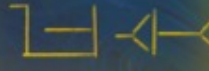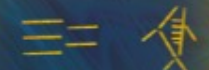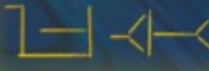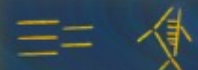# AKKAD

RULEBOOK

CREATED
BY

NICHOLAS KRAUS

STORM SPEAR GAMES

3

Four thousand years ago, when the cities of the world were young and history had just begun to take written form, the banks of the Tigris and Euphrates were laden with centres of culture, commerce, and industry. Among these kingdoms, there was one that stood above all others, for the gods had cast their eyes upon it and smiled. This was the city of Akkad and it was led by an ambitious king named Sargon, who sought to unite all the lands of the Fertile Crescent under his rule. Sargon was guided by Ishtar, the goddess of war, and with her at his side no one dared to oppose him. He marched his armies up and down the two rivers and did not stop until he had conquered the known world.

He built an empire and Akkad was the jewel at its heart . . .

Nearly a century has now passed since the conquest, and the great empire has begun to wane. A new king, Naram-Suen, the grandson of Sargon, has just ascended the throne. He wishes to see his realm not merely restored to its former glory but soar to new heights. He has made it his mission to secure his borders, to dig new canals so fields and orchards may flourish, to revitalize trade networks, to develop his cities, and to initiate magnificent building projects so the gods may once again cast their favour upon Akkad.

But the political climate is delicate, and Naram-Suen has yet to cement his authority throughout the realm. Some see the moment as an opportunity to rebel and throw off the yoke of Akkad. Worse still, there are reports of strange creatures lurking in the wilds, terrorizing communities who thought themselves safe under the imperial aegis.

To combat these threats, the king has summoned his most trusted courtiers to act on his behalf. He has sent them far and wide to strongholds throughout the empire, where they can establish themselves and restore peace and prosperity. These courtiers seek to gain favour with the king by carrying out his commands. They gather riches in the name of the empire, ensure that cities and temples are raised high, send priests to spread the will of the gods, and recruit vast armies to fend off demons and rebels wreaking havoc. All the while they keep a sharp eye on their neighbours, who are calculating and deceptive and will take any opportunity to get ahead.

The stakes are high, and the fate of an empire hangs in the balance . . .

⊚ TABLE OF CONTENTS ⊚

GAME COMPONENTS

PLAYER CITY MATS AND COMMAND MATS (6)

ROLE CARDS (8)

WORSHIP CARDS (8)

CHARACTERS (12)

ACTION CARDS (75)
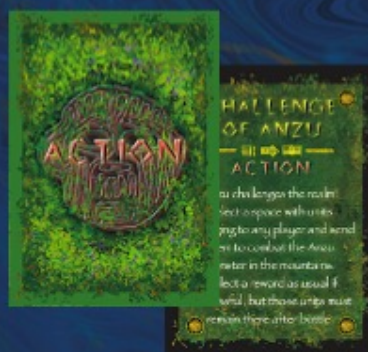
SPECIAL CITIES (12)

QUESTS (17)

MERCY FROM THE GODS (7)
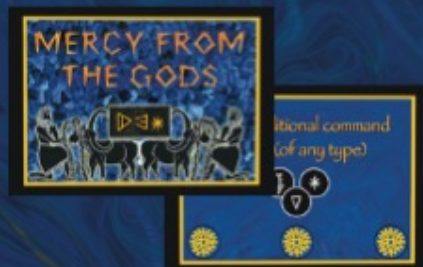
EVENTS (12)

MONSTER TOKENS (7)

RESOURCES

SILVER

SHEEP

GRAIN

LAPIS

KNUCKLEBONES (20)

OTHER TOKENS

SPIES

RESIDENCE

STORM

CHAMPION

CHARIOT

ARCHER

SPEARMAN,
MERCENARIES, AND REBELS

PRIEST

SHIELD BEARER

ZIGGURAT

CANAL

PLAYER MARKER

CROWN OF HEAVEN

COMMAND TOKENS

TEMPLE
-TRAIN PRIE
-CONVERSI
-BUILD ZIGGU

STOREHOUSE
-COLLECT-

ROYAL ROADS

-HIRE MERC

BUILDINGS/UPGRADES

These are the basic abilities of the units in Akkad for all players and an abbreviated form can be found on the Home City Mat. Note, however, that some home cities offer improved abilities for some units, which is only available to the player who chooses that city.

SPEARMAN (16 per player)

Spearmen attack with 1 bone and have 1 hit point. Cost to recruit: 1 grain and 1 silver for 2 spearmen. Mercenaries and rebels have the same hit points and attack as spearmen.

ARCHER (10 per player)

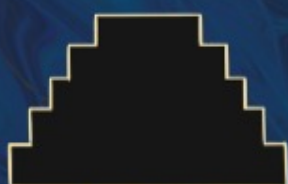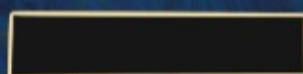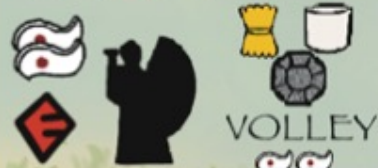Archers attack with 2 bones and have 1 hit point. Archers can do a special volley attack at the beginning of combat (see Combat). Cost to recruit: 1 grain, 1 sheep, and 1 silver.

PRIEST (7 per player)

Priests cannot attack and have 1 hit point. Priests are trained at the temple, not recruited at the palace. Priests can attempt a conversion at the beginning of combat to try and bring an enemy unit to their side (roll 1 bone) and outside of combat priests may perform a CONVERSION on another player's space (see below Activate City – Temple). Cost to train: 1 silver and 2 sheep.

CHARIOT (6 per player)

Chariots attack with 3 bones and have 2 hit points. Cost to recruit: 2 sheep, 2 grain, and 2 silver.

SHIELD BEARER (2 per player)

Shield bearers cannot attack and have 2 hit points. If a shield bearer is present in an army, it causes the enemy player to discard 1 of the bones from their total attack, and it prevents the Volley attack of enemy archers. Cost to recruit: 2 grain and 2 sheep.

CHAMPION

Each player has their choice of a male or female champion in their bag of units, one of which should be chosen at the beginning of the game (it is purely an aesthetic choice). A champion attacks with 4 bones and has 2 hit points, but cannot be killed in combat. It is instead captured if they are defeated and then ransomed back during the Prestige Phase. There is no cost to recruit a champion as they will be placed on a player's home city whenever they return to the board.

✺ PLAYER CITY MAT ✺

UNITS

UNIQUE CITY ABILITY

SACRED MISSION – WORTH 4 VICTORY POINTS

UNITS

SPEARMAN

ARCHER — VOLLEY

PRIEST — CONVERSION

CHARIOT

SHIELD BEARER — BLOCK

CHAMPION — RANSOM IF DEFEATED

-HORDE-
Whenever you RECRUIT TROOPS gain 1 spearman for free – Your army size is 2+ the number of cities you control

MARI

-SACRED MISSION-
You must defeat the champions of 3 other players (4VP)

STOREHOUSE ▽

-COLLECT-

-HIRE MERCENARY-
⚙ = 🏺🏺

UPGRADES

SHEEPFOLD
+🥛🥛 → ↻

GRANARY
+👑👑 → ↻

PALACE

-RECRUIT TROOPS-
→ ↻

-TAX-
+⚙ / ↻

UPGRADES

ROYAL ROADS
+1

TAX REFORM
+1⚙ / 3↻

TEMPLE ✳

-TRAIN PRIEST-
+1 → ↻

-CONVERSION-
⟳

-BUILD ZIGGURAT-
+1 🏛 → ↻
= 🥛🥛🥛 👑👑👑

UPGRADES

ZEALOTRY
↻

PORT ▽

-DIG CANALS-
+ = 👑👑
(Max. 2)

-TRADE-
👑 = 🥛
🥛🥛🥛 / 👑👑 = ⚙
⚙ = 🔵
🥛🥛🥛 👑👑👑 = 🔵🔵🔵

UPGRADES

ADVANCED DOCKS

BUILDINGS
WHEN YOU BUILD A BUILDING, PLACE THE CORRESPONDING TILE OVER THE SPACE TO SHOW YOU HAVE ACCESS TO THESE ACTIONS

UPGRADES
PLACE UPGRADE TILES HERE WHEN BUILT

Each city has a unique Sacred Mission. This is a long-term quest that a player should strive to achieve during the game. The quest is worth 4 victory points and may be scored immediately upon completion.

