

The Campaigns of King David

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1.0 INTRODUCTION

The Campaigns of King David is a game covering the 35 years of King David's rule of Judah. Each turn represents 5 years. *The Campaigns of King David* may be played by from 2 to 5 players, with four being the optimum number.

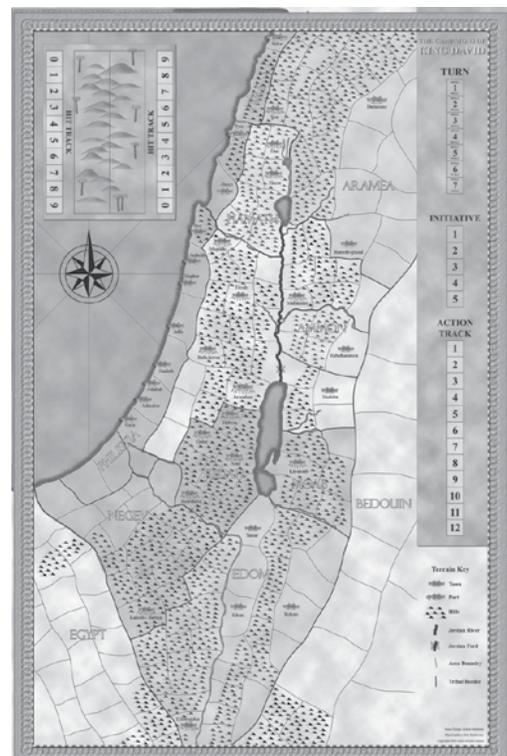
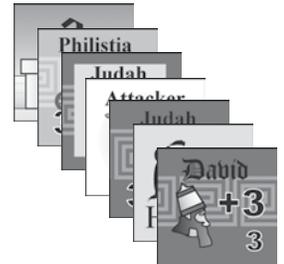
2.0 GAME PLAY

The game is played in seven turns with each turn consisting of 12 phases randomly drawn. In an order determined at the beginning of the turn, players perform game activities in each phase of the game turn. When all phases are completed, the next turn begins. At the end of the game, players compare their current situation to their country's victory conditions to determine who wins. Many games will last fewer than 7 turns as the game ends at the end of any phase where a country's automatic victory conditions have been met.

3.0 COMPONENTS

King David comes with the following components:

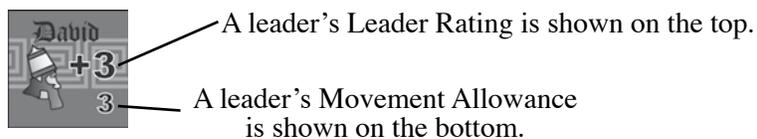
- 3 Sheets of 5/8 inch Playing Pieces (528 pieces in total)
- 4 Six Sided Dice (D6)
- 2 Eight Sided Dice (D8)
- 2 Ten Sided Dice (D10)
- 1 22" x 34" Game Map
- 1 Rule Booklet
- 1 Historical Commentary Booklet
- 3 Play Aids



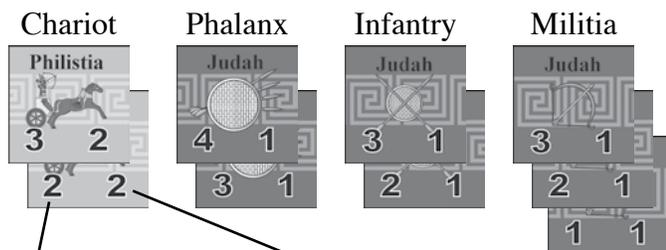


3.1 Playing Pieces

The playing pieces come in three types – leader counters, army counters (chariots, phalanx, infantry, and militia) and informational markers. **Note:** *Armies come in varying strengths. For example, Judah has Phalanx counters with a strength of 3 and 4, Infantry with a strength of 3 and 2, Militia with a strength of 3, 2 and 1, etc.* Further, the army counters are two sided in most instances. These sides are called steps. When an army takes a hit, it is flipped from its higher strength two-step side to its lower strength one-step side. If a counter has only one step remaining, and it takes another hit, it is eliminated.

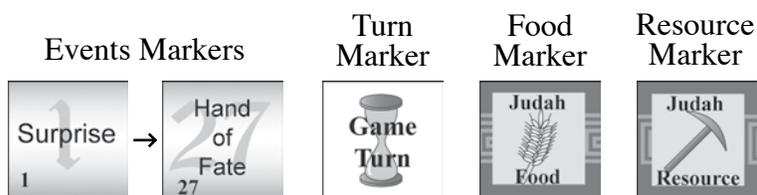


Army Counters:

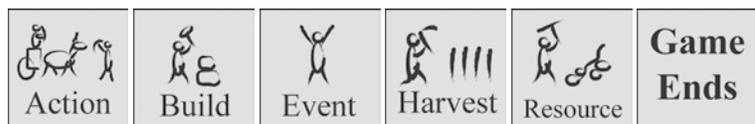


Attack Strength Movement Allowance
An army counter's Attack Strength is shown on the left and its Movement Allowance is shown on the right.

