

JOSHUA

Hebrews v. Pagans

Rule Book



The ADMW Game Company

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- 1. INTRODUCTION:** Joshua: Hebrews v. Pagans is a two player game between the Hebrews and Pagan Tribes; which include the Amorites, the Canaanites, the Philistines, and the seven Lesser Tribes.
- 2. GAME COMPONENTS:** This game includes one 24-page rule book, two 6-sided dice, a 25" x 35" map, many counters, and 108 cards.
- 3. HOW TO WIN:** Prior to the games' start the Pagan player randomly draws a numbered chit (1-6) which determines the number of ambushes, game length, restricted movement, and victory conditions. The Hebrews' win if they earn 20 victory points in a 9 turn game, 22 victory points in a 10 turn game, or 24 victory points in an 11 or 12 turn game. Victory points are earned by the Hebrews for capturing cities (1vp each), converting open spaces (1vp for each 3), conquering major tribal areas (1-3vp each) more courage (1vp each), and for eliminating Balaam the son of Beor (1vp). The Pagans win by avoiding the Hebrew victory conditions. The Pagans subtract VP's from the Hebrews for each Pagan last ounce of courage (1vp), capturing the Ark of the Covenant (3vp), and for every 10 Hebrew troops eliminated (1vp)

4. PLAYING PIECES: Combat units contain a number which represents' strength. Leaders have a name, a strategy rating; how fast they move, a battle rating; how well they fight, and an organizational rating; how many troops follow them into battle. Other pieces include ambushes, the Anakin (Giants), Balaam the son of Beor, battering rams, chits 1-6, control markers, courage markers, hidden forces 1-6, initiative piece, iron chariots, ladders, Levites, siege results, turn marker, victory points, and walled cities strengths (usually 1-3).

5. GAME SET-UP: Bid victory points to determine side after die roll determines who bids first. The Pagan player first randomly draws and looks at a numbered chit (1-6), places it in a sealed envelope within the Hebrew Player's sight, and then consults the chart below:

Chit #	# of ambushes	victory points to win	game length	Cross tribal boundaries
1	3	24	11	11
2	2	24	11	10
3	2	22	10	10
4	1	22	10	10
5	1	20	9	9
6	0	20	9	NA

The Pagan player then writes on a piece of paper where and what their ambush(es) are (if any), and places matching pieces on the Hidden Force(s) Chart out of the Hebrew Player's sight (perhaps inside an empty game box). The Pagan Player is required to write this information down on a piece of scrap paper, so the Hebrew player can later verify it. If, at the end of the game, the Hebrew player inspects the

chit and the paper; and finds the Pagan player made any mistake in the Pagan Player's favor, the game is an automatic win for the Hebrews.

The Amorites start with 16 regular troops (Ai King and 1-3 troops must start at Ai) and 2 more leaders, the Canaanites 3 leaders and 10 regular troops and 5 Iron Chariots (any open space), and Philistines 3 leaders and 10 regular troops and 5 Anakin at Jabneel (1), Gath (2), and Ashkelon (2)], the Geshurites, Gibeonites, Hittites, Hivites, Jebusites, Perizzites, and the Sidonites start with four troops and one leader each. The Pagan Player then places 6 Hidden Forces markers on the board (they may later move without revealing their contents) along with their matching forces off board on the Hidden Forces Chart. The Pagan Player places his walled city strength markers; 1 at each city except 3 at Ai, Gezer, Megiddo, and Jerusalem. He also places at least one troop in each walled city, as well as other troops in open spaces. The Balaam marker is placed hidden in any Amorite city. The Hebrew Player then places the following pieces at Gilgal; the Ark of the Covenant, Caleb, Eleazar, Fortified Camp, 50 Hebrew Troops, a Hebrew control marker, Joshua, Levites, and Othneil. Historically, this game starts after the Hebrew's have crossed the Jordan River on dry land and destroyed the fortress city of Jericho. Place the turn marker on turn one (1400 BC). Each turn equals two years. Each troop equals 1,000 men.

6. PREPARE TO PLAY: If both players want the same side, they bid a number of victory points in order to be that side. Whoever rolls higher bids makes the first bid. Each player starts with one courage.

