Trajan Version 1.0a

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Contents

1.0 INTRODUCTION

Trajan is a simulation of the Roman military campaign in the East (what is now Iraq/Iran/ Kuwait) in the years 114-117 AD. The Romans, under the leadership of the Emperor Marcus Ulpius Nerva Trajan, conquered the Parthian kingdom and extended the Roman Empire's boundaries to the Persian Gulf.

1.1 General Course of Play

Trajan is a two player game. One player controls the Romans, the other the Parthians. The objective of the Roman player is to gain control of critical cities within the Parthian Kingdom, while the Parthians must prevent this. Each side has a number of military units with which he can attack enemy forces and gain control of cities. Additionally, each side receives a designated number of Stratagem Markers each turn, representing various political, diplomatic, and military actions.

During each turn, players will draw Stratagem Markers, march their armies across the map, and engage in combat. Combat is conducted by transferring forces to the battle board, and resolving the combat in a quasi-tactical manner. Stratagem Markers are used to conduct intelligence operations, enhance combat, and most, importantly, to switch loyalties of certain game units.

Trajan's rules consist of two sections: The Basic Game gives a simple (but still historically valid) game and the Advanced Game, which gives a full historical simulation. A third section, Optional Rules, appeared in Moves Magazine #66.

As much as possible, Trajan was designed to give a view of warfare from the perspective of ancient generals. Consequently, game components, including the map, units, and rules, are designed to reflect the realities of warfare in the 2nd Century AD.

2.0 COMPONENTS

2.1 The Board

The game map is divided into several sections: the Strategic Map, on which players maneuver their units, and various game displays which are used to resolve battles, organize units and perform other game functions.

2.11 The Strategic Map The Strategic Map is the map of ancient southwestern Asia overlaid with a hexagonal grid. It based on the map that Claudius Ptolemy did of the region in the 2nd Century AD. It represents this region of the world, more or less, as the Romans saw it then.

The map is divided by hexagons, which are used to regulate placement and movement of units. There are several different terrain types as indicated on the Terrain Key on the map.

The following cities are Roman Provincial Capitals: Mazaca-Caeserea, Tarsus, Antioch, Caesarea, and Bostra.

The following cities are Parthian Regional Capitals: Ctesiphon, Ecabatana, Europas-Rhagae, and Hecatompylus.

2.12 The Turn Record Chart This is used to determine the current year and month. Years are indicated in both Roman (AU=annum urbae, "year of the city [of Rome]") and Christian era dates.

2.13 Terrain Key This shows the various types of Strategic Map terrain types.

2.14 Basic Game Battle Display This is used as a convenient holding area for units which are resolving a combat in the Basic Game. When a battle occurs, simply transfer the units form the strategic Map to the Battle Display and resolve combat; when combat is finished, return the units to the map hex they originated in.

You are, of course, free to use the Advanced Game Battle Board as a holding area if you find it more convenient.

2.15 Siege Display This is used as a convenient holding area for units which are involved in resolving a siege.

2.16 Client Forces Holding Area This is used to hold Client Units which are not currently in play.

2.17 Civis Holding Area This is used as a holding area for eliminated Civis units.

2.18 Advanced Game Battle Board The Battle Board is used in the Advanced Game. It is used whenever enemy units engage in combat. It is divided into grid squares.

2.2 Roman Charts

Exercitus Holding Area - A holding area for units with corresponding Exercitus markers.

Recruit Holding Area - For units which are available for recruiting.

Off-Map Reinforcements Holding Area - For units on other parts of the Roman Empire.

Stratagem Marker Holding Area - Used to hold Roman Stratagem Markers.

2.3 Parthian Charts

Exercitus Holding Area - Used as a holding area for units in a corresponding Exercitus markers.

Core Recruit Holding Area - For Core units which are available for recruiting.

Satrapy Recruit Holding Area - For Satrapy units which are available for recruiting.

Stratagem Marker Holding Area - Used to hold Parthian Stratagem Markers.

2.4 The Units

The units in the game represent the historical forces and leaders which participated in the Parthian War. There are three sets of units: Roman, Parthian, and Client. The Roman player controls all Roman units. The Parthian player controls all Parthian Core and Parthian Satrapy units. Under certain circumstances, a player may also be able to control Client units.

Roman units are all red. The Parthians have three different types of units. The Parthian core units are blue; the Parthian satrapy units are green. Armenian, Arab and Alani client units are tan.

2.41 Unit Information Each combat unit has the following information printed on it:

Name or identification (top) A picture denoting the unit type (center) Battle movement (right; advanced game only) Combat strength (lower left) Discipline (lower center) Strategic Movement (lower right)

The name or identification is either the name of a leader, the historical unit designation, or a historical designation.

Leaders contain the same information, except that they also have a leader rating on the center left of the counter. See rule 2.6 below.

The unit type represents the class of unit. Within each class there may be specific subtypes.

2.5 Unit Types

2.51 Heavy Infantry Legionaries - Roman sword and shield types.

2.52 Light Infantry Auxiliary Infantry, a combination of missile armed troops and troops trained to fight in open order as well as Levies, Militia and rabble.

2.53 Heavy Cavalry Parthian Cataphracts and Roman Heavy Cavalry. Used primarily for shock.

2.54 Light Cavalry Equites, Javelin or Lance cavalry, used for maneuver and skirmishing and Equites Sagittarii, horse archers.

2.55 Elephants

2.56 Civis Milites City Militia. These are referred to as "Civis" units.

2.57 Impeditus Supply trains, siege engines, engineers, camp followers, etc.

Whenever the rules or charts refer to a general type it includes all types within that category. So, for example, if a rule refers to "Light Cavalry" it would include both equites and horse archers.

Legionnaires and Heavy Cavalry are the only heavy unit types. All others are considered light armed. This is indicated on the counters by giving those unit types a black unit symbol.

2.6 Unit Ratings

2.61 Leader Rating This is the effectiveness of the leader on the strategic level, and will be 1, 2, or 3. This is the number of Stratagem makers the leader can play in a single turn. Additionally, certain non-leader units have an asterisk in this space: these are Guard units. This is explained in the Stratagem Markers rules.

2.62 Strength The size of the unit: each strength factor represents around 1000 fighting men.

2.63 Discipline This is the unit's training and morale. There are five types of discipline – I (Imperator), V (Veteran), R (Recruit), M (Mob) and B (Barbarian).

2.64 Strategic Movement This is the basic number of hexagons a unit may move on the Strategic Map per

turn.

2.65 Battle Movement (Advanced Game only)

This is the number of squares a unit may move on the Battle Board per turn.

2.66 Unit Size Roman: All 5 strength heavy infantry are legions. Others are vexillations (battle groups).

Parthian: 1 strength units are "Dracos". Others are hordes.

All units are printed on their reverse side in their national color and symbol (Eagle standard for Romans, Draco standard for Parthians, sword for Clients). On the Strategic Map this is used for limited intelligence. In the Battle/Siege Displays and Battle Board it represents the unit in its disrupted state. The only exception is the Civis units; their front side (red colored) represents Roman control of a city, the reverse (green colored), Parthian.

2.7 Game Markers

2.71 Stratagem Markers There are four types of Stratagem Markers

Military: used to influence battles. Political: Used to cause enemy forces to switch sides. Agent: used to conduct intelligence and assassination operations Special: represents special cultural capabilities of each side.

2.72 Exercitus (Army) Markers These markers are used on the strategic map to represent large stacks of units. Each Exercitus marker has a corresponding Holding Area on a player's charts.