Informational Markers:



Phase Markers



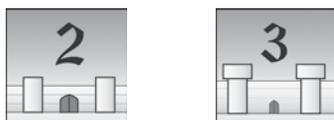
Control Marker



Initiative Marker



Fortification Markers



Combat Markers



Leader Counters:

4.0 SET UP

Use the following list when preparing to play:

- 4.1 To begin *The Campaigns of King David*, place the map in the center of a table.
- 4.2 Place all Event Markers in an opaque container (*any cup with non-transparent sides will do*).
- 4.3 Each player now rolls a D10. Each player in the order of highest result to lowest picks one of the available countries on the Initial Setup Table (see note below table when playing with fewer than five players). This will be the country that the player controls during the course of the game. Players with tied dice rolls reroll to determine among themselves.
- 4.4 Have one player place the Phase Markers in an opaque container (*the game box lid will work nicely*). The "Game Ends" Marker is not used until game turn four in games using that optional rule. Have another player draw 12 Phase Markers, turning the first 6 so their effect can be seen and leaving the next 6 face down. Place these in the Action Track in the order drawn. On the first turn only, if a second Build Phase comes up, it is ignored and another Marker is drawn to take its place.
- 4.5 Each player now consults the specific information below to set up his own country. Each player draws his Leaders and Fortresses and then randomly draws (from an opaque container) the number of each type of army counter (*chariot, phalanx, infantry, or militia*) as shown on the Initial Setup Table and then places them **in any city** in the country he controls at the beginning of the game. Players place their units in the order listed at the Initial Setup Table on page 3 (*i.e. Philistia sets up first, and Moab sets up last*). A stacking limit of four counters per area is in place with the exception that leaders do not count and that extra armies may be placed in an area equal to the leader rating of the leader (*e.g. David may have up to seven armies in an area with him because he has a leader rating of +3*). In some instances, there might be more units than can legally be stacked in the cities of the home country. In this case, stack the excess units in another area(s) of the home country within stacking restrictions, starting with areas adjacent to the cities.
- 4.6 Each player then places his food marker on the box on the Resource/Food Track equal to the number listed in the set up for their country and does the same for his resource marker.
- 4.7 Each player randomly draws 3 Event Markers from the container. These may be used during the course of play.





Initial Setup Table **:

Country	Leaders	Chariots	Phalanx	Infantry	Militia	Food	Resource	Fortification Levels
Philistia	None	5	0	4	6	28	30	All cities at level 2
Judah	David Joab Amasa Abishai	0	6	6	5	23	20	Hebron at level 3, all other cities at level 2
Aramea	Hadadezer	7	0	5	5	24	23	Damascus at level 4 Ramoth-gilead at level 2
Tyre † <small>† sets up in Phoenicia</small>	None	2	5	4	4	24	32	Sidon & Tyre at level 3 Ahcco at level 2
Moab	None	3	0	6	5	18	24	Kir-moab at level 3

** **Smaller neutral countries set up when invaded (see section 11) or when they become allied to a player country.** When they do so, they set up as follows:

- Ammon: 7 chariots, 4 infantry, 2 militia
- Bedouin: 12 militia
- Edom: 1 chariot, 4 infantry, 8 militia
- Egypt: 8 chariots, 3 infantry, 5 militia
- Hammath: 4 Infantry, 6 militia
- Negev: 8 militia
- Jerusalem has a 2 fortification level marker.

The controlling player (see Section 11) sets these armies up in any areas within the country being careful not to exceed the stacking limits.

When playing with fewer than five players, the following countries become small neutral countries:

- With 4 players, Moab becomes a minor neutral.
- With 3 players, Moab and Tyre become minor neutrals.
- With 2 players, Moab, Tyre, and Aramea become minor neutrals.

5.0 GAME TURN

The game turn consists of the following sections:

- A. Diplomacy
- B. Initiative Determination
- C. Drawing the Phase Markers
- D. The Phases
- E. Victory Determination

5.1 Diplomacy

During Diplomacy, players may make alliances with other players. Allow 10 minutes for players to discuss issues with each other. At the end of this time, players may announce alliances. To do so, players announce that they have a formal alliance. A formal alliance allows players to conduct their Action Phase either together or separately. They must immediately announce which they will do and, if together during which country's Action Phase they will do so. Players allied may stack in the same area and conduct combat or sieges together. When in the same area, they must obey stacking restrictions as if they were one force (i.e. four armies in an area combined), unless a leader is present when it is 4 plus one more army for each leader bonus point. There are other benefits to being allied, such as they may give or loan resource and food points to each other. Alliances may be broken at any time, but players may only ally with each other once per game.

5.2 Initiative Determination

During the Initiative Determination, each player rolls a D6, except the Judah player who rolls a D8. Highest die roll chooses which position on the Initiative Track to take, followed by each player from highest to lowest die roll. In case of tied dice results, tied players reroll to determine who chooses first among themselves.

5.3 Drawing the Phase Markers

The player going last on the Initiative Track draws twelve Phase Markers (see 4.4) placing them on the Action Track with the first Marker drawn going in box one, the second in box two and so on, until twelve are drawn. The first six are placed face up and the second six are placed face down so that the type of phase is not showing. **Note:** Skip this Phase during the first turn of the game, as the Phase Markers were already selected during 4.4 of the game setup.





5.4 The Phases

The phases are now performed one by one until all twelve are completed. The following sections (6-10) will explain each of the phases in more detail.

5.5 Victory Determination

At the end of the seventh turn, players check to see who has won. See section 12 for the victory conditions.

6.0 ACTION PHASE

During the Action Phase, each player in turn moves his units, conducts combat, and resolves sieges.

6.1 Movement

Each unit has a movement allowance. Militia, phalanx, and infantry have a movement allowance of one movement point, while chariots have a movement allowance of two points, and leaders 3. All units except chariots pay one movement point to move into a hill or clear area and nothing to cross a ford or any river other than the Jordan River, which can only be crossed at the ford. Chariots pay one movement point to enter a clear area and two to enter a hill area. It costs one for a chariot to cross a ford or a river other than the Jordan, which, as mentioned above, can only be crossed at the ford.

