GENESIS

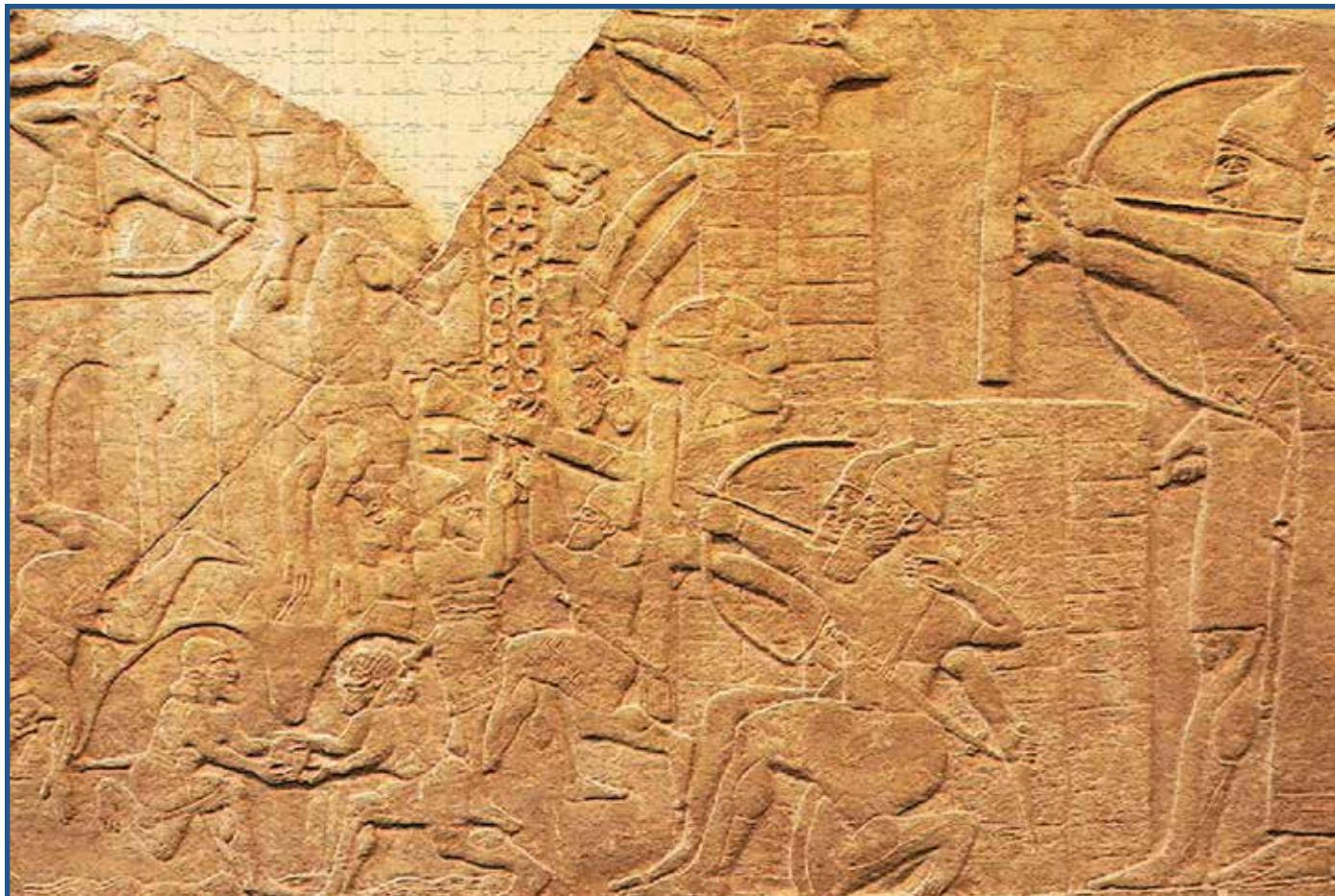## EMPIRES AND KINGDOMS OF THE ANCIENT MIDDLE EAST
THE LATE BRONZE AGE, 1700–1200 BC

A "PAX" Series game, Vol. II

RULES OF PLAY

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1.0 Introduction

Genesis is a game covering the turbulent Late Bronze Age in the Middle East, where kingdoms rose and fell while establishing many of the systems and ways of life that underwrite Western civilization. *Genesis* is not a simulation of events during this era. Much like the game it's descended from, *Pax Romana*, *Genesis* is a game that provides the players with the historical dramatis personae and allows them to forge their own empires. It also emphasizes control of the important trade routes and commercial centers, and the building of the spectacular monuments these civilizations left for posterity and wonder. *Genesis* can be played by from one to five players. In addition, we have provided a short learning scenario for solitaire play covering the campaigns of Sargon the Great (2270-2215 BC), the world's first great conqueror.

IMPORTANT: For those of you have played GMT's *Pax Romana*, *Genesis* uses many of the systems and mechanics from the former, but there are a number of significant differences. Do not assume any rule from *Pax* is being used in *Genesis*.

2.0 Components

Each game contains:
- 1 33" x 22" map
- 3 Sheets of counters (840 counters)
- 55 Cards
- 1 Game Rules Book
- 1 Play Book
- 2 Player Aid Cards (five of each)
- 5 Kingdom Display Cards
- 1 Victory Point Track Card
- 2 six-sided dice

2.1 THE MAP

The map shows Anatolia (modern Turkey), the Levant (Middle East/Egypt) and Mesopotamia as they possibly appeared in The Late Bronze Age, approximately 1700 to 1200 BC. The location of some of the cities on the map is speculative, and subject to much historical discussion (for example, the Mitanni capital of Waushukanni).

The map is comprised of the following major elements: *City spaces, Transit spaces,* and *Connections*. Each of these elements is described in more detail in this section. The terrain of the regions has been factored into the game's movement system. There are also three special areas: two serve as entry points for the Libyan and Kaskan barbarians, and a third, the island of Alashiya, serves as a port to connect trade routes.

(2.1.1) Kingdoms: These are the large colored areas on the map showing the Home Kingdom Cities of the major and minor kingdoms. For example, the yellow areas identify the Pharaonic (Middle) Kingdom of Egypt. Gray City spaces are independent, and are not part of any Home Kingdom.

DESIGN NOTE: The term "kingdom" is not used loosely. There were many kingdoms in this era, some large, such as Egypt, and some more akin to Greek city-states, such as Kadesh and Ugarit. They were usually ruled by some form of king, and often the smaller ones were either controlled (either specifically or loosely) or allied to the bigger ones in a shifting tide of conquest, alliance and destruction.

(2.1.2) City spaces: The cities on the map represent the major commercial centers of the era, most walled and fortified, and the area surrounding them. City spaces start the game with two ratings. The ratings printed on the map are used unless there is a marker in the space to indicate differently.

Defensive Strength (DS): Defensive strength varies from city to city and may be increased or decreased during the game. A City space with a DS of 1 or more is considered *Fortified*. A City space with a DS of 0 is considered *Unfortified*. Cities start the game Fortified at the DS indicated by the City space symbol on the map (see the Terrain Key). If the DS value of a city changes, place a DS marker on the space to indicate the current value.

Each DS point provides 1 Battle Point (BP) to a defender if he chooses to use the city in battle.

HISTORICAL NOTE: The Egyptian cities of the period are not what we think of as cities. They rarely had any walls or fortifications, as their isolation from the other powers was thought to be as much protection as they needed. The Hyksos changed that.

Economic Worth (EW): Each City space is worth a certain amount of Silver ($) to whoever controls that space, representing its value in the historical trade network of the area (5.0). The City space EW is indicated on the map by the gold circles next to it (see the Terrain Key).

HISTORICAL NOTE: The names—and the spellings thereof—of many of the cities in the game run the gamut of creativity by the sources, especially since they are "translating" from ancient sources.

Ports: City spaces with a Sea Connection are considered Ports. Ports provide limited naval movement to Egypt, the only kingdom with any sort of naval fleet in this period. Alashiya (the island of Cyprus), though not a City space itself, acts as a Port that links the Sea Connections traced into the island.

DESIGN AND HISTORICAL NOTE: The Egyptian fleet was best suited to travel on The Nile. While there was certainly a great deal of transport in the Eastern Mediterranean in this era, there does not appear to be much military activity above that of local pirates, especially for the inland kingdoms, although the Hittites appear to have hired Ugarit's fleet to attack an Egyptian fleet. There was plenty of sea-going trade, some as far as India.

(2.1.3) Transit spaces (TS): Black circles outlined in white used to regulate movement.

DESIGN NOTE: A change from the basic *Pax* system is that units may stop in Transit spaces, and Cities may be built on them. Most of the Transit spaces represent towns, etc.

(2.1.4) Connections: The lines that connect City spaces and Transit spaces indicate the routes units follow in movement. These lines are called Connections. Connections are also used to trace Trade Routes, the control of which is most important.

2.2 Combat Units

(2.2.1) Chariots (CH)

The full game scenario starts somewhat before the time when Chariots came to be a formidable weapons system, so no player has Chariots at start. Players get to use Chariots through the play of certain Event cards (13.2).

HISTORICAL NOTE: The first certain attestation of chariots in the Hittite Empire dates to the late 17th century BC. Egypt seems to have started using chariots some decades later (mid-16th century BC).

Kingdom → [counter: Egypt 3] ← *Units*

Chariots have three Technology Levels (1, 2, and 3). Each player's Chariot Technology Level is recorded on his Kingdom Display Card. Each Chariot unit is worth its player's Chariot Technology Level in Battle Points, thus the counter pictured above would be worth 3 BP at Chariot Technology Level 1, 6 BP at level 2, and 9 BP at level 3.

HISTORICAL NOTE: There are no cavalry. Cavalry, as a military group, did not come into use until, perhaps, the 9th century BC. Weaponry and the tactics were relatively simple in comparison to later eras.

(2.2.2) Infantry (INF)

Kingdom → [counter: Hittite 1] ← *Units*

Each Infantry unit is worth one Battle Point.

HISTORICAL NOTE: Almost all infantry of the era were what we would call light in comparison to later era infantry. The infantry were armed with spears and shields for the most part, with little or no armor. What we think of as linear warfare was unknown; the Greeks came up with it. Then again, we don't have that much idea of how infantry fought in this era, although we do know that when chariots were present, the infantry were used as back-up and mop-up.

(2.2.3) Sherden

Type → [counter: Sherden +1] ← *Battle Die Roll Shift*

Sherden are a form of mercenary, and enter play only under certain circumstances. A Sherden unit is worth no Battle Points, but instead provides a Battle Die Roll Shift to the owning player.

HISTORICAL NOTE: Sherden (or Shardana) units were heavy infantry that were part of the Sea Peoples forces. They carried a round shield and a long thrusting Naue II type sword. They wore a complicated armor corselet of overlapping bands of either leather or metal, and a horned helmet surmounted with a balled spike at the top. Mycenaean infantry (Greece) of the era were somewhat similar.

2.3 Non-Combat Units And Markers

(2.3.1) Peasants (PS)

Kingdom → [counter: Mitanni 1] ← *Units*

Peasant units represent the non-combatant population. Peasants do not provide Battle Points, and have no effect on any Battle. Peasant units are used for construction and to control spaces.

(2.3.2) Slaves (SL)

Kingdom → [counter: Egypt 1] ← *Units*

Slave units represent captured population. Slaves do not provide Battle Points, and have no effect on any Battle. Slave units are used exclusively for construction.

HISTORICAL NOTE: Most slaves were soldiers or civilians captured in battles. They had a somewhat different status than what we know as slaves from the Hellenistic/Roman times. For example, it is now believed that the Great Pyramid was not built (way before this game starts) by slaves, but by large numbers of peasants hired for the job.

(2.3.3) Kings

Name → [counter: Hammurabi 3 / 5] ← *Tactical*
Turn → ← *Campaign*

Each Major Kingdom has Kings, as do most Minor Kingdoms and Barbarian powers. These are the game's combat leaders. Each King is named historically, where known, though they will not necessarily appear in historical order.

Kings are rated for two capabilities:

Tactical: The potential number of Battle Die Roll Shifts this King contributes when resolving combat.

Campaign: The value added to a movement die roll in order to generate the number of Movement Points this King and his force may use.
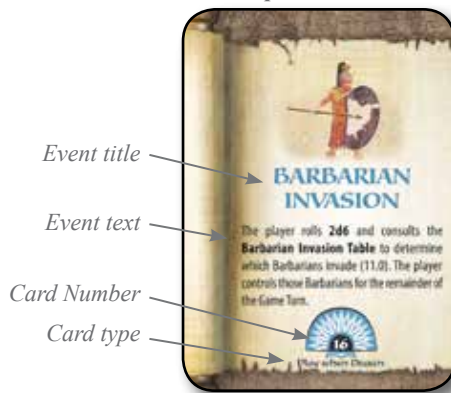
(2.3.4) Monuments, Cities, and Informational Markers

For the use of the Monument and City counters, see 7.3. There are also counters that serve as informational markers, use of which is described throughout the rules.

The counter mix does not represent a design limit. If you run out of a counter type, use any reasonable substitute.

Sample Event Card

2.4 The Event Cards

There are 55 Event cards, representing outside events, political realities, natural occurrences, etc. The play of Event cards helps make the game dynamic (13.0).

> PLAY NOTE: Familiarity with the cards helps speed up play. However, you do not need to read all of the rules for every card before play. Details are explained on the individual cards and in 13.2.

2.5 Silver

Wealth in *Genesis* is measured in Silver ($), the base good used in most trade and commercial dealings during the Bronze Age. Silver is represented by counters in denominations of '1', '5', '10', and '20'.

> HISTORICAL NOTE: Coinage, or any monetary system as we know it, was unknown at the time. However, everything was measured, by weight, in worth to silver. In this period, 1 shekel (8 grams) of silver could buy 300 liters of barley, 3 kg of wool, 1.5 kg of copper, or 1.5 liters of pig fat. The average price of a slave was ca. 20 shekels. A talent of silver equaled about 65 lbs. of silver.
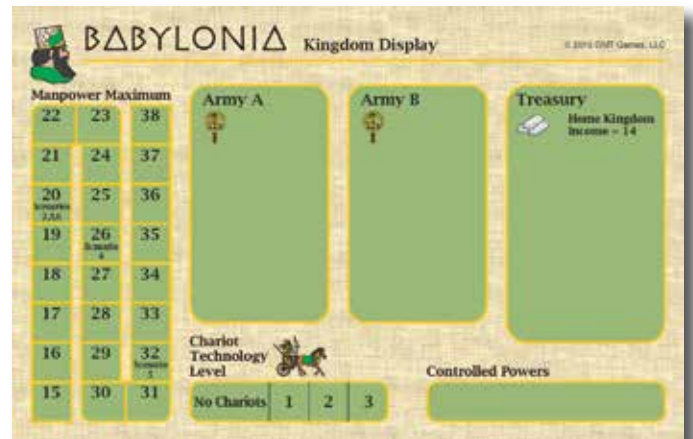
2.6 Kingdom Display Card

Each player has a Kingdom Display Card where he tracks his Manpower Maximum and Chariot Technology Level. The card has two Army boxes with corresponding Army markers that enable players to substitute a stack of units on the map with an Army marker by placing the units in the corresponding box on the display. The card also has a box to hold the markers of those Powers he controls, and a Treasury box where the player stores his Silver $. Players may flip their Silver counters to their reverse side to conceal their values. However, all other information displayed on the Kingdom Display Cards is open to all players.

