

EXCLUSIVE RULES & SCENARIOS FOR LEGION

Tactical Warfare in the Roman Age, 100BC-700AD

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[1.0] ROMAN OPTIONAL RULES

Any combination of the following three rules may be used by agreement of the Players in Legion scenarios with Roman forces.

[1.1] ROMAN SWORDSMEN SQUARE

GENERAL RULE:

In disregard of normal stacking restrictions, Roman SD units may stack four units on one hex

to form a "Square" (*orbis* or *testudo*). The Square formation **cannot** be flank attacked (see 6.5). The Square may move only one hex (of any terrain) per Movement Phase. The Square may not attack. The Square is dissolved when it suffers any adverse combat results.

PROCEDURE:

At the end of any Friendly Movement Phase in which four Roman SD units are in the same hex, the Owning Player may invert the top SD marker in the stack, signifying the formation of a Square. The hex then has a Defense Strength of the total of all four units. The hex is immune to the effects of flanking attacks. The marker is set right side up when the units in the hex suffer any adverse combat results.

CASES:

[1.11] Leader units may be in a hex, in addition to the four SD units. Leader units do not count for stacking purposes. Their combat, movement and rallying capabilities function normally. They may freely leave a Square formation at full Movement Allowance.

[1.12] No units may move through a hex containing a Square.

[1.13] The Square can only be created at the end of a Friendly Movement Phase. Disrupted units may not form a Square.

[1.14] A Square may voluntarily be dissolved during a Friendly Movement Phase. In the Phase in which a Square is dissolved, all SD units that were in the Square may only move one hex.

[1.15] The one hex movement of a Square formation allows it to move one hex into any terrain normally passable, regardless of normal Movement Point costs.

[1.16] If a Square is disrupted, stacking limitations must be complied with by the end of the next Friendly Movement Phase, or the overstacked units are eliminated.

[1.2] LEGION INTEGRITY

GENERAL RULE:

Each Roman SD unit may be marked on the reverse as belonging to Legion I, II or III, 8 SD per Legion. Each Legion has its own Leader unit. SD units of one Legion may not benefit in any way from another Legion's Leader units. SD units of different Legions may not combine their Combat Strengths in any way. If attacked or attacking in a "mixed" stack, the Owning Player must specify Which Legion's SD units in the mixed stack are attacking or defending.

CASES:

[1.21] Only SD and Leader units are affected by this rule. Other units may fight in combination without hindrance (subject to the usual restriction on Classes of units; see 10.0).

[1.3] GREEN ROMAN RULE

GENERAL RULE:

Each Roman SD unit is identified as belonging to Legion 'I', 'II', or 'III'. Consider all SD units of Legion 'I' to have a Combat Strength of five points; all SD units of Legion 'II' to have a Combat Strength of four points (normal rate); and all SD units of Legion 'III' to have a Combat Strength of three points (the green troops).

CASES:

[1.31] The Roman SD units affected by the Green Legion rule are treated normally in every way, save the variation in their printed Combat Strength.

[1.32] It is strongly recommended to use this rule with Optional Rule 1.2.

[1.4] ROMAN LEGIONARY PANIC

GENERAL RULE:

Roman SD units, in any scenario where they are allowed to stack four-high **never** panic (whether or not they actually do stack four-high). This supersedes rule 13.0. Roman SD units in any scenario

where they are allowed to stack only two-high or less panic in the manner of normal units.

CASES:

[1.41] Roman SD units which cannot panic function normally in all other respects. They continue to fight as though nothing has happened, although all other units on their side may have panicked.

[1.42] The "panicky" Roman SD units, actually a case of the declining strength and cohesion of the Legion, are essentially reduced to the status of normal units.

[1.5] BYZANTINE CATAPHRACTS

GENERAL RULE:

Byzantine Cataphracts (BC) have a dismount capability: they may convert into an SD unit or a 2-5 SK unit (note the bracket is ignored). In turn, the converted SD or SK unit can be turned back to its original mounted form. Any conversion requires one Movement Phase where the changing unit remains stationary (and does not even change Facing, if Option 16.0 is being used). A unit that is changing may not be a disrupted or a panicked unit, nor may it be adjacent to any Enemy unit.