A total of four armies may be stacked and moved together, unless stacked with a leader which allows a player to stack a number of armies equal to the leader's leader rating, plus the four that can normally stack. Only one leader's leader rating may be used even if more than one friendly leader is in an area. (*i.e. David with a leader rating of 3 may have up to seven armies with him*). Players may not examine the stacks of other players at any time except when combat has been declared.

Armies stacked with a leader double their movement allowance, and this includes the leader as well. Armies entering an area occupied by an enemy army must stop. Armies, entering an area with an enemy-controlled city, but without enemy armies, do not have to stop. Enemy leaders by themselves do not count as enemy armies.

If armies enter an area solely occupied by an enemy leader and the leader is in an area with a city he controls, he is assumed to be in the city and the city must be successfully besieged to capture the leader. If the enemy leader is in an area with no cities or a city controlled by an enemy of the leader, follow the same procedure as you do when a leader is in an area by himself at the end of combat (see 6.2.6 below).

Armies and leaders may also move by sea from one port to another port as long as the the player controls both ports or the port(s) is controlled by an allied player who gives permission for the movement. An army or leader can combine land and sea movement, expending movement points before and/or after sea movement.

6.2 Combat

Combat is mandatory when an active player has armies in an area that has enemy armies there as well. The attacking player expends one resource point to conduct combat. If the attacking player does not have the one resource point, he must instead retreat to an adjacent area that does not contain enemy units or violate stacking. If none exist, the units stay where they are and one step per unit is taken. Combat is conducted in a series of rounds. To conduct combat, first place the opposing armies on opposite sides of the Battle Board on the Game Map, and place the Battle Marker in the space where the battle takes place. Next, each player determines the number and type of dice to be rolled. Use the following chart to do so:

Note: *When determining the terrain type of an area, ignore the city if present, and use the basic terrain type. For example, an army in Jerusalem would treat it as a hill area for the purposes of combat.*

Type of Army	Die Used	Hits for a Step Loss
Phalanx	D10	10
Chariot in open area	D10	10
Chariot in hill area	D8	8
Infantry	D8	8
Militia	D6	6

Once the number and type of die to be used has been determined, the following sequence is followed:

Combat Round

6.2.1 Players may use any applicable Event Markers.

6.2.2 Both players roll dice, one for each army they control.

6.2.3 Each side determines its combat result. This is done by adding together the dice results and attack strengths for all armies on the same side in the battle. This sum is the number of hit points scored against the opposing side.

6.2.4 Both players now apply the result of their opponent to their force.

6.2.5 If both sides remain, then first the attacker and then the defender decide whether to retreat to an adjacent area or continue another round of combat. This continues until only one side remains at the end of a round of combat. When retreating, a player may not retreat to an adjacent area occupied by enemy units or from which enemy units entered the area where combat occurred.





6.2.6 At the end of combat, the victorious player (i.e. one still occupying the area) places a control marker on the area if it is not part of the player's country or there is no enemy controlled city in the area. In order to gain control, you must occupy the area at the end of an action.

Exception: *If you control all of the cities of a minor country, you control other areas of the minor country merely by moving through the areas.*

The combat result is the number of hit points the player has inflicted on his opponent. Armies have a varying number of hit points they can absorb before they are flipped to their reduced side, or if on their reduced side, eliminated. For example, a militia army loses a step if it has 6 hits assigned to it by its owner, whereas a phalanx army loses a step if it has 10 hits assigned to it.

When applying results, the following rules must be followed:

- The owning player assigns the hit points to his armies in such a way that the most hit points possible are used. **This may require the elimination of a more valuable unit.** Hit points not used are recorded on the hit point track and are used in the next round of combat.
- All armies take a step loss before any unit takes two on any round of combat.
- Armies with only one step are removed from play when they suffer a step loss.
- Leaders do not add anything to combat. Leaders retreat with any units with which they are stacked. If all armies with a leader are eliminated, the leader rolls a D6. On a 1-4, he is relocated to the closest friendly stack. On a 5, he is captured and must be ransomed back during the next turn's Diplomacy section at a cost of 5 resource points per Leader rating point. If insufficient resources are available, the leader does not return until the points are paid. **Note:** *Paying the ransom is mandatory and must occur before any other expenditure of Resource Points. On a 6, the leader is removed from play and is considered dead.*

6.3 Siege

If after combat, friendly armies occupy an area with an enemy held city, then the phasing player must decide whether or not to conduct a siege. To conduct a siege, the player pays one resource point to start the siege. Siege consists of two rounds of siege combat. Siege combat differs from regular combat in that it only has two rounds and all attacking units regard-

less of type use a D6 and have six hit points per step. Also, their combat strength is not added. The city has D10s equal to the fortification level of the city. Cities with no fortification markers have a fortification level of one. The following sequence is used during each round of Siege Combat.

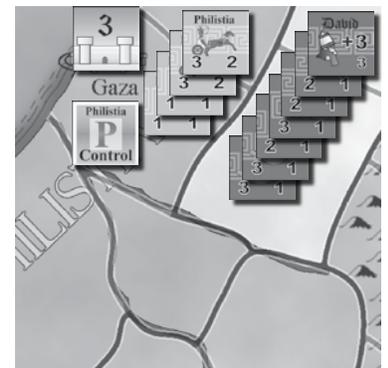
Siege Combat

- 6.3.1** Players may use any applicable Event Markers.
- 6.3.2** Both players roll dice.
- 6.3.3** To determine the result, add the sum of the dice results rolled. The result is the number of hit points scored.
- 6.3.4** Both players now apply the result of their opponent to their force.
- 6.3.5** If both sides remain, the attacker decides whether to retreat to an adjacent area or continue to the second round of combat. If it is the second round and both sides remain, skip this step and go immediately to step 6 below.
- 6.3.6** At the end of combat, if the besieger is the victorious player (i.e. still occupies the area and the fortification level of the city is at zero), he places a control marker on the area if it is not part of his country. The city is considered to be at fortification level one. If both sides remain (i.e. the city fortification level was never reduced to zero), then both the besieging units remain in the area and the city stays in control of the besieged player at whatever fortification level it was at the end of siege combat.