ATTACK
BONES ROLLED IN COMBAT

COST TO RECRUIT

ARCHER
VOLLEY

UNIT HIT POINTS

UNIT ABILITY

Place player markers on the spaces adjacent to your home city to show they are territories under your control.

GAME START

MARI AND ALL THE ADJACENT TERRITORIES ARE UNDER YOUR CONTROL

Begin the game with the units and resources shown on the reverse of your city mat

PLAYER COMMAND MAT

HELPFUL REMINDERS

WORSHIP CARD PLACED HERE

CHARACTER CARD PLACED HERE

ROUND ORDER

1. Select Role and Worship
2. Reveal Event
3. Action Phase
   a) Activate Space
      1) Move Units
      2) Activate City
   b) Role Card
   c) Special Action
4. Prestige Phase

COMBAT

1. Conversion
2. Volley
3. Announce Retreat
4. Attack Rolls
5. Assign Hits
   (Repeat 3-5)
6. Capture Units

Monsters
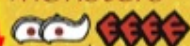
Reward

/ /

Rebels

Dangerous Terrain
Roll 🐚 - remove 1 unit if successful

WORSHIP

CHARACTER

ROLE

ADMIN

ROYAL

DIVINE
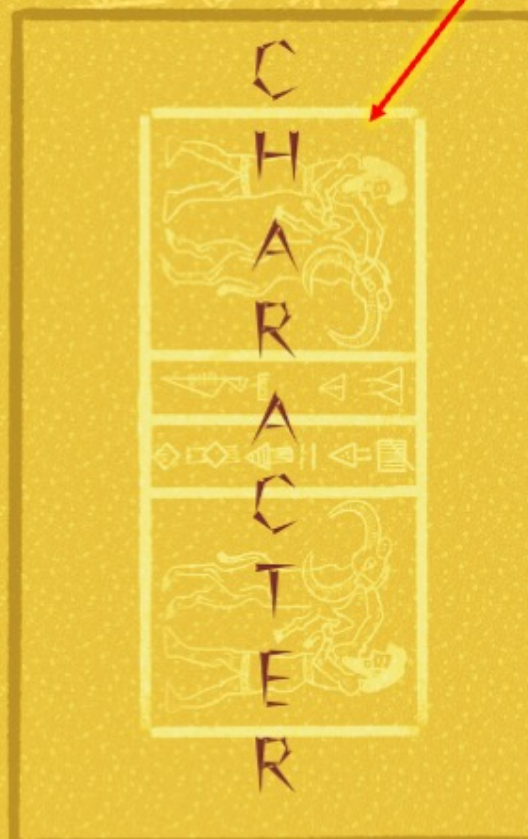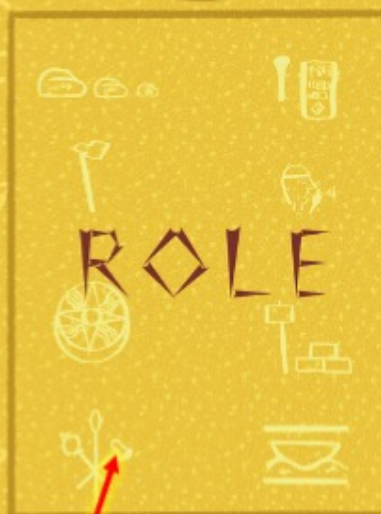
ROLE CARD PLACED HERE

COMMAND TOKENS PLACED HERE

11

THE BOARD

TERRITORIES

Each space on the board has a coloured outline corresponding to a resource which can be collected from that space: yellow (grain), white (sheep), grey (silver), and blue (lapis).

Red territories are considered dangerous terrain and a player may lose a unit if they enter that space.

Home cities and Akkad have an outline with multiple colours, meaning players have a choice of resource to collect from that city.

LAPIS (BLUE)

SHEEP (WHITE)

GRAIN (YELLOW)

SILVER (GREY)

DANGEROUS TERRAIN (RED)

ACTION CARDS

MERCY OF THE GODS CARDS

EVENT CARDS AND ROUND TRACKER

CITIES

Each player has a named home city, which is their starting point for the game.

There are also normal cities (black), special cities (blue).

AKKAD
1 VICTORY POINT TO THE FIRST PLAYER TO CAPTURE THE CITY – PLACE 4 REBELS HERE AT THE START

HOME CITY

CITY SPACE (BLACK)

MONSTER TOKENS ARE PLACED ON THEIR CORRESPONDING SPACE

SPECIAL CITIES (BLUE)
PLACE 2 REBELS ON EACH CITY AT THE START OF THE GAME

RIVER EXPEDITION SPACE

SPECIAL CITY CARDS

VICTORY POINT TRACK

QUEST CARDS

RIVER CROSSING POINTS ARE WHERE PLAYERS CAN CROSS THE RIVERS IF THEY DO NOT HAVE A PORT

12

OVERVIEW

The goal of Akkad is to earn 9 victory points by completing quests. The first player to accomplish this is the winner.

The game is played in a series of rounds, there are a maximum of 9 rounds in total, and if no one has achieved victory in 9 rounds then the player with the most points at the end of 9 rounds is the winner.

Each round consists of 4 phases:

1. Select Role and Worship Cards
2. Event Phase
3. Action Phase
4. Prestige Phase

After completing all 4 phases, players begin a new round and repeat the sequence of phases until the game has been won.

Before beginning the game, each player should select 1 of the 6 player city mats, 1 of the 12 character cards, and a bag of colourful units and the corresponding command mat. Players will use these for the entire game.

BOARD SETUP

Resources should be arranged so they are accessible to players. This central resource pool is referred to as the treasury throughout the rulebook. Anytime players must pay for units, or if an event card or action card requires a player to pay/give resources that do not go to another player, those resources are paid to the treasury. The role and worship cards should also be arranged so they are accessible to all players.

All players begin the game with the resources and units listed on the reverse of their player city mat and their chosen character (under Start Game), as well as 2 of each type of command token (Admin, Royal, and Divine), which should be placed in the corresponding spaces on their command mat. All units begin on a player's home city, and they should also choose one of their champion units and place it on their home city on the board. Players should also place the Storehouse building tile on their player mat, to show the building is built and they can use these actions.

Lastly, players should place the city cards on the board, and shuffle the action cards and Mercy of the Gods cards, and place the decks in their corresponding places on the board. Also, place 1 resource token (of any type) on the numbered wheel next to the event deck which will track the rounds for the game.

QUESTS and EVENTS

First, reveal the quest "Control 5 Cities" and then shuffle the deck and reveal two other random quests from the deck. Place these three quests just off the board so they are visible to all players. All quests can be completed once by each player, and a new quest will be revealed each round, but note that quests are either scored in the (A) Action Phase or (P) Prestige Phase (see Game Specifics > Quests for further details).

At the start of the game, take the events "Plentiful Harvest", "Fertile Sheepfold", "Royal Gift", and "Tax Inflation" out of the deck, shuffle these four cards and then select one at random. Shuffle the other three cards back into the deck with the events, place the selected card on top of the deck, and then place the deck in the events space on the board.

Once the board is set up, players should each roll 5 bones (most successes wins) to determine who will go first. That player may take the Crown of Heaven to show that they are first in turn order.

The game is now ready to begin.

1) SELECT ROLE CARD AND WORSHIP CARD

Beginning with the player who holds the Crown of Heaven, players go in clockwise order and select one role card that they will use for this round of gameplay. Once each player has selected a card, beginning with the player to the right of the player with the Crown of Heaven and going in counter-clockwise order, players select a god or goddess from among the worship cards who will be their chosen deity for the round. Thus, the person who holds the Crown of Heaven will choose their role first and worship card last, while the player to their right will choose worship first and role card last. After a player chooses a role and worship card, the cards should be placed on their command mat in the corresponding spaces.

