

assideum™ Rules

Introduction

assideum™ is a game for 2 players. Players execute one option per turn and alternate turns until Victory is attained. The *battle forces* consist of the army under the command of a player. Siege occurs when you can attack your opponent's Commander on your next turn. Victory is attained when your opponent cannot escape siege.

Your Battle Forces

8 Ved'rin (icon), 2 Strikers (icon), 2 Cruisers (icon), 2 Portals (icon), 2 Fighters (icon), 1 Ranger (icon), and 1 Commander (icon). Battle Forces consist of *ground forces* and *flying forces*.

Ground Forces

Your *ground forces* consist of Ved'rin, Strikers, Cruisers, Portals, the Ranger, the Commander, and all *landed* Fighters.

Fighters are *landed* when they occupy the same square as a friendly Portal. A landed Fighter and the Portal it is landed on comprise **one ground piece**.

Flying Forces

Your flying forces consist of *flying* Fighters.

Fighters are *flying* when they do not occupy the same square as a friendly Portal.

Opening Setup of Battle Forces and Beginning Play

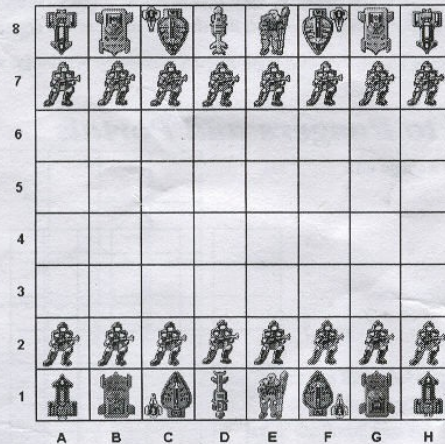


Figure 1 - Opening Setup

The opening setup of the battle forces is displayed in Fig. 1.

*Note that the Fighters occupy the same squares as the Portals at the start of the game.

**Note that the Portals and Rangers must face forward at the start of the game.

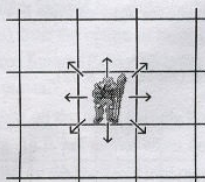
The player with the Ranger to the left of the Commander begins play. Players then alternate turns.

Positioning of Ground Forces

Ground forces can be positioned by movement or, in certain cases, through spinning or through both spinning **and** movement.

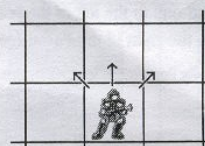
Movement - Applies to all Ground Forces

The maximum distance each ground force can move is as follows:



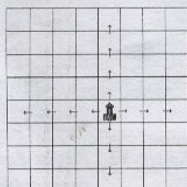
Commander. May move one square per turn in any direction.

Figure 2 - Commander Movement



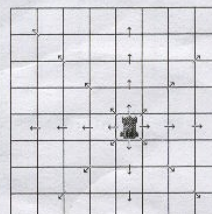
Ved'rin. May move one square per turn in **any forward** direction. When it reaches the opponent's back row, the Ved'rin is allowed to move like the Commander.

Figure 3 - Ved'rin Movement



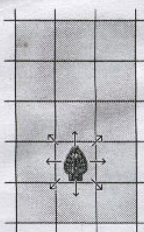
Striker. May move the full distance of the battle grid, but only in a straight line, forward or backward, left or right.

Figure 4 - Striker Movement



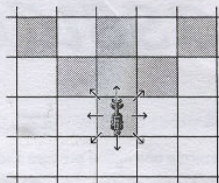
Cruiser. Moves the same as a Striker, but can also move diagonally.

Figure 5 - Cruiser Movement



Portal: Moves the same as the Commander (this piece can also spin - see below).

Figure 6 - Portal Movement



Ranger: Moves the same as the Commander (this piece can also spin — see below).

Figure 7 - Ranger Movement

Blocking Ground Force Movement

Ground forces may move up to their full available distance, unless they are blocked by a friendly or an enemy **ground** force. A ground force is not blocked by a **flying** force, either friendly or enemy—the ground force slips under the flying force!

If a ground force is blocked by another **friendly** ground force, it cannot move any further. It stops at the square immediately before the blocking ground force.

If a ground force is blocked by an **enemy** ground force, it can choose to stop at the square immediately before the blocking ground force, or attack the force and remove it from the battle grid, all in the same turn (see **Attacking** below).