Example of an Action Phase:

It is the beginning of an action phase for the Judah player.

He has David (leadership rating 3) stacked with 2 militia armies (with attack strengths of 2 each), 2 infantry armies (with a 3 attack strength and a 2 attack strength), and 3 phalanx armies (with attack strengths of 3 each). This stack is in an open area that is adjacent to the Philistine controlled area of Gaza.



Map Situation

Gaza has a level 3 fortification marker on it and there are four Philistine armies present – 2 chariot armies (both have attack strengths of 3) and 2 militia (each with an attack strength of 1).

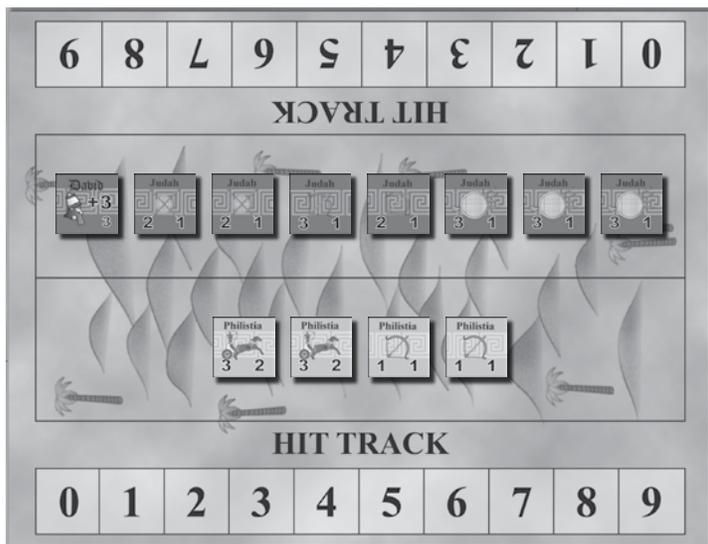
Example Continued on Next Page





The Judah player decides to attack into the Gaza area. He moves David and the stack of armies into the Gaza area. He pays one resource point to conduct combat. Neither player plays an Event Marker, so they proceed to combat resolution. The Judah player rolls three D10 dice for his phalanx armies, two D8 dice for his two infantry, and two D6 for his militia. The Philistine player rolls two D10 for his chariot armies and two D6 for his militia armies.

Battle Board at Start of Battle:



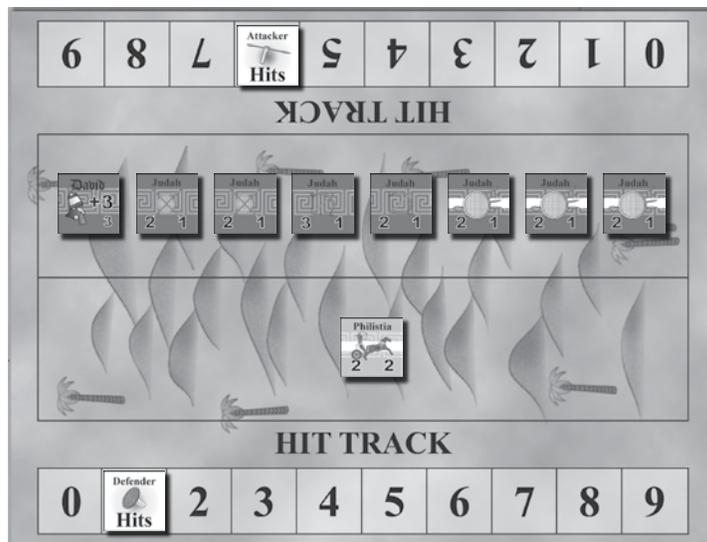
The Judah player rolls a 6, 3, 7 on his three D10, a 2 and 6 on the two D8, and a 1 and 5 on the two D6. This is a total of 30 to which the attack strengths of the armies (18) is added for a total result of 48.

The Philistine player rolls an 8 and 10 on his two D10, and a 3 and 2 on the two D6. This is a total of 23 to which the attack strength of the armies (8) is added for a total result of 31.

Both sides apply the results simultaneously. The Philistia player must take 48 hits of damage. To do so, he flips each of his units to their one step side. He has two chariots which each take ten points of damage to suffer a step loss. He then flips his two militia armies at six points each (since each of these armies has only one step, they are eliminated and removed from play). At this point he has taken 32 of the 48 hits. With 16 points remaining, he removes one of his two chariot armies for ten hit points, which leaves 6 remaining hit points. Since it would take ten points to eliminate the remaining chariot unit, the 6 hit points are recorded on the Attacker's Hit Track and will be used against the Philistine chariot army if it stays for another round of combat.

The Judah player must now take 31 hit points of damage. He chooses to flip each of his phalanx armies to their one step side for 30 hit points taken. This leaves one hit point to be recorded on the Defender's Hit Track.