7. SEQUENCE OF PLAY: Each turn is divided into sub-parts. On turn one (and possibly turn twelve) each side is only dealt four cards, on turn two (and possibly eleven) six cards, and on turns three through nine eight cards. Second, cards are played one per side; the player with the initiative deciding who plays first. The Hebrew player starts the game with the initiative. As cards are played with each side taking a turn, moves are made (pieces under cities are in them, on top are outside), spaces are converted to control, and battles and sieges are fought. A player may only regularly play two cards in a row (not counting battle or response cards played as battle or response cards) once in one turn. Excess cards over one are discarded face up. A player may choose to save one card for the next turn if he was both the last player to play a card, and has the initiative at the end of the turn. Moreover, he still gets dealt his regular card amount next turn. Attrition is rolled (if any), victory points adjusted, and reinforcements are placed for the next turn. This sequence repeats until the game ends.

Deal Cards

Play Cards (movement, battles, sieges, events)

Attrition

Adjust Victory Points

Reinforcements

8. CARDS: Each strategy card has a value from 1 to 5 and an event description with instructions for playing that card as an event. A player may use a card to do one of the following:

- Move one leader with his army whose strategy rating is less than or equal to the cards' number value (4 movement points).
- Cause the cards event to occur (may not also use the # value).
- If the cards numerical value is three or greater, place one troop in Gilgal (Hebrews) or a Pagan controlled non-sieged space.
- One battle card may be played at the start of a battle per side that has troops in the battle, and response cards may be played at any time.
- Increase walled city strength one level per point spent; unless currently under siege.
- A card is removed permanently from the deck after play as the event if it has the word remove on it.
- Note if a card says Hebrew Recon or Pagan Alliance (Baal Sacrifices is also Pagan) it is only playable as the event for that specific player power unless noted otherwise on the card.

9. LEADERS: The Hebrews' remove Joshua at the end of turn

10. The Pagan leaders start within their tribal areas. A leader only moves troops with him less than or equal to his organizational rating. During a campaign event, for example, Joshua and Caleb may move 20 total troops with them simultaneously (or separately), Caleb and Othneil 14.

10. MOVEMENT: Unless a forced march card is used, a leader and his units may use up to four movement points when activated on a card equal to or more than the leader's strategy rating. Each of the following costs one movement point: To move to an open space, and to convert a space to your control. Entering any mountain space and sieging a walled city costs a total of two movement points.

11. INTERCEPTION: Leaders and their armies may intercept or retreat into an open space free of enemy troops if a 10 or higher is rolled on 2d6, adding the leaders strategy rating and +1 for a controlled space. Interception into a mountain space, or into an enemy controlled space (free of enemy troops) suffers a cumulative -1 modifier for each of the above situations.

12. COMBAT: First, add any battle card modifiers (non-initiative first, initiative second). Second, add one or two leader(s) strategy rating. Third, add the number of troops. Fourth, add one die for the defender, add two dice if defending in a mountain space, and add one die for a successful interception. Fifth, lose one die if your army tried but failed to retreat. Last apply response cards, if played. Then, roll that number of dice. Each roll of a 6 is a kill; each roll of a 5 is a wound. If one force has three or more kills/wounds than the other, a slaughter takes place. In that event, all 5's become 6's! For all slaughters the winner rolls one die for. If the winner then rolls the number 5 or 6, he gains one more courage. A first tie results in a second round of battle, ties after that then favor the side with the initiative. The losing army then retreats to an adjacent friendly

space. If unable to do either, all pieces are completely destroyed. Overruns allowed if enemy slaughtered, but costs 1 movement point if odds were 3-1 or less.

13. AVOIDING BATTLE: A leader and his army may attempt to avoid battle (retreat) into any adjacent friendly space once per card play by rolling 10 or more on 2d6 and adding his strategy rating; except when a Double Time Card is played. One troop is overrun at no loss if outnumbered by 7-1 or more. Fighting a battle usually stops that army from more movement during that card play but not (exception: slaughter-overrun) from converting the space it is in.

14. SIEGES: Most walled-cities take a maximum of three siege points to capture. Armies with a leader and more troops than are in the city may spend two movement points and roll on the siege table in an attempt to capture a walled-city. Gezer (-1) and Megiddo (-2) have a maximum walled city strength of four, as well as a -1/-2 die roll modifier, and Jerusalem(-3) has a maximum walled city strength of five, as well as a -3 die roll modifier. The left number is the siege points inflicted on the walled city; the right number is the number of troops lost. If a walled city is successfully sieged to zero, all troops and leaders inside are eliminated. Cities may not increase their strength while under siege, and can contain a maximum of five troops and a leader.

