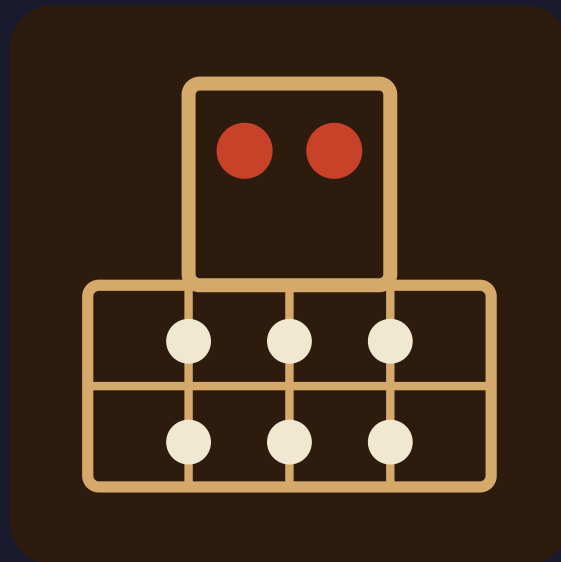




ASALTO

VARIANT LIBRARY

Officers defend a fortress against a siege of soldiers

2

VARIANTS

2

PLAYERS

8+

AGE

Published by Moddable Games · v0.1.0 · Printed 22 July 2026

Asalto

Asalto (also known as Officers and Sepoys, or The Fortress Game) is a Victorian-era asymmetric game in which a small defending force (the Officers) must hold off a much larger attacking force (the Soldiers). The game was widely sold in Britain and continental Europe from the 1870s onward.

The board consists of a fortress in the upper portion (a 3×3 grid with specific connection points) joined to a plain in the lower portion (a 5×5 grid). Officers start inside the fortress; Soldiers start on the plain.

VARIANTS IN THIS HUB

VARIANT	OFFICERS	SOLDIERS	DESCRIPTION
Standard Asalto	2	24	Classic Victorian rules; Officers must eliminate enough Soldiers to prevent being surrounded; Soldiers win by immobilizing Officers.
Royal Garrison	3	50	Larger board; three Officers defend against a greater force.