> PLAY NOTE: The intent here is not so much to foster a secret treasury, but to discourage players from slowing play by routinely counting each other's Silver.

2.7 The Dice

Genesis uses six-sided dice in one of two ways, depending on the mechanic:

- **1d6** - Roll one die.
- **2d6** - Roll two dice and add them together.

2.8 Scale

Each Game Turn is multi-generational in scope, representing roughly 50 years of historical time. The unit strengths are, at best, relative and very roughly represent about 500 men per Infantry unit, and 100 Chariots per Chariot unit.

> HISTORICAL NOTE: Our knowledge of military numbers in this era is rudimentary, and for the most part based on guesswork. Population levels were not high, the major cities running from 50,000 to 60,000 or so. Most historians feel that an army over 10,000 would be unusually large for the era, although we possibly do see such at Kadesh, where Ramses' army may have included 20,000 foot and 2,000 chariots.

2.9 Abbreviations & Glossary

The following terms and abbreviations are used throughout the rules:

Activation: The major unit of play, during which players conduct movement, combat, construction, and recruiting.

Activation Marker (AM): Markers, selected randomly during the Activation Phase of each Game Turn, that determine the order in which players become Active.

Active: The Player, Force, or Unit operating during the Activation marker currently in play.

AM Pool: An opaque container that AMs are drawn from during the Game Turn.

Battle Die Roll Shifts: Factors that increase or decrease a player's losses in battle.

Battle Point (BP): The measure of combat strength for Chariots, Infantry, and a city's Defense Strength.

Battle Space: The space that the Attacker enters by movement or interception in order to engage in combat, whether or not a Battle actually occurs.

BDR: Battle Die Roll.

Capital: A Kingdom's Capital City space indicated on the map with a star symbol or by placement of a Capital City marker.

Chariot Technology Level: A value ranging from 1 to 3 used to determine the Battle Point value of a Chariot unit.

Combat Unit: An Infantry or Chariot unit. A King is considered a combat unit if stacked with with at least one Chariot or Infantry unit.

DR: Die Roll.

Die Roll Modifier (DRM): Number added or subtracted from a DR. Unless otherwise noted, DRM are cumulative.

Defense Strength (DS): The combat value of a city in BP.

Destroyed City: A City space with no Defense Strength or Economic Worth. It cannot be used to trace a Trade Route.

Enemy: All units and cities of another power (other than an ally) and all Independent Cities.

EW: Economic Worth of a city.

Force: A single unit, or stack of units of any combination of types.

Fortified City: A City space with a Defense Strength of 1 or more.

Friendly City spaces: All City spaces in a player's Home Kingdom are friendly to that player unless occupied by enemy units. Outside the player's Home Kingdom, only City spaces occupied by the player's Chariot, Infantry, or Peasant units, or those City spaces controlled by an ally, are friendly.

Hold In Hand Card: An Event card that players may keep until they wish to play or discard it. See also Play When Drawn card.

Home Kingdom: Colored City spaces that are part of a Major Kingdom or Minor Kingdom.

Independent City: Grey City spaces that are not part of a Home Kingdom.

Major Kingdom: The kingdoms of Egypt, the Hittites, the Mitanni, Babylonia, and Assyria.

Major Move: Conducting movement, and potentially combat, with a Force. Players get one Major Move per Activation Phase.

Minor Action: Performing a Minor Move, construction, or special action. Players can take two Minor Actions per Activation Phase.

Minor Kingdom: Cities that are part of Arzawa, Canaan, and Elam.

Minor Move: A Minor action used for conducting movement, and potentially combat, with *one* unit.

MP: Movement Points.

Non-active: The Players, Forces, or Units not performing a Major Move or Minor action during an Activation.

Non-Combat Unit: Peasant or Slave unit. A King is considered a non-combat unit unless stacked with at least one Chariot or Infantry unit.

Play When Drawn Card: Event card that must be played immediately when drawn from the Event Deck.

Power: Player Kingdom, Minor Kingdom, or Barbarian invader.

Silver ($): The money used in the game.

Trade Route: Connections linking Cities to a Major Kingdom's Capital City. Cities with a trade route provide $. Trade Routes can include both Land and Sea Connections.

TR: Trade Route.

TS: Transit space.

Unfortified City: A City space with a Defense Strength of 0.

Unit: Chariots, Infantry, Peasants, and Slaves are measured in units. The value on each counter shows the number of Units that counter represents. A King is also a unit.

VP: Victory Point.

3.0 General Course of Play

First, choose a scenario to play from the *Genesis* Playbook.

3.1 Initial Deployment

1. The players each decide which Kingdom they want to play from those available in the selected scenario. Players place their Kingdoms' playing pieces, and those of any Minor Kingdoms, on the map as indicated in the scenario instructions.

2. One player shuffles the Event Deck and deals out one face-down card to each player. The remaining cards in the deck are placed face-down for use during play. Players may look at their own card, but are not required to reveal their cards until they play them. If a player is dealt a "Play When Drawn" card, he must play that card at the start of his first Activation, as if he had just drawn it.

3.2 Sequence Of Play

Each Game Turn follows the sequence of play shown below.

PLAY NOTE: The sequence differs from the original *Pax*.

A. Succession Phase (Skip on the first Game Turn)

1. Remove all King counters from the map (this includes Minor Kingdom and Barbarian kings). Remove named Kings from the game. Generic Kings may return to play.

2. Each player randomly draws a King for the current Game Turn from his King Pool, 4.1.1 (see 4.1.2 for an alternate method), and places it in his Capital City space.

B. Initiative Phase: The players determine which one of them will have the Initiative (4.2). The player with Initiative designates one player who will go first in phases C, D, and E.

C. Wealth Phase (Skip on the first Game Turn): Starting with the player designated to go first, and then going clockwise around the board, each player in turn collects Silver ($) in the following sequence:

1. The player collects Income from City spaces he controls that can trace a Trade Route to his Capital per 5.1.

2. The player may collect Tribute from each City space outside his Home Kingdom that he controls (5.2).

D. Manpower Phase (Skip on the first Game Turn): Starting with the player designated to go first, and then going clockwise around the board, each player in turn performs the following three segments in sequence:

1. Manpower Growth Segment: The player rolls for Manpower Growth (6.1).

2. Maintenance Segment: The player removes Infantry units in excess of his Manpower Maximum, and pays to retain his Chariot units (6.2).

3. Raise Units Segment: The player may raise Infantry units if below his Manpower Maximum at no $ cost (6.31), raise Chariot units for a $ cost (6.3.2), and convert Infantry units to Peasant units (6.3.3).

E. Activations Phase: An AM is either taken from the Player Order track or drawn from the AM Pool (3.4.1). The player

owning the Kingdom identified on the AM becomes the active player. The active player performs the following three segments in sequence:

1. Payment Segment: The player pays 1$. If he does not pay, he cannot voluntarily play cards (E2) or take any actions (E3).

2. Card Segment: The player draws a card from the top of the Event Deck, even if he did not pay in E1. Depending on the card, and whether he paid in E1, he may play it immediately, discard it, take it into his hand, or play a different card (13.1.3).

3. Action Segment: The player may undertake one Major Move, two Minor Actions, one Recruit Action, and play cards, in any order (3.4.3). This segment is skipped if the player did not pay in E1.

After the active player completes his actions, return to the start of the Activations Phase to determine the next active player. If there are no AMs left in the AM Pool, go to Phase F.

F. Isolation Phase

1. Attrition Segment: Players apply attrition to any of their isolated units (9.1).

2. Barbarian and Minor Kingdom Attrition: Players remove Barbarian (except for the Sea Peoples), Canaanite, and Sherden units from the map (9.2).

3. Capital Relocation: Players may relocate their Capitals if conditions permit (9.3).

4. Alliance Dissolution: All player alliances end. If units of one former ally occupy spaces controlled by the other former ally, see 12.1.4.

G. End-Turn Phase: If the last turn has been completed, check to see who wins (14.0). If not the last turn:

1. Chariot Technology Change: The players set the Chariot Technology Level on their Kingdom Displays equal to the number of Chariot cards played thus far in the game.

2. VP Adjustment: The players adjust their Victory Point (14.0) totals on the Victory Point Track Card to reflect their current position on the board.

3. Discard Segment: The players keep either one or none of their held cards and discard the rest. Return all discarded cards to the Event Deck (except those removed from the game per the card text) and shuffle the Event Deck. Place the reshuffled deck on the table available for use in the next Game Turn.

PLAY NOTE: Counting VP is only necessary on the last turn of the scenario, so if all players agree, step G/2 may be skipped to speed play.

3.3 Player Order

In the Initiative Phase, the players determine who will go first in the Wealth and Manpower Phases, and use the first AM in the Activation Phase. The remaining players take their their turn in clockwise order around the board.

3.4 Activation

 Players start each Game Turn with four AMs available (events may alter this number). During the Initiative Phase (B), one AM from each player is placed on the Play Order track with all the remaining AMs placed in the AM Pool. Who gets to activate is determined by playing an AM from the Play Order track, or if all the AMs on the track have been played, by playing an AM drawn blindly and randomly from the AM Pool. The player owning the AM is the active player.

(3.4.1) The AMs on the Play Order track are selected and played in order from right to left on the track. This is the player order determined in the Initiative Phase. After the all the AMs have been played from the Play Order track, any player, it doesn't matter who, blindly draws an AM from the AM Pool to determine who will go next. However, no player may play more than two AMs in a row while any other players' AMs remain in the pool. If a third consecutive AM for a player appears, draw again until the action shifts to a different player, and then return the original AM to the pool. If there are no more AMs in the AM Pool, play proceeds to Phase F of the Sequence of Play.

(3.4.2) The active player then performs the three Activations Phase (E) segments described in the Sequence of Play. If the player cannot or will not pay the required 1$ Payment Segment cost, his Action Segment is skipped – he cannot take any actions (3.4.3). He still must draw a card from the Event Deck (13.1.3), but he cannot voluntarily play cards.

> PLAY NOTE: Yes, this is correct - no money, no actions. Not even if the treasury is empty because of the play of Event card. It is critical that players have at least 4$ in their Treasury to pay for their 4 AM, but it is highly recommended that they keep more to guard against unpleasant events.

(3.4.3) The active player may undertake one Major Move, two Minor Actions, and one Recruit Action per Action Segment. The active player's possible actions can include (within restrictions) (7.1):

- Move a stack of units (Major Move)
- Move an individual unit (Minor Move, Minor Action)
- Fight a Battle during a Major or Minor Move
- Build/Rebuild a City's Defense Strength (Minor Action)
- Rebuild a Destroyed City (Minor Action)
- Build a New City (Minor Action)
- Build a Monument (Minor Action)
- Recruit combat units (Recruit Action)
- Remove Pirate (Minor Action)

In addition to these actions, he may play cards as allowed.

(3.4.4) During an opponent's Action Segment, the non-active players' possible reactions can include (within restrictions):

- Intercepting enemy units
- Withdrawing before battle
- Choosing whether or not to use a City in a Battle
- Playing Event cards for a variety of reasons

3.5 First Turn Restrictions

For the first Game Turn of the scenario, the Wealth, Succession, and Manpower Phases are skipped.

3.6 How To Win

Players gain Victory Points for controlling City spaces connected by Trade Routes to their Capital, and by building Monuments (14.0).

3.7 Control Of Spaces

 (3.7.1) A player controls a City space in his Home Kingdom unless the space is occupied by an enemy Chariot, Infantry, or Peasant unit, or a BARBARIAN CONTROL marker (9.2).

(3.7.2) A player controls a City space outside of his Home Kingdom only if the space is occupied by a Chariot, Infantry, or Peasant unit belonging to that player. A player loses control of a non-Home Kingdom City space the instant he no longer has one of these unit types in the space.

(3.7.3) A Minor Kingdom controls a City space in its Kingdom in the same way that player kingdoms do (3.7.1). Minor Kingdoms and Barbarian powers control City spaces occupied by their Infantry and Chariot units.

(3.7.4) Transit spaces are controlled by the power occupying the space with a Chariot, Infantry, or Peasant unit.

(3.7.5) Spaces that are not controlled are uncontrolled. Independent Fortified Cities are enemies to all units and must be attacked to be entered.

(3.7.6) Kings and Slave units never control a space. Slave units that are alone in a space other than an owning player's controlled Home Kingdom City space are immediately eliminated.

> PLAY NOTE: The slaves have chosen freedom over continuing to work for you.

4.0 Succesion and Initiative

4.1 Succession

 (4.1.1) All players start the Game Turn with a new King. A player's King—there are 10 possibilities for each player—is selected by blindly drawing a King counter from his King Pool. The draw takes place during the scenario setup for the 1st turn, and then in the Succession Phase (A) on subsequent game turns.

Beginning with the Succession Phase on the 2nd turn, all Kings that are on the map are removed prior to the draw. Named Kings are removed from play. Generic Minor Kingdom and Barbarian Kings may be re-used.

> DESIGN NOTE: For game purposes, we consider pharaohs to be kings.

(4.1.2) As an alternative to 4.1.1, the players may agree to have the Kings enter play in historical order. If so, the players do not

randomly draw their Kings, but receive their Kings as listed on the Historical Kings chart located in the Playbook. Note that the Game Turn of entry is also indicated on the King's counter.

DESIGN NOTE: All kings in the game are historical; they will not, however, appear in historical order (unless you wish them to do so …takes some of the fun out of the game, though, if you do). And we apologize to all you female gamers for not including the great Hatshepsut, a powerful woman pharaoh (and mother of Thutmose III).

(4.1.3) The players place their Kings on their Home Kingdom Capital City space. If that space is enemy occupied, place the King on any of the player's controlled Home Kingdom City spaces.

4.2 Initiative

In the Initiative Phase (B), the players determine which one of them has the Initiative for the turn. The player whose King has the highest Campaign Rating has the Initiative (Ties? Roll dice). The player with Initiative selects the one player that will go first in the Wealth Phase (C), Manpower Phase (D), and use the first AM in the Activation Phase (E), with the other players taking their turns clockwise order around the board in each phase. Place one of the first player's AMs on the Play Order Track located on the map in the AM #1 box. The remaining players each place one of their AMs in the AM #2 through AM #5 boxes going clockwise around the table. All other player AMs are placed in an opaque cup or some other such receptacle, which serves as the AM Pool.

