

CONFLICT OF WILLS:

JUDEAN HAMMER

Guerrilla Warfare during the Maccabean Revolt

RULES

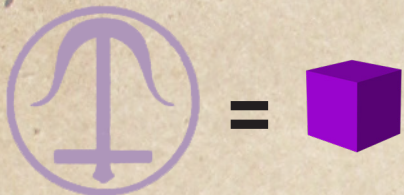


“When the time came for Mattathias to die, he said to his sons: “These are times of violence and distress. Arrogant people are in control and have made us an object of ridicule. [...] Don’t be afraid of the threats of a wicked man. Remember that he will die and all his splendor will end with worms feeding on his decaying body. Today he may be highly honored, but tomorrow he will disappear; his body will return to the earth and his scheming will come to an end.”

~The apocryphal 1 Maccabees 2:49-63

SETUP:

1. Place a cube for each faction icon on the map. These are your units.



2. Place a cube for each faction icon on the score track.

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VICTORY POINTS

-	1	2	3	4	5	6	7	8	9	10	11	12	13	14
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RECRUIT

MACCABEANS
OPs value
 Split any way across cities in regions not controlled by Greeks.
OPs -1
 A single controlled city in a region controlled by Greeks.
OPs -1
 A single wilderness location.

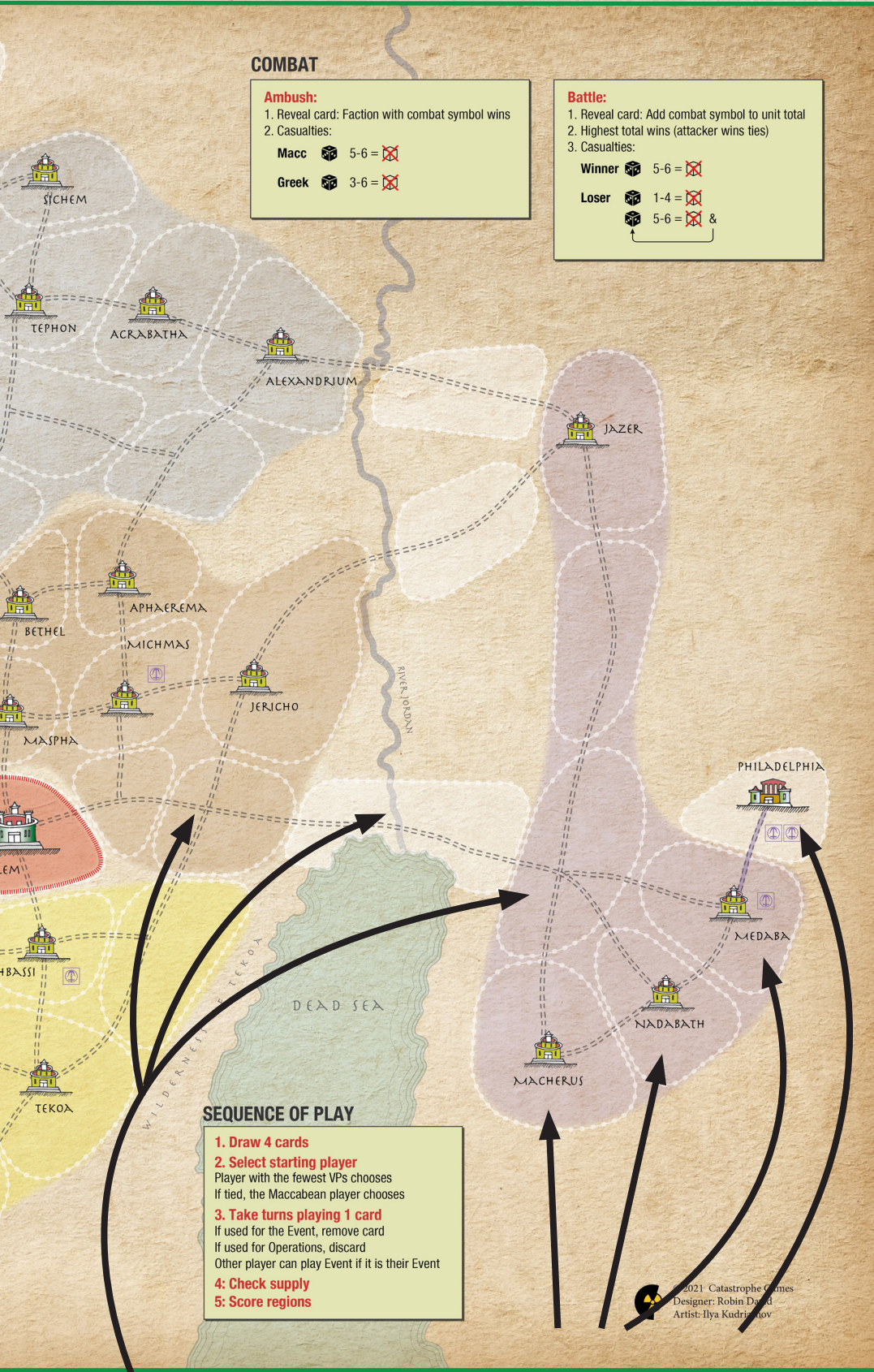
SELEUCIDS
OPs value
 Split any way across:
 • Controlled cities.
 • Areas adjacent to controlled cities in controlled regions.
 Must trace supply to a Greek Supply Center.