PROCEDURE:

In the Movement Phase of the conversion, turn the BC unit upside-down and place an appropriate "new" unit rightside-up on top of it to symbolize the new capacity of the unit. The converted unit will not be able to engage in combat on the turn of its conversion because the change cannot take place adjacent to an Enemy unit.

[1.51] The "mount" capacity is intrinsic to either unit; the mount may never be destroyed and is only eliminated "with" the unit.

[1.52] Victory Point values for either converted unit are charged at the Byzantine Cataphract rate. This is regardless of the form the unit was in when destroyed.

[1.53] Always keep the original identification marker under the converted unit.

[1.54] Note that no special SK unit is provided for converted BC units. Players will be reminded of the new strength of the BC/SK unit, 2-5 rather than [2]-5, by the presence of the upside-down BC unit under the converted SK unit.

[1.55] Byzantine Cataphracts (in their regular, mounted form) are the only units that may employ both Fire Combat and Melee Combat in the same Player-Turn.

[1.56] BC units may fire their missiles during the Fire Combat Phase, move, and then use their Melee Attack Strength during the Melee Combat Phase.

[1.57] BC units **cannot** use their fire weapons on consecutive Player-Turns, however. This is in accordance with rule 7.12.

[2.0] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hex-sides, as below:

Class A units may not enter Woods Hexes.

Class Mf and Class C units may not enter Swamp.

[3.0] SCENARIOS B.C.

[3.1] NUMIDIA (106 BC)

Numidians: 10PS, 10BI, 10LC, 10OC, 1“2”, 1“3”. VP 82, PL 33. Deploy: A-3 and/or B-3. Deploy second, move first. Stacking: 2. Leadership: Mt. Ex.

Romans: 20SD, 8LC, 8SK, 1“1”, 1“2”. VP 74, PL 22. Deploy: On road from north map edge to town (inclusive), two units per hex. Deploy first, move second. Stacking: 3.

Game Length: 12 Game-Turns.

Victory Conditions: **Romans** must exit twenty units from the south or west map edge; or achieve a Marginal Victory. The Romans win with a Marginal Victory and no exit. **Numidians** must achieve a Substantive Victory; or prevent the Roman exit. The Numidians win with a Substantive Victory despite a successful Roman exit.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: Numidia had been wracked by a succession struggle for almost a decade before the Romans intervened and, to end the war, partitioned the country. The leader of the most powerful Numidian faction, Jurgurtha, disliked the arrangement and revolted against the Romans. He was defeated, however, by Caeceius Metellus at the Battle of Muthul, and, after two years of guerrilla warfare, Jurgurtha was captured in 106 B.C.

[3.2] VERCCELLAE (101 BC)

Romans: 30SD, 12LC, 12SK, 2“1”, 2“2”. VP 112, PL 56. Deploy: D-4. Stacking: 4.

Cimbri: 35BI, 12LC, 10OC, 1“2”, 1“3”. VP 139, PL 28. Deploy: G-5. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: **Romans** must achieve a Decisive Victory or exit 40 units off the west map edge. **Cimbri** must achieve a Marginal Victory; or prevent a Roman exit. If the Romans exit and the Cimbri achieve a Marginal Victory, the Cimbri win.

Terrain Modifications: Ignore all village, river, and swamp hexes.

Historical Notes: As with most armies, the Romans learned only from their own defeats. Thus, when the Cimbri, a particularly effective group of migratory barbarians, moved into Southern Gaul, they annihilated a Roman Army of 80,000 and also butchered 40,000 Roman citizens at the Battle of Arausio in 105 B.C. The stage was set for Marius to make his sweeping reforms of the Roman military system. Marius gave the Roman Army in Gaul new leadership and confidence. After defeating the Cimbri several times, he crushed them at Vercellae as they attempted to invade Italy. The Legions annihilated the barbarians, killing 140,000 and enslaving 60,000 more. It was a fitting revenge and proof of the effectiveness of Marius' work.

[3.3] APULIA (71 BC)

Spartacus: 20MS, 10BI, 20SD, 2LC, 1“1”. VP 113, PL 57. Deploy: E-3 and/or B-3. Stacking: 2.