Battle Board After First Round of Battle:



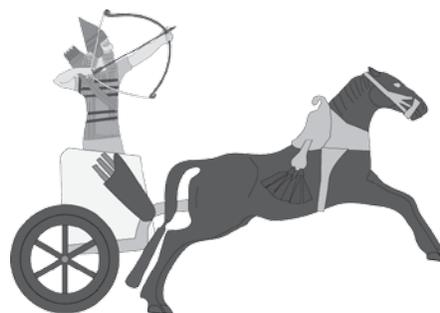
At this point, the Judah player announces his armies will stay for another round of combat. Then, the Philistine player announces he will retreat to an adjacent friendly area. The Hit Tracks are reduced to zero.

At this time, the Judah player pays another resource point and announces that he will conduct a siege of the city of Gaza. The Judah player will roll seven D6 (one D6 for each of his seven armies present), while the Philistine player will roll three D10 (one for each of his fortification levels).



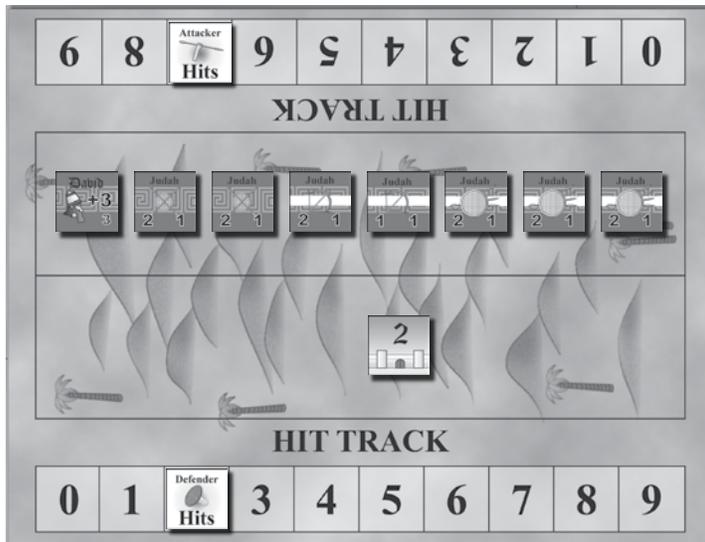
Setup at Beginning of Siege

The Judah player dice roll results are 1, 2, 2, 4, 1, 2, and a 5 for a total of 17 hit points. The Philistine player rolls a 9, 10, and 7 for a total of 26 hit points. The Philistine player reduces his fortification level to 2 and 7 hit points are recorded on the Attacker's Hit Track, while the Judah player flips both of his militia and infantry units to their one step side. This leaves 2 hit points that are recorded on the Defender's Hit Track (see picture at top of page 7).



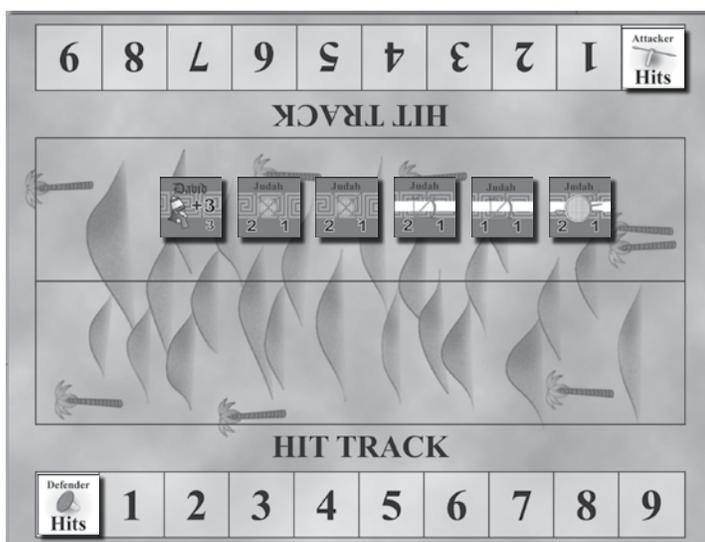


Battle Board After First Round of Siege:

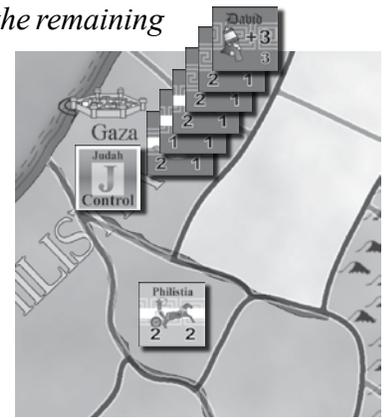


The Judah player decides to conduct a second and final round of Siege. He rolls seven D6 and the dice results are 1, 1, 2, 2, 3, 1, and 3 for a total of 13 points. To the 13 is added the 7 from the Hit Track for a total of 20 points. The Philistine player rolls a 7 and an 8 for a total of 15 hit points to which two from the Hit Track is added for 17 hit points. The Judah player removes two of his phalanx armies for a total of 12 hit points with the remaining five armies being ignored (note that he could not choose to use his militia or infantry since they had taken one step each in the first round of siege combat and so the three phalanx armies had to take a step before the other units could take a second step in siege).

Battle Board After Second Round of Siege:



The Philistia player removes the remaining two fortification levels and Gaza has a Judah control marker placed on the area. Please note some of the differences between siege and combat. Most importantly, all attacking armies roll D6s during a siege and do not use their attack strength as an add-on.



Final Game Map Result

7.0 EVENT PHASE

During the Event Phase, each player in initiative order draws an Event Marker from the opaque container. There is no limit to the number of Event Markers that a player may have. The Event Chart explains when an Event Marker may be played and briefly explains what the event means. Events must be played during the appropriate phase, but may be played by any of the players, not just the phasing player unless specifically stated that that is the case. This section will explain each event more fully. No player is limited in the number of events they may have or may play in a turn. The only limitation is that the event may only be played during the phase or phases listed. Event Markers cannot be traded. Event Markers cannot be revealed to other players unless they are actually being played. The events are listed below along with their marker quantity included in parentheses.