After all players have selected their role and worship cards, place 1 silver on each unselected role card and 1 grain and 1 sheep on each unselected worship card. In the next round, any player who chooses that card may take the resource(s) as well.
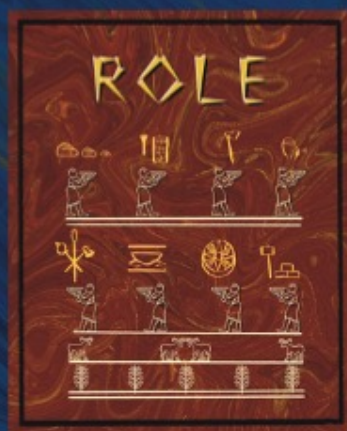
ROLE CARDS

During the Action Phase, all players will be able to use their selected role card as an action. Role cards have two actions: a primary and a secondary. When a player uses their role card as their action during the Action Phase, that player and only that player, may perform all the primary actions listed on their card. A player is not obligated to perform all of what is listed on the card if they do not want to or if they are unable to.

At the same time, all other players can perform the secondary action(s) listed on that role card if they wish, but they do not have to. The player who selected the role card may NOT do the secondary actions, only the primary. If there is ever uncertainty over the order of actions, the primary action should be completed before the secondary.

The secondary actions are worded such that there are two methods of performing the action: Pay or Activate. Whenever the secondary action says you must pay with a command token, that command token is taken from your command mat and returned to your supply. When you pay a token in exchange for a unit, that unit may be placed on the appropriate space regardless of whether it is activated or not. Activate actions require you to take a command token from your command mat and place it on the board. If a space is already activated, you cannot activate it again and must choose a different space. For example, when using the priest role card, you can pay a divine token for a priest and place that priest on any city you control (regardless of activation), or you can place a divine token on the board to place a ziggurat on that space (but it must be a space that has not been activated).

Players may always perform the secondary actions, even if they have already passed.

Each player can use their role card only ONCE during the Action Phase. After they have used it, they should turn it face down to indicate that it has been used.

PRIEST

PRIMARY
- Gain 1 divine command token
- Gain 1 priest at any city you control
- You may perform a CONVERSION without activating a city OR place a ziggurat at one of your cities

SECONDARY
- Pay 1 divine command token to place 1 priest at any city they control OR use a divine command token to activate a city space under your control and place a ziggurat on that space

CANAL INSPECTOR

PRIMARY
- Gain 1 admin command token
- Gain 3 silver
- You may place 2 canals on the board. 1 canal must be placed on a space under your control, while the other canal may be placed anywhere on the board

SECONDARY
- Players may pay 1 admin command token to place 2 canals on the board. The canals must be placed on territories under your control

MERCHANT

PRIMARY
- Gain 1 admin command token
- Collect silver equal to the number of cities you control that are on a river or canal space.
- You may perform a TRADE without activating a city

SECONDARY
- Pay 1 admin token to perform a TRADE without activating a city

GOVERNOR
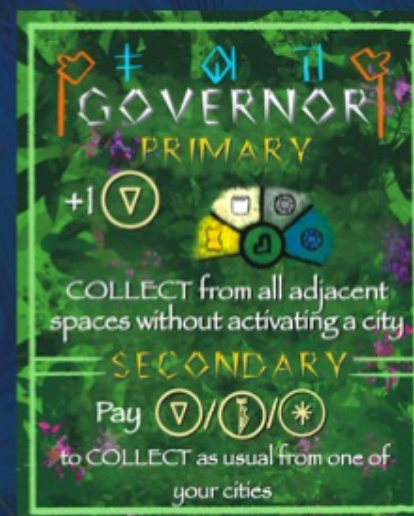
PRIMARY
- Gain 1 admin command token
- You may perform a COLLECT action from any city you control and collect from ALL spaces adjacent to that city, even if the spaces are not under your control and/or have already been activated, without activating the city

SECONDARY
- Pay 1 command token of any type to perform a COLLECT action at any city under your control without activating that city (normal restrictions apply)

BUILDER

PRIMARY
- Gain 1 admin command token
- You may build 1 of the buildings on your player mat OR gain 1 upgrade
- You may pay 1 lapis to gain 1 additional upgrade

SECONDARY
- Use an admin command token to activate a city you control and build 1 building on your player mat OR pay 1 lapis for an upgrade on a building you have

COMMANDER

PRIMARY
- Gain 1 royal command token
- Gain either 1 archer or 2 spearmen at any city you control
- You may remove one of your command tokens from the board (except for tokens used for a River Expedition)

SECONDARY
- Pay 1 royal command token to RECRUIT TROOPS at your home city without activating the city (even if you do not control your home city)

PRIMARY
- Gain 1 royal command token
- Select a player and take any 1 command token from them
- You may also trade 1 lapis per command token of your choice (max. 3 tokens)

SECONDARY
- Pay 1 lapis per command token to buy up to 3 command tokens (max. 3 tokens)

PRIMARY
- Gain 1 royal command token
- Gain 2 action cards
- Take the Crown of Heaven or give it to another player

SECONDARY
- Pay 1 royal command token for 2 action cards

WORSHIP CARDS

Worship cards provide an additional ability or bonus for the player who selects the card for the next Action phase. Some cards provide an **Action which a player may use ONCE during the Action Phase**, while others provide an ability that will affect a player for the entire round.
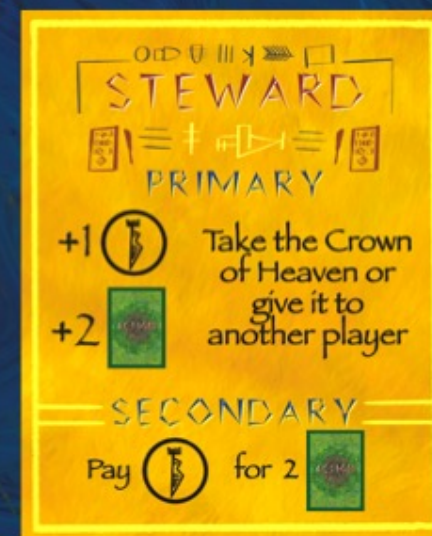
ACTION
You may look at the top 2 event cards and rearrange them as you wish, including moving one or both cards to the bottom of the deck

ENLIL
ACTION
Look at the next two event cards and rearrange them, or place one or both on the bottom of the deck

ADAD
ACTION
Place the Storm Token on any space, except for home cities

ACTION
Place the Storm Token and place it on any space, except home cities. That space may not be activated or used by any player during this Action Phase for any reason and units cannot move into, through, or out of the space. The same space may not be targeted two rounds in a row

ENKI
ACTION
Gain any command token and rearrange your tokens

SHAMASH
Gain +1 to all movement this round and ignore dangerous terrain

NISABA
ACTION
Gain 1 upgrade

ACTION
Gain 1 command token of your choice and you may redistribute the command tokens on your command mat as you wish

Gain +1 to all movement for all units. Your units may also move into dangerous terrain without rolling a bone

ACTION
Gain 1 upgrade for one of the buildings which you have built on your player city mat

Whenever you perform RECRUIT TROOPS you may gain 1 extra unit without cost. The unit must be of the same type as one of those you recruited. This troop is placed at the same city where you recruited the other units, and it counts toward your army size

NINTUD
Whenever you RECRUIT TROOPS this round, take 1 extra unit of the same type for free

ISHTAR
+1 🦴 for all combat rolls

SUEN
+1 🦴 on all conversions

Gain 1 additional bone to your total during combat

Add a bone to all conversion attempts this round, both in and out of combat

17

2) EVENT PHASE

After players have chosen a role and worship card, they can reveal a new event card and resolve the text of the card. Use a resource token as a counter to keep track of the rounds on the event track next to the deck. In the first round of gameplay move the token onto the number 1 on the round tracker, and in every Event Phase after that move the marker 1 space forward.

Any combat that may result from a conflict with rebels due to an event card should be resolved now, before the Action Phase begins. Note that this will not occur in the first round of gameplay, but players should be aware for future turns.

Round Tracker

3) ACTION PHASE

The Action Phase accounts for most of the gameplay. It consists of as many turns as players wish, continuing until all players are either unable to do any more actions or no longer wish to do more actions. Once a player decides to no longer take any actions, the player says "pass" and from that point on they are no longer permitted to do any further actions in the Action Phase. Play continues with the remaining players until all players have passed. Turns go in clockwise order, beginning with the player who holds the Crown of Heaven.

Each player MUST use their role card before passing and players may always perform the secondary action of a role card, even if they have already passed.

Players may complete only one action per turn. A single action consists of one of the following: A) activate space, B) play role card, or C) special action.