2.73 Battle/Siege Marker This is used to record the hex in which a battle/Siege is taking place (inasmuch as units conducting battles are temporarily transferred from the strategic map for combat resolution).

2.74 Year/Month Markers The Year and Month marker designate the current turn on the Turn Record Chart.

2.8 Game Tables

(Found on the Player Aid Card)

March Table: used to resolve movement. Combat Results Tables: used to resolve combat. Discipline Table: Used to resolve discipline checks. Supply Table: used to determine effects of supply on units. Political Events Table: Used to randomly generate a Political Event for a turn. Stratagem Marker Summary: Details the effects of playing different Stratagem Markers.

2.9 Game Scale

Each Strategic map hexagon is roughly 400 stade or 50 Roman miles (74 kilometers) across; each strength point is 1000 men; each turn represents one month in summer or three in winter.

3.0 SEQUENCE OF PLAY

Trajan is played in consecutive game turns, with each player conducting operations in his own turn. The overall structure of the game is as follows:

3.1 Game Years

Each year consists of six Campaign turns (April, May, June, July, August, September) and two Winter turns (October-December and January-March). This is shown on the Turn Record track.

3.2 Campaign and Winter Turn segments

3.21 Political Events Segment Two dice are rolled, the players check the Political Events Table, and apply the result.

3.22 Roman Turn

- **Stratagem Marker segment:** the Roman player draws a number of Stratagem Markers as designated.

- **Movement segment:** The Roman player attempts to move his units; he may also play Stratagem Markers for certain game functions.

- **Combat segment:** The Roman player conducts battles and sieges.

- **Supply Segment (Advanced Game only):** The Roman player checks supply for applicable units.

3.23 Parthian Turn

- **Stratagem Marker segment:** the Parthian player draws a number of Stratagem Markers as designated.

- **Movement segment:** The Parthian player attempts to move his units; he may also play Stratagem Markers for certain game functions.

- **Combat segment:** The Parthian player conducts battles and sieges.

- **Supply Segment (Advanced Game only):** The Parthian player checks supply for applicable

units.

3.3 Completion of the Turn

Once both players have completed their turns, the Game Turn ends and a new one begins. Play continues until the end of the scenario, one side capitulates, or both players agree to a Treaty.

3.4 Winter Turns

Winter turn are conducted the same as Campaign turns, except that there are additional penalties for movement and supply.

4.0 VICTORY CONDITIONS

Trajan is won by controlling cities. Additionally, certain scenarios have their own specific set of victory conditions.

Victory is evaluated at the end of a scenario. Each player evaluates the number and types of cities he controls at the end of the game. Depending on the number and type of cities controlled, the players win various levels of victory.

There are three levels of victory. Gaining one condition is a Triumphant victory (lowest level of victory), two is a Conquering victory, and three is an Imperator victory (highest level of victory). The player who has the higher level of victory wins the game. If both players achieve the same level of victory, or neither player attains any level of victory, then the game ends in a draw.

Roman Victory Conditions

- Control one or more Parthian regional capitals - Ctesiphon, Europas-Rhagae, Hecatompylus, and Ecabatana.

- Control both Armenian cities.

- Control at least forty cities (including those listed above).

Parthian Victory Conditions

- Control one or more Roman provincial capitals - Antioch, Caesarea, Bostra, Mazaca, and Tarsus.

- Control both Armenian cities.

- Control at least twenty cities (including those listed above).

4.1 Optimus Victory

If the following conditions come into effect, the game immediately ends in an Optimus (Most Excellent) Victory for the player, as follows:

Romans, if they gain control of Ctesiphon, Europas-Rhagae, Hecatompylus, and Ecabatana for one complete turn (i.e., a friendly and enemy turn, complete).

Parthians, if they gain control of Antioch, Caesarea, Bostra, Mazaca, and Tarsus for one complete turn (i.e., a friendly and enemy turn, complete).

If one player concedes, the game ends in a victory for the other player.

4.2 Treaty

If both players agree, by mutual consent they may end the game in a Treaty, with neither side winning.

5.0 LEADERS

Leaders represent the major military or political figures who participated in the actual Parthian War. Leaders have two basic functions in the game: they are used to play Stratagem Markers, and to enhance the discipline of units they command.

5.1 Leaders and Stratagem Markers

Each leader may play a number of Stratagem Markers equal to his Leader rating each turn.

5.2 Leaders and Discipline

The discipline value of a leader may be used when making a Discipline Check for other units in the same hex (on the strategic map) or square (on the Advanced Game Battle Board). Each leader may change the discipline value of one other unit in its force to its own discipline value.

For example, the Roman Trajan leader unit, with his "Imperator" class discipline, could change the discipline of any one other Roman unit he is stacked with "I" class.

5.3 Leaders and Units

Leaders are treated exactly as other units, with the following exceptions:

Leaders are never affected by combat results, unless all other units are eliminated in their hex, at which point they are eliminated. Eliminated leaders may never be replaced. Enemy leaders never eliminate each other if they are the only units in a hex; enemy leaders may freely enter hexes containing only enemy leaders.

Note that aside from the above, leaders function as nor-

mal units; i.e., they may enter hexes containing enemy units, block the movement of enemy units, etc.

5.4 Supreme Leaders

Each side has one Supreme Leader. The Romans have an Imperator. The Parthians have a King of Kings.

Trajan is the Roman Supreme Leader. If Trajan is eliminated for any reason, then the Roman player may designate any surviving Roman leader as Supreme leader if that leader is able to play the Imperator Stratagem Marker.

Chosroes is the Parthian Supreme Leader. If Chosroes is eliminated, then the Parthians may designate any surviving Core (blue) Parthian leader as Supreme leader, if the designated leader is stacked with the Parthian Court unit, and the designated leader plays the King of Kings Stratagem Marker.

Neither the Roman nor Parthian supreme leaders may be replaced the turn they are eliminated. See below for more details.

5.5 Death of a Supreme Leader

As noted in the Stratagem Marker rules below, each player receives a number of Stratagem Markers each turn equal to the leader value of his Supreme leader. If his Supreme Leader is killed, then he loses all his existing Stratagem Markers.

Since the loss of the Supreme leader means loss of all Stratagem Markers held by the player at the instant of the leader's death, then the Imperator or King of King markers can only be obtained on a subsequent turn by the player gaining more Stratagem Markers. That means the player will have to go out and win some battles, thus having his candidate for Supreme Leader prove his military prowess before assuming supreme power.

Additionally, if there is no Roman Supreme leader then the Romans may not receive off-map reinforcements (they are considered to be engaged in fighting for control of the Empire).

6.0 STRATAGEM MARKERS

Each player has a set of 12 markers termed "Stratagem Markers." These represent various political and military capabilities. The explanation of effects of each type is on the Player Aid Card.

The number of Stratagem Markers each player starts with varies depending on the scenario.

Stratagem Markers may be retained until played. There is no limit to the number of Stratagem Markers that may be retained by a player. (Players may never have more Stratagem Markers than the counter limit.)

Upon playing, Stratagem Markers are returned to their side's Stratagem Marker pool (unless otherwise specified on the Player Aid Card).

6.1 Play of Stratagem Markers

Only leaders may play Stratagem Markers. A player may play a Stratagem Marker at any time in his own turn (Exception: Supreme Leader death).

For example, a player can move into a hex containing an enemy controlled Civis unit, convert it to his own side with a Political Stratagem Marker and continue moving.

Each player's leaders play Stratagem Markers in his own turn. Each leader may play a number of Stratagem Markers in his player turn equal to his leader rating. This should be noted separately on a piece of scratch paper.