Romans: 20SD, 8LC, 8SK, 2“2”, 1“3”. VP 75, PL 30. Deploy: H-3. Stacking: 4.

Game Length: 20 Game-Turns.

Victory Conditions: **Spartacus** wins by exiting the Leader unit and twenty other units off the east map edge. The **Romans** must achieve a Substantive Victory and prevent a successful exit. If neither set of conditions is fulfilled, the game is a draw.

Special Rule: Spartacus' SD units may stack three per hex.

Historical Notes: The social instability of the Roman Republic was demonstrated when the gladiator Spartacus led rebellious slaves in a campaign (the "Servile War") that gave them successes against three Roman Armies. Spartacus ruled over most of Southern Italy from 73 B.C. to 71 B.C., from his armed camp on Mount Vesuvius. Finally, in 71 B.C., Pompey was recalled with his veteran troops from Spain, and they eventually defeated Spartacus and put him and his followers to the sword. This proved once again that individual skill, ferocity, and bravery is no match for disciplined, regular troops.

[3.4] CABIRA (72 BC)

Romans: 20SD, 8LC, 8SK, 1“1”, 2“2”. VP 75, PL 38. Deploy: F-3. Stacking: 4.

Pontians: 10PS, 10BI, 15SD, 2LC, 4HC, 4SK, 4OC, 1“2”, 1“3”. VP 112, PL 34, Deploy: C-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **Romans** must achieve a Decisive Victory; or achieve a Substantive Victory and exit 18 units off the east map edge within four hexes of the road (exclusive). **Pontians** must prevent these conditions.

Special Rules: Pontian SD units may stack three per hex.

Historical Notes: Mithridates, King of Pontus (in Asia Minor), angered by the Roman occupation of the neighboring Kingdom of Bithynia, declared war on Rome and attacked Bithynia. After some initial successes, Mithridates was defeated by Lucullus at the Battle of Cyzicus and retreated to Pontus. Lucullus pursued, and caught Mithridates Army at Cabira. The Legion proved superior to their Asian-style opponents, although the Pontians had large numbers of Roman mercenary swordsmen. His Army destroyed, Mithridates fled to Armenia.

[3.5] THE SAMBRE (57 BC)

Romans: 20SD, 8LC, 8SK, 1“1”, 2“2”. VP 75, PL 38. Deploy: E-4 and/or H-1. Deploy first, move second. Stacking: 4.

Deploy: G-2; half of the total number of units must be on the north side of the river. Deploy second, move first. Stacking: 2.

Nervii: 10MS, 30BI, 2SK, 2“2”. VP 118, PL 35.

Game Length: 15 Game-Turns.

Victory Conditions: **Nervii** must achieve a Marginal Victory. **Romans** must achieve a Substantive Victory; or exit 20 units off the map edge within four hexes (exclusive) of the southeast corner. Nervii win by a Marginal Victory despite a successful Roman exit.

Terrain Modifications: Ignore all village and swamp hexes.

Special Rule: Caesar's forces never panic.

Historical Notes: In the second year of his successful Gallic Campaign, Julius Caesar began to pacify the Belgic tribes of Gauls with eight Legions. His reconnaissance was inadequate and the Romans were ambushed by 50,000 Nervii, a particularly unfriendly Gallic tribe. The Romans held on their right and center, but the Roman left, the VII and XII Legions, were in danger of annihilation until Caesar took charge of the situation and launched a counterattack with such ferocity that few of the Nervii survived. The Roman victory was directly attributed to Caesar and his strong personal leadership.

[3.6] CARRHAE (53 BC)

Romans: 20SD, 6LC, 6SK, 1“1”, 2“2”. VP 67, PL 27. Deploy: H-3. Stacking: 4.

Parthians: 8HC, 20OC. VP 56, PL 17. Deploy: C-3 and/or A-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Romans** must exit eight units off the north map edge within four hexes (exclusive) of the road. **Parthians** must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects.

Special Rule: Note that the Parthians require no Leader units.