A) ACTIVATE SPACE

As a single action, a player can activate a space on the board. To activate a space, a player takes one of their command tokens (Admin, Divine, or Royal) from their command mat and places it on the space they wish to activate. The type of action the player wishes to take will determine which type of token the player uses. Activating a space gives the player the option to move units into that space and/or, if there is a city on that space which a player controls, perform actions from one of their constructed buildings shown on their player city mat (Storehouse, Temple, Palace, or Port).

Movement does not require a specific type of command token, so if a player activates a space and is only concerned with moving units into that space, then ANY command token may be used.

If a player wishes to activate the city in that space to perform the actions of a specific building, then the player must choose the command token type that corresponds to that building (as shown on the player city mat) when they activate the space.

Most often players will either move units OR activate a city space as separate actions, but it is possible to perform both movement and city activation as a single action if the player is moving units into a space with a city that they **already** control.

A space may only be activated ONCE per round. After a command token has been placed on a space, that space is considered activated by that player and units may not be moved into or out of that space and the city cannot be activated for actions from a player's buildings. Furthermore, the space cannot be taxed or collected from, unless permitted by other conditions (e.g. a role card or action card).

UNIT MOVEMENT

There are three types of unit movement in Akkad:

1) Land Movement
2) Boat Trip
3) River Expedition

1) LAND MOVEMENT

All units have a basic move of 1 between adjacent spaces. To perform a move action, a player takes any token they wish from their pool of command tokens on their command mat and places it on the space into which they wish to move units. That space is now considered activated. Any and all units belonging to the player that are able to move to that space may do so from any other space on the board, provided that they can reach the space, and that once the new group forms in the activated space the number of units does not exceed your army size (see Army Size below). If the player is unable to have at least 1 unit reach that space, then that space may not be activated for movement. The palace upgrade Royal Roads will allow a player to move an extra space when travelling on land.

If a player moves into a territory that contains either rebels or another player's units then they must immediately engage in combat until an outcome is resolved (see Combat). Players cannot pass through a space occupied by another player or rebel. They must either go around, or activate the space and initiate combat.

When a player moves into or through an unoccupied space (even if it belongs to another player) or they are victorious in combat against an opponent, they take control of that space and may place one of their markers on it to show they control that space.

Players may always move to and from adjacent land spaces on the board, **but in order to cross the Tigris and Euphrates rivers they must use one of the crossing points on the board, until they have built the Port, which allows them to cross the rivers freely.**

A player wishes to move their spearman from Girsu into the city space adjacent to Girsu and their priest from another adjacent space. They place ANY one of their command tokens on the desired space to activate it and then move both the spearman and priest into the space. Once complete, their turn is over and the game continues with the next player.

2) BOAT TRIP

Once players have built their Port they may cross the rivers and use a Boat Trip as a movement. A Boat Trip allows players to move up to 3 spaces, provided all the spaces are connected by a river or canal. **This movement may only be done if a unit begins AND ends its movement on a space that contains a river/canal.** The Boat Trip must be performed entirely on spaces connected by water.

Once a player has the upgrade Advanced Docks, they are allowed to **either** enter or exit their Boat Trip from/to an adjacent land space (it cannot be a space that touches a river or has a usable canal), but not both (for a move total of up to 4 spaces). Note that the upgrade Royal Roads only refers to land movement and does not affect the Boat Trip.

When moving several units into a space, it is possible for players to use both land movement and a Boat Trip to get units to the activated space, provided that they are different units or groups of units. That is, one unit/group may use a land movement to get to the activated space and a different unit/group may use a Boat Trip to get to that activated space, but **a single unit/group may not use both movement types in the same action.**

A player has units next to Susa and wishes to move them up the Tigris with a Boat Trip. To do so, they place a command token on the space they wish to move to and then move those units from the space adjacent to Susa to the activated space. Since all the spaces are connected by the river, the player may use a Boat Trip to move their units up to 3 spaces.

3) RIVER EXPEDITION

Once a player has built a Port they may use a River Expedition as a form of movement during their turn. Players may use the rivers and canals to move their units long distances on the board with this movement.

To do a River Expedition a player must place a command token of any type on their destination to activate the space into which their units will move. There is no limit to how far a player may move on the map using a River Expedition, provided the departure and landing site are both connected via river/canal, **with the exception of another player's home city.** A player is able to bypass all enemy units using the River Expedition.

Once a player has activated their destination space and committed units to a River Expedition, the player then places those units into the area on the edge of the board labelled River Expedition. Those pieces are unavailable for the remainder of the Action Phase. The units will not appear on the board until the very beginning of the Prestige Phase, immediately after the end of this Action Phase.

As with normal movement, players may commit units from different spaces on the board to the same end location, so long as movement rules and army size restrictions permit them to do so.

Only one group of units can be committed to a River Expedition at a time during the Action Phase by each player.

DANGEROUS TERRAIN

The red territories on the board indicate areas of danger and are difficult to move into. Players cannot control these territories. A player may move into the space and remain in that space, but upon doing so they must roll 1 bone. If the roll shows a success, they must remove a unit from the group that entered the dangerous terrain.

This also applies to Boat Trip or land movements that pass through these spaces, but it does not apply to a River Expedition.

A canal can be built on dangerous terrain, and that space is no longer dangerous to pass through for the player whose canal is present when they perform a Boat Trip movement through that space.

Dangerous terrain may contain a monster. **A player can choose to combat the monster if they wish, but they are not required to if they enter the territory (see Monsters).** If a player intends to combat the monster, they must activate the dangerous terrain and move units into the space, initiating a combat. A player cannot combat a monster while passing through the space in a movement action.

If a player already has units in dangerous terrain and they wish to combat the monster there, they must activate the space to initiate combat. If the space is already activated, they cannot battle the monster.

A player wishes to move units from Eridu in the south to Halub, just above Mari. The player activates Halub with a command token, selects which units they wish to commit to the move, and then places those units into the River Expedition space on the side of the board. Those units are removed from the game until the Prestige Phase.

Units are place here until Prestige Phase

⊛ COMBAT ⊛

Combat always occurs whenever enemy units meet in the same space (normally due to movement actions, but other circumstances may also trigger a combat). The following are the steps taken during a combat encounter:

1. Declare Retreat: Each player may declare if they wish to retreat from the battle. Retreat can only occur if there is an adjacent space that is either empty (even if it is controlled by another player) or is controlled by the player wishing to retreat there. Players can only retreat to an adjacent space, and no farther. When a player declares retreat, it will not occur until after 1 round of combat has taken place. After that round of combat, the retreating player moves their surviving units into the space chosen for their retreat, but they must also place a command token from their supply in that space (not a command token from the pool on their command mat).

Action Cards

Players may play as many action cards they wish that will assist them with the combat that will ensue, such as cards which would increase the number of bones they roll in combat or decrease the enemy attack roll. **Cards that reduce the number of hits may be saved until later, once the number of hits has been determined.** cannot play more than one of the same card at a time. For example, a player can use a "Miss!" action card to avoid taking 1 hit in the first round of a combat, and then play another in the next round, but they cannot play two Miss! cards at the same time to avoid two hits. **Cards cannot be retroactively applied, so play any action cards that will affect an attack BEFORE rolling bones for combat.**

2. Once per Combat:

Conversion – If a player has a priest in their army they may attempt to convert 1 unit per priest from the opposing player's army and turn them to their side. The player rolls 1 bone per priest to determine a success (the red dot face up). It is possible that a player may have an ability which lets them roll more than 1 bone, but they may still only convert as many units as they have priests. If successful, the opposing player chooses which unit(s) is converted and removes the unit(s) from their army.

The successful player then takes an identical unit(s) from their supply and adds it to their army. Each player may only perform this action once before combat. A champion unit may not be converted. Mercenaries can be converted, but if they are then they will not count towards the number which go to the victorious player (see step 6). **Conversion may not occur if both players have at least 1 priest in their army.**

Volley – Before combat begins, and after Conversion has taken place, each player's archers may do a preliminary attack called a Volley. Each player may roll 1 bone per archer to see if any enemies are hit before the main combat takes place. Players assign any hits to their own troops and remove units as necessary (see Assign Hits). **This may not occur if a player has a shield bearer present who defends against the Volley attack with Block.**

Conversion and Volley only occur once in the entire combat and are done before the main combat rolls occur.

