

# Tacticum



Welcome to TACTICUM, a unique opportunity to learn, as we believe, how Centurions may have been instructed in tactics and strategy.



## Units and Formations.

### Squad

*Formation:* A single block



*Movement:* As many spaces as desired in a straight line; left, right, forward or backward. Any other unit or the edge of the board is the limit of a move.

*Ability:* Can capture enemy squads when both flanks are attacked (see Capturing)

### Square

*Formation:* 4 Squads arranged so that there is a 2x2 square.



*Movement:* Moving all 4 pieces at the same time; move 1 or 2 spaces left, right, forward or backward, or you may move the Square 1 space diagonally.

*Ability:* None of the squads in a square can be captured by flanking.

### Column

*Formation:* 3 Squads in a line.



*Movement:* a column (all 3 squads) moves along its long axis 1, 2 or 3 spaces.

*Ability:* Captures any individual squad by taking the captured squad's territory; even if the squad to be captured is part of a Square formation. Individual Squads in a Column can be Captured.

### Legion Standard



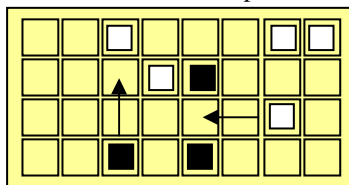
*Formation:* this is the special cube marked with roman numerals 1(I) thru 6(VI) to designate Legion numbers. This will represent the Centurion candidate in the training scenarios. Before starting any scenario the candidates determine which Legion designation they will use.

*Movement:* Moves the same as a Squad.

*Ability:* Same abilities as a Squad, but cannot be captured.

## Capturing

A capture occurs when a Squad or line of Squads is flanked on both sides. A Squad cannot move into a capture. For instance just



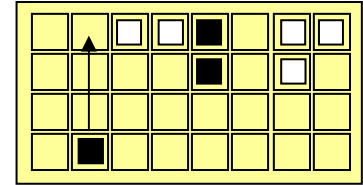
moving to the spot between 2 enemy squads is not a *sacrifice* or a *suicide* move. In this

illustration, if black moves as indicated, a white piece is captured. If white makes the move

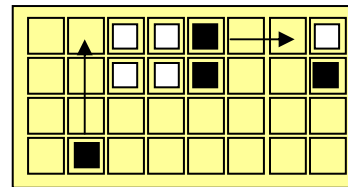


indicated, it is *not* captured. Also, remember that more than 1 Squad can be captured by flanking as shown below.

Black will capture 2 Squads with this move.

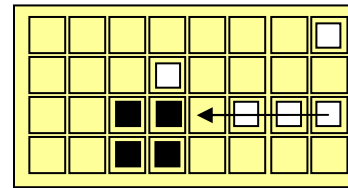


### Capturing with Special Formations.



Squads that are part of a Square cannot be capture by flanking. The move by black that worked earlier is no longer effective, as shown here. Notice

the white squad in the corner, it cannot be captured by flanking, but it can be trapped there as long as black blocks its movement. A Column can capture any 1 Squad in range of a Column's movement.

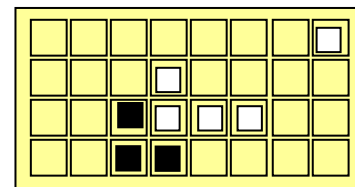


### Column Breaking a Square.

This is shown in the next 2 illustrations. Here white has formed a column and is attacking the black

Square.

Note that the piece captured is the black Squad that received the force of the Column.



In the following sections "training scenarios" will be presented, including setup, objectives and training goal.



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## Individual Training

*Look for individual play option coming to the Gameological website and in the GI Newsletter.*

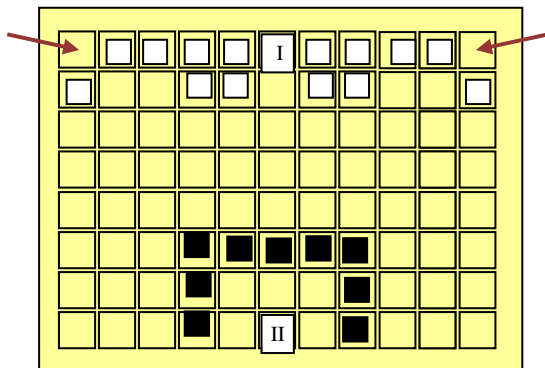
## Opponent Training

### Scenario Op1 – Preserve / Immobilize the Standard

In this test you are either trying to finish off an opponent or ensuring the Legion Standard is not immobilized by getting it off the field of battle.

*Setup:*

The Black army is set up in the defensive formation and White is set up as the attackers.

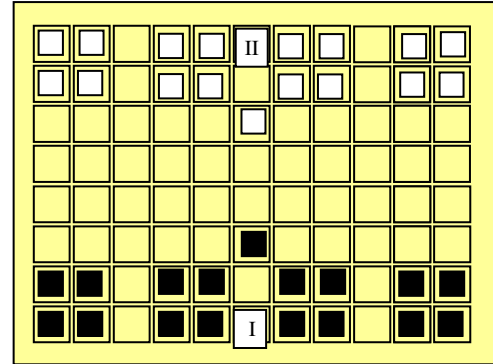


*Objectives:*

The Black Centurion Candidate must repel attacks and maneuver squads to get the Standard off the field of battle to either of the farthest corners of the board (see arrows). The White Centurion Candidate must prevent this by forcing a draw or immobilizing the Black Standard. During this Scenario, the squares indicated by the arrows are considered permanently “black” and cannot be occupied by White. These objective squares can also be used by Black in *flanking* captures.

### Scenario Op2 - Challenge the best

In this test you are to fight against an army of the same composition as yours. It is the best way to see its



strengths and weaknesses.

*(example: fixed position variant set up for Scenario Op2)*

*Setup:*

Armies set up across the long edge of the board facing each other. Each centurion candidate gets 17 Squads.

You will each also have your Standards. Units may only be placed in the first 2 rows and there must be at least one Square established at the beginning of the battle.

Black places 4 units then White places 4, alternate this way until all Squads are placed. The Legion Standards are placed last.

*Objectives:*

Immobilize the opponent's Standard or reduce your opponent's army to less than 5 Squads.

*Some Background:* The old book we found in the eclectic collection of written material sent to us by the Gameological Institute's mysterious benefactor, Mr. Jouer, didn't seem to be anything out of the ordinary at first. The parchment pages, some loose, were bound in thick dark leather covers. The covers were scratched and stained, with a few deep gouges. Clearly engraved on the cover was the phrase III Gallica.

“Oh my!” exclaimed Professor Weaver, “That was a well known Roman legion stationed near modern day Syria at a base named Raphna.” He told us all, as he began absently cleaning his glasses with a kerchief...

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