II (Assyria) add Sen-nacherib (flip counter).

Add Khalus (Elam).

Conditional Events

If the Mede is at war with Assyria, the Mede will be given his army group card. The Mede may form an army group from now on.

If a time table event mentions a removal of a King that is already eliminated skip this, new Kings arrive anyway.