

Lord of the Four Corners

Campaigning Between the Two Rivers



Source: DeviantArt

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It is 2500 BC and the Land Between the Two Rivers is in turmoil. The Akkadian kings are weak, the Sumerians are restless, the Elamites are encroaching, the Martu are menacing and the Gutis are coming. Can you lead the people of your city through this time of turmoil and expand your power? Or will you just be another scratch on a tablet of clay?

Campaign Overview:

This campaign is a map based excuse for generating a thematic game structure for miniature battles. It is not a formal economic strategic overview. It is merely a method to generate game context. Each player begins as one of the following factions that are available at the beginning of the campaign:

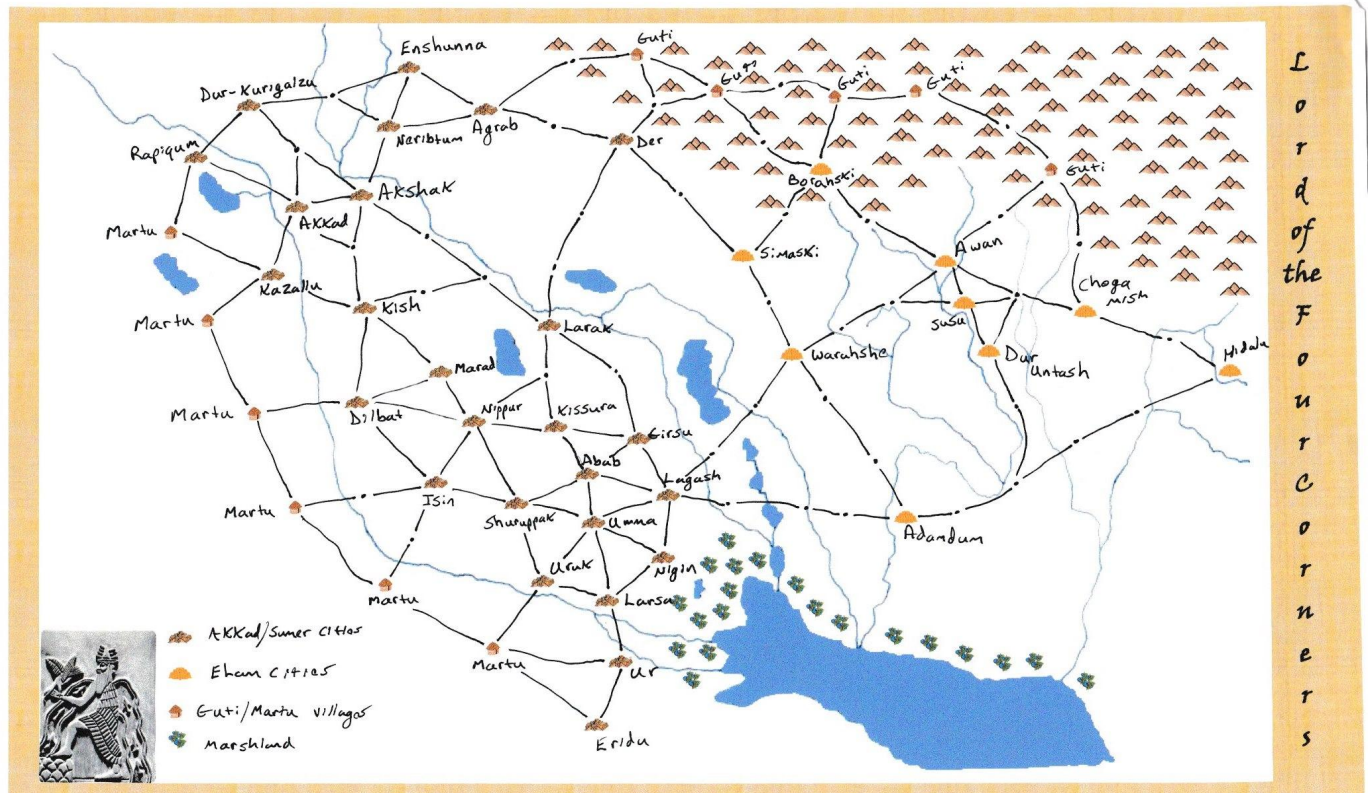
Ur-Nanshe of Lagash
 Dumuzid of Uruk
 Balulu of Ur
 Lugal-Anne-Munda of Abab
 Kubaba, Queen of Kish
 Unzi of Akshak/Akkad
 Ush-Ninta of Umma
 Peli of Awan

The Gutu and the Martu barbarians could possibly be added if enough players are available and depending on random events but are not typically active factions.

The campaign design is heavily indebted to the work done by Jeff Jonas and his successor campaigns featured on his website ancientbattles.com, Christopher Parker and his [Day of Battle](#) campaign rules and the Happy Wanderer who created the [Sumer to Sargon](#) blog. Without their inspiration, it is doubtful that this campaign would have ever reached this stage.

The Map:

The map used is a hybrid hand drawn/computer drafted affair inspired by numerous maps found on the web. The game map is broken into points or nodes named for cities and tribal areas. All movement is conducted along communication lines connecting nodes. Black dots are movement spaces and otherwise have no intrinsic value. There is no sea movement in this campaign. Cities and tribal areas are denoted by vector graphic symbols.