3. Combat Rolls: Once these steps are complete, to begin combat, players count up how many bones to roll for all of their units in combat according to their attack values (plus any bonuses) and simultaneously roll bones to determine the number of successful hits.

4. Calculate hits: Each successful bone roll (with a red dot showing) counts as 1 hit. After rolling, each player determines the total number of hits their units have successfully made. These hits are then assigned to the opposing player.

5. Assign hits: Once the total number of hits for each player has been determined, a player assigns the hits to their own units. A player may choose which units receive a hit, but all hits must be accounted for. When a unit has taken its maximum number of hits, it is removed from the board and returned to supply (unless it is your champion, for which see step 6). **At this time players may use action cards, such as "Miss!" to cancel hits made against their units.** Most units can take a single hit, but some can take 2 hits. When a unit has hit points remaining, the unit is considered injured and should be turned on its side to indicate that it has been hit at least once. Injured units which survive combat remain injured until the Prestige Phase.

If both players still have units that are able to fight after a round of combat then return to step 1 (Declare Retreat) and repeat combat, with the omission of step 2.

When assigning hits in an army with **mercenaries present**, players may assign their hits as they wish, until there is only 1 of their own units left alongside one or multiple mercenary units. Because a group of mercenaries cannot exist without at least 1 of a player's units, the mercenaries **must** take hits before the last of that player's units are killed.

6. After combat: Once combat is complete and one player's units have been removed from the board, or one player has retreated, then that player is defeated and the other is victorious:

Capture champion – If a battle occurred where a player's champion was present and was defeated in combat, then the victor claims the losing player's champion unit. That unit remains out of play until either a ransom is paid or for 1 full Action Phase. Ransoms are paid during the Prestige Phase (see Prestige Phase).

Mercenaries – If mercenaries were used as part of the army of the losing side, then the victor may claim half of the number of Mercenaries for their own army, rounded down (but always at least 1). Example: there were 3 mercenaries used by the losing player during combat, the victor may then immediately add 1 of those mercenaries to their army.

Ziggurats – If a ziggurat that belonged to the defeated player is present on the space, then it is removed from the board and returned to that player.

In the event that both player's armies destroy one another and no units remain in either army, then neither player is victorious. If a champion is present it is returned to the player to whom it belongs (no ransom occurs), but it will remain out of the game until the Prestige Phase, when it can be placed on the player's home city. If mercenaries were present then neither player claims any to their side.

Quests – When scoring quests in this situation, it does still count towards quests that require you to defeat another player or their champion in battle. Likewise, it does count toward the Sacred Mission of the city of Mari. The same applies for Uruk's Sacred Mission – they claim the monster, but do not receive the reward.

EXAMPLE COMBAT – Blue enters a space occupied by Yellow units. Blue has 1 chariot and 2 archers, while Yellow has 1 priest, 1 mercenary, and 2 spearmen.

1) First, players declare if they wish to retreat. In this case, neither player wishes to retreat.

2) Next, the Yellow player's priest may attempt a conversion. They roll 1 bone and do not produce a hit, which means they are unsuccessful at converting one of the other player's units. The Blue player then rolls for their archer's Volley attack. They roll 2 bones (1 per archer) and roll one hit and one fail. One of the rolls was a hit and so Yellow must assign a hit to one of their units. The Yellow player assigns the hit to their Mercenary, which is killed and removed from the board immediately.

3) Then both players simultaneously roll for their remaining units. They each add up how many bones they can roll for the combat based on the attacks of their units. Blue rolls 3 bones for their chariot and 4 for their 2 Archers (a total of 7 bones). Yellow rolls no bone for their priest (who cannot attack) and 1 bone for each of their spearmen (total of 2 bones). In this example, Blue produces 3 hits and Yellow produces 1 hit.

4) Both players then assign the hits they received to their own units. Yellow assigns 1 hit to their priest and 2 hits to their 2 spearman, which are then all removed from the board. Blue plays an action card (Miss!) to cancel the hit produced by Yellow. Because all of Yellow's units have been killed, combat is now over and Blue has defeated Yellow.

5) The Blue player is victorious and takes control of the space. The Blue player is also able to add 1 mercenary to their army since Yellow had a mercenary in their army when combat began.

ARMY SIZE

Players may have groups of units (armies) consisting of a maximum number of units equal to the number of cities they control (including their home city). During the Action Phase a player may gain or lose cities which will affect the number of troops they can group in a single space at one time.

A situation may arise in which a player may exceed their maximum army size (e.g. gaining a unit from a successful conversion during combat, a forced retreat, etc.). It is permissible for a player to have an army that is larger than their maximum, so long as it occurred in a way that was NOT from recruiting troops from the palace, combining groups of units in a movement action, or from an action or role card. Army size will be checked and redistributed in the Prestige Phase.

Remember that mercenaries do not count toward a player's maximum army size!

ACTIVATE CITY

To activate a city a player places a command token on a space containing a city under their control. Activating a city will give a player access to all of the actions listed under the buildings on their player city mat, provided they have built the corresponding building. All players begin with the Storehouse already built, but each other building will need to be built using the primary or secondary actions of the Builder role card.

When activating a city space for this purpose, a player must decide which building they wish to use and then choose the appropriate command token from their command mat: Storehouse (admin token), Palace (royal token), Temple (divine token), or Port (admin token). **The player may then perform all or as many of the actions listed for their selected building as they wish, but they must be completed in the order they are listed (i.e. RECRUIT TROOPS before TAX).**

Each building also has upgrades which will enhance a player's actions in the game once they have been built. **A player cannot receive an upgrade for a building which they have not yet built.**

The Yellow player wishes to activate a city to perform actions from a particular building shown on their city mat. They must have that building built in order to use those actions. They must then choose the corresponding token from the pool on their command mat and place it on a city space they control. They may then perform any and all actions for that building that they wish, so long as they follow the order as shown from top to bottom.

STOREHOUSE

(ADMIN COMMAND TOKEN)

COLLECT

After activating a city under their control with an admin command token, a player may collect as many resources (Grain, Silver, Sheep, and Lapis) from the treasury as they can depending on the activated city. The number of each resource to be collected is determined by the number and type of the spaces that **are directly adjacent to the activated city, are controlled by that player, and have not been previously activated,** including the space of the activated city itself. If an adjacent space is not under the control of the player or has been previously activated by another player, then resources may not be collected from that space. Upgrades, events, or action cards may affect the number of resources to be collected. If a canal belonging to the player is present on the space, they may collect from it even if it is activated and/or they do not control it.

HIRE MERCENARY

Players may recruit 2 mercenary units when activating the Storehouse. Mercenaries cost 1 Silver per 2 units to hire and do not count toward the maximum army size. **Mercenaries cannot act as a group alone and must have at least one of a player's normal units present in the same group in order to move or fight.** Mercenaries and Rebels are essentially the same unit, depending on if they are fighting as part of an army (mercenary) or against you (rebel). They attack with 1 bone and have 1 hit point. After they are defeated in combat, half of their number will go over to the enemy army (rounded down).

UPGRADES

SHEEPFOLD

Whenever you collect sheep during a COLLECT action, your fields are worth 2 sheep each.

GRANARY

Whenever you collect grain during a COLLECT action, your fields are worth 2 grain each.

Yellow wishes to collect resources at Uruk. The player places an admin token from their command mat onto the city of Uruk in order to activate the space, and select the Storehouse as the building activated. They control all the spaces adjacent to Uruk, but the city space just below it was previously activated and so cannot be collected from. Thus, Yellow will collect 2 sheep and 1 grain from the surrounding territories, and either a sheep or grain (player's choice) from Uruk itself. Once COLLECT is complete, yellow may choose to HIRE MERCENARIES. In this case, they do not, and so their turn is over and the next player may take their turn.
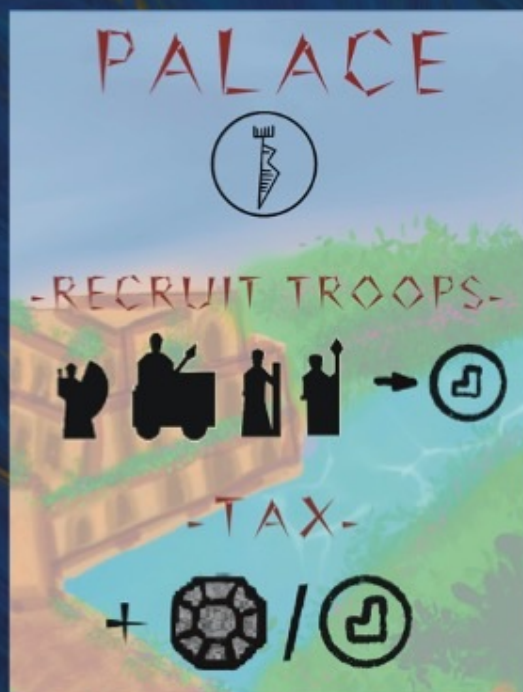
PALACE
(ROYAL COMMAND TOKEN)

RECRUIT TROOPS

A player may recruit as many units as they wish at the activated city, so long as they have enough resources to pay the cost of each unit and the group size will not exceed their maximum army size (i.e. the number of cities they control).