MOVE
 Move units = OPs value + 1.
Maccabees: range 3.
Greeks: range 2 and Maccabees may ambush.

Legend:
 Greek Supply Center (house icon)
 City (house icon)
 Jerusalem (house icon)
 Greek starting unit (purple circle icon)
 Maccabean starting unit (green circle icon)

One of the scoring regions:

Jerusalem is also a scoring region.



COMBAT

Ambush:

1. Reveal card: Faction with combat symbol wins
2. Casualties:

Macc 🎲 5-6 = ❌

Greek 🎲 3-6 = ❌

Battle:

1. Reveal card: Add combat symbol to unit total
2. Highest total wins (attacker wins ties)
3. Casualties:

Winner 🎲 5-6 = ❌

Loser 🎲 1-4 = ❌

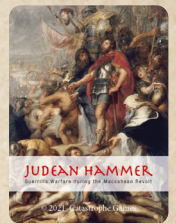
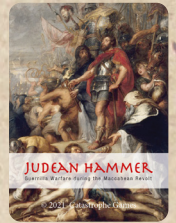
🎲 5-6 = ❌ &

SEQUENCE OF PLAY

1. Draw 4 cards
2. Select starting player
Player with the fewest VPs chooses
If tied, the Maccabean player chooses
3. Take turns playing 1 card
If used for the Event, remove card
If used for Operations, discard
Other player can play Event if it is their Event
4. Check supply
5. Score regions

Areas are either cities, **Greek Supply Centers**, or Wilderness

3. Shuffle deck and set between players. Both players draw 4 cards.



4. **Maccabean** player is the first player on Round 1.

5. Start game on Phase 3, "Take turns playing one card."

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Designer: Robin Desjardins
Artist: Ilya Kudryashov

OVERVIEW:

On each round players draw 4 cards each. The player behind in points chooses who is the first player for the round, then players alternate playing one card until both players have no cards left. Unit Supply is checked and regions are scored based on how many cities each player controls. The Game ends when a player reaches 12 victory points or when the deck runs out.

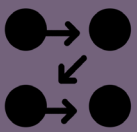


COMPONENTS

- Map
- 30 Green Cubes (**Maccabean Units**)
- 30 Purple Cubes (**Greek Units**)
- 2 Dice
- 26 Cards

GOAL OF THE GAME:

Reach 12 victory points first by controlling the most cities in each of the 6 regions.