The Start Up:

Each player will begin controlling one of the city-states in Sumer/Akkad/Elam. Each node has a Victory Point (VP) value and a Strength Value (SV). Each player will roll a d6 for each node listed under his control to determine the node's initial SV in the *Nodes and List Specifics* section. These nodes give each faction their total starting VPs. VP totals will determine the player's Social Rank. The highest value is given to his capital. The others are assigned by the player as he sees fit. With the exception of the player's city-state controlled nodes, the SV of every other node is not known at the beginning of the campaign but is determined when the Summoning command is used on a node (See the *Command Types* section). Movement nodes have an SV of "0." Tribal areas have an SV equal to $\frac{1}{2}$ the value of the die roll rounded down with 1 being the lowest value.

Examples:

- *Ur-Nanshe of Lagash controls Lagash and Girsu to begin the campaign. Ur-Nanshe rolls 2d6s. Ur-Nanshe rolls a 3 & a 2. Lagash will begin the campaign with an SV of 3 and Girsu SV 2. Balulu of Ur controls Ur, Eridu and Larsa. Balulu rolls 3d6. Balulu gets a 3, 1 & 6. Ur will begin the campaign with a SV of 6. He decides to assign a 3 to Larsa and the 1 to Eridu.*

Social Rank

Each player begins with a social rank of 2 which is equivalent to an Ensi. None of the factions have the prestige to be taken seriously by anyone at the beginning of the campaign. As the player faction takes over neighboring nodes (or loses nodes), his social rank can increase (or decrease) based on the total number of VPs he controls. If a player's VP total ever falls to 0, he is eliminated from play.

<i>Social Rank Table</i>		
Rank	Title	VPs
1	<i>En</i> - High Priest	0-4
2	<i>Ensi</i> - Lord of the Plowlands	5-11
3	<i>Lugal</i> - Great Man	12-18
4	<i>Sar Kissati</i> - King of Kish ¹	19-25
5*	<i>Sar Kibrat Erbeti</i> - Lord of the Four Corners ²	26+
* In the event that two or more players reach level 4 at the same time, the campaign will automatically stop and the two players with the highest point total must fight a Winner Takes All battle. Go to the special rules for the <i>Lord of the Four Corners Final Show-Down</i>.		

The Campaign Turn:

A Campaign Turn is an amorphous period of time, and there may be multiple campaign turns in a campaign season. Some campaign seasons are longer, some include frenetic activity and many actions. Each season is a year marked down from 2500 BC until someone wins or everyone quits. Some years may be entirely inactive. Until the Campaign Season is ended by a random event, every week or so a campaign turn is triggered. Usually it is best to start off small with raids and small battles, this way players can add new troops to their armies based on the regular game schedule. But again this is about creating a framework for games, which can be skirmishes, sieges or just about any scenario players are interested in, including mega-battles between multiple players.

At the beginning, the only nodes that are completely known are those that the player faction controls. All other nodes must be summoned to determine their alignment. Nodes have three states:

1. Undeclared - the node has not been summoned. See the section *Command Types* later in this section for how this works.
2. Friendly - the node has been summoned and has declared its friendly alignment.
3. Unfriendly - the node has been summoned and has declared unfriendly intentions. *Note: This does not mean the node has aligned with another player faction.*

The Campaign Turn Sequence:

1. Each player determines the number of command points he has this campaign turn.
 - a. Each player receives 1 command point for his social rank multiplied by 1.5 (rounded up). Therefore a En would have 2 command points and a Ensi would have 3 command points and so on.
 - b. Commands are played against neighboring nodes. It costs 1 command point to issue a command to a node adjacent to or within 3 nodes of an allied/friendly node. It costs an additional command point to issue a command for each node beyond 3 from an allied/friendly node.
2. Determine the player with the initiative this campaign turn. Each player rolls a d6 and adds his social rank. The player with the highest modified roll goes first followed by the others in rank. Roll off all ties immediately.

¹ A ceremonial title sometimes used to represent the King of All of Sumer.

² *Sar Kibrat Erbeti* actually means Lord of the Four Corners of the World but I thought it was too cumbersome. A title sometimes adopted by the King of both Akkad and Sumer combined.

- a. If there is no referee or there is a need to use some form of random determining factor for player order. The Dow Jones Industrial Average could be used starting with the last number on the right. In the initial example, there are two factions: Ur-Nanshe of Lagash, Balulu of Ur. Going in alphabetical Order, Balulu is followed by Ur-Nanshe and assign the numbers from the DJIA down the line. "0" in the DJIA counts as a 10. If any additional factions are added, they slide in behind the starting two in the order they were added.
 - i. Using the DJIA from June 5 (27035.48), Balulu has an 8 and Ur-Nanshe has a 4.
 - ii. The player with the initiative rolls on the Random Event Table for the Campaign Turn.
 - b. In the example above, Balulu would roll for the Random Event.
 - c. If no referee is in play and/or there is a need for randomness, use the next unused number on the DJI to determine the random event. In this case, the next number is a "5" which gives Treachery. Any city placed under siege will receive a +5 on the Siege Roll this turn.
3. All commands are performed.
 4. Combat - All battles are fought.
 - a. Sieges are resolved.
 - b. Siege operations require a campaign command to continue.
 - c. Blockades do not require a campaign command to perform.
 5. Each faction determines their victory points, checks for victory and adjusts their social rank where applicable.
 - a. Play a *Lord of the Four Corners Final Show-Down* Scenario if applicable
 6. Begin the sequence again for the next Campaign Turn if there is no winner.