PLAY NOTE: Minor Kingdom and Barbarian AMs may be added to the Pool when the Power is activated by the play of an Event Card.

5.0 Wealth

DESIGN NOTE: The economy of The Bronze Age was almost entirely based on trade and the goods it produced. Much of the expansion efforts of the kingdoms had a lot to do with gaining and securing the major trade centers and routes, especially for goods from places outside Mesopotamia, including ebony, tin, carnelian and lapis lazuli (which came from what is now India and Afghanistan), along with gold and copper. Copper and silver were also mined in Anatolia and northeastern Mesopotamia, along with, much later, some tin and gold. There was also a brisk trade with the major city states of the Persian Gulf, Dilmun (Bahrain) and Magan (Oman), all funneled through Babylon, making her a truly rich city.

$ Players obtain Wealth, in the form of Silver ($), in one of five ways:

- Income from Cities
- Tribute
- Plunder
- Seizing Treasury
- Play of certain Event cards (13.2)

DESIGN NOTE: The luxury items brought in from foreign trade is simulated in the worth of the major caravan cities, such as Mari.

PLAY NOTE: Players keep track of their wealth with the Silver counters provided.

5.1 Income

In the Wealth Phase (A), the players collect income in Silver ($) equal to the Economic Worth (EW) of each City space he controls, provided that he can trace a Trade Route from that city to his Capital.

(5.1.1) A Trade Route is traced from the City space producing income to the player's Capital using City spaces, Transit spaces, the island of Alashiya, and Land and/or Sea Connection Lines. A Trade Route may *not* be traced into or through:

- a City or Transit space controlled by another player, Minor Kingdom, Barbarian unit, or one with a Barbarian Control marker
- a friendly City space In Revolt
- a Destroyed City space

Important Note: A Trade Route *can* be traced through an unoccupied Independent City space.

DESIGN NOTE: Though a city's leaders would object to the movement of military forces and expansion into their territory, the movement of trade was encouraged and beneficial to all parties.

(5.1.2) A City In Revolt produces no income, nor does a City with zero EW. A City's Defense Strength has no effect on its EW.

(5.1.3) Pirate markers astride Sea Connections do not block Trade Routes, but do have an adverse impact on income (11.7.2).

5.2 Tribute

DESIGN NOTE: Wealth was also acquired by the treasures seized in battle as well as that gained by Tribute. While there was a system of loans (at rates that would shock a credit card company) and credits, they mostly had to do with transport of goods. A small handful of wealthy merchant "banks" arose late in the Bronze Age that kept such records, as well as caches of silver and other goods. They did keep remarkable records, though, which provide us with much of the knowledge we have of these civilizations.

After collecting Income, the player may demand Tribute from a City space he controls, but not from one in his Home Kingdom, or from a City In Revolt. Demanding Tribute is optional; a player is not required to demand Tribute from any City.

(5.2.1) To demand Tribute, the player selects the City space, states how much Tribute (in $) he demands up its EW (it can be lower), and then rolls 1d6:

- If the DR is higher than the demanded amount, he receives the amount of Tribute (in $) demanded and nothing else happens.

- If the DR is the same as or lower than the demanded amount, he receives the amount of Tribute (in $) demanded, but the City revolts (5.2.2).

PLAY NOTE: Trade Routes have no bearing on Tribute collection.

(5.2.2) When a City revolts, the player rolls 1d6 to determine whether the revolt succeeds or is immediately suppressed. The player compares that DR to the sum of City's DS and EW, minus the number of Infantry units in the space:

- If the DR is higher than the above total, the revolt is suppressed and there is no further effect.
- If the DR is the same as or lower than the above total, that City remains in revolt. Place an IN REVOLT marker on the City space to indicate this status. If units other than the King occupy the space, place them under the marker. A player's King is never put under the IN REVOLT marker.

EXAMPLE: Egypt occupies Jerusalem with one Infantry and one Peasant unit. He demands 2$ in tribute (the maximum). He rolls a 1 and receives the 2$, but the City revolts. Jerusalem's defenses are intact, so the Egyptian player must roll a 5 or more to suppress the revolt: 3 (DS) + 2(EW) – 1(INF) = 4. The Peasant unit is no help here. He rolls a 3, thus fails to suppress the revolt, and places an IN REVOLT marker atop the two units on the space.

PLAY NOTE: A City's Defense Strength is a two-edged sword. While providing BP and protection against an enemy attack, that same DS increases the likelihood of a successful Revolt.

(5.2.3) A city in revolt provides no income or tribute, cannot be used to trace a Trade Route, nor can the player Recruit in that city. The player, however, still controls the space. Any units under the IN REVOLT marker defend normally and automatically use the City in defense if the City is Fortified. The player cannot use these units in any action (construction, move, etc.) and these units may not voluntarily leave the space (this includes withdrawals and voluntary retreats) until the revolt ends or the units are eliminated. The player may move units into the space (he will need to do this to quell the revolt), but those units cannot use the City in defense (8.1 #2), nor can they combine with any units under the marker in any way. To keep things straight, place these units atop or next to the IN REVOLT marker. Treat the two groups as separate forces.

PLAY NOTE: The revolt will generally not have an impact on income until the next turn, so the player has time to correct the situation. Note that since the player still controls the city, he can move, retreat, regroup, etc. into and through the space.

(5.2.4) To end the revolt (and remove the marker), the player must have a number of Infantry units in the space greater than the City's DS at the end of one of his Major or Minor Moves. Infantry units under the IN REVOLT marker do not count; additional Infantry must be moved in.

PLAY NOTE: The player may accumulate sufficient Infantry to quell the revolt by whatever means at his disposal including moves, retreats, Regroups, etc.

EXAMPLE: Continuing the example from 5.2.2, the Egyptian player will have to move at least four Infantry units (DS=3+1) to the space to end the revolt. The Infantry unit he has there doesn't count. He has a large force of 10 Infantry units with his Pharaoh Apepi in Thebes. On his first AM, he declares a Major Move with Apepi and the 10 Infantry and fortunately rolls a 6, giving him 7 MP for the Move. He expends all 7 MP to move into Jerusalem. Note that Egypt controls the space even though it is in revolt, so no battle occurs. Since the Egyptian player has ended a Move with 4 or more Infantry units in the space, the revolt is quelled, so he removes the marker and the city returns to its normal status. If a more warlike Pharaoh was in charge, and he had a few more MP to spend, he could have dropped off 4 of the 10 infantry and continued to Move with the remaining 6 and still end the revolt.

(5.2.5) The IN REVOLT marker is removed if the player loses control of the space (i.e., through capture, etc.).

5.3 Plunder

A player that captures a City space occupied by another Power's units, or captures a Fortified City space after Battle whether occupied or not, collects one-half of that City's EW (rounded up) in Silver ($). As an exception, a player gains no Plunder from a City space in his own Home Kingdom. Unoccupied Unfortified City spaces produce no plunder, nor do Destroyed City spaces whether occupied or not, nor do City spaces captured by Barbarian or Minor Kingdom units. Plundering does not affect the city's ratings in any way, and has nothing to do with destroying the city.

5.4 Seizing Treasury

Kings of the era usually traveled with a great deal of their treasury immediately at hand. If a player wins a Battle against another player's King, he rolls 1d6 and takes that number multiplied by 10 as a percentage (%) of the losing player's Treasury, rounded up. Minor Kingdom and Barbarian Kings have no Treasury, and provide no $ when defeated in battle. Kings who lose battles against Minor Kingdoms or Barbarians do not lose any $.

EXAMPLE: King Hammurabi and his Babylonia army have won a battle against Shamsi-Adad I and his Assyrians. Since the Assyrian King was involved in the battle, the Babylonia player can take some $ for his trouble. He rolls a 5, and so can claim 50% of the Assyrian Treasury. Unfortunately for him, the Assyrians have only 5$ at the moment. The Babylonian player collects 3$ from the Assyrian counterpart – 50% of 5 is 2 1/2$, rounded up to 3$. Note that the presence of a King on the winning side has no bearing on the matter.

PLAY NOTE: Plunder, Seizing Treasury, and the play of certain event cards are ways to gain $ during the Activation Phase.

6.0 Manpower

6.1 Manpower Growth

As the first step in the Manpower Phase (D), each player determines how much (if any) his Kingdom's overall Manpower Maximum increases. Minor Kingdoms do not have Manpower Maximums.

(6.1.1) A Kingdom's Manpower Maximum is the maximum number of Infantry units that the Kingdom can maintain (6.2). Chariots, Peasants, and Slaves are not limited by the Manpower Maximum. The starting Manpower Maximum for each Kingdom is given in the scenario setup.

(6.1.2) To determine the change in the Manpower Maximum, the player rolls 1d6, consults the Manpower Growth Table, and advances his MANPOWER MAXIMUM marker the number of spaces indicated by the result.

- Subtract one from the DR if any of his Home Kingdom cities are Destroyed, or controlled by another power.
- Add one to the DR for each DAGON marker placed by the play of that Event card during the prior Game Turn. Remove the DAGON marker(s) after implementing the result.

> PLAY NOTE: There is no further penalty if he has lost control or suffered the destruction of more than one Home Kingdom city.

(6.1.3) The Manpower Maximum cannot be increased beyond the highest value on the player's Manpower Maximum track, nor reduced below the lowest value on the track.

> PLAY NOTE: Play of the PLAGUE EVENT card reduces the Manpower Maximum.

> HISTORICAL NOTE: Armies of the Bronze Age were not large, mostly due to small population size.

6.2 Maintaining Units

As the second step in the Manpower Phase (D), each player reduces his Infantry levels if necessary, and pays to keep his Chariots.

(6.2.1) A player must remove any Infantry units that exceed (and only those in excess) his Kingdom's Manpower Maximum (this is possible; see 6.4.1). Infantry that are under an IN REVOLT marker count toward the maximum, but cannot be removed. In all other cases, the choice of which units to remove is up to him.

EXAMPLE: The Hittites have 26 Infantry units on the board. Their Manpower Growth raises their Manpower Maximum Max to 24, so they are 2 over the maintenance limit. The Hittite player must remove 2 Infantry units.

(6.2.2) A player must pay 3$ for each Chariot unit he has on the map if he wishes to keep that unit in play. He removes any Chariot units that he chooses not to pay for.

6.3 Raising Units

As the third step in the Manpower Phase (D), each player may raise Infantry, Peasants, and Chariot units.

(6.3.1) A player may raise Infantry units, without spending money, up to his Kingdom's Manpower Maximum.

EXAMPLE: The Egypt Manpower Maximum is 28 and he has 25 Infantry on the board. He may raise 3 Infantry units.

(6.3.2) A player may raise Chariot units by paying 5$ for each (yes, they are expensive). Players cannot raise (or have) Chariot units until their Chariot Technology Level is 1 or higher. The only limit to the number of Chariot units a player may raise is how much money he spends.

(6.3.3) Peasant units are raised after all other units are raised. The player may remove one Infantry unit from any space and replace it with two Peasant units. The player may convert as many Infantry units to Peasant units as he wishes.

(6.3.4) Raised Infantry and Chariots are placed in any of the player's controlled Home Kingdom City spaces, distributed in any manner he wishes. However, units cannot be placed in a Destroyed City space. If no City space meets the criteria, no units can be raised.

6.4 Recruiting Units

The active player may recruit additional combat units in his Action Segment using the Recruit action. When he does this, he must pay ($) for such units. Infantry units may be recruited in excess of the Kingdom's Manpower Maximum at this time.

(6.4.1) Infantry: Infantry costs 1$ per unit to recruit. A player may recruit up to two Infantry units in each City space he controls except those that are:

- In his Home Kingdom
- In Revolt
- Destroyed

Infantry units are placed in the City where they are recruited. In a Recruit action, the Manpower Maximum does not apply nor can Infantry be converted to Peasants.

EXAMPLE: Assyria controls Mari (which is outside his Home Kingdom). The Assyrian player may pay 2$ and place 2 Infantry units in Mari.

(6.4.2) Chariots: Chariots cost 10$ per unit to recruit. Recruited Chariot units are placed in any City controlled by that player except a City that is In Revolt or Destroyed. A player cannot recruit Chariot units unless his Chariot Technology Level is 1 or more. A player may recruit as many Chariots as his finances allow.

6.5 Slaves

(6.5.1) Slaves are neither raised nor recruited. Slaves are instead acquired in one of two ways, both associated with Battle:

- A player that captures a City and eliminates any enemy Peasant or Slave units receives one Slave unit.

- A player who wins a Battle receives one Slave unit if any losing Infantry units were eliminated.

If the player meets both conditions after the same Battle, he receives only one Slave unit. The Slave unit is placed with the force that won the battle.

(6.5.2) Minor Kingdom and Barbarian Battle wins do not provide Slaves to the controlling player. However, if a Minor Kingdom or Barbarian force loses a battle, the winning player may claim a Slave unit per the second bullet point above.

> DESIGN NOTE: The difference between Slaves and Peasants is that the former do not cost the player an infantry unit to acquire but cannot give the player control of a space. And then there is the Moses Effect event card…

Chariot Event Card

6.6 Chariot Technology

Some Chariot units are better than others, reflective of the technological gains (and tactical insight) for that weapons system. The Chariot Technology Level improves through the play of the three Chariot Event cards. Each player's Chariot Technology Level is recorded on his Kingdom Display Card using his respective CHARIOT TECH marker.

(6.6.1) The player who plays a Chariot card immediately sets his Chariot Technology Level equal to the number of Chariot cards played by all players in the game so far. If this is the first Chariot card played, that player now has the ability to Recruit Chariot units. In Battle, each Chariot is worth the controlling player's Chariot Technology Level in BP.

(6.6.2) It is possible that more than one Chariot card might be played in the same Game Turn. If so, only the players who play the card adjust their levels, the other players' levels remain the same.

EXAMPLE: The current Technology Level is 1 (one Chariot card has been played) and all five players have Chariot units on the map. The Mitanni player draws and plays a Chariot card. The Mitanni have achieved Chariot Technology Level 2, so all Mitanni Chariots are now worth 2 BP. Planning to strike while he has the advantage, he Recruits 2 more Chariot units (20$) and goes out looking for a fight. Later in the Activation Phase, the Egyptian player draws and plays the last Chariot card. His Chariot Technology Level jumps to 3, so all Egyptian Chariots are worth 3 BP. Like his Mitanni counterpart, he recruits 2 more

Chariots (20$) to hopefully gain an advantage on the less advanced players. The Mitanni level stays at 2, while the Hittites, Assyrians, and Babylonians are still at Level 1.

(6.6.3) During the Chariot Technology segment (G1), all players adopt the current technology level (the knowledge spreads). Each player ensures the Chariot Technology Level on his Kingdom Display Card matches the number of Chariot cards played in the game thus far. If only one card has been played, the level is 1, if two cards the level is 2, and if three cards the level is 3.

