

## Akkad and Sumer

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This game is based upon the wars leading up to the creation of the Akkadian empire (2334- 2193 BCE).

The game is played on a 24"x18" playing area divided into slices NNW, NW, SW, SSW ditto for the east. A victory track running from +5 to -5 is kept track of as the game proceeds. Choose version.

The player is the Akkadian and the game system Sumerian. The player is Sumerian, the game system Akkadian. Object of game is to repel the Akkadian invasion of the south. A victory track running from -5 to +5 affects placement, movement and combat. This kept track of using scrap paper and appears after combat on the combat results table.

### Set up

Game starts with victory track at +1. Divide the table into equal sized slices NNE, NE, SE, SSE, SSW, SW, NW, and NNW. Place one Scythian garrison in SSW and one Persian garrison in NNW. Bactrian and Chaldeans in the south versus the Scythians and Persians in the north.

### Place units

Each player takes turns deploying units. If the score is negative it is the Sumerian turn (Bactrian and Chaldean) if it is positive it is the Akkadian players turn (Scythians and Persians). Units obtained are put aside for use on placement turns.

Available units

1d6	-5	-4	-3	-2	-1	+1	+2	+3	+4	+5
1-2	1xbac		2xbac	2xchal	1xsky	2xbac		2xper		
3-4	1 chal	1per	1sky	2xper	1xper				1xbac	
5-6		1chal			2xper	1xper	1xper			1xsky

### Place opponent unit

Note victory score

Ascertain geography for slice unit is to be placed.

Roll dice using terrain type on counter. If allowed place unit.

	5+	4+	3+	4+	3+	2+	1+	1-	2-	3-	4-	5-
<i>Bactrian</i>	<i>NNW</i>	<i>NE</i>	<i>NE</i>	<i>NNW</i>	<i>NW</i>	<i>NW</i>	<i>SW</i>	<i>NW</i>	<i>SW</i>	<i>SSW</i>	<i>SSE</i>	<i>SE</i>
<i>Chaldean</i>	<i>NNE</i>	<i>NNW</i>	<i>SE</i>	<i>NW</i>	<i>SW</i>	<i>SW</i>	<i>NW</i>	<i>SSW</i>	<i>SW</i>	<i>SSW</i>	<i>SSE</i>	<i>SE</i>
<i>Persian</i>	<i>SSW</i>	<i>SSW</i>	<i>SW</i>	<i>SSW</i>	<i>SW</i>	<i>NW</i>	<i>SW</i>	<i>SW</i>	<i>NW</i>	<i>NE</i>	<i>NE</i>	<i>NNE</i>
<i>Scythe</i>	<i>SE</i>	<i>SSE</i>	<i>SW</i>	<i>SW</i>	<i>NW</i>	<i>SW</i>	<i>SSW</i>	<i>SW</i>	<i>NW</i>	<i>NW</i>	<i>NNW</i>	<i>NNE</i>

### **Place player units**

Player may place Sumerian units in south west or south east. Only one of each type may be placed each turn. Player does not have to place any unit if he does not wish to.

### **Move player units**

If score is positive opponent moves first. In negative player moves first. Forces are upon terrain which is identified in Geography by a die roll. To move a unit dice is rolled on the movement chart applied to terrain unit occupies. Player may move any of his eligible units to an adjacent slice. Roll once for all same terrain.

### **Capturing cities**

Players landing on a city are said to have captured that city. Turn counter face down leaving it in the slice. Make a note of the city and player, Akkad or Sumer.

### **Geography**

NNW 1 mtns 2-3 river, 4-5 plain 6 desert. If river 1d6 1-3-Sippar 4-6 -Babylon

NW 1-2 mtns 3-4 River, 5 plain 6 desert. If plain 1d6.1-3-Umma 4-6 Umma

SW 1 mtns, 2 river 3 plain 2. Desert. If mountains 1d6.1-3-Nin. 4-6 Urukag

SSW 1-2 mtns 3 river 4 plain 5-6 desert. If desert 1d6.1-3-Eridu.4-6 Larsa.

NNE 1-3 mtns ,4. river 5 plain 6. Desert. If river 1d6.1-3-Adab 4-6-Girsu

NE mtns 1-4 river, 5 - 6 mtns . If plain 1d6.1-3-Eshnuuna 4-6-Kish

SE 1-2. river 3-4. plain 4-6. desert- .If river 1d6.1-3 Ur-4-6-Gulf

SSE 1 mtns ,2-4 river 5 plain 6. desert .4-6 Gulf

### **Movement**

Cross river -Bactrians 1-2 Chaldeans 1-4 Persians 1-3 Scythes 1-2

Cross plain- Bactrians 1-4 Chaldeans 1-3 Persians 1-2 Scythes 1-4

Cross desert-Bactrians 1-2 Chaldeans 1-4 Persian 1-2 Scythes 1-3

Cross mountains-Bactrians 1-4 Chaldeans 1-2 Persians 1 Scythes 1-5

If opponent allowed to move 1d6.1-3 move

**Combat**

Units in same slice. Cross reference combat value with Combat Result Table. Number in cell is new victory track number. Use this on following sequences. If opponent and player are face down in same city a result where the new victory track result goes towards the plus scale of the victory track it is a win for Akkad. Remove the Sumerian counter from the slice. If the victory track moves towards the minus scale remove the Akkadian counter from play.

Combat value	Plain	Desert	Mountains	River
Persians	4	3	2	2
Bactrians	3	2	5	1
Scythes	2	3	3	1
Chaldeans	2	3	2	0

1	2	3	4	5	6	7	8	9	10	11	12	Akkadian player
<b>Combat results table</b>												Sumerian Player
Compare each sides combat strength and cross references to CRT. Number in cell is new score												
-2	-1	1	1	1	1	2	2	2	2	2	3	0-3
-3	-3	-2	-1	0	0	1	1	2	2	3	3	4-6
-4	-4	-3	-2	-1	-1	0	0	1	1	1	1	7-9
-5	-4	-3	-2	-2	-2	-2	-1	-1	0	0	0	10-12