PLAY SEQUENCE

1. Draw 4 cards

Each player draws 4 cards.

2. Select Starting Player

The player with the fewest Victory Points decides who is the starting player. If the scores are tied, the **Maccabean** player decides.

3. Take Turns Playing 1 Card

On your turn, play one card from your hand. When you play a card you choose to use it for either its operations points (**OPs**) or for its **Event**. If you play the card for OPs place it in the **Discard Pile** after use. If played for the Event, the card is removed from the game. A player may only play a card event if that card shows their faction icon.

Important: If you play a card for OPs and the event belongs to the other player, they can pick it up and play the Event, **even though it is still your turn!** Like always, after they play the event on the card, the card is removed from the game. Now it is their turn to play one of their cards.

A card played for its OPs value can be used for either Recruitment or Movement, which are explained below.

Each player takes turns playing one card until both players have played all four of their cards. Then move to the **Check Supply** phase.



RECRUITMENT

The **Maccabeans** have 3 options for recruiting Units.

1. Recruit units equal to the OPs value in empty or **Maccabean** controlled Cities in non **Greek Regions**.
2. Recruit units equal to the OPs value -1 in a single empty or **Maccabean** controlled City in a **Greek Controlled Region**.
3. Recruit units equal to the OPs value -1 in a single **Wilderness** area (an area with no City or **Greek Supply Center** in it).

The **Greeks** always recruit Units equal to the OPs value and can split this value across any of the following locations:

1. **Greek** Supply Centers
2. Cities they control
3. Wilderness Areas adjacent to City Areas they control in a **Greek** controlled Region.

When the **Greek** player recruits units, these units must be **in supply**. This means they can trace a path from the Area to a **Greek Supply Center** without passing through **Maccabean** Units.

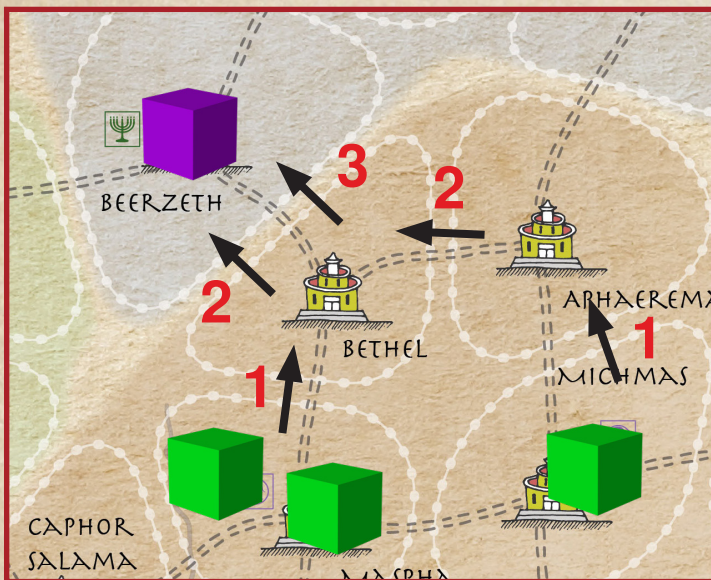


MOVEMENT

- Select a number of Units up to the **OPs value +1**.
Ex: Playing a 2 OPs value card means you can move up to 3 Units.
- Units must move along roads.

The **Maccabeans** can move each Unit up to 3 Areas but cannot move into **Greek Supply Centers** (marked by a purple road).

The **Greeks** can move each Unit up to 2 Areas.



*In this example, the **Maccabean** player has played a 2 OPs card and is able to move up to 3 units up to 3 spaces each. They move 3 units into a space with a **Greek** unit, initiating combat.*

Maccabeans can **Ambush** the **Greeks** during **Greek** movement. See below for Ambush rules.

If Units move into an Area containing enemy Units, a **Battle** occurs at the end of all movement. Do all movement before resolving an Ambush then resolve all Battles.