EXAMPLE: Continuing the above example, the Mitanni adjusts his level from 2 to 3 and the Hittites, Assyrians, and Babylonians adjust theirs from 1 to 3.

6.7 Sherden

The ability to acquire the Sherden unit is based on the play of an Event card (13.0). This unit provides one Battle Die Roll Shift in Battle, but no BP. The Sherden unit is removed if its force is eliminated in Battle, or the King in its location is killed. It is automatically removed during the Barbarian/Minor Kingdom Attrition segment (F2).

7.0 Actions

7.1 General Actions

The active player performs actions during his Action Segment.

(7.1.1) The following general actions are available to players:

- A Major Move allows a player to move and/or attack with a force of 1 or more units.
- A Minor Action allows a player to move and/or attack with 1 unit (only), or to undertake construction (7.3), or remove a PIRATE Marker (11.7.3).
- A Recruit Action allows a player to recruit Infantry and/or Chariot units.

The Major Move, Minor actions, and Recruit actions may be conducted in any order the player wishes. However, each action must be completed before another is undertaken. A given unit may move only once per Action Segment (7.2.2), but may participate in more than one action per segment (for example, a Peasant may move in one action and build in another). Recruited units are eligible to take actions in the segment in which they are recruited.

(7.1.2) All units stacked in the same space are considered a Force. Players may, at any time, substitute stacks of units with Army markers by placing the marker on the map and the units in the corresponding box on the players' Kingdom Display card.

(7.1.3) Stacking. A player may stack any number of his units of any kind in any space.

7.2 Movement

(7.2.1) To move a force, a player expends Movement Points (MP). If the King is in the space and will move with the unit(s), the force's MP total for the move is equal to the King's Campaign Rating plus a 1d6 DR. The MP total of a force that moves without

a King is equal to the 1d6 DR only. The player is not required to include all the units in the space in the force he will move, but must designate which units will participate in the moving force prior to the roll of the die.

EXAMPLE: A King with 2 Campaign Rating and a DR of 5 means that the force can move up to 7 MP.

PLAY NOTE: Kings are not required to move units, though they do help a lot since un-led units are entirely reliant on the DR for their MP.

(7.2.2) A unit cannot move more than once in a single Action Segment. Thus, a unit that moves as part of a Major Move cannot move again with a Minor Move in the same Action Segment. The unit could, however, engage in construction.

Major Exception: A free move from the play of an Event card, such as the Marduk card, *does not* count against the one move per Action Segment.

(7.2.3) A moving force spends MP as follows:

• 1 MP to enter a non-Mountain City space or Transit space.

• 2 MP to enter a Mountain space, either City or Transit; Kaskan units pay 1 MP.

• 1 MP to pick up a force of friendly units in a space. There is no cost to drop them off, although units dropped off may move no further during that Action Segment. Picked-up units can spend MPs equal to those that remain for the moving force.

• 1 MP to Attack. The active force must have at least 1 MP in addition to the MP cost to enter the space if the space is occupied by enemy combat units (but see 8.3.3) or the space is an enemy Fortified City.

• 3 MP to conduct Naval Transport (Egypt only).

• ? MP to Destroy a City where the MP cost is the city's EW.

• 1 MP if the force loses a Battle or the force's King is Killed.

Players are encouraged to use the Movement Points Remaining Track on the map to record the force's expenditure of MP as it occurs.

PLAY NOTE: If you don't have enough MP to do what you want to do, you can't do it. For example, if for a Minor Move you roll a 1, and you want to enter a Mountain space, you simply don't have enough MP to do so.

(7.24) A force moves from one City space or Transit space to another by way of the Land Connections between the two. Sea Connections cannot be used (7.2.9 is an exception). If there is no Connection, the force cannot move there.

EXAMPLE: There is no way a force may move from Tarsus directly to Tarhuntassa.

(7.2.5) A force that moves into an enemy Fortified City space, whether occupied by enemy units or not, must attack that city (8.0) paying the 1 MP Attack cost to do so. A force that moves into a Transit or Unfortified/Destroyed City space occupied by enemy combat units that do not withdraw (7.5), must attack those units paying the 1 MP Attack cost to do so. Moving into a Transit or Unfortified/Destroyed City space occupied solely by

non-combat units does not incur the 1 MP Attack cost, or any other extra MP cost. Those units are eliminated when the active force enters the space.

PLAY NOTE: This means that you cannot move through enemy Fortified City spaces nor other spaces occupied by enemy combat units without conducting an attack. And keep in mind that unoccupied Fortified Independent City spaces are enemies to everyone and must be attacked.

(7.2.6) Kings normally move with a force, but they may also move by themselves at any time during a Major Move. While moving alone, a King expends only 1 MP to move per 7.2.4 as many spaces as the player wishes, but cannot enter an enemy occupied space or an enemy Fortified City space whether occupied or not. A King moving alone can pick up units by paying the 1 MP cost to do so, but while moving with a force the King and force expend MP per 7.2.3. A King moving with a force may leave that force at any time (effectively dropping off all units) and move alone for 1 MP as described above. Kings can also move with Minor Move. There is no die roll in this case. The King moves per 7.2.4 as many spaces as the player wishes, but cannot enter an enemy occupied space or an enemy Fortified City space whether occupied or not.

PLAY NOTE: Keep in mind that a unit, and this includes the King, can move only once per Action Segment. Using a Minor Move to move the King thus prevents the King from participating in the normal Major Move during the Action Segment.

EXAMPLE: The Egyptian player decides to move Amenhotep III (Campaign Rating = 4) alone at the start of a Major Move and rolls a 2 for 6 MP. The player spends 1 MP to move Amenhotep III from Megiddo to Kadesh. Note that although Sumur is not controlled by Egypt it is Destroyed (and therefore Unfortified) so can be entered. The Egyptian player expends 1 MP to pick up 2 CH and 8 INF units (the other units in the space will be

left behind) and continues on to Arvad at a cost of 1 MP and attacks the Mitanni controlled City by expending another 1 MP. Amenhotep III succeeds in his attack so with 2 MP remaining, the Egyptian player leaves 1 INF in Arvad at no MP cost and returns with the remainder of his force to Kadesh expending 1 MP. Amenhotep III has 1 MP remaining so the Egyptian player moves Amenhotep III alone to Damascus for 1 MP finishing his move. If the Egyptian had rolled a 6 initially, he would have had another 4 MP so could have picked up to the units in Damascus (1 MP), moved to Ribla (2 MP) and attacked the space (1 MP).

(7.2.7) A King may be picked up by a force during a Major Move. It costs the moving force no MP to do so, but the King does not add his Campaign Rating to the MPs available during that Move.

(7.2.8) An active force comprised of Chariots without Infantry cannot enter a Mountain space occupied by enemy units of any kind, nor can such a force enter an unoccupied enemy Fortified City space. It may enter an occupied Fortified City space, but if the defender decides to use the City in defense, the active force must Regroup (8.4.7) and expends the 1 MP Attack cost even though no Battle occurred.

(7.2.9) Naval Transport: The Egyptian player (only) may transport up to five Egyptian Infantry units and his King from one Port City controlled by Egypt to any other Port City controlled by Egypt during a Major Move (only) at the cost of 3 MP. The force must begin the move in an Egyptian controlled port but may continue to move after landing at the destination port.

> DESIGN NOTE: There is no real naval movement in the game. The only Kingdom with any sort of naval power of a military nature was Egypt. Some of the kingdom city-states, such as Ugarit, had naval forces, but there is little evidence they were used to challenge Egypt. The other kingdoms in the game were all inland powers.

7.3 Construction

(7.3.1) Build/Rebuild City Defenses: A player may use a Minor Action to increase the defenses of a City up to one level above its printed DS (the extra level indicates strengthened walls). The player must have at least one Peasant or Slave unit in the City space. The player pays 2$ for each DS point restored or added. Use the DEFENSE STRENGTH +1 marker to indicate strength increased beyond that printed on the map. If the new DS is less than the value indicated on the map, use a DEFENSE STRENGTH marker to indicate its strength.

EXAMPLE: The Hittites have a Peasant unit in Ugarit (printed and current DS is 4). The Hittite may use a Minor Action to increase Ugarit's DS to 5 by expending 2$. A DEFENSE STRENGTH +1 marker is placed in the space to record the change. If Ugarit's current DS was 3, the Hittite would need to spend 4$ to do the same.
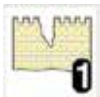
(7.3.2) Rebuild Destroyed City: A player may use a Minor Action to rebuild a Destroyed City. The player must have at least two Peasant and/or Slave units and at least one Infantry unit in the space. The player pays 5$ to remove the DESTROYED CITY marker and restore the City to an Unfortified (DS = 0) state. The player may then increase its DS by paying 2$ for each level restored (7.31). The player may rebuild the destroyed city and add DS in the same action.

EXAMPLE: The Egyptian player ends a move of a large force, which includes two Slave units along with numerous Infantry and Chariot units, into Damascus, which is currently Destroyed. With cash to burn, the Egyptian player uses a Minor Action to spend 5$ to rebuild the city, and then spends 8$ to increase its DS to 4, one over its printed strength. The DESTROYED CITY marker is replaced with a DEFENSE STRENGTH +1 marker. Damascus is made whole and then some, but at a cost of 13$!

(7.3.3) Monuments: Players may construct Monuments—Temples and Ziggurats—to display their magnificence to the locals and keep the gods "happy" in cities they control. The following restrictions apply to building Monuments:

- Before a player can build a Monument outside his Home Kingdom, he must first build a Monument in every City in his Home Kingdom.
- A Monument cannot be built in a Destroyed City space or a space already occupied by a Monument.

> HISTORICAL NOTE: Ziggurats were built for local religions; each ziggurat was part of a temple complex that included other buildings.

(7.3.4) Monuments are built using Minor Actions. However, it requires two Minor Actions in separate Activation Phases (not in the same AM) to complete the Monument. Follow these steps:

   1. The player must ensure he has at least two Peasant and/or Slave units in the City space.

   2. The player pays 2$ to place the Monument marker, UNDER CONSTRUCTION side up, on the City space.

   3. The player may complete the Monument in a subsequent Action Segment by conducting another Minor Action. He must have at least two Peasant and/or Slave units in the space, and pay another 2$ to flip the counter to its completed side.

If at any time while under construction there is no longer the required number of Peasant/Slave units present, immediately remove the UNDER CONSTRUCTION marker.

(7.3.5) The active player may destroy a Monument located in a Destroyed City space if, during a Move, one of the player's combat units occupies the space. The player simply states his intention and removes the Monument from the map. There is no MP cost to do so, and it can be done by the player who just destroyed the City.

(7.3.6) Monuments provide Victory Points for the player who controls that City space at the end of the game (14.0).

DESIGN NOTE: Building Monuments has a downside; see the Moses Effect event. Then there is the Baal event, though offset somewhat by the Astarte event. Every pro has a con, especially where the gods are concerned.

(7.3.7) Build New City: A player may build a new City on any Transit space if he can trace a Trade Route from the space to his Capital. The player must have at least two Peasant and/or Slave units and one Infantry unit in the Transit space. This is a Minor Action costing 5$. Use a City marker to indicate the new City.

HISTORICAL NOTE: Many new cities were built as the Mesopotamian powers expanded.

(7.3.8) Newly built cities start with a DS of 1, and thus are Fortified. The DS can be increased to 2 (and no further) by spending an additional $2 when it is built, or as a later Build/Rebuild City Defenses Minor Action for 2$. However, cities built per 7.3.7 have no EW and may never have one. They are there purely for defensive purposes. If the city is subsequently destroyed, a Destroyed City marker is not placed in the space. Instead, the space reverts to a Transit space.

7.4 Interception

Non-active forces, including those of the active player, have the ability to intercept enemy forces carrying out movement, withdrawals, or retreats. Forces (or a King alone) conducting an interception, and forces that Regroup, cannot be intercepted. An interception can target any space, including an enemy Fortified City space, regardless of the presence of enemy units.

(7.4.1) A non-active force composed of at least one combat unit may attempt to intercept any enemy force that enters a space directly connected by a Land Connection to its space. Sea Connections cannot be used for interceptions, nor can a force intercept into the space it occupies. Kings on their own may also intercept if the directly connected space has a friendly force in it (in other words, the King may ride out to help with a battle that's about to occur). There is no limit to the number of interceptions a player can make with any particular force or King; however, only one attempt may be made per enemy force per space entered. Indeed, a force may be intercepted as it enters any given space by multiple forces, with the interceptions and any subsequent Battle resolved one at a time. If more than one player has the opportunity to intercept, the attempts are resolved proceeding clockwise from the player that is the target of the interception.

PLAY NOTE: Keep in mind that Chariots cannot take part in a battle in a Mountain space, so an intercepting force without Infantry units could not intercept into that space. Non-combat units can be part of the intercepting force.

DESIGN NOTE: The unlimited ability to intercept forces is one of the design choices that make *Genesis*, like *Pax Romana*, different from many other games. It's important to keep in mind the scale of this game, and the fact that movement, battle, and interception represent a range of activities over a significant duration of time.

(7.4.2) To intercept, the player rolls 2d6, adding all of the following that apply:

- +? Intercepting King's Tactical Rating
- +3 if intercepting from a City space
- +1 if intercepting into a friendly City space

If the adjusted DR result is 12 or greater, the interception is successful. The intercepting force moves into the target space and immediately initiates a battle (8.0). The intercepting force is the Attacker and the target force is the Defender. However, when only a King intercepts, the active player remains the Attacker. An intercepted force cannot use Pre-Battle Withdrawal (7.5).

PLAY NOTE: Destroyed cities are still City spaces, so the City modifiers apply. Although the core City may be in ruins and the trade routes disrupted, the area is still cultivated and civilized, unlike a Transit space.
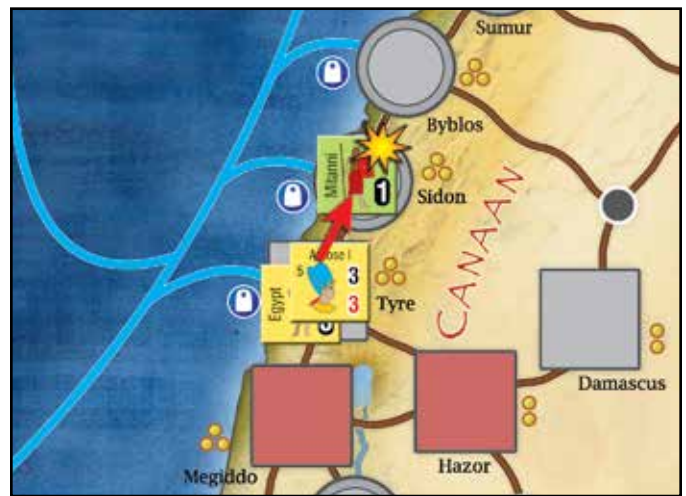
EXAMPLE Interception #1: Pharaoh Amose I (Tactical Rating 3), in Tyre with an Egyptian force, wishes to intercept a Mitanni force that has moved into Sidon (DS=2) to attack that City. The Egyptian player rolls two dice with a result of 7. He adds 3 for Amose's Tactical Rating and another 3 for being in a City space. Sidon is not friendly to Egypt, so there is no additional modifier. The total is 7+3+3=13, so the interception succeeds. He would have failed on a roll of 5 or less.

