

BattleSim Grand Campaign: The Brawl of Antiquity 2017-2018 Rules Overview

Goal

To hold the most territories on the map through successful conquest and defense.

Setup

Each of the following factions will be represented by teams of three or more students:

Roman Republic



Carthaginian Kingdom



Successor Greece



Parthian Expedition



Materials

Unit templates and poster board will be provided by the teacher. Players will have to physically construct the game counters (pieces). It is the responsibility of the team members to make their units using the provided materials. Units which are not glued to the provided poster board will be disqualified from play.

Game Moderators

Mr. Rumley will act as game moderator unless otherwise indicated. Moderators will run week-to-week activities and oversee BattleSim games. They also may make adjustments to these game rules or game units in order to best facilitate and balance gameplay.

Teams and Battles

Each of the three factions will be led by a **Grand Marshal**, who will be tasked with the leadership and co-ordination of their specific faction's grand strategy and week-to-week functions. A Grand Marshal may also take part in actual battles as a regular General, but it must be observed that all Generals should have a fair chance to play.

A faction may be involved in no more than two battles per week. If a team does not have a player available for defense of a territory, they forfeit that territory. If a team does not have a player available for a declared attack on an enemy territory, they lose that battle and forfeit initiative the following week.

Games begin at 2:45 on designated club days. They finish at 3:40 unless both involved teams, and the moderator, have pre-approved a later ending time.

Any units not deployed on the field by the 2:45 start time may not be used in battle. The defender may agree to a later start, but this is to the disadvantage of the attacker as the game will still end at 3:40.

Initiative and Declaring Attacks

Mr. Rumley will post, either outside his door or online (on his calendar), dates for designated attack “declaration days” where a representative from each team should be present to declare attacks against opponents’ provinces. Usually these days will happen the day after a game day unless otherwise indicated.

The procedure for attack declarations is as follows:

- Each team will have a player roll a 6-sided die (in the case of a tie, the team which won initiative the previous week loses).
- The team with the highest roll wins “initiative” and gets to be the first to declare an attack action.
- The other teams will then get to declare an attack actions in the order in which initiative has been rolled.
- After all sides have declared an attack, the team with the highest initiative may choose a defense action as their second move.
- The other teams will then get to declare defense actions in the order in which initiative has been rolled.
- For the steps above, teams will be asked to secretly reveal their intentions to the game moderator by handing him maps with attack action moves clearly shown on them. They will draw an arrow from one territory to another to indicate an attack action or a shield to identify a defense action.
- Defense Actions: A territory chosen for defense through a defense action will have one more defense division than that team is normally entitled to should it be attacked.
- Once all moves are in, the Game Moderator will reveal to all present, and then online, all impending invasions and battles.
- If a team has the lowest initiative for two consecutive weeks, it automatically wins initiative the following week.

Here are some basic rules about attacks:

- An attack is always directed from one territory against one opposing territory. A team may not attack two enemy territories using one territory as a base.
- Once a faction is involved in three battles, it can neither initiate attacks nor be a subject of further attacks that round.

- A territory involved in attacking an opposing territory may still be attacked from yet another territory, at a detriment of “**Understrengthened Defense**” (see “*Understrengthened Defense*” section).
- An attacking team may choose to use both of their attack actions to attack the same enemy territory so long as they use two different territories from which to attack. In this situation, the attacker achieves an “**Overstrengthened Attack**” (see *Overstrengthened Attack* rules).
- Two factions may choose to invade an empty territory (left empty due to a previous tactical victory (see below)). If both invade an empty territory in the same turn, they both receive a number of divisions equal to their attack strength and a simple "most layers destroyed" battle decides the outcome.
- A faction may use a territory as a base of attack against a targeted enemy territory that has already declared an attack against it in the opposite direction. If such an attack is attempted, the game moderator will reveal that this is an illegal move. However, a team gaining this information will now have intelligence that an attack is coming towards one of their territories.
- Attacking armies being ferried across seas/sea regions must roll a D-6 upon launching their attack. *1-4 = Successful Ferry; 5 = Minus One Division from Attrition; 6 = Minus Two Divisions from Attrition.* Armies can only attack from one province to another in the same sea region.