Event One: Surprise (4). This event may be played during the Combat Section of an Action Phase. When played, it only affects the first round of combat. During that first round, the attacking player rolls his dice first and applies his results before the defender conducts his combat. If the Defender plays an Ambush Marker before combat, the Surprise Marker negates the effects of the Ambush Marker, and neither marker is applied.

Event Two: Ambush (4). This event may be played during the Combat Section of an Action Phase. When played, it only affects the first round of combat. During that first round, the defending player rolls his dice first and applies his results before the attacker conducts his combat. If the Defender plays an Ambush Marker before combat, the Surprise Marker negates the effects of the Ambush Marker, and neither marker is applied.

Event Three: Vacillating Force (2). This event may be played during the Movement Section of the Action Phase. When played, the Marker is placed in an area to designate the units affected by this event. The armies designated





may not move for the current movement section nor may they take part as an attacker in combat or conduct a siege during this current Action Phase.

Event Four: Act of God (3). This event may be played during the Combat or Siege Section of the Action Phase. The Event Marker is played immediately after a dice roll has occurred. The player plays the Event Marker and the dice roll is re-rolled, with the new result being applied. This event may be played on oneself or another player.

Event Five: Secret Entrance (3). This event may be played during the Siege Phase. When played, the besieging player automatically wins the siege with no dice needing to be rolled. The fortifications are left intact and the besieging player's control marker is placed on the area.

Event Six: Effective Weaponry (3). This event may be played during the Combat Section of the Action Phase. When played, the player adds one to each of his die roll results. The opposing player may play an Ineffective Weaponry Marker on him to negate the Effective Weaponry Marker.

Event Seven: Ineffective Weaponry (3). This event may be played during the Combat Section of the Action Phase. When played, the player's opponent subtracts one from each of his die roll results. The opposing player may play an Effective Weaponry Marker on him to negate the Ineffective Weaponry Marker.

Event Eight: Egyptian Raid D10 (1). The Phasing player may play this event during the Movement Section of an Action Phase. A number of Egyptian armies equal to a D10 dice result are placed in any Egyptian areas up to the stacking limits and the units conduct an action phase under the control of the player who played the event. To choose the units, all types of units are placed in an opaque container and the number of the D10 die roll result are pulled from the container by the player. After three Action Phases, remaining armies are withdrawn from the map.

Event Nine: Egyptian Raid D10 plus D6 (1). Same as Random Event 8 but D10 and D6 rolled and lasts 4 Action Phases.

Event Ten: Egyptian Raid 2D10 (1). Same as Random Event 8 but two D10 are rolled and lasts 4 Action Phases.

Event Eleven: Bedouin Raid D8 (1). The Phasing player may play this event during the Movement Section of an Action Phase. A number of Bedouin armies equal to a D8 die result are placed in any Bedouin areas up to the stacking limits and the units conduct an action phase under the control of the player who played the event. To choose the units, all types of units are placed in an opaque container and the number of the D8 die roll result are pulled from the container by the player. After three Action Phases, remaining armies are withdrawn from the map.

Event Twelve: Bedouin Raid D10 (1). Same as Random Event 11 but D10 is rolled and lasts for four Action Phases.

Event Thirteen: Bedouin Raid D10 plus D6 (1). Same as Random Event 11 but D10 and D6 are rolled and lasts for four Action Phases.

Event Fourteen: Increase Harvest (3). This event may be played during the Harvest Phase. The player designates one country to have the Food Value of each of its areas increase by one. A Decrease Harvest event may be played on the same country to negate the effects of an Increase Harvest event.

Event Fifteen: Decrease Harvest (3). This event may be played during the Harvest Phase. The player designates one country to have the Food Value of each of its areas decrease by one. An Increase Harvest event may be played on the same country to negate the effects of a Decrease Harvest event.

Event Sixteen: Increase Resources (3). This event may be played during the Resource Phase. The player designates one country to have the Resource Value of each of its areas increase by one. Decrease Resource event may be played on the same country to negate the effects of an Increase Resource event.

Event Seventeen: Decrease Resources (5). This event may be played during the Resource Phase. The player designates one country to have the Resource Value of each of its areas decrease by one. An Increase Harvest event may be played on the same country to negate the effects of a Decrease Harvest event.

Event Eighteen: Alliance (5). This event may be played during the Event Phase. To make an Alliance with a minor country (i.e. a country not being played by a player), the player plays an Alliance Event Marker. He then announces which minor country he will attempt to ally with. He adds modifiers from bribery (player may expend 1 to 5 resource points with each resource point modifying the die roll by +1), Intimidation (each





friendly army in an area adjacent to the minor country adds a +1), and special modifiers (Judah has a -1 modifier when attempting an alliance with Moab or Edom, and a -2 modifier when attempting an alliance with Ammon or Negev, while Aramea has a +1 when attempting an alliance with Ammon). Then, after he has announced his modifiers, opposing players may use their armies that are adjacent to the minor country as negative modifiers and may expend 1-5 points in resources with each counting as a -1 modifier. The player then rolls a D10, adds his modifiers and opposing player modifiers, and if the result is 10+, the alliance has been made. Less than 10, the alliance has failed. Minor allies move and have combat during their allied player's Action Phases.

Event Nineteen: Ark of the Lord (2). This event is played during the Combat Section of the Action Phase. This affects the Judah player only. When played, the Judah player receives a +2 modifier on each die rolled in one round of combat. **Note:** When playing with 2 or 3 players, Judah can only play this event one time.