Printed 22 July 2026

V0.1.0

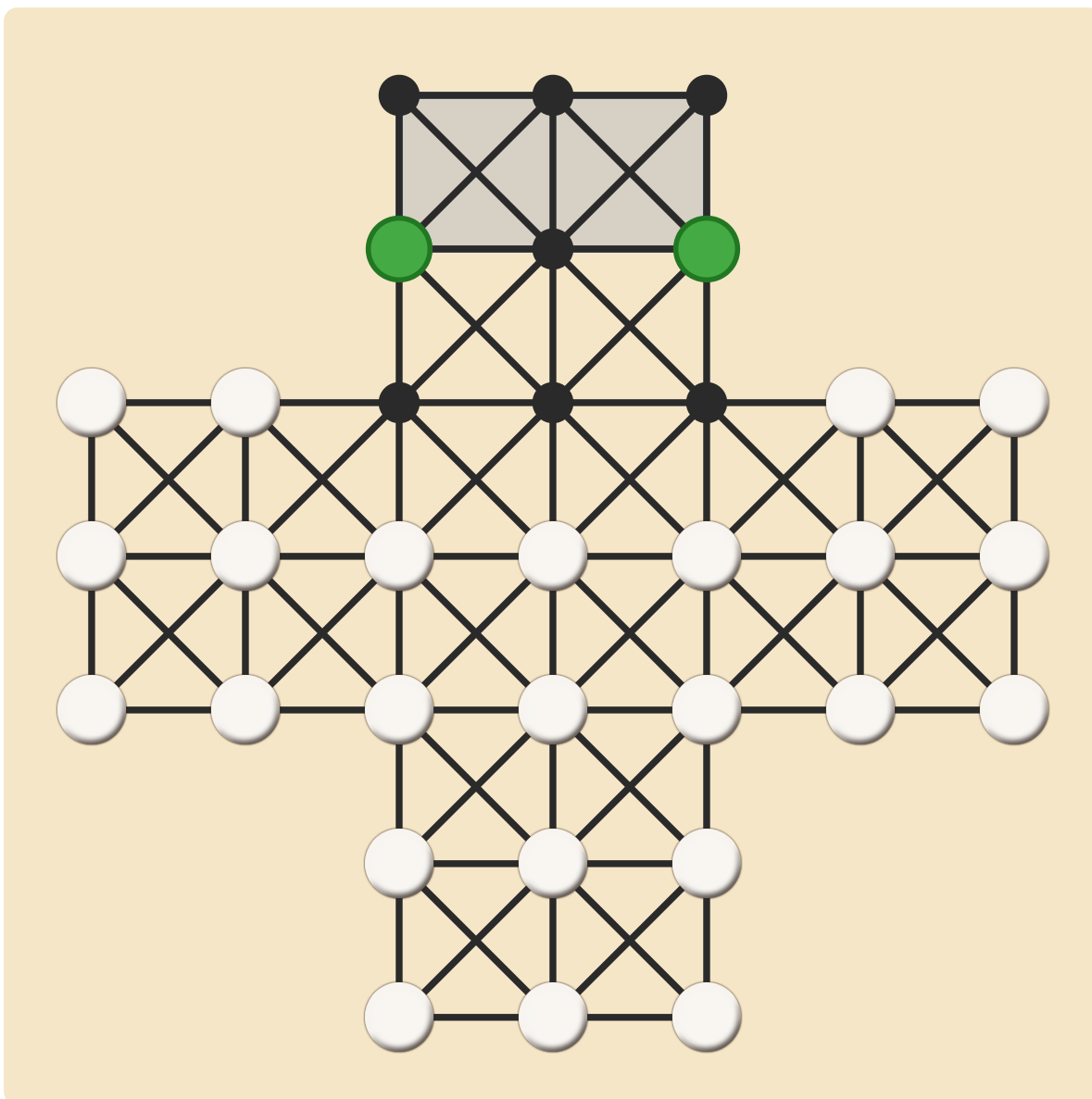
ASALTO · VARIANT 1 OF 2

Asalto (Standard)

asalto-standard
BOARD

2
PLAYERS

ASALTO (STANDARD)



Asalto (Standard) — starting position

<https://engine.moddable.games/play/?game=asalto&variant=standard>

Published widely from the 1870s in Britain and Europe. Asalto is a heavily asymmetric game: 2 powerful Officers defend a small fortress against 24 Soldiers. The Officers capture by jumping; the Soldiers win by swarming and immobilizing.

BOARD

The standard Asalto board has two sections connected at a junction line:

The Fortress (upper section): A cross-shaped grid with 9 main positions, connected to the plain below via 3 entry points along the bottom row of the fortress. Lines connect positions diagonally as well as orthogonally within the fortress.

The Plain (lower section): A 5×5 grid of 25 positions connected orthogonally and diagonally. The top row of the plain connects to the bottom row of the fortress.

Total positions: approximately 33 (varies slightly by edition).

PIECES

- ♦ **2 Officers (White):** Start inside the fortress.
- ♦ **24 Soldiers (Black/Red):** Start on the plain, filling all or most plain positions.

MOVEMENT

Officers:

- ♦ Move 1 step along any line (orthogonal or diagonal where connections exist) to an adjacent empty position.
- ♦ May capture by jumping over an adjacent Soldier to the next empty position along the same line (like draughts/checkers). The jumped Soldier is removed.
- ♦ Multiple captures in one turn are permitted if each jump is along a straight line extension.
- ♦ Officers may move backward.

Soldiers:

- ♦ Move 1 step along a line **forward or sideways only** (toward the fortress, or horizontally). Soldiers may NOT move backward (away from the fortress).
- ♦ Soldiers do NOT jump. They cannot capture.
- ♦ Soldiers may enter the fortress.

WIN CONDITIONS

Officers win when they have captured enough Soldiers that the remaining Soldiers cannot simultaneously surround and immobilize both Officers. In practice, this is when fewer than ~16 Soldiers remain (the exact number depends on board position).

Soldiers win when both Officers are simultaneously immobilized — neither Officer has any legal move (every adjacent position is occupied by a Soldier, and no jump is available).

STRATEGY

The Officers' key challenge: jump-capture as many Soldiers as possible early while avoiding being cornered. Multiple consecutive jumps are powerful. Officers must not let both Officers become trapped in the fortress simultaneously.

The Soldiers' key challenge: advance toward the fortress while preventing Officers from making long jump sequences. Soldiers should crowd both exits of the fortress to limit Officer mobility, while not giving the Officers easy capture sequences.

ATTRIBUTION

Asalto (Officers and Sepoys). Traditional Victorian board game, published widely from the 1870s. Predecessor: Fox and Geese. Public domain rule set.