Stratagem Markers must normally be played in the same hex the leader occupies. See below for exceptions.

In the Advanced Game, players may not play Stratagem Markers when on the Battle board.

6.2 Play of Stratagem Markers on the Enemy's Turn

Leaders may play Stratagem Markers in the enemy's turn to counter play of enemy Stratagem Markers played against the hex containing the leader unit.

Only Stratagem Markers used to negate enemy Stratagem Markers may be played on the enemy's turn.

Each leader may play a number of Stratagem Markers in the enemy turn equal to his leader rating. For example, the Roman leader Trajan, with a Leader factor of 3, could play three Stratagem Markers in the Roman turn of a campaign month, and then three more in the Parthian turn of that month.

6.3 Guard Units

Certain unit types have an asterisk. Each Guard unit negates one Agent stratagem marker used for Intelligence or Assassination in the unit's hex. Each

Guard unit can only negate one Agent marker per game turn.

Historical note: these are units whose main purpose was internal security.

6.4 Types of Stratagem Markers

There are four types of Stratagem Markers - Military, Agent, Political, and Special.

Each side has a different mix of Stratagem Markers, representing underlying political and cultural differences between the Romans and Parthians.

Each type of Stratagem marker will have different types of actions a player can implement using it. For example, an Agent Stratagem marker can be used for either an Intelligence or Assassination action.

Certain Stratagem actions may be used only in the Advanced Game.

The Player Aid Card details the specific results of play for each type of Stratagem Marker.

6.41 Stratagem Marker Example The Romans have one political and two military stratagem markers. Trajan and a Roman force are marching cross country. They enter a hex with a Parthian controlled city. Trajan decides to play the Political Marker as a Revolt.

He rolls a "2," indicating that the Civis unit is flipped to the Roman side. Since the city is now Roman controlled, the Romans may continue marching. At the completion of their march, the Roman player decides he wants the force to Force March, so he expends a Military Stratagem for this purpose. Trajan's force then enters a hex containing a Parthian force. Trajan decides to attack. He expends the remaining Military Stratagem marker to give him Tactical Superiority in this battle.

6.5 Receiving Stratagem Markers

Players receive Stratagem Markers at random, unless otherwise specified, for the following game events.

6.51 Supreme Leader At the beginning his turn a player receives a number equal to the leader rating of his supreme leader. The player may examine and select the desired Stratagem Markers, i.e. these are not randomly selected.

If a player has no Supreme Leader, then he receives none under this provision, though may still receive them for other reasons.

6.52 Winning battles or sieges A player who wins a battle, siege or revolt immediately receives a number of random Stratagem Markers depending upon the size of the victory - two for winning a Major Victory, one for a Minor Victory, and none for a Skirmish.

Note that cities taken as a result of the play of political markers, or units eliminated by Sedition and other non-battle/siege/revolt events do not count as victories under this rule.

See the Combat Rules for the definition of victory in battle.

6.53 Roman Triumph The Roman Supreme Leader may play the Triumph Stratagem Marker (if possessed) in any Parthian capital. Depending upon the capital it is played in, the Romans will receive a certain number of Stratagem Markers per Roman Stratagem marker segment for the remainder of the game as long as the Triumph marker remains on that capital:

- Ctesiphon: 1

- Ecabatana: 2

- Europas-Rhagae: 3

- Hecatompylus: 4

6.54 Parthians capture a Roman provincial capital Parthians immediately receives one Stratagem Marker. This can only happen once per capital per game.

6.55 Pillaging (Advanced Game) If a player pillages a city hex (regardless of who originally controlled it) both he and his opponent immediately receive a Stratagem Marker.

6.56 Other Events Certain political events and the optional Historical Cities Events will give players Stratagem Markers.

6.6 Losing Stratagem Markers

Players lose Stratagem markers for the following game events:

6.61 Elimination of Supreme Leader If a player's supreme leader is eliminated, then all Stratagem Markers he currently possesses are immediately lost, including the "Triumph", "Trade Concession", "King of Kings" and "Imperator" markers. New markers may be drawn for other game events as the game progresses.

6.62 Losing battles or sieges A player who loses a battle, siege or revolt immediately loses a number of Stratagem Markers depending upon the size of the defeat.

The player chooses at random the appropriate number, of Stratagem Markers to be lost. This will be two for a Major Defeat, one for a Minor Defeat, and none for a Skirmish.

Cities taken as a result of the play of political markers, or units eliminated by Sedition and other non-battle/siege/revolt events do not count as victories under this rule.

6.63 Events Certain Political Events and Historical Cities Events (see optional Historical Cities rule) will cause the loss of Stratagem markers.

6.7 Stratagem Marker Limit

The number of Stratagem Markers is a limit. If a player has all of his Stratagem Markers in his hand, and is required to draw more, then he may not do so.

If a player is mandated to lose Stratagem Markers, but has none remaining, then there is no additional penalty.

7.0 FORCE ORGANIZATION

Generally, all units belonging to the same player in a single hex are grouped together as a single force. They must move and conduct combat together. There are some exceptions, as noted below.

7.1 Stacking

Having more than one unit in a hex (or Battle Board square) is called "stacking". There is no limit to the number of units which may be in a strategic map hex or in the game displays. Friendly and enemy units may be stacked together in the same hexagon.

Exceptions: there never may be more than one Civis unit per hexagon, nor may there be a friendly and enemy Civis unit in the same hex.

7.2 Movement

Only one movement attempt may be made out of a hex each turn. However, not all units in the hex need move, i.e. you can leave units behind in the initial hex.

When moving, a force may pick up/drop off units. See the Movement rules for a full explanation.

7.3 Combat

All units in a single hex must attack together regardless if they started as separate forces; i.e., if two separate forces moved into a hex, they are combined for combat.

A player must use all units in a force to conduct an attack. All defending units in a defending force must defend.

Normally, no force may attack more than once in a single combat segment. However, play of a Pursuit Military Stratagem allows multiple combats. See the Stratagem Marker summary in the Player Aid Card.

Generally, no defending force may be attacked more than once in a single combat segment unless the combat occurs in a city hex and a besieging force is attacked by the enemy relief force and garrison separately (see below) or as the result of a Pursuit.

7.4 Cities

A player who controls a city may have his units in the same hex either inside or outside of the city.

Units inside the city should be indicated by being placed underneath the Civis unit if present, or rotated 90 degrees if not. Units outside of the city should be placed on top of the Civis unit if present.

Civis units are always considered to be inside the city.

Civis units are not required to control a city. Non-Civis units are not required to be inside a city in order to control it. See section 9 for more details on control.

Units in a friendly controlled or unoccupied city hex may enter or exit the city itself during the friendly movement segment at no movement cost. Exception: friendly units may not move into or out of a city that is besieged by enemy units.

Units whose only move is into or out of the city must still check the March table. Movement within the hex costs 0 Movement Points.

Only units which are inside of the city get to use the city's supply capacity. Units in the same hex but outside of the city do not. (Advanced Rules)

7.5 Siege Organization

A siege occurs when one side controls a city and the other side has units in the hexagon. The city is then besieged.

If a city hex is besieged then the player controlling that city must divide any units he has in the hexagon into two stacks, the garrison and the relief force. Garrison units are units which were in the city prior to the enemy player moving into it (they are besieged). All friendly

units that remained outside the city the instant an enemy force entered the city hex are considered the relief force.

During movement, garrison units may not move out of a besieged city hex, though garrison units (excluding Civis units) can attack besieging units via a sortie (15.3). Relief force units may move into and out of the hex normally, and join the relief force, but may not enter the city itself until all enemy units in the hex either leave or are eliminated.