Event Twenty: Siege Works (4). This is played during the Siege section of the Action Phase. The fortification level of the city being besieged is reduced by one. If at fortification level one already, the city surrenders. Defensive Stalwart can be played to negate the effects of this event.

Event Twenty-One: Defensive Stalwart (4). This is played during the Siege section of the Action Phase. The fortification level of the city is increased by one up to a maximum of four; Siege Works can be played to negate Defensive Stalwart.

Event Twenty-Two: Troop Revolt (2). This event is played during the Combat section of the Action Phase. When played, the player chooses an enemy unit that revolts and not take part in the combat. At the end of the Combat Phase, the revolting unit remains with the player's units, either retreating or staying in the area of combat. If all the player's units are eliminated, the army that revolted retreats to an adjacent area or, if not possible, is eliminated.

Event Twenty-Three: Bribe! (2). This event is played during the Combat section of the Action Phase. When played, the player chooses an enemy unit and expends one resource point. It becomes part of the bribing player's force for combat (though not counting against the bribing player's stacking limit), reverting to its original side at the end of the complete Combat section if any of its units remain. If no original friendly units remain, it is eliminated.

Event Twenty-Four: Recruit Prisoners (3). This event is played at the end of any Combat section of the Action Phase. The player gains units equal to the number and type of enemy units eliminated during the just ending combat. Each unit costs one resource point to build. If the player does not have units of the type eliminated available to build then those units are ignored.

Event Twenty-Five: Royal Death (2). This event is played at the beginning of any Action Phase. When played, the units of one player country may not move or attack for the current Action Phase.

Event Twenty-Six: God's Intervention (5). This event may be played at any time. This event negates the effects of any Event Marker played including another God's Intervention Marker.

Event Twenty-Seven: Hand of Fate (2). This event may be played at any time. The player draws two new Phase Markers and replaces any of the Markers (his choice) that are currently on the Phase Track.

8.0 HARVEST PHASE

During the Harvest Phase, players first play any Event Markers that may be applicable and then count up the Food value of each area controlled by the player's country. This is then recorded on the Food / Resource Track, using the Food marker of their country and adding any food currently on the track with those being currently counted. If the Food total exceeds 99, use the +100 side of the Food Marker. During this phase, players can either do this simultaneously or in turn order if they prefer. On the Food/Resource Production Chart, the total amount of food is given for each nation at the start of play.

9.0 RESOURCE PHASE

During the Resource Phase, players first play any Event Markers that may be applicable and then count up the Resource value of each area controlled by the player's country. This is then recorded on the Food/Resource Track, using the Resource marker of their country and adding any resources currently on the track with those currently being counted. If the Resource total exceeds 99, use the +100 side of the resource marker. During this phase, players may do this simultaneously or in turn order if they prefer. On the Food/Resource Production Chart, the total amount of resources is given for each nation at the start of play.





10.0 BUILD PHASE

During the Build Phase, each player conducts the following activities in the order given: Event Marker play, pay maintenance, restore armies that have lost steps, build new armies, and increase fortification levels of cities. The Build Phase is done in Initiative Order for the turn.

Note: *One important rule to keep in mind is that three resources can be used as one food point and three food points can be used as a resource point, except for countries controlling a port city. In those countries, two food points may be used as one resource point and two resources may be used as one food point.*

10.1 Maintenance

Checking the Maintenance and Cost Chart, the player totals up the cost in food and resource points for each army currently on the game map. If the player does not have enough food/resources to pay maintenance for all of his armies, then the player chooses which armies must suffer step losses instead. Units with one step or with one step loss already are removed from play.

10.2 Restore Armies that Have Lost Steps

Armies that have lost one step may have that step restored by expending the appropriate food/resources listed in the build column of the Cost Chart.

10.3 Building New Units

Players may build new armies. To do so, they must expend the Food/Resources listed on the Cost Chart. Costs are for one step of the army (i.e. to build a two step, or two sided, army, the cost is double the cost of building a one step army). Then, armies of the type being built are randomly drawn and placed in any home city area or adjacent home area within stacking restrictions. They may not be placed in home areas controlled by enemy players or occupied by enemy armies.

Note: *One step militia (i.e. 1-1 militia) cost the same as two step militia. When drawn randomly from a cup, if a one step militia is drawn it is the player's unfortunate luck to have done so.*

10.4 Increasing Fortification Levels of Cities

A player may increase the fortification level of a city up to a maximum level of 4 during this part of the turn. It costs ten resource points to increase a fortification level by one and each city may only have its fortification level increased by one per Build Phase. A fortified city that falls to siege retains its fortification level of 1 for the new controlling player. The maximum fortification level is 4.

10.5 Building Minor Allies' Units and Restoring Lost Steps

Players may flip all minor ally units to their full strength (i.e. no step losses side) and may add two units (player chooses which types) if at least one city in the Minor Ally Home Country is still controlled by the minor country and is not being besieged. In that case, the two new units are placed on the city or in an adjacent area that is not occupied or controlled by enemy units and within stacking restrictions.

11.0 INVADING MINOR COUNTRIES

When a player invades a minor country (i.e. announces his intention to move into an area of a minor country) that is not allied to another player, the other players must determine who controls the minor country that is being invaded. To do so, the players each roll a D10 and apply any die roll modifiers as listed in section 7, event 18. The player with the highest result wins. In case of a tie, the tied players roll again to determine who controls the minor country. When gaining control of a minor country, the controlling player may choose where in the minor country to place the available units. During his own Action Phase, he may move them within the minor country but not move outside their home country. During the Build Phase, player may build and repair minor country units (see section 10.3). A minor country is considered conquered when the invading city controls all of its cities. At this point, all remaining armies of the conquered minor country are removed from play. The controlling player (i.e. the player that is running the minor country's forces against the invading major power) may not move his own forces into the country, until the next Action Phase.

