



Assaut

2 playes

15 min

Tactic

19th century

Europe

One of the many variations of the medieval game "the fox and hens", bringing together two players do not have the same number of pieces. In 1664, La Marinière describes a war game defending a bastion on a diagram where the pieces of attack and defense are in unequal numbers. At the beginning of the 19th century, in Germany, the besiegers' game is illustrated with military scenes prefiguring those that will bloom on the Assault and Asalto games. From 1855, we play Assault, Asalto or the game "officers and sepoy" in many European countries.

Material

1 game board, 24 pawns of one color, (the soldiers), 2 pawns of another. (the officers).

Game's goal

For whoever has the officers, capture 16 soldiers.

For whoever has the soldiers, occupy the 9 squares of the fortress.

Progress

- **In the beginning**

Soldiers are on all crossings outside the fortress. Officers choose their place inside the fortress.

- **Pawns' move**

Soldiers and officers move to nearby free intersections following the lines of the game. Soldiers never have the right to back down. They must always take the shortest path to reach the fortress. Once inside the stronghold, they can never get out. However, the movements inside the castle can be done in any direction. Officers can go in all directions. They can leave the castle and come back.

- **Pawns' catch**

The officers are obliged to take when they can do it. Officers capture soldiers by jumping over them, provided there is an empty intersection immediately afterwards (same type of take as the checkers game).

Soldiers can never capture an officer by jumping over it.

- **« blow not play »**

If by forgetfulness or choice, an officer does not capture a pawn when he has the opportunity, his opponent can point it out and "blow" the offending pawn. "Blowing" means removing the offending pawn from the game board. This does not prevent the opponent from playing his turn normally - "Blowing is not playing."

Only one officer can be removed in this way.

- **End of the game**

If the soldiers occupy the 9 places of the fortress, they win the game. Similarly, if both officers were blown, the game is over and the soldiers win.

The officers win if they captured 16 soldiers, because it is impossible to invade the fortress with the rest of the soldiers.

If one of the players can not move to his turn, he lost.

Variants

- **Prohibition to block officers**

When a player can not move, he lost. This happens frequently to officers, who are in the minority.

In this variant, it is forbidden to block the officers. The soldiers lose the game if they prevent the officers from moving.

- **More free soldiers**

Soldiers can move horizontally. They are no longer obliged to advance towards the castle, but never have the right to retreat.