<i>Random Events Table (1d10)</i>	
Modified Die Roll	Result
1	Civil Unrest - See the Civil Unrest Chart
2	Good Recruiting - Rolling player may take an extra unit of mercenaries for the next game this turn in which the dynast leads personally. See the <i>Mercenaries Chart</i> .
3	Drought - all commands limited to within one node of a friendly node. Siege roll reduced by 2. An additional 1 is added for every consecutive turn after the first in which Drought is the random event.
4	Guti Incursion - Highland raiders descend from the Zagros Mountains. A 300 point force attacks 1-3 Der or 4-6 Borahski. If controlled by an active faction, a battle may be fought. Otherwise, the city falls on 1 on a d6. Siege ensues if it does not fall. Will attack the next closest city once the siege is successful. Remains active for 5 turns. Any nodes captured remain under Guti control until retaken.
5	Treachery - Any city under siege may fall, add 5 to the siege roll.
6	Amorite Incursion - Nomads erupt from the southern dry steppe. They attack one of the following cities: 1- Ur, 2 - Eridu, 3 - Uruk, 4 - Dilbat, 5 - Kazallu, 6 - Rapiqum. If controlled by an active faction, a 300 point battle may be fought. Otherwise, the node falls on a 1 on a d6. A siege results if the node does not fall. Once taken, the Amorites move on to the next closest node on the list. They remain active for 5 turns. Any nodes captured remain in amorite control until retaken.
7	The Gods have spoken - Roll on <i>The Will of the Gods</i> table
8	Rains/Storms. Siege results reduced by 1. Possible Rain/Storms in battles this Campaign Turn
9	Quiet - no random event
10+	Campaign Season Ends - Reset the campaign to the next year.

- Add 1 for each Campaign Turn after 6.
- Rain/Storms: Roll 1D6 at the start of each turn of any battle this Campaign Turn: 1-3, there is a rain/storm effect. Add 1 after the first turn.
- Rain effects - no long range shooting allowed. All visibility is reduced to 12".
- Terrain type is increased by 1 level due to mud: Open = Uneven, Uneven = Rough, Rough = Difficult, Difficult & Impassable stay the same.

Command Types

1. Summon - This command forces an undeclared node to reveal its political allegiance. The node can be anywhere on the map but there are additional command costs for nodes further and further away.
 - a. When a node is summoned, a d6 is rolled to determine its strength value (SV). The strength value is the base number of the node. The summoning faction rolls a d6, adds his Social Rank and adds/subtracts any modifiers that follows. This is the faction's Summoning Strength. The Summoning strength is compared to the node's SV. If the Summoning Strength is equal to or greater than the SV of the node, the node declares for the summoning faction. Otherwise, it is considered hostile.
 - i. Modifiers to the Summon Command
 1. +1 if won a miniature battle this campaign season
 2. -1 if lost a miniature battle this season
 3. -1 if the node is a fortress.
 4. -1 if dynast was killed this season
 5. +1 if an opposing dynast was killed this season
 6. +1 for each additional command used to influence the result (+2 max).
2. Fortify - This command represents the player spending influence to begin strengthening his control throughout the node, such as arrange political marriages, hire mercenaries for garrisons, change the bureaucracy, etc..., to improve its overall defensive value. To Fortify a node, the player rolls 1d6. If the modified role is greater than the current defensive value of the node, its defensive value is raised by 1 to a maximum of 6.
 - a. Modifiers to the Fortify Command
 - i. +1 if won a miniature battle this campaign season
 - ii. -1 if lost a miniature battle this season
 - iii. +1 if adjacent to and in communication with an allied node of SV 5+ (maximum of +1)
 - iv. +1 for each additional command used to influence the result (+2 max).
3. Intrigue - This command represents a player's attempts to take a node through political marriage, political subterfuge, assassination, etc... The node may be anywhere on the map. To make an Intrigue Command, the active player starts with his social rank. The node starts with its defensive value. Each side rolls a d6 with the higher score being the winner. The player adds his social rank and the node adds its defensive value. Other modifiers from the to the player's roll are listed below to be added/subtracted. This determines the political allegiance of the node. If the player's score is higher, the node switches to his control. If the node's score is higher, it switches to the control of the next closest faction if not already so controlled.
 - a. Intrigue can only be used on a node that has been previously Summoned.
 - b. Modifiers to the Intrigue Command
 - i. +1 if won a miniature battle this campaign season
 - ii. -1 if lost a miniature battle this season
 - iii. -1 if failed at Intrigue this campaign season
 - iv. +1 if successful at Intrigue this season
 - v. -1 if node is owned by another player faction.