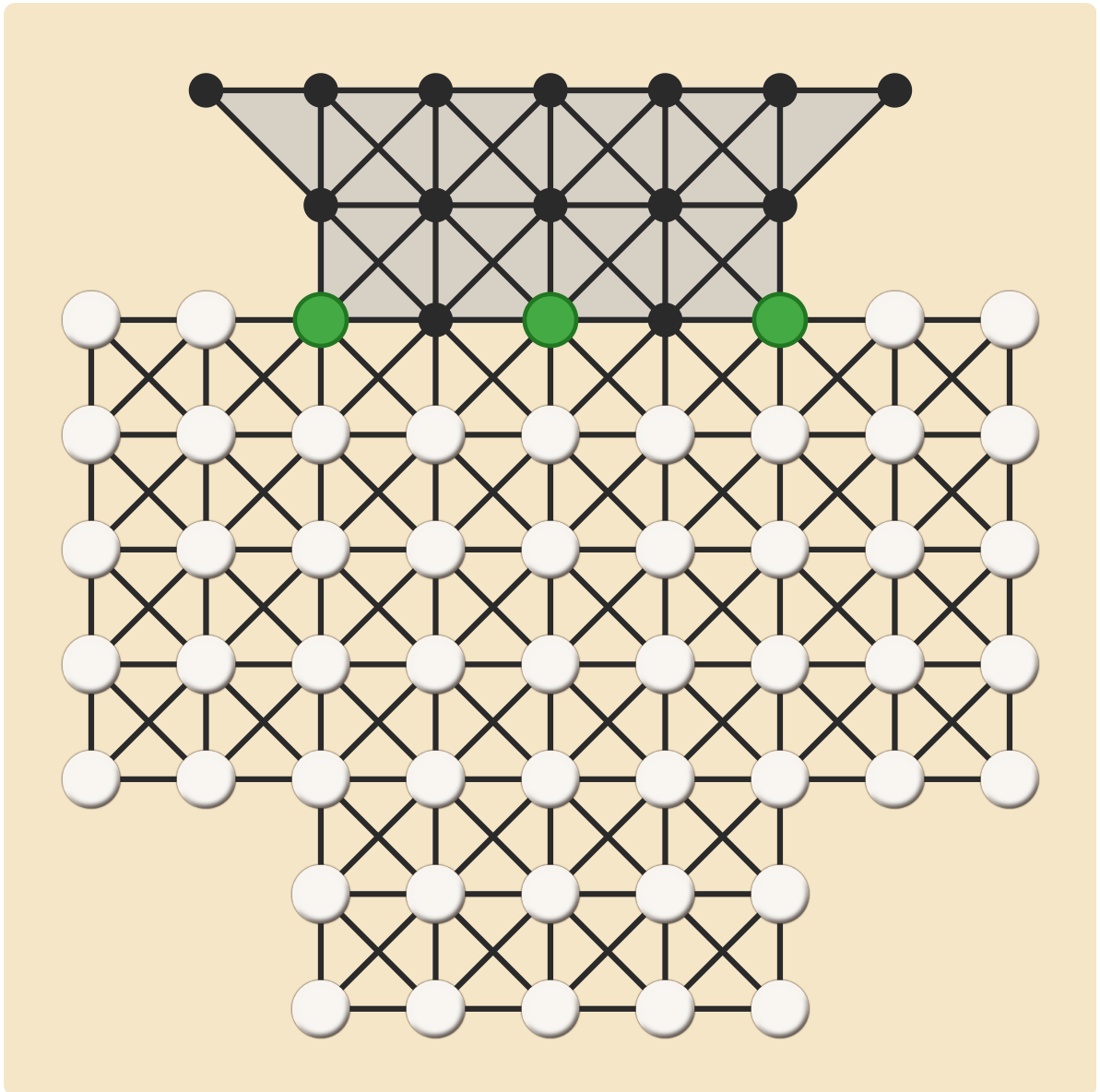
ASALTO · VARIANT 2 OF 2

Royal Garrison

asalto-royal
BOARD

2
PLAYERS

ROYAL GARRISON



Royal Garrison — starting position

<https://engine.moddable.games/play/?game=asalto&variant=royal-garrison>

Royal Garrison is the large-scale variant of Asalto, using a larger fortress, three Officers, and fifty Soldiers. All rules are mechanically identical to Standard Asalto — see that variant for full rule descriptions.

DIFFERENCES FROM STANDARD ASALTO

FEATURE	STANDARD	ROYAL GARRISON
Officers	2	3
Soldiers	24	50
Board	~33 positions	Larger; approximately 56–60 positions
Fortress	9 positions	Larger fortress with additional rows

WIN CONDITIONS

Officers win when the Soldier force is reduced sufficiently that they cannot immobilize all three Officers simultaneously.

Soldiers win when all three Officers are simultaneously immobilized — no legal move available for any Officer.

RULES

All movement and capture rules are identical to Standard Asalto:

- ♦ Officers: move 1 step or capture by jumping; multi-jump allowed; move in any direction.
- ♦ Soldiers: move forward or sideways only; no jumping; no capture.

ATTRIBUTION

Royal Garrison. Extended variant of Asalto. Victorian board game. Public domain rule set.