Troops must be placed on the activated city space. Note that the limit of units applies to physical pieces. If you pay to recruit 2 Spearmen, but your army size dictates that you are only allowed 1 more unit, then you may only gain 1 spearmen, but you must still pay the full cost. Remember also that priests are trained at the temple, and not recruited in the palace.
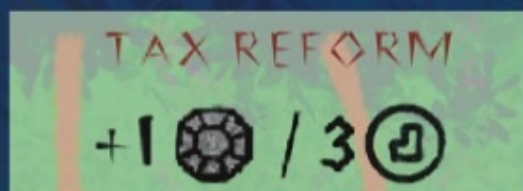
TAX

Players may collect silver equal to the number of cities they control that have not been activated. The cities do not need to be adjacent to the activated space, and they do not have to be part of its contiguous territory.

UPGRADES

ROYAL ROADS

+1 to land movement for all units. **This bonus does not apply to Boat Trips.**

TAX REFORM

Gain an additional 1 silver per 3 cities you control during a TAX action (rounded down). When calculating the additional silver to be gained, a city can still be counted even if it has been activated.

The Yellow player wishes to perform RECRUIT TROOPS at Uruk. They use a royal command token to activate the city. In total, the player controls 4 cities (including Uruk), and they have no other units present at the city, and thus Yellow may recruit up to 4 units for this action. They pay the required cost for each unit and place them on Uruk. After they recruit their units, the player may also TAX. The player thus collects 4 silver in total, 1 per unactivated city they control, including the city they activated for this action.

TEMPLE
(DIVINE COMMAND TOKEN)

BUILD ZIGGURAT

A player may choose to build a ziggurat. To do so they pay the cost of building the ziggurat and place it on the board on the activated city space. The cost of a ziggurat is 3 grain and 3 sheep. Each player has a maximum of 7 ziggurats available to be built.

Ziggurats provide an additional bone to conversion attempts (in and out of combat) to any priest in the space or a space adjacent to it, and they prevent conversion attempts from being made against the player on spaces where a ziggurat is built or that are adjacent to the ziggurat.

Ziggurats are removed from the board and returned to supply when an opposing player takes control of the space where they are built.

TRAIN PRIEST

A player may activate a city they control with a divine command token and train 1 priest by paying the required cost. The priest must be placed on the city which was activated by the player.

CONVERSION

When a player activates a city with a divine command token the player may call on the gods and attempt to convert and take control of a space. To do so the following conditions must be met:

1) The space being targeted must be directly adjacent to a space containing one of your priests

2) The space where your priest is present cannot have been previously activated

3) There cannot be another player's priest in the targeted space, or a ziggurat on or adjacent to the targeted space

If these conditions are met, the player rolls a number of bones equal to the number of priests performing the conversion, plus any bonus bones (e.g. from the god Suen) to determine if the conversion is successful. A player only needs 1 successful bone for a successful conversion. A player cannot count priests that may be present in other adjacent territories toward the bone count used for a conversion – only priests from a single territory may be part of a conversion action.

If successful, you gain control of the space and may place a player marker from your supply to show that you control the space. If the targeted space contains another player's units then that player must move their units to the nearest space they control.

Conversion is possible on spaces occupied by rebels. If successful, the rebel units are converted into mercenaries which are under your control (even without the upgrade Zealotry).

The Yellow player wishes to take control of the special city Marad by conversion. On their turn, the player activates one of their cities with a divine command token so they may use the actions of the temple. The player does not wish to train a priest and so they skip that action, but do wish to perform a conversion.

The player has two priests on a space adjacent to Marad, and so they roll 2 bones to see if they are successful. The player rolls 1 hit and 1 fail, so they are successful and the Marad space now belongs to them. The player can now take the Marad special city card and place one of their player markers to indicate they control the space. Because Marad was occupied by a rebel, the rebel is now counted as a mercenary unit for the Yellow player.

UPGRADE

ZEALOTRY

When you successfully convert another player's space that also contains one or more of their units, those units are also converted to your side and may be replaced with identical units from your supply. All of the other player's units are removed from the board and returned to their supply. If a champion was present, it is immediately returned to the player's home city. In the event that you convert units but cannot replace all of them with your own (because they are already on the board) you may only replace as many units as you are able. If a player's champion is among those converted, it immediately returns to that player's home city.

(ADMIN COMMAND TOKEN)

RIVER CROSSING / BOAT TRIP / RIVER EXPEDITION

The two icons on the top of the port indicate that once this building is built, the player may cross rivers, move via Boat Trip, and perform a River Expedition.

DIG CANALS

After activating a city under your control with an admin command token, a player may dig up to 2 canals connecting the space they activated with adjacent spaces under their control. Canals cost 2 Grain each to build. **When a player's canal is present on a space, that player may always collect resources from it, even if it was previously activated.** If a player's canal is present on Dangerous Terrain, that player may move through the space unhindered when performing a Boat Trip movement.

Multiple player's canals may occupy the same space. Canals cannot be destroyed, except by the action card "Canal Removal" and the unique ability of Ken-Ussam

TRADE

Once a player has activated a city they control with an admin command token, they may use the Port to perform a Trade action. Players may either trade resources with other players if they wish at whatever exchange rate they decide, or they may trade with the Treasury at the exchange listed below. Only resources may be traded in a Trade action, and **the players who are trading must have territories which are adjacent to one another.** If trading with the Treasury, players may trade with the treasury at the following rates:

1 Grain for 1 Sheep
3 Grain or Sheep for 1 Silver
2 Silver for 1 Lapis
6 Grain or Sheep for 1 Lapis

The rates are reversable and there is no limit to how many resources may be traded during a single trade action.

UPGRADE

ADVANCED DOCKS

Players may move an additional space during a Boat Trip and either begin or end a Boat Trip movement on a space which is not connected to a river or canal space, but is directly adjacent to one, allowing them to move up to 4 spaces for a Boat Trip (3 spaces for the normal Boat Trip +1 additional space which is not touching a river/canal).

REMEMBER: A player may both move units and activate a city in the same turn if (and only if) the player moves units into a city space which they ALREADY control; it cannot be done immediately after taking control of a new city, even if that city space was unoccupied.

B) PLAY ROLE CARD

As an action, players may play their role card and perform the primary actions shown on the card. At the same time, all other players may perform the secondary action(s) listed on that player's role card, if they wish. See the section above on role cards for a detailed description of each role card.

In the event of a conflict of turn order, primary actions always occur BEFORE secondary actions.

All players MUST play their chosen role during the action phase before they pass. A player may still perform the secondary action of another player's role card, even if they have already passed.
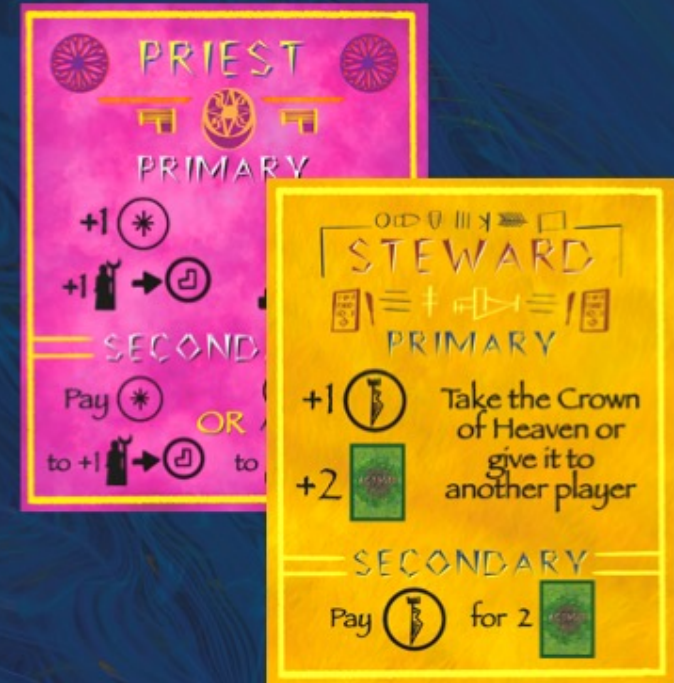
C) SPECIAL ACTION

On their turn, as a single action, a player may perform ONE of the following:

Action Card: Players may play a single action card with the word ACTION. Once the card has been played their turn is over and the player should place their used action card in a discard pile next to the action cards. Players can hold a maximum of 7 action cards at a time.