Spinning - Applies Only to Portals and Rangers

Portals and Rangers are “directional” pieces. The Portal’s direction determines where a Fighter can fly, while the Ranger’s direction determines where its firing range will be (see **Positioning of Flying Forces** and **Attacking by Ranger Fire** sections below).

As your turn, you can choose to just “spin” the Ranger or Portal. The piece can be spun 90 degrees (to either the left or the right), or 180 degrees. It **cannot** be spun 360 degrees as your turn, i.e. to avoid having to move another piece (see Figs. 8 & 9).

The Rangers and Portals are **never** spun to face towards the diagonals.

Movement and Spinning - Applies Only to Rangers and Portals

A player can choose to both “move” and “spin” a Portal or a Ranger in a single turn.

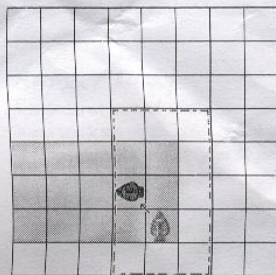


Figure 8 - Portal Spinning

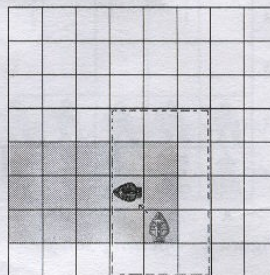


Figure 9 - Ranger Spinning

Positioning of Flying Forces (the Fighters)

Fighter(s) can only fly in the flight zone established by one or both Portals.

Portal Flight Zone(s)

The flight zone of a Portal is a rectangular area comprising a total of 15 squares surrounding the Portal. Specifically, the flight zone consists of the rectangular area:

Starting at the square one backward and one to the left of the Portal, then three forward and one to the left of the Portal, to three forward and one to the right of the Portal, to one backward and one to the right of the Portal (see Fig. 10).

Overlapped flight zones occur when two friendly Portals are located so that their respective flight zones share **at least one square** in common (see Figs. 11 & 12).

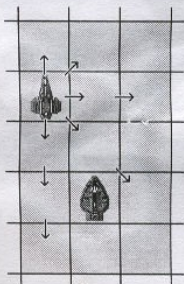


Figure 10 - Portal Flight Zone & Fighter Movement

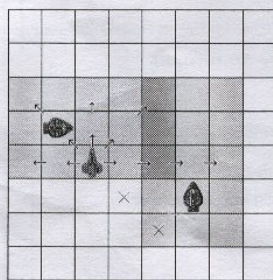


Figure 11 - Overlapping Flight Zones & Fighter Movement

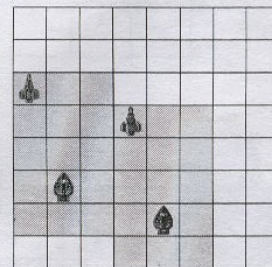


Figure 12 - Flight Zones not overlapped

Fighter Movement

The Fighter can move in a **straight line** - forward, backward, to the left or right, as well as diagonally - but only in the Portal's flight zone (see Fig. 10).

Fighter(s) can utilize the full distance of both flight zones when the flight zones are overlapped, so long as **every** square the Fighter moves through is part of the flight zone (see Fig. 11).

The Fighter remains in the position it has been moved to until future moves change the situation - it does not fly back to the Portal at the end of the turn.

Flying Fighters Co-occupy Squares

At the end of a turn flying Fighters:

- can co-occupy a square with **any friendly force**.
- can co-occupy a square with any **enemy ground force** - they do not have to attack that force on that turn.
- **cannot** co-occupy a square with an **enemy flying Fighter** - they must stop in the square immediately before the enemy flying Fighter, or attack the enemy Fighter (see **Attacking** below).

Blocking Flying Fighter Movement

A flying Fighter can move over any ground force (friendly or enemy) - its movement is **only** blocked by an **enemy flying Fighter**.

A landed friendly Fighter is blocked from flying to any other square if it begins the turn coexisting with an enemy flying Fighter. But, the friendly Fighter can attack the enemy flying Fighter (see **Attacking** below).

Effect of Spinning (or Moving) a Portal on a Flying Fighter's Position

When a Portal is moved or spun:

- all friendly **flying** Fighters located **exclusively** within that Portal's flight zone are moved as well, they must retain the same position relative to the Portal (see Fig. 13).