Dice Roll	Siege Points / Attacker Losses
2	No further siege this entire turn / 2
3	-/1
4-5	-/-
6-8	1/1
9-11	2/-
12	3/-
even with only 1 one siege point	the city surrenders if no troops inside

Walled cities that are captured may yield one more courage on a die roll of a 5 or 6 for the player sieging. An army may not continue moving the same card play after successfully sieged a city. Except for Ai when the Hebrew's successfully siege a city it automatically becomes a 1 Hebrew city. Hebrew cities requires at least 1 Hebrew troop to garrison it, and cannot afterwards increase its' city strength. Pagan counter-sieges against Hebrew cities are at -2. If the defender has more troops in the city than the sieger, the sieger may not siege the city.

15. STACKING: Up to 20 troops may stack in one space, but are limited in terms of movement based on their leaders' strategy rating. Different Pagan Tribes start in their matching colored coded areas and may not initially stack together; but may cross boundaries and stack together during the turn of a Pagan Alliance Card. They may then end the turn in the same space, but not then move as one group if the Pagan Alliance is not in effect. On turns 1-6 they must automatically returning to their closest controlled tribal space when the Pagan Alliance ends. Iron Chariots units must always stay in open spaces. The Hebrew player may only see the top piece of a Pagan stack, unless the Hebrew player moves a troop (or troops) into that space. If at the end of a turn a space (except Gilgal) has more than 20 troops; half of those excess troops, rounded-up, are removed from play.

16. ATTRITION: Troops that end the turn on a non-friendly space suffer attrition. Roll below and apply result. That space then converts to friendly control (unless a city). Also make three additional rolls for each group of pieces that are out of supply at turn end.

Die Roll	Result
1-2	0
3-4	1
5-6	2

17. REINFORCEMENTS: The Hebrew's receive five troops at the end of each turn at Gilgal. All Hebrew Pieces may freely move to and from Gilgal at the end of any turn if they have an unbroken controlled space path to it; and if the Amorites have been eliminated. The initiative player decides who places reinforcements first. The Amorites, Canaanites, the Philistines and the Lesser Tribes each receive one troop at the end of each turn at any friendly space (four total). If a tribe has all its' troops destroyed or all its' cities taken over that tribes remaining pieces (if any) disband immediately and are out for the game forever, and may not receive any reinforcements. In addition, all spaces of that color immediately convert to Hebrew control.

18. THE ANAKIN: The 5 Anakin pieces start at Jabneel (1), Gath(2), and Ashkelon(2). If in a battle, each piece roll one six sided die after all battle cards have been played. The number rolled is the number of rolls each Anakin piece has in the battle. Anakin do not start stacked with other pieces, may be moved by a Campaign Card as one army (2 Anakin pieces = 1 army). Anakin pieces require two six rolls to then roll to kill each one. A 4-6 eliminates an Anakin after taking two

initial six rolls. They are not affected by Attrition, the Panic card, or Slaughter. They may not move on turns 1-2. They are taken as losses last in battle. If the Hebrew's play a Campaign Card and attack the Anakin, at the start of the combat both sides roll one die. If the Hebrew roll is greater, then Anakin pieces only require one six roll instead of two in order to have a chance of being eliminated during that card play.

19. IRON CHARIOTS: Iron Chariots count the same as troops for battle dice; except they wound on a roll of 4, and kill on a roll of 5 or 6. In addition, Iron Chariot rolls take affect after battle cards have been played, but before normal battle rolls. Any hits rolled affect the Hebrews prior to the Hebrews rolling their normal battle dice. They are not affected by Attrition, the Panic card, or Slaughter. They have six movement points on a 1-3 card, and eight movement points on a 4 or 5 card. Five Iron Chariots, with or without 1-2 leaders, count as one army for movement purposes.

20. COURAGE: Each player starts the game with one courage marker. It gives one VP for the Hebrew player, and minus one VP for the Pagan player. May be used on turn nine and ten to try to end the game early for the Pagans, or extend it for the Hebrews (max turn 12). Works / cancels on a roll of a six per each courage point spent at the end of that turn (Initiative Player decides second). To acquire a courage roll a 5 or 6 when a city is captured, and when an enemy army with three or more troops is slaughtered. If the Hebrews roll a 10 or higher after a city is captured, the Pagan chit (1-6) is immediately revealed to the Hebrew player.