Historical Notes: The territorial expansionism of the First Triumverate led Crassus to intervene in an internal quarrel of the Parthians, a tribe in Northern Mesopotamia. At Carrhae, Crassus' expeditionary force was surrounded by the Parthian Army of mounted bowmen. Crack shots and expert horsemen, they kept the range open and refused to let the Romans close in for hand-to-hand fighting. The Romans were weakened by the missile fire and were soon defeated in detail. Over 10,000 Romans were enslaved and 10,000 died, including Crassus (who had molten gold poured down his mouth by his captors). This was the first indication the world had of the Asiatic mounted archer, in many ways the most effective pre-gunpowder fighting man.

[3.7] PHARSALUS (48 BC)

Pompey: 30SD, 12LC, 12SK, 2OC, 2“2”. VP 114, PL 57. Deploy: H-3. Stacking: 3.

Caesar: 24SD, 4LC, 4SK, 1“1”, 1“2”. VP 66, PL —. Deploy: E-4 and/or G-2. Stacking: 4.

Game Length: 20 Game-Turns.

Victory Conditions: **Pompey** must achieve a Decisive Victory; or achieve a Substantive Victory and control hex "F". **Caesar** must achieve a Substantive Victory; control hex "H". If both fulfill Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all slope, hilltop, and swamp hexes.

Special Rule: Caesar's forces never panic.

Historical Notes: The First Triumverate collapsed when Pompey usurped power. Civil War resulted, pitting the forces of Pompey against those of Caesar. After defeats in northern Greece, Caesar withdrew to Thessaly. Pompey pursued with 40,000 men and attacked Caesar's 20,000 at Pharsalus. Although Pompey had the numbers, he lacked Caesar's tactical skill. Caesar seized the initiative and attacked with part of his force, keeping a large reserve. When Pompey committed his superior cavalry force, Caesar took them in the flank with his reserves, routing them. Caesar then enveloped Pompey's position, causing his army to panic. Pompey fled to Egypt. His army suffered 15,000 casualties and lost 24,000 prisoners. Caesar lost but 2,230 men.

[3.8] SECOND PHILLIPPI (42 BC)

Triumvires: 30SD, 8LC, 8SK, 1“1”, 1“3”. VP 94, PL 38. Deploy: H-3. Stacking: 4.

Tyrannicides: 25SD, 12LC, 4HC, 5SK, 1“2”. VP 86, PL 22. Deploy: E-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: **Triumvires** must achieve a Substantive Victory; or control hex "F". **Tyrannicides** must prevent these conditions.

Terrain Modifications: Ignore all slope, hilltop, and swamp hexes.

Historical Notes: The Tyrannicides, who had assassinated Julius Caesar, were opposed by the Second Triumvirate, who set out to punish them for their deed. The First Battle of Phillipi, on 26 October, had proven indecisive. In the Second Battle, Anthony and Octavian, the Triumvirate commanders, demonstrated on the Tyrannicides' flank to divert their attention from an attack on their left flank. This attack proved unsuccessful. Most of the Tyrannicide Army collapsed and Brutus, their sole remaining leader, committed suicide.

[4.0] SCENARIOS A.D.

[4.1] TEUTOBURGERWALD (9 AD)

Romans: 20SD, 8LC, 8SK, 1“2”, 1“3”. VP 74, PL 37. Deploy: G-3. Stacking: 4.

Germans: 35BI, 12LC, 1“2”. VP 118, PL 30. Deploy: A-2 and/or E-2 and/or J-2. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Romans must exit any unit off any map edge. Germans must eliminate all Roman units. Any other situation results in a draw.

Terrain Modifications: Ignore all village hexes. All bridge hexes are treated as ford hexes.

Historical Notes: The consolidation of Roman rule in Germany was upset by many tribal revolts. Varus led an expedition of three Legions (some 20,000 men accompanied by 10,000 non-combatants) against the revolting Germans. Varus' campaign was endangered when the commander of his native auxiliaries, Arminius, switched sides and became a centralizing factor in the German revolts. In the rough terrain of the Teutobergerwald, in Lippe-Detmold, the Roman column was ambushed by the Germans. The Romans were outnumbered and the rugged terrain made the otherwise almost invincible Roman tactics impossible. Despite this, the Romans held out for three days. At the end, they were massacred, losing their sacred Eagle standards in the process. This unprecedented defeat led the Romans to abandon their plans for the conquest and colonization of Germany. As a result, the Germans never received the benefits of Roman rule and the Empire's frontiers were settled on the Rhine and Danube.