- vi. +1 each additional command used to influence the roll (+2 max)
4. **Raid** - A player may command his armies to raid a node. All factions must use land communication lines to launch raids. The attacker must declare which node he is raiding from before the raid takes place.
- To make a raid against a non-faction node, the player rolls 1d6. If the result is odd, the node's defensive value is reduced by the result on the die but may never be reduced below 1. If the result is even, the raid backfired and the node in which the raid is launched from has its defensive value reduced by 1.
 - To make a raid against a player faction controlled node, each player rolls a d6, adds/subtracts any modifiers from below and adds their social rank. The two modified die rolls are compared. The higher result wins. If the defender has the higher result, the originating city node suffers the consequences and loses 1 from its SV. If the attacker has the higher result, the defending city has its SV reduced by 1.
 - A raid can only be used on a node that has been previously Summoned.
 - Modifiers to the Roll:
 - +1 to the attacker for an additional command used to increase chance of success (max of +1).
 - +1 to defender if the node is a fortress
5. **Campaign** - A player may declare a campaign against a node. The node must be adjacent and in line of communication with a friendly controlled node. The attacker must declare which node he is attacking from when he declares the campaign. Campaigns will automatically trigger a miniatures battle (or a siege/blockade - see below) with both factions raising armies for Field of Glory using the limits listed in the table that follows. At the end of the battle, the losing side abandons any city in the node to the Victory Ripple. The maximum size of armies to be used in the miniature battle is determined by how many campaigns the active player has declared this turn.

<i>Campaign Type Table</i>		
<i>Number of Campaigns Declared This Campaign Turn</i>	<i>Maximum Army Size</i>	<i>Notes</i>
<i>1</i>	900*	The defending faction determines if 900 or 800 points will be used. All Out Battle- a "Pitched Battle for all the Marbles" with 900 points per side. A Decisive Victory in all "All Out Battle" options creates a Victory Ripple of 5 nodes. A Minor Victory creates a Victory Ripple of 3 nodes. There will be no siege as the defender has pulled every available soldier into the army to fight the battle and the city automatically falls. Major Battle- a "Major Battle" with 800 points per side. A Decisive Victory in all "Major Battle" options creates a Victory Ripple of 4 nodes. A Minor Victory creates a Victory Ripple of 3 nodes.
<i>2</i>	700**	Battle - a "Battle" with 750 points per side. A Decisive Victory in all "Battle" options creates a Victory Ripple of 3 nodes. A Minor Victory creates a Victory Ripple of 2 nodes.

3	600**	Minor Battle - a “Battle” with 600 points per side. A Decisive Victory in all “Battle” options creates a Victory Ripple of 2 nodes. A Minor Victory creates a Victory Ripple of 1 node. (Played on a 5x3 table)
4	400***	Major Ambush - a “Major Ambush” with 400 points per side. A Decisive Victory in all “Major Ambush” options creates a Victory Ripple of 1 node. A Minor Victory has a 50% of creating a Victory Ripple of an additional node. (Played on a 3x2 table)
5+	300***	Ambush - a “Ambush” with 300 points per side. A Decisive Victory in all “Ambush” options creates a Victory Ripple of 1 node. A Minor Victory creates a Victory Ripple of 0 nodes. (played on a 3x2 table)
* Must take at least two allies **Must take at least one ally ***Defender may opt to skip a miniature battle and force the active player directly to siege operations.		

The Battle Phase:

Players then agree on a date to fight the battle based on the reaction above. Play then moves to the tabletop. A Decisive Victory can be achieved by breaking the enemy army. A Minor Victory can be achieved by defeating the enemy by at least 15 - 5. Anything else is a draw.

The Victory Ripple:

Once a game has been decided players then consult the Victory Ripple chart. Each summoned non-friendly node within the number of nodes caused by the ripple are affected. This way a major victory can sway large swaths of territory to the winning side. Capitals are never affected by the Victory Ripple. Fortified nodes are less affected since they are garrisoned. To represent this, fortified nodes subtract their fortification level from the Victory Ripple Roll.

<i>The Victory Ripple Chart (1d6)</i>		
Modified Die Roll	Result	Notes
3<	No Effect	The city remains loyal/independent.
3-4	Shift Allegiance	The city becomes (remains) neutral.
5+	Shift Allegiance	Switch Sides
-1 to roll if dynast killed in the battle +1 to roll if opposing dynast killed in the battle -1 if Amorite, Elamite or Gutti rolling for Sumerian node		

Losses:

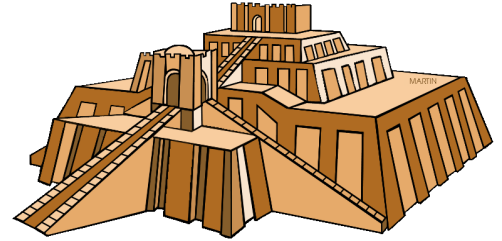
Generally this campaign is not structured over losses and accounting. However there are stresses that players should note as a result of their games. For example, if a player loses a special unit (Superior Retained troops, Royal Guardsmen, etc...) run down in pursuit or annihilated, then those troops should be out of commission for the next game. If a player loses over half his special troops in a game, his maximum number of these troops are reduced by 1/2 (rounded up) for the next

game as well. If this reduces the maximum number below the minimum battle group size, the troops are not available. Stress losses in this case are most likely among special troops.