COMBAT

Battles are resolved by comparing the number of Units, revealing a card for its impact, then each side rolls a die to determine casualties.

The process is as follows:

1. Count the number of attacking and defending Units.



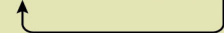
2. Reveal the top card of the draw Pile. Add the Combat Modifier found on the bottom left of the card to that Faction's Unit total. Put the card into the Discard Pile. **Note: Do not place more Units in the Battle, just add the number for purposes of determining the winner. Cards used for combat cannot be played as an event.**
3. If the attacker's Unit total is equal or larger than the defender's Unit total, the attack is a success. If the defender's Unit total outnumbers the attacker's Unit total, the attack fails.
4. Each side looks at the Casualties chart and rolls dice to determine if they have any Unit losses. **Note: The casualty chart refers to the Units you will lose, not the number of "hits" you will inflict.**
5. After removing losses if both sides have units in the area the attacker must retreat all remaining units. The attacker will retreat the units into an adjacent area that at least one of the units came from.

Battle:

1. Reveal card: Add combat symbol to unit total
2. Highest total wins (attacker wins ties)
3. Casualties:

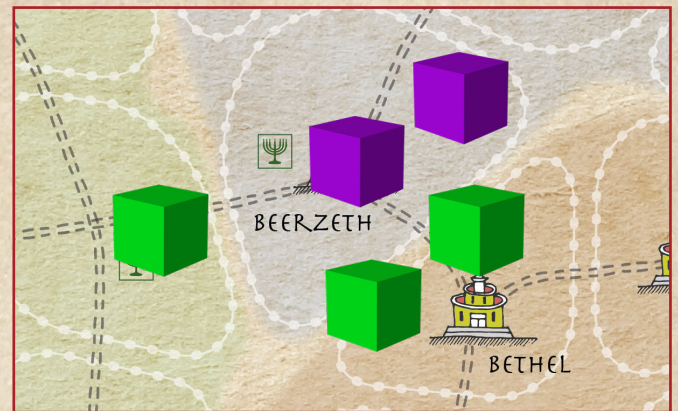
Winner  5-6 = 

Loser  1-4 = 

 5-6 =  &


Each side rolls a die and checks to see if they lose a unit. The loser of the battle may lose more than one unit if they continue to roll a 5 or 6. Yes, you can win the battle, but still have to retreat afterwards. If the other side is eliminated the surviving side stays to control the area.

*In this example, there are 3 attacking **Maccabean** units and 2 defending **Greek** unit. This card is revealed from the top of the draw pile:*



*The modifier on the bottom left adds 2 strength to the **Maccabean** side, meaning the **Maccabean** have 5 strength to the **Greek's** 2 strength. The **Maccabean** win. They roll a die on the "Casualties Chart" and get a result of 1 and take no losses. The **Greeks** roll a 5 and lose a Unit and must roll again. The second roll eliminates their last Unit. Because the **Greek** units are completely eliminated during a successful attack, the **Maccabean** units now control the area.*

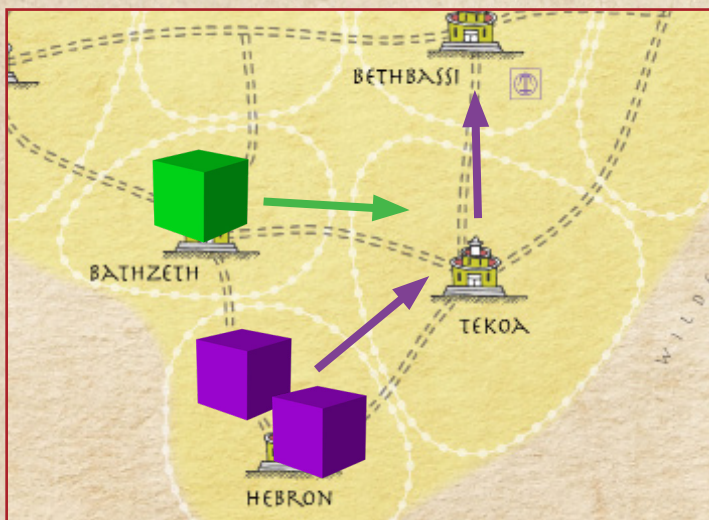
AMBUSHES:

The **Maccabeans** are excellent guerrilla fighters, springing ambushes and taking advantage of the hilly terrain in Judea. As such, they can ambush **Greek** movement, forcing them to halt their movement and fight.