(7.4.3) Friendly Spaces. If the target space is occupied by any combat units that are friendly to either the Attacker or Defender, those units must participate in the Battle on the appropriate side. As an exception to this, if the target space is a Fortified City, the player who controls the City may choose none, some, or all of the units already occupying the space to participate. Those that are not chosen are not affected by any battle results.
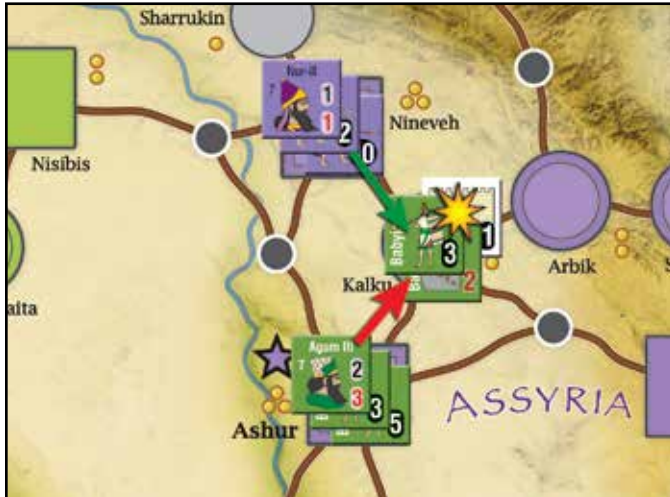
EXAMPLE Interception #2: The Babylonians have a force of 3 Infantry and 2 Slave units in Kalku (an Assyrian Home Kingdom space). The City is fortified, but its DS has been reduced to 1. Babylonian King Agum III sits in Ashur with a strong force if 8 Infantry and 2 Chariot units. The Assyrians, hoping to retake Kalku have assembled a 12 Infantry force in Nineveh under King Nur III and moved into Kalku. The Babylonian player declares he will intercept. The Babylonian player rolls a 7 for the intercept and succeeds (DR =7, +3 from a City, +1 into a friendly City, +2 Tactical Rating = 13). He moves his force to Kalku and declares that 2 Infantry in the space will participate in the Battle, while 1 Infantry and the 2 Slave units sit it out.

(7.4.4) Enemy Occupied Spaces. If the target space is occupied by units friendly to *neither* player, those units do not participate and are not affected by any battle results. As an exception to this, if the enemy units are part of a Minor Kingdom or Barbarian power, those units must participate in the battle as part of the Attacker force—treat them as allies (12.1.2) during the battle. Regardless of the outcome of the battle, the surviving Minor Kingdom/Barbarian units remain in (and control) the space.

> DESIGN NOTE: In effect, the intercepting player formed a temporary alliance with that non-player force for the sake of turning back the enemy force. Also note that if any Minor Kingdom/Barbarian units survive, the intercepting force must Regroup per 7.4.6 below.

(7.4.5) Fortified City Spaces. Fortified Cities, whether occupied or not, friendly or enemy, can never be used in defense in a battle brought about by an interception.

(7.4.6) Regardless of the outcome of the battle, the Attacker must Regroup if he does not control the space at the conclusion of the battle. If an active Defender survives the battle and does not Retreat, that force must expend 1 MP to attack if any enemy combat units occupy the space or the space is an enemy Fortified City. If the force cannot attack, it must Regroup instead.

EXAMPLE: In Interception Example #1, the Egyptians successfully intercepted a Mitanni force in independent Sidon. The Egyptians win the battle and the Mitanni retreat. Since Sidon is Fortified (DS=2) and an enemy to all, the Egyptian force must Regroup back to Tyre. If Sidon's defenses had been reduced to 0, thus rendering Sidon Unfortified, the Egyptian force would have remained in Sidon.

(7.4.7) An intercepted force that consists entirely of non-combat units is eliminated without a battle unless there are friendly combat units in the space (7.4.3) that join in the battle.

(7.4.8) A force may continue to move, withdraw, or retreat after the Battle in which it was intercepted, if it has sufficient MP remaining.

(7.4.9) A force undergoing Naval Transport (Egypt only) may be intercepted only in the destination Port City space. As an exception to 7.4.5, if the force is intercepted in a Fortified Port City, the city may be used in the defense.

> PLAY NOTE: In effect, the force has sailed into the port and is thus inside the City if it wishes to be. And remember, only Egypt uses Naval Transport.

7.5 Pre-Battle Withdrawal

(7.5.1) A force that is about to be attacked by the active force may attempt to withdraw. The withdrawal attempt is made after all interceptions and any ensuing battles are resolved, but before the active force expends the 1 MP to Attack.

(7.5.2) If the non-active player declares his intent to withdraw, the active player may (not must) use his Chariots to hinder the attempt if he has either Chariot Superiority or Chariot Supremacy, and the force to be attacked is in a non-Mountain space. If so, the appropriate DRM penalty is applied. The active player must decide before the other player rolls the die.

(7.5.3) To withdraw, the non-active player rolls 1d6 and modifies the DR as follows:

• Subtract one from the DR if an opposing player with Chariot Superiority hinders the attempt, or

• Subtract three from the DR if an opposing player with Chariot Supremacy hinders the attempt.

If the modified DR is less than 1, the defending force cannot withdraw. If the DR result is 1 or greater, the result is the number of MP the force may use in the withdrawal. It may use fewer, but must use at least 1.

(7.5.4) If successful, not all units in the space need withdraw. The player may leave one or more behind and withdraw the remainder. Units may be dropped off (at no cost in MP) or picked up (at a cost of 1 MP) during the withdrawal. Withdrawing units may be intercepted per the Interception rules (7.4.1), but not by the currently active force (i.e., the force that precipitated the withdrawal). Should the force lose a battle or a King during the withdrawal, the respective MP penalties apply. Peasant and Slave units cannot withdraw.

PLAY NOTE: Yes, a player may withdraw all his combat units and leave his Peasants and Slaves to their fate.

(7.5.5) At no time during a withdrawal may the force enter the space from which the active force moved, nor may the withdrawing force enter an enemy occupied space or an enemy Fortified City space. If the units cannot withdraw (or the player decides not to), they must remain in the space and fight.

(7.5.6) A unit may not withdraw again during that Move action, although it could withdraw in a different Move action in the same Action Segment.

(7.5.7) If all enemy combat units withdraw from a space other than a Fortified City, the active force pays only the MP cost of the terrain, and not the 1 MP Attack cost. Any non-combat units left behind are eliminated. If the active force has enough MP remaining, it may continue its movement, including, if desired, pursuing the withdrawn force and attacking it. If the space is a Fortified City, the active player must attack and pay the 1 MP cost to do so. Non-combat units are not eliminated.

(7.5.8) Intercepted units may not use Pre-Battle Withdrawal. Once intercepted, they fight.

8.0 Combat

Battle occurs when a player conducts an Attack on an enemy force and/or Fortified City, or as a result of a successful Interception (7.4). Except in the case of Interception, the active force is the Attacker, the non-active force the Defender. With Interceptions, the reverse is true. If the Defender is an uncontrolled Independent Fortified City, the player to the left of the Attacker makes all decisions and die rolls on behalf of that City.

8.1 Battle Sequence

The following steps constitute the Battle sequence:

Step 1: If the Battle is the result of an Attack, the player expends 1 MP. If the Battle is the result of an Interception, determine which units in the space will participate in the battle (7.4.3 and 7.4.4). Otherwise, all units participate in the battle; neither player may voluntarily withhold units (Chariot units are an exception in certain situations).

Step 2: If the Battle is in a Fortified City space, the Defender determines if he may or must use the City in the defense. Unfortified City spaces may never be used in the defense. If the Defender has been intercepted, he cannot use the City in defense (7.4.9 is an exception). A Fortified City must be used in the defense if no defending combat units occupy the space (Chariots in a Mountain space are not considered combat units here). If the Attacker is unable to attack (8.3.1 for example), the Attacker must immediately Regroup (8.4.7), ending the Battle.

Step 3: The players resolve the Battle as explained in the detailed sequence in 8.2, summarized below:

  1. Players total their BP.
  2. Players determine their Battle Die Roll Shifts.

  3. Players both roll 1d6 (the BDR). The Attacker and then Defender player may play cards prior to the rolls.
  4. The player with the most shifts subtracts his opponent's shift total from his own and adjusts either or both players' BDR by the difference
  5. Players multiply their adjusted BDR by 10. This is the percentage of losses suffered by the opposing side. The player suffering the higher percentage loss is the Loser of the Battle. The other player is the Winner. If the percentages are the same, the battle is a Draw.

Step 4: If the Defender is the Loser and he did not use a City in the defense, he may retreat his force and reduce his losses (8.4.1). If he decides to retreat, the Attacker may attempt to prevent the retreat (8.4.3). If the Defender chooses not to retreat, the Attacker may force him to do so (8.4.2). If a City was used in the defense, the Defender cannot retreat nor may the Attacker force a retreat.

Step 5: Both players use the Percentage Loss Chart to determine their BP loss and distribute their losses (8.2.1 #5). Both players then check for the loss of any Kings that participated in the battle (8.6.1).

Step 6: If a City was used in the defense, its DS was reduced to 0, and no Defender Infantry remain in the space, *all* remaining Defender units are eliminated (and this includes a King). If a City was not used in the defense, a Defender force consisting of only non-combat units is eliminated unless the space is a Fortified City.

Step 7: If Defender combat units still occupy the Battle Space, the Attacker must Regroup (8.4.7). Otherwise, the Attacker remains in the space. If the space is an Unfortified City, the Attacker captures it (8.5.1). If the space is a Fortified City, the Attacker must either attack the city (go to Step 1 after taking Slaves and/ or Seizing Treasury) or Regroup. However, if this was an interception, the Attacker must Regroup instead.

Step 8: The Winner may take Slaves (6.5.1), Seize Treasury (5.4), and Plunder (5.3) where appropriate. Whether the winning Attacker Regroups or not has no bearing on taking Slaves or Seizing Treasury.

Win, Lose or Draw, the active force continues with its Move. However, if the active player was the Loser, the force must expend 1 MP for losing the battle. Furthermore, if the active force included a King who was Killed, the force must expend 1 MP for the loss of the King.

8.2 Resolving Battles

PLAY NOTE: Battle resolution takes a whole lot longer to read about than it does to play. Essentially, you roll the die, and the result multiplied by 10 is what your opponent loses percentage-wise. The player with the most advantages in that battle can change the results of the die rolls in a few specific ways.

(8.2.1) Battles are resolved by performing the following steps:

  1. Each player totals the Battle Points in his force.
  • Infantry units are worth 1 BP each.
  • Chariot units are worth between 1 and 3 BP each depending on the player's Chariot Technology Level.

- If a City is used in defense, it is worth its DS in BP.

> PLAY NOTE: Keep in mind that Chariot units do not participate in battles in Mountain spaces, or when a City is used in defense.

2. The players determine their respective Battle Die Roll shifts as follows:

- The BP totals from 8.2.1 #1 above are compared as a ratio of the larger total to the smaller total (not Attacker to Defender as in many games). Consult the Battle Point Ratio Shift Chart and cross index the larger BP total with the smaller to determine the number of Shifts the player with the larger BP total receives.

> PLAY NOTE: The charts will suffice for most battles. If the larger force is more the 40 BP, halve both players' BP counts (round fractions up) and use those results when consulting the charts. For the more mathematically inclined, see 8.2.2, and for a simpler alternative see 8.2.3.

- The player's King who has the higher Tactical Rating receives a number of shifts equal to the difference between his King's Tactical Rating and that of his opponent's King. If only one player has a King present, that player receives a number of Shifts equal to the King's Tactical Rating.
- The player with Chariot Superiority receives 2 Shifts; if he has Chariot Supremacy he receives 5 Shifts instead (8.3.2).
- If the Battle is taking place in a Mountain space (City or Transit), the defender receives 2 Shifts; Kaskan barbarians earn another 1 Shift.
- The player who has the Sherden unit receives 1 Shift.
- The player with any Sea Peoples units involved in the battle receives 2 Shifts.
- Certain Event cards provide Battle Die Roll Shifts. The Attacker player plays his card(s) first.

EXAMPLE: Player A has 2:1 odds and Chariot Superiority, so he has 4 Shifts. Meanwhile, Player B has 1 Shift, because his leader's Tactical Rating is 1 higher than Player A's leader. Player A therefore receives 3 shifts total (4 minus his opponent's 1).

3. The players each roll 1d6. This is their Battle Die Roll (BDR). The player with the most shifts subtracts his opponent's Shift total from his own. The result is the number of shifts available to that player. That player now shifts either or both of the players' BDR as he wishes, raising his own BDR by one for each Shift (thereby increasing his opponent's losses) and/or lowering his opponent's BDR by one for each Shift (thereby decreasing his own losses). The player with the lesser number of Shifts gets to do nothing here (his Shifts are already factored in). A BDR cannot be shifted below 0 or above 10.

4. Each player's adjusted BDR is then multiplied by 10, with the result being the percentage of losses suffered by the opposing side. The player suffering the higher percentage loss is the Loser of the Battle; the other player is the Winner. If the percentages are the same, the battle is a Draw.

EXAMPLE: Resolving the battle resulting from the interception described in Interception Example #2, the intercepting (Attacker) Babylonians have a force of 10 Infantry and 2 Chariot units. The moving (Defender) Assyrians have 12 Infantry. The Chariot Technology Level is 3 so Chariot units are worth 3 BP each. The Babylonians have 16 BP while the Assyrians have 12 BP. Using the Battle Point Ratio Shift Chart, the players determine that the Babylonians receive 1 Shift for the Battle Point Ratio. The Babylonian King has a higher Tactical Rating by 1, so the Babylonians receive another Shift. More significantly, the Babylonian player has Chariot Supremacy (2 Chariot units to none), and earns another 5 Shifts! The total then is 7 Shifts in the Babylonians favor. Enlil smiles on the Assyrians whose player rolls a 5; Marduk, however, looks away from the Babylonians as their player rolls a 1. The Babylonian player wants to minimize his losses, yet still win the battle. He decides to reduce the Assyrian roll by 3 to a final 2 and increase his by 4 to a final 5. The Babylonians lose 20% of their force while the Assyrians lose 50% of theirs. Other combinations are possible depending on the player's desire to inflict casualties or avoid them. The Babylonian player is the Winner and the Assyrian player is the Loser.