21. THE INITIATIVE: The Hebrew's start the game with the initiative. It is worth one victory point at the end of the game for whichever side has it. It may be used once per turn per side to re-roll the dice in any one battle for one or both sides (after seeing them).

22. AMBUSHES: The Pagan player may place up to five regular troops and one leader in an ambush. Write the name of the space on a scrap of paper and place the troops and leader on the Hidden Forces Chart. Ambushes that are not detected by Recon fight at double strength on the first round of battle they are moved into by any enemy force. No further movement points may be spent by the Hebrew Player when a Hebrew army moves into an undetected ambush. Ambush troops may not play a battle card. Ambushes are not allowed at Gilgal, Ai, Beeroth, or the (pink) Gibeonite spaces.

Other troops on the board may not be in an ambush space. Once revealed, the ambush troops come on the board. Moreover, they may also completely forfeit their ambush status, and come on the board and move normally, if the Pagan player so chooses. If not prior revealed, all ambush troops must appear on the board at the end of turn eight, and then forfeit their double strength ambush status.

Different Pagan Tribal pieces may not initially stack together unless and until a Pagan Alliance is in effect. At the end of the turn they may remain stacked together, but may not move together. They also have to return to their closest controlled tribal space when the Pagan Alliance ends if the Hebrew rolls a 5-6 on a d6 prior to turn nine. Pagan pieces must start in their own tribal area.

23. SUPPLY: Hebrews must trace supply to their Fortified Camp at Gilgal or to a captured city. Pagans must trace supply to a Pagan city of the same color. Failure to do so means a triple roll on the attrition table at the end of the turn. If fighting a battle out of supply at the instant of the battle, the force in supply gains three dice.

24. TERRAIN EFFECTS: All open spaces cost one movement point; mountain spaces cost two MP's to move into (dotted line).

25. FORTIFIED CAMP: The Hebrew's start the game with a Fortified Camp at Gilgal. It takes 5 siege points to destroy. Unlike a walled city, the pieces inside are not destroyed, but may fight normally thereafter in a battle. It may hold an unlimited number of troops.

26. THE ARK: The Ark of the Covenant and the Levites must always be with either Eleazar or Phineas. The Ark / Levites move only on a 4 or 5 card, for three movement points. They start at Gilgal.

27. EXAMPLE OF PLAY: It is turn one, and the Pagan Player has set up. Each side has been dealt four cards. The Hebrew's have the initiative, and they decide to play first. They play Outflanked as 3 points (rather than as the event), and move Joshua and 12 troops to Ai for one point, and then roll on the siege table against Ai; (Ai has the King of Ai and 2 troops in it) for the remaining two points. They roll a 7, and inflict one siege point on Ai; reducing it from a 3 strength city to a 2 strength city. The Hebrew's place a Siege 1 marker. The Hebrew's also lose 1 troop, and reduce Joshua's Army from 12 to 11 troops. The Pagans play Surprise Sortie as the event, and roll a 5 on two dice; resulting in no

effect. The Hebrew's then play Minor Campaign, and Joshua's Army again sieges Ai, spending two points. This time the Hebrew's roll a 9, and Ai is eliminated with both troops and their leader. Joshua rolls to try to gain a courage point, but rolls a 3, and does not gain one. He also rolls a 7 on 2d6 and does not reveal the Pagan chit number. Ai is utterly destroyed; rather than being converted into a 1 strength Hebrew city as normally happens. With the Hebrews remaining move Caleb and 8 troops are activated with 4 movement points. Caleb and his army first move to Ai (point 1), converts it (point 2), move to Beeroth (point 3), and convert it (point 4). The Pagans play Local Informants for 2 points, and increase the city strength of Jerusalem from 3 to 5. The Hebrew's play Recon as the event, and send two troops westward. The Pagans play Iron Chariots as the event, and build one (a roll of a 1-3 = 1, 4-6 = 2) Iron Chariot (place marker) at Aijalon. The Hebrew's play Storms at Sea to activate Joshua with 4 movement points. Joshua moves to Gilgal alone (1 mp), picks up 12 troops from Gilgal, and moves back to Ai (2mp), he then moves back to Gilgal alone (3mp), and picks up another 12 troops, and moves with them to Ai (4mp). Last, the Pagan player plays Dust Storms as a response / event on Joshua; undoing the 3rd and 4th movement points he spent. So, Joshua only moved 12 additional troops to Ai, instead of 24 (thus actually helping the Hebrews by avoiding losing excess troops for exceeding 20). There is no attrition, and the Hebrew's gain one vp for conquering Ai. The Hebrew's receive 5 new troops at Gilgal, the Pagans 4 new troops in 4 different tribal areas. Joshua alone elects to freely move back to Gilgal. He may move back to (not from) Gilgal even if Amorites not conquered. Turn 1 ends and on turn 2 both sides receive six cards. The Initiative Player decides who plays first.