[4.2] MINDEN (AD 16)

Romans: 20SD, 8LC, 12SK, 3“2”. VP 87, PL 52. Deploy: G-3. Stacking: 4.

Germans: 30BI, 10SK, 1“1”, 3“3”. VP 124, PL 37. Deploy: J-3, F-3 and/or S-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Germans must control hex “G”. Romans must win a Substantive Victory and control one of the German deployment hexes without losing control of hex “G”.

Historical Notes: Germanicus led a large Roman expedition into Germany to punish Arminius (who had reverted to his earlier name of Hermann the German) and recapture the three Eagles of the Legions destroyed at Teutoburgerwald. Hermann again rallied the German tribes, but Germanicus was more skillful and had a larger force than Varus did. When the Germans attacked him at Minden, the Romans held firm and dealt with the Germans a bloody repulse. Afterwards, Germanicus marched throughout Germany and recovered the Eagles. Teutoburgerwald had been avenged, but its damage could not be undone.

[4.3] BOUDICCAN REVOLT (A.D. 61)

Romans: 10SD, 4LC, 4SK, 1“1”. VP 37, PL 19. Deploy: K-2. Stacking: 4.

Britons: 35BI, 1“2”. VP 106, PL 27. Deploy: G-4. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Britons must exit ten units off the west map edge; or control hex “F”. Romans must prevent these conditions.

Terrain Modifications: Slope hexes and non-ford river hexes may not be entered.\$

Historical Notes: Queen Boadicea of the Iceni tribe, incensed against the indignities of the Romans, led her tribe in a revolt. Joined by the Trinovante tribe, she sacked the Roman cities of Londinium and Verulamium, killing all Britons who had accepted Roman ways. The Romans rushed reinforcements and at Towchester a Legion was attacked by hordes of Britons. The Britons attacked without any sort of tactical coordination. Roman discipline again proved infinitely superior to barbarian ferocity, despite the fact that Roman weapon technology was only slightly superior. The Romans eventually counter-attacked and pursued, slaughtering thousands of Iceni. Boadicea committed suicide.

[4.4] LUGDUNUM (AD 197)

Severians: 20SD, 8LC, 12SK, 4LC, 4BW, 1“1”, 2“2”. VP 103, PL 52. Deploy: G-5. Stacking: 4.

Albanites: 20SD, 4LC, 6SK, 3BI, 3LC, 9MS, 3“2”. VP 95, PL 38. Deploy: C-3 and/or D-5. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Severians must win at least one enemy deployment hex, win a Marginal Victory, and exit 8 units off north map edge road hex. Albanites must control hexes “C”, “D” and “B”.

Terrain Modifications: Ignore all swamp hexes.

Historical Notes: Septimus Severus had become Emperor by the frequent late-Roman practice of killing all his competitors. Septimus Albinus, angered by Severus' arbitrary rule, brought his troops over from Britain and marched on Rome. Severus intercepted them near the present-day city of Lyon and, in a bloody battle, Albinus was defeated. Severus returned to Rome and continued his high-handed, yet effective, rule. One effect of this battle was the withdrawal of troops from Britain by Albinus encouraged Pictish incursions there.

[4.5] EUPHRATES (AD 261)

Palmyra: 10SD, 6BI, 4BW, 10SK, 10OC, 1“2”, 2“3”. VP 103, PL 40. Deploy: J-4. Stacking: 3. Leadership: Mt. Ex.

Sassanid: 10MS, 5SK, 10HC, 10LC, 15OC, 1“2”, 3“3”. VP 99, PL 30. Deploy: H-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Palmyrans must control hex “H”. Sassanids must win a Marginal Victory. If both the game is a draw.

Terrain Modifications: Ignore all river, swamp and woods hexes.

Historical Notes: The Persians had invaded Antioch and Asia Minor in 241, angering Odenathus, a pro-Roman Arab who was prince of Palmyra. Odenathus skillfully used his small Arab-Roman army to force the Persians to withdraw from Cappadocia, and then ambushed the retiring Persians on the banks of the Euphrates River. Laden down with loot, the Persians were surprised and forced across the river, pursued by Arab horsemen. The next year, Odenathus followed up his success by an invasion of Persia.