When **Greek** Units move into or through an empty area adjacent to **Maccabean** Units, the **Maccabeans** may attempt to ambush and stop the **Greek** movement. An Ambush is declared after all of the **Greek** movement is decided. However, a successful Ambush may prevent the ambushed units from completing their movement. A successful Ambush will stop the **Greek** movement at the area of the ambush. There can only be one ambush each turn.

1. **Maccabean** player declares where they are going to attempt an Ambush. They must be adjacent to the area that the **Greek** Units moved **into or through**. They can not choose to **Ambush** an area where a **Battle** is going to take place.
2. Reveal the top card of the deck to show the Combat Modifier. If the revealed card shows a **Maccabean** combat modifier, then the **Maccabeans** win the Ambush. *Note: Unit totals do not matter for an Ambush - only the Combat Modifier shown on the card.*
3. If the **Maccabean** player wins the ambush attempt, then all **Greek** Units that went into or through that Area must stop there. If the **Greek** player wins, then movement can continue.
4. If the **Maccabeans** win the Ambush, then each player rolls against the **Ambush** chart to see if any Units are lost. If the **Greeks** win the Ambush, then no units are lost and movement continues. *Note: Unit Casualties are separate from a successful Ambush. The **Maccabean** player can lose Units in a successful Ambush, and vice-versa. The success of an Ambush only determines whether **Greek** movement has to stop in that Area, or if it can continue.*
5. If all **Greek** units are eliminated, the **Maccabean** ambushing units now move into the ambushed area, otherwise they stay in the area they started from.

Greeks cannot be ambushed moving into or through an Area already containing Units.

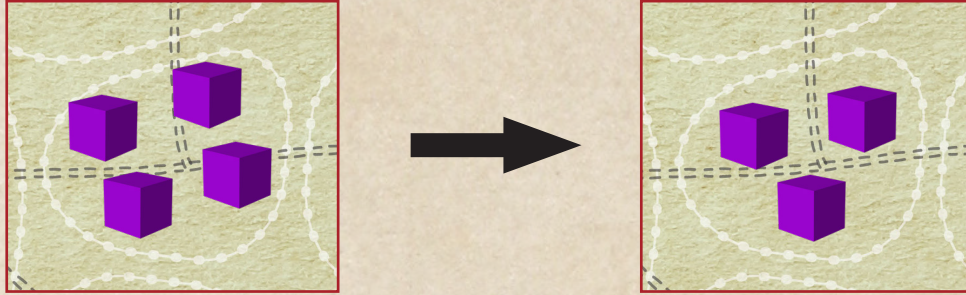


The **Greek** player attempts to march 2 Units from Hebron to Bethbassi. The **Maccabean** player launches an ambush. The **Maccabean** player reveals the top card from the draw pile and it has a **Maccabean** Combat Modifier, and so wins the ambush. The **Greek** player has to stop immediately in the ambush area. They each roll a die for casualties. The **Maccabean** rolls a 4, so does not take a casualty. The **Greek** player rolls a 4 as well, and removes a unit as a casualty.