Unique Character Ability: Some character cards have a unique ability with the word ACTION, which may be used once per Action Phase as an action for a player's turn.

Worship Card: If a player's selected worship card has an ability with the word ACTION, it can be used once per Action Phase as an action on their turn.

4) PRESTIGE PHASE

Once all players no longer wish to play any more actions or are unable to do so, have played their role card, and have passed, the Action Phase ends, and the Prestige Phase begins. The first thing players must do is land River Expedition units, followed by scoring quests.
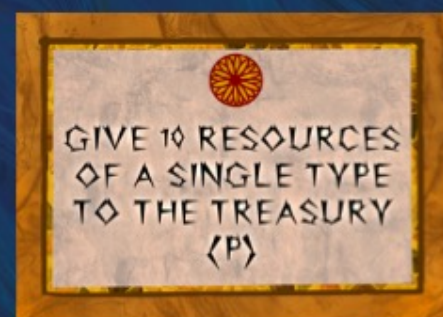
RIVER EXPEDITION

At this point, all players who have units on the River Expedition space should place those units on their destinations and resolve any combats that may have occurred as a result. Be sure to do this before checking if player's have completed any quests, as a River Expedition may result in a player completing a quest which can then be scored in the Prestige Phase.

QUESTS

Before doing anything else, players first score Prestige Phase (P) quests they have completed. Players may not score quests or earn victory points if their home city is not under their control.

Players earn 1 victory point by fulfilling the task or request as stated on the quest card. All quests are open to be scored by all players, but a player may only complete a quest once. While players may score as many Action Phase (A) quests as they like during the Action Phase, **they may only score ONE Prestige Phase (P) quest during the Prestige Phase.**

CONTROL 5 CITIES (P)

DEFEAT ANOTHER PLAYER IN BATTLE (A)

GIVE 10 RESOURCES OF A SINGLE TYPE TO THE TREASURY (P)

Players go in clockwise order to score quests, beginning with the player holding the Crown of Heaven, and score any one quest they are able to, and gain 1 victory point for that quest. Move your player marker ahead on the victory point track and place one control marker on the quest card to show that you have completed the quest. **Then reveal a new quest from the deck.**

After players have scored quests, and if no one has claimed victory, the board and player supply are restored as follows:

❖ Warriors who have been injured in battle are healed (stand units upright).

❖ All command tokens are removed from the board and returned to each player's supply (i.e. token bag, not command mat).

❖ Remove the Storm token from the board if it was used.

❖ All monster tokens are flipped back over if they were defeated, so they may be attacked again by other players the next round.

❖ All players gain 2 command tokens of their choice and place them in their command pool on their command mat

❖ All players draw 1 action card (max. 7 in hand). If a player's hand is full then they can discard action cards as needed until they have only 7.

❖ All players check army size and redistribute troops as needed. If you have a group of units whose number exceeds the number of cities you control, you must redistribute the excess unit(s); you may move them to another group of units or across several groups if necessary. If it is not possible to redistribute a unit then it must be removed from the board. Unit redistribution can only be performed when an army exceeds the maximum size. **Players are not free to redistribute their armies at will.**

❖ Return role and worship cards so they may be chosen again next round by players.

❖ Ransom champions – If a player's champion was captured during the Action Phase then the two players must negotiate a ransom for its return. The cost of the ransom is paid using resources and/or action cards, but a ransom cannot exceed 3 total items. Any combinations are possible (e.g. 3 grain, 2 sheep + 1 action card, 3 silver, etc.). Once complete, the champion unit is returned to that player's home city for the next round of gameplay. Regardless of what payment is decided, a champion must be ransomed during this Prestige Phase and returned. If an agreement is not reached, the player holding the unit must forfeit the unit and return it to the player to whom it belongs, but the unit is removed from the game for the next Action Phase. After that it is returned to the player's home city. It is wise, therefore, to come to an agreement!

❖ Any champions who were for any other reason removed from the game may be placed on their home city space.

❖ If any player has completed their Sacred Mission, all players who have the least number of victory points may take one of the cards labelled Mercy from the Gods. The card will indicate when the player may use the card; if the card states that a player may receive a reward during the Prestige Phase, they may take that reward now, or wait until a subsequent Prestige Phase, if they wish.

After the Prestige Phase, players begin a new round of gameplay and return to the first phase, select role and worship cards. Play continues until either a player has gained 9 victory points, at which point the game immediately ends, or until 9 rounds have been completed and the player with most victory points is the winner.

WINNING AND GAME END

As soon as one player reaches 9 victory points, they win the game immediately and all other scoring and action stops. This may occur in either the Action Phase or the Prestige Phase. Remember that a player may only score 1 Prestige Phase quest per round. Quests marked as Action Phase (A) may be scored during the action phase and there is no limit on how many of those may be scored per round.

If no player has achieved victory before 9 rounds of gameplay, then the player who has the most victory points at the end of the Prestige Phase of the last round is the winner. If there is a tie among players, then either: the player who holds the Crown of Heaven wins; if none of the tied players has the token then the player who has the most territories is the winner; if there is still a tie then the player with the most resources and command tokens combined is the winner.

☀ GAME SPECIFICS ☀

Action Cards

Action cards may be played at the appropriate time by a player, according to what is stated on the card, unless the word Action appears on the card. In that case, a player may only use the card during the Action Phase as an action for one of their turns. It should be clear when an action card can be played based on its effect (e.g., a "Miss!" Card is used during combat, a "Sabotage" can be played when another player uses an action card, etc.). **Players may only play action cards for themselves and not to benefit another player. For example, if two players are in combat, a third player may not assist by playing action cards to help one player. The only exception is a Sabotage card, which can be played to negate any action card used by any player at any time.**

Akkad

The Player who takes Akkad for the first time gains 1 victory point and the special city card. If another player subsequently takes the city, they take the special city card but do not gain the victory point. Akkad cannot be taken from another player using a CONVERSION. Any resource can be collected from Akkad during a COLLECT action.

Territories, Control, and Home Cities

When a player moves into or through an empty space, they instantly take control of that space, except for the red areas (dangerous terrain), which players cannot control. If a player does not leave units in the space, they should place a player marker to show that they still control the space. If the space is controlled by another player but is absent of any units, then they will immediately take control of the space. If another player's units are present, combat is initiated (see Combat).
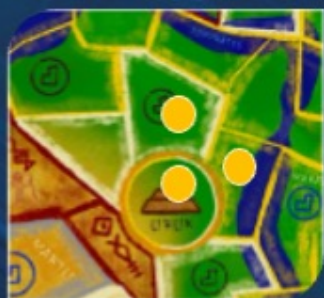
❖ **Non-combat units** – If only a non-combat unit such as a priest or shield bearer is present when another player's units move into a space, because they cannot attack, that unit may escape and return to the nearest city of the player to which it belongs.

❖ **Home City** – If a player loses control of their home city then they may not score quests until they take it back. They are still permitted to RECRUIT TROOPS at their home city using the secondary action of the Commander role card.

Champion

Your champion unit can never die, but it can be captured during combat. Any other game mechanic that requires you to lose units cannot be applied to your champion (e.g. event cards, "Plague"). If a champion unit is defeated by a rebel or a monster, then the unit is removed from the board for the remainder of the Action Phase. The champion is then returned to the player's home city during the next Prestige Phase and can be used again. The character ability of Taram-Akkad is the only exception to this rule, her champions are permanently removed from the game if they are defeated.