Note that the "sortie" result on the siege table is not the same thing as exiting the city to fight a battle. Simply apply the results as indicated on the table.

7.6 Siege Combat

The besieging player may attack either the besieged city, or the relief force. He may not attack both in a single turn.

The besieged player may conduct two combats against a besieging enemy force. One combat may be conducted by the garrison, the other by the relief force. (Note this is an exception to the general rule that a force can only be attacked once per combat segment.)

Each attack is conducted separately in any order, and the results of one implemented before the second.

A garrison and relief force may not combine for an attack against a besieging force. This represents the historical problems of coordinating relief forces with besieged cities.

At the end of any attack by garrison units, garrison units may join the relief force if their side wins the battle (i.e., they may fight their way out of the city). If they lose the battle, they remain inside the city.

At the end of any attack by relief force units, relief force units may enter the city (and become part of the garrison) if their side wins the battle (i.e., they may fight their way into the city).

8.0 INTELLIGENCE

On the strategic map, neither side may examine his opponent's units unless certain conditions apply.

A player may deploy his units face down on the strategic map. Exception: Civis units are always deployed on the side controlling the city.

A player may not examine enemy forces or units unless one of the following conditions apply:

He plays an Agent Stratagem Marker for an Intelligence mission. A friendly unit enters the hexagon. An enemy force enters a hexagon containing friendly units. During combat. A player voluntarily reveals his forces.

If any of the above conditions occur, the force is flipped to its front side and the enemy player may examine it. The force remains face up, and the enemy may continue to examine it, until the beginning of the friendly player's next turn, at which point any friendly forces or units may again be inverted.

8.1 Exercitus (Army) Markers

Each side has three Exercitus markers. These are used as substitute counters. A player may at any time in his turn replace a force on the map with an Exercitus marker, and place those units in the same numbered Exercitus Holding Area for his side. The enemy may not examine the contents of an Exercitus Holding Area, unless the conditions above apply.

Civis units may not be part of an Exercitus.

Note that the Parthian Exercitus markers are blue. However, the Parthian player can use them to represent any of his units, including the tan or green units.

An Exercitus may contain zero units and be used as a way to bluff the opposing player. If revealed for any reason, the Exercitus Marker is removed from the map. However, the player may immediately place it on any friendly unit.

8.2 Battle Map Display

Units are always deployed face up when they are deployed on either the Basic Game Battle/Siege Displays (or the Advanced Game Battle Board).

A player may deploy his forces and markers face down when on any of the other game displays (i.e., his recruit/off-map/exercitus/stratagem marker holding areas). Players may place a sheet of paper (or whatever) over their Holding Areas to further conceal their forces from the enemy.

Units in the Client holding area are always deployed face up. Units in the Civis Holding Area may be on either side, inasmuch as they have no limited intelligence status.

A player may examine an enemy Holding Area only by playing an Agent Stratagem marker (see player aid card for details). A player may always examine his own units.

The intelligence rules are mandatory. Ancient warfare cannot be understood unless the factor of limited intel-

ligence is accounted for. Any player who violates the intelligence rules automatically forfeits the game and is permanently disgraced.

9.0 CONTROL

Control of cities is one of the key functions in the game.

9.1 Definition of Control

A player controls a city if he has a friendly Civis unit in the hex regardless of the presence of enemy units in the same hex. If the Civis unit has been eliminated, but a friendly unit is in the city itself, it is still considered controlled. If both players have friendly units in a city hex, then the player who has units inside the city controls it.

If none of the above conditions apply, then neither player controls the city. Note that these conditions must be maintained at all times for control to be in effect: i.e., if a player controls a city by having a friendly unit in it and then those units move out of it, he no longer controls the city. Simply being the last to pass through a city does not give control.

A city which is not occupied by either side's units is considered to be uncontrolled.

9.2 Civis Units

Civis units represent organic militia, bureaucracy, and political factions used to control a city. The units are backprinted, and, as the result of play of a political Stratagem marker can be converted from one side to the other. When on the red side, the unit represents Roman control When on the green side, Parthian control

There can only be one Civis unit in an individual city hex at any one time. There may never be a friendly and enemy Civis unit in the same hex at the same time.

Civis units are not inverted for reasons of limited intelligence or Disruption as are other units—Disruption of Civis units can be indicated by rotating the counter 180 degrees or by whatever means you prefer.

Civis units may never attack in Battle or Siege. They are not affected by combat results which are inflicted on friendly attacking units in the same hexagon. They attack only in a Revolt situation (see below). They defend normally and take losses while part of a defending force.

When in the Civis Holding Area, Civis units may be

placed on either side; when replaced on the map, they are placed on the side of the player who is recruiting the unit, regardless of who controlled the Civis originally.

9.3 Map Coding

Note that cities are printed on the map as being either Roman, Parthian, Armenian and Arabian by a color or letter coding. This is distinct from control of a city. The coding on the map is used simply to indicate the general loyalties of the cities, not who controls them. Control is established and maintained only through occupation of the city itself by a player's units.

10.0 DISCIPLINE

All units have a discipline rating. This has an impact on combat and other game functions, as explained in the appropriate rules.

10.1 Types of Discipline

There are five types of discipline:

- I: Imperator - highest possible.
- V: Veteran - trained and battle experienced troops.
- R: Recruit - trained but inexperienced troops.
- M: Mob - untrained rabble in arms.
- B: Barbarian - undisciplined but fanatical.

10.2 General Procedure For Discipline Checks

Roll one die per force and cross index the die roll with the respective discipline types of units belonging to the force. Apply the result to all units of each discipline type.

Example: A Roman force contains two Veterans and one Recruit Discipline Class units. The Roman player is required to make a Discipline Check in combat. He rolls a "3" on the discipline Table, and cross indexes the result: For Veterans, it is a P so the Veteran units pass; for Recruit Class units, the result is G, so the Recruit unit goes berserk.

11.0 POLITICAL EVENTS

During the Political Events Segment, one player rolls two dice and checks the Political Events Table. This will lead to a Political Event, which is then applied.

Roll two dice, treat the first number as the "tens" digit,

the second number as "ones," and compare this with the Political Events table, immediately applying the result. For example, a roll of "1" and "2" would be "12," Pro Parthian Omens.

The players should alternate rolling on the Political events Table, with the Romans rolling on the first turn of the game; note that regardless of who rolls on the table, the results may apply to either or both players.

Unless otherwise specified, an Event may occur more than once per game.

12.0 MOVEMENT

In order to move, a force must roll on the March table. The procedure is as follows:

a. Designate the force to be moved. b. Designate the type of movement it will use (road, cross country, river, sea). c. Roll on the appropriate line of the March table. d. Apply the result.

12.1 March types

Road: units moving by road march must move all of their movement on continuous road/trade route hexagons. They may not, for any reason, move off of them.

Cross country: units moving by cross country may move through any type of hexagons, except those explicitly prohibited to them.

River: units moving by river may move only along continuous river hexagons (representing use of boats).

Sea: The units may move from any coastal hex to any other coastal hex in the same sea. The force may not end its turn on an all sea hexagon. Sea movement may only be attempted if the player has at least one friendly coastal city on that sea. The units do not have to start or finish their movement in that city, it merely has to be there (representing basing for fleets).

12.2 Forces

A "force" is defined for movement purposes as all the units in a single hexagon which desire to move. No more than one force per hexagon may move per turn. The force does not have to include all units in the hexagon, but no more than one stack may move per hexagon per turn. All units in a force must move together. A force may drop off units along its route of march, but those units may not move any further that turn.