28. EXAMPLE OF BATTLE: The following is an example of a battle on turn five: Joshua and Caleb and 20 troops move together on a Minor Campaign Card from Jarmuth to Adullam (1mp), convert it (2mp), and then move to Gath (3mp). At Gath the Philistines have 2 Anakin and Hidden Marker 6 which contain 8 troops, and 2 Philistines Lord with a 2 battle rating. The Hidden Marker 6 is removed from play as the Hebrews entered its' space. The Hebrew's have the initiative, so the Philistine troops may play one battle card first. They play Bad Directions, and the Hebrew's elect not to play a battle card. The Hebrew's do play a response card though, Outflanked; which nullifies the Bad Directions before that roll is ever made. Joshua's 4 battle rating, Caleb's 3 battle rating, and 20 troops, = 27 dice. The Pagans have 8 troops, so they get 8 dice, and four dice for their two leaders. Moreover, the Anakin roll a 7 on 2d6, thus bringing the Philistine total to 20 dice (including 1 for a controlled space). With 27 dice the Hebrews roll only one 6 and two 5's = 3 hits. With 20 dice the Pagans roll six 6's and four 5's = 10 hits. Since the Pagans had 3+ more hits than the Hebrews, wounds (5's) become kills (6's); which becomes a slaughter of 10 Hebrew troops. Joshua decides to use the Initiative, and flips it over from the Hebrew side to the Pagan side. He then chooses for both sides to re-roll. This time the Hebrew's roll four 6's and four 5's. While the Pagans roll three 6's and two 5's. It is now a slaughter in the Hebrew's favor. The Pagans lose all eight troops, but the Anakin are unaffected by Slaughter. The Hebrew's lose three troops. The two Philistine Lords and the two Anakin retreat to Ashkelon. Joshua unsuccessfully rolls a 3 for a courage point, then converts (4th mp) Gath to Hebrew control. The battle at Gath was a major Hebrew victory, 10 losses v. 3 losses. But, the initiative is now with the Pagans.

29. CREDITS:

Visit <http://www.admwgamecompany.com> with Questions & Orders:

Tournaments:

May be played on-line through Warhorse Simulations / ACTS, annually at Consimworld Expo in Tempe, AZ, face-to-face, or in any other agreed venue.

Play Testers:

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Hebrew Basic Strategy: The burden of the offensive is on the Hebrew Player. He must attack in order to win. Recon cards that reveal ambushes are worthwhile. Controlling one tribal area at a time; the Amorites for example, is effective, in that it eliminates future Amorite reinforcements, restricts Pagan movement into Amorite territory (except Pagan Alliance card or late game crossing), and creates a supply path back to Gilgal.



Pagan Basic Strategy: A defensive war of attrition, delay, guerilla warfare, response cards, and siege sorties hurts the Hebrews. On the other hand, with a Pagan Alliance and / or Campaign Card(s), the Pagan player can launch a powerful counter-offensive. Ambushes, Anakin, and Iron Chariots are helpful. Strengthen Jerusalem early and hold it.

30. SCENARIOS:

The primary purpose of the above scenarios is to allow players a chance to learn the rules and the flow of the game in a shorter time period. After learning the short, medium, and long scenarios, it is hoped the players will be able to engage in the Campaign Game. Generally speaking, the more one plays, the quicker future games progress. We hope you enjoy **Joshua; Hebrews v. Pagans** as much as we enjoyed creating it. Good sportsmanship is encouraged between players.