Monsters

Some of the dangerous terrain territories contain monsters. These are powerful mythical creatures who, if defeated, offer the victor the possibility of a reward. Monsters have an attack value of 2 bones and can take 4 hits. If a player is victorious against a Monster then the token is turned over to indicate it is defeated and the player collects the reward. The reward for killing a monster is a choice of either 2 lapis, 1 command token of any type, or 2 action cards. Monsters cannot be targeted with a conversion in combat and a player cannot kill the same monster twice. In the Prestige Phase any defeated monster tokens are flipped back over so they may be hunted by other players. **Players do not have to combat a Monster if they move into a dangerous territory.** If a player has chosen to play with the city of Uruk, then they remove any of the monster tokens they have defeated from the board, and no player may attack that monster.

Paying Tokens/Resources/Units

Anytime a player must "pay" a token in order to do an action, such as many of the secondary actions of role cards, the token simply goes from their command mat back into their supply. For example, the secondary action of the Governor role card requires a player to pay a command token to perform a COLLECT action, without activating a city. In that case, the player takes one of their command tokens from the command pool on their command mat and places it back in their supply and then chooses the city where they would like to perform the action.

The same is applicable to paying resources or units, as may be required by an event or action card. In these cases, resources are returned to the treasury and units return to the player's supply.

Sacred Mission

Each home city has a Sacred Mission that is only available to the player who selected that city. The mission is worth 4 victory points and can be scored immediately upon its completion in the Action Phase or Prestige Phase. These missions will take several turns to complete, and while players will certainly wish to focus on this goal, they will need to complete other quests in addition, if they hope to win the game.
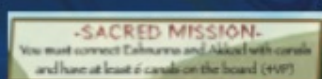
Special Cities

After a player takes control of a special city (blue cities) they may take the corresponding city card to gain the bonus shown. A player may **only control 3 special cities at any time**, and if they capture another after that they may not take the ability bonus card of that city, but must give up a previously held special city card if they wish to use that city card. They may still retain control of the space, but not the city card. Special cities may be taken by a CONVERSION action, with the exception of Akkad.

Command Tokens

Command tokens are how players perform actions that require activating a space or spending a command token (e.g. as part of a secondary action listed on a role card). The command tokens that a player must use to pay for those actions are only those that are available on a player's command mat. Command tokens and managing the number of tokens you have available is an important strategic aspect of the game, so be sure to keep an eye on your tokens as they will dictate the actions you may take. Also, at the beginning of the game players will seem to have an abundance of tokens, but this pool will quickly deplete as tokens are spent. Players should be forewarned that only 2 tokens are returned during the Prestige Phase. Players will need to be mindful of their tokens during the Action Phase, or look to other methods to get more tokens, such as choosing the right role card, a character card ability, or action cards. Also note that tokens cannot be redistributed at any time unless a player chooses to worship the god Enki.

Mercy from the Gods

These cards are intended to give players in last place an additional boost to help them catch up to a player in the lead. The cards do not come into play until at least one player has accomplished their Sacred Mission, after which, during the Prestige Phase, all players with the least amount of victory points may take 1 of these cards. The card may be used immediately during that Prestige Phase or kept to be used in a subsequent Prestige Phase, unless otherwise stated on the card.

⚙ 3 AND 4 PLAYER AKKAD ⚙

Game setup and play is as normal, except that each player may choose two role cards instead of one when it is time to choose a role card in the game. Players go clockwise and select one role card first, then pass the remaining cards around clockwise a second time to choose their second role card. Only one worship card, however, may be chosen by each player. Any unused home cities function as normal city spaces, but place 2 rebels on each unused home city.

While I do not recommend playing Akkad with only 3 players (it is much less fun!), it is still possible to play. The game is played as if a 4 player game (i.e. normal setup and 2 role cards are chosen), but player's should not use Mari as a home city as the Sacred Mission cannot be completed. Likewise, the characters Shar-kali-sharri and Yetib-Mer should not be used in a 3 player game.

Plague

Only a sabotage can stop the Plague. This is not a combat, so units must be removed regardless of how many hits they can sustain. The player whose units are being destroyed may choose which units to remove from the board. If a champion dies from the plague, they are removed from the board until the Prestige Phase, when they can be placed back on their home city.

Without activating a city / already activated cities

If an action says a player may perform that action without activating a space or city, then that action may be performed even if a city or space has previously been activated. For example, the secondary action of the Governor role card does not require you to activate the city, and so an already activated city could be chosen. If, however, an action states that you **must activate a city** to perform the action, you cannot choose an already activated city. For example, the secondary action of the Builder role requires you to activate a city., so you must choose an unactivated city space.

Unable to Contribute

If an event card or action card calls for a resource/unit contribution and you are unable to pay in full, then you must pay as much as possible.

Challenge of Anzu / Huwawa

For these action cards, the targeted player selects one space which contains units. Those units are then transported to the place indicated by the action card (either the Cedar Forest or the Eastern Mountain), without activating the space. Combat must ensue. If the player is defeated then those units are removed from the board. If a Champion is defeated it is removed from the board until the Prestige Phase. If the player is victorious they may claim the reward as if they had normally defeated a monster. After combat, those units must remain in that space and do not return to their original location.

Narrow Escape

This action card does affect the Sacred Mission of Mari. They may not count the victory over the other player's Champion toward their goal.

Me-Sag / Royal Residence

As the card describes, this character establishes a second home city at one of the blue special cities at the beginning of the game. That player may place any units they wish there at the beginning of the game, except for their champion. That city acts as a second home city and can be treated as such with regard to any action, ability, or scoring of quests that involves a home city (e.g. the secondary of the Commander role card or the action card "Akka King of Kish"). If this home city is captured, the player must give up the special city card to whoever controls the space.

Urkesh Sacred Mission

The Sacred Mission of Urkesh requires the player to be in control of Akkad for two successive Action Phases. It is possible for the player to lose control of Akkad and then regain control of the city in the same Action Phase. To complete this mission, the player must be in control of the city at the end of an Action Phase, and again in control of the city at the end of the following Action Phase.

COLLECT ~ Collect 1 resource per space from all spaces adjacent to this city space that are unactivated and under your control. The type of resource you collect is determined by the colour of that space. If you have a canal present on the space you may collect from it always, regardless of whether you control it and even if it is already activated.

HIRE MERCENARY ~ Hire two mercenaries for 1 silver and place the units on the activated space. Each mercenary unit has 1 hit point and contributes 1 bone to your combat rolls. Mercenaries cannot act alone and must be in a group with 1 of your units, and half their number will go over to the winning army after combat.

RECRUIT TROOPS ~ You may recruit as many units as you can afford, according to the cost listed next to each unit. Place these units on the city you activated. The number of units on this space cannot exceed your army size (= number of cities you control).
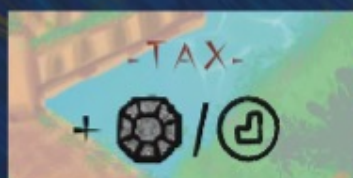
TAX ~ Collect 1 silver for each unactivated city under your control. You can collect from the city you activated for this action.
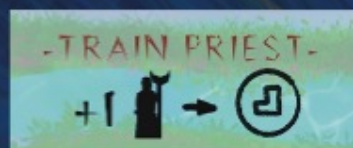
TRAIN PRIEST ~ Pay the cost shown for a priest and place the unit on the city space you activated for this action.

CONVERSION ~ Perform a conversion against an opponent's space. You must have at least 1 priest adjacent to the targeted space, the space where your priest is cannot be activated, and there cannot be an opponent's priest in that space or a ziggurat within 1 space of it. Roll 1 bone per priest you use in the conversion, and 1 additional bone per ziggurat within 1 space of your priest. If successful, the opponent's space is now under your control. All enemy units must retreat to their nearest controlled space.

BUILD ZIGGURAT ~ Pay the cost to place a ziggurat on the activated city space.
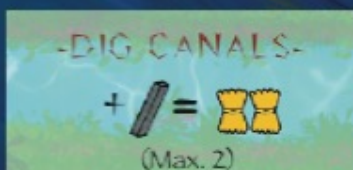
DIG CANALS ~ Pay the cost to place a canal joining the activated city space with an adjacent space. You do not need to control the adjacent space. You may build up to 2 canals.

TRADE ~ Trade as many of your resources as you wish with the treasury according to the rates indicated. You may also trade with other players if you wish according to your own rates.