A force may pick up additional units as it marches. These units may not have moved separately in that turn, and can move only as far as the original force does.

The march factor of a force is equivalent to that of the lowest march factor in that force; however, if a force drops off its slower moving units, remaining units may continue to march up to their movement factor.

12.3 Movement Limitations

A force must stop in the first mountain, swamp or river hexagon it enters, except under the following conditions:

- The force is moving along a road/trade route.

- The force includes an Impeditus unit (representing engineers clearing roads, building bridges, etc.).

- The unit is moving by river movement (even if moving through mountains or swamps).

A force must always stop when entering a hex containing an enemy unit.

A force which starts its movement in an enemy-occupied hex may leave.

If the moving force eliminates or politically converts all enemy units in the hexagon it moves into by playing Political Stratagem chits (see Stratagem chits rules) then it may continue moving.

Units may never enter all sea hexes, or cross all-sea hex sides, unless moving by sea movement. They may enter coastal hexes normally.

A March result of "A" (attrition) causes the loss of one unit in the moving force. This may include units that were picked up/dropped off at any point.

A March result of "W" (winter attrition) causes the loss of one half of the strength points in the moving force. Fractional losses are rounded up. This is figured from the total of all non-leader units which moved with the force, including units which were picked up or dropped off at any point.

12.4 Forced March

Play of a Forced March Military Stratagem allows a force to attempt movement twice in a turn (i.e., it may roll twice on the movement table). See the Stratagem Marker summary in the Player Aid Card.

A force may declare Force March at the end of its initial movement if a leader accompanying the force plays a

Forced March Military Stratagem Marker. It then rolls again on the March table.

A force does not have to use the same type of March for the Force March as it did in its initial march (i.e., a force may Road March then Force March Cross Country).

A force which Force Marches may include units which were picked up along the way.

A result of "F" on the March table causes a force to lose one unit after completion of the march. Any unit that ever moved with the force is eligible for the loss, including those dropped off at any point.

Units which Force March may begin in a hex which contains enemy units, even if they moved into that hex during their initial movement.

12.5 Interception

During a player's movement segment, enemy units may enter a hex into which a moving enemy force entered by playing an Interception Military Stratagem. This is explained on the Stratagem Marker section of the Player Aid Card.

Note that there are movement limitations on units in a besieged city. See the Force Organization and Siege rules.

12.6 Off-map Forces Box

The off-map Forces area represents portions of the Roman Empire to the West. Units placed in the Off-Map Forces Box may enter the Strategic Map; units on the Strategic Map may enter the Off-Map Forces Box.

12.61 Exiting the Off-Map Forces Box Units may exit the Off-Map Forces Box and enter the Strategic map. They may only do so by the Roman Supreme Leader playing a Political Stratagem marker. Off-Map reinforcements are placed as follows:

On any road hexagon on the West map edge (the hexagon may contain enemy units). In any Roman controlled coastal city on the Mare Internum or Pontus Euxinus. Off map reinforcements are placed on the entrance hexagon; there is no extra movement point cost for this placement. They may not move in the turn of entry. They may conduct combat normally.

12.7 Entering the Off-Map Forces Box

Roman units may enter the Off-Map Forces box simply by exiting the strategic map on any road hex on the Western map-edge using standard road movement and expending an additional movement point, or by completing a successful sea movement from any Roman coastal city on the Mare Internum (Mediterranean) or Pontus Euxinus (Black Sea).

Parthian units may never enter the Roman Off-map Forces box.

A unit may not both enter/exit the Off-Map Forces area in the same turn.

The Roman player may move units from the Strategic Map into the Off-Map Reinforcement Holding Area simply by conducting a successful March. It does not require a Political marker to move units into the Off-map Reinforcement Holding Area. However, once units are moved into the Off-Map Reinforcement Holding Area, they may not be moved out unless the Roman Supreme Leader plays a Political marker.

Any type of Roman unit may be moved into the Off-Map Holding Area, not just units which started as Off-Map Reinforcements.

13.0 COMBAT

Combat takes place only between opposing units in the same hex on the strategic map. Unlike other war games, units in adjacent hexes may not attack each other. In the Basic Rules, Combat is resolved by use of the Basic Game Combat System (a cross referenced chart). In the Advanced game, Combat is resolved in a Grand Tactical manner by transferring the units to a Battle Board and refighting the battle itself.

Battle occurs when the player attacks enemy units which are not in a city. Battles occur in the Combat segment.

Siege occurs when the player attacks an enemy controlled city. Sieges occur in the Combat segment.

Revolt occurs when a Civis unit is flipped to its reverse side (via a Political Stratagem) and there are enemy units in the city. This happens immediately upon the Civis unit being flipped over.

Battle and Siege combat are not mandatory. It occurs only if the player whose turn it is declares he wants to attack. Otherwise, no combat occurs.

Revolt combat is mandatory.

13.1 Civis units and combat

Civis units will participate in combat in only two circumstances: defensively, when the city they occupy is

attacked via siege, and offensively, when a Civis unit revolts.

13.2 Basic Game Combat Displays

There are two Basic Game Combat Displays: Battle and Siege. These are convenient places to place units when resolving combat. They have no effects on combat per se. Just place the units involved there for the battle and return them to the map when finished.

Units with a combat strength of 0 may not attack. They are eliminated if all other friendly units in a combat are eliminated.

14.0 BASIC GAME BATTLE

When Battle occurs, temporarily remove the units involved from the map and place them on the Basic Game Battle Display (printed on the map) to resolve the battle (do NOT place them on the Battle Board—this is used in the Advanced Rules just place the units in a convenient location). See the Basic Game Battle Results Table, printed in the game charts.

14.1 Battle Procedure

1. Determine tactical superiority
2. Conduct the battles in three rounds:

   a. Fire round
   b. Melee round
   c. Pursuit round
3. During each round, Battle is conducted in the following order:

   a. Player with tactical superiority attacks.
   b. Player with tactical inferiority attacks.

14.2 Tactical Superiority Determination

If one leader plays a Military Stratagem marker and the other did not, then the leader who played the Military marker has Tactical Superiority.

If both players play a Military marker, or neither player does, then both players roll a dice, and add it to the leader factor of the leader with the highest leader factor in the battle; whoever has the higher die roll has tactical superiority. If there's a tie, re-roll.

If one player pays more than one Military marker, then the player who played the higher number of Stratagem markers has Tactical superiority.

The player who does not have Tactical Superiority has Tactical Inferiority.

A battle consists of a maximum of the three rounds. A battle comes to an end at the end of three rounds, or if one side is completely eliminated.

14.3 Conduct of Rounds

The player with tactical superiority conducts his attack first, then the player with tactical inferiority. Note that combat is not simultaneous, and that the side with Tactical Superiority gets to inflict losses first before the other side gets to fight back.

If the player with tactical superiority completely eliminates the enemy force, the friendly force does not take any (further) losses.

Once a player has decided to attack with a force, he must use all the units in that force for combat; units may not be withheld from combat.

14.4 Conduct of Combat

There are three rounds to a battle. In certain rounds, different unit types have different advantages, representing differences in tactics and weaponry. To conduct combat, a player totals the combat strengths of the appropriate unit types, cross indexes the total on the Basic Game Combat Results Table, rolls a dice, and then applies the result.

14.41 Fire Round Only troops capable of fire combat may fire. This includes the following unit types: Auxiliary Infantry, Horse Archers, and Civis units defending in a siege, or conducting a revolt.

While only these units can attack, all enemy units are subject to taking losses and making discipline checks.

14.42 Melee Round In the melee round, all units may conduct combat. Certain unit types have their attack strengths increased.