5. Each player consults the Percentage Loss to determine his total loss in BP. If Chariot units were involved in the Battle, the BP loss must be divided between the Chariot and Infantry units such that Chariot BP loss is equal to or greater than the Infantry BP loss. The Chariot loss in BP can be less than the BP losses in Infantry only after all Chariot BP are eliminated. If a City was used in the defense, the Defender may distribute his BP loss between the Infantry and the City defenses as he sees fit. If the affected force retreats, losses are extracted prior to any Interception attempts.

EXAMPLE #1: Continuing the example from the previous step, the Babylonians must lose 3 BP (20% of 16), so at least 2 Chariot BP must be eliminated. His Chariot units are worth 3 BP, so he eliminates 1 Chariot fully satisfying the loss. The Assyrian player must lose 6 BP (50% of 12) unless he retreats.

EXAMPLE #2: A force of 2 Infantry defending with a 3 DS City takes a 40% loss and so must eliminate 2 BP. The player chooses to preserve his Infantry, so reduces his City Defense from 3 to 1.

> DESIGN NOTE: Factoring the City into the losses represents the damage inflicted from sieges, siege assaults, etc.

(8.2.2) As an alternative to using the Battle Point Ratio Shift Chart, the players may instead do the math their own. Divide the Larger force by the Smaller and round fractions of .5 and below down (i.e., a 2.5 ratio yields 2 Shifts, 2.6 ratio yields 3 shifts, etc.). A ratio below 1.5 yields no shifts.

(8.2.3) Simplified Rounding (Optional): This rule provides a simplified way to round the Battle Point Ratios without using 8.2.2 or the chart. It does, however, alter game balance somewhat in favor of the defender. For simplified rounding, calculate the

Battle Point Ratio Shifts for the force with the larger BP total as follows:

- More BP than the opposing force = 1 shift
- At least 2x the BP of the opposing force = 2 shifts
- At least 3x the BP of the opposing force = 3 shifts
- At least 4x the BP of the opposing force = 4 shifts
- Etc.

8.3 Chariotry

(8.3.1) Chariots may not be used in any way, either attacking or defending, in any battle that takes place in a Mountain space, or in space where a City will be used in defense, nor can they be used to absorb losses in such cases. Chariots do Retreat and Regroup with the rest of the force even if they are not used.

> PLAY NOTE: Thus a force with no Infantry cannot move into an enemy occupied Mountain space and may be forced to regroup (after expending the 1 MP to attack!) if the Defender decides to use a City in the defense.

(8.3.2) Each Chariot unit adds 1 BP per Chariot Technology Level to its force, but its effects can be far more significant. A player has Chariot Superiority if it has more Chariot units than his opponent, but not enough for Supremacy. A player has Chariot Supremacy if he has three times (3x) as many Chariot units (not BP!) as the opponent, or if he has 2 Chariot units and the opponent has none. Chariot Superiority/Supremacy has no bearing in battles in Mountain spaces, or when a City is used in defense.

(8.3.3) If Chariot units are attacked in a Transit or Unfortified City Mountain space and there are no friendly Infantry units in the force, the Chariot units automatically execute Pre-Battle Withdrawal. If attacked in a Fortified City under a similar circumstance, the city must be used in the defense, and if it is captured the Chariots are eliminated.

> PLAY NOTE: In the latter case, it's a good idea for the Chariots to use Pre-Battle Withdrawal and let the city fend for itself.

8.4 Retreating and Regrouping

(8.4.1) Voluntary Retreats. If the Defender loses the Battle, the player has the option to retreat his force one or two spaces. There are no retreats by Sea. The Defender cannot Voluntarily Retreat (or be forced to) if he used a City in the defense. The retreating force reduces his opponent's BDR by one (–1 or 10%), for the purpose of calculating defender losses (whether it retreats one or two spaces). All combat units in that force must retreat, and all units in the retreating force must stay together during the retreat. Peasant and Slave units cannot retreat; they are eliminated unless they occupy a Fortified City space. If the force does not have a retreat path, as defined in 8.4.4 below, the force may not undertake a Voluntary Retreat.

> PLAY NOTE: Remember that the Loser is defined as the force that took the higher percentage of losses before deciding to retreat.

EXAMPLE: Continuing Example #1 from 8.2.1 #6, the Assyrian

player as the Defender (the battle was fought due to an Interception) and Loser of the Battle must decide whether to retreat. Given that his opponent will likely force the retreat anyway, he decides to retreat to the space from which he entered the Battle space and stops there. His Percentage Loss is reduced by 10% to 40%, so he loses 5 BP instead of 6. He eliminates 5 Infantry to fulfill the loss. As the active player, he also must expend 1 MP for losing the battle. The Babylonia player is the Attacker and Winner, and since there are no enemy units in the space nor is the space an enemy Fortified City, his force remains in the space.

(8.4.2) Forced Retreats. If the Attacker is the Winner, he may force the Defender to retreat if the Defender does not do so voluntarily. The Attacker cannot force a retreat if the Defender used a City in the defense. If the Attacker is the active force, that force must expend 1 MP to force the retreat (if no MP remain he cannot force the retreat). If the Attacker intercepted, there is no MP cost to do so. If forced to retreat, the Defender does so per 8.4.1 above, including reducing his losses. If the force does not have a retreat path (8.4.4) it is eliminated.

(8.4.3) Prevent Retreats: If the Winner had Chariot Superiority or Supremacy in the Battle, he may (not must) prevent the Loser from retreating. The Winner rolls a 1d6:

- If the Winner has Chariot Superiority, on a DR of 1 the Loser may not retreat
- If the Winner has Chariot Supremacy, on a DR of 3 or less the Loser may not retreat.

If the Loser is prevented from retreating, there is no loss reduction.

> PLAY NOTE: Remember that Loser Attackers do not retreat, so rule 8.4.3 does not apply.

(8.4.4) The retreating force must move into a connected space, no more than two spaces from the Battle Space. The force may not move into or through a space occupied by enemy units or an enemy Fortified City space, nor may it retreat through or into the space from which the attacking force entered the Battle space. If it retreats two spaces, the force may not end up in a space directly connected to the Battle space. A force may continue its move or withdrawal at the conclusion of the retreat.

(8.4.5) A retreating force may be intercepted by any enemy force other than the force it just fought if its retreat takes it into a space where Interception is possible (see 7.4.1).

(8.4.6) An attacking force may never retreat, even if it loses the Battle—it must Regroup instead. Remember that an Intercepting force is the Attacker.

(8.4.7) Regroup. The attacking force is placed back on (not moved to) the space from which it entered the Battle Space. Certain invasion forces (10.2.4, 11.2.4) are an exception; they remain in the space. The force may not be intercepted when placed back on its original space. This placement is not considered a movement or a retreat, and unlike a retreat all units in the force including non-combat units and Chariot units that could not participate in the battle are placed there. A Regroup does not prevent the player from taking Slaves or Seizing a Treasury should he be the Winner of the Battle.

DESIGN NOTE: As with many other aspects of *Genesis*, it is important to keep in mind the scope and scale of the game when learning how the system functions. Battles are not always individual battles; they are sometimes full campaigns. When a defender is not dislodged from a space, it means that, after a series of battles, they managed to hold onto the area, even though they might have lost the battle in game terms. The attacking army does not retreat; it simply reorganizes for another campaign against that enemy.

8.5 Capturing and Destroying Cities

(8.5.1) An occupied Unfortified City space is captured when an opposing power's units occupy the space after all of its enemy's units either withdraw, retreat, or are eliminated. The player that occupies the space may Plunder the City (5.3). An unoccupied Unfortified City is captured simply by occupying the space with a unit capable of controlling it. The player receives no Plunder in this case. Destroyed Cities never give Plunder in any circumstances.

(8.5.2) A Fortified City is captured if its DS is reduced to 0 as a result of a battle provided no defending units occupy the space. The attacking player may Plunder the City (5.3).

(8.5.3) An Unfortified City, other than one in the player's own Home Kingdom, may be destroyed during a Major or Minor Move if an active force with at least one combat unit occupies the space and expends a number of MP equal to the City's EW. If a player destroys a city that has a Monument, he may choose to destroy the Monument …or let it stand.

HISTORICAL NOTE: It was not unusual for cities to be totally leveled after conquest.

(8.5.4) Destroyed Cities have no EW (ignore the value printed on the map) and 0 DS (they are treated as Unfortified). The space is still treated as a City space and can be controlled as such.

(8.5.5) Barbarian and Minor Kingdom forces may capture and destroy Cities. A Minor Kingdom, however, cannot destroy a City in its own Home Kingdom. The controlling player gains no Plunder or Slaves when Minor Kingdom/Barbarian forces capture or destroy cities.

8.6 Death Of A King

(8.6.1) A battle where a King is present carries with it the possibility that the King might be killed. The owning player rolls 2d6:

- If the Winner rolls a 12, his King is dead.
- If the Loser, or either player in a Draw, rolls a 2 or a 12, the King is dead.

(8.6.2) The dead King's force may continue to move after the battle, but must first expend 1 MP. Note that in the case of the force losing the battle *and* losing the King, the cost would be 2 MP.

(8.6.3) A King is killed if he is part of a force thats is completely eliminated.

(8.6.4) Dead Kings are not replaced.

PLAY NOTE: Remember—you don't need Kings to undertake actions; they just help a lot.

EXAMPLE OF COMBAT: The Hittite player moves King Suppiluliama, 3 CH (Tech=2), and 8 INF from Emar to Qatna and announces an attack on that space. The Mitanni player with a force of 3 CH (Tech=3) 5 INF, and 1 PS, decides to challenge the King and declines to withdraw. The Hittite force spends 1 MP to attack. Although he could use the city in defense, the Mitanni player would gain nothing and perhaps risk losing his Chariots should the city be captured, so decides to fight without the city. The Mitanni player has 14 BP (3*3+5), as does the Hittite player (3*2+8). There are no shifts for BP ratio, nor for Chariot Superiority since both players have the same number of CH units. The Hittites, however, have the all-important four shifts for their King. Both players roll a die—the Hittite player rolls a 4 and the Mitanni player a 6. Not wanting to accept his loss as is, but eager to inflict significant damage on his opponent, the Hittite player uses his shifts to increase his DR to 5 and reduce the Mitanni DR to 3. The Hittite player is the Winner so the Mitanni player has the option to retreat. Given the way the BP losses are distributed, the –1 shift retreat reduction would cost him only one CH unit rather than two, so he decides to retreat. Without at least Chariot Superiority, the Hittite player cannot hinder the attempt. The Mitanni player eliminates 1 CH (3 BP) and 3 INF to satisfy the now 6 BP loss (40% of 14). The Hittite player must eliminate 4 BP to satisfy his loss (30% of 14) so he eliminates 1 CH (2 BP) and 2 INF. The surviving Mitanni 2 CH and 2 INF retreat to Hamath. The Peasant unit stays put—Peasants and Slaves never retreat—and is not eliminated since Qatna is a Fortified City space. The Hittite player makes a Death of the King roll of "7" for no effect and adds 1 Slave to his force for eliminating an enemy Infantry unit.

Since the battle ended in a space with no enemy combat units and an enemy Fortified City, the Hittite force must either spend 1 MP to attack the city or Regroup. The Hittite player decides to press on and attack. Only the 6 INF can participate since the city will be used in the defense. The Mitanni have 3 BP from the city's DS. The Hittites garner 6 shifts (2 BP Ratio+4 King). Both players roll a die—the Hittite player rolls a 4 and the Mitanni player a 3. The Hittite would like to capture the space so increases his roll to 9 and reduces the Mitanni roll to 2. The City DS is reduced to 0 and the Hittites lose 1 INF. The Hittite player makes a Death of the King roll of "4" for no effect. Since the City was reduced to 0, the Peasant unit is eliminated. The Hittite player gains 1 Slave and plunders Qatna for 1$.

Leaving 1 INF and the 2 SL behind, the Hittite player moves to Hamath with his King, 2 CH and 4 INF spending 1 MP and then 1 MP to attack. The Mitanni have 2 CH and 7 INF in the space (5 INF were there prior to the retreat from Qatna) and given their BP advantage will fight rather than withdraw. The City is Unfortified so cannot be used in the defense. The Hittite player has 8 BP against the 13 Mitanni BP. The Hittites have 4 Shifts for their King, while the Mitanni have 1 Shift for their BP advantage—net 3 Shifts for the Hittites. Both players roll a die—the Hittite player rolls a 2 and the Mitanni player a 5. The Hittite player can achieve a Draw, and since the Mitanni have twice as many BP to lose, he increases his roll to 5, thus both sides lose 50%. The Hittites eliminate 4 BP (1 CH and 2 INF), while that Mitanni have twice as many BP to lose (2 CH and 1 INF). Note that the loss in INF BP cannot exceed the loss in CH BP if any Chariots are present. The Hittite player, however, rolls snake-eyes on the Death of the King table, so King Suppiluliama is killed! The Mitanni retain control of the battle space and the surviving Hittites regroup to Qatna. The regroup costs no MP, but the force must expend 1 MP for the loss of the King.

9.0 Isolation

9.1 Isolation Check

In the Attrition Segment (F1), players check to see if any of their units are considered Isolated. The following units are considered Isolated:

- Units occupying a Transit or Destroyed City space. Ignore Canaanite and non-Sea People Barbarian units; they will be removed in the next segment.
- Units occupying a City space In Revolt.
- Player Kingdom units in a City space that cannot trace a Trade Route back to their Capital.
- Arzawa or Elam units in a City outside their Home Kingdom that cannot trace a Trade Route to a controlled City in their Home Kingdom.

All Isolated units must undergo Attrition. This includes Peasants and Slaves, but not Kings. To determine attrition, follow these steps:

1. For each space occupied by an Isolated unit, roll 1d6 and halve the number, rounding up (DR of 1 = 1).

2. The result is the number of units that must be removed. The player may use any Chariot, Infantry, Peasant, and/or Slave units to satisfy the loss, but all Chariot units must be eliminated before any other unit types.

PLAY NOTE: Eliminate units, not BP. A 3 BP Chariot is one unit.

9.2 Barbarian Control

In the Barbarian/Minor Kingdom Attrition Segment (F2), remove all Barbarian units (other than Sea Peoples), Sherden units, and Canaanite units from the map. If a Barbarian unit was removed from any Home Kingdom City space, place a BARBARIAN CONTROL marker there. Treat the space as an independent city while the marker is in place. The marker is removed when any combat or Peasant unit occupies the space. Removal of the marker produces no Plunder.

9.3 Relocation Of Capital

Each player begins play with a Capital indicated on the map. The Capital serves as the endpoint of the player's Trade Routes, and thus its loss denies the player any benefit from his Trade Routes (no income, no VP, etc.). That city remains his Capital throughout the game, unless he loses control of the space or the city is destroyed. Should either occur, the player may designate a new Capital city.

(9.3.1) In the Capital Relocation Segment (F3), the player may relocate his Capital if his Capital City is Destroyed, or he does not control the space. The player designates any controlled Home Kingdom City space as his Capital City. Place the CAPITAL marker on the selected City (unless it's the original Capital).