[4.6] PLACENTIA (AD 271)

Romans: 20SD, 8LC, 12SK, 2“2”, 2“3”. VP 88, PL 53. Deploy: F-3. Stacking: 4.

Alamanni: 20BI, 6SK, 8HC, 8LC, 3“3”. VP 105, PL 32. Deploy: G-5. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Romans must capture hexes “G” and “C”. Alamanni must win a Marginal Victory. If both, the game is a draw.

Historical Notes: The Alamanni, a barbarian tribe, slipped through Roman forces south of the Danube and moved towards Italy. They were pursued by the Emperor Aurelian and were finally brought to battle at Placentia. The barbarians were in strength, however, and the Legions were not as good as they had once been. As a result, the Romans were repulsed with heavy losses, although Aurelian soon rallied and defeated the Alamanni at the Battles of Fano and Pavia, where they were wiped out.

[5.0] POST-DIOCLETIAN SCENARIOS

[5.1] CTESIPHON (A.D. 363)

Romans: 20SD, 12LC, 8SK, 1“1”. VP 77, PL 23. Deploy: F-4. Stacking: 3.

Persians: 20SD, 6HC, 20OC, 1“2”. VP 93, PL 28. Deploy: H-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: Persians must achieve a Substantive Victory; or control hex “F”. Romans must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects except river, bridge and ford hexes.

Historical Notes: When Julian became Caesar, he had already re-asserted Roman rule in Gaul. He now went to Mesopotamia, where Roman rule was threatened by Persian expansionism. After arriving at Ctesiphon, Julian began to pursue the Persian Army, which withdrew after strong initial resistance. Julian's pursuit was hindered by swarms of Persian bow-armed cavalry, which skirmished with the Romans, reducing their

strength. This proved an effective tactic, and led the Persians to attempt a decisive attack near Ctesiphon. Despite initial Persian success, the Romans soon rallied and, with Julian at their head, staged a successful counterattack, although Julian was killed at the height of the action.

[5.2] ADRIANOPEL (A.D. 378)

Romans: 20SD, 12LC, 8SK, 1“1”. VP 77, PL 23. 30. Deploy: G-4. Stacking: 3.

Ostrogoths: 24BI, 12HC, 12OC, 2“2”, 1“3”. VP 123, PL 49. Deploy: E-2 and/or K-2. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must achieve a Substantive Victory; or achieve a Marginal Victory and control hex “F”. Ostrogoths must achieve a Decisive Victory; or control hex “D” and exit eighteen units off the east map edge within three hexes (exclusive) of the road. If both sides fulfill victory conditions, the game is a draw.

Terrain Modifications: Ignore all river and swamp hexes.

Historical Notes: The Ostrogoths had been forced into the Roman Empire by the Huns infringing on their territory. This created tension between the Ostrogoths and Romans, so on 9 August, 378, the Emperor Valens and 60,000 men, one third of them cavalry, marched on the main Gothic camp near Adrianople. The Gothic cavalry was absent foraging. After a delay, the Romans began an attack with their infantry in the center and their cavalry on the flanks. The Gothic cavalry, however, arrived as the attack was beginning. They fell upon the Roman right and smashed it. At the same time, the Goths in the camp (defended by a wagon-laager) went over to the attack. The Roman cavalry routed off the field, leaving the infantry surrounded. The Gothic cavalry was greatly superior to the sword-armed Romans in the melees. Valens fell along with 40,000 Romans. For the first time, cavalry had defeated infantry by shock action. The Goths had used stirrups to make this possible. Thus began a thousand years of domination of European warfare by cavalry.

[5.3] CHALONS (A.D. 451)

Romans/Goths: 5PS, 20BI, 10SD, 5LC, 10SK, 2“2”. VP 127, PL 44. Deploy: G-4. Stacking: 3.

Huns: 15MS, 10PS, 10BI, 5LC, 10OC, 1“1”. VP 106, PL 27. Deploy: J-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 30 Game-Turns.