SHORT: Set up only the Amorites with one ambush, two HM, six blanks, and all leaders. The Hebrews must completely destroy all troops, convert all spaces, and conquer all cities to win. The Hebrews have 20 troops. The game length is four turns long. The Pagan Alliance cards may not be played as the event.

MEDIUM: Set up both the Amorites and Canaanites. Give them two ambushes, four HM, and all six leaders. The Hebrews must completely destroy all troops, convert all spaces, and conquer all cities to win. The Hebrews chose 3 leaders and 30 troops. The game length is seven turns long. Pagan Alliance cards may not be played as the event.

LONG: Set up all three major tribes. They have three ambushes, six HM, and all leaders. The Hebrews must gain 20 victory points to win. The Hebrews chose 4 leaders & have 40 troops. The game length is ten turns. The Pagan Alliance cards may be played as the event after turn 5.

CAMPAIGN: Set up the major tribes & the lesser tribes (everything). Randomly chose a numbered chit (1-6) to determine the number of ambushes, game length, boundary crossings, and victory conditions. The Hebrews have all leaders & 50 troops. All cards are in effect.

31. COMMON SENSE:

If a card requires 1-3 of something, then roll a d6:

1-2 = 1 3-4 = 2 5-6 = 3

If a card requires 1-2 of something, then roll a d6

1-3 = 1 4-6 = 2

32. JOSHUA:

If Joshua is within 5 spaces of the Ark of the Covenant, once per game Joshua can choose to automatically void one of the following cards: leader sick, leader wounded, withdraw, fighting retreat, or panic.

33. CHARTS AND TABLES:

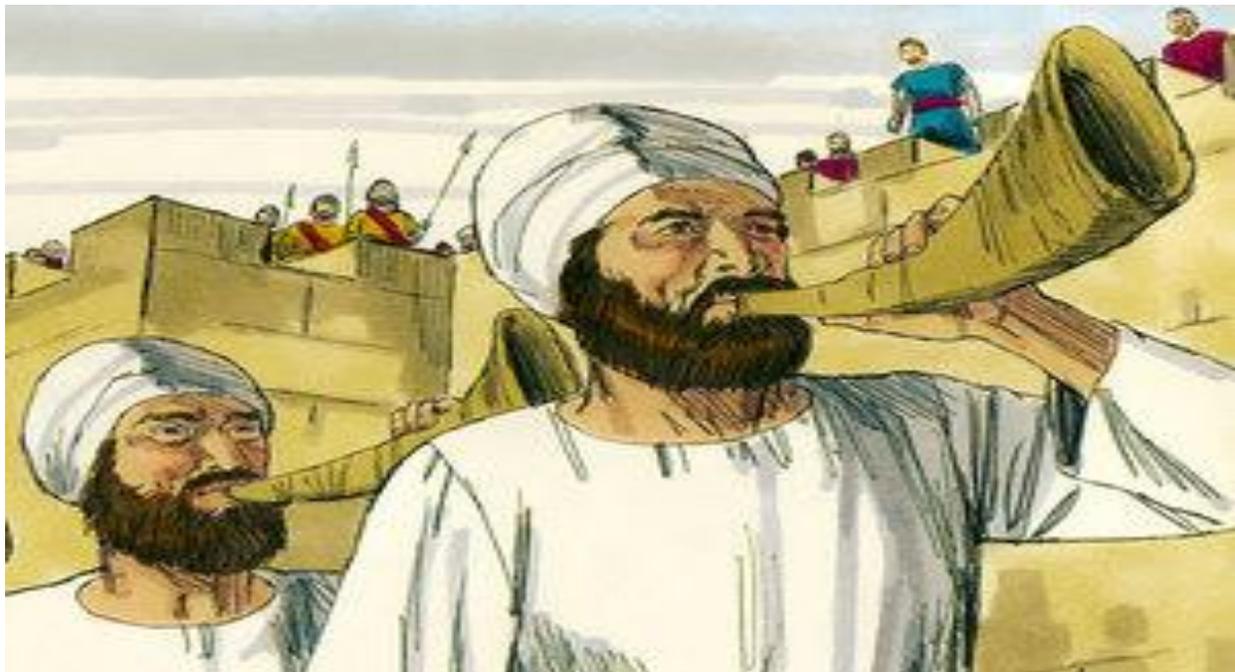
Pagan Initial Set-up

Chit #	# of ambushes	victory points win	game length	Cross tribal boundaries
1	3	24	11	11
2	2	24	11	10
3	2	22	10	10
4	1	22	10	10
5	1	20	9	9
6	0	20	9	NA

Gibeon Deception

Die Roll	Result
1-2	No effect
3-6	Peace Treaty agreed to. Hebrews place 2 control markers. Amorites and Canaanites may move freely into Gibeonite (Hebrew) spaces.