If a dynast is in play and is killed in a battle, a suitable replacement is substituted into the roll of dynast unless the faction has no remaining nodes under his control in which case the faction is eliminated.

Sieges

To lay siege to a node, the besieging player will roll 1d6 each Campaign Turn of the siege applying the relative modifiers. Each faction only has enough siege material to lay siege to one node at a time. Any other node in which siege has been chosen by the defender is considered blockaded but no siege roll is made. A faction can have multiple nodes under blockade (up to a maximum of 3) at any given time and may switch between nodes as to which one will be under siege for the Campaign Turn. *Note: Tribal areas are never placed under siege and always fall as a result of battle.*



<i>Siege Resolution Table (1d6)</i>		
Modified Die Roll	Result	Effect
0	Attacker defeated	Call off siege
1-2	Siege continues - Defender edge	Next time roll with a -1 roll.
3-4	Siege continues - no change	
5	Siege continues - Attacker edge	Next time roll with a +1 roll
6	Siege continues - Attacker edge	Next time roll with a +2 roll
7	Siege continues - Attacker edge	Next time roll with a +3 roll
8	Siege continues - Attacker breach	Next time roll with a +3 roll
9	Siege continues - Attacker breach	Next time roll with a +5 roll
10+	City Falls	Roll 1d6: 1-4, City is captured; 5-6, the city is sacked. Add 1 to the sack roll if Akkadian.
• Add 1 for each campaign turn after 5. • Subtract 1 if Amorites or Gutti conducting siege • Treachery: add 5 to roll. • City Sacked: Strength Level is reduced by 1 (and may go negative). Attacker gains one mercenary unit next season from the spoils.		

Winning the Campaign:

A faction can win the campaign in one of three ways: 1) have three times as many victory points at the end of a campaign season as they started with and more than any other faction, 2) control Kish, Nippur, Ur & Lagash AND have more victory points than any other player or 3) end a campaign turn with enough VPs to become Social Rank Level 5, Lord of the Four

Corners. If more than one player reaches Social Rank Level 5 at the end of a campaign turn, a massive *Lord of the Four Corners Final Show-Down* scenario is fought. Any other result ends in a draw and war between the two rivers continues.

Below are the available factions in the campaign. The Martu and Gutu factions could be added due to events in the campaign. Each faction starts with the following number of victory points based on the number (and type) of nodes controlled:

Ur-Nanshe of Lagash - 8 VPs
 Dumuzid of Uruk - 7 VPs
 Balulu of Ur - 9 VPs
 Lugal-Anne-Munda of Abab - 8 VPs
 Kubaba, Queen of Kish - 10 VPs
 Unzi of Akshak/Akkad - 8 VPs
 Ush-Ninta of Umma - 7 VPs
 Peli of Awan - 9 VPs



Source: SumerianShakespeare.com

Nodes and List Specifics

(#) = VPs

Player Faction	Home City	Base List	Home Territory	Terrain	List Restrictions/Additions
Ur-Nanshe of Lagash	Lagash	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Lagash (5)	Agricultural, Developed	A village must be taken.
			Girsu (3)	Agricultural, Developed	A village must be taken.
Dumuzid of Uruk	Uruk	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Uruk (5)	Agricultural, Developed	A village must be taken.
			Shuruppak (2)	Agricultural	
Babulu of Ur	Ur	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Ur (5)	Agricultural, Developed	A village must be taken.
			Eridu (2)	Agricultural, Developed	
			Larsa (2)	Agricultural, Developed	A village or river must be taken.
Lugal-Anne-Munda of Abab	Abab	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Abab (5)	Agricultural, Developed	A village must be taken.
			Kissura (3)	Agricultural, Developed	A village must be taken.
Kubaba of Kish	Kish	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Kish (5)	Agricultural, Developed	A village must be taken.
			Dilbat (1)	Agricultural, Developed	
			Marad (2)	Agricultural, Developed	A village must be taken.
			Kazulla (2)	Agricultural, Developed	
Unzi of Akshak	Akshak	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Akshak (3)	Agricultural, Developed	A village or river must be taken.
			Akkad(4)	Agricultural, Developed	A village or river must be taken.
			Rapiqum (1)	Agricultural, Developed	A river must be taken.
Ush-Ninta of Umma	Umma	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Umma (5)	Agricultural, Developed	A village must be taken.
			Nigin (2)	Agricultural	A marsh must be taken.