(9.3.2) The newly designated Capital provides all the benefits of a Capital with the exception that the total income collected (5.1) in the Game Turn following the turn it was placed is halved (round fractions down).

(9.3.3) There is no limit to the number of times a player can relocate his Capital

(9.3.4) If a player regains control of his original Capital City, he may, at his option, relocate the Capital back to the original Capital City provided it is not Destroyed. Remove the CAPITAL CITY marker from the map and implement the effects of 9.3.2.

10.0 Minor Kingdoms

Minor Kingdoms are activated by play of an Event card. The player who played the Minor Kingdom's Event card controls that power for the remainder of the Game Turn, and conducts actions with its Kings and units within the limits for each kingdom, as described in this section. Place the respective POWER CONTROL marker on the player's Kingdom Card. Minor Kingdoms become inactive at the end of the Game Turn—remove the marker in the Barbarian/Minor Kingdom Attrition segment (F2). Players gain no Victory Points for cities controlled by Minor Kingdoms. Relevant Event cards may be played by any player, including the owning player, during a Minor Kingdom's Action Segment. A Minor Kingdom's Chariot Technology Level is always that of the lowest level among all the players.

> PLAY NOTE: Minor Kingdoms come into play in different ways from one another when activated, so read each section carefully and don't presume any commonality.

10.1 Arzawa

> HISTORICAL NOTE: Arzawa was a sometimes powerful kingdom in western Anatolia, centered in Apasa (Ephesus). She caused some trouble for the Hittites, although the latter eventually took her over after the Hittite victory at the Astarpa. Arzawa units were at Kadesh.

(10.1.1) The Arzawa Home Kingdom Cities are Apasa, Milawata, Wallarima, Mira, Hindawa, and Hapalla, as indicated on the map. At the start of the game, 3 Infantry units are placed in Apasa, and 2 Infantry units in Milawata unless directed otherwise in the scenario setup instructions.

> COUNTER NOTE: Use the orange counters labeled "Arazawa".

> DESIGN NOTE: We toyed with making Arzawa a possible 6th player …but Arzawa's time in the sun was too brief mostly 15th-12th century, with her presence in the last two of those centuries not great.

(10.1.2) Arzawa is activated when the ARZAWA Event card is played. When activated, Arzawa receives the following:

- Infantry units equal to the roll of 1d6.
- Two Chariot units.
- An Arzawa King, if any remain, drawn randomly and blindly from the Arzawa King pool.

The units and the King are placed in any Arzawa Minor Kingdom City space that is not occupied by an enemy unit or a BARBARIAN CONTROL marker. These units are in addition to any that may already be on the map.

(10.1.3) In addition to receiving new units, the player also removes any DS (not DEFENSE STRENGTH +1 markers) and DESTROYED CITY markers from all Arzawa controlled City spaces.

(10.1.4) After the new units are deployed and any markers removed, the player conducts a Major Move (no use of any AM) with the Arzawa units. After completing the Move, he places the Arzawa AM into the AM Pool. When subsequently drawn during the Activation Phase, the AM provides the player with a Major Move (no Minor actions, no recruiting) with the Arzawa units. There is no cost to use this AM, nor is a card drawn (go directly to the Action Segment). Though the player controls Arzawa, its forces and cities are not friendly to that player.

(10.1.5) The ARZAWA card is removed from play once all Arzawa Minor Kingdom City spaces are controlled by units of one or more of the Major Kingdoms. For the remainder of the game, Arzawa cities are no longer considered Minor Kingdom cities, but are instead treated as Independent City spaces. Any surviving Arzawa units remain on the map until eliminated.

10.2 Elam

> HISTORICAL NOTE: Elam was a relatively stable, moderate-sized kingdom in the far west and the southwest of modern day Iran, between the Zagros Mountains and the Persian Gulf. She was often in conflict with Babylon.

(10.2.1) The Elam Minor Kingdom City is Susa. At the start of the game, 12 Infantry units are placed in the Susa City space unless directed otherwise in the scenario setup instructions.

(10.2.2) Elam is activated when the Elam Event card is played. When activated, Elam receives the following:

• Two Chariot units.

• If there are no Elam units on the map, Elam receives 12 Infantry units.

• If this is the first time Elam has been activated, the Elamites receive King Untash Napirisha. Otherwise, they receive the generic 0-2 Elam King.

The Elam units and the King are placed on Susa. If Susa is enemy occupied, see 10.2.4.

(10.2.3) In addition to receiving new units, the player also removes any DS (not Defense Strength +1 markers) and Destroyed City markers from all Elam controlled City spaces.

(10.2.4) After the new units are deployed and any markers removed, the player conducts a Major Move (no use of any AM) with the Elam units. If Susa is enemy occupied, the player must Attack as the first MP expenditure of the Major Move. The force must continue to attack at the 1 MP per attack cost until either Susa is captured or the force runs out of MP, can no longer attack, or is eliminated. If the force must Regroup, it remains in the space. If the Elam force fails to dislodge the defenders, the Elam units are eliminated. Unless the entire force is eliminated, the Elam AM is added to the AM Pool which, when drawn, provides the player with a Major Move (only, no Minor actions, no recruiting) with the Elam units. There is no cost to use this AM, nor is a card drawn (go directly to the Action Segment). Though the player controls Elam, its forces and cities are not friendly to that player.

DESIGN NOTE: Elam had an extensive empire off map so the Elam Event card remains in play even if its Home Kingdom city is occupied by enemy units.

10.3 Canaan

HISTORICAL NOTE: Canaan was a loose confederation of city-states in The Levant. There was no central government; each city had its own king. It extended, roughly, along the coast of the eastern Mediterranean. They were not very expansion oriented (not that we can tell).

(10.3.1) The Canaan Minor Kingdom Cities are Hazor, Qatna, Megiddo, and Kadesh. No Canaanite units start the game on the map unless directed otherwise in the scenario setup instructions. Although s single Minor Kingdom, each city has its own set of units.

(10.3.2) Canaan is activated when the Canaan Event card is played. When activated, place the following units in each of the four Canaanite cities that are not controlled by another power or have a Barbarian Control marker:

• Four Infantry units

• One Chariot unit

Remove any DS markers (not Defense Strength +1 markers) and Destroyed City markers in a space were units are placed.

If no units are placed, discard the card and treat as No Event. The Event card is *not* removed from play.

(10.3.3) If any units are placed, the player undertakes a Major Move with each city's units. The Move of one city's units must be completed before another Move is undertaken. All Canaan units and cities are friendly to each another for all purposes.

(10.3.4) After completing the Major Moves, the Canaan AM is added to the AM Pool which, when drawn, provides the player with a Major Move (only, no Minor actions, no recruiting) for each city's units; 10.3.3 applies to these moves as well. There is no cost to use this AM, nor is a card drawn (go directly to the Activation Segment). Though the player controls the Canaanites, its forces and Cities are not friendly to that player.

(10.3.5) Unlike the other two Minor Kingdoms, the Canaanite units are removed from the map during the Isolation Phase.

DESIGN NOTE: Yes, many other cities in the Levant would be considered Canaanite. We have limited them in game-terms, to the above four to keep things in hand.

11.0 Barbarians and Pirates

DESIGN NOTE: Barbarian invasions and periodic piracy can—as they did historically—disrupt life in the Bronze Age.

11.1 Barbarian Invasions

(11.1.1) When a Barbarian Invasion Event card is played, the player rolls 2d6 and refers to the Barbarian Invasion Table to determine which group of barbarians has invaded. The player gains control of that Barbarian Power and places its corresponding Power Control marker on the Controlled Powers section of his Kingdom Display Card as a reminder.

PLAY NOTE: As noted on the table, if the Egyptian player rolls the Libyans, or the Hittite player the Kaskans, or the Assyrian player the Urartu, the player rolls again until he rolls a different power.

(11.1.2) If another player controls the Barbarian Power, control immediately passes to the player playing the card. That player then undertakes an immediate Major Move with that Power's units. Otherwise the player brings into play an invasion force and performs the actions outlined in the section below corresponding to the Barbarian Power rolled.

(11.1.3) The player retains control of the Barbarian Power for the remainder of the Game Turn unless all its units are eliminated or another player rolls the power on the Barbarian Invasion Table.

(11.1.4) Barbarian Powers are enemies of everyone, including the player controlling the power. Players gain no Victory Points for cities controlled by Barbarian units. Relevant Event cards may be played by any player, including the owning player, during Barbarian moves. Barbarian forces, except for the Sea Peoples, are always removed in the Isolation Phase.

11.2 The Sea Peoples

(11.2.1) If there are no Sea Peoples units on the map, the player receives the following Sea Peoples invasion force:

- A 2-3 King
- Infantry units equal to the roll of 2d6

The player may place the invasion force on any Port City space. If the space is occupied and/or a Fortified City, see 11.2.4.

Important Note: Sea People Infantry get the benefit of two Battle Die roll Shifts in any battle.

(11.2.2) If the Sea Peoples have units on the map (but keep in mind 11.1.2), the player receives:

- The Sea Peoples 1-2 King
- Infantry units equal to the roll of 1d6

These units may be placed in any spaces controlled by the Sea Peoples as the player sees fit. The player then removes any DS markers (not Defense Strength +1 markers) from all Sea Peoples controlled City spaces. Destroyed City markers *are not* removed.

(11.2.3) After the new units are deployed (if any), and any markers removed, the player conducts a Major Move (no use of any AM) using the Sea Peoples units.

(11.2.4) If an invasion force is placed in an occupied and/or Fortified Port City space, that force must Attack as the first MP expenditure of its Major Move. The force must continue to attack at the 1 MP per attack cost until either the Port City is taken or the force runs out of MP, can no longer attack, or is eliminated. If the force must Regroup, it remains in the space. If the invasion force fails to dislodge the defenders, the invading units are eliminated.

(11.2.5) If any Sea Peoples units remain on the map, the player places the Sea Peoples AM into the AM Pool which, when drawn, provides him with another Major Move (only, no Minor moves, no recruiting) with the Sea Peoples units. There is no cost to use this AM, nor is a card drawn (go directly to the Activation Segment). If the Sea Peoples AM has already been drawn this turn, it is not placed back in the pool, but if already in the pool, the controlling player conducts a Major Move as above when drawn.

(11.2.6) Unlike other Barbarians, Sea Peoples units are not removed per 9.2 and suffer Isolation (9.1 bullet #1). The Sea Peoples, however, receive an AM per 11.2.5 only when rolled on the Barbarian Invasion Table.

HISTORICAL NOTE: No one really knows exactly who these invaders were: best guesses focus on the Mycenaeans (precursors of the Greeks), Minoans, Sardinians, Lukkan pirates, even Hebrews! Regardless who they were, they were omnipresent in this long era, and considered a major danger.

11.3 The Kaskans

(11.3.1) The player receives a Kaskan invasion force of:

- the Kaskan 1-2 King
- Infantry units equal to the roll of 1d6.

The Kaskan invasion force is placed in the Kaska Box on the map. Kaskan Infantry units differ from normal Infantry units in the following ways:

- It costs them only 1 MP to enter a Mountain space
- If defending in a Mountain space they provide one Battle Die Roll Shift to the defender.
- They may use Pre-Battle Withdrawal to withdraw through any Mountain space that is unoccupied by an enemy Infantry unit.

(11.3.2) After the invasion force is deployed, the controlling player conducts a Major Move (no use of any AM) using the Kaskan units. The Kaskan force may freely Regroup into the Kaska Box. The Kaska Box cannot be entered by any other units.

HISTORICAL NOTE: The Kaskans were a tribe of mountain barbarians, excellent at guerilla warfare using the terrain they lived in, north of the Hittites, whom they pestered regularly. They were very tribal, and did not build cities.

11.4 The Libyans

(11.4.1) The composition of Libyan invasion force is dependent on the Game Turn.

- On Game Turn 1 through 8, the player receives:
  ◊ The Libyan 1-1 King
  ◊ Infantry units equal to the roll of 1d6
- On Game Turns 9 and 10, the player receives:
  ◊ The Libyan 1-3 King
  ◊ One Chariot unit at the lowest Chariot Technology Level among the players
  ◊ Infantry units equal the roll of 2d6

The Libyan invasion force is placed in the Libya Box on the map.

(11.4.2) After the invasion force is deployed, the player conducts a Major Move (no use of any AM) using the Libyan units. Libyan units may freely Regroup into the Libya Box. The Libya Box cannot be entered by any other units.

HISTORICAL NOTE: The Libyans, for most of The Bronze Age were infantry only, armed with throwing sticks, javelins and/or simple hunting bows. By the time of the battles around 1250 BC, the Libyans had access to both chariots and long copper swords. For much of the course of the game they were involved solely in raids; only towards the end of the age did they mount full armies that had to be met with similar force.

11.5 Hayassa-Azzi

(11.5.1) The player receives the following Hayassa-Azzi invasion force:

- King Karanni the first time the Hayassa-Azzi enter play; the H-A 1-1 King at all other times
- Infantry units equal to the roll of 1d6

(11.5.2) The player places the invasion force in either Hayassa or Azzi provided that the space is uncontrolled. If both spaces are controlled by other powers units, the Hayassa-Azzi units do not enter play. Ignore the Event. If units are placed, the player removes any DS/Destroyed City markers in the space (not Defense Strength +1 markers) and then undertakes an immediate Major Move with those units.

HISTORICAL NOTE: A loose confederation of two small kingdoms in northeast Anatolia, these locals gave the Hittites a deal of trouble from the 14th century BC to about 1290 BC.

11.6 Urartu

(11.6.1) The player receives the following Urartu invasion force:

- The Urartu 0-2 King
- Infantry units equal to the roll of 1d6

(11.6.2) The player places the invasion force in Tushpa unless that space is controlled by another power, in which case no units enter - ignore the Event. If units are placed, the player removes any DS/Destroyed City markers in the space (not Defense Strength +1 markers) and then undertakes an immediate Major Move with the Urartu units.

HISTORICAL NOTE: Urartu was a region around Lake Van that was well-known from the 9th century BC to about the 6th, but was mentioned as being conquered by the Assyrians in the 13th century BC.

11.7 Pirates

(11.7.1) Pirates enter the game by the play of a Lukkan Pirates card, at which point the player who played the card places a Lukkan Pirates counter across any one Sea Connection north of Alashiya (Cyprus). For the purposes of this rule, the Sea Connections between Alashiya–Ugarit and Alashiya-Hindawa Connections are considered north of Alashiya, as is the Sea Connection to Troy. That Pirate marker remains in play until removed (11.7.3). The number of Pirate counters is not a design limit. If you run out of markers, use a coin or a spare marker to indicate the affected connection.

(11.7.2) When determining Income, any player who controls any Port that has a Trade Route to his Capital that is also able to trace a route exclusively by Sea Connections to a Pirate counter, subtracts two (2$) after adding up his income. The cost is 2$ regardless of the number of Pirate counters. In addition, if a player actually traces a Trade Route along a Sea Connection with a Pirate marker because there is no other valid Trade Route, that player subtracts another 1$ from is income. The cost is 1$ no matter how many cities use the connection.