All Heavy Infantry and Heavy Cavalry are doubled for melee combat. Elephants are tripled for melee combat. All other types use their printed strength.

14.43 Pursuit Round In the pursuit round, all units may conduct combat. Certain unit types have their attack strengths increased.

Light Cavalry are doubled for pursuit combat. All other types use their printed strength.

14.5 The Basic Game Combat Results Table (CRT)

The Basic Game CRT has the total combat strengths of units down the left side. This is cross indexed with the dice roll to give a result. The possible combat results

are "No Effect", "C", 2, 5, 10, or 15.

If a numeric result is obtained, this is the number of enemy strength factors which are eliminated. That player may select which units of his own army he will have eliminated.

The enemy must lose at least that number of strength points. For example, if the enemy has only a 10 strength factor unit and takes a result of "5" then the entire unit is eliminated.

If a "C" result is obtained, the enemy player must then make a discipline check by rolling one die and checking the Discipline Table. Cross index the results with all discipline types. Only one roll is made per check, regardless of the number of friendly units. Note that this might result in certain units being disrupted and other units remaining in good order.

14.6 Discipline check results

The possible discipline results are as follows:

P - Pass/Maintain discipline: Units pass; they remain in good order. F - Fail discipline: Units fail; they are flipped to their disrupted side. G- Go Berserk: If this is the fire round, the units pass the discipline check. If this is the melee round, then the units are disrupted. If the pursuit round, the units are eliminated regardless if they are disrupted or good order.

14.7 Effects of Disruption

Disrupted units may not attack. Units which are disrupted and become disrupted again are eliminated. Disruption lasts only for the remainder of the battle.

Players can indicate disruption for units on the Basic Game Battle/Siege Displays by flipping them to their reverse side—there is no limited intelligence on the Battle/Siege Displays.

14.8 Heavy Units

All Heavy Infantry and Heavy Cavalry units use twice their printed defense strength for extracting losses, regardless of the round. For example, a Roman legion with a strength of 5 could be used to take 10 factors of losses.

14.9 Maneuver Advantage

Light Cavalry are not affected by losses on the Basic Game Combat Results Table in the Melee or Pursuit rounds if they have Maneuver Advantage. They still must make discipline checks, and are eliminated if disrupted twice. They are affected by losses in the Fire round.

In order to obtain Maneuver Advantage the player must have at least twice as many strength points of undisrupted light cavalry as the enemy has total undisrupted cavalry (of any type). For example, if a player has six factors of light armed horse, and the enemy has only three, then he has Maneuver Advantage.

As a player takes losses in battle, Maneuver Advantage may change from round to round.

Non-leader units with a strength of 0 strength units are still affected by Discipline Checks. They are eliminated by multiple disruptions, or when all other units in their force are eliminated. They may not attack by themselves.

14.10 Leaders and Combat

Each round, each leader may raise the discipline level of one friendly unit to his own discipline level. For example, Trajan could raise any one Roman unit to Imperator discipline. This must be declared prior to the discipline check.

If all friendly units are eliminated in combat, then all leaders are also eliminated. Otherwise, leaders are not affected by combat. They must retreat with a friendly retreating force.

Leaders are never disrupted by discipline checks. A unit the leader is applying its discipline value to would still be affected by adverse discipline results, however.

14.11 Rally

There is no "rallying" of disrupted units during battle itself. At the end of a battle, all disrupted units are considered rallied and flipped to their good order side.

14.12 Effects of Terrain on Combat

The terrain of the combat is determined by the hex in which the battle is taking place. The possible types of terrain and their effects are as follows:

Mountain Neither side may take the Maneuver Advantage No cavalry or elephant units have their offensive strength increased for any reason Reduce all losses inflicted by 5, i.e. a 15 becomes a 10, 10 becomes 5, etc.

Swamp Neither side may take the Maneuver Advantage No cavalry or elephant units have their offensive strength increased for any reason.

River Reduce all losses inflicted by 5.

City Combat must be resolved as a siege if defender is in city. Otherwise, use other terrain.

14.13 Example of Combat

A Roman force of two 5 strength legions, two 4 strength Auxiliary Infantry, and three 2 strength equites (all Veterans) attacks a Parthian force of three 1 strength cataphracts (Veterans) and three 5 strength (Recruit) horse archers.

The Romans expend a Military marker and have tactical superiority. In the Fire Round, total Roman fire strength is 8 (for the two Auxiliary Infantry). The Romans roll a "4," which is No Effect. The Parthians then fire with a total fire strength of 15 (for the three horse archer units) and roll a "1," Discipline Check.

The Romans roll on the Discipline table and get a "5". Since all their units are Veterans, they pass the Discipline check.

In the Melee Round, the Romans attack with a total strength of 34 (20 for the two legions, as being heavy types, their combat strength is doubled, plus the value of the auxiliary infantry and cavalry).

The Romans roll a "4" which is a 5/C result. Since the Parthians have the Maneuver Advantage (twice or more cavalry strength) they take no losses (since all their units are cavalry). However, they are required to make a Discipline Check. They roll a "3". The Veteran cataphract units pass the check, but the Recruit Horse Archers fail and become disrupted.

In the Parthian Melee Round, they attack with a strength of 6 (the three cataphract units, doubled for being heavy types). They roll a "5" - no effect.

In the Pursuit Round, the Romans attack with a strength of 30 (as their cavalry is doubled). Note that the Parthians no longer receive the Maneuver Advantage owing to their horse archers being disrupted. The Romans roll a "1" calling for another Parthian Discipline check. The Parthians roll a "1" and all units fail. Since the Parthian horse archers were already disrupted, the second disruption eliminates them. The cataphracts are then disrupted. Since no undisrupted Parthian units remain, the Parthians cannot conduct combat in the Pursuit Round.

14.14 Winning/Losing Battles

A player is considered to have won a battle if the enemy has lost at least twice as many strength points as the friendly player, and this loss amounts to at least 25 percent of the enemy's combat strength or all enemy units, with the exception of leaders, are disrupted and all friendly units are undisrupted.

The battle is considered a draw if neither side meets these conditions, or both players meet at least one of the conditions.

14.15 Effects of Winning, Losing and Draws

The loser of the battle must immediately retreat. To retreat, the winning player moves the entire losing force to any one adjacent hex. This hex can contain enemy units.

The retreating units may be attacked again this turn by an enemy force in the hex it retreated to if that enemy force has not yet conducted combat, and it is the enemy's turn, i.e. the loser must be the defender in order to be attacked again.

If there are other friendly units already in the hex retreated to, the retreating units may add their combat strength to them for any combat which is to be conducted in that hex later in the same combat segment.

The play of a Pursuit Military Stratagem allows the attacker to advance after combat and attack the retreating units.

The winner of the battle gets to pick additional Stratagem Markers, depending upon the size of the victory. Likewise, the loser of the battle loses Stratagem Markers, depending upon the size of the defeat.

14.16 Size of Victory

A victory may be either a Major Victory, Minor Victory, or Skirmish. This will depend upon the number of strength points eliminated in the loser's force.

Major Victory: Loser has 25 or more strength points eliminated. Minor Victory: Loser has 5-24 strength points eliminated. Skirmish: Loser has 0-4 strength points eliminated.

The total number of strength points lost by the winner is immaterial for determining the size of a victory.

In the case of a draw neither player retreats, and neither player gains or loses Stratagem markers.

15.0 SIEGES

Siege Combat may be conducted in the Combat Segment against enemy units in cities. Siege combat only occurs when a player has units in the same hex as an

enemy controlled city.