Peli of Awan	Awan	Early Elamite from Extra Lists Addendum	Awan (4)	Agricultural, Hilly	A village must be taken.
			Dur Untash (1)	Agricultural, Hilly	
			Susa (3)	Agricultural, Developed	A village or a river must be taken.
			Urua (1)	Agricultural	If more than 400 points are used, an Early Elamite ally must be used.
Independent Nodes	NA	Later Summerian or Akkadian, <i>Army Lists - Book 1</i>	Agrab (2)	Agricultural, Hilly	
			Enshunna (2)	Agricultural, Developed	A village or a river must be taken.
			Der (1)	Agricultural, Hilly	If more than 400 points are used, a Later Summerian ally must be used.
			Dur-Kurigalzu (1)	Agricultural, Hilly	If more than 400 points are used, a Later Summerian ally must be used.
			Iri-Sagrig (2)	Agricultural, Hilly	If more than 400 points are used, a Later Summerian ally must be used.
			Isin (3)	Agricultural, Developed	A village must be taken.
			Kutha (2)	Agricultural, Hilly	If more than 400 points are used, a Later Summerian ally must be used.
			Larak (1)	Agricultural, Developed	A village, a river or a swamp must be taken. If more than 400 points are used, a Later Summerian ally must be used.
			Neribtum (2)	Agricultural, Developed	A village or a river must be taken.
			Nippur (3)	Agricultural, Developed	A village must be taken.
			Pus (1)	Agricultural	If more than 400 points are used, a Later Summerian ally must be used.
		Early Elamite from Extra Lists Addendum	Adamdum (2)	Agricultural	If more than 400 points are used, an Early Elamite ally must be used.
			Borahski (1)	Agricultural, Hilly, Mountains	If more than 400 points are used, an Early Highland Raiders ally must be used. If taken by the Gutí, then Gutí may use Gutí Special Campaign options regardless of year.
			Choga Mish (1)	Agricultural, Hilly	If more than 400 points are used, an Early Elamite ally must be used.
			Hidalu (1)	Agricultural, Hilly	If more than 400 points are used, an Early Elamite ally must be used.

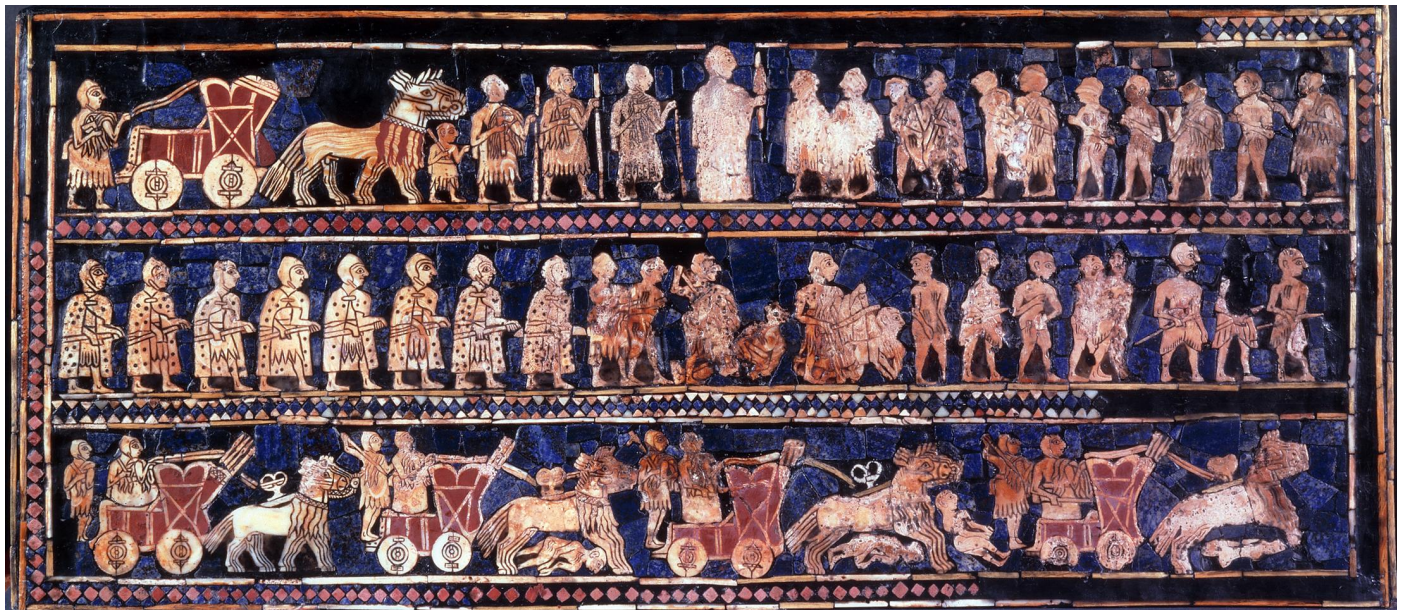
			Simaski (1)	Agricultural	If more than 400 points are used, an Early Elamite ally must be used.
			Warahshe (1)	Agricultural	If more than 400 points are used, an Early Elamite ally must be used.
		Early Highland Raiders with Mesopotamian Options	Harshi (1)	Agricultural, Mountains	If more than 400 points are used, an Early Highland Raider ally must be used.
			Hurti (1)	Agricultural, Hilly	If more than 400 points are used, an Early Highland Raider ally must be used.
			Kimas (1)	Agricultural, Mountains	If more than 400 points are used, an Early Highland Raider ally must be used.
Tribal Areas	NA	Early Highland Raiders from Extra Lists Addendum	Guti x4	Hilly, Mountains	If more than 400 points are used, an Early Highland Raider ally must be used.
		Early Nomad from Extra Lists Addendum	Martu x 6	Steppe, Desert	No camels. If more than 400 points are used, an Early Nomad ally must be used.