Victory Conditions: Either side must control hexes “E” and “H”, but whichever side achieves a Substantive Victory wins, regardless of geography.

Historical Notes: In order to loot and pillage what was left of Western Civilization, Attila the Hun

had led 100,000 Huns, Franks and Germans over the Rhine. Faced by this menace, the Romans and Goths joined forces. They encountered the Huns at Chalons-sur-Marne. The Goths began by attacking the Hun's right, but the Huns instead launched an attack on the Roman-Gothic center, routing the Alan barbarians placed there. Yet the Romans on the left and the Visigoths on the right refused to give way and attacked, threatening the Huns with double envelopement. Fighting was bitter and losses were heavy on both sides. Finally, Atilla saw things were not going his way and pulled back, although fighting raged through the night.

Chalons was a bloody battle. No quarter was asked or given. It was successful in that the Romans and the Goths had prevented the Huns from overrunning Western Europe. Had the Huns won, what remained of civilization in the decay of Rome would have been totally destroyed. It was for the benefit of all humanity that the Hun's invasion was repulsed and sent back across the Rhine.

[5.4] DARAS (A.D. 530)

Byzantines: 6SD, 6OC, 12BC, 1"2". VP 61, PL 24.

Deploy: H-3. **Stacking:** 3. **Leadership:** Mt. Ex.

Persians: 10SK, 24OC, 1"3". VP 79, PL 24.

Deploy: J-3. **Stacking:** 2. **Leadership:** Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: **Byzantines** must achieve a Substantive Victory; or control hex "H". **Persians** must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects except for river, ford and bridge hexes.

Historical Notes: Byzantine activity along the frontiers of the Persian Empire provoked an invasion of Byzantine territory by 40,000 Persians and Arabs. They were met by a young Thracian General, Belisarius. Belisarius entrenched his regular infantry in the center of his line, pushing his effective cavalry (Byzantine cataphracts and Hun archers) out forward on the flanks. Belisarius' infantry held the initial Persian assault, and then he sent his cavalry into the attack on both flanks, enveloping the Persians. The Persians fled, leaving behind 8,000 dead. The outnumbered Byzantines had won because of the tactical skill of Belisarius and because of the quality of the Hun cavalry and, especially, the Cataphracts, who, armed with bow, lance, sword and other weapons, were the most formidable force in their time.

[5.5] BUSTA GALLORUM (A.D. 552)

Romans: 10PS, 15BI, 7SK, 24BC, 1"1", 1"3". VP 160, PL 72. **Deploy:** E-3. **Stacking:** 3. **Leadership:** Mt. Ex.

Ostrogoths: 30BI, 12HC, 12OC, 1"2". VP 139, PL 42. **Deploy:** H-3. **Stacking:** 2. **Leadership:** Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Romans** must achieve a Substantive Victory; or exit 20 units off the east map edge, within three hexes (exclusive) of the road. **Ostrogoths** must achieve a Marginal Victory and control hex "E". If both sides fulfill Victory Conditions, the game is a draw.

Special Rules: BI and PS units may stack two units per hex.

Historical Notes: The Goths had overrun all of Italy by 534. Two years later, the Byzantines under Belisarius began a campaign to liberate the peninsula. The Goths and their Frankish allies remained undefeated, however, until the eunuch Narses moved on Rome with 20,000 men. He encountered the Franks and Goths in a narrow pass. As both sides deployed, Gothic cavalry charged down the pass, but were repulsed by Byzantine missile fire. Repeated Gothic and Frankish attacks were unsuccessful, due largely to Byzantine fire. Then the Byzantines went over to the offensive, with the Cataphracts going around the flanks in a double envelopement. Six thousand barbarians were killed. Narses entered Rome, but the Italian War was to rage for another two years.

[5.6] CASILINUM (AD 554)

Byzantines: 6PS, 9BI, 4SK, 15BC, 1"1", 2"2". VP 99, PL 50. **Deploy:** D-5. **Stacking:** 3. **Leadership:** Mt. Ex.

Franks: 35BI, 12HC, 16OC, 1"2", 2"3". VP 164, PL 49. **Deploy:** G-3. **Stacking:** 2.

Game Length: 15 Game-Turns.

Victory Conditions: **Franks** must control hex "D" and exit 10 units off the north map edge road hex.

Byzantines must win a Substantive Victory or control hexes "G" and "D".

Historical Notes: Some 30,000 Franks and Goths under Buccelin had invaded Italy, and in 554, were brought to battle at Casilinum by 18,000 Romans and Goths under the eunuch Narses. Outmaneuvered, the Barbarians were forced to attack Narses on ground of his own choosing. Narses drew up his forces in a concave formation, while the Franks attacked in a wedge formation in the center. The Romans, however, engaged the barbarians with missile fire, while enveloping them with horse archers. The barbarian attack went to pieces under a rain of arrows. After they had been disorganized, Narses ordered an attack. The barbarians were surrounded and wiped out, almost to the man. The battle had many parallels to that of Cannae in tactical outcome.

[5.7] HYPOTHETICAL SCENARIO

Marian Army: 30SD, 12LC, 12SK, 1"1", 1"2". VP 10, PL 55. **Deploy:** E-3. **Stacking:** 4.

Belisarian Army: 12SK, 24OC, 20BC, 1"1". VP 45, PL 58. **Deploy:** D-3. **Stacking:** 3. **Leadership:** Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Either side must achieve a Substantive Victory; or achieve a Marginal Victory and control the opposition's deployment hex.

Terrain Modifications: Players may decide to ignore all terrain and effects.

Historical Notes: This is a hypothetical scenario representing what were probably the two finest ancient armies. The Roman Army appears as it emerged from the Marian Reforms, in which condition it won Caesar's famous victories. The Belisarian Army features the powerful cataphracts and Asian-style horse archers. This type of army enabled Belisarius to win many victories, almost always against superior numbers.

6.0 DESIGNER'S NOTES

[6.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

A great deal can be learned from these games, the old five and the new five, by the game player about how and why game systems develop. The first two games, Renaissance of Infantry (originally published in S&T nr. 22) and Centurion (published in S&T nr. 25), were originally done by a consortium of talent headed by James Dunnigan, Al Nofi, and R. A. Simonsen. These produced many innovations, but the games essentially concentrated on certain mechanical aspects, while ignoring the human; thus facing was invented in this period, as well as feudal cavalry charges, etc., but there were no effective leadership control rules. Then John Young took over the leadership in pre-Seventeenth Century tactical games and designed and developed Phalanx, and cooperated with S.B. Patrick on the Dark Ages game. These games essentially built on the basis of the prior two games, and continued expanding by incorporating innovations such as contact and very restrictive leadership factors, as well as expanding the variety of counters.

Finally, Armageddon (S&T nr. 34) was done. This was a complete reversal from the complexity levels that had been incorporated into Phalanx and Dark Ages. The feeling at that time was that the simplest game possible would be most widely accepted. The period lent itself to this since almost nothing concrete is known about the warfare.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be overdone. They wanted the flavour of the rules, but still demanded a functional game.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish tercio, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[6.2] LEGION DESIGNER'S NOTES

Legion is the only game in the PRESTAGS series that revolves around a single, almost continuous empire. It proceeds from the founding of the Marian Legion to the heyday of the Byzantine Empire. Basically, the prior Roman armies, although enormously successful, were defensive, meant to fight on homeground and break the normal attacker, a spear pahalanx. By 100 B.C., most important opposing systems and powers were destroyed or in eclipse. Rome had no real competition for empire. So the Marian Legion was shaped to enable a full phalanx to be formed with the consequent ability to deliver a hard shock against the increasingly less rigid formations in the peripheral "barbarian" areas. Despite the rapid social decline of the Late Republic, the Empire did not collapse simply because there were no serious opponents for three centuries. The only items of interest militarily during this period were the internal revolutions and occasional forays by either side across the boundaries. The Roman armies rotted, as all armies do without opposition. So when the great migrations of the third and fourth centuries occurred, the old empire declined and fell, and the legions became extinct. Infantry was dead and cavalry was king. Only the eastern empire survived, and did so like the old Romans by developing a competing, but superior system, based on the marvelous cataphracts. There was one last moment of glory under Justinian, in Africa and Italy, before the tide of Islam erased any chance of the empire being restored.