Must be rolled on at the very start of turn 2



Attrition

Die Roll	Attrition Result
1-2	0
3-4	1
5-6	2

Battle, Courage, Turn, & Victory Charts are all on the map.

Siege

Dice Roll	Siege Points / Attacker Losses
2	No further siege this entire turn / 2
3	-/1
4-5	-/-
6-8	1/1
9-11*	2/-
12*	3/-
Even with only 1 siege point	the city surrenders if no troops inside

*A city may only be sieged a maximum of two times for one card play.
If a city has no troops in it, it only takes one siege point to conquer*

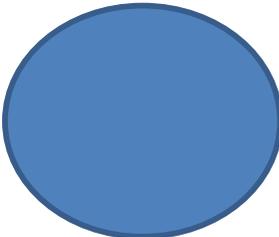
Siege Sortie

Dice Roll	Siege Sortie Results
2	City surrenders
3	City losses 1 troop
4-5	No effect
6	Siegers loss 1 troop & 1 siege point
7-8	Siegers loss 1 troop, 1 siege point, 1 ladder or battering ram
9-10	Siegers loss 2 troops, 2 points, 2 ladders or battering rams
11-12	Siegers loss 3 troops, all siege points & all siege equipment

A city can contain inside it 5 troops and one leader maximum

Pagan Hidden Forces Chart

Pagan Ambushes



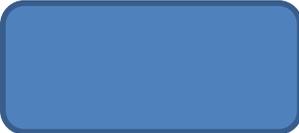
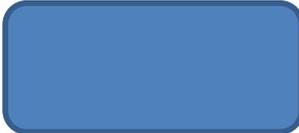
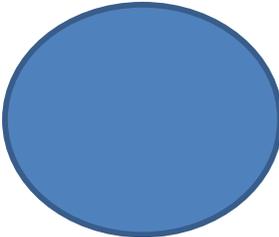
Hidden Forces #1

Hidden Forces #2



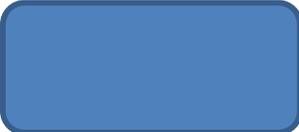
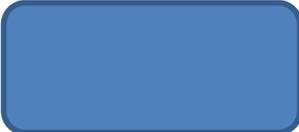
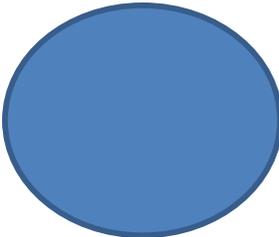
Hidden Forces #3

Hidden Forces #4



Hidden Forces #5

Hidden Forces #6



GAME SET-UP CHART

The Amorites (Green) start with 16 regular troops (Ai King and 1-3 troops must start at Ai) and 2 more leaders, the Canaanites (Purple) 3 leaders and 10 regular troops and 5 Iron Chariots (any open space), and Philistines (Red) 3 leaders and 10 regular troops and 5 Anakin at Jabneel (1), Gath (2), and Ashkelon (2)], the Geshurites (Brown), Gibeonites (Pink), Hittites (Light Blue), Hivites (Dark Blue), Jebusites (Orange), Perizzites (Yellow), and the Sidonites (Grey) start with four troops and one leader each. The Pagan Player then places 6 Hidden Forces markers on the board (they may later move without revealing their contents) along with their matching forces off board on the Hidden Forces Chart. The Pagan Player places his walled city strength markers; 1 at each city except 3 at Ai, Gezer, Megiddo, and Jerusalem. He also places at least one troop in each walled city, as well as other troops in open spaces. The Balaam marker is placed hidden in any Amorite city.

The Hebrew Player then places the following pieces at Gilgal; the Ark of the Covenant, Caleb, Eleazar, Fortified Camp, 50 Hebrew Troops, a Hebrew control marker, Joshua, Levites, and Othneil.

DEAL CARDS

Turns 1 and 12: 4 cards

Turns 2 and 11: 6 cards

Turns 3 through 10: 8 cards