Lord of the Four Corners Final Show-Down Scenario

If at the end of any campaign turn, more than 1 player reaches the Social Rank of 5, a final show-down between the rival Lords of the Four Corners must be fought. Should there be more than two Social Rank 5 factions, the two highest VP totals will fight it out. If two or more have the same number of VPs, they will roll off until one is the winner.

Each side will field 900 points and are allowed one CinC and three generals. Each side must field at least two allies drawn from the faction's allowed allies with a maximum of one ally from each of the allowed allies. All restrictions from the ally lists apply.

The battle will be fought on a 4x6 table. There will be a 4 hour time limit. If possible, additional players should be used to command the allies on the table. The winner of the battle becomes the next Lord of the Four Corners.



Standard of Ur/Public Domain

The Tables Section

<i>Campaign Type Table</i>		
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4	400***	Major Ambush - a “Major Ambush” with 400 points per side. A Decisive Victory in all “Major Ambush” options creates a Victory Ripple of 1 node. A Minor Victory has a 50% of creating a Victory Ripple of an additional node. (Played on a 3x2 table)
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* Must take at least two allies **Must take at least one ally ***Defender may opt to skip a miniature battle and force the active player directly to siege operations.		

<i>Civil Unrest (1d6)</i>	
Modified Die Roll	Effect
1	Nippur Uprising - The faction controlling Nippur must face a civil uprising. On a roll of 1, the city declares itself free and expels the garrison, becomes hostile and must be retaken by siege. The affected player is allowed one campaign for the turn and it must be to subdue the city. Restriction remains in place until the node is re-pacified. Any other roll, and the player spends a command rounding up the ringleaders and executing them.
2	Larsa Uprising - The faction controlling Larsa must face a civil uprising. On a roll of 1, the city declares itself free and expels the garrison, becomes hostile and must be retaken by siege. The affected player is allowed one campaign for the turn and it must be to subdue the city. Restriction remains in place until the node is re-pacified. Any other roll, and the player spends a command rounding up the ringleaders and executing them.
3	Sumerian Discontent - Any Akkadian, Amorite, Gutian or Elamite controlled Sumerian node erupts in rebellion. The Akkadian, Amorite, Gutian or Elamite player must spend all of his commands this turn suppressing the uprisings. No campaigns may be launched by the faction.
4	Enshunna Uprising - The faction controlling Enshunna must face a civil uprising. On a roll of 1, the city declares itself free and expels the garrison, becomes hostile and must be retaken by siege. The affected player is allowed one campaign for the turn and it must be to subdue the city. Restriction remains in place until the node is re-pacified. Any other roll, and the player spends a command rounding up the ringleaders and executing them.
5	Kissura Uprising - The faction controlling Kisurra must face a civil uprising. On a roll of 1, the city declares itself free and expels the garrison, becomes hostile and must be retaken by siege. The affected player is allowed one campaign for the turn and it must be to subdue the city. Restriction remains in place until the node is re-pacified. Any other roll, and the player spends a command rounding up the ringleaders and executing them.
6	Isin Uprising - The faction controlling Isin must face a civil uprising. On a roll of 1, the city declares itself free and expels the garrison, becomes hostile and must be retaken by siege. The affected player is allowed one campaign for the turn and it must be to subdue the city. Restriction remains in place until the node is re-pacified. Any other roll, and the player spends a command rounding up the ringleaders and executing them.

<i>Mercenaries Chart (1d6)</i>	
Modified Die Roll	Effect
1	Amorite Mercenaries - 8 stands, MF, Protected, Average, Undrilled, Light Spear, Swordsmen
2	Amorite Nomads - 8 stands, MF, Unprotected, Average, Undrilled, Bow
3	Makkanite Mercenaries - 10 stands, MF, Protected, Average, Undrilled, Light Spear
4	Elamite Mercenaries - 8 stands, MF, Unprotected, Average, Undrilled, Bow
5	Guti Mercenaries - 8 stands, MF, Unprotected, Average, Undrilled, Impact Foot, Swordsmen
6	Other Highland Mercenaries - 10 stands, MF, Unprotected, Average, Undrilled, Light Spear

<i>Random Events Table (1d10)</i>	
Modified Die Roll	Result
1	Civil Unrest - See the Civil Unrest Chart
2	Good Recruiting - Initiative player may take an extra unit of mercenaries for the next game this turn in which the dynast leads personally. See the <i>Mercenaries Chart</i> .
3	Drought - all commands limited to within one node of a friendly node. Siege roll reduced by 2. An additional 1 is added for every consecutive turn after the first in which Drought is the random event.
4	Guti Incursion - Highland raiders descend from the Zagros Mountains. A 300 point force attacks 1-3 Der or 4-6 Borahski. If controlled by an active faction, a battle may be fought. Otherwise, the city falls on 1 on a d6. Siege ensues if it does not fall. Will attack the next closest city once the siege is successful. Remains active for 5 turns. Any nodes captured remain under Guti control until retaken.
5	Treachery - Any city under siege may fall, add 5 to the siege roll.
6	Amorite Incursion - Nomads erupt from the southern dry steppe. They attack one of the following cities: 1- Ur, 2 - Eridu, 3 - Uruk, 4 - Dilbat, 5 - Kazallu, 6 - Rapiqum. If controlled by an active faction, a 300 point battle may be fought. Otherwise, the node falls on a 1 on a d6. A siege results if the node does not fall. Once taken, the Amorites move on to the next closest node on the list. They remain active for 5 turns. Any nodes captured remain in amorite control until retaken.
7	The Gods have spoken - Roll on <i>The Will of the Gods</i> table
8	Rains/Storms. Siege results reduced by 1. Possible Rain/Storms in battles this Campaign Turn.
9	Quiet - no random event
10+	Campaign Season Ends - Reset the campaign to the next year.
• Add 1 for each Campaign Turn after 6. • Rain/Storms: Roll 1D6 at the start of each battle turn: 1-3, there is a rain/storm effect. Add 1 after the first turn. • Rain effects - no long range shooting allowed. All visibility is reduced to 12". • Terrain type is increased by 1 level due to mud: Open = Uneven, Uneven = Rough, Rough = Difficult, Difficult & Impassable stay the same	