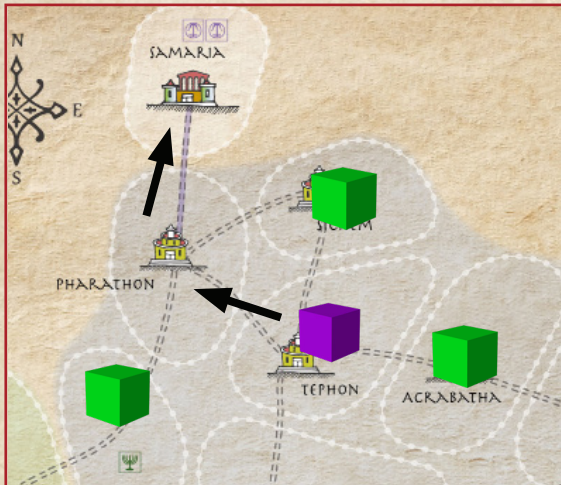
CHECK SUPPLY

1. No **Area** can support more than three **Units** at the end of any Round. Remove **Units** from any **Area** containing more than three until only three remain. Place removed units back in the supply.



A location contains 4 units. During this phase it must remove units so that it has a maximum of 3 units.

2. Remove one **Unit** from each **Greek** Area that is **out of Supply**. An Area is **out of Supply** if you cannot trace a path from the Area to a **Greek Supply Center** without passing through **Maccabean** Units.



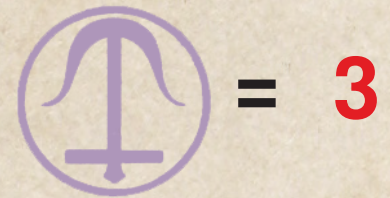
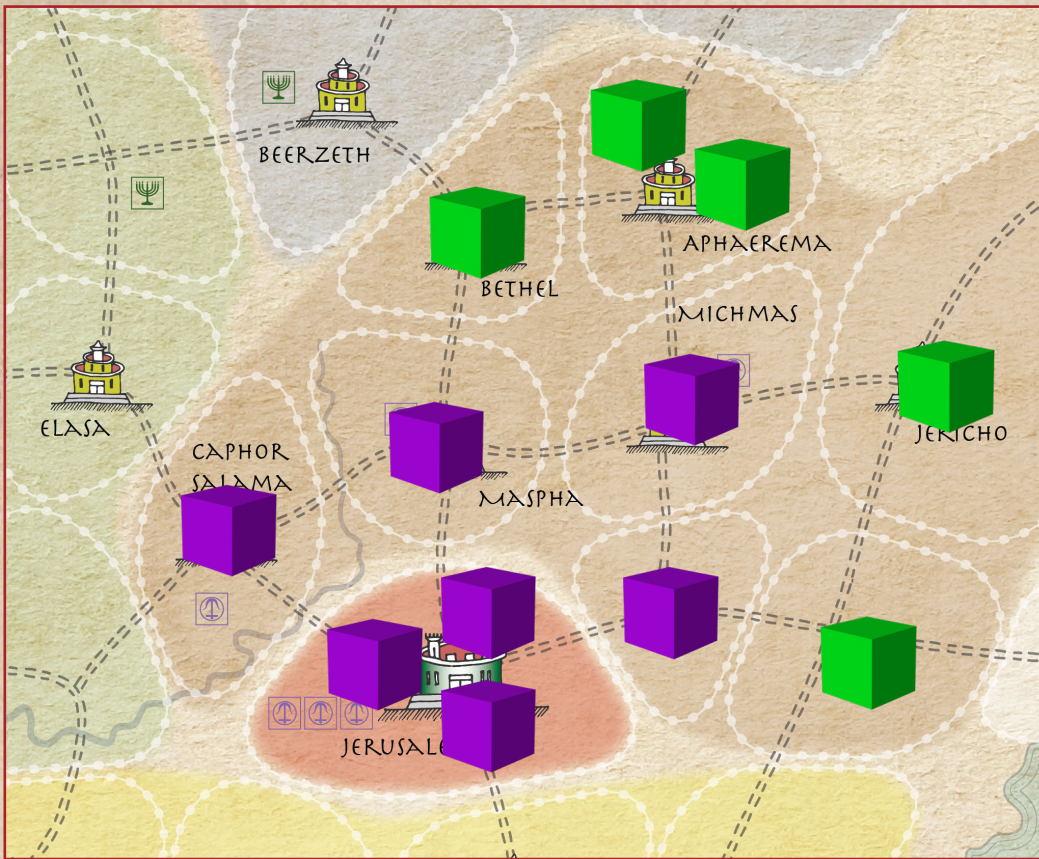
*In this example, the **Greek** unit is safe as it can trace a line of supply back to a **Greek** Supply Center. Were there a **Maccabean** unit. In either of the two Areas that it moves through, it would have been isolated.*