When invading a minor country, the invading country controls only those areas where he has armies at the end of a turn (when a control marker is placed in it). This changes when all cities are controlled and minor country armies are removed. At this point, an invading armies just needs to move through a minor country area to gain control of it.

12.0 VICTORY CONDITIONS

There are two types of Victory Conditions – Automatic and End of the Game. Both count control of cities for victory points. To control a city, you must have a Control marker in the City area. To do so, you must have successfully conducted a siege and gained control of the city. You are considered to be in control of the city for Victory Conditions, even if enemy armies besiege the city. When counting cities, count each city that has a control marker on it. Subtract from that total each home country city controlled by an enemy. Do not count cities in minor countries with which you are allied. The resulting total is the number of victory points you have.





12.1 Automatic Victory Conditions

A player country is considered to have won the game if the Automatic Victory conditions are reached at the conclusion of any Action Phase, and no other player country has also reached the automatic victory level. If two player countries or more reach the Automatic Victory Level at the same time, play continues until only one player country has met its Automatic Victory Conditions Level at the end of an Action Phase. Here are the victory conditions for each of the player countries:

Aramea	Judah	Moab	Philistia	Tyre
8	10	6	9	7

Automatic victory conditions do not apply in the two-player game.

12.2 End of the Game Victory Conditions

If automatic victory conditions are not reached beforehand, determine the winner during Victory Determination of game turn 7. Each player totals up his victory points and then multiplies them by the following:

Aramea	Judah	Moab	Philistia	Tyre
x2	x1	x2.5	x1.5	x2

Fractions are kept and the winner is the player with the highest point total. In case of a tie for the lead, both players are considered winners.

13.0 SHORTER SCENARIOS

Before the game begins, players should determine how much time they wish to play. Each game turn takes about 45 minutes to play with five players, 30 minutes with 2. A full game of seven turns takes about 5 – 6 hours to play for five players or 3 hours for a two-player game. Automatic victory tends to shorten the game, but if players have a more limited time to play, they may agree to shorten the number of game turns. For a two to three hour game, it is recommended that players choose a three turn game, while for a four hour game, a four or five turn game is playable. An alternative to this is a variable ending game. On the third turn, place a Game Ends marker in the Phase Cup instead of an Action Phase marker. On turn 4, place two Game Ends markers in the cup instead of two of the Action Phase markers. It stays at this until a Game Ends Marker actually is placed on the Phase Track. When the marker comes up as the current phase, the game is immediately over and victory points are totaled.

14.0 CREDITS

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15.0 DESIGNER'S NOTES

The Campaigns of King David represents some major rethinking on my part about the approach to designing a strategic game. For those who have played some of my other strategic designs you will notice some similarities, but this design marks a clear change in approach. First, the Siege system in this game comes much closer to illustrating the impact of the siege than any other system I've devised for resolving sieges. At the same time, it is much simpler than others I've used. The random selection of the Phases also creates a major rethink of what a game turn should consist of. I started the design with a standard turn sequence with each turn representing a year. What I found was that the history of the period would be better served if the predictability of the rigid sequence of play could somehow be changed. After much trial and error (much thanks here to the patience of Charlie Spiegel) that stretched on for months, I finally hit upon the system that you have in front of you. My guess is that the first few times playing the game will create situations that you would not encounter in a game with a rigid sequence of play. It will create times of plenty where two food or resource phases will occur in short succession and your warehouses will swell followed by times where you will be scrounging for an extra resource or two to get you through the tough times. This reflects the times very well and puts extra demands on the players to make choices that will get them through the tough times. The Events Markers were a fun addition that creates another game choice to the system that makes each game different from the last. As a matter of fact, one of my goals in the design was to make the players have more options than they can act on and also make it as unpredictable as possible.

If I have achieved that, I'm happy.





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EVENT / RARE SITUATION Q&A:

Q: *Re: Event 4: What happens if opposing players both play this Event Marker? What happens if all three Markers are played together, one by a player, one by the second player, and then one by the first player (or even a third player)?*

A: The die would be re-rolled once for each chit in the order in which the chits are played.

Q: *Re: Events 8, 9, 10, 11, 12, 13: What happens if all Egyptian/Bedouin areas are occupied? Can Egyptian/Bedouin armies be placed in an occupied area?*

A: Yes, they may. It is however highly unlikely that all these areas will be occupied.

Q: *Re: Events 14 & 15, 16 & 17, 20 & 21: What happens if multiple players play multiple Event Markers that counter each other (Increase/Decrease Harvest, Increase/Decrease Production, Seige Works/Defensive Salwart) on the same country?*

A: You compare the totals of the countering Markers the majority effect is applied. If there is a tie, nothing happens. For example, if 3 Increase Harvest Markers are played and 2 Decrease Harvest Markers are played, then one Increase Marker would take effect.

Q: *Re: Event 19: What happens if a non-Judah player draws the Event Marker? Does he retain it or is it returned to the container?*

A: He may retain it (to keep it out of Judah's hands).

Q: *Re: Event 25: What happens to David if Judah suffers a royal death? Is David removed?*

A: No, it is assumed that rather than David actually dying, it is one of his immediate family. Thus, causing the same effect, but without David dying.

Q: *Re: Event 26: If player A's God's Intervention Marker is negated by player B's God Intervention Marker, can player A (or even player C) play another God's Intervention Marker to negate player B's?*

A: Yes.