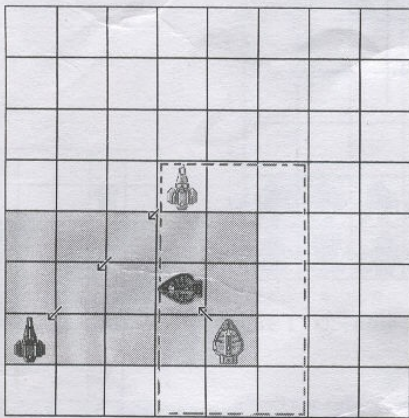


Figure 13 - Fighter Relative Movement

The Fighter was flying three squares in front and one to the left of the Portal prior to the move so at the end of the move it must be relocated to a position three squares in front and one to the left of the Portal (see Fig. 13).

- those flying Fighters located in overlapped squares (squares common to both flight zones) have the option of being moved with the Portal, or can remain in the same square (Fighter E6 in Fig. 14 can be moved or left when either Portal is moved).
- all Fighters **landed** on the other friendly Portal cannot be moved (landed Fighter E4 in Fig. 14 is not moved when Portal B5 is moved).
- all Fighters **landed** on the moving Portal move with it, regardless of whether or not they are in overlapped flight zones (landed Fighter E4 in Fig. 14 is moved when Portal E4 is moved).
- no enemy ground force can be attacked by a relocated Fighter. The turn would end with the Fighter and the enemy ground piece coexisting.
- relocating its Fighter to a new position off of the board, then the Fighter must be repositioned on the closest square on the board. This becomes the Fighter's new position relative to the Portal (see Fig. 15).
- relocating its Fighter to a square occupied by an enemy flying Fighter, a different move must be selected - this is an illegal move.

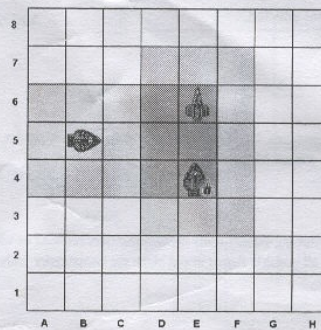


Figure 14 - Fighter Options When A Portal Moves

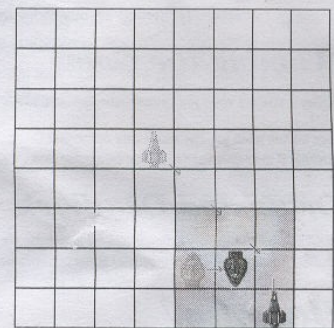
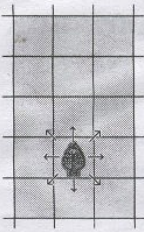
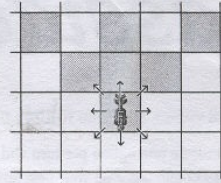


Figure 9 - Fighter Relative Positioning



Portal: Moves the same as the Commander (this piece can also spin - see below).

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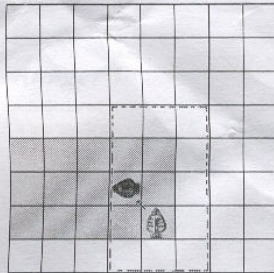


Figure 8 - Portal Spinning

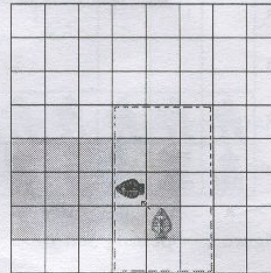


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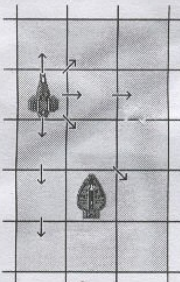


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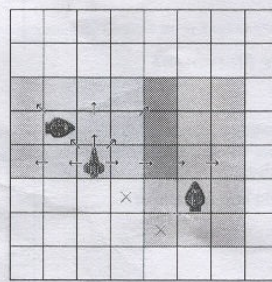


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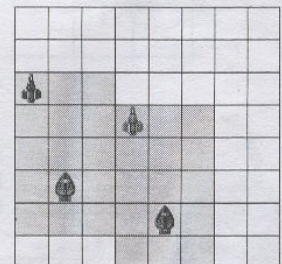


Figure 12 - Flight Zones not overlapped