Note: It is very important as the **Greek** Player to try and keep your supply lines protected. In contrast, as the Maccabees, attacking supply lines should be an important part of your strategy!

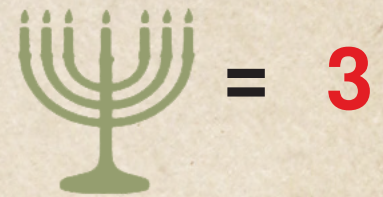


VICTORY POINTS

1. Each region grants one point to the faction that controls it. To control a Region, you must control more **Cities** in that Region than your opponent. Whoever has Units present in Jerusalem will also gain one point.



CITIES

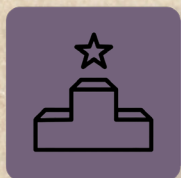


CITIES

In the above example, the tan colored region above Jerusalem is tied for control. Even though the **Maccabean**s have more units in the region, they do not control more cities. Neither player will score for that region.

2. Each player moves their respective cube that is on the **score tracker** equal to the number of Victory Points awarded this **Round**.

3. After awarding Victory Points, shuffle cards in the **Discard Pile** into the deck. Cards that have been removed from the game are never shuffled back into the deck. Ensure there are at least 13 cards left in the draw pile, or the game ends.



END OF THE GAME

Play continues until one of the following occurs:

1. A player reaches 12 Victory Points during the **Victory Points** phase.
2. **IMPORTANT:** If there are 12 or less cards in the draw pile the game ends immediately.

Do not play out the rest of the Round if this occurs. If either of these Events occurs, then the game is over. Whoever has the most Victory Points wins the game. In the event of a tie, the **Maccabean** player wins.

GLOSSARY:

Ambush: An **Ambush** is a strategic move only available to the **Maccabean** player which is (optionally) triggered when any **Greek** unit moves into or through an empty Area adjacent to an Area containing a **Maccabean Unit**.

Area: An **Area** is any part of the map that is encompassed by a dashed line. Areas are either cities, **Greek Supply Centers**, or Wilderness.

Controlled City: A **City** is **controlled** when there are any number of **Units** in a **City**, and it is considered **controlled** by whichever **Faction** the **Units** belong to. An empty city is not controlled.

Controlled Region: A **region** is considered controlled when one **Faction** has a majority of the **controlled cities**. The **region** is not controlled if both **Factions** have an equal number of **controlled cities**.

Event: An **Event** is found in the center of cards and is a special action that the player of the **Faction** that the card belongs to can choose to play. They can choose to play it from their hand instead of playing it for the **OPs**, or they can play it after an opponent plays it for **OPs** from their hand. In either case, it is removed from the game. An **Event** cannot be played when a card is revealed during an **Ambush** or combat.

Greek Supply Center: Areas that provide reinforcements to the **greek** player. **Maccabean** units can never enter any **Greek Supply Centers**.

Region: A **Region** is the entirety of the **Areas** that are highlighted in one of the 5 colors. Jerusalem is also considered a region.

Wilderness area: An area with no **City** or **Greek Supply Center** in it.

Designer: Robin David

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Cover: "The Triumph of Judah Maccabee" By Peter Paul Reubens

DESIGNER NOTES:

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