<i>Siege Resolution Table (1d6)</i>		
Modified Die Roll	Result	Effect
0	Attacker defeated	Call off siege
1-2	Siege continues - Defender edge	Next time roll with a -1 roll.
3-4	Siege continues - no change	
5	Siege continues - Attacker edge	Next time roll with a +1 roll
6	Siege continues - Attacker edge	Next time roll with a +2 roll
7	Siege continues - Attacker edge	Next time roll with a +3 roll
8	Siege continues - Attacker breach	Next time roll with a +3 roll
9	Siege continues - Attacker breach	Next time roll with a +5 roll
10+	City Falls	Roll 1d6: 1-4, City is captured; 5-6, the city is sacked. Add 1 to the sack roll if Akkadian.
• Add 1 for each campaign turn after 5. • Subtract 1 if Amorites or Gutti conducting siege • Treachery: add 5 to roll. • City Sacked: Strength Level is reduced by 1 (and may go negative). Attacker gains one mercenary unit next season from the spoils.		

<i>Social Rank Table</i>		
Rank	Title	VPs
1	<i>En</i> - High Priest	0-4
2	<i>Ensi</i> - Lord of the Plowlands	5-11
3	<i>Lugal</i> - Great Man	12-18
4	<i>Sar Kissati</i> - King of Kish ³	19-25
5*	<i>Sar Kibrat Erbeti</i> - Lord of the Four Corners ⁴	26+
* In the event that two or more players reach level 4 at the same time, the campaign will automatically stop and the two players with the highest point total must fight a Winner Takes All battle. <i>Go to the special rules for the Lord of the Four Corners Final Show-Down.</i>		

³ A ceremonial title sometimes used to represent the King of all of Sumer.

⁴ *Sar Kibrat Erbeti* actually means Lord of the Four Corners of the World but I thought it was too cumbersome. A title sometimes adopted by the King of both Akkad and Sumer combined.

<i>The Victory Ripple Chart (1d6)</i>		
Modified Die Roll	Result	Notes
3<	No Effect	The city remains loyal/independent.
3-4	Shift Allegiance	The city becomes (remains) neutral.
5+	Shift Allegiance	Switch Sides
-1 to roll if dynast killed in the battle +1 to roll if opposing dynast killed in the battle -1 if Amorite, Elamite or Gutti rolling for Sumerian node		

<i>The Will of the Gods (2d6)</i>	
2	Babbar, the Illuminated One, marches on our right. The battlegroup on the right end of the line, regardless of its morale, rerolls 1's on impact dice in its 1st charge as it is always good to know the gods are personally involved. <i>Babbar is a manifestation of Shamash.</i>
3-4	Our enemies have neglected his kypsum. One battlegroup at random from your opponent's order of march worries about the piety of its master. It will not advance from its starting position until it passes a cohesion test. <i>Kypsum is the ritual meal in honor of the ancestors.</i>
5-6	Our troops have sworn the tebitum oath of purification. You may reroll 1 cohesion test during the next battle as the troops fear to break their oath of loyalty.
7	The Devouring of the God. Disease strikes one battlegroup at random from your enemy's order of battle. Roll 1d3 (+1 if Poor Morale, -1 if Superior Morale). Remove that #r of bases from the battlegroup for the upcoming battle.
8	The ancient shrine has been rediscovered. Let us rejoice that the enemy has not defiled it. Place a special objective marker on the table (40mm square). If friendly controlled at the battle's end, the player has initiative for the next campaign turn. If controlled by the opponent, the opponent has the initiative next campaign turn.
9-10	Enki, Lord of the Deep, has turned the enemies ale supply to a vile brew. One battlegroup at random from the enemy's order of march spends much of the battle grunting behind the closest rocks and looking for broad leaves and smooth stones. The battlegroup's movement is reduced by 1 MU for the entire battle.
11	The gods have smiled on your son's wedding. One battlegroup of your army has been inspired by the wine given to them at the wedding and a frenzy of violence ensues (like discharging AK47s into the air). The first time an enemy BG comes within charge range, the BG charges as impetuous troops. Their opponent suffers all consequences for being defeated by impact foot or shock mounted, whichever applies.
12	What does only one kidney mean? Arguments between the priests during the morning sacrifice leave your sub-generals in disarray. All generals start on the table edge next to the camp until the 1st owned movement phase or joint action phase.