Waging Battles

A battle, defined as the result of one faction invading the territory of another, is decided through a *BattleSim* game. A series of video tutorials on how to play the board game can be found on the BattleSim sub-page on Mr. Smith's Webpage.

<http://www.pittsfordschools.org/webpages/WSMITH/military.cfm>

...but there are likely some club members who already know how to play if they have taken Military History class.

Victory is determined as follows:

- Decisive Victory: If the attacker destroys $\frac{2}{3}$'s or more of the defending force in the time allotment, while retaining at least $\frac{1}{3}$ of his/her starting force, the attacker wins.
- Tactical Victory: If the attacker eliminates the opponent's army completely but less than $\frac{1}{3}$ of his/her attacking force survives, the territory is not controlled by either player and does not generate resources for either civilization in the next round of play.
- If the above conditions are not met...the defender wins and keeps control of their province.
- *If the attacker* does not field a player for the battle or does not have their units readied for play, he/she loses and the defender retains control of the province. Also, that team loses initiative the following week.
- *If the defender* does not field a player for the battle or does not have their units readied for play, he/she loses and the attacker gains control of the province.

Determining Resources

The size of the armies that teams field in battles is determined by the total number of provinces that they control. Every civilization starts the game with 9 provinces.

If an empire grows and conquers additional territories, its ability to “Purchase” and field larger forces in BattleSim games grows as well. If a civilization loses territories, its territory-based resources similarly dwindle, and thus, so do the size of its armies.

The number of territory points that a civilization directly decides how many “divisions” (block of units) a civilization can field both on offense and on defense. The chart below shows these values...

<i>Province Points</i>	<i>Attack Divisions</i>	<i>Defense Divisions</i>
4 or Less	4	4
5	5	5
6-8	6	5
9-10	7	6
11-12	8	6
13 or More	9	7

In every battle that each civilization is involved with that turn, they receive the full number of divisions listed above (unless fighting an understrengthened defense or gaining an extra division through a defense action or faction abilities).

Note that attacking armies are allotted more forces as the assumption is that the attacker is gathering forces for offensives while defending armies are stretched across a wide frontier.

Building an Army

When a player fields an army for battle they are limited to the number of divisions as specified on the chart above. They “purchase” units in these divisions, each of which may have two or more of the same unit type depending on the unit. Each team uses their faction-specific “Division Purchase Sheet” from which to choose the units of their choice. **At least $\frac{1}{2}$ of all divisions recruited for each battle must be infantry.** Be sure to consider your anticipated strategy on the battlefield, and your opponents’ units, in constructing your force.

Understrengthened Defense

In the case that a territory is attacked that is being used as a base from which to attack another territory, that territory’s defending army will be “understrengthened” and will suffer a penalty of -1 division.

Capital Province Battles

When a team fights a battle in defense of its original capital province (indicated a star on the map), it gains an additional division with which to fight. Additionally, it gains three "redoubt tokens" to improve its defensive position on the battlefield.

Medals

Medals are earned by players for notable successes in BattleSim, and can be seen alongside a player's score on the online leaderboard. Service medal types are as follows:



Annihilator – Killed 30 or more enemy layers



Conquistador – Successfully conquered 3 enemy provinces



Conservative Victory – Won the battle and lost 15 layers or less



Decisive Victory – Opponent lost 10 or more layers than the player



Elimination Victory – Opponent had No units left on the field



Noble Stand – Lost the battle within a 1-5 layer margin

Minor Faction Units

If a team controls two or more provinces adjacent to a minor faction enclave territory, it may use minor faction divisions of that type (no more than one of each type) in its battles.

Based on the starting map positions, the following alignment of Minor Factions is used for the start of the campaign:

Roman Republic & Germanic Warrior's Camp

Carthaginian Kingdom & Balearic Isles

Hellenistic Greece & Thracian Royal Enclave

Parthian Expedition & Aksumite Trading Post