PLAY NOTE: In other words, each Pirate counter can cost each affected player a maximum of 1$ in addition to the base 2$ cost.

EXAMPLE: A Pirate counter placed on the Alashiya–Ugarit-Tanis junction would force the players controlling the Ports of Tarsus through the Levant to Egypt to pay 2$. A counter placed on the junction between Parha and Alashiya would impact players controlling Troy, Hindawa, and Parha.

(11.7.3) Any player who controls Sais or Tanis (these are Egyptian Home Kingdom cities), or Ugarit, may remove one Pirate counter by using a Minor Action to do so, and expending 2$. The city must be intact and not In Revolt. A Pirate marker may also be removed by the play of the Naval Power card (13.2).

HISTORICAL NOTE: Piracy was considered an honorable trade in The Bronze Age, and most (but not all) of it centered on the region of southwest Anatolia known as Lukka.

12.0 Player Interaction

12.1 Alliances

Agreements between players are forbidden, unless such agreements are done through play of an Alliance Card. ***Exception:*** see Bribery (12.2). A player who plays an Alliance card may open Political Talks with any *one* other player.

The parties to the alliance have 5 minutes to decide what, if anything, they will do. They may agree:

- To take, or refrain from, any action, as agreed, but only for the rest of the Game Turn. For example, player A and player B may agree to allow each other to enter and/or remain in spaces they control, agree to attack another player, agree to not attack each other in certain spaces, etc.
- To give or exchange Event Cards, Silver ($), and/or control of City spaces. Units cannot be given or exchanged.
- Move through or remain in spaces controlled by the allied player.

Agreements to give or exchange Event Cards, Silver, and/or City spaces take place immediately. Agreements that deal with future actions, are not enforceable and thus rely on the good faith (or lack thereof) of the players involved.

(12.1.1) Forces of allied players may enter and remain in each other's controlled spaces if so agreed in the Political Talks. If a force occupies an allied space, the player already occupying the space retains control. Place the

moving force on top of units already there as a reminder. If the space is an unoccupied Home Kingdom space, place a HOME KINGDOM CONTROLLED marker there as a reminder.

(12.1.2) A player can never move an allied players units, thus cannot include allied units in an Attack. However, allied units in the Battle Space are always treated as friendly for purposes of 7.4.3. If units of both allied players that occupy the same space are attacked, all units must defend as a single force (prior agreement is irrelevant). The player whose King is present and has the higher Tactical rating makes all decisions. If there is a tie, or there are no Kings present, the player who has the most BP in the space makes the decisions. If the BP's are equal, randomly determine which player makes the decisions.

(12.1.3) If a player agrees to cede control of a City space to his ally, the new owner must take one of his PS units from any space on the map and place it on the space. The former owner must remove one PS or one INF (player's choice) if one is present. If other units are present, place the PS on the bottom of the stack as reminder of which player controls the space.

(12.1.4) During the Alliance Dissolution segment, forces occupying spaces controlled by their former ally must be moved to a directly connected (Land only) non-enemy controlled space. If there is no such space, the force is eliminated.

> PLAY NOTE: This rule is not meant to discourage table talk. Players are free to make suggestions, request favors, complain, threaten, etc. at any time. However, agreements described in 12.1 are only allowed via the play of an Alliance Event Card.

12.2 Bribery

Non-active players may use Silver to influence any Move made by the active player. This may be done at any time during the Move. The non-active player offers to pay a specific amount of Silver to the active player in return for doing or not doing a specific expenditure of MP. Whether or not the player lives up to that deal is up to him. Moves involving Minor Kingdom or Barbarian forces cannot be bribed. If a bribe is used to prevent an Attack and the bribed player chooses to oblige, the active force must first Regroup before continuing with its Move.

EXAMPLE: The Mitanni player moves a force from Sumur into the independent Fortified City of Ribla. The Egyptian player would rather see this city retain its independence so offers the Mitanni player a 5$ bribe not to attack. The Mitanni player, short of silver, accepts so does not pay the 1 MP attack cost and then Regroups his force back to Sumur.

13.0 Event Cards

13.1 Using The Event Cards

(13.1.1) There are 55 Event cards, representing a wide realm of possibilities germane to the historical situation. Some cards must be played when drawn while other cards can be retained in hand and played during the Activation Phase. Some are removed from the game when played. All other cards are re-shuffled in the End Turn Phase in preparation for the next Game Turn.
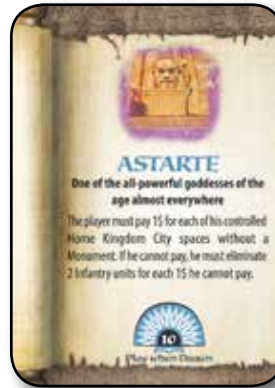
A "Play when Drawn"   *A "Hold in Hand"*
Event Card   *Event Card*

(13.1.2) Types of Cards: There are two types of cards: "Play When Drawn" and "Hold in Hand". The former must be played immediately after a player draws it. The latter may be kept, subject to the restrictions noted below (13.1.4).

(13.1.3) The Card Segment: Each time a player plays an AM, he must draw a card from the Event Deck. If the card drawn is a "Play When Drawn" card, the player must immediately play it, whether he paid or not. If the card drawn is a "Hold in Hand" card, a player that did not pay must discard it and cannot play any cards from his hand. A player that paid can keep the "Hold in Hand" card in his hand secret from the other players (but see 13.1.4), play it, and/or play any other cards from his hand.

(13.1.4) Keeping Cards: A player may have no more than three "Hold in Hand" cards in his possession at any one time. If he already has three and draws another "Hold in Hand" card, he must either play or discard the drawn card, or play or discard a card from his hand to make room. In addition, a player may carry only one card over to the next Game Turn, which he retains in his hand; all other cards are returned to the deck for reshuffle in the End Turn Phase.

(13.1.5) When Cards are Played: "Play When Drawn" cards are played during the Card Segment of the Activation Phase immediately upon drawing them. "Hold in Hand" cards may be played during the drawing player's Card Segment or during any player's Actions Segment. During the Battle Sequence, only the Tactical Surprise, Joshua Effect, and Amun-Ra cards are playable and only by the players involved in the battle. A player may play as many of his "Hold in Hand" cards as he wishes. A player may always discard as a card play any "Hold in Hand" card as No Event. All cards are played face-up, and unless removed from play, are placed in the discard after their effects are implemented.

13.2 The Cards

The effect of each card is described below. In some instances (for example, the Invasion card), more details may be found in the relevant game rules. A free move is in addition to the allowable moves per Action Segment Major/Minor Moves. When the card text uses the unqualified phrase "the player", it refers to the player who played the card. Several cards use the phrase "give any force". This means that any force (friendly, enemy, non-active) on the map can receive the benefit described on the card.

Alliance (2): The player may open Political Talks with any one other player (12.1). This card may be held in hand until played.

Ambush (3): This card may be played whenever an enemy force enters a Transit space within 3 MP of any City the player controls. The player rolls 1d6 and halves the result (rounding up). The moving player eliminates that number of units from his force.

This card may be held in hand until played.

Amun-Ra (2): This card cancels any card played by another player. The player cannot use this card to cancel his own card play. The player must play this card before any use of the card-to-be-cancelled takes place. Both cards are discarded. This card may be held in hand until played.

> PLAY NOTE: The Amun-Ra can be played to cancel another Amun-Ra card. In which case, both Amun-Ra cards are discarded, and the original targeted card is resolved.

Arinna (1): (Chief Hittite deity.) The player may give any force that occupies an undestroyed Hittite Home Kingdom City a free Major Move. This card cannot be played during an action. This card may be held in hand until played.

Arzawa (1): Play of this card activates the Kingdom of Arzawa (10.1). The player controls Arzawa for the remainder of the Game Turn. This card may be held in hand until played.

Astarte (2): (One of the all-powerful goddesses of the age almost everywhere.) The player must pay 1$ for each of his Home Kingdom City spaces without a Monument. If he cannot pay, he must eliminate two of his Infantry units for each 1$ he cannot pay. If he has insufficient Infantry units, there is no further effect. This card must be played when drawn.

> PLAY NOTE: Control of the space, or whether the City is destroyed, has no bearing on the implementation of the event.

Assassination (2): The player may attempt to kill another player's King. Designate the target and roll 1d6. If the DR is higher than the target's Campaign Rating, the King is dead. Otherwise, the player must give this card to the target player, who may keep it or discard it. This card cannot be played again in the same Action Segment. This card may be held in hand until played.

> PLAY NOTE: Yes, Thutmose III will be immune from the effects of this card.

Baal (2): It's Time to Pay Baal …and all those priests running those temples. The player must pay 2$ for each of his controlled Home Kingdom City spaces with a Monument. If the player cannot pay, he must remove the Monuments he cannot pay for.

The Akhenaten Effect: If the player is Egypt and the King is Akhenaten, the player removes all Monuments in his controlled Home Kingdom cities instead. This card must be played when drawn.

Barbarian Invasion (3): The player rolls 2d6 and consults the Barbarian Invasion Table to determine which Barbarians invade (11.0). The player controls those Barbarians for the remainder of the Game Turn. This card must be played when drawn.

Canaan (1): Play of this card activates The Canaanites (10.3). The player controls The Canaanites for the remainder of the Game Turn. This card may be held in hand until played.

Chariot (3): The player immediately adjusts his Chariot Technology Level equal to the number of Chariot cards played in the game thus far (6.6.1). All other players adjust their Chariot Technology Levels in like manner during the Chariot Technology segment (G1).

This card may be held in hand until played, and once played, is removed from play.

Conqueror (1): Your king feels like doing a Mesopotamian land grab. The player rolls 1d6. If it is lower than his King's Campaign rating, the player receives an extra AM this Game Turn. Same or higher, blighted dreams are all he gets. The player may use it now or place a used AM back into the Pool. This card may be held in hand until played.

> PLAY NOTE: If you want to use the AM now, it's best to wait until after you have taken all your actions for the current AM.

 Dagon (2): Crops are so plentiful that granaries are overflowing and foraging is plentiful, thanks to the god Dagon. The player receives 1$ for each of his controlled City spaces with a Monument. The player also receives a +1 DRM to his next Manpower Growth DR. This card must be played when drawn.

> PLAY NOTE: As a reminder, place a DAGON marker on the Player Kingdom Card. It is possible for the player to receive a second marker. The effects are cumulative.

Elam (1): Play of this card activates the Kingdom of Elam (10.2). The player controls Elam for the remainder of the Game Turn. This card may be held in hand until played.

Enlil (1): (King of the Mesopotamian gods.) The player may give any force that occupies an undestroyed Assyria Home Kingdom City a free Major Move. This card cannot be played during an action. This card may be held in hand until played.

Gold (2): This card covers not only gold fields but copper mines and other metals that were most valuable. There are four mine spaces on the map. The player receives 2$ for each mine space for which he can trace a trade route to his Capital at the time the card is played. This card may be held in hand until played.

The Begat Effect - Independent Expansion (2): The player may move 1 Peasant unit from a City space he controls to any unoccupied independent City space within 4 spaces of where that Peasant unit starts. This card may be held in hand until played.

The Joshua Effect (2): (So named for Joshua, who purportedly blew down the walls of Jericho, a key Canaanite city, with his trumpet.) The card indicates the use of extensive—if basic—siege equipment, mostly rams, scaling ladders, etc. The player receives 2 Battle Die Roll Shifts in his attack if a City is used in the defense. The card must be played prior to the Battle Die Roll. This card may be held in hand until played.

Local Insurrection (3): The player removes 1 Peasant unit from any City belonging to any player. A Peasant unit must be removed if any are in play. This card must be played when drawn.

Lukkan Pirates (1): The player must place a Lukkan Pirate counter across any one Sea Connection north of Alashiya (11.7). This card may be held in hand until played.

Marduk (1): (Chief god of Babylon.) The player may give any force that occupies an undestroyed Babylon Home Kingdom City a free Major Move. This card cannot be played during an action. This card may be held in hand until played.

The Moses Effect - Slave Revolt (1): The player may designate one City space occupied by Slave unit(s) where Monument Construction is underway, or where any other Construction action was just completed. Remove all Slave units occupying the space. This card may be held in hand until played.

Naval Power (1): The player may remove any one Pirate counter if he controls Sais, Tanis, or Ugarit. There is no cost to do so. This card may be held in hand until played.

Plague (1): Rampant disease affects the player. The player reduces his Manpower Maximum Level by 2. The player then rolls 1d6 and halves the result (rounding up). He must remove that many of his Peasant and/or Slave units. This card must be played when drawn.

Raise the Militia (2): The player may convert 2 Peasant and/or Slave units that occupy a City space under his control into 1 Infantry unit. This card may be held in hand until played.

Rebellion (4): The player rolls 1d6 for each City space he controls that is 6 or more spaces from his Capital (not counting the Capital space). If the DR is more than the number of Infantry plus Peasant units occupying the space, the city revolts. Resolve the revolt (5.2.2). This card must be played when drawn.

> DESIGN NOTE: This card represents the difficulty kingdoms had controlling cities far away from the center of power (the capital). Governing bureaucracies, as we know them, were unknown in this age.

Sherden (1): This card may be played immediately after the player defeats the Sea Peoples in a battle in which the player's King was present. The player adds the Sherden unit to the King's force. This card may be held in hand until played.

Tactical Surprise (3): The player receives two Battle Die Roll Shifts in any one Battle. The card must be played before the Battle Die roll is made. This card may be held in hand until played.

Teshup (1): (Hurrian Storm God.) The player may give any force that occupies an intact Mitanni Home Kingdom City a free move. This card cannot be played during an action. This card may be held in hand until played.

Horus (1): (Egyptian Sky God.) The player may give any force that occupies an undestroyed Egypt Home Kingdom City a free Major Move. This card cannot be played during an action. This card may be held in hand until played

Traitor (2): The player may take one card—randomly and blindly—from the hand of any other player. This card may be held in hand until played.

14.0 Victory

At the end of the game, players consult the game map and total the Victory Points they have earned by their play. Highest VP total wins the game.

Players receive VP as follows:

• VP equal to the Economic Worth of every City they control (including the Capital) to which they can trace a Trade Route to their Capital. A city In Revolt or Destroyed is worth 0 VP.

• 1 VP for every Monument in a City they control (Trade Rout or not, and whether he built it or not).

If there is a VP tie, the player with the greater total Economic Worth wins. If still a tie, there is no winner.

14.1 Adjusting VP Tracks

When adjusting the Victory Point tracks in the End Turn Phase, if a player controls none of his Home Kingdom cities, he is out of the game. Remove any of that player's units (including any IN REVOLT markers) from the map. His Monuments, however, remain in place.

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