There are three types of siege combat a player may choose: Blockade, Assault, and Formal Siege.

15.1 Siege Combat

The active player must declare one of the three types of sieges for each friendly force which is in the same hex as an enemy controlled city in his Combat segment.

15.11 Blockade When conducting a blockade, no attack is made. In the Advanced Supply rules, note that this means that the defender must roll on the city besieged line on the supply table if still besieged in his following supply segment.

15.12 Assault This is performed exactly as regular combat, including tactical advantage, with the following exceptions:

There are only two round of combat, Fire and Melee. There is no Pursuit round. Neither player may take a Maneuver Advantage. Ignore all numerical combat losses to the defending units in the city. The only way to eliminate enemy units in an Assault is through disruption. If the defender loses the battle, he does not retreat. Defending units remain in the city and retain control of it.

15.13 Formal Siege In order to select Formal Siege the attacker must have had at least one Impeditus unit in the hex since the beginning of the turn. Thus, you cannot conduct a formal siege on the same turn that the Impeditus unit entered the hex, though you could Assault it.

A Formal Siege is similar to an Assault, except that the besieging player rolls once on the Formal Siege Table and immediately applies the results. Only roll once regardless of the number of Impeditus units present.

Siege Table Results are listed on the Player Aid Card.

15.2 Defending Units

Units defending in a city need not attack. They can sit the siege out. If they choose to attack, then the combat is resolved as per Battle rules, and the attacking units get no advantage for attacking from the city.

A Civis unit itself may not attack out of the city.

If units under siege win the battle they may leave the city. If they lose the battle, they must remain in the city.

16.0 REVOLTS

Under certain circumstances, such as the play of a Revolt Political Action chit, a Civis unit may change sides, indicated by flipping it to the reverse side of its counter. This is called a Revolt.

Revolts occur when a leader plays a Revolt Political Stratagem marker against an enemy Civis unit in the same hex and rolls in the appropriate range. The Player Aid card details the range of dice rolls to cause a Revolt.

If there is a friendly leader in the city, then he may play a political marker to counter the enemy player's revolt marker.

16.1 Revolt Combat

If there are any enemy units in the city (i.e. the former garrison), this causes combat to be immediately conducted as follows:

The players conduct three rounds of combat. This is performed exactly as regular Battle (not Siege), with the following exceptions:

- Only the Civis and garrison units participate in, and are affected by, the combat. Other units in the hex, friendly or enemy, are ignored.

- All units use their printed combat strength - there is no multiplication of strengths.

- There is no Maneuver Advantage.

If the combat results in the Civis being eliminated, then the garrison retains control of the city.

If the combat results in the Civis surviving, regardless of whether or not it is disrupted, then all garrison units (as well as any former relief force units) are considered to be outside the city and are now considered the besieging force. The player who initiated the revolt gets control of the city, and any formerly besieging units become a relief force.

If the only garrison unit in a city which has just revolted is a leader, then that leader is automatically eliminated.

Note this occurs immediately as the Revolt occurs. Combat may take place normally in the same hex during that turn's Combat Segment.

17.0 RECRUITING

Players receive additional units through Recruiting actions, which occur through the play of Political

Stratagem Markers. Recruits include reinforcements (units which have not yet entered play) and replacements (units which were previously eliminated and are later returned to play).

17.11 Reinforcements Units which are designated as being part of a player's reinforcements start the scenario in their respective Recruit pool boxes. When brought into play, they are transferred to the map according to the specifications below.

17.12 Replacements Units which are eliminated (for combat or other reasons) are placed in the player's respective Recruit pool boxes. They may be returned to play according to the specifications below.

Reinforcements and Replacements are received any time during the player's Movement segment via play of Recruit Political Stratagem Markers.

17.2 Roman Forces

The Romans have two groups of units they can recruit: Reinforcements and Off-Map Forces. Units available as Reinforcements and Off-Map Forces are designated by the scenario.

The Roman player raises reinforcement units through play of Political Stratagem Markers. A Roman selects a leader to play a Political Stratagem Marker, declaring a Recruit action. The Roman player receives one unit per Stratagem Marker so played. These are taken from the Roman Recruit holding area.

The leader playing the Stratagem Marker must be in a Roman controlled city during the Roman movement segment. Depending upon the discipline class of unit being recruited, there are further restrictions.

- V class units may be recruited only in Roman provincial capitals.

- R class units may be recruited only in Roman cities (i.e., Red-tinted cities).

- M and B class units may be recruited in any Roman controlled city.

The Recruited unit is then placed in the same hex as the leader.

17.3. Roman Off-Map Forces

The Roman Supreme Leader may call in off-map reinforcements. The Roman Supreme Leader plays one Political Stratagem Marker. The Roman Supreme Leader then receives as many Off-Map reinforcements as are desired by the controlling player.

The quantity and type of Off-Map reinforcements are specified by the scenario.

Keep in mind that one of the events on the Political Events table calls for an off-map revolt. This is dependent upon the number of strength factors in the off-map Forces box currently. Thus, the more factors left in the Off-Map Box, the less the chance of an Off-Map Revolt.

Note that the Roman player may move units from the Strategic Map into the Off-Map Reinforcement Holding Area simply by conducting a successful March. It does not require a Political marker to move units into the Off-Map Reinforcement Holding Area. However, once units are moved into the Off-Map Reinforcement Holding Area, they may not be moved out unless the Roman Supreme Leader plays a Political marker. Also note that any type of Roman unit may be moved into the Off-Map Holding Area, not just units which started as Off-Map Reinforcements.

If the Romans have no Supreme Leader, they may not bring in off-map reinforcements. They may still march units into the Off-Map Forces holding area.

Roman reinforcements may be brought in on any turn, providing the above conditions are met.

17.3 Roman Replacements

Whenever a Roman unit is eliminated it is placed in the Roman Recruit holding area. Roman replacements are received exactly as reinforcements through play of Recruit Political Stratagem Markers.

Roman units which started as Off Map Forces and are eliminated are placed in the Roman Recruit holding area and may be taken as normal replacements (i.e., they are not returned to the Off-Map Forces box).

17.4 Parthian Forces

The Parthians control two groups of forces: Core and Satrapy. The Core units are blue, while the Satrapy units are green.

Parthian Core forces represent the Parthian central government and regular army. Satrapy units represent the various feudal forces which were raised by Parthian nobles.

17.41 Parthian Core Reinforcements The Parthian player raises reinforcement units through play of Political Stratagem Markers. A Parthian leader plays a Political Stratagem Marker, declaring a Recruit action. That leader may then recruit any available Core unit.

Recruiting is done during the Parthian movement segment.

The Recruiting leader must be a Core (blue) leader. In addition, the leader must be in one of the Parthian Regional Capitals, which must be Parthian controlled.

The Parthian leader receives one unit per Stratagem Marker so played. The Parthian player may select which unit he will recruit from units available. The Recruited unit is then placed in the same hex as the leader.

17.42 Parthian Core Replacements Core units which have been eliminated are placed in the Parthian Recruit pool. They are then eligible to be chosen as reinforcements.

The "Court" unit is considered a Parthian core unit and can be obtained as a reinforcement/replacement just like any other core unit.

17.43 Satrapy Reinforcements The Parthian player raises Satrapy units through play of Stratagem Markers.

A Parthian leader (either Satrapy or Core) must be in a Parthian controlled city hexagon. This must be a city which was Parthian originally (i.e. green tinted).

The leader expends a Political Stratagem Marker and then draws at random one Parthian Satrapy unit from the reinforcement pool.

No more than one Parthian leader per city may raise units in a single turn in that city, but if a leader has a leader value of two, he may expend two Political markers and then recruit two units.

17.44 Satrapy Replacements Satrapy units which have been eliminated are placed in the Parthian Satrapy Recruit holding area. They are then eligible to be chosen as reinforcements.

17.5 Civis Units

Civis units are an exception to the above recruiting/replacement procedure.

When a Civis unit is eliminated, it is placed in the common replacement pool. It may be replaced by either side. Whichever side replaces it may place it with its own side up.

In order to replace a Civis unit, a player selects a leader, expends a political Stratagem Marker, and then places a Civis unit with their side up.

Players may place Civis units only in cities they control and which have no other Civis unit. There never may be more than one Civis unit in a hex.

17.51 Colonies The Roman player may, in his turn, exchange a Veteran legionary (heavy infantry) unit in the city for a Civis unit. This may be done only if the Roman player has a leader in the hex. The legionary unit exchanged in this manner is returned to the replacement pool and may be taken as a replacement as per the normal replacement rules.

17.6 Leader units

Certain leaders begin the scenario in their side's Recruiting pool. Off-Map leaders are recruited as per the normal recruitment rules. However, once eliminated, they are permanently removed from the game

Note that some scenarios start with certain leaders already eliminated.

The Parthian Court may be replaced if eliminated, since it is not considered a leader unit.

18.0 CLIENT FORCES

Client forces represent independent or semi-independent force which came under the control of the two major powers. Client forces include Armenians, Arabs and Alani. The following rules apply only to the Basic Game.

18.1 Armenians

The Parthian player controls all Armenian units if they are in a scenario.

18.2 Arabs and Alani

Do not use the Arab or Alani units in the basic game.

18.3 Client Reinforcements and Replacements

There are no Client reinforcements or replacements in the basic game. Once eliminated, such units are out of play permanently.

Note that certain scenarios start with client units eliminated and hence permanently out of play.

19.0 Credits:

Game Designer: Joseph Miranda

Game Developmgnt: Joseph Miranda

Final Development: Keith R. Schlesinger

20.0 CHARTS AND TABLES

TERRAIN CHART

	Movement Effects	Combat Effects (Basic Game)
City/Provincial Capital	Other Terrain	Siege defense if control
Open	None	None
Mountain	Must stop when marching Cross Country	No Manuever advantage; Cavalry/Elephants not increased offensively; Reduce losses by 5.
Desert	None	None
Swamp	Must stop when marching Cross Country	No Maneuver advantage; Cavalry/Elephants not increased offensively;
River	Must stop when marching Cross Country May use River Movement	Reduce losses by 5
Coast	Other terrain/Sea Movement	Other Terrain
Sea	Can only move through using Sea Movement	Not allowed
Roman Road	May use Road Movement	Other Terrain
Trade Route	May use Road Movement	Other Terrain
Lake	Same as River	Same as River

DISCIPLINE TABLE

Discipline Class	Die Roll					
	1	**2**	**3**	**4**	**5**	**6**
Imperator	G	P	P	P	P	P
Veteran	F	G	P	P	P	P
Recruit	F	F	G	G	P	P
Mob	F	F	F	F	G	P
Barbarian	F	F	G	G	G	P

P: Unit passes discipline check.
F: Unit fails discipline check.
G: Unit goes berserk.

BASIC GAME COMBAT SYSTEM SUMMARY OF UNIT STRENGTHS

Unit Type	Fire Round	Melee Round	Pursuit Round	Maneuver	Defense
Heavy Infantry	x0	x2	x1	No	x2
Auxiliary Infantry	x1	x1	x1	No	x1
Heavy Cavalry	x0	x2	x1	No	x2
Equites Cavalry	x0	x1	x2	Yes	x1
Horse Archers	x1	x1	x2	Yes	x1
Elephants	x0	x3	x1	No	x1
Civis	x1	x1	x1	No	x1
Other Types	x0	x0	x0	No	E

x0: Unit cannot attack (but defends normally).
x1: Unit uses its printed strength.
x2: Unit uses twice its printed strength when attacking.
x3: Unit uses three times its printed strength when attacking.
Maneuver - Yes: The unit type is used to determine maneuver combat.
No: The unit type is not used to determine maneuver combat.
Defense - x1: Use the unit's face value for extracting losses.
x2: The unit counts as twice as many strength factors when extracting losses.
E: Eliminated if all other friendly units are eliminated.

MARCH TABLE

March Type	Die Roll					
	1	**2**	**3**	**4**	**5**	**6**
Road / Trade Route	N	M/W	M2/A	M/F	M2/F	M2/W
Cross Country	N	M/S/W	M/S/A	M/A	M/F	M1/W
River	N	R/W	R/A	R/F	R/S	R/W
Sea	N	O/W	O/X	O/A	O/F	O/W

- **N - No March:** The force may not move.
- **March:** The force may move up to its Strategic Movement factor.
- **M2 - Enhanced March 2:** The force may move one or two additional hexes along adjoining road/trade route hexes.
- **M1 - Enhanced March 1:** The force may move one additional hex along any sort of non-prohibited hexes.
- **R - River:** The force may move up to 10 hexes along the length of the river. It may move through any type of terrain along the river. It must stop if entering an enemy occupied hex.
- **O - Sea Movement:** The force may move to any other coastal hex in the same sea.
- **/S - Scatter:** In addition to the result before the slash, the force rolls one die at the end of its March. On a roll of "1" the force is placed in the hex immediately to the north of the destination hex, on a roll of "2" to the northeast, and so on, clockwise. This is regardless of terrain restrictions or presence of enemy units, except for all sea hexsides, which are re-rolled. Units that scatter may not play Strategem markers *during* their movement, but may do so once their move is complete. If the hex being marched to is a friendly controlled city, then ignore the Scatter result (i.e. the city must be the final hex of the march).
- **/A - Attrition:** In addition to the result before the slash, the player must eliminate any one unit among the marching units (not including leaders).
- **/F - Forced March Attrition:** In addition to the result before the slash, if the player is making a Forced March, he must eliminate any one unit among the marching units (not including leaders).
- **/W - Winter Attrition:** if this is a Winter turn, the player must eliminate one half the combat strength, rounded up, of marching units (not including leaders).
- **/X - Wreckage:** the player must eliminate one half (rounded up) of the combat strength of marching units (not including leaders). Any remaining units scatter upon landing. The final scatter hex must be a land hex; re-roll a sea hex.

BASIC COMBAT RESULTS TABLE

Combat Factors	Die Roll					
	1	**2**	**3**	**4**	**5**	**6**
1-4	C	C	-	-	-	-
5-9	C	C	-	-	-	2
10-14	C	C	C	-	2	2
15-19	C	C	C	-	2	5
20-29	C	C	C	5/C	5	5
30-39	C	C	C	5/C	5	5
40-49	C	C	C	5/C	5	10
50-74	C	C	5/C	5/C	5	10
75-99	C	5/C	5/C	5/C	10	15
100+	C	5/C	10/C	10/C	10/C	15

FORMAL SIEGE TABLE

	Die Roll					
	1	**2**	**3**	**4**	**5**	**6**
Siege Results:	B	B	B	S	-	-

- **B:** Breach: normal siege assault combat, EXCEPT
- (1) The combat goes for 3 rounds (fire-melee-pursuit) as normal and
- (2) The defender takes losses for numerical (2/5/10/15) results.
- **S:** Sortie: The besieging player must immediately eliminate any one besieging unit of his choice.
- **-:** No effect. Resolve the siege as Blockade or